
lib3mf

Release v2.1.0

3MF Consortium

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Welcome! This is the documentation for lib3mf v2.1.0.

lib3mf is an implementation of the 3D Manufacturing Format file standard.

It provides 3MF reading and writing capabilities, as well as conversion and validation tools for input and output data. lib3mf runs on Windows, Linux and MacOS and offers a clean and easy-to-use API in various programming languages to speed up the development and keep integration costs at a minimum.

As 3MF shall become an universal 3D Printing standard, its quick adoption is very important. This library shall lower all barriers of adoption to any possible user, let it be software providers, hardware providers, service providers or middleware tools.

API DOCUMENTATION

- *C++*
- *C*
- *Python*
- *Pascal*
- *C#*
- *Golang*
- *NodeJS*

1.1 C++-language bindings

This space describes the usage of lib3mf in a C++ host application.

The C++-language bindings come in two different flavors:

Cpp

CppDynamic

If you include the header `Cpp/lib3mf_implicit.hpp`, lib3mf will be loaded dynamically during *load-time* of your host application through your operating system's mechanism for loading libraries.

```
Lib3MF::PWrapper wrapper = CWrapper::loadLibrary();
```

The shared library file `lib3mf.*` needs to reside in a path that your operating systems checks when loading libraries.

If you include the header `CppDynamic/lib3mf_dynamic.hpp`, Lib3MF will be loaded dynamically during *run-time* of your host application through an explicit call to

Linux

Mac OSX

Windows

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.so");
```

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.dylib  
↪");
```

```
Lib3MF::PWrapper wrapper = Lib3MF::CWrapper::loadLibrary("LibraryLocation/lib3mf.dll↵");
```

i.e. you need to explicitly provide the location of the shared library file `lib3mf.*`.

The `Lib3MF::PWrapper` object provides access to all functionality within `lib3mf`.

Both flavors of the C++-bindings are header-only which makes it extremely easy to include them into existing projects:

1.1.1 Minimal Example Project

Minimal application code:

Cpp

CppDynamic

```
#include <iostream>
#include "lib3mf_implicit.hpp"

int main()
{
    try
    {
        auto wrapper = Lib3MF::CWrapper::loadLibrary();
        Lib3MF_uint32 nMajor, nMinor, nMicro;
        wrapper->GetLibraryVersion(nMajor, nMinor, nMicro);
        std::cout << "Lib3MF.Version = " << nMajor << "." << nMinor << "." << nMicro;
        std::string sPreReleaseInfo;
        if (wrapper->GetPrereleaseInformation(sPreReleaseInfo)) {
            std::cout << "-" << sPreReleaseInfo;
        }
        std::string sBuildInfo;
        if (wrapper->GetBuildInformation(sBuildInfo)) {
            std::cout << "+" << sBuildInfo;
        }
        std::cout << std::endl;
    }
    catch (std::exception &e)
    {
        std::cout << e.what() << std::endl;
        return 1;
    }
    return 0;
}
```

```
#include <iostream>
#include "lib3mf_dynamic.hpp"

int main()
{
    try
    {
        std::string libpath = (""); // TODO: put the location of the Lib3MF-library file↵
        ↵here.
    }
}
```

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```

    auto wrapper = Lib3MF::CWrapper::loadLibrary(libpath + "/lib3mf."); // TODO: add ↵
    ↵correct suffix of the library
    Lib3MF_uint32 nMajor, nMinor, nMicro;
    wrapper->GetLibraryVersion(nMajor, nMinor, nMicro);
    std::cout << "Lib3MF.Version = " << nMajor << "." << nMinor << "." << nMicro;
    std::string sPreReleaseInfo;
    if (wrapper->GetPrereleaseInformation(sPreReleaseInfo)) {
        std::cout << "-" << sPreReleaseInfo;
    }
    std::string sBuildInfo;
    if (wrapper->GetBuildInformation(sBuildInfo)) {
        std::cout << "+" << sBuildInfo;
    }
    std::cout << std::endl;
}
catch (std::exception &e)
{
    std::cout << e.what() << std::endl;
    return 1;
}
return 0;
}

```

CMakeLists.txt for minimal project:

Cpp

CppDynamic

```

cmake_minimum_required(VERSION 3.5)

set(CMAKE_CURRENT_BINDING_DIR ${CMAKE_CURRENT_SOURCE_DIR}/.)
project(Lib3MFExample_CPPImplicit)
set(CMAKE_CXX_STANDARD 11)
add_executable(Lib3MFExample_CPPImplicit "${CMAKE_CURRENT_SOURCE_DIR}/Lib3MF_example.
    ↵cpp")
find_library(LIB3MFLLOCATION lib3mf "${CMAKE_CURRENT_SOURCE_DIR}/../../Implementations/
    ↵*/**/*")
target_link_libraries(Lib3MFExample_CPPImplicit ${LIB3MFLLOCATION})
target_include_directories(Lib3MFExample_CPPImplicit PRIVATE "${CMAKE_CURRENT_BINDING_
    ↵DIR}")

```

```

cmake_minimum_required(VERSION 3.5)

set(CMAKE_CURRENT_BINDING_DIR ${CMAKE_CURRENT_SOURCE_DIR}/.)
project(Lib3MFExample_CPPDynamic)
set(CMAKE_CXX_STANDARD 11)
add_executable(Lib3MFExample_CPPDynamic "${CMAKE_CURRENT_SOURCE_DIR}/Lib3MF_example.
    ↵cpp")
if (UNIX)
    target_link_libraries(Lib3MFExample_CPPDynamic ${CMAKE_DL_LIBS})
endif (UNIX)
target_include_directories(Lib3MFExample_CPPDynamic PRIVATE "${CMAKE_CURRENT_BINDING_
    ↵DIR}")

```

The examples in the Cpp/CppDynamic-folders of the binary SDK follow exactly this pattern.

The remainder of this space is an in-depth API-reference for the functionality of lib3mf.

1.1.2 General Information

The wrapper class CWrapper

class Lib3MF::CWrapper

All types of the 3MF Library reside in the namespace Lib3MF and all functionality of the 3MF Library resides in Lib3MF::CWrapper.

A suitable way to use Lib3MF::CWrapper is as a singleton.

void **GetLibraryVersion** (*Lib3MF_uint32* &nMajor, *Lib3MF_uint32* &nMinor, *Lib3MF_uint32* &nMicro)
retrieves the binary version of this library.

Parameters

- **nMajor** – returns the major version of this library
- **nMinor** – returns the minor version of this library
- **nMicro** – returns the micro version of this library

bool **GetPrereleaseInformation** (std::string &sPrereleaseInfo)
retrieves prerelease information of this library.

Returns Does the library provide prerelease version?

Parameters **sPrereleaseInfo** – retrieves prerelease information of this library.

bool **GetBuildInformation** (std::string &sBuildInformation)
retrieves build information of this library.

Returns Does the library provide build version?

Parameters **sBuildInformation** – retrieves build information of this library.

void **GetSpecificationVersion** (const std::string &sSpecificationURL, bool &bIsSupported, *Lib3MF_uint32* &nMajor, *Lib3MF_uint32* &nMinor, *Lib3MF_uint32* &nMicro)
retrieves whether a specification is supported, and if so, which version.

Parameters

- **sSpecificationURL** – URL of extension to check
- **bIsSupported** – returns whether this specification is supported
- **nMajor** – returns the major version of the extension (if IsSupported)
- **nMinor** – returns the minor version of the extension (if IsSupported)
- **nMicro** – returns the micro version of the extension (if IsSupported)

PModel **CreateModel** ()
creates an empty model instance.

Returns returns an empty model instance

void **Release** (*CBase* *pInstance)
releases shared ownership of an object instance

Parameters **pInstance** – the object instance to release

void **Acquire** (*CBase* *pInstance)
acquires shared ownership of an object instance

Parameters **pInstance** – the object instance to acquire

void **SetJournal** (**const** std::string &*sJournalPath*)
Sets the journal file path

Parameters *sJournalPath* – File name of the journal file

bool **GetLastError** (*CBase *pInstance*, std::string &*sLastErrorMessage*)
Retrieves the last error string of an instance

Parameters

- **pInstance** – Object where the error occurred.
- **sLastErrorMessage** – Last Error String

Returns Returns if the instance has a last error.

void **RetrieveProgressMessage** (**const** eProgressIdentifier *eTheProgressIdentifier*, std::string &*sProgressMessage*)

Return an English text for a progress identifier. Note: this is the only function you can call from your callback function.

Parameters

- **eTheProgressIdentifier** – the progress identifier that is passed to the callback function
- **sProgressMessage** – English text for the progress identifier

sColor **RGBAToColor** (**const** *Lib3MF_uint8* *nRed*, **const** *Lib3MF_uint8* *nGreen*, **const** *Lib3MF_uint8* *nBlue*, **const** *Lib3MF_uint8* *nAlpha*)

Creates a Color from uint8 RGBA values

Parameters

- **nRed** – Red value of color (0-255)
- **nGreen** – Green value of color (0-255)
- **nBlue** – Blue value of color (0-255)
- **nAlpha** – Alpha value of color (0-255)

Returns Assembled color

sColor **FloatRGBAToColor** (**const** *Lib3MF_single* *fRed*, **const** *Lib3MF_single* *fGreen*, **const** *Lib3MF_single* *fBlue*, **const** *Lib3MF_single* *fAlpha*)

Creates a Color from uint8 RGBA values

Parameters

- **fRed** – Red value of color (0-1)
- **fGreen** – Green value of color (0-1)
- **fBlue** – Blue value of color (0-1)
- **fAlpha** – Alpha value of color (0-1)

Returns Assembled color

void **ColorToRGBA** (**const** *sColor* &*TheColor*, *Lib3MF_uint8* &*nRed*, *Lib3MF_uint8* &*nGreen*, *Lib3MF_uint8* &*nBlue*, *Lib3MF_uint8* &*nAlpha*)

Calculates uint8-RGBA-values from a Color

Parameters

- **TheColor** – Color to handle
- **nRed** – Red value of color (0-255)

- **nGreen** – Green value of color (0-255)
- **nBlue** – Blue value of color (0-255)
- **nAlpha** – Alpha value of color (0-255)

void **ColorToFloatRGBA**(const *sColor* &TheColor, *Lib3MF_single* &fRed, *Lib3MF_single* &fGreen, *Lib3MF_single* &fBlue, *Lib3MF_single* &fAlpha)

Calculates float-RGBA-values from a Color

Parameters

- **TheColor** – Color to handle
- **fRed** – Red value of color (0-1)
- **fGreen** – Green value of color (0-1)
- **fBlue** – Blue value of color (0-1)
- **fAlpha** – Alpha value of color (0-1)

sTransform **GetIdentityTransform**()

Creates an identity transform

Returns Transformation matrix.

sTransform **GetUniformScaleTransform**(const *Lib3MF_single* fFactor)

Creates a uniform scale transform

Parameters **fFactor** – Factor in X, Y and Z

Returns Transformation matrix.

sTransform **GetScaleTransform**(const *Lib3MF_single* fFactorX, const *Lib3MF_single* fFactorY, const *Lib3MF_single* fFactorZ)

Creates a scale transform

Parameters

- **fFactorX** – Factor in X
- **fFactorY** – Factor in Y
- **fFactorZ** – Factor in Z

Returns Transformation matrix.

sTransform **GetTranslationTransform**(const *Lib3MF_single* fVectorX, const *Lib3MF_single* fVectorY, const *Lib3MF_single* fVectorZ)

Creates an translation transform

Parameters

- **fVectorX** – Translation in X
- **fVectorY** – Translation in Y
- **fVectorZ** – Translation in Z

Returns Transformation matrix.

typedef std::shared_ptr<*CWrapper*> **Lib3MF::PWrapper**

Types used in the 3MF Library

Simple types

