

## CGM 13.1 Problem with importing faceted geometry (STL files)

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This is a snippet of our code that works with CGM 12.2.0b2pre and does not with CGM13.1.

```
char strSTLFileName[FILE_NAME_LEN];

...

CGMApp::instance()->startup(inArg, apcArgs);

CubitBoolean use_feature_angle = CUBIT_TRUE;
double feature_angle = 135;
double tolerance = 1.e-6;
int interp_order = 4;
CubitBoolean smooth_non_manifold = CUBIT_TRUE;
CubitBoolean split_surfaces = CUBIT_FALSE;
CubitBoolean stitch = CUBIT_TRUE;
CubitBoolean improve = CUBIT_TRUE;
DLIList<CubitQuadFacet*> quad_facet_list;
DLIList<CubitFacet*> tri_facet_list;
DLIList<Surface*> surface_list;

FacetQueryEngine*fqe = FacetQueryEngine::instance();
fqe->import_facets( strSTLFileName, use_feature_angle,
    feature_angle,
    tolerance, interp_order,
    smooth_non_manifold, split_surfaces,
    stitch, improve,
    quad_facet_list, tri_facet_list, surface_list,
    STL_FILE);
```

The code fails after going through the following calls from our code

```
FacetQueryEngine::import_facets(const char *, ...)
FacetModifyEngine::build_facet_surface(const CubitEvaluatorData **, ...)
ChollaEngine::create_geometry(CubitBoolean, ...)
ChollaEngine::clean_geometry
ChollaEngine::fix_geometry
ChollaEngine::init_bezier_facet
ChollaEngine::init_facet_control_points
```

where inside `init_facet_control_points`,

```
CubitStatus FacetEvalTool::init_facet_control_points(
    CubitVector N[6], // vertex normals (per edge) on

    CubitVector P[3][5], // edge control points
    CubitVector G[6] ) // return internal control points
{
    ...
}
```

