

Known Issues & Troubleshooting

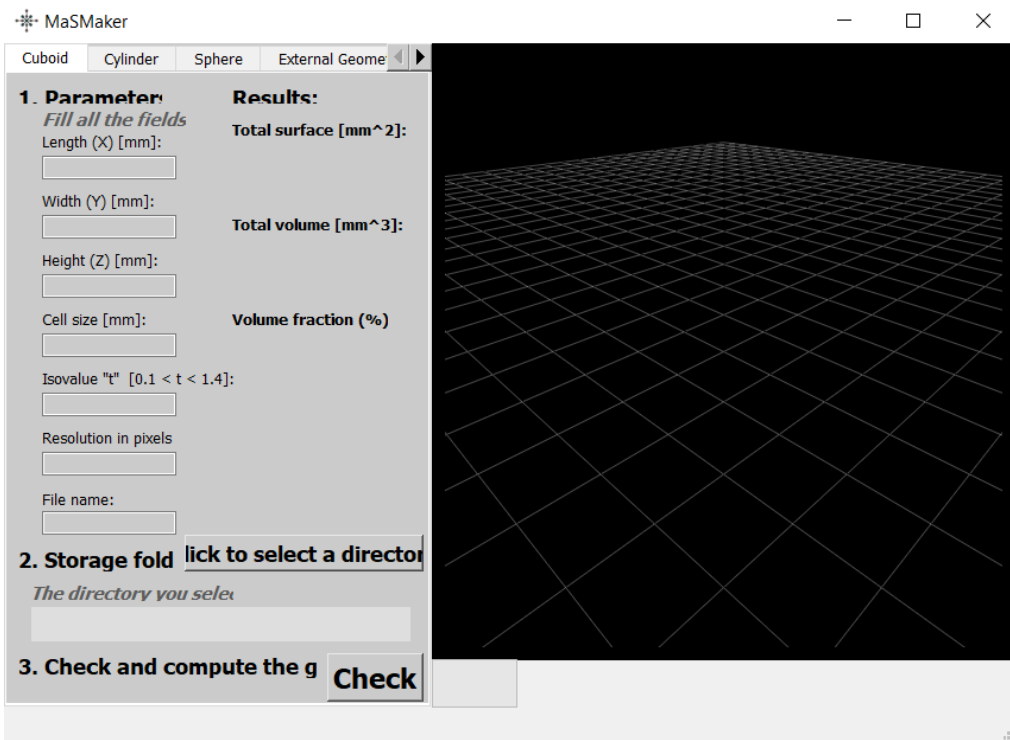
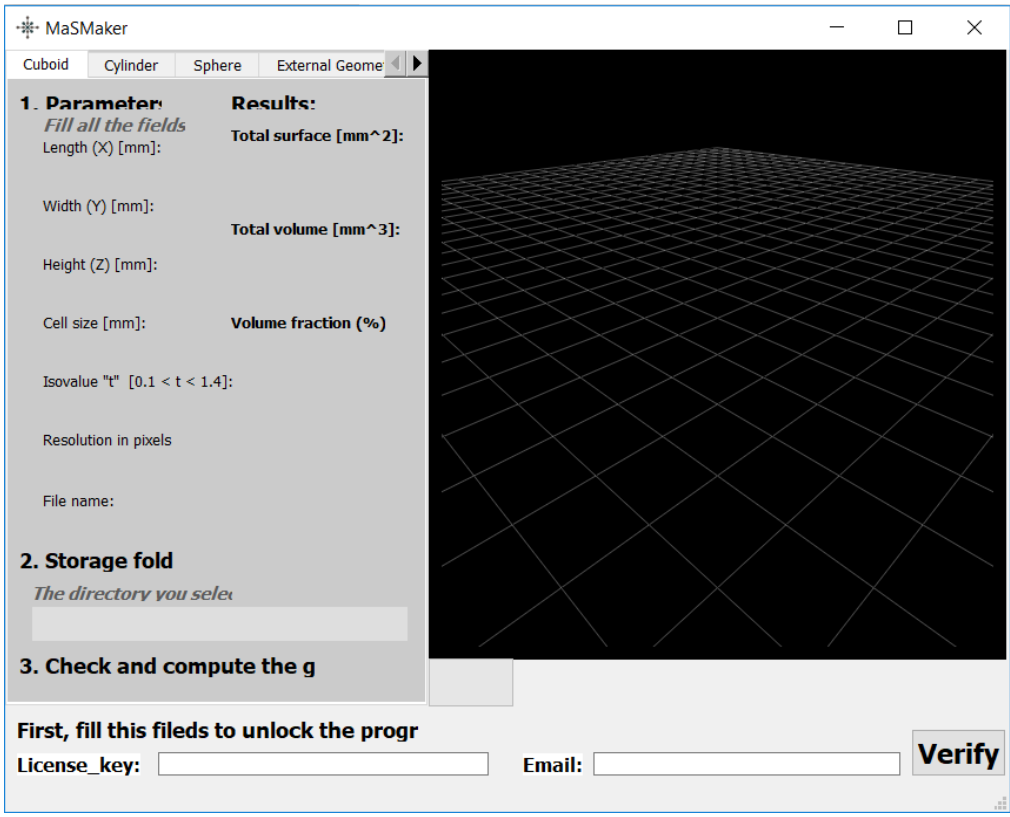
This document contains the information about known issues and how to solve common errors that could be found when using MaSMaker.