```
typedef uint8_t Lib3MF_uint8
typedef uint16_t Lib3MF_uint16
typedef uint32_t Lib3MF_uint32
typedef uint64_t Lib3MF_uint64
typedef int8_t Lib3MF_int8
typedef int16_t Lib3MF_int16
typedef int32_t Lib3MF_int32
typedef int64_t Lib3MF_int64
typedef float Lib3MF_single
typedef double Lib3MF_double
using Lib3MF_pvoid = void*
using Lib3MFResult = Lib3MF_int32
```

Enumerations

```
enum class ePropertyType : Lib3MF_int32

    enumerator NoPropertyType = 0
    enumerator BaseMaterial = 1
    enumerator TexCoord = 2
    enumerator Colors = 3
    enumerator Composite = 4
    enumerator Multi = 5

enum class eSlicesMeshResolution : Lib3MF_int32

    enumerator Fullres = 0
    enumerator Lowres = 1

enum class eModelUnit : Lib3MF_int32

    enumerator MicroMeter = 0
    enumerator MilliMeter = 1
    enumerator CentiMeter = 2
    enumerator Inch = 3
    enumerator Foot = 4
    enumerator Meter = 5
```

```
enum class eObjectType: Lib3MF_int32

    enumerator Other = 0
    enumerator Model = 1
    enumerator Support = 2
    enumerator SolidSupport = 3
enum class eTextureType: Lib3MF_int32

    enumerator Unknown = 0
    enumerator PNG = 1
    enumerator JPEG = 2
enum class eTextureTileStyle: Lib3MF_int32

    enumerator Wrap = 0
    enumerator Mirror = 1
    enumerator Clamp = 2
    enumerator NoTileStyle = 3
enum class eTextureFilter: Lib3MF_int32

    enumerator Auto = 0
    enumerator Linear = 1
    enumerator Nearest = 2
enum class eBeamLatticeCapMode: Lib3MF_int32

    enumerator Sphere = 0
    enumerator Hemisphere = 1
    enumerator Butt = 2
enum class eBeamLatticeClipMode: Lib3MF_int32

    enumerator NoClipMode = 0
    enumerator Inside = 1
    enumerator Outside = 2
enum class eBeamLatticeBallMode: Lib3MF_int32

    enumerator None = 0
    enumerator Mixed = 1
    enumerator All = 2
enum class eProgressIdentifier: Lib3MF_int32
```

```

    enumerator QUERYCANCELED = 0
    enumerator DONE = 1
    enumerator CLEANUP = 2
    enumerator READSTREAM = 3
    enumerator EXTRACTOPCPACKAGE = 4
    enumerator READNONROOTMODELS = 5
    enumerator READROOTMODEL = 6
    enumerator READRESOURCES = 7
    enumerator READMESH = 8
    enumerator READSLICES = 9
    enumerator READBUILD = 10
    enumerator READCUSTOMATTACHMENT = 11
    enumerator READTEXTURETACHMENTS = 12
    enumerator CREATEOPCPACKAGE = 13
    enumerator WRITEMODELSTOSTREAM = 14
    enumerator WRITEROOTMODEL = 15
    enumerator WRITENONROOTMODELS = 16
    enumerator WRITEATTACHMENTS = 17
    enumerator WRITECONTENTTYPES = 18
    enumerator WRITENOBJECTS = 19
    enumerator WRITENODES = 20
    enumerator WRITETRIANGLES = 21
    enumerator WRITESLICES = 22
    enumerator WRITEKEYSTORE = 23
enum class eBlendMethod: Lib3MF_int32

    enumerator NoBlendMethod = 0
    enumerator Mix = 1
    enumerator Multiply = 2
enum class eEncryptionAlgorithm: Lib3MF_int32

    enumerator AES256_GCM = 1
enum class eWrappingAlgorithm: Lib3MF_int32

    enumerator RSA_OAEP = 0
enum class eMgfAlgorithm: Lib3MF_int32

```

```
enumerator MGF1_SHA1 = 160
enumerator MGF1_SHA224 = 224
enumerator MGF1_SHA256 = 256
enumerator MGF1_SHA384 = 384
enumerator MGF1_SHA512 = 512
enum class eDigestMethod: Lib3MF_int32

    enumerator SHA1 = 160
    enumerator SHA256 = 256
enum class eCompression: Lib3MF_int32

    enumerator NoCompression = 0
    enumerator Deflate = 1
```

Structs

All structs are defined as *packed*, i.e. with the

```
#pragma pack (1)
```

```
struct sTriangle

    Lib3MF_uint32 m_Indices[3]
struct sTriangleProperties

    Lib3MF_uint32 m_ResourceID
    Lib3MF_uint32 m_PropertyIDs[3]
struct sPosition

    Lib3MF_single m_Coordinates[3]
struct sPosition2D

    Lib3MF_single m_Coordinates[2]
struct sCompositeConstituent

    Lib3MF_uint32 m_PropertyID
    Lib3MF_double m_MixingRatio
struct sMultiPropertyLayer

    Lib3MF_uint32 m_ResourceID
    eBlendMethod m_TheBlendMethod
```



```

struct sTex2Coord

    Lib3MF_double m_U
    Lib3MF_double m_V

struct sTransform

    Lib3MF_single m_Fields[4][3]

struct sBox

    Lib3MF_single m_MinCoordinate[3]
    Lib3MF_single m_MaxCoordinate[3]

struct sColor

    Lib3MF_uint8 m_Red
    Lib3MF_uint8 m_Green
    Lib3MF_uint8 m_Blue
    Lib3MF_uint8 m_Alpha

struct sBeam

    Lib3MF_uint32 m_Indices[2]
    Lib3MF_double m_Radii[2]
    eBeamLatticeCapMode m_CapModes[2]

struct sBall

    Lib3MF_uint32 m_Index
    Lib3MF_double m_Radius

```

Function types

```

using ProgressCallback = void (*) (bool*, Lib3MF_double, Lib3MF::eProgressIdentifier,
                                     Lib3MF_pvoid)

```

A callback function

Returns Returns whether the calculation should be aborted

Parameters

- **dProgressValue** – The value of the progress function: values in the interval [0,1] are progress; < mean no progress update
- **eProgressIdentifier** – An identifier of progress
- **pUserData** – Userdata that is passed to the callback function

```

using WriteCallback = void (*) (Lib3MF_uint64, Lib3MF_uint64, Lib3MF_pvoid)

```

Callback to call for writing a data chunk

Parameters

- **nByteData** – Pointer to the data to be written
- **nNumBytes** – Number of bytes to write
- **pUserData** – Userdata that is passed to the callback function

using ReadCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_uint64*, *Lib3MF_pvoid*)
Callback to call for reading a data chunk

Parameters

- **nByteData** – Pointer to a buffer to read data into
- **nNumBytes** – Number of bytes to read
- **pUserData** – Userdata that is passed to the callback function

using SeekCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_pvoid*)
Callback to call for seeking in the stream

Parameters

- **nPosition** – Position in the stream to move to
- **pUserData** – Userdata that is passed to the callback function

using RandomNumberCallback = void (*) (*Lib3MF_uint64*, *Lib3MF_uint64*,
Lib3MF_pvoid, *Lib3MF_uint64**)
Callback to generate random numbers

Parameters

- **nByteData** – Pointer to a buffer to read data into
- **nNumBytes** – Size of available bytes in the buffer
- **pUserData** – Userdata that is passed to the callback function

Returns Number of bytes generated when succeed. 0 or less if failed.

using KeyWrappingCallback = void (*) (*Lib3MF_AccessRight*, *Lib3MF_uint8**,
*Lib3MF_uint8***, *Lib3MF_pvoid*,
*Lib3MF_uint64**)

A callback used to wrap (encrypt) the content key available in keystore resource group

Parameters

- **pKEKParams** – The information about the parameters used used to wrap the key to the contents
- **nInBufferBufferSize** – Buffer to the input value. When encrypting, this should be the plain key. When decrypting, this should be the key cipher.
- **nInBufferBufferSize** – buffer of Buffer to the input value. When encrypting, this should be the plain key. When decrypting, this should be the key cipher.
- **nOutBufferBufferSize** – Number of elements in buffer
- **pOutBufferNeededCount** – will be filled with the count of the written elements, or needed buffer size.
- **pOutBufferBuffer** – buffer of Buffer where the data will be placed. When encrypting, this will be the key cipher. When decrypting, this will be the plain key. When buffer is null, neededBytes contains the required bytes to run.
- **pUserData** – Userdata that is passed to the callback function

Returns The needed/encrypted/decrypted bytes when succeed or zero when error.

```
using ContentEncryptionCallback = void (*) (Lib3MF_ContentEncryptionParams,
                                             Lib3MF_uint8*,      Lib3MF_uint8**,
                                             Lib3MF_pvoid, Lib3MF_uint64*)
```

A callback to encrypt/decrypt content called on each resource encrypted. This might be called several times depending on content size. If Input is not available(either null or size is 0), clients must return the result of authenticated tag generation/validation.

Parameters

- **pCEKParams** – The params of the encryption process. Client must set/check AuthenticationTag when closing the encryption/decryption process.
- **nInputBufferSize** – Buffer to the original data. In encrypting, this will be the plain data. If decrypting, this will be the cipher data
- **nInputBufferSize** – buffer of Buffer to the original data. In encrypting, this will be the plain data. If decrypting, this will be the cipher data
- **nOutputBufferSize** – Number of elements in buffer
- **pOutputNeededCount** – will be filled with the count of the written elements, or needed buffer size.
- **pOutputBuffer** – buffer of Buffer to hold the transformed data. When encrypting, this will be the cipher data. When decrypting, this shall be the plain data. If buffer is null, neededBytes return the necessary amount of bytes.
- **pUserData** – Userdata that is passed to the callback function

Returns The needed/encrypted/decrypted/verified bytes when succeed or zero when error.

ELib3MFException: The standard exception class of the 3MF Library

Errors in the 3MF Library are reported as Exceptions. It is recommended to not throw these exceptions in your client code.

```
class Lib3MF::ELib3MFException
```

```
void ELib3MFException::what() const noexcept
```

Returns error message

Returns the error message of this exception

```
Lib3MFResult ELib3MFException::getErrorCode() const noexcept
```

Returns error code

Returns the error code of this exception

CInputVector: Adapter for passing arrays as input for functions

Several functions of the 3MF Library expect arrays of integral types or structs as input parameters. To not restrict the interface to, say, `std::vector<type>`, and to have a more abstract interface than a location in memory and the number of elements to input to a function the 3MF Library provides a templated adapter class to pass arrays as input for functions.

Usually, instances of CInputVector are generated anonymously (or even implicitly) in the call to a function that expects an input array.

