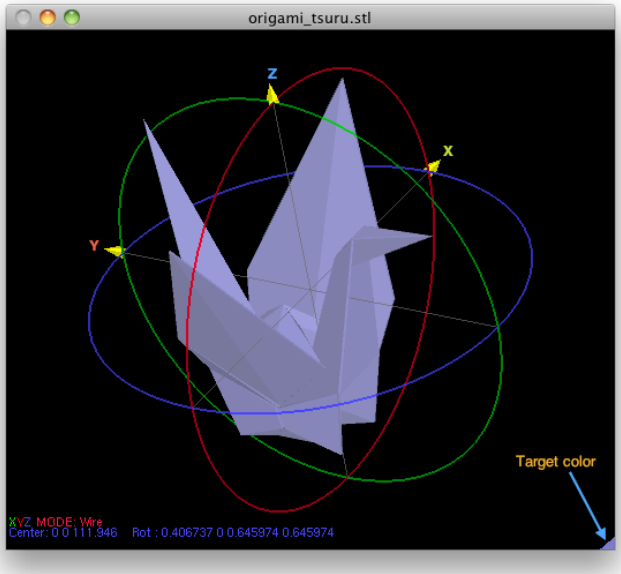
stlview

STL file viewer



	Data format name	File extension
Input data	stl binary/ascii	any

Init file(optional)

~/.stlview , ./.stlview(priority)

```
CENTER: 0 0 232 ( x y z for the initial display)
BACK: 10 (0~10 integer )
ROT:  -0.5 0.5 -0.5 -0.5 ( rotation params for the initial display)
SIZE: 800 800 ( horizontal vertical pixels for the window )
RADIUS: 80 ( radius of the circles )
AXIS: 2 ( axis flag )
LFLAG: 5 ( light flag 0~9)
LIGHT0: 1 1 -1 0 ( setting for the light 0 )
LIGHT1: 1 -1 -1 0 ( setting for the light 1 )
LIGHT2: 1 -1 1 0 ( setting for the light 2 )
LIGHT3: 1 1 1 0 ( setting for the light 3 )
LIGHTCOLOR: 1 1 1 1 ( setting for the light color )
SCOLOR: 0.8 0.5 0.5 1 ( setting for the default surface color )
MAXIS: 1 0 0 ( rotation axis setting for movie , [0,1,1] for the default)
M_AMBIENT: 0.6 0.3 0.3 1 ( material color for ambient, 0~1)
M_DIFFUSE: 1 1 1 1 ( material color for diffuse, 0~1)
M_SPECULAR: 1 1 1 1 ( material color for specular, 0~1)
M_SHININESS: 40 ( material shininess, 0~128)
```

Key control

Keys	Modifier	Function
w		wireframe
h		surface+triangle frame
f		surface
s		3 color triangle
p		point
↑	(shift,option)*	rotation along the horizontal axis
↓	(shift,option)*	rotation along the horizontal axis
→	(shift,option)*	rotation along the vertical axis
←	(shift,option)*	rotation along the vertical axis
HOME		rotation along the depth axis
END		rotation along the depth axis
-		shift along the depth axis(Far)
+		shift along the depth axis(Near)
a		toggle the axis and the frame display
m		keep the position as milestone
M		display milestone points(from view3d)
r		retrieve the milestone position
R		retrieve the milestone position (depth setting is kept)
<space>		movie start/stop
>		speed-up the movie
<		speed-down the movie
d		back to the default position
D		back to the default position(depth setting is kept)
v		perspective/orthogonal view change
A		change the alpha value(0~10)
i		display the info in the terminal
I		information display on/off
l		light on/off
1~9		visualization flags for the multi color object
1~9	shift	illumination flags (1,3,7,9 corresponds to each light source)

t		toggle the display on/off for the target colored object
T		toggle the display on/off for the whole object
S		shinny surface on/off
V		set the vertex normal vectors(toggle GL_FLAT/GL_SMOOTH)
/		flip L/R (available for perspective view mode)
PAGEUP		change the target object
PAGEDOWN		change the target object
q,Q		quit the program

* rotation step(5 deg as default, 10 deg with shift and 30 deg with option)

```
>% stlview
----- STL Viewer -----
usage:  stlview datafile <RET>

datafile : STL data(BINARY/ASCII STL)
-------------------------------------------------------------------------
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```

Additional information

STL color file supported
(5 bits for each color 0~31)
If no color information is found, the default color(0.5,0.5,0.8) is used.

Related commands

stlinfo
stlcat
stlcolor
stlbin
stltrans
stlsm
obj2stl
sf2stl
srf2stl
mcube

by Ken