

# Lib3MF

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## Open Source Toolkit for the 3D Manufacturing Format



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## About this Library

Lib3MF is a C++ implementation of the 3D Manufacturing Format file standard.

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.

Its aim is to offer an open source way to integrate 3MF reading and writing capabilities, as well as conversion and validation tools for input and output data. The 3MF Library shall provide a clean and easy-to-use API to speed up the development and keep integration costs at a minimum.

While the current code is primarily made for a Microsoft Visual Studio Environment, a lot of energy has been put into keeping it as platform independent as far as possible. For example, it compiles well with the GCC compiler, but there is some work left to recode a few platform specific functionalities, which are now covered by the WinRT platform (like XML parsing and ZIP compression). As described below, we are looking for contributors with extensive experience in this field.

To understand this documentation in full extent, it is important to have taken a look at the 3MF specification 1.0, available for free download at <http://3mf.io/what-is-3mf/3mf-specification/>.

For the source code of the library code, please visit <https://github.com/3MFConsortium/lib3mf>.

Example code can be found at <https://github.com/3MFConsortium/lib3mf-examples>.

For any hints, feedback or contributions, please contact [lib3mf@netfabb.com](mailto:lib3mf@netfabb.com).

## General Architecture

The 3MF library API compiles into two different flavours, which are basically just bindings to the same class model:

- (1) A COM-like DLL Interface, which exposes the same API as the COM Interface, but comes without the need for global CLSID registration. This allows to link the library natively to many unmanaged object-oriented languages (e.g. C++ or Delphi)
- (2) A plain C Interface, which wraps the class structure of the API into pseudo-object-oriented. This works very well for C programs and other low level languages, as well as other operating systems.

In the first releases, the DLLs are only compiling in Microsoft Windows. Porting it to other platforms is planned. More information can be found in the corresponding headers in

- (1) Include/Model/COM/NMR\_COMInterfaces.h
- (2) Include/Model/COM/NMR\_COMFactory.h
- (3) Include/Model/COM/NMR\_DLLInterfaces.h

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## Examples

Currently, there are 4 examples which show how to use the library:

- *Cube*: a simple example how to create an empty 3MF document and add custom geometry to it.
- *Converter*: a simple program to convert 3MFs into (binary) STLs and back.
- *Components*: explains component handling in 3MF
- *ExtractInfo*: shows how to import a 3MF and navigate through the in memory representation of the model.

Please note, that you might need a proper understanding of the 3MF Specification in order to get the most out of the example code.

## COM Interfaces

For the 3MF Core spec, the following interfaces specify an in memory representation of the 3MF Document. For a detailed description, please refer to Include/Model/COM/NMR\_COMInterfaces.h.

Interface	derived from	Description
<a href="#">ILib3MFBase</a>	<a href="#">IUnknown</a>	<a href="#">ILib3MFBase</a> is a base interface, which serves as parent for all interfaces related to the 3MF Library
<a href="#">ILib3MFModelWriter</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelWriter</a> encapsulates an writer class for writing the model into a specific file type.
<a href="#">ILib3MFModelReader</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelReader</a> encapsulates an reader class for reading a model from a specific file type.
<a href="#">ILib3MFModelResource</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelResource</a> is a base interface for all 3MF Resources.
<a href="#">ILib3MFModelResourceIterator</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelResourceIterator</a> is a helper class to iterate through arbitrary lists of 3MF resources
<a href="#">ILib3MFModelObjectResource</a>	<a href="#">ILib3MFModelResource</a>	<a href="#">ILib3MFModelObjectResource</a> is a base interface for all 3MF Object Resources.
<a href="#">ILib3MFModelMeshObject</a>	<a href="#">ILib3MFModelObjectResource</a>	<a href="#">ILib3MFModelMeshObject</a> encapsulates all methods for handling 3MF mesh objects.
<a href="#">ILib3MFModelComponentsObject</a>	<a href="#">ILib3MFModelObjectResource</a>	<a href="#">ILib3MFModelComponentsObject</a> encapsulates all methods for handling 3MF component objects.
<a href="#">ILib3MFModelBaseMaterial</a>	<a href="#">ILib3MFModelResource</a>	<a href="#">ILib3MFModelBaseMaterial</a> describes a basic material, as defined in the 3MF core specification.
<a href="#">ILib3MFModelTexture2D</a>	<a href="#">ILib3MFModelResource</a>	<a href="#">ILib3MFModelTexture2D</a> implements the Texture2D Resources of a 3MF model stream, and allows direct access to the texture properties and the image data.
<a href="#">ILib3MFModelComponent</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelComponent</a> encapsulates one component node of a 3MF component object.
<a href="#">ILib3MFModelBuildItem</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelBuildItem</a> encapsulates all methods for handling 3MF build items.
<a href="#">ILib3MFModelBuildItemIterator</a>	<a href="#">ILib3MFBase</a>	<a href="#">ILib3MFModelBuildItemIterator</a> is a helper class to iterate through arbitrary lists of 3MF build items.

