

# Slic3r STL Input

STL Sliced Import (by Slic3r). Supports OBJ/OFF/PLY/STL as input file formats. It requires OpenMesh:

## Prepare to install openmesh

To run this extension you need to install OpenMesh bindings with python pip.

### Ubuntu

```
sudo apt install cmake
sudo apt install g++
sudo apt install python3-dev
pip3 install openmesh
```

### Fedora

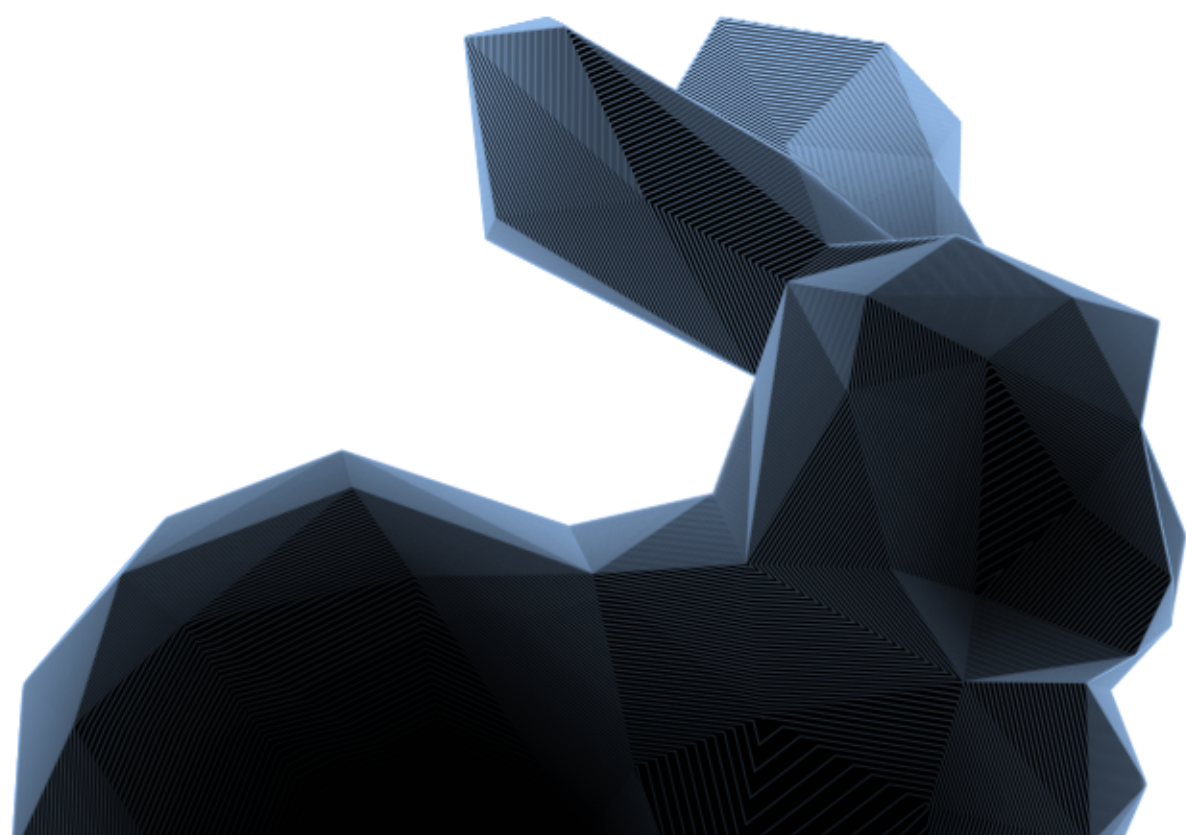
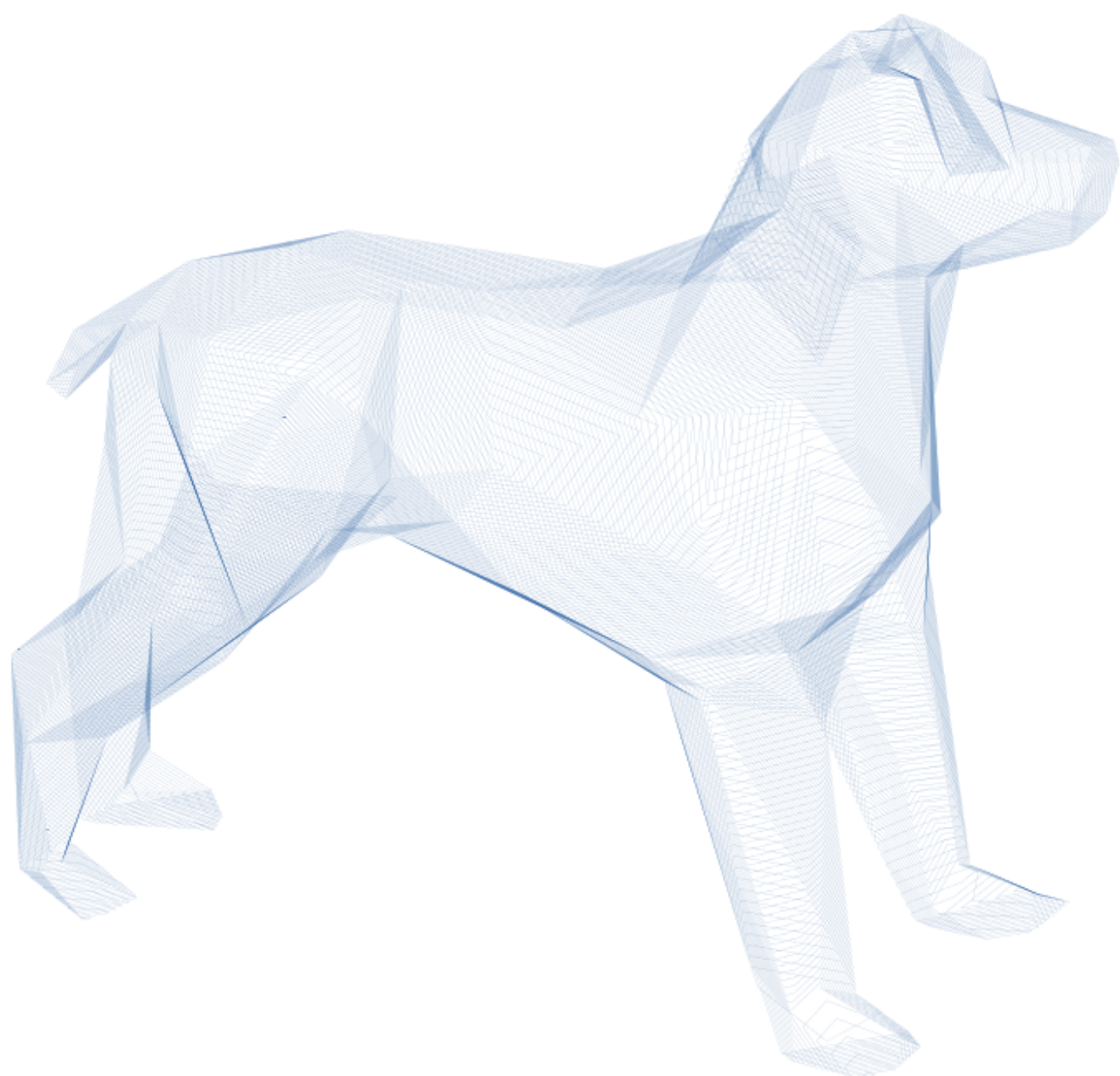
```
sudo dnf install cmake
sudo dnf install g++
sudo dnf install python3-devel
pip3 install cmake
pip3 install pybind11
pip3 install openmesh
```