```
template<typename T>
```

```
class Lib3MF::CInputVector
```

```
    CInputVector (const std::vector<T> &vec)
```

Constructs of a CInputVector from a std::vector<T>

```
    CInputVector (const T *in_data, size_t in_size)
```

Constructs of a CInputVector from a memory address and a given number of elements

```
    const T *CInputVector::data () const
```

returns the start address of the data captured by this CInputVector

```
    size_t CInputVector::size () const
```

returns the number of elements captured by this CInputVector

1.1.3 API-Classes

CAccessRight

```
class Lib3MF::CAccessRight : public CBase
```

```
    PConsumer GetConsumer ()
```

Gets the consumer associated with this access right

Returns The consumer instance

```
    eWrappingAlgorithm GetWrappingAlgorithm ()
```

Gets the associated encryption algorithm

Returns The algorithm used for the key in this accessright

```
    eMgfAlgorithm GetMgfAlgorithm ()
```

Gets the associated mask generation function algorithm

Returns The MFG1 algorithm

```
    eDigestMethod GetDigestMethod ()
```

Gets the digest method assoicated

Returns The digest method for this accessright

```
typedef std::shared_ptr<CAccessRight> Lib3MF::PAccessRight
```

Shared pointer to CAccessRight to easily allow reference counting.

CAttachment

```
class Lib3MF::CAttachment : public CBase
```

```
    std::string GetPath ()
```

Retrieves an attachment's package path. This function will be removed in a later release.

Returns returns the attachment's package path string

```
    void SetPath (const std::string &sPath)
```

Sets an attachment's package path. This function will be removed in a later release.

Parameters **sPath** – new path of the attachment.

PPackagePart **PackagePart** ()

Returns the PackagePart that is this attachment.

Returns The PackagePart of this attachment.

std::string **GetRelationshipType** ()

Retrieves an attachment's relationship type

Returns returns the attachment's package relationship type string

void **SetRelationshipType** (const std::string &sPath)

Sets an attachment's relationship type.

Parameters sPath – new relationship type string.

void **WriteToFile** (const std::string &sFileName)

Writes out the attachment as file.

Parameters sFileName – file to write into.

void **ReadFromFile** (const std::string &sFileName)

Reads an attachment from a file.

Parameters sFileName – file to read from.

Lib3MF_uint64 **GetStreamSize** ()

Retrieves the size of the attachment stream

Returns the stream size

void **WriteToBuffer** (std::vector<*Lib3MF_uint8*> &BufferBuffer)

Writes out the attachment into a buffer

Parameters BufferBuffer – Buffer to write into

void **ReadFromBuffer** (const *InputVector*<*Lib3MF_uint8*> &BufferBuffer)

Reads an attachment from a memory buffer

Parameters BufferBuffer – Buffer to read from

typedef std::shared_ptr<*CAttachment*> Lib3MF::PAttachment

Shared pointer to CAttachment to easily allow reference counting.

CBase

class Lib3MF::CBase

typedef std::shared_ptr<*CBase*> Lib3MF::PBase

Shared pointer to CBase to easily allow reference counting.

CBaseMaterialGroup

class Lib3MF::CBaseMaterialGroup : public *CResource*

The BaseMaterialGroup corresponds to a basematerials-element within a 3MF document

Lib3MF_uint32 **GetCount** ()

Retrieves the count of base materials in the material group.

Returns returns the count of base materials.

void **GetPropertyIDs** (std::vector<*Lib3MF_uint32*> &PropertyIDsBuffer)

returns all the PropertyIDs of all materials in this group

Parameters **PropertyIDsBuffer** – PropertyID of the material in the material group.

Lib3MF_uint32 **AddMaterial** (**const** std::string &*sName*, **const** *sColor* &*DisplayColor*)

Adds a new material to the material group

Parameters

- **sName** – new name of the base material.
- **DisplayColor** – Display color of the material

Returns returns new PropertyID of the new material in the material group.

void **RemoveMaterial** (**const** *Lib3MF_uint32* *nPropertyID*)

Removes a material from the material group.

Parameters **nPropertyID** – PropertyID of the material in the material group.

std::string **GetName** (**const** *Lib3MF_uint32* *nPropertyID*)

Returns the base material's name

Parameters **nPropertyID** – PropertyID of the material in the material group.

Returns returns the name of the base material.

void **SetName** (**const** *Lib3MF_uint32* *nPropertyID*, **const** std::string &*sName*)

Sets a base material's name

Parameters

- **nPropertyID** – PropertyID of the material in the material group.
- **sName** – new name of the base material.

void **SetDisplayColor** (**const** *Lib3MF_uint32* *nPropertyID*, **const** *sColor* &*TheColor*)

Sets a base material's display color.

Parameters

- **nPropertyID** – PropertyID of the material in the material group.
- **TheColor** – The base material's display color

sColor **GetDisplayColor** (**const** *Lib3MF_uint32* *nPropertyID*)

Returns a base material's display color.

Parameters **nPropertyID** – PropertyID of the material in the material group.

Returns The base material's display color

typedef std::shared_ptr<*CBaseMaterialGroup*> **Lib3MF::PBaseMaterialGroup**

Shared pointer to CBaseMaterialGroup to easily allow reference counting.

CBaseMaterialGroupIterator

class **Lib3MF::CBaseMaterialGroupIterator** : **public** *CResourceIterator*

PBaseMaterialGroup **GetCurrentBaseMaterialGroup** ()

Returns the MaterialGroup the iterator points at.

Returns returns the BaseMaterialGroup instance.

typedef std::shared_ptr<*CBaseMaterialGroupIterator*> **Lib3MF::PBaseMaterialGroupIterator**

Shared pointer to CBaseMaterialGroupIterator to easily allow reference counting.

CBeamLattice

```
class Lib3MF::CBeamLattice : public CBase
```

```
    Lib3MF_double GetMinLength ()
```

Returns the minimal length of beams for the beamlattice.

Returns minimal length of beams for the beamlattice

```
void SetMinLength (const Lib3MF_double dMinLength)
```

Sets the minimal length of beams for the beamlattice.

Parameters **dMinLength** – minimal length of beams for the beamlattice

```
void GetClipping (eBeamLatticeClipMode &eClipMode, Lib3MF_uint32 &nUniqueResourceID)
```

Returns the clipping mode and the clipping-mesh for the beamlattice of this mesh.

Parameters

- **eClipMode** – contains the clip mode of this mesh
- **nUniqueResourceID** – filled with the UniqueResourceID of the clipping mesh-object or an undefined value if pClipMode is MODELBEAMLATTICE-CLIPMODE_NONE

```
void SetClipping (const eBeamLatticeClipMode eClipMode, const Lib3MF_uint32 nUniqueResourceID)
```

Sets the clipping mode and the clipping-mesh for the beamlattice of this mesh.

Parameters

- **eClipMode** – contains the clip mode of this mesh
- **nUniqueResourceID** – the UniqueResourceID of the clipping mesh-object. This mesh-object has to be defined before setting the Clipping.

```
bool GetRepresentation (Lib3MF_uint32 &nUniqueResourceID)
```

Returns the representation-mesh for the beamlattice of this mesh.

Returns flag whether the beamlattice has a representation mesh.

Parameters **nUniqueResourceID** – filled with the UniqueResourceID of the clipping mesh-object.

```
void SetRepresentation (const Lib3MF_uint32 nUniqueResourceID)
```

Sets the representation-mesh for the beamlattice of this mesh.

Parameters **nUniqueResourceID** – the UniqueResourceID of the representation mesh-object. This mesh-object has to be defined before setting the representation.

```
void GetBallOptions (eBeamLatticeBallMode &eBallMode, Lib3MF_double &dBallRadius)
```

Returns the ball mode and the default ball radius for the beamlattice of this mesh. Returns the ball mode and the default ball radius for the beamlattice of this mesh.

param eBallMode contains the ball mode of this mesh

param dBallRadius default ball radius of balls for the beamlattice

```
typedef std::shared_ptr<CBeamLattice> Lib3MF::PBeamLattice
```

Shared pointer to CBeamLattice to easily allow reference counting.

CBeamSet

```
class Lib3MF::CBeamSet : public CBase
```

```
void SetName (const std::string &sName)
```

Sets a beamset's name string

Parameters **sName** – new name of the beamset.

```
std::string GetName ()
```

Retrieves a beamset's name string

Returns returns the name of the beamset.

```
void SetIdentifier (const std::string &sIdentifier)
```

Sets a beamset's identifier string

Parameters **sIdentifier** – new name of the beamset.

```
std::string GetIdentifier ()
```

Retrieves a beamset's identifier string

Returns returns the identifier of the beamset.

```
Lib3MF_uint32 GetReferenceCount ()
```

Retrieves the reference count of a beamset

Returns returns the reference count

```
void SetReferences (const CInputVector<Lib3MF_uint32> &ReferencesBuffer)
```

Sets the references of a beamset

Parameters **ReferencesBuffer** – the new indices of all beams in this beamset

```
void GetReferences (std::vector<Lib3MF_uint32> &ReferencesBuffer)
```

Retrieves the references of a beamset

Parameters **ReferencesBuffer** – retrieves the indices of all beams in this beamset

```
Lib3MF_uint32 GetBallReferenceCount ()
```

Retrieves the ball reference count of a beamset

Returns returns the ball reference count

```
void SetBallReferences (const CInputVector<Lib3MF_uint32> &BallReferencesBuffer)
```

Sets the ball references of a beamset

Parameters **BallReferencesBuffer** – the new indices of all balls in this beamset

```
void GetBallReferences (std::vector<Lib3MF_uint32> &BallReferencesBuffer)
```

Retrieves the ball references of a beamset

Parameters **BallReferencesBuffer** – retrieves the indices of all balls in this beamset

```
typedef std::shared_ptr<CBeamSet> Lib3MF::PBeamSet
```

Shared pointer to CBeamSet to easily allow reference counting.

CBuildItem

```
class Lib3MF::CBuildItem: public CBase
```

```
PObject GetObjectResource ()
```

Retrieves the object resource associated to a build item

Returns returns the associated resource instance

```
std::string GetUUID (bool &bHasUUID)
```

returns, whether a build item has a UUID and, if true, the build item's UUID

Parameters *bHasUUID* – flag whether the build item has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

```
void SetUUID (const std::string &sUUID)
```

sets the build item's UUID

Parameters *sUUID* – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

```
Lib3MF_uint32 GetObjectResourceID ()
```

Retrieves the object UniqueResourceID associated to a build item

Returns returns the UniqueResourceID of the object

```
bool HasObjectTransform ()
```

Checks, if a build item has a non-identity transformation matrix

Returns returns true, if the transformation matrix is not the identity

```
sTransform GetObjectTransform ()
```

Retrieves a build item's transformation matrix.

Returns returns the transformation matrix

```
void SetObjectTransform (const sTransform &Transform)
```

Sets a build item's transformation matrix.

Parameters *Transform* – new transformation matrix

```
std::string GetPartNumber ()
```

Retrieves a build item's part number string

Returns Returns a build item's part number string

```
void SetPartNumber (const std::string &sSetPartnumber)
```

Sets a build item's part number string

Parameters *sSetPartnumber* – new part number string for referencing parts from the outside world

```
PMetaDataGroup GetMetaDataGroup ()
```

Returns the metadatagroup of this build item

Returns returns an Instance of the metadatagroup of this build item

```
sBox GetOutbox ()
```

Returns the outbox of a build item

Returns Outbox of this build item

```
typedef std::shared_ptr<CBuildItem> Lib3MF::PBuildItem
```

Shared pointer to CBuildItem to easily allow reference counting.

CBuildItemIterator

```
class Lib3MF::CBuildItemIterator : public CBase
```

bool **MoveNext** ()

Iterates to the next build item in the list.

Returns Iterates to the next build item in the list.

bool **MovePrevious** ()

Iterates to the previous build item in the list.

Returns Iterates to the previous build item in the list.

PBuildItem **GetCurrent** ()

Returns the build item the iterator points at.

Returns returns the build item instance.

PBuildItemIterator **Clone** ()

Creates a new build item iterator with the same build item list.

Returns returns the cloned Iterator instance

Lib3MF_uint64 **Count** ()

Returns the number of build items the iterator captures.

Returns returns the number of build items the iterator captures.

