

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. When installing Paperfold by installing MigthyScape, this will already be done for you on Linux systems. Else:

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
```

Windows

1. Windows **requires** [CMake executable](#)
2. Install MS Visual Studio Community Edition → If you receive an error like "NMake Makefiles does not support platform specification, but platform x64 was specified." In case the installation fails you can also try to install precompiled Windows binaries from <https://gitlab.vci.rwth-aachen.de:9000/OpenMesh/OpenMesh>
3. Install openmesh bindings

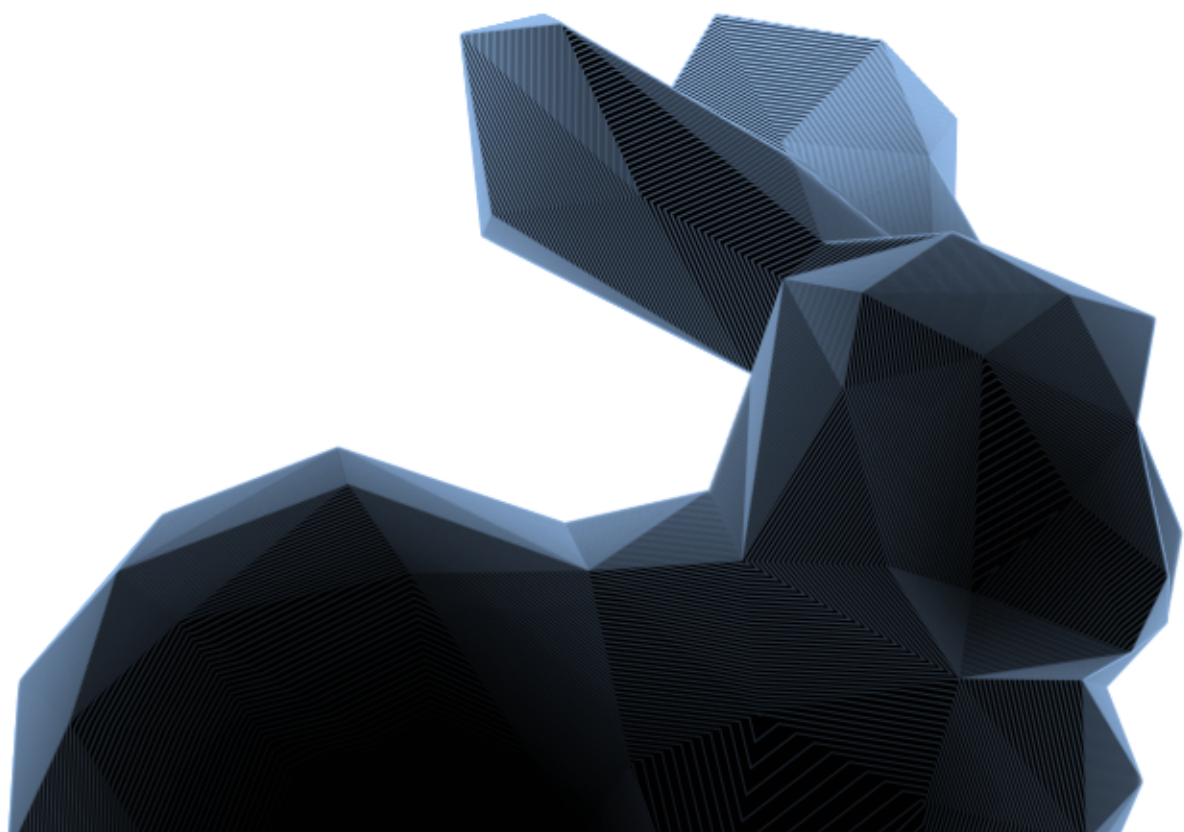
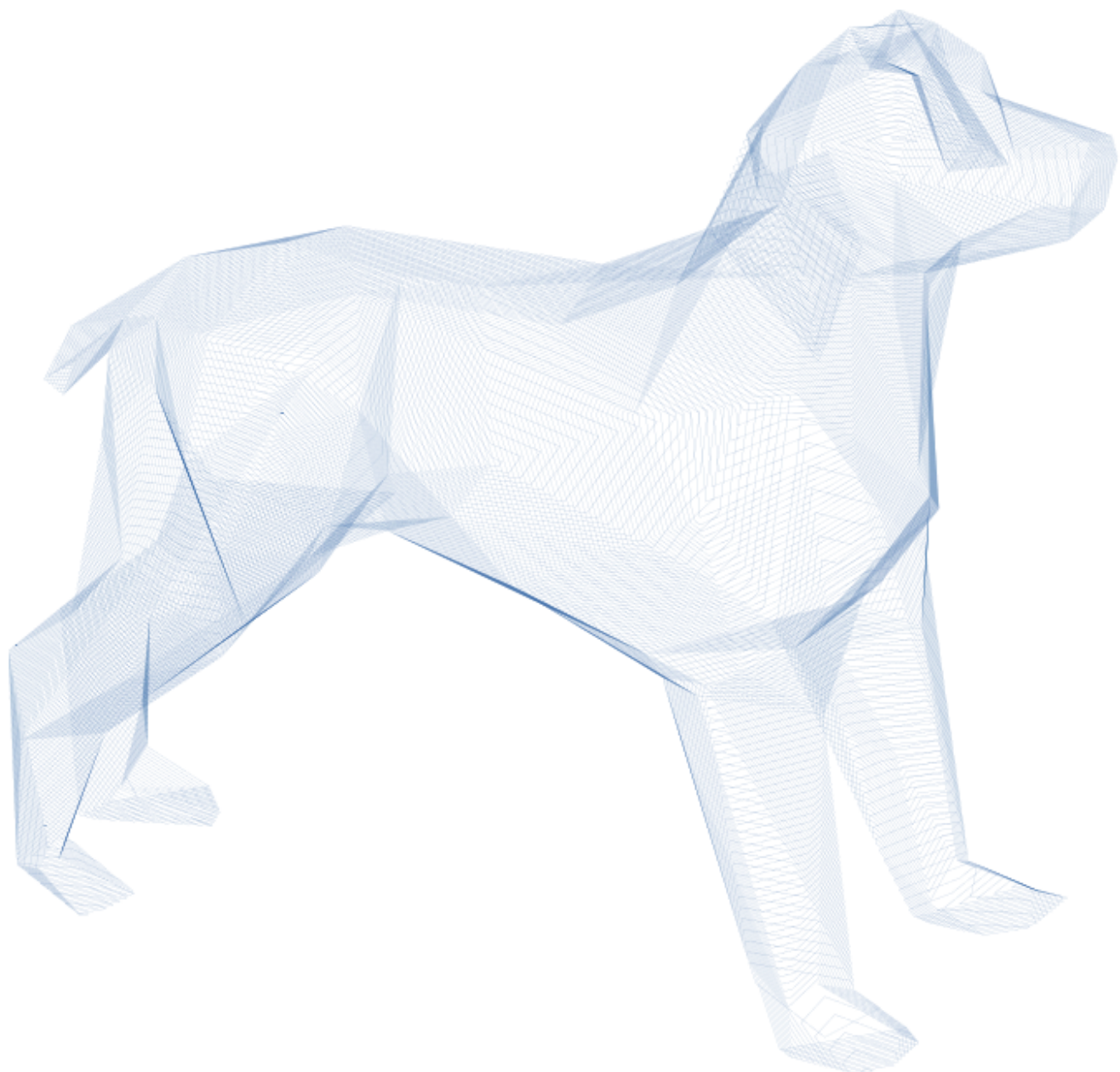
```
pip3 install openmesh
```

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



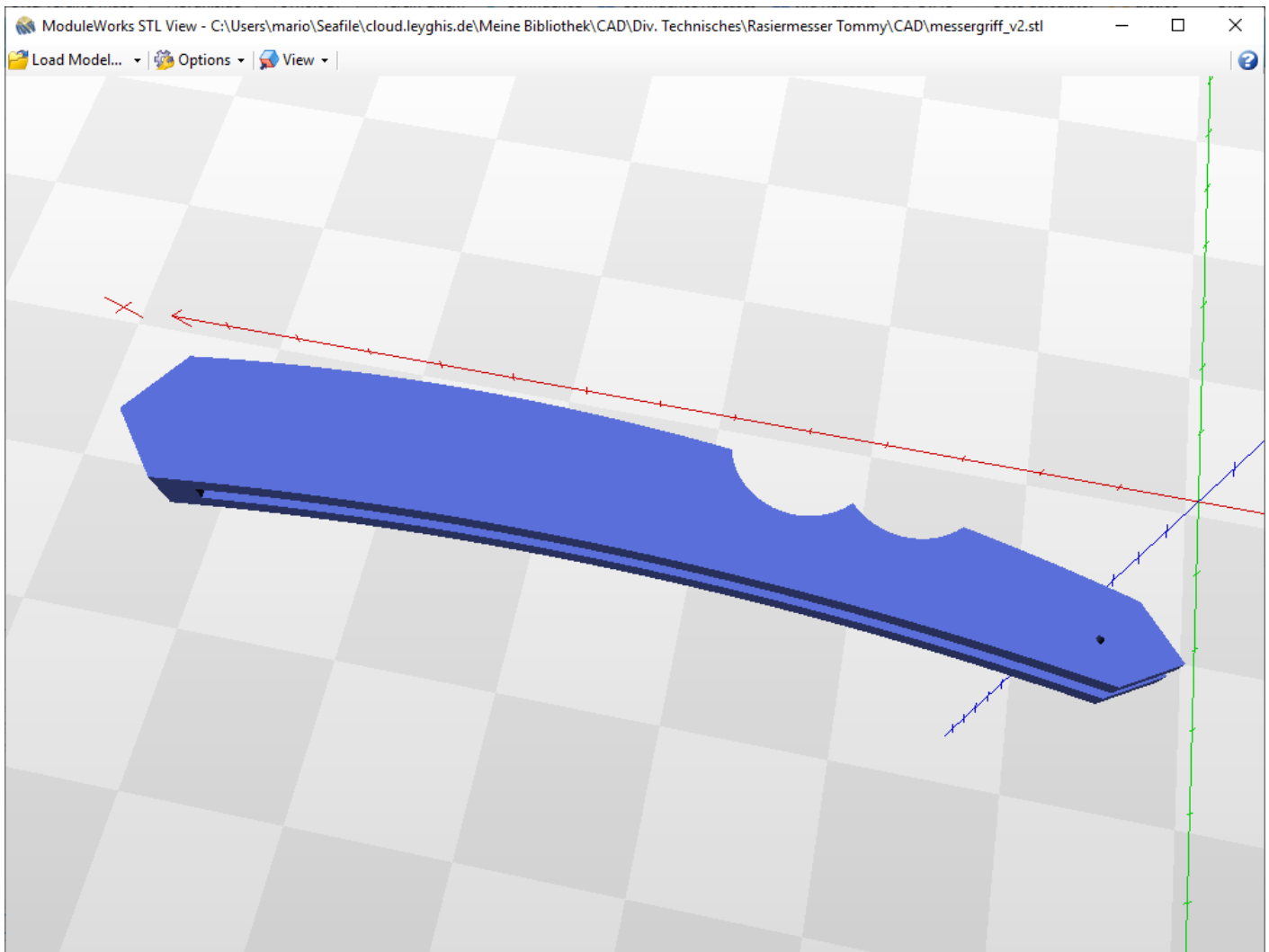
Download Slic3r

You need the latest development version from <https://slic3r.org/download>. You can directly get them from

<https://www.dropbox.com/scl/fo/gxoj6ei7vt95p3ggzy9c6/AJBn6Gpl4H->