Document version	Update
V1	05/09/2022
V2	07/08/2022

Index	1
1.Cuttet words/phrases and incomplete button text.	2
2. Interface crashing for Invalid External Geometry	5

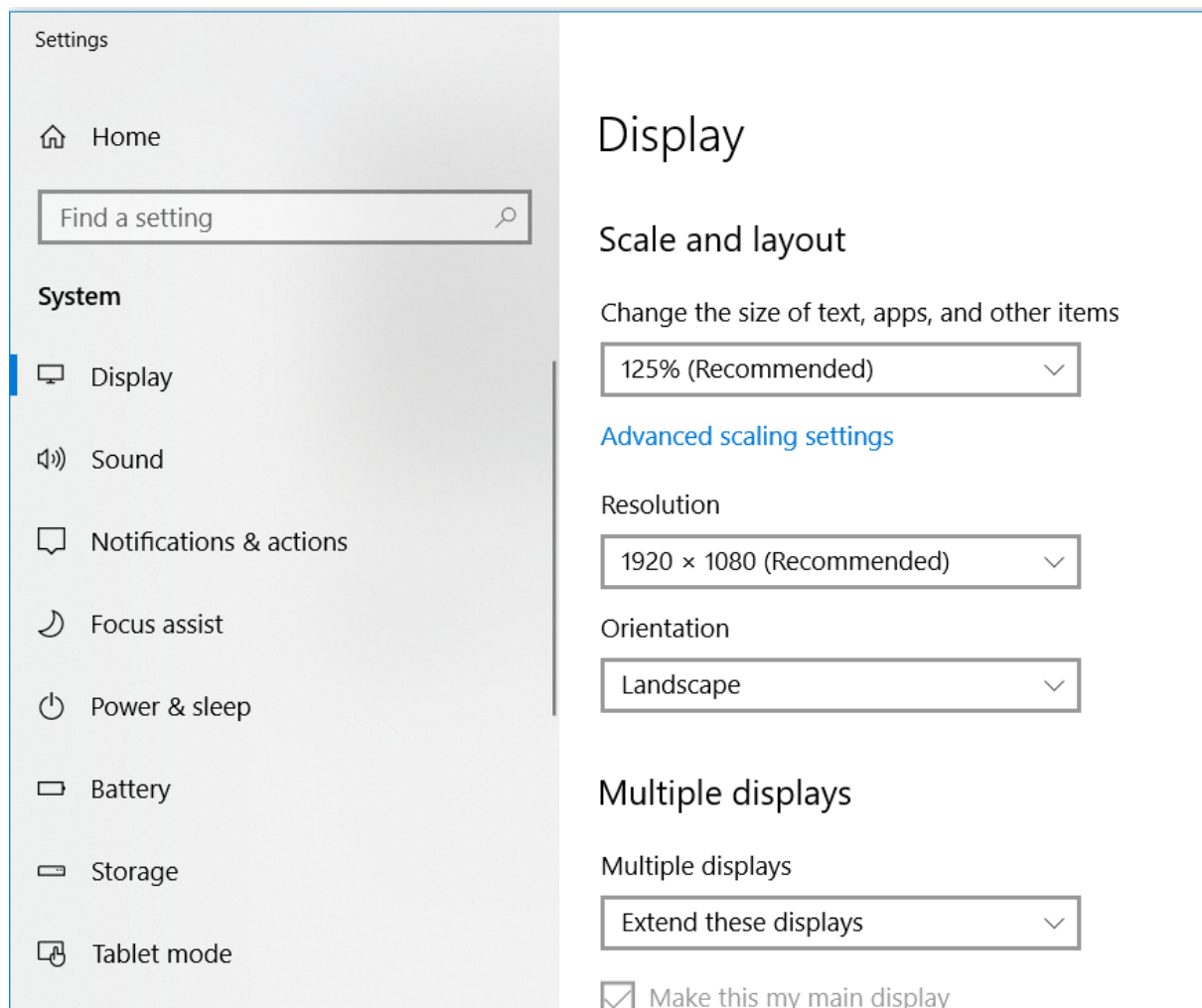
1.Cuttetd words/phrases and incomplete button text.


When opening the software for the first time, it can look like in the next examples.




It is due to the display configuration in your PC, it can be solved by modifying the display configuration / Scale and Layout / Change the size of text, apps, and other items to the 100% value.


Once you do this the visualization problems should be solved.





 Home


Find a setting 


System


 Display


 Sound


 Notifications & actions

 Focus assist


 Power & sleep


 Battery

 Storage

 Tablet mode

 Multitasking

 Projecting to this PC

 Shared experiences

Display

Some apps won't respond to scaling changes until you sign out.
[Sign out now](#)

Change the size of text, apps, and other items


100% 

[Advanced scaling settings](#)

Resolution


1920 × 1080 (Recommended) 

Orientation

Landscape 

Multiple displays

Multiple displays

Extend these displays 

☒ Make this my main display

3D display mode

 Off

[Advanced display settings](#)

2. Interface crashing for Invalid External Geometry

Defining an non-valid external geometry as an STL file with errors, that means it has holes, flipped normals, intersecting or overlapping triangles, bad edges, non-manifold edges or noise shells.

It has been observed that, in the case of using an non-valid external geometry, may cause the GUI to crash and close while performing the integration process.

In those cases, it is recommended to run a repair process for the STL file. Some automatic repair scripts are available in open and commercial softwares like:

- Magics (Paid) <https://www.materialise.com/es/software/magics>
- Meshmixer (Free) <https://www.meshmixer.com/>
- MeshLab (Free) <https://www.meshlab.net/>
- Fusion 360 (Free for students)
<https://www.autodesk.mx/products/fusion-360/overview?term=1-YEAR&tab=subscript>
[ion](#)

It was tested that, for some defective STL files, once the automatic repair process was run, the process in the MaSMaker ran without problems and the gyroids were successfully embedded.