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Subject: just another...manifold problem

Posted by [Mark\\_Kendrick](#) on Fri, 11 Dec 2009 01:12:30 GMT

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Hi all,

I use Solid Edge CAD for my design work.

The object I have attached is giving me non-manifold grief.

SE doesn't tell me of any problems, and from fumbling with Rhino4 all I know is:

Mesh has 10 degenerate faces.

Mesh has 6 non manifold edges.

but I don't know where the problem areas are on the model.

If someone could please tell me where the problems are, or even fix if its not too much trouble, I would be most appreciative.

Thanks,

Mark

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### File Attachments

1) [Powelltown Spark ArrestorR4.stl](#), downloaded 123 times

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Subject: Re: just another...manifold problem

Posted by [dadrummond](#) on Fri, 11 Dec 2009 02:05:31 GMT

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Try Netfabb. It's free, and it works really well for identifying problem areas. Endorsed by SW, too.

<http://www.netfabb.com/>

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Subject: Re: just another...manifold problem

Posted by [Inlite](#) on Fri, 11 Dec 2009 03:32:41 GMT

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Try this, the only non - manifold parts I found were on 2 of the rivets, took me 2 min to merge some vertices and re export using blender.

I did a test upload and it uploaded successfully too

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### File Attachments

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1) [Powelltown Spark ArrestorR4 fixed.stl](#), downloaded 114 times

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Subject: Re: just another...manifold problem  
Posted by [Mark\\_Kendrick](#) on Fri, 11 Dec 2009 04:06:20 GMT  
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Thanks Dadrummond,  
Not being a practising surface modeller, netfabb didn't make a lot of sense to me, but i think I worked out the problem through trial and error.  
Got there in the end,  
Thanks  
Mark

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Subject: Re: just another...manifold problem  
Posted by [Mark\\_Kendrick](#) on Fri, 11 Dec 2009 04:07:24 GMT  
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Thanks Inlite,  
I will have a look at yours and see what went wrong, much appreciated!  
-Mark

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