<a href="#">ILib3MFModelThumbnail</a>	<a href="#">ILib3MFBase</a>	ILib3MFModelThumbnail allows to access package and object thumbnails.
<a href="#">ILib3MFModelThumbnailIterator</a>	<a href="#">ILib3MFBase</a>	ILib3MFModelThumbnailIterator is a helper class to iterate through arbitrary lists of 3MF thumbnails.
<a href="#">ILib3MFModel</a>	<a href="#">ILib3MFBase</a>	ILib3MFModel is the basic instance owning all In-Memory elements of a 3MF file.
<a href="#">ILib3MFModelFactory</a>	<a href="#">ILib3MFBase</a>	ILib3MFModelFactory is a factory interface for ILib3MFModel
<a href="#">ILib3MFPropertyHandler</a>	<a href="#">ILib3MFBase</a>	ILib3MFPropertyHandler encapsulates all methods for handling 3MF mesh properties.

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## Plain C Interfaces

In order to address a wider user base, the object-oriented interfaces above are also compiled into a DLL for emulating pseudo objects in a procedural language. We do not encourage to use this interface, but there are very valid use cases for it.

Please note, that this wrapper is a lot less type-safe than the other possibilities.

**Example:** The following code in COM

```
pModel->QueryWriter (L„3mf“, &pModelWriter);
```

will be translated into

```
lib3mf_model_querywriter (pModel, L„3mf“, &pModelWriter);
```

All these translations follow the same pattern. For more information, please compare the corresponding header files

- (1) Include/Model/COM/NMR\_COMInterfaces.h
- (2) Include/Model/COM/NMR\_DLLInterfaces.h

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## Class Reference – Core Specification

The following list shall give a short class overview of the library. The interfaces are all defined centrally in one header file. Please read Include/Model/COM/NMR\_COMInterfaces.h for all details.

All Methods return a HRESULT defining the success of the operation. A successful operation always returns 0 (S\_OK), and a windows error code otherwise. If no success is returned, the output parameters might be in an undefined state.

## 1. ILib3MFBase

ILib3MFBase is a base interface, which serves as parent for all interfaces related to the 3MF Library.

Parent interface: *IUnknown*

Method	Parameters	Description
GetLastError	DWORD* <b>pErrorCode</b> : returns error code LPCSTR <b>pErrorMessage</b> : Returns pointer to the error message string, NULL if no error.	Returns detailed information of the last known error an object method. The error information is available for every method returning a LIB3MF_FAILED constant.

## 2. ILib3MFModelWriter

ILib3MFModelWriter encapsulates a writer class for a writing the model into a specific file type. Current implementations include (binary) STL and 3MF.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
WriteToFile	LPCWSTR <b>pwszFilename</b> : Filename to write into (UTF16 encoded)	Writes out the model as file. The file type is specified by the Model Writer class
WriteToFileUTF8	LPCSTR <b>pwszFilename</b> : Filename to write into (UTF8 encoded)	Writes out the model as file. The file type is specified by the Model Writer class
WriteToStream	IStream* <b>pStream</b> : IStream to write into	Writes out the model into a COM IStream. Only available on Windows.
WriteToCallback	void* <b>pWriteCallback</b> : Callback to call for writing a data chunk. void* <b>pSeekCallback</b> : Callback for seeking in the write data stream. void* <b>pUserData</b> : Userdata that is passed to the callback function	Writes out the model and passes the data to a provided callback function. The file type is specified by the Model Writer class

## 3. ILib3MFModelReader

ILib3MFModelReader encapsulates a reader class for reading a model from a specific file type. Current implementations include (binary) STL and 3MF.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
ReadFromFile	LPCWSTR <b>pwszFilename</b> : Filename to read from	Reads a model from a file. The file type is specified by the Model Reader class.
ReadFromStream	IStream* <b>pStream</b> : IStream to read from	Reads a model from a COM IStream. Only available on Windows.
GetWarningCount	DWORD* <b>pnWarningCount</b> : filled with the count of the occurred warnings.	Returns warning and error count of the read process.
GetWarning	DWORD <b>nIndex</b> : Index of the Warning. Valid values are 0 to WarningCount – 1. DWORD* <b>pErrorCode</b> : filled with the error code of the warning LPWSTR <b>pwszBuffer</b> : filled with the error message, may be NULL DWORD <b>cbBufferSize</b> : size of pwszBuffer (including trailing 0). DWORD* <b>pcbNeededChars</b> : filled with the count of the written bytes, or needed buffer size.	Returns warning and error information of the read process

#### 4. ILib3MFModelResourceIterator

ILib3MFModelResourceIterator is a helper class to iterate through arbitrary lists of 3MF resources.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
MoveNext	BOOL* <b>pbHasNext</b> : returns, if there is a resource to use	Iterates to the next resource in the list.
MovePrevious	BOOL* <b>pbHasPrevious</b> : returns, if there is a resource to use	Iterates to the previous resource in the list.
GetCurrent	ILib3MFModelResource** <b>ppResourceInstance</b> : returns the resource instance	Returns the resource the iterator points at.
Clone	ILib3MFModelResourceIterator** <b>ppIterator</b> : returns the cloned Iterator instance	Creates a new resource iterator with the same resource list.