## How it works

- projects an STL file on the X-Y plane by cutting the objects into "slices"
- each "slice" is a group of polygons, with a label indicating its z position
- the polygons are converted to paths for better editing in inkscape
- use Object → Rows & Columns → distribute the slices in a grid

**Warning:** Requires Slicer 1.3.1-dev (the really latest build possible)

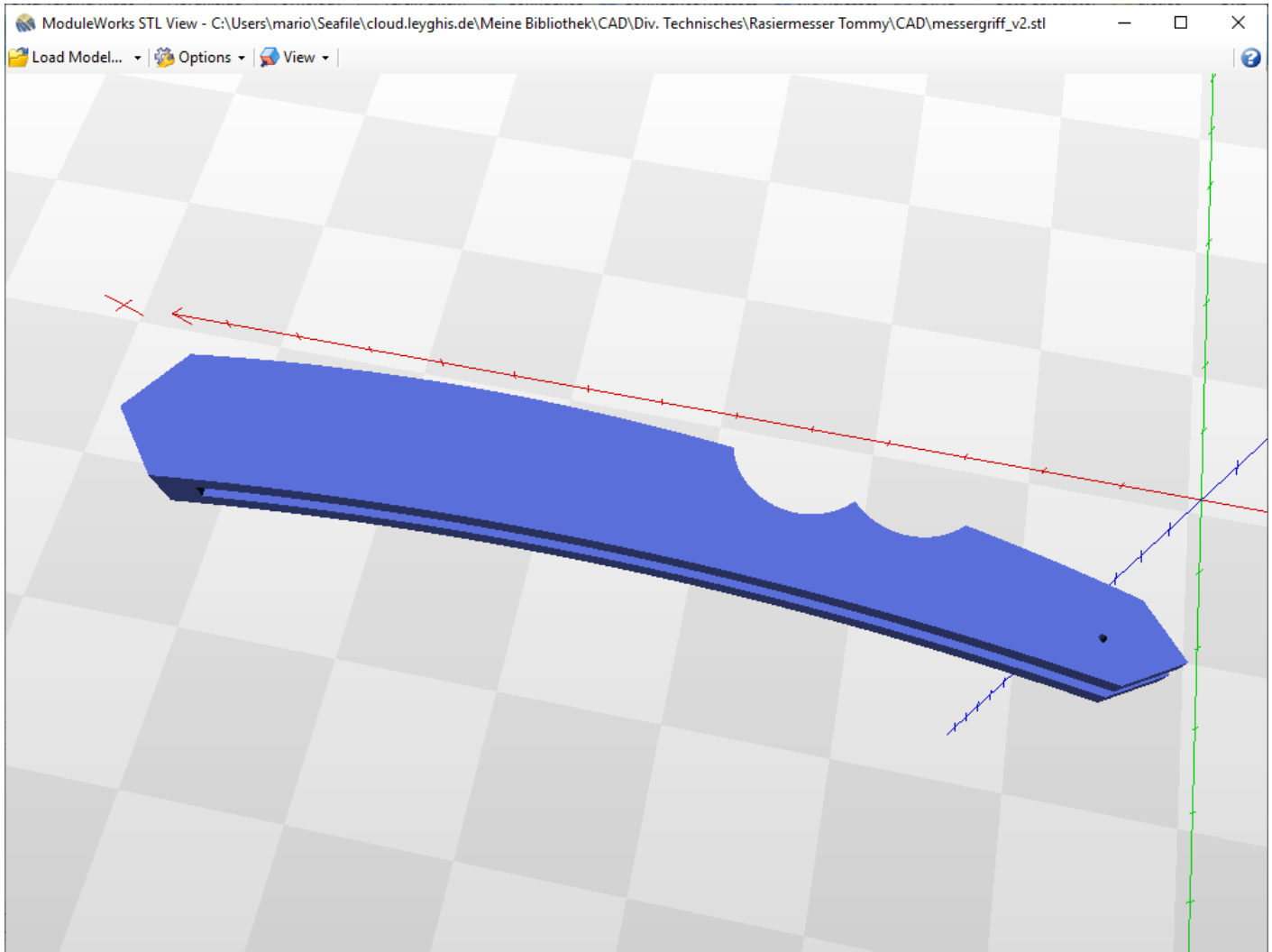
## Examples



# Download Slic3r

<https://slic3r.org/download>

## Example to Import



## Import Procedure

## Slic3r STL Input



## Options

## Style

## About

## Donate

## Processor

Slic3r-1.3.1-dev command 

## Input

Input file (OBJ/OFF/PLY/STL) 

Maximum allowed faces

300



Layer height [mm]

1,000



## Transforms

Manual scale factor 3D-Rotate X-Axis [deg] 3D-Rotate Y-Axis [deg] 3D-Rotate Z-Axis [deg] 

## Output

☒ Resize canvasExtra border Border offset units ☐ Add layer numbers☐ Add center marks☐ Live preview

Close

Apply

## Slic3r STL Input



## Options

## Style

## About

## Donate

## Fill Style

☒ Use fill color

Fill color

Min fill opacity Max fill opacity 

Per Layer Settings

Diffuse fill opacity 

## Stroke Color

☒ Use stroke color

Stroke color



## Stroke Width

Min stroke width Max stroke width 

Per Layer Settings

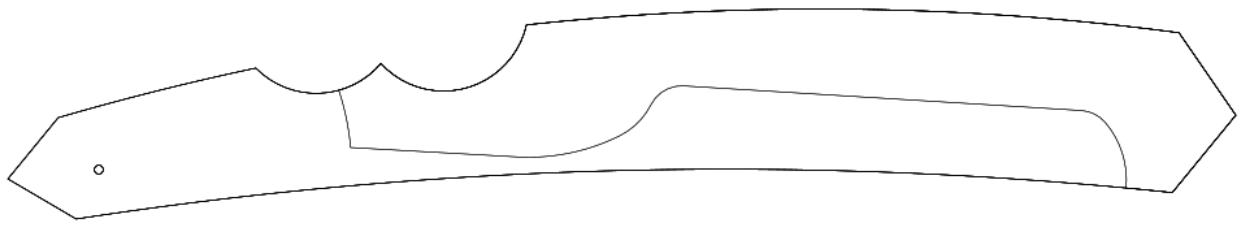
Diffuse stroke width 

## Stroke Opacity

Min stroke opacity Max stroke opacity 

Per Layer Settings

Diffuse stroke opacity 



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Version #1

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