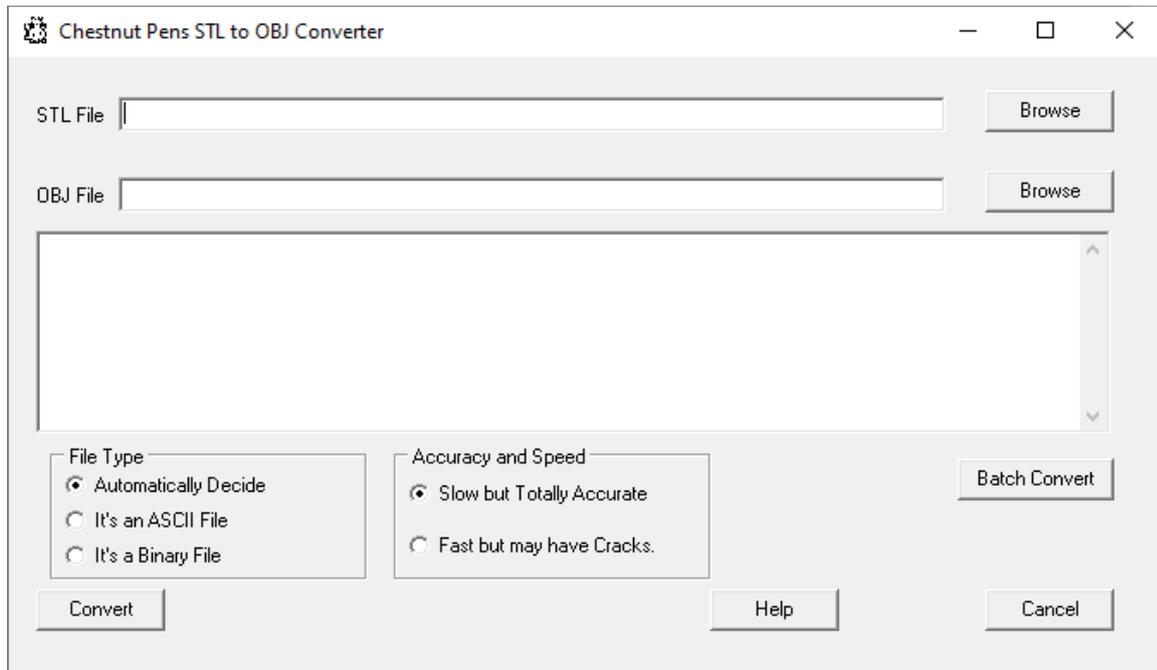


## Chestnut Pens STL to OBJ Converter Help

To Use:

The program window is as below:



Select the STL File you wish to convert, either Binary or ASCII, by using the upper 'Browse' button. Then choose the destination file (the default is usually OK) and press the 'Convert' button. Conversion progress is reported in the text box below the filenames.

The default settings are usually OK, but occasionally programs generating STL files don't always follow the normal conventions and a binary STL file can be confused for an ASCII one or vice versa. To force the program to go for one or the other type, click on the appropriate file type.

The "Accuracy and Speed" box is useful for HUGE models. The slow method checks thoroughly whether a new vertex is already present in the model and merges the vertices if it is already present. This can take time, especially as there can be millions of vertices in a big model. With the 'Fast but may have Cracks' option, the program only checks the most recent 1000 vertices to see if they are identical to the most recently read vertex. This speeds things up enormously. With one 11.2 million facet/6.5 million vertex conversion, the unfinished slow conversion was aborted at 24 hours, the fast conversion took 4 minutes 30 seconds. There is a small risk that there may be cracks in a model where the facets are properly welded, but the receiving application can deal with this.

To convert lots of models without needing to go through the program multiple times, select all the filenames using the STL File Browse button, then press the 'Batch Convert' button. The default OBJ filename will be used.

Size of model: As mentioned above, the program has been stress tested with an 11.2 million facet/6.5 million vertex conversion, in a 550Mb STL file, which created a 650Mb OBJ file. The conversion was successful, so large files are possible. If the STL file size exceeds 3Mb it is probably worth selecting 'Fast but may have Cracks'.

The image overleaf was rendered in DAZ Studio 4.11 from a 634Mb OBJ file converted from a 550Mb binary STL file.