#### 5. ILib3MFModelResource

ILib3MFModelResource is a base interface for all 3MF Resources.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
GetResourceID	DWORD* <b>pnResourceID</b> : Filled with the ID of the Resource Instance	Retrieves the ID of a Model Resource Instance

## 6. ILib3MFModelObjectResource

ILib3MFModelObjectResource is a base interface for all 3MF Object Resources, i.e. Mesh Objects and Component Objects.

Parent interface: *ILib3MFModelResource*

Method	Parameters	Description
GetType	DWORD* <b>pObjectType</b> : returns object type constant. See ModelTypes.h for more information.	Retrieves an object's type.
SetType	DWORD <b>ObjectType</b> : object type constant. See ModelTypes.h for more information	Sets an object's type.
GetName	LPWSTR <b>pwszBuffer</b> : buffer to fill ULONG <b>cbBufferSize</b> : size of buffer to fill. needs to be at least string length + 1 ULONG* <b>pcbNeededChars</b> : returns needed characters in buffer	Retrieves an object's name string.
SetName	LPCWSTR <b>pwszName</b> : new name of the object. (e.g. "Car")	Sets an object's name string.
GetPartNumber	LPWSTR <b>pwszBuffer</b> : buffer to fill ULONG <b>cbBufferSize</b> : size of buffer to fill. needs to be at least string length + 1 ULONG <b>pcbNeededChars</b> : returns needed characters in buffer	Retrieves an object's part number string.
SetPartNumber	LPCWSTR <b>pwszPartNumber</b> : new part number string for referencing parts from an outside context.	Sets an object's part number string.
IsMeshObject	BOOL* <b>pbIsMeshObject</b> : returns, if the object is a mesh object	Retrieves, if an object is a mesh object
IsComponentsObject	BOOL* <b>pbIsComponentObject</b> : returns, if the object is a components object	Retrieves, if an object is a component object
IsValidObject	BOOL* <b>pbIsValid</b> : returns, if the object is a valid object description.	Retrieves, if the object is valid according to the core spec. For mesh objects, we distinguish between the type attribute of the object: <ul style="list-style-type: none"> <li>In case of object type "other", this always means "false"</li> <li>In case of object type "support", this always means "true"</li> <li>In case of object type "model", this means, if the</li> </ul>



		<p>mesh suffices all requirements of the core spec chapter 4.1</p> <p>A component objects is valid if and only if it contains at least one component - and all child components are valid objects.</p>
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## 7. ILib3MFModelMeshObject

ILib3MFModelMeshObject encapsulates all methods for handling 3MF mesh objects.

Parent interface: *ILib3MFModelObjectResource*

Method	Parameters	Description
GetVertexCount	DWORD* <b>pnVertexCount</b> : filled with the vertex count	Returns the vertex count of a mesh object.
GetTriangleCount	DWORD* <b>pnTriangleCount</b> : filled with the triangle count	Returns the triangle count of a mesh object.
GetVertex	DWORD <b>nIndex</b> : Index of the vertex (0 to vertexcount - 1) MODELMEHVEX* <b>pVertex</b> : filled with the vertex coordinates	Returns coordinates of a single vertex of a mesh object.
SetVertex	DWORD <b>nIndex</b> : Index of the vertex (0 to vertexcount - 1) MODELMEHVEX* <b>pVertex</b> : contains the vertex coordinates	Sets the coordinates of a single vertex of a mesh object.
AddVertex	MODELMEHVEX* <b>pVertex</b> : contains the vertex coordinates DWORD* <b>pnIndex</b> : filled with the new Index of the vertex	Adds a single vertex to a mesh object.
GetTriangle	DWORD <b>nIndex</b> : Index of the triangle (0 to trianglecount - 1) MODELMEHTRIANGLE* <b>pTriangle</b> : filled with the triangle indices	Returns indices of a single triangle of a mesh object.
SetTriangle	DWORD <b>nIndex</b> : Index of the triangle (0 to trianglecount - 1) MODELMEHTRIANGLE* <b>pTriangle</b> : contains the triangle indices	Sets the indices of a single triangle of a mesh object
AddTriangle	MODELMEHTRIANGLE* <b>pTriangle</b> : contains the triangle indices DWORD* <b>pnIndex</b> : filled with the new Index of the vertex	Adds a single triangle to a mesh object.
GetVertices	MODELMEHVEX* <b>pVertices</b> : buffer filled with the vertex coordinates	Retrieves all vertex coordinates of a mesh object.