```
typedef std::shared_ptr<CBuildItemIterator> Lib3MF::PBuildItemIterator
```

Shared pointer to CBuildItemIterator to easily allow reference counting.

CColorGroup

```
class Lib3MF::CColorGroup : public CResource
```

Lib3MF_uint32 **GetCount** ()

Retrieves the count of base materials in this Color Group.

Returns returns the count of colors within this color group.

void **GetAllPropertyIDs** (std::vector<*Lib3MF_uint32*> &*PropertyIDsBuffer*)

returns all the PropertyIDs of all colors within this group

Parameters *PropertyIDsBuffer* – PropertyID of the color in the color group.

Lib3MF_uint32 **AddColor** (const *sColor* &*TheColor*)

Adds a new value.

Parameters *TheColor* – The new color

Returns PropertyID of the new color within this color group.

void **RemoveColor** (const *Lib3MF_uint32* *nPropertyID*)

Removes a color from the color group.

Parameters *nPropertyID* – PropertyID of the color to be removed from the color group.

void **SetColor** (const *Lib3MF_uint32* *nPropertyID*, const *sColor* &*TheColor*)

Sets a color value.

Parameters

- **nPropertyID** – PropertyID of a color within this color group.
- **TheColor** – The color

sColor **GetColor** (const *Lib3MF_uint32* nPropertyID)

Sets a color value.

Parameters **nPropertyID** – PropertyID of a color within this color group.

Returns The color

typedef std::shared_ptr<*CColorGroup*> **Lib3MF::PColorGroup**

Shared pointer to CColorGroup to easily allow reference counting.

CColorGroupIterator

class **Lib3MF::CColorGroupIterator** : public *CResourceIterator*

PColorGroup **GetCurrentColorGroup** ()

Returns the ColorGroup the iterator points at.

Returns returns the ColorGroup instance.

typedef std::shared_ptr<*CColorGroupIterator*> **Lib3MF::PColorGroupIterator**

Shared pointer to CColorGroupIterator to easily allow reference counting.

CComponent

class **Lib3MF::CComponent** : public *CBase*

PObject **GetObjectResource** ()

Returns the Resource Instance of the component.

Returns filled with the Resource Instance.

Lib3MF_uint32 **GetObjectResourceID** ()

Returns the UniqueResourceID of the component.

Returns returns the UniqueResourceID.

std::string **GetUUID** (bool &bHasUUID)

returns, whether a component has a UUID and, if true, the component's UUID

Parameters **bHasUUID** – flag whether the component has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

void **SetUUID** (const std::string &sUUID)

sets the component's UUID

Parameters **sUUID** – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

bool **HasTransform** ()

Returns, if the component has a different transformation than the identity matrix

Returns if true is returned, the transformation is not equal than the identity

sTransform **GetTransform** ()

Returns the transformation matrix of the component.

Returns filled with the component transformation matrix

void **SetTransform** (**const** *sTransform* &*Transform*)
Sets the transformation matrix of the component.

Parameters **Transform** – new transformation matrix

typedef std::shared_ptr<*CComponent*> Lib3MF::PComponent
Shared pointer to CComponent to easily allow reference counting.

CComponentsObject

class Lib3MF::CComponentsObject : public *CObject*

PComponent **AddComponent** (*CObject* **pObjectResource*, **const** *sTransform* &*Transform*)
Adds a new component to a components object.

Parameters

- **pObjectResource** – object to add as component. Must not lead to circular references!
- **Transform** – optional transform matrix for the component.

Returns new component instance

PComponent **GetComponent** (**const** *Lib3MF_uint32* *nIndex*)
Retrieves a component from a component object.

Parameters **nIndex** – index of the component to retrieve (0 to componentcount - 1)

Returns component instance

Lib3MF_uint32 **GetComponentCount** ()
Retrieves a component count of a component object.

Returns returns the component count

typedef std::shared_ptr<*CComponentsObject*> Lib3MF::PComponentsObject
Shared pointer to CComponentsObject to easily allow reference counting.

CComponentsObjectIterator

class Lib3MF::CComponentsObjectIterator : public *CResourceIterator*

PComponentsObject **GetCurrentComponentsObject** ()
Returns the ComponentsObject the iterator points at.

Returns returns the ComponentsObject instance.

typedef std::shared_ptr<*CComponentsObjectIterator*> Lib3MF::PComponentsObjectIterator
Shared pointer to CComponentsObjectIterator to easily allow reference counting.

CCompositeMaterials

```
class Lib3MF::CCompositeMaterials : public CResource
```

```
    Lib3MF_uint32 GetCount ()
```

Retrieves the count of Composite-s in the CompositeMaterials.

Returns returns the count of Composite-s

```
void GetAllPropertyIDs (std::vector<Lib3MF_uint32> &PropertyIDsBuffer)
```

returns all the PropertyIDs of all Composite-Mixing Values in this CompositeMaterials

Parameters **PropertyIDsBuffer** – PropertyID of the Composite-Mixing Values in the CompositeMaterials.

```
    PBaseMaterialGroup GetBaseMaterialGroup ()
```

Obtains the BaseMaterialGroup instance of this CompositeMaterials.

Returns returns the BaseMaterialGroup instance of this CompositeMaterials

```
    Lib3MF_uint32 AddComposite (const CInputVector<sCompositeConstituent> &CompositeBuffer)
```

Adds a new Composite-Mixing Values to the CompositeMaterials.

Parameters **CompositeBuffer** – The Composite Constituents to be added as composite

Returns returns new PropertyID of the new Composite in the CompositeMaterials.

```
void RemoveComposite (const Lib3MF_uint32 nPropertyID)
```

Removes a Composite-Maxing Ratio from the CompositeMaterials.

Parameters **nPropertyID** – PropertyID of the Composite-Mixing Values in the Composite-Materials to be removed.

```
void GetComposite (const Lib3MF_uint32 nPropertyID, std::vector<sCompositeConstituent> &CompositeBuffer)
```

Obtains a Composite-Maxing Ratio of this CompositeMaterials.

Parameters

- **nPropertyID** – the PropertyID of the Composite-Maxing Ratio in the CompositeMaterials.
- **CompositeBuffer** – The Composite-Mixing Values with the given PropertyID

```
typedef std::shared_ptr<CCompositeMaterials> Lib3MF::PCompositeMaterials
```

Shared pointer to CCompositeMaterials to easily allow reference counting.

CCompositeMaterialsIterator

```
class Lib3MF::CCompositeMaterialsIterator : public CResourceIterator
```

```
    PCompositeMaterials GetCurrentCompositeMaterials ()
```

Returns the CompositeMaterials the iterator points at.

Returns returns the CompositeMaterials instance.

```
typedef std::shared_ptr<CCompositeMaterialsIterator> Lib3MF::PCompositeMaterialsIterator
```

Shared pointer to CCompositeMaterialsIterator to easily allow reference counting.

CConsumer

```
class Lib3MF::CConsumer : public CBase
```

```
std::string GetConsumerID ()
```

Gets the consumerid

Returns A unique identifier for the consumers

```
std::string GetKeyID ()
```

Getts the keyid

Returns The identifier for the key of this consumer

```
std::string GetKeyValue ()
```

Gets the keyvalue associated with this consumer

Returns The public key, when available, of this consumer

```
typedef std::shared_ptr<CConsumer> Lib3MF::PConsumer
```

Shared pointer to CConsumer to easily allow reference counting.

CContentEncryptionParams

```
class Lib3MF::CContentEncryptionParams : public CBase
```

```
eEncryptionAlgorithm GetEncryptionAlgorithm ()
```

Returns the encryption method to be used in this encryption process

Returns

```
void GetKey (std::vector<Lib3MF_uint8> &ByteDataBuffer)
```

Gets the key for the resource associated

Parameters **ByteDataBuffer** – Pointer to a buffer where to place the key.

```
void GetInitializationVector (std::vector<Lib3MF_uint8> &ByteDataBuffer)
```

Gets the IV data

Parameters **ByteDataBuffer** – Pointer to a buffer where to place the data.

```
void GetAuthenticationTag (std::vector<Lib3MF_uint8> &ByteDataBuffer)
```

A handler descriptor that uniquely identifies the context of the resource. Each resource will be assigned a different value

Parameters **ByteDataBuffer** – Pointer to a buffer where to place the data.

```
void SetAuthenticationTag (const CInputVector<Lib3MF_uint8> &ByteDataBuffer)
```

Sets the authentication tag

Parameters **ByteDataBuffer** – The authentication tag size

```
void GetAdditionalAuthenticationData (std::vector<Lib3MF_uint8> &ByteDataBuffer)
```

A handler descriptor that uniquely identifies the context of the resource. Each resource will be assigned a different value

Parameters **ByteDataBuffer** – Buffer where the data will be placed

