

3rd Party Software Integration Guide

STL Files and OBJ files can be imported into RayWare from 3rd Party Software via command line arguments. Open RayWare via command line and pass the path to one STL or OBJ as the first argument. If RayWare is not currently open, this will open RayWare and import the STL or OBJ. If RayWare is already open, this will import the STL or OBJ to the existing instance of RayWare without opening a new one.

RayWare will only read one STL or OBJ that is passed at a time. To import multiple STL or OBJ files, open RayWare via command line and pass a single STL or OBJ as the argument. Repeat this for each STL or OBJ.

Below is an example that uses QT and QProcesses to open RayWare and import an STL file. Note that Windows uses double backslashes to character escape the backslashes in the string.

The actual command line argument that RayWare sees will be C:\Users\SprintRay\Desktop\test_model.stl

```
#include <QCoreApplication>
#include <QProcess>

int main(int argc, char *argv[])
{
    QCoreApplication a(argc, argv);

    QString program;
    QStringList arguments;

#ifdef __APPLE__
    program = "/Users/SprintRay/Desktop/RayWare.app";
    arguments << "/Users/SprintRay/Desktop/test_model.stl";
#else
    program = "C:\\Users\\SprintRay\\Desktop\\RayWare Deployment\\RayWare.exe";
    arguments << "C:\\Users\\SprintRay\\Desktop\\test_model.stl";
#endif

    QProcess *myProcess = new QProcess();
    myProcess->start(program, arguments);

    return a.exec();
}
```