[7kJbx_P8cZic/dev?dl=0&rlkey=usb5fvt9mhpqizm3269dhg036&subfolder_nav_tracking=1](https://www.dropbox.com/scl/fo/gxoj6ei7vt95p3ggzy9c6/AJBn6Gpl4H-7kJbx_P8cZic/dev?dl=0&rlkey=usb5fvt9mhpqizm3269dhg036&subfolder_nav_tracking=1)

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

 - +

Layer height [mm]

 - +

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

 - +

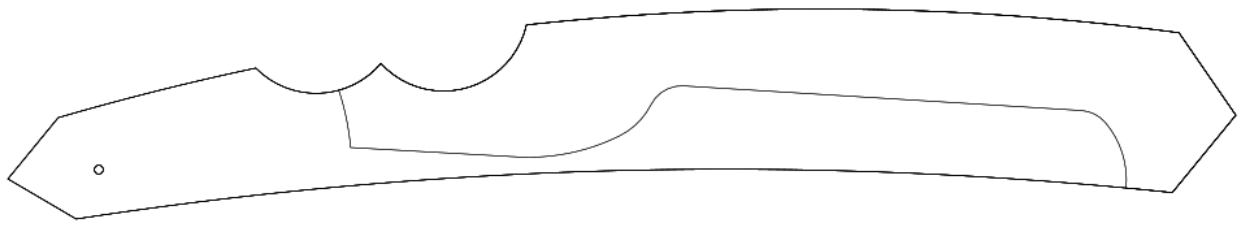
Max stroke opacity

 - +

Per Layer Settings

Diffuse stroke opacity

 ▾



Version #4

Erstellt: 2025-05-24 20:31:22 CEST von Mario Voigt

Zuletzt aktualisiert: 2025-06-02 15:14:22 CEST von Mario Voigt