```
Lib3MF_uint64 GetDescriptor ()
```

A handler descriptor that uniquely identifies the context of the resource. Each resource will be assigned a different value

Returns

std::string **GetKeyUUID** ()

Gets the resourcedatagroup keyuuid

Returns The resourcedatagroup keyuuid that may be use to reference an external key

typedef std::shared_ptr<*CContentEncryptionParams*> Lib3MF::PContentEncryptionParams

Shared pointer to CContentEncryptionParams to easily allow reference counting.

CKeyStore

class Lib3MF::CKeyStore : public *CBase*

PConsumer **AddConsumer** (const std::string &sConsumerID, const std::string &sKeyID, const std::string &sKeyValue)

Adds a consumer to the keystore

Parameters

- **sConsumerID** – A unique identifier for the consumer
- **sKeyID** – The id of the key of the consumer
- **sKeyValue** – The public key for this consumer in PEM format

Returns The consumer instance

Lib3MF_uint64 **GetConsumerCount** ()

Gets the number of consumers in the keystore

Returns The consumer count

PConsumer **GetConsumer** (const *Lib3MF_uint64* nConsumerIndex)

Get a consumer from the keystore

Parameters **nConsumerIndex** – The index of the consumer

Returns The consumer instance

void **RemoveConsumer** (*CConsumer* *pConsumer)

Removes a consumer from the keystore

Parameters **pConsumer** – The consumer instance to remove

PConsumer **FindConsumer** (const std::string &sConsumerID)

Finds a consumer by ID

Parameters **sConsumerID** – The ID of the consumer

Returns The consumer instance

Lib3MF_uint64 **GetResourceDataGroupCount** ()

Gets the number of resource data group in the keystore

Returns The number of resource data available

PResourceDataGroup **AddResourceDataGroup** ()

Adds a resource data group into the keystore.

Returns The resource data group instance

PResourceDataGroup **GetResourceDataGroup** (const *Lib3MF_uint64* nResourceDataIndex)

Gets a resource data group

Parameters **nResourceDataIndex** – The index of the resource data

Returns The resource data group instance

void **RemoveResourceDataGroup** (*CResourceDataGroup* *pResourceDataGroup)

Removes a resource data group

Parameters **pResourceDataGroup** – The resource data group instance

PResourceDataGroup **FindResourceDataGroup** (*CPackagePart* *pPartPath)

Finds a resource data group that contains a particular resourcedata

Parameters **pPartPath** – The target path for the resourcedata hold by the resource data group

Returns The data resource instance

PResourceData **AddResourceData** (*CResourceDataGroup* *pResourceDataGroup, *CPackagePart* *pPartPath, **const** eEncryptionAlgorithm eAlgorithm, **const** eCompression eCompression, **const** *CInputVector*<Lib3MF_uint8> &AdditionalAuthenticationDataBuffer)

Add resourcedata to resourcedatagroup element

Parameters

- **pResourceDataGroup** – The resource data group where to add this resource data
- **pPartPath** – The path of the part to be encrypted
- **eAlgorithm** – The encryption algorithm to be used to encrypt this resource
- **eCompression** – Whether compression should be used prior to encryption
- **AdditionalAuthenticationDataBuffer** – Additional data to be encrypted along the contents for better security

Returns The data resource instance

void **RemoveResourceData** (*CResourceData* *pResourceData)

Removes a resource data

Parameters **pResourceData** – The resource data to be removed

PResourceData **FindResourceData** (*CPackagePart* *pResourcePath)

Finds a resource data on this resource group

Parameters **pResourcePath** – The target path for the resourcedata

Returns The resource data instance

Lib3MF_uint64 **GetResourceDataCount** ()

Gets the number of resource data in the keystore

Returns The number of resource data available

PResourceData **GetResourceData** (**const** *Lib3MF_uint64* nResourceDataIndex)

Gets a resource data

Parameters **nResourceDataIndex** – The index of the resource data

Returns The data resource instance

std::string **GetUUID** (bool &bHasUUID)

Gets the keystore UUID

Parameters **bHasUUID** – flag whether the keystore has a UUID

Returns returns the keystore uuid.

void **SetUUID** (const std::string &*sUUID*)
Sets the keystore UUID

Parameters *sUUID* – The new keystore uuid.

typedef std::shared_ptr<*CKeyStore*> Lib3MF::PKeyStore
Shared pointer to CKeyStore to easily allow reference counting.

CMeshObject

class Lib3MF::CMeshObject : public *CObject*

Lib3MF_uint32 **GetVertexCount** ()
Returns the vertex count of a mesh object.

Returns filled with the vertex count.

Lib3MF_uint32 **GetTriangleCount** ()
Returns the triangle count of a mesh object.

Returns filled with the triangle count.

sPosition **GetVertex** (const *Lib3MF_uint32* *nIndex*)
Returns the vertex count of a mesh object.

Parameters *nIndex* – Index of the vertex (0 to vertexcount - 1)

Returns filled with the vertex coordinates.

void **SetVertex** (const *Lib3MF_uint32* *nIndex*, const *sPosition* &*Coordinates*)
Sets the coordinates of a single vertex of a mesh object

Parameters

- *nIndex* – Index of the vertex (0 to vertexcount - 1)
- *Coordinates* – contains the vertex coordinates.

Lib3MF_uint32 **AddVertex** (const *sPosition* &*Coordinates*)
Adds a single vertex to a mesh object

Parameters *Coordinates* – contains the vertex coordinates.

Returns Index of the new vertex

void **GetVertices** (std::vector<*sPosition*> &*VerticesBuffer*)
Obtains all vertex positions of a mesh object

Parameters *VerticesBuffer* – contains the vertex coordinates.

sTriangle **GetTriangle** (const *Lib3MF_uint32* *nIndex*)
Returns indices of a single triangle of a mesh object.

Parameters *nIndex* – Index of the triangle (0 to trianglecount - 1)

Returns filled with the triangle indices.

void **SetTriangle** (const *Lib3MF_uint32* *nIndex*, const *sTriangle* &*Indices*)
Sets the indices of a single triangle of a mesh object.

Parameters

- *nIndex* – Index of the triangle (0 to trianglecount - 1)
- *Indices* – contains the triangle indices.

Lib3MF_uint32 **AddTriangle** (**const** *sTriangle* &*Indices*)

Adds a single triangle to a mesh object

Parameters *Indices* – contains the triangle indices.

Returns Index of the new triangle

void **GetTriangleIndices** (std::vector<*sTriangle*> &*IndicesBuffer*)

Get all triangles of a mesh object

Parameters *IndicesBuffer* – contains the triangle indices.

void **SetObjectLevelProperty** (**const** *Lib3MF_uint32* *nUniqueResourceID*, **const** *Lib3MF_uint32* *nPropertyID*)

Sets the property at the object-level of the mesh object.

Parameters

- *nUniqueResourceID* – the object-level Property UniqueResourceID.
- *nPropertyID* – the object-level PropertyID.

bool **GetObjectLevelProperty** (*Lib3MF_uint32* &*nUniqueResourceID*, *Lib3MF_uint32* &*nPropertyID*)

Gets the property at the object-level of the mesh object.

Parameters

- *nUniqueResourceID* – the object-level Property UniqueResourceID.
- *nPropertyID* – the object-level PropertyID.

Returns Has an object-level property been specified?

void **SetTriangleProperties** (**const** *Lib3MF_uint32* *nIndex*, **const** *sTriangleProperties* &*Properties*)

Sets the properties of a single triangle of a mesh object.

Parameters

- *nIndex* – Index of the triangle (0 to trianglecount - 1)
- *Properties* – contains the triangle properties.

void **GetTriangleProperties** (**const** *Lib3MF_uint32* *nIndex*, *sTriangleProperties* &*Property*)

Gets the properties of a single triangle of a mesh object.

Parameters

- *nIndex* – Index of the triangle (0 to trianglecount - 1)
- *Property* – returns the triangle properties.

void **SetAllTriangleProperties** (**const** *CInputVector*<*sTriangleProperties*> &*PropertiesArrayBuffer*)

Sets the properties of all triangles of a mesh object. Sets the object level property to the first entry of the passed triangle properties, if not yet specified.

Parameters *PropertiesArrayBuffer* – contains the triangle properties array. Must have trianglecount elements.

void **GetAllTriangleProperties** (std::vector<*sTriangleProperties*> &*PropertiesArrayBuffer*)

Gets the properties of all triangles of a mesh object.

Parameters *PropertiesArrayBuffer* – returns the triangle properties array. Must have trianglecount elements.

void **ClearAllProperties** ()

Clears all properties of this mesh object (triangle and object-level).

void **SetGeometry** (const *CInputVector<sPosition>* &VerticesBuffer, const *CInputVector<sTriangle>* &IndicesBuffer)

Set all triangles of a mesh object

Parameters

- **VerticesBuffer** – contains the positions.
- **IndicesBuffer** – contains the triangle indices.

bool **IsManifoldAndOriented** ()

Retrieves, if an object describes a topologically oriented and manifold mesh, according to the core spec.

Returns returns, if the object is oriented and manifold.

PBeamLattice **BeamLattice** ()

Retrieves the BeamLattice within this MeshObject.

Returns the BeamLattice within this MeshObject

typedef std::shared_ptr<*CMeshObject*> Lib3MF::P**MeshObject**

Shared pointer to CMeshObject to easily allow reference counting.

CMeshObjectIterator

class Lib3MF::CMeshObjectIterator : public *CResourceIterator*

PMeshObject **GetCurrentMeshObject** ()

Returns the MeshObject the iterator points at.

Returns returns the MeshObject instance.

typedef std::shared_ptr<*CMeshObjectIterator*> Lib3MF::P**MeshObjectIterator**

Shared pointer to CMeshObjectIterator to easily allow reference counting.

CMetaData

class Lib3MF::CMetaData : public *CBase*

std::string **GetNamespace** ()

returns the namespace URL of the metadata

Returns the namespace URL of the metadata

void **SetNamespace** (const std::string &sNamespace)

sets a new namespace URL of the metadata

Parameters sNamespace – the new namespace URL of the metadata

std::string **GetName** ()

returns the name of a metadata

Returns the name of the metadata

void **SetName** (const std::string &sName)

sets a new name of a metadata

Parameters sName – the new name of the metadata

std::string **GetKey** ()

returns the (namespace+name) of a metadata

Returns the key (namespace+name) of the metadata

bool **GetMustPreserve** ()

returns, whether a metadata must be preserved

Returns returns, whether a metadata must be preserved

void **SetMustPreserve** (const bool *bMustPreserve*)

sets whether a metadata must be preserved

Parameters *bMustPreserve* – a new value whether a metadata must be preserved

std::string **GetType** ()

returns the type of a metadata

Returns the type of the metadata

void **SetType** (const std::string &*sType*)

sets a new type of a metadata. This must be a simple XML type

Parameters *sType* – a new type of the metadata

std::string **GetValue** ()

returns the value of the metadata

Returns the value of the metadata

void **SetValue** (const std::string &*sValue*)

sets a new value of the metadata

Parameters *sValue* – a new value of the metadata

typedef std::shared_ptr<*CMetaData*> Lib3MF::P*MetaData*
Shared pointer to CMetaData to easily allow reference counting.

CMetaDataGroup

class Lib3MF::CMetaDataGroup : public *CBase*

Lib3MF_uint32 **GetMetaDataCount** ()

returns the number of metadata in this metadatagroup

Returns returns the number metadata

PMetaData **GetMetaData** (const *Lib3MF_uint32* *nIndex*)

returns a metadata value within this metadatagroup

Parameters *nIndex* – Index of the Metadata.

Returns an instance of the metadata

PMetaData **GetMetaDataByKey** (const std::string &*sNameSpace*, const std::string &*sName*)

returns a metadata value within this metadatagroup

Parameters

- *sNameSpace* – the namespace of the metadata
- *sName* – the name of the Metadata

Returns an instance of the metadata

void **RemoveMetaDataByIndex** (**const** *Lib3MF_uint32* *nIndex*)
removes metadata by index from the model.

Parameters *nIndex* – Index of the metadata to remove

void **RemoveMetaData** (*CMetaData* **pTheMetaData*)
removes metadata from the model.

Parameters *pTheMetaData* – The metadata to remove

PMetaData **AddMetaData** (**const** std::string &*sNamespace*, **const** std::string &*sName*, **const** std::string &*sValue*, **const** std::string &*sType*, **const** bool *bMustPreserve*)
adds a new metadata to this metadatagroup

Parameters

- **sNamespace** – the namespace of the metadata
- **sName** – the name of the metadata
- **sValue** – the value of the metadata
- **sType** – the type of the metadata
- **bMustPreserve** – should the metadata be preserved

Returns a new instance of the metadata

typedef std::shared_ptr<*CMetaDataGroup*> *Lib3MF* : : **PMetaDataGroup**
Shared pointer to CMetaDataGroup to easily allow reference counting.

CModel

class *Lib3MF* : : **CModel** : **public** *CBase*

PPackagePart **RootModelPart** ()

Returns the PackagePart within the OPC package that holds the root model.

Returns the PackagePart within the OPC package that holds the model-file

PPackagePart **FindOrCreatePackagePart** (**const** std::string &*sAbsolutePath*)

Returns a new PackagePart for use within the OPC package.

Parameters *sAbsolutePath* – the absolute Path (physical location) within the OPC package

Returns the new PackagePart within the OPC package

void **SetUnit** (**const** *eModelUnit* *eUnit*)

sets the units of a model.

Parameters *eUnit* – Unit enum value for the model unit

eModelUnit **GetUnit** ()

returns the units of a model.

Returns Unit enum value for the model unit

std::string **GetLanguage** ()

retrieves the language of a model

Returns language identifier

void SetLanguage (**const** std::string &*sLanguage*)
sets the language of a model

Parameters *sLanguage* – language identifier

PWriter **QueryWriter** (**const** std::string &*sWriterClass*)
creates a model writer instance for a specific file type

Parameters *sWriterClass* – string identifier for the file type

Returns string identifier for the file type

PReader **QueryReader** (**const** std::string &*sReaderClass*)
creates a model reader instance for a specific file type

Parameters *sReaderClass* – string identifier for the file type

Returns string identifier for the file type

PTexture2D **GetTexture2DByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model texture by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the texture2d instance

ePropertyType **GetPropertyTypeByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
returns a Property's type

Parameters *nUniqueResourceID* – Resource ID of the Property to Query

Returns returns a Property's type

PBaseMaterialGroup **GetBaseMaterialGroupByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model base material group by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the BaseMaterialGroup instance

PTexture2DGroup **GetTexture2DGroupByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model texture2d group by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the Texture2DGroup instance

PCompositeMaterials **GetCompositeMaterialsByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model CompositeMaterials by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the CompositeMaterials instance

PMultiPropertyGroup **GetMultiPropertyGroupByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model MultiPropertyGroup by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the MultiPropertyGroup instance

PMeshObject **GetMeshObjectByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a mesh object by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the mesh object instance

PComponentsObject **GetComponentObjectByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a components object by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the components object instance

PColorGroup **GetColorGroupByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model color group by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the ColorGroup instance

PSliceStack **GetSliceStackByID** (**const** *Lib3MF_uint32* *nUniqueResourceID*)
finds a model slicestack by its UniqueResourceID

Parameters *nUniqueResourceID* – UniqueResourceID

Returns returns the slicestack instance

std::string **GetBuildUUID** (**bool** &*bHasUUID*)
returns, whether a build has a UUID and, if true, the build's UUID

Parameters *bHasUUID* – flag whether the build has a UUID

Returns the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

void **SetBuildUUID** (**const** std::string &*sUUID*)
sets the build's UUID

Parameters *sUUID* – the UUID as string of the form 'xxxxxxxx-xxxx-xxxx-xxxxxxxxxxxxxxxx'

PBuildItemIterator **GetBuildItems** ()
creates a build item iterator instance with all build items.

Returns returns the iterator instance.

sBox **GetOutbox** ()
Returns the outbox of a Model

Returns Outbox of this Model

PResourceIterator **GetResources** ()
creates a resource iterator instance with all resources.

Returns returns the iterator instance.

PObjectIterator **GetObjects** ()
creates a resource iterator instance with all object resources.

Returns returns the iterator instance.

PMeshObjectIterator **GetMeshObjects** ()
creates a resource iterator instance with all mesh object resources.

Returns returns the iterator instance.

