Subject: Prperty for STL with LIGHTWAVE?
Posted by akYip on Wed, 23 Jul 2008 15:06:57 GMT
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hi.

i'd like to know the setting of SHM_STL exporter with Lightwave3D.

It has "Binary" or "ASCII" in Type. Which should i use?

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by robert on Wed, 23 Jul 2008 16:57:17 GMT
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Hi Akira,

We support both ASCII & binary encoded files.

Please let us know what your experiences are. You can sent any comments to service@shapeways.com.

Best regards,

Robert

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by akYip on Wed, 23 Jul 2008 17:22:48 GMT
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hi Robert, ty for the response.

i created one simple box, divided into triangles in Lightwave3D.

After that, exported it with STL using SHM_STL exporter and uploaded to the site.

However i gotta e-mail says "The model could not be validated. "

What else should I do?

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by akYip on Wed, 23 Jul 2008 17:33:58 GMT
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a box is like this:)

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by robert on Wed, 23 Jul 2008 20:22:31 GMT
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Your box should be ok from the looks of it.

Would you be so kind to sent the resulting STL file to service@shapeways.com?

I can then analyze the issue more thoroughly.

Thanks!

Robert

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by akYip on Thu, 24 Jul 2008 04:01:03 GMT
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will send the file later. thanks!

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by bartv on Thu, 24 Jul 2008 07:19:57 GMT
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Hi Akira,

it's probably the size of the model that's causing this problem. Our STL import is currently interpreting 1 unit as 1 meter, and that can easily exceed the maximum print volume of our printers.

Try scaling down your model by a factor of 100 or even 1000 and see it uploads correctly.

Cheers,

Bart

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by robert on Thu, 24 Jul 2008 15:15:16 GMT
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I was just thinking. Can you check if the normals are pointing to the outside?

That could be a reason for the failure.

Best regards,

Robert

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by akYip on Tue, 29 Jul 2008 17:11:08 GMT
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Finally i managed to upload my simple box model.

Creating a box with Lightwave3D and subdiv into triangles.
Then export it as a "OBJ" file.

Convert "OBJ" file to "STL" with MeshLab.
(i tryed "3ds" from Lightwave but it failed to open with MeshLab.)

That's all.

i haven't tested any complicated model yet, but hope this information will help Lightwave users.

ak

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by bartv on Wed, 30 Jul 2008 10:35:29 GMT
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Hi Akira,

was the triangulation required to get it uploaded? Our server should triangulate the mesh automatically - I'd be interested in hearing if it didn't

Cheers,

Bart

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by akYip on Wed, 30 Jul 2008 19:36:46 GMT
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i'd trianglated before uploding.

but i guess it's useful for beginners if server triangulate automatically.

Subject: Re: Prperty for STL with LIGHTWAVE?
Posted by bartv on Thu, 31 Jul 2008 07:53:30 GMT
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Hi Akira,

yes, that was my point Our server *should* triangulate automatically, so I was wondering if you could get your file uploaded without triangulating it yourself.

Cheers,

Bart