	DWORD <b>nBufferSize</b> : size of the buffer in elements, must be at least vertexcount DWORD* <b>pnVertexCount</b> : returns how many vertices have been written	
GetTriangleIndices	MODELMEHTRIANGLE* <b>pIndices</b> : buffer filled with the triangle indices DWORD <b>nBufferSize</b> : size of the buffer in elements, must be at least trianglecount DWORD* <b>pnTriangleCount</b> : returns how many triangles have been written	Retrieves all triangle indices of a mesh object.
SetGeometry	MODELMEHVERTEX* <b>pVertices</b> : Array of vertex coordinates DWORD <b>nVertexCount</b> : Size of the vertex array MODELMEHTRIANGLE* <b>pTriangles</b> : Array of triangle indices DWORD <b>nTriangleCount</b> : Size of the triangle array	Sets the whole geometry of a mesh object.
CreatePropertyHandler	ILib3MFPropertyHandler** <b>ppPropertyHandler</b> : returns a property handler instance for the mesh.	creates a property handler for the mesh
CreateMultiPropertyHandler	DWORD <b>nChannel</b> : Channel Index ILib3MFPropertyHandler** <b>ppPropertyHandler</b> : returns a property handler instance for the mesh.	creates a property handler for a specific multiproperty channel of a mesh
IsManifoldAndOriented	BOOL* <b>pbIsOrientedAndManifold</b> : returns, if the object is oriented and manifold	Retrieves, if an object describes a topologically oriented and manifold mesh, according to the core spec

## 8. ILib3MFModelComponentsObject

ILib3MFModelComponentsObject encapsulates all methods for handling 3MF component objects.

Parent interface: *ILib3MFModelObjectResource*

Method	Parameters	Description
AddComponent	ILib3MFModelObjectResource* <b>pObject</b> : object to add as component. May not lead to circular references! MODELTRANSFORM* <b>pmTransform</b> : optional transform matrix for the component ILib3MFModelComponent** <b>ppComponent</b> : returns new component instance	Adds a new component to a component object.
GetComponent	DWORD <b>nIndex</b> : index of the component to retrieve (0 to componentcount - 1) ILib3MFModelComponent** <b>ppComponent</b> : retrieves component instance	Retrieves a component from a component object.

GetComponentCount	DWORD* <b>pComponentCount</b> : returns the component count	Retrieves the component count of a component object.
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## 9. ILib3MFModelComponent

ILib3MFModelComponent encapsulates one component node of a 3MF component object. It links to other object resources of the same model.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
GetObjectResourceID	DWORD* <b>pnResourceID</b> : returns the associated resource ID	Returns the associated resource ID of the component.
GetObjectResource	ILib3MFModelObjectResource** <b>ppResource</b> : returns the associated resource instance	Returns the associated resource Instance of the component.
GetTransform	MODELTRANSFORM* <b>pmTransformation</b> : filled with the component transformation matrix.	Returns the transformation matrix of the component.
SetTransform	MODELTRANSFORM* <b>pmTransformation</b> : new transformation matrix	Sets the transformation matrix of the component.
HasTransform	BOOL* <b>pbHasTransform</b> : if true is returned, the transformation is not equal to the identity	Returns, if the component has a different transformation than the identity matrix.

## 10. ILib3MFModelBuildItemIterator

ILib3MFModelBuildItemIterator is a helper class to iterate through arbitrary lists of 3MF build items.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
MoveNext	BOOL* <b>pbHasNext</b> : returns, if there is a build item to use	Iterates to the next build item in the list.
MovePrevious	BOOL* <b>pbHasPrevious</b> : returns, if there is a build item to use	Iterates to the previous build item in the list.
GetCurrent	ILib3MFModelBuildItem** <b>ppBuildItemInstance</b> : returns the build item instance	Returns the build item the iterator points at.

Clone	<b>ILib3MFModelBuildItemIterator** ppIterator:</b> returns the cloned Iterator instance	Creates a new build item iterator with the same build item list.
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## 11. ILib3MFModelBuildItem

ILib3MFModelBuildItem encapsulates all methods for handling 3MF build items.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
GetObjectResourceID	DWORD* <b>pnID:</b> returns the associated resource ID	Retrieves the object resource associated to a build item.
GetObjectResource	<b>ILib3MFModelObjectResource** ppResource:</b> returns the associated resource instance	Returns the associated resource Instance of the build item.
GetObjectTransform	MODELTRANSFORM* <b>pmTransformation:</b> filled with the component transformation matrix.	Returns the transformation matrix of the build item.
SetObjectTransform	MODELTRANSFORM* <b>pmTransformation:</b> new transformation matrix	Sets the transformation matrix of the build item.
HasObjectTransform	BOOL* <b>pbHasTransform:</b> if true is returned, the transformation is not equal to the identity	Returns, if the build item has a different transformation than the identity matrix.
GetPartNumber	LPWSTR <b>pwszBuffer:</b> buffer to fill ULONG <b>cbBufferSize:</b> size of buffer to fill. needs to be at least string length + 1. ULONG* <b>pcbNeededChars:</b> returns needed characters in buffer	Retrieves a build item's part number string.
SetPartNumber	LPCWSTR <b>pwszPartNumber:</b> new part number string for referencing parts from the outside world.	Sets a build item's part number string
GetHandle	DWORD* <b>pHandle:</b> returns the handle	Retrieves an internal handle of the build item. This 32bit number is unique throughout the model, but only valid for in-memory use of this instance.