PComponentsObjectIterator **GetComponentObjects** ()
creates a resource iterator instance with all components object resources.

Returns returns the iterator instance.

PTexture2DIterator **GetTexture2Ds** ()

creates a Texture2DIterator instance with all texture2d resources.

Returns returns the iterator instance.

PBaseMaterialGroupIterator **GetBaseMaterialGroups** ()

creates a BaseMaterialGroupIterator instance with all base material resources.

Returns returns the iterator instance.

PColorGroupIterator **GetColorGroups** ()

creates a ColorGroupIterator instance with all ColorGroup resources.

Returns returns the iterator instance.

PTexture2DGroupIterator **GetTexture2DGroups** ()

creates a Texture2DGroupIterator instance with all base material resources.

Returns returns the iterator instance.

PCompositeMaterialsIterator **GetCompositeMaterials** ()

creates a CompositeMaterialsIterator instance with all CompositeMaterials resources.

Returns returns the iterator instance.

PMultiPropertyGroupIterator **GetMultiPropertyGroups** ()

creates a MultiPropertyGroupsIterator instance with all MultiPropertyGroup resources.

Returns returns the iterator instance.

PSliceStackIterator **GetSliceStacks** ()

creates a resource iterator instance with all slice stack resources.

Returns returns the iterator instance.

PModel **MergeToModel** ()

Merges all components and objects which are referenced by a build item into a mesh. The memory is duplicated and a new model is created.

Returns returns the merged model instance

PMeshObject **AddMeshObject** ()

adds an empty mesh object to the model.

Returns returns the mesh object instance

PComponentsObject **AddComponentsObject** ()

adds an empty component object to the model.

Returns returns the components object instance

PSliceStack **AddSliceStack** (const *Lib3MF_double* dZBottom)

creates a new model slicestack by its id

Parameters **dZBottom** – Bottom Z value of the slicestack

Returns returns the new slicestack instance

PTexture2D **AddTexture2DFromAttachment** (*CAttachment* *pTextureAttachment)

adds a texture2d resource to the model. Its path is given by that of an existing attachment.

Parameters **pTextureAttachment** – attachment containing the image data.

Returns returns the new texture instance.

PBaseMaterialGroup **AddBaseMaterialGroup** ()

adds an empty BaseMaterialGroup resource to the model.

Returns returns the new base material instance.

PColorGroup **AddColorGroup** ()

adds an empty ColorGroup resource to the model.

Returns returns the new ColorGroup instance.

PTexture2DGroup **AddTexture2DGroup** (*CTexture2D* **pTexture2DInstance*)

adds an empty Texture2DGroup resource to the model.

Parameters **pTexture2DInstance** – The texture2D instance of the created Texture2DGroup.

Returns returns the new Texture2DGroup instance.

PCompositeMaterials **AddCompositeMaterials** (*CBaseMaterialGroup* **pBaseMaterialGroupInstance*)

adds an empty CompositeMaterials resource to the model.

Parameters **pBaseMaterialGroupInstance** – The BaseMaterialGroup instance of the created CompositeMaterials.

Returns returns the new CompositeMaterials instance.

PMultiPropertyGroup **AddMultiPropertyGroup** ()

adds an empty MultiPropertyGroup resource to the model.

Returns returns the new MultiPropertyGroup instance.

PBuildItem **AddBuildItem** (*CObject* **pObject*, **const** *sTransform* &*Transform*)

adds a build item to the model.

Parameters

- **pObject** – Object instance.
- **Transform** – Transformation matrix.

Returns returns the build item instance.

void **RemoveBuildItem** (*CBuildItem* **pBuildItemInstance*)

removes a build item from the model

Parameters **pBuildItemInstance** – Build item to remove.

PMetaDataGroup **GetMetaDataGroup** ()

Returns the metadata of the model as MetaDataGroup

Returns returns an Instance of the metadatagroup of the model

PAttachment **AddAttachment** (**const** std::string &*sURI*, **const** std::string &*sRelationshipType*)

adds an attachment stream to the model. The OPC part will be related to the model stream with a certain relationship type.

Parameters

- **sURI** – Path of the attachment
- **sRelationshipType** – Relationship type of the attachment

Returns Instance of the attachment object

void **RemoveAttachment** (*CAttachment* **pAttachmentInstance*)

Removes attachment from the model.

Parameters **pAttachmentInstance** – Attachment instance to remove

PAttachment **GetAttachment** (**const** *Lib3MF_uint32* *nIndex*)

retrieves an attachment stream object from the model..

Parameters *nIndex* – Index of the attachment stream

Returns Instance of the attachment object

PAttachment **FindAttachment** (**const** *std::string* &*sURI*)

retrieves an attachment stream object from the model.

Parameters *sURI* – Path URI in the package

Returns Instance of the attachment object

Lib3MF_uint32 **GetAttachmentCount** ()

retrieves the number of attachments of the model.

Returns Returns the number of attachments.

bool **HasPackageThumbnailAttachment** ()

Retrieve whether the OPC package contains a package thumbnail.

Returns returns whether the OPC package contains a package thumbnail

PAttachment **CreatePackageThumbnailAttachment** ()

Create a new or the existing package thumbnail for the OPC package.

Returns Instance of a new or the existing thumbnailattachment object.

PAttachment **GetPackageThumbnailAttachment** ()

Get the attachment to the OPC package containing the package thumbnail.

Returns Instance of the thumbnailattachment object or NULL.

void **RemovePackageThumbnailAttachment** ()

Remove the attachment to the OPC package containing the package thumbnail.

void **AddCustomContentType** (**const** *std::string* &*sExtension*, **const** *std::string* &*sContentType*)

Adds a new Content Type to the model.

Parameters

- *sExtension* – File Extension
- *sContentType* – Content Type Identifier

void **RemoveCustomContentType** (**const** *std::string* &*sExtension*)

Removes a custom Content Type from the model (UTF8 version).

Parameters *sExtension* – File Extension

void **SetRandomNumberCallback** (**const** *RandomNumberCallback* *pTheCallback*, **const** *Lib3MF_pvoid* *pUserData*)

Sets the random number generator callback for use in the library

Parameters

- *pTheCallback* – The callback used to generate random numbers
- *pUserData* – Userdata to be passed to the callback function

PKeyStore **GetKeyStore** ()

Gets the keystore associated with this model

Returns The package keystore

typedef *std::shared_ptr<CModel>* *Lib3MF::PModel*

Shared pointer to CModel to easily allow reference counting.

CMultiPropertyGroup

class Lib3MF::CMultiPropertyGroup : public CResource

Lib3MF_uint32 **GetCount** ()

Retrieves the count of MultiProperty-s in the MultiPropertyGroup.

Returns returns the count of MultiProperty-s

void **GetAllPropertyIDs** (std::vector<*Lib3MF_uint32*> &PropertyIDsBuffer)

returns all the PropertyIDs of all MultiProperty-s in this MultiPropertyGroup

Parameters **PropertyIDsBuffer** – PropertyID of the MultiProperty-s in the MultiPropertyGroup.

Lib3MF_uint32 **AddMultiProperty** (const *CInputVector*<*Lib3MF_uint32*> &PropertyIDsBuffer)

Adds a new MultiProperty to the MultiPropertyGroup.

Parameters **PropertyIDsBuffer** – The PropertyIDs of the new MultiProperty.

Returns returns the PropertyID of the new MultiProperty in the MultiPropertyGroup.

void **SetMultiProperty** (const *Lib3MF_uint32* nPropertyID, const *CInputVector*<*Lib3MF_uint32*> &PropertyIDsBuffer)

Sets the PropertyIDs of a MultiProperty.

Parameters

- **nPropertyID** – the PropertyID of the MultiProperty to be changed.
- **PropertyIDsBuffer** – The new PropertyIDs of the MultiProperty

void **GetMultiProperty** (const *Lib3MF_uint32* nPropertyID, std::vector<*Lib3MF_uint32*> &PropertyIDsBuffer)

Obtains the PropertyIDs of a MultiProperty.

Parameters

- **nPropertyID** – the PropertyID of the MultiProperty to be queried.
- **PropertyIDsBuffer** – The PropertyIDs of the MultiProperty

void **RemoveMultiProperty** (const *Lib3MF_uint32* nPropertyID)

Removes a MultiProperty from this MultiPropertyGroup.

Parameters **nPropertyID** – the PropertyID of the MultiProperty to be removed.

Lib3MF_uint32 **GetLayerCount** ()

Retrieves the number of layers of this MultiPropertyGroup.

Returns returns the number of layers

Lib3MF_uint32 **AddLayer** (const *sMultiPropertyLayer* &TheLayer)

Adds a MultiPropertyLayer to this MultiPropertyGroup.

Parameters **TheLayer** – The MultiPropertyLayer to add to this MultiPropertyGroup

Returns returns the index of this MultiPropertyLayer

sMultiPropertyLayer **GetLayer** (const *Lib3MF_uint32* nLayerIndex)

Obtains a MultiPropertyLayer of this MultiPropertyGroup.

Parameters **nLayerIndex** – The Index of the MultiPropertyLayer queried

Returns The MultiPropertyLayer with index LayerIndex within MultiPropertyGroup

void **RemoveLayer** (const *Lib3MF_uint32* nLayerIndex)
Removes a MultiPropertyLayer from this MultiPropertyGroup.

Parameters nLayerIndex – The Index of the MultiPropertyLayer to be removed

typedef std::shared_ptr<*CMultiPropertyGroup*> Lib3MF::PMultiPropertyGroup
Shared pointer to CMultiPropertyGroup to easily allow reference counting.

CMultiPropertyGroupIterator

class Lib3MF::CMultiPropertyGroupIterator : public *CResourceIterator*

PMultiPropertyGroup **GetCurrentMultiPropertyGroup** ()
Returns the MultiPropertyGroup the iterator points at.

Returns returns the MultiPropertyGroup instance.

typedef std::shared_ptr<*CMultiPropertyGroupIterator*> Lib3MF::PMultiPropertyGroupIterator
Shared pointer to CMultiPropertyGroupIterator to easily allow reference counting.

CObject

class Lib3MF::CObject : public *CResource*

eObjectType **GetType** ()
Retrieves an object's type

Returns returns object type enum.

void **SetType** (const *eObjectType* eObjectType)
Sets an object's type

Parameters eObjectType – object type enum.

std::string **GetName** ()
Retrieves an object's name

Returns returns object name.

void **SetName** (const std::string &sName)
Sets an object's name string

Parameters sName – new object name.

std::string **GetPartNumber** ()
Retrieves an object's part number

Returns returns object part number.

void **SetPartNumber** (const std::string &sPartNumber)
Sets an objects partnumber string

Parameters sPartNumber – new object part number.

bool **IsMeshObject** ()
Retrieves, if an object is a mesh object

Returns returns, whether the object is a mesh object

bool **IsComponentsObject** ()
Retrieves, if an object is a components object

Returns returns, whether the object is a components object

bool **IsValid** ()

Retrieves, if the object is valid according to the core spec. For mesh objects, we distinguish between the type attribute of the object: In case of object type other, this always means false. In case of object type model or solidsupport, this means, if the mesh suffices all requirements of the core spec chapter 4.1. In case of object type support or surface, this always means true. A component object is valid if and only if it contains at least one component and all child components are valid objects.

Returns returns whether the object is a valid object description

void **SetAttachmentAsThumbnail** (*CAttachment* *pAttachment)

Use an existing attachment as thumbnail for this object

Parameters pAttachment – Instance of a new or the existing thumbnailattachment object.

CAttachment **GetThumbnailAttachment** ()

Get the attachment containing the object thumbnail.

Returns Instance of the thumbnailattachment object or NULL.

void **ClearThumbnailAttachment** ()

Clears the attachment. The attachment instance is not removed from the package.

sBox **GetOutbox** ()

Returns the outbox of a build item

Returns Outbox of this build item

std::string **GetUUID** (bool &bHasUUID)

Retrieves an object's uuid string (see production extension specification)

Parameters bHasUUID – flag whether the build item has a UUID

Returns returns object uuid.

void **SetUUID** (const std::string &sUUID)

Sets a build object's uuid string (see production extension specification)

Parameters sUUID – new object uuid string.

PMetaDataGroup **GetMetaDataGroup** ()

Returns the metadatagroup of this object

Returns returns an Instance of the metadatagroup of this object

void **SetSlicesMeshResolution** (const *eSlicesMeshResolution* eMeshResolution)

set the meshresolution of the mesh object

Parameters eMeshResolution – meshresolution of this object

eSlicesMeshResolution **GetSlicesMeshResolution** ()

get the meshresolution of the mesh object

Returns meshresolution of this object

bool **HasSlices** (const bool bRecursive)

returns whether the Object has a slice stack. If Recursive is true, also checks whether any referenced object has a slice stack

Parameters bRecursive – check also all referenced objects?

Returns does the object have a slice stack?

void **ClearSliceStack** ()

unlinks the attached slicestack from this object. If no slice stack is attached, do nothing.

PSliceStack **GetSliceStack** ()

get the Slicestack attached to the object

Returns returns the slicestack instance

void **AssignSliceStack** (*CSliceStack *pSliceStackInstance*)

assigns a slicestack to the object

Parameters *pSliceStackInstance* – the new slice stack of this Object

typedef std::shared_ptr<*CObject*> Lib3MF::PObject

Shared pointer to CObject to easily allow reference counting.

CObjectIterator

class Lib3MF::CObjectIterator : public *CResourceIterator*

PObject **GetCurrentObject** ()

Returns the Object the iterator points at.

Returns returns the Object instance.

typedef std::shared_ptr<*CObjectIterator*> Lib3MF::PObjectIterator

Shared pointer to CObjectIterator to easily allow reference counting.

CPackagePart

class Lib3MF::CPackagePart : public *CBase*

std::string **GetPath** ()

Returns the absolute path of this PackagePart.

Returns Returns the absolute path of this PackagePart

void **SetPath** (const std::string &*sPath*)

Sets the absolute path of this PackagePart.

Parameters *sPath* – Sets the absolute path of this PackagePart.

typedef std::shared_ptr<*CPackagePart*> Lib3MF::PPackagePart

Shared pointer to CPackagePart to easily allow reference counting.

CReader

class Lib3MF::CReader : public *CBase*

void **ReadFromFile** (const std::string &*sFilename*)

Reads a model from a file. The file type is specified by the Model Reader class

Parameters *sFilename* – Filename to read from

void **ReadFromBuffer** (const *CInputVector*<Lib3MF_uint8> &*BufferBuffer*)

Reads a model from a memory buffer.

Parameters *BufferBuffer* – Buffer to read from

void **ReadFromCallback** (const *ReadCallback* pTheReadCallback, const *Lib3MF_uint64* nStreamSize, const *SeekCallback* pTheSeekCallback, const *Lib3MF_pvoid* pUserData)

Reads a model and from the data provided by a callback function

Parameters

- **pTheReadCallback** – Callback to call for reading a data chunk
- **nStreamSize** – number of bytes the callback returns
- **pTheSeekCallback** – Callback to call for seeking in the stream.
- **pUserData** – Userdata that is passed to the callback function

void **SetProgressCallback** (const *ProgressCallback* pProgressCallback, const *Lib3MF_pvoid* pUserData)

Set the progress callback for calls to this writer

Parameters

- **pProgressCallback** – pointer to the callback function.
- **pUserData** – pointer to arbitrary user data that is passed without modification to the callback.

void **AddRelationToRead** (const std::string &sRelationshipType)

Adds a relationship type which shall be read as attachment in memory while loading

Parameters **sRelationshipType** – String of the relationship type

void **RemoveRelationToRead** (const std::string &sRelationshipType)

Removes a relationship type which shall be read as attachment in memory while loading

Parameters **sRelationshipType** – String of the relationship type

void **SetStrictModeActive** (const bool bStrictModeActive)

Activates (deactivates) the strict mode of the reader.

Parameters **bStrictModeActive** – flag whether strict mode is active or not.

bool **GetStrictModeActive** ()

Queries whether the strict mode of the reader is active or not

Returns returns flag whether strict mode is active or not.

std::string **GetWarning** (const *Lib3MF_uint32* nIndex, *Lib3MF_uint32* &nErrorCode)

Returns Warning and Error Information of the read process

Parameters

- **nIndex** – Index of the Warning. Valid values are 0 to WarningCount - 1
- **nErrorCode** – filled with the error code of the warning

Returns the message of the warning

Lib3MF_uint32 **GetWarningCount** ()

Returns Warning and Error Count of the read process

Returns filled with the count of the occurred warnings.

void **AddKeyWrappingCallback** (const std::string &sConsumerID, const *KeyWrappingCallback* pTheCallback, const *Lib3MF_pvoid* pUserData)

Registers a callback to deal with key wrapping mechanism from keystore

Parameters

- **sConsumerID** – The ConsumerID to register for
- **pTheCallback** – The callback used to decrypt data key
- **pUserData** – Userdata that is passed to the callback function

