

Manual steps

PaperCraft Unfold tool compilation on Windows (and Linux)

The following steps show how to compile `unfold` binary which is used for the upper mentioned Inkscape plugin.

Start Cygwin (Windows) or use your regular bash shell (Linux)

On Linux we can easily compile using `gcc` and `make`. For Windows executable we can use cygwin with installed `gcc` and `make` libraries.

Compile

```
cd /c/  
git clone https://github.com/osresearch/papercraft  
cd papercraft  
make  
cp C:\Babun\.babun\cygwin\bin /c/papercraft/  
explorer .
```

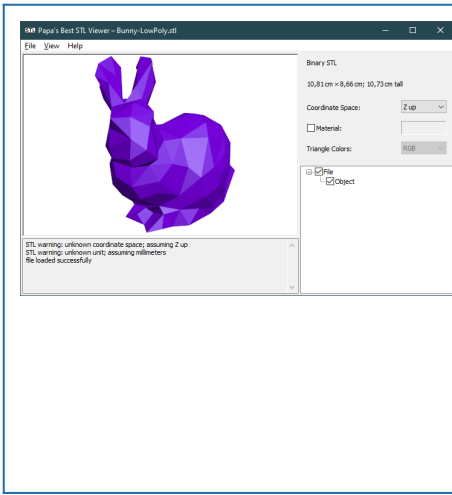
Papercraft Unfold supports option to generate labels for edges. We can make separate compilations to have both variants. (variable: `static int draw_labels = 0;`)

Start cmd shell

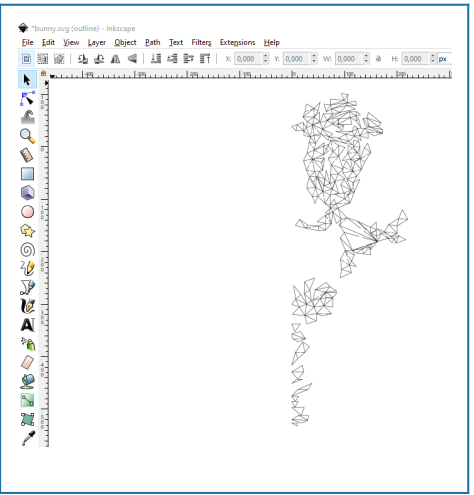
```
cd C:\papercraft  
unfold < Bunny-LowPoly.stl > bunny.svg  
#or explicitly with extension .exe  
unfold.exe < Bunny-LowPoly.stl > bunny.svg
```

Check output and compare with input

Bunny-LowPoly.stl	unfold < Bunny-LowPoly.stl > bunny.svg	bunny.svg
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```
header: 'Bunny-LowPoly.stl'  
num: 292  
Starting at poly 64  
group 1: 246 triangles  
group 2: 28 triangles  
group 3: 2 triangles  
group 4: 6 triangles  
group 5: 2 triangles  
group 6: 2 triangles  
group 7: 2 triangles  
group 8: 1 triangles  
group 9: 1 triangles  
group 10: 1 triangles  
group 11: 1 triangles
```



Version #1

Erstellt: 2025-05-24 14:36:15 CEST von Mario Voigt

Zuletzt aktualisiert: 2025-05-24 14:50:35 CEST von Mario Voigt