## 12. ILib3MFModel

ILib3MFModel is the basic instance owning all In-Memory elements of a 3MF file.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
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SetUnit	DWORD <b>Unit</b> : enum value for the model unit (see NMR_ModelTypes.h for details)	sets the units of a model
GetUnit	DWORD* <b>pUnit</b> : enum value for the model unit (see NMR_ModelTypes.h for details)	retrieves the units of a model
SetLanguage	LPCWSTR <b>pwszLanguage</b> : Language string identifier	sets the language of a model
GetLanguage	LPWSTR <b>pwszBuffer</b> : buffer to fill ULONG <b>cbBufferSize</b> : size of buffer to fill. needs to be at least string length + 1. ULONG* <b>pcbNeededChars</b> : returns needed characters in buffer	retrieves the language of a model
QueryWriter	LPCWSTR <b>pwszWriterClass</b> : string identifier for the file (currently "stl" and "3mf") ILib3MFModelWriter** <b>ppWriter</b> : returns the writer instance	creates a model writer instance for a specific file type
QueryReader	LPCWSTR <b>pwszReaderClass</b> : string identifier for the file (currently "stl" and "3mf") ILib3MFModelReader ** <b>ppReader</b> : returns the reader instance	creates a model reader instance for a specific file type
GetResourceByID	DWORD <b>nResourceID</b> : Resource ID ILib3MFModelResource** <b>ppResource</b> : returns the resource instance	finds a model resource by its id
GetTexture2DByID	DWORD <b>nResourceID</b> : Resource ID ILib3MFModelTexture2D** <b>ppTexture</b> : returns the texture resource instance	finds a model 2d texture by its id
GetBaseMaterialByID	DWORD <b>nResourceID</b> : Resource ID ILib3MFModelBaseMaterial** <b>ppMaterial</b> : returns the base material instance	finds a base material by its id
GetMeshObjectByID	DWORD <b>nResourceID</b> : Resource ID ILib3MFModelMeshObject ** <b>ppMeshObject</b> : returns the resource instance	finds a mesh object resource by its id
GetComponentsObjectByID	DWORD <b>nResourceID</b> : Resource ID ILib3MFModelComponentsObject** <b>ppComponentsObject</b> : returns the resource instance	finds a components object resource by its id
GetBuildItems	ILib3MFModelBuildItemIterator** <b>ppIterator</b> : returns the iterator instance	creates a build item iterator instance with all build items
GetResources	ILib3MFModelResourceIterator** <b>ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all resources
GetObjects	ILib3MFModelResourceIterator** <b>ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all object resources
GetMeshObjects	ILib3MFModelResourceIterator** <b>ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all mesh object resources

GetComponentObjects	<b>ILib3MFModelResourceIterator** ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all component object resources
Get2DTextures	<b>ILib3MFModelResourceIterator** ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all 2D texture resources
GetBaseMaterials	<b>ILib3MFModelResourceIterator** ppIterator</b> : returns the iterator instance	creates a resource iterator instance with all base material resources
GetThumbnails	<b>ILib3MFModelThumbnailIterator** ppIterator</b> : returns the iterator instance	creates a thumbnail iterator instance with all thumbnails
MergeToModel	<b>ILib3MFModel** ppMergedModel</b> : returns the merged model instance	merges all components and objects which are referenced by a build item. The memory is duplicated and a new model is created.
AddMeshObject	<b>ILib3MFModelMeshObject** ppMeshObject</b> : returns the mesh object instance	adds an empty mesh object to the model
AddComponentsObject	<b>ILib3MFModelComponentsObject** ppComponentsObject</b> : ppComponentsObject returns the component object instance	adds an empty component object to the model
AddTexture2D	LPCWSTR <b>pwszPath</b> : Package path of the texture <b>ILib3MFModelTexture2D** ppTextureInstance</b> : returns the new texture instance	adds an empty texture2d resource to the model.
AddBaseMaterialGroup	<b>ILib3MFModelBaseMaterial** ppBaseMaterialInstance</b> : returns the new base material instance	adds an empty basematerials resource to the model
AddBuildItem	<b>ILib3MFModelObjectResource** pObject</b> : Object instance associated with the build item <b>MODELTRANSFORM* pTransform</b> : Transformation matrix to be used <b>ILib3MFModelBuildItem** ppBuildItem</b> : returns the build item instance	adds a build item to the model

### 13. ILib3MFModelFactory

ILib3MFModelFactory is the global factory class for model instances.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
CreateModel	<b>ILib3MFModel** ppModel</b> : returns created model instance	creates an empty model instance

GetSpecVersion	DWORD* <b>pMajorVersion</b> : returns the major version of the specification  DWORD* <b>pMinorVersion</b> : returns the minor version of the specification	retrieves the current version of the 3MF implementation and specification
GetInterfaceVersion	DWORD* <b>pInterfaceVersion</b> : returns the interface version of the DLL	retrieves the current interface version of the library (build version). this version will increment with each official release of the library, and may be used to ensure API compatibility.

