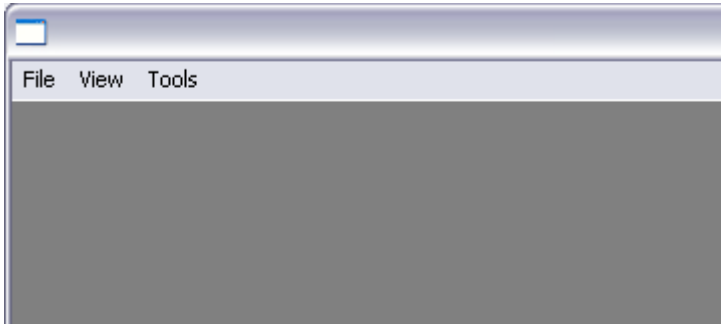


Main menu

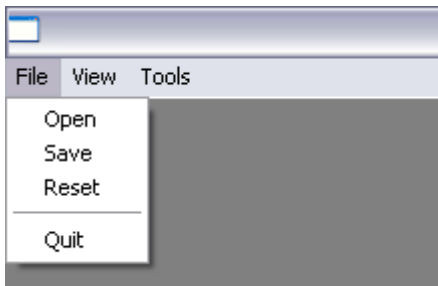


File-> operations with .stl files

View-> elements for visualization of scene

Tool-> 3D object processing

File menu



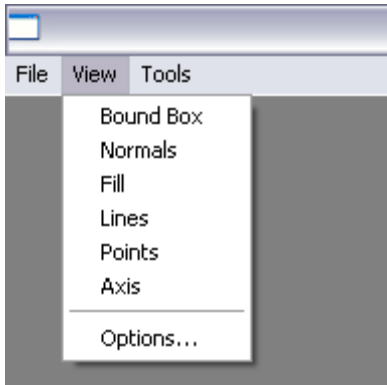
File->*Open* – Open of .stl file

File->*Save* - Save the scene into .stl file

File->*Reset* – Reset the scene into initial condition

File->*Quit* – Exit the program

View menu



View->Bound Box- Showing the boundary boxes

View->Normals- Showing the normals

View->Fill- Rendering

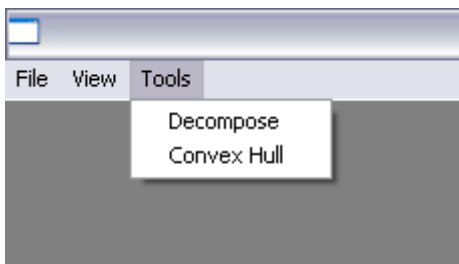
View->Lines- Showing the object in lines

View->Points- Showing the object in points

View->Axis- Showing the axis

View->Options- Calling the options menu

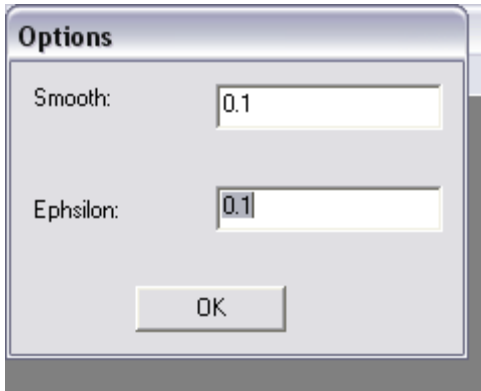
Tool menu



Tool->Decompose – Start decomposition

Tool->Convex Hull – Start convexisation

Options menu



Smooth- Setting up the convexisation precision;
permissible values 0 – 1.0

Epsilon-Setting up the decomposition precision;
permissible values -1.0 - +1.0