```
void SetContentEncryptionCallback (const ContentEncryptionCallback pTheCallback,  
                                   const Lib3MF_pvoid pUserData)
```

Registers a callback to deal with encryption of content

Parameters

- **pTheCallback** – The callback used to encrypt content
- **pUserData** – Userdata that is passed to the callback function

```
typedef std::shared_ptr<CReader> Lib3MF::PReader  
    Shared pointer to CReader to easily allow reference counting.
```

CResource

```
class Lib3MF::CResource : public CBase
```

```
Lib3MF_uint32 GetResourceID ()
```

Retrieves the unique id of this resource within a package. This function will be removed in a later release in favor of GetUniqueResourceID

Returns Retrieves the unique id of this resource within a package.

```
Lib3MF_uint32 GetUniqueResourceID ()
```

Retrieves the unique id of this resource within a package.

Returns Retrieves the unique id of this resource within a package.

```
PPackagePart PackagePart ()
```

Returns the PackagePart within which this resource resides

Returns the PackagePart within which this resource resides.

```
void SetPackagePart (CPackagePart *pPackagePart)
```

Sets the new PackagePart within which this resource resides

Parameters **pPackagePart** – the new PackagePart within which this resource resides.

```
Lib3MF_uint32 GetModelResourceID ()
```

Retrieves the id of this resource within a model.

Returns Retrieves the id of this resource within a model.

```
typedef std::shared_ptr<CResource> Lib3MF::PResource  
    Shared pointer to CResource to easily allow reference counting.
```


CResourceData

```
class Lib3MF::CResourceData : public CBase
```

PPackagePart **GetPath** ()
Gets the encrypted part path

Returns The part path

eEncryptionAlgorithm **GetEncryptionAlgorithm** ()
Gets the encryption algorithm used to encrypt this ResourceData

Returns The encryption algorithm

eCompression **GetCompression** ()
Tells whether this ResourceData is compressed or not

Returns The compression method

void **GetAdditionalAuthenticationData** (std::vector<Lib3MF_uint8> &ByteDataBuffer)
Tells whether this ResourceData is compressed or not

Parameters **ByteDataBuffer** – The compression method

```
typedef std::shared_ptr<CResourceData> Lib3MF::PResourceData
```

Shared pointer to CResourceData to easily allow reference counting.

CResourceDataGroup

```
class Lib3MF::CResourceDataGroup : public CBase
```

std::string **GetKeyUUID** ()
Sets the resourcedatagroup keyuuid

Returns The new resourcedatagroup keyuuid.

PAccessRight **AddAccessRight** (CConsumer *pConsumer, const eWrappingAlgorithm eWrappingAlgorithm, const eMgfAlgorithm eMgfAlgorithm, const eDigestMethod eDigestMethod)
Add accessright to resourcedatagroup element

Parameters

- **pConsumer** – The Consumer reference
- **eWrappingAlgorithm** – The key wrapping algorithm to be used
- **eMgfAlgorithm** – The mask generation function to be used
- **eDigestMethod** – The digest mechanism to be used

Returns The access right instance

PAccessRight **FindAccessRightByConsumer** (CConsumer *pConsumer)
Finds the AccessRight associated with a Consumer

Parameters **pConsumer** – The Consumer instance

Returns The AccessRight instance

void **RemoveAccessRight** (CConsumer *pConsumer)
Removes access from a Consumer on this resource data group

Parameters **pConsumer** – The Consumer instance

typedef std::shared_ptr<*CResourceDataGroup*> Lib3MF::PResourceDataGroup
Shared pointer to CResourceDataGroup to easily allow reference counting.

CResourceIterator

class Lib3MF::CResourceIterator : public *CBase*

bool **MoveNext** ()

Iterates to the next resource in the list.

Returns Iterates to the next resource in the list.

bool **MovePrevious** ()

Iterates to the previous resource in the list.

Returns Iterates to the previous resource in the list.

PResource **GetCurrent** ()

Returns the resource the iterator points at.

Returns returns the resource instance.

PResourceIterator **Clone** ()

Creates a new resource iterator with the same resource list.

Returns returns the cloned Iterator instance

Lib3MF_uint64 **Count** ()

Returns the number of resouces the iterator captures.

Returns returns the number of resouces the iterator captures.

typedef std::shared_ptr<*CResourceIterator*> Lib3MF::PResourceIterator

Shared pointer to CResourceIterator to easily allow reference counting.

CSlice

class Lib3MF::CSlice : public *CBase*

void **SetVertices** (const *CInputVector*<*sPosition2D*> &*VerticesBuffer*)

Set all vertices of a slice. All polygons will be cleared.

Parameters **VerticesBuffer** – contains the positions.

void **GetVertices** (std::vector<*sPosition2D*> &*VerticesBuffer*)

Get all vertices of a slice

Parameters **VerticesBuffer** – contains the positions.

Lib3MF_uint64 **GetVertexCount** ()

Get the number of vertices in a slice

Returns the number of vertices in the slice

Lib3MF_uint64 **AddPolygon** (const *CInputVector*<*Lib3MF_uint32*> &*IndicesBuffer*)

Add a new polygon to this slice

Parameters **IndicesBuffer** – the new indices of the new polygon

Returns the index of the new polygon

Lib3MF_uint64 **GetPolygonCount** ()

Get the number of polygons in the slice

Returns the number of polygons in the slice

void **SetPolygonIndices** (const *Lib3MF_uint64* nIndex, const *CInputVector*<*Lib3MF_uint32*> &*IndicesBuffer*)

Set all indices of a polygon

Parameters

- **nIndex** – the index of the polygon to manipulate
- **IndicesBuffer** – the new indices of the index-th polygon

void **GetPolygonIndices** (const *Lib3MF_uint64* nIndex, std::vector<*Lib3MF_uint32*> &*IndicesBuffer*)

Get all vertices of a slice

Parameters

- **nIndex** – the index of the polygon to manipulate
- **IndicesBuffer** – the indices of the index-th polygon

Lib3MF_uint64 **GetPolygonIndexCount** (const *Lib3MF_uint64* nIndex)

Get the number of vertices in a slice

Parameters **nIndex** – the index of the polygon to manipulate

Returns the number of indices of the index-th polygon

Lib3MF_double **GetZTop** ()

Get the upper Z-Coordinate of this slice.

Returns the upper Z-Coordinate of this slice

typedef std::shared_ptr<*CSlice*> *Lib3MF::PSlice*

Shared pointer to *CSlice* to easily allow reference counting.

CSliceStack

class *Lib3MF::CSliceStack* : **public** *CResource*

Lib3MF_double **GetBottomZ** ()

Get the lower Z-Coordinate of the slice stack.

Returns the lower Z-Coordinate the slice stack

Lib3MF_uint64 **GetSliceCount** ()

Returns the number of slices

Returns the number of slices

PSlice **GetSlice** (const *Lib3MF_uint64* nSliceIndex)

Query a slice from the slice stack

Parameters **nSliceIndex** – the index of the slice

Returns the Slice instance

PSlice **AddSlice** (const *Lib3MF_double* dZTop)

Returns the number of slices

Parameters **dZTop** – upper Z coordinate of the slice

Returns a new Slice instance

Lib3MF_uint64 **GetSliceRefCount** ()

Returns the number of slice refs

Returns the number of slicereferences

void **AddSliceStackReference** (*CSliceStack* *pTheSliceStack)

Adds another existing slicestack as sliceref in this slicestack

Parameters **pTheSliceStack** – the slicestack to use as sliceref

PSliceStack **GetSliceStackReference** (const *Lib3MF_uint64* nSliceRefIndex)

Adds another existing slicestack as sliceref in this slicestack

Parameters **nSliceRefIndex** – the index of the slice ref

Returns the slicestack that is used as sliceref

void **CollapseSliceReferences** ()

Removes the indirection of slices via slice-refs, i.e. creates the slices of all slice refs of this SliceStack as actual slices of this SliceStack. All previously existing slices or slicerefs will be removed.

void **SetOwnPath** (const std::string &sPath)

Sets the package path where this Slice should be stored. Input an empty string to reset the path

Parameters **sPath** – the package path where this Slice should be stored

std::string **GetOwnPath** ()

Obtains the package path where this Slice should be stored. Returns an empty string if the slicestack is stored within the root model.

Returns the package path where this Slice will be stored

typedef std::shared_ptr<*CSliceStack*> Lib3MF::PSliceStack

Shared pointer to CSliceStack to easily allow reference counting.

CSliceStackIterator

class Lib3MF::CSliceStackIterator : public *CResourceIterator*

PSliceStack **GetCurrentSliceStack** ()

Returns the SliceStack the iterator points at.

Returns returns the SliceStack instance.

typedef std::shared_ptr<*CSliceStackIterator*> Lib3MF::PSliceStackIterator

Shared pointer to CSliceStackIterator to easily allow reference counting.

CTexture2D