## 14. ILib3MFModelThumbnailIterator

ILib3MFModelThumbnailIterator is a helper class to iterate through arbitrary lists of 3MF thumbnails.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
MoveNext	BOOL* <b>pbHasNext</b> : returns, if there is a thumbnail to use	Iterates to the next thumbnail in the list.
MovePrevious	BOOL* <b>pbHasPrevious</b> : returns, if there is a thumbnail to use	Iterates to the previous thumbnail in the list.
GetCurrent	ILib3MFModelThumbnail** <b>ppThumbnailInstance</b> : returns the thumbnail instance	Returns the thumbnail the iterator points at.
Clone	ILib3MFModelThumbnailIterator** <b>ppIterator</b> : returns the cloned iterator instance	Creates a new thumbnail iterator with the same resource list.

## 15. ILib3MFModelThumbnail

ILib3MFModelThumbnail encapsulates a thumbnail for the whole 3mf or singular objects.

Parent interface: *ILib3MFBase*

Method	Parameters	Description

## 16. ILib3MFPropertyHandler

ILib3MFPropertyHandler encapsulates all methods for handling 3MF mesh properties.

Parent interface: *ILib3MFBase*

Method	Parameters	Description
RemoveProperty	DWORD <b>nIndex</b> : Index of the triangle (0-based)	Removes all properties of a specific triangle.
RemoveAllProperties	-	Removes all properties of the triangle mesh.
GetPropertyType	DWORD <b>nIndex</b> : Index of the triangle (0-based) eModelPropertyType* <b>pnPropertyType</b> : Returns the property type of the triangle	Returns the property type of the specific triangle
GetBaseMaterial	DWORD <b>nIndex</b> : Index of the triangle (0-based) ModelResourceID* <b>pnMaterialGroupID</b> : returns the material group id, per triangle. A return group id of 0 means either no property at all or a non-material property. ModelResourceIndex* <b>pnMaterialIndex</b> : returns the material index, per triangle. Returns 0, if no base material is assigned.	Returns the base material of a specific triangle.
GetBaseMaterialArray	ModelResourceID* <b>pnMaterialGroupIDs</b> : will be filled with the material group ids of the triangles. Array must have trianglecount entries. A return group id of 0 means either no property at all or a non-material property. ModelResourceIndex* <b>pnMaterialIndices</b> : will be filled with the material group indices of the triangles. Array must have trianglecount entries.	Returns the base materials of all triangles. If a triangle property is not a material, the returned material group ID will be 0.
SetBaseMaterial	DWORD <b>nIndex</b> : Index of the triangle (0-based) ModelResourceID <b>nMaterialGroupID</b> : Group ID of the Material Group ModelResourceIndex <b>nMaterialIndex</b> : Index of the Material in the Group	Sets the material of a triangle to a specific single value. All other Triangle properties are removed. This must be a base material .
SetBaseMaterialArray	ModelResourceID* <b>pnMaterialGroupIDs</b> : array of the material Group IDs. Must have trianglecount entries. If a group ID of 0 is specified. ModelResourceIndex* <b>pnMaterialIndices</b> : array of the corresponding material indices. Must have trianglecount entries.	Sets the materials of all triangles to specific values.
GetColor	DWORD <b>nIndex</b> : Index of the triangle (0-based)  MODELMESH_TRIANGLECOLOR_SRGB* <b>pColor</b> : returns the color values of the three nodes of the triangle. (#00000000) means no property or a different kind of property!	Returns the color of a specific triangle.
GetColorArray	MODELMESH_TRIANGLECOLOR_SRGB* <b>pColors</b> : returns the color values of the three nodes of each triangle. Must have at least trianglecount array entries.	Returns the color array of all triangles
SetSingleColor	DWORD <b>nIndex</b> : Index of the triangle (0-based) MODELMESH_COLOR_SRGB* <b>pColor</b> : new color value of the triangle. (#00000000) means no color property.	Sets the specific triangle to a single color. All other properties are removed. Mixing properties needs the property extension API.
SetSingleColorRGB	DWORD <b>nIndex</b> : Index of the triangle BYTE <b>bRed</b> : Red component of the color value BYTE <b>bGreen</b> : Green component of the color value BYTE <b>bBlue</b> : Blue component of the color value	Sets the specific triangle to a single color. All other properties are removed. Mixing properties needs the property



