

3D File Mgmt Guide

In General

When you first launch the application, it will take you to the settings screen to setup your initial configuration files

Settings

Location of your model

C:\Users\lgilbert\OneDrive\3DObjects\MyCreations

When filling out this textbox, you are telling the script where you want to store the models that you've created yourself.

Location of your downloaded model

C:\Users\lgilbert\OneDrive\3DObjects\OthersCreations

When filling out this textbox, you are telling the script where you want to store the models that you've downloaded from somewhere.

☐ Auto-open 3D modeling software

3D modeling software location

C:\blender-launcher.exe

- If the checkbox is checked, this will launch 3D modeling software when you create the new folders. Make sure to enter a valid file path to the software of your choosing.
- If the checkbox is un-checked, this will not open any 3D modeling software when creating the new folders. The script will disable the corresponding textbox and ignore the file path completely.

☒ Search for zipped folder

If checked, this option will have you search for your downloaded .zip file when creating new folders.

The diagram shows a window titled "Printers". At the top is a text input field labeled "Printer 4" with a red border. Below it are two buttons: "Add" with a blue border and "Remove" with a purple border. To the right of these buttons is a list box with a green border containing the items "Printer_1", "Printer_2", and "Printer_3".

Add a printer

1. Enter the name of the printer into the textbox, outlined with a red box.
2. Click the "Add" button, outlined with a blue box. This will add the printer to the list.

Remove a printer

1. Click to select one of the items from the list outlined in a green box.
2. Click the "Remove" button, outlined with a purple box.

The diagram shows a window titled "Materials". At the top is a text input field with a red border. Below it are two buttons: "Add" with a blue border and "Remove" with a purple border. To the right of these buttons is a list box with a green border containing the items "Material_1", "Material_2", "Material_3", and "Material_4".

Add a material

1. Enter the name of the material into the textbox, outlined with a red box.
2. Click the "Add" button, outlined with a blue box. This will add the material to the list.

Remove a material

1. Click to select one of the items from the list outlined in a green box.
2. Click the "Remove" button, outlined with a purple box.

The diagram shows a horizontal bar at the bottom of the interface. On the left, there is a small box containing the text "1.0.0" with a red border. To the right of this box are two buttons: "Cancel" and "Save".

The number outlined in red shows the version of the script that you are on.

Click the "Save" button to apply the changes that you have made. If you click on the "Cancel" button, none of the changes to the settings will be applied