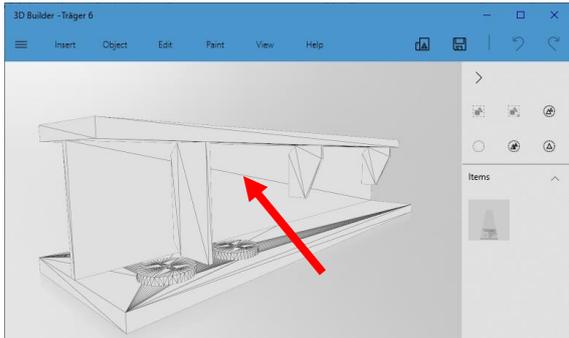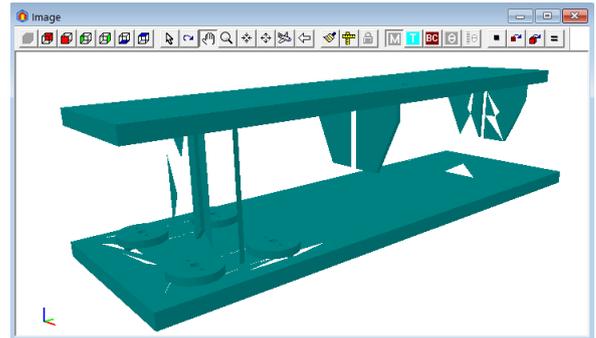## Introduction

For optimal use in SOLIDO the triangles defining the object in the STL-file should only be positioned on the objects surface. When the STL file contains internal surfaces, problems may occur when using the files as input in SOLIDO as in the example below:
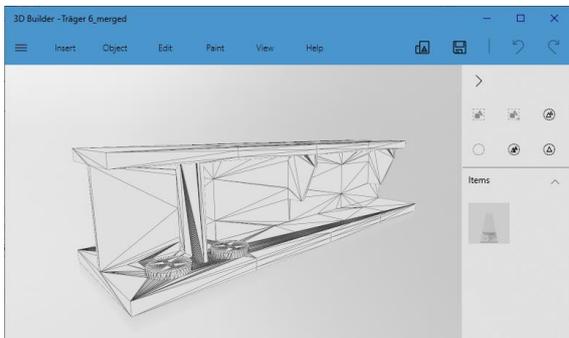

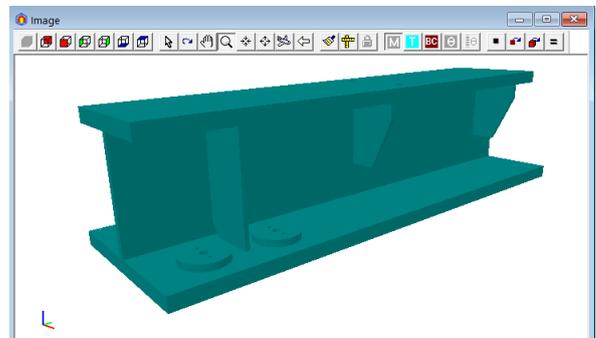Model in Microsoft 3D builder with indication of internal element

Triangulated object in SOLIDO

Solution

Most 3D SOLID modelling software tools have an option "merge surface" or "union".
The example below illustrates the use of Microsoft 3D-builder: Edit → Merge

Model in Microsoft 3D builder after merging

Triangulated object of adjusted STL file