		extension API. Value range is from 0 to 255. Alpha will be 255.
SetSingleColorRGBA	DWORD <b>nIndex</b> : Index of the triangle (0-based) BYTE <b>bRed</b> : Red component of the color value BYTE <b>bGreen</b> : Green component of the color value BYTE <b>bBlue</b> : Blue component of the color value BYTE <b>bAlpha</b> : Alpha component of the color value	Sets the specific triangle to a single color. All other properties are removed. Mixing properties needs the property extension API. #00000000 means no color. Value range is from 0 to 255.
SetSingleColorFloatRGB	DWORD <b>nIndex</b> : Index of the triangle (0-based) FLOAT <b>fRed</b> : Red component of the color value FLOAT <b>fGreen</b> : Green component of the color value FLOAT <b>fBlue</b> : Blue component of the color value	Sets the specific triangle to a single color. All other properties are removed. Mixing properties needs the property extension API. Value range is from 0.0 to 1.0. Alpha value will be set to 1.0
SetSingleColorFloatRGBA	DWORD <b>nIndex</b> : Index of the triangle (0-based) FLOAT <b>fRed</b> : Red component of the color value FLOAT <b>fGreen</b> : Green component of the color value FLOAT <b>fBlue</b> : Blue component of the color value FLOAT <b>fAlpha</b> : Alpha component of the color value	Sets the specific triangle to a single color. All other properties are removed. Mixing properties needs the property extension API. #00000000 means no color. Value range is from 0.0 to 1.0
SetSingleColorArray	MODELMEHCOLOR_SRGB* <b>pColors</b> : new color values for the triangles. (#00000000) means no color property.. Must have at least trianglecount array entries.	Sets the (single) color of all triangles. All other properties are removed.
SetGradientColor	DWORD <b>nIndex</b> : Index of the triangle (0-based) MODELMEHCOLOR_SRGB* <b>pColor</b> : new color values of the three nodes of the triangle. (#00000000) means no color property is set.	Sets the specific triangle to a color per vertex. All other properties are removed.
SetGradientColorArray	MODELMEHCOLOR_SRGB* <b>pColors</b> : pColors returns the color values of the three nodes of each triangle. Must have at least trianglecount array entries. (#00000000) means no color property is set.	Sets the (gradient) color of all triangles. All other properties are removed.
GetTexture	DWORD <b>nIndex</b> : Index of the triangle (0-based) MODELMEHTEXTURE2D* <b>pTexture</b> : returns the UV texture values of the three nodes of the triangle. texture ID 0 means no property or a different kind of property.	Returns the 2D texture information of a specific triangle.
GetTextureArray	MODELMEHTEXTURE2D* <b>pTextures</b> : returns the UV texture values of the three nodes of all triangles. Must have at least trianglecount array entries.	Returns the 2D texture information of all triangles.
SetTexture	DWORD <b>nIndex</b> : Index of the triangle (0-based) MODELMEHTEXTURE2D* <b>pTexture</b> : new UV texture values of the three nodes of the triangle. texture ID 0 means no property or a different kind of property.	Sets the 2D texture information of a specific triangle.
SetTextureArray	MODELMEHTEXTURE2D* <b>pTexture</b> : new UV texture values of the three nodes of all triangles. Must have at least trianglecount array entries.	Sets the 2D texture information of all triangles.

## 17. ILib3MFModelBaseMaterial

ILib3MFModelBaseMaterial implements the Base Material Group Resources of a 3MF model stream, and allows direct access to the base material information.

Parent interface: *ILib3MFModelResource*

Method	Parameters	Description
GetCount	DWORD* <b>pcbCount</b> : returns the count of base materials.	Retrieves the count of base materials in the material group.
AddMaterial	LPCWSTR <b>pwszName</b> : new name of the base material. (e.g. "ABS red") BYTE <b>bRed</b> : New red value of display color (0-255) BYTE <b>bGreen</b> : New red value of display color (0-255) BYTE <b>bBlue</b> : New red value of display color (0-255) DWORD* <b>pnResourceIndex</b> : returns new Index of the material in the material group	Adds a new material to the material group
RemoveMaterial	DWORD <b>nIndex</b> : Index of the material in the material group	Removes a material from the material group
GetName	DWORD <b>nIndex</b> : Index of the material in the material group LPWSTR <b>pwszBuffer</b> : buffer to fill ULONG <b>cbBufferSize</b> : size of buffer to fill. needs to be at least string length + 1 ULONG* <b>pcbNeededChars</b> returns needed characters in buffer	Retrieves a base material's name
SetName	DWORD <b>nIndex</b> : Index of the material in the material group LPCWSTR <b>pwszName</b> : new name of the base material. (e.g. "ABS red")	Sets a base material's name
SetDisplayColorRGB	DWORD <b>nIndex</b> : Index of the material in the material group BYTE <b>bRed</b> : New red value (0-255) BYTE <b>bGreen</b> : New red value (0-255) BYTE <b>bBlue</b> : New blue value (0-255)	Sets a base material's display color. Alpha is set to 255.
SetDisplayColorRGBA	DWORD <b>nIndex</b> : Index of the material in the material group BYTE <b>bRed</b> : New red value (0-255) BYTE <b>bGreen</b> : New red value (0-255) BYTE <b>bBlue</b> : New blue value (0-255) BYTE <b>bAlpha</b> : New alpha value (0-255)	Sets a base material's display color.
SetDisplayColorFloatRGB	DWORD <b>nIndex</b> : Index of the material in the material group FLOAT <b>bRed</b> : New red value (0.0-1.0) FLOAT <b>bGreen</b> : New red value (0.0-1.0) FLOAT <b>bBlue</b> : New blue value (0.0-1.0)	Sets a base material's display color. Alpha is set to 1.0.
SetDisplayColorFloatRGBA	DWORD <b>nIndex</b> : Index of the material in the material group FLOAT <b>bRed</b> : New red value (0.0-1.0) FLOAT <b>bGreen</b> : New red value (0.0-1.0)	Sets a base material's display color.