```
class Lib3MF::CTexture2D : public CResource
```

```
Attachment GetAttachment ()
```

Retrieves the attachment located at the path of the texture.

Returns attachment that holds the texture's image information.

```
void SetAttachment (Attachment *pAttachment)
```

Sets the texture's package path to the path of the attachment.

Parameters **pAttachment** – attachment that holds the texture's image information.

```
eTextureType GetContentType ()
```

Retrieves a texture's content type.

Returns returns content type enum.

```
void SetContentType (const eTextureType eContentType)
```

Retrieves a texture's content type.

Parameters **eContentType** – new Content Type

```
void GetTileStyleUV (eTextureTileStyle &eTileStyleU, eTextureTileStyle &eTileStyleV)
```

Retrieves a texture's tilestyle type.

Parameters

- **eTileStyleU** – returns tilestyle type enum.
- **eTileStyleV** – returns tilestyle type enum.

```
void SetTileStyleUV (const eTextureTileStyle eTileStyleU, const eTextureTileStyle eTileStyleV)
```

Sets a texture's tilestyle type.

Parameters

- **eTileStyleU** – new tilestyle type enum.
- **eTileStyleV** – new tilestyle type enum.

```
eTextureFilter GetFilter ()
```

Retrieves a texture's filter type.

Returns returns filter type enum.

```
void SetFilter (const eTextureFilter eFilter)
```

Sets a texture's filter type.

Parameters **eFilter** – sets new filter type enum.

```
typedef std::shared_ptr<CTexture2D> Lib3MF::PTexture2D
```

Shared pointer to CTexture2D to easily allow reference counting.

CTexture2DGroup

```
class Lib3MF::CTexture2DGroup : public CResource
```

```
    Lib3MF_uint32 GetCount ()
```

Retrieves the count of tex2coords in the Texture2DGroup.

Returns returns the count of tex2coords.

```
void GetAllPropertyIDs (std::vector<Lib3MF_uint32> &PropertyIDsBuffer)
```

returns all the PropertyIDs of all tex2coords in this Texture2DGroup

Parameters **PropertyIDsBuffer** – PropertyID of the tex2coords in the Texture2DGroup.

```
    Lib3MF_uint32 AddTex2Coord (const sTex2Coord &UVCoordinate)
```

Adds a new tex2coord to the Texture2DGroup

Parameters **UVCoordinate** – The u/v-coordinate within the texture, horizontally right/vertically up from the origin in the lower left of the texture.

Returns returns new PropertyID of the new tex2coord in the Texture2DGroup.

```
    sTex2Coord GetTex2Coord (const Lib3MF_uint32 nPropertyID)
```

Obtains a tex2coord to the Texture2DGroup

Parameters **nPropertyID** – the PropertyID of the tex2coord in the Texture2DGroup.

Returns The u/v-coordinate within the texture, horizontally right/vertically up from the origin in the lower left of the texture.

```
void RemoveTex2Coord (const Lib3MF_uint32 nPropertyID)
```

Removes a tex2coords from the Texture2DGroup.

Parameters **nPropertyID** – PropertyID of the tex2coords in the Texture2DGroup.

```
    PTexture2D GetTexture2D ()
```

Obtains the texture2D instance of this group.

Returns the texture2D instance of this group.

```
typedef std::shared_ptr<CTexture2DGroup> Lib3MF::PTexture2DGroup
```

Shared pointer to CTexture2DGroup to easily allow reference counting.

CTexture2DGroupIterator

```
class Lib3MF::CTexture2DGroupIterator : public CResourceIterator
```

```
    PTexture2DGroup GetCurrentTexture2DGroup ()
```

Returns the Texture2DGroup the iterator points at.

Returns returns the Texture2DGroup instance.

```
typedef std::shared_ptr<CTexture2DGroupIterator> Lib3MF::PTexture2DGroupIterator
```

Shared pointer to CTexture2DGroupIterator to easily allow reference counting.

CTexture2DIterator

```
class Lib3MF::CTexture2DIterator : public CResourceIterator
```

PTexture2D **GetCurrentTexture2D** ()

Returns the Texture2D the iterator points at.

Returns returns the Texture2D instance.

```
typedef std::shared_ptr<CTexture2DIterator> Lib3MF::PTexture2DIterator
```

Shared pointer to CTexture2DIterator to easily allow reference counting.

CWriter

```
class Lib3MF::CWriter : public CBase
```

void **WriteToFile** (const std::string &sFilename)

Writes out the model as file. The file type is specified by the Model Writer class.

Parameters sFilename – Filename to write into

Lib3MF_uint64 **GetStreamSize** ()

Retrieves the size of the full 3MF file stream.

Returns the stream size

void **WriteToBuffer** (std::vector<*Lib3MF_uint8*> &BufferBuffer)

Writes out the 3MF file into a memory buffer

Parameters BufferBuffer – buffer to write into

void **WriteToCallback** (const *WriteCallback* pTheWriteCallback, const *SeekCallback* pTheSeek-
Callback, const *Lib3MF_pvoid* pUserData)

Writes out the model and passes the data to a provided callback function. The file type is specified by the Model Writer class.

Parameters

- pTheWriteCallback – Callback to call for writing a data chunk
- pTheSeekCallback – Callback to call for seeking in the stream
- pUserData – Userdata that is passed to the callback function

void **SetProgressCallback** (const *ProgressCallback* pProgressCallback, const *Lib3MF_pvoid*
pUserData)

Set the progress callback for calls to this writer

Parameters

- pProgressCallback – pointer to the callback function.
- pUserData – pointer to arbitrary user data that is passed without modification to the callback.

Lib3MF_uint32 **GetDecimalPrecision** ()

Returns the number of digits after the decimal point to be written in each vertex coordinate-value.

Returns The number of digits to be written in each vertex coordinate-value after the decimal point.

void **SetDecimalPrecision** (const *Lib3MF_uint32* *nDecimalPrecision*)

Sets the number of digits after the decimal point to be written in each vertex coordinate-value.

Parameters *nDecimalPrecision* – The number of digits to be written in each vertex coordinate-value after the decimal point.

void **SetStrictModeActive** (const bool *bStrictModeActive*)

Activates (deactivates) the strict mode of the reader.

Parameters *bStrictModeActive* – flag whether strict mode is active or not.

bool **GetStrictModeActive** ()

Queries whether the strict mode of the reader is active or not

Returns returns flag whether strict mode is active or not.

std::string **GetWarning** (const *Lib3MF_uint32* *nIndex*, *Lib3MF_uint32* &*nErrorCode*)

Returns Warning and Error Information of the read process

Parameters

- **nIndex** – Index of the Warning. Valid values are 0 to WarningCount - 1
- **nErrorCode** – filled with the error code of the warning

Returns the message of the warning

Lib3MF_uint32 **GetWarningCount** ()

Returns Warning and Error Count of the read process

Returns filled with the count of the occurred warnings.

void **AddKeyWrappingCallback** (const std::string &*sConsumerID*, const *KeyWrappingCallback* *pTheCallback*, const *Lib3MF_pvoid* *pUserData*)

Registers a callback to deal with data key encryption/decryption from keystore

Parameters

- **sConsumerID** – The ConsumerID to register for
- **pTheCallback** – The callback to be called for wrapping and encryption key
- **pUserData** – Userdata that is passed to the callback function

void **SetContentEncryptionCallback** (const *ContentEncryptionCallback* *pTheCallback*, const *Lib3MF_pvoid* *pUserData*)

Registers a callback to deal with encryption of content

Parameters

- **pTheCallback** – The callback used to encrypt content
- **pUserData** – Userdata that is passed to the callback function

typedef std::shared_ptr<*CWriter*> *Lib3MF::PWriter*

Shared pointer to CWriter to easily allow reference counting.

1.2 C-language bindings

This space describes the usage of lib3mf in a C host application.

TODO

1.3 Python-language bindings

TODO

1.4 Pascal-language bindings

TODO

1.5 C#-language bindings

This space describes the usage of lib3mf in a C# host application.

TODO

1.6 Golang-language bindings

TODO

1.7 NodeJS-language bindings

TODO

OBTAINING LIB3MF

Simply download the precompiled binary SDK <https://github.com/3MFConsortium/lib3mf/releases>.

USING LIB3MF

Although the different language bindings are kept as similar as possible, the usage of lib3mf still depends your programming language. You are best-off starting with one of the examples distributed in the SDK (<https://github.com/3MFConsortium/lib3mf/releases>).

In addition, the home pages for each language binding give detailed instructions on how to use them.

META INFORMATION

[source/license](#)

[Reporting Bugs](#)

[The 3MF Consortium](#)

[Specification of the 3MF format](#)

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