

Split All

Split all paths into their constituent segments. This command may be used together with linemerge for cases such as densely-connected meshes where the latter cannot optimize well enough by itself. This command will filter out segments with identical end-points. Note that since some paths (especially curved ones) can be made of a large number of segments, this command may significantly increase the processing time of the pipeline.

The inverted function is [Line Merging \(Combine Paths\)](#)

Split All extension might be really slow on large documents. Maybe you can go get some coffee while it performs.

Create some paths



Run the extension

Split All (Break Paths)

Free Mode Entries

General Settings

About

Preprocessing

☐ Use 'Apply Transformations' extension

Input (InkScape to vtype)

Input/Layer handling

☒ Multilayer/document (all layers/complete document)☐ Singlelayer/paths (a single layer/paths in selection or all paths in document)

☒ Quantization (flatten bezier curves to polylines)

Flatness (tolerance)

0,100

—

+

Decimals

3

—

+

☐ Simplify geometry☐ Parallelize Simplify geometry

Validation (vtype pipeline)

☐ Preview only (debug output)☐ Enable point display in viewer☐ Show conversion statistics

Output (vtype to InkScape)

☐ Import travel trajectories☐ Keep original objects☒ Auto-convert low-level strokes to paths☒ Use style of first element in layer

Stroke width of tooling lines (px)

1,000

—

+

Stroke width of trajectory lines (px)

1,000

—

+

☐ Live preview

Close

Apply

Get the result

We can move all lines separately now, like this:



Version #2

Erstellt: 24 Mai 2025 16:44:10 von Mario Voigt

Zuletzt aktualisiert: 30 Mai 2025 11:42:00 von Mario Voigt