	FLOAT <b>bBlue</b> : New blue value (0.0-1.0) FLOAT <b>bAlpha</b> : New alpha value (0.0-1.0)	
GetDisplayColor	DWORD <b>nIndex</b> : Index of the material in the material group BYTE* <b>pbRed</b> : Returns red value (0-255) BYTE* <b>pbGreen</b> : Returns green value (0-255) BYTE* <b>pbBlue</b> : Returns blue value (0-255) BYTE* <b>pbAlpha</b> : Returns alpha value (0-255)	Returns a base material's display color.

## 18. ILib3MFModelTexture2D

ILib3MFModelTexture2D implements the Texture2D Resources of a 3MF model stream, and allows direct access to the texture properties and the image data.

Parent interface: *ILib3MFModelResource*

Method	Parameters	Description
GetPath	LPWSTR <b>pwszBuffer</b> : buffer to fill ULONG <b>cbBufferSize</b> : size of buffer to fill. needs to be at least string length + 1 ULONG* <b>pcbNeededChars</b> : returns needed characters in buffer	Retrieves an texture's package path.
SetPath	LPCWSTR <b>pwszPath</b> : new path of the texture. (e.g. "/Textures/logo.png")	Sets an texture's package path.
GetContentType	eModelTexture2DType* <b>peContentType</b> : returns content type enum	Retrieves a texture's content type
SetContentType	eModelTexture2DType <b>eContentType</b> : new Content Type	Sets a texture's content type
GetBox2D	FLOAT* <b>pfU</b> : returns the U value of the texture FLOAT* <b>pfV</b> : returns the V value of the texture FLOAT* <b>pfWidth</b> : returns the Width value of the texture FLOAT* <b>pfHeight</b> : returns the Height value of the texture	Retrieves a texture's box2D coordinates.
SetBox2D	FLOAT <b>fU</b> : the new U value of the texture FLOAT <b>fV</b> : the new V value of the texture FLOAT <b>fWidth</b> : the new Width value of the texture FLOAT <b>fHeight</b> : the new Height value of the texture	Sets a texture's box2D coordinates.
ClearBox2D	-	Clears a texture's box2D coordinates.
GetStreamSize	ULONG64* <b>pcbStreamSize</b> : Returns the stream size	Retrieves the size of the texture stream.
WriteToFile	LPCWSTR <b>pwszFilename</b> : Filename to write into	Writes out the texture as file.

WriteToBuffer	BYTE* <b>pBuffer</b> : Buffer to write into ULONG64 <b>cbBufferSize</b> : Size of the buffer in bytes	Writes out the texture into a buffer. Buffer size must be at least the size of the stream.
WriteToStream	IStream* <b>pStream</b> : IStream to write into.	Writes out the texture into a COM IStream. Only available on Windows.
WriteToCallback	void* <b>pWriteCallback</b> : Callback pointer to call for writing a data chunk. void* <b>pUserData</b> : Userdata that is passed to the callback function	Writes out the texture and passes the data to a provided callback function.
ReadFromFile	LPCWSTR <b>pwszFilename</b> : Filename to read from	Reads a texture from a file.
ReadFromBuffer	BYTE * <b>pBuffer</b> : Buffer to read from ULONG64 <b>cbBufferSize</b> : Size of the buffer in bytes	Reads a texture from a memory buffer.
ReadFromStream	IStream * <b>pStream</b> : IStream to read from	Reads a texture from a COM IStream. Only available on Windows.

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## License

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## Contributors

The current code base is maintained by the 3MF consortium, and is assembled with contributions from the following consortium members:

- Microsoft Corporation, Redmond, WA
- netfabb GmbH, Lupburg, Germany

The development has just begun. We invite everyone interested to contribute test results, bug reports, suggestions or code contributions under the simplified BSD License. We are actively looking for testers on all different platforms and in all different programming languages.

If you are making language bindings for your favourite language, we plead with you to release it public into the Lib3MF repository, as this will enable others to spread the format in an easy way.

The current version of this document and the library code can be obtained from github at <https://github.com/3MFConsortium/lib3mf>.

For more information, contact the 3MF Working Group at <http://3mf.io> or send a mail to [lib3mf@netfabb.com](mailto:lib3mf@netfabb.com).

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## Open API Points and Roadmap

- Remove Components from ComponentsObjects
- Remove Build Items from Model
- Thumbnail Handling
- Signature support
- Warning levels
- Metadata checking
- Component Dependency Checking
- ID Reference Checking
- Texture TileStyle
- Transformations with negative determinant