

EasyViewStl Version 0.7.5.0

Product Data Sheet

EasyViewSTL is an easy to use tool for viewing files in 3D STL format, designed with performance in mind, and available completely free of charge. No installation required, just unpack the small sized distribution file.

Additionally there are functions for analysis of the geometrical quality of the data, for visualization of erroneous areas, for 3D transformations of the geometry, for conversion of different 3D file formats to STL format, and for the purpose of documentation.

EasyViewStl Features

- Display of complex 3D geometry in a viewport of any pixel dimensions, limited by a maximum of 10,000,000 triangles.
- 3D Standard Views, functions for dynamic change of the current view at any time in any direction: Zoom (-In), Rotate (with selectable center point or axis), Pan, Center, Line of Sight. Adjustable speed for Zooming and Rotating.
- Simple handling of view changes by mouse and/or keyboard. Direct switching between orthogonal and perspective view.
- Different model presentations: shaded, wireframe, wireframe-overlay, with a wide range of graphical attributes.
- Model statistics: dimensions, number meshes, number triangles and points, number degenerated or isolated triangles, number boundary segments, number missing or wrong oriented normal vectors.
- 3D transformations of geometry: moving, positioning, rotating, scaling, mirroring, change of dimensions.
- Normal vector functions: display, invert direction, new computation.
- Display of boundary segments for detection of 'holes' or 'gaps', with/without limiting points of segments, with/without transparent display of triangles.
- Show / No-Show of: meshes, back faces of triangles, axis system, dynamically adjusting 3D grid with 3D TTF labeling.
- Splitting of geometry along sliding planes. Optional presentation of one half in transparent mode. Sliding control by keyboard, tool buttons, or slider.
- Settings of representation standards for background color, color / material / transparency of geometry, line width, point size, representation of axis system, distinction between front and back faces of triangles, form of mouse cursor inside the graphical area.
- For the purpose of documentation, screenshots can be made. The model view can be stored as a BMP file.
- Printing with Print Preview, image centering, blank out of background, scaled and full-page for any installed paper sizes
- Reading and writing files with STL-ASCII or STL-BINARY format.
- Conversion of different 3D file formats to STL- BINARY: IV, OBJ, OFF, PLY and WRL (VRML 97).

Minimal / recommended System Requirements

- Conventional PC with x64 architecture, at least 6GB RAM, 3.0 GHz CPU
- Microsoft Windows 7® x64, Windows 8® x64, Windows 10® x64
- Graphics adapter 1 GB DDR, device driver supporting OpenGL 2.0

