

CurvaSURE Shaper Generator User Manual

v1.0

Welcome to CurvaSURE! This application empowers you to design and generate precise 3D printable straight shaper forms for various double reed instruments. It offers a balance of pre-defined presets for quick starts and extensive customisation options for unique designs.

1. Getting Started

Upon launching the application, you'll see a main window divided into two sections:

- **Left Panel (Control Panel):** Contains all the input fields, parameters, and action buttons. This is where you define your shaper.
- **Right Panel (Preview Area):** Displays a real-time 2D visual representation of your shaper as you adjust parameters.

2. Main Sections

2.1. Shaper Parameters

This section allows you to define the fundamental dimensions of your shaper.

- **Preset:**
 - **Select a Preset:** This dropdown menu provides a comprehensive list of pre-defined shaper profiles categorised by instrument (e.g., Bassoon, Baroque Bassoon, Contrabassoon, Contraforte). Selecting a preset will automatically populate all relevant parameters and shape points, giving you a great starting point.
 - **Online Presets:** The application automatically checks for and downloads new or updated presets from an online repository. You can also manually trigger a check using the "Check for Updated Presets Now" button in the Preset menu.
 - **Export Custom Preset:** Once you've designed a custom shaper you're happy with, use this feature to save all its parameters and shape points to a **.json file**. This allows you to easily recall your custom design later or

share it with others. ***Important:*** No custom presets are stored in the program memory, only locally on your hard drive.

- **Load Custom Preset:** Use this to load a previously saved .json preset file.
- **Check for Updated Presets Now:** Selecting this checks the online repository for any updates to the presets that may have been published. The program will automatically check every time it opens, this is simply a way to manually engage that check.
- **Clear Preset Cache:** This removes all the plugins cached on your computer. If you are having an issue with a preset or if you know a preset has been updated but doesn't seem to be showing, click 'Clear Preset Cache' and then 'Check for Updated Presets Now'. This will download the newest versions of the presets into the program. *(This will not affect the presets you have exported and saved elsewhere.)*
- **Total Length (mm):** Defines the overall length of the cane for which the shaper is designed.
- **Gouge Diameter (mm):** Specifies the diameter of the gouge to embed in the shaper. It is crucial to match the blade diameter you use to gouge for accurate shape matching. *(For example, if you gouged with a 26mm blade, select 26mm here.)*
- **Bolt Hole Diameter (mm):** Sets the diameter for the mounting holes on the shaper. The default value is **M4 (4mm)**, but there are more options for both metric and imperial bolt measurements. There is an inbuilt **0.2mm** addition to this diameter to make threaded bolts slide through easier and to compensate for printing layers. This would make a 4mm hole actually 4.2mm.
 - **Spring Indent:** As a default, there is a slightly larger sunken area around the hole on the inside of the shaper halves. This is for spring placement, if you would like to make the shaper halves easier to use. **0.6 x 8 x 12mm** compression springs are what this indent is configured for. If springs are not used, these indents will not affect functionality.
- **Generate Guide Indents (Recommended):** This checkbox controls whether small physical indents are included at the tip, narrowest point, and butt of the shaper. These indents serve as visual and tactile guides for accurate cane placement and shaping. It is recommended to keep this enabled.
- **Engrave Shaper Name (Recommended):** This checkbox controls whether the name of the preset is engraved on the bottom of the shaper. It is recommended to keep this enabled so as to easily identify the shaper after printing.
- **Shaper Name (Editable):** This box allows for customisation of the engraved shaper name, assuming *Engrave Shaper Name* is ticked. The box will auto-populate with the name of the loaded preset but it can be changed to whatever is desired. It is recommended to keep the character count, including spaces, to around 12 to maintain readability.

Uneditable Parameters (For Visual Reference)

These parameters are set for maximum compatibility with the shaper structure and are displayed for your reference, but are uneditable.

- **Shaper End Buffer (mm):** This value adds extra material beyond the functional blade section of the shaper. This allows space for holes which are used to clamp the two shaper halves together.
- **Bolt Hole Offset from End (mm):** Determines the distance of the screw holes from the ends of the shaper.

2.2. Advanced Features

- **Enable Gouge Width Compensation:** All the measurements in this program are taken from shapers, either straight or fold-over versions. Each one of those shapers has an inherent gouge built into it. Ticking the box here will adjust the shaper size based on what you have set as your own gouge diameter. The intention is to give the user the most accurate shape, regardless of their gouge settings. This setting will remain ticked when switching between presets.
 - **Example:** If you are based in the USA, you most likely gouge with a 25mm diameter blade. If you want to use the Rieger 1A shape (which is configured to the assumed European standard of 26mm), the output of that shape will be slightly different due to the way the cane sits in the shaper.
 - Ticking *Enable Gouge Width Compensation* will calculate based on the original gouge that the shape the measurements were taken from and will adjust your new shaper to be more faithful to the original dimensions.
 - *Note: If you switch to another preset (unless loading in one of your own), this box will reset. This is to ensure that the user consistently wants the compensation applied, as it does fundamentally change the geometry.*
 - This setting *will* be saved if you export a preset.
- **Offset Shape Start:** This slider allows the start of the shape to be pushed back a specified amount from the tip, with retaining the proportions of the original shape.
 - **Example:** If you wanted to retain the tip width of the shape after clipping 2mm off the tip, you would offset the shape start by 2mm.
 - This setting *will* be saved if you export a preset.

2.3. Shape Points (Customisation Hub)

This is where the true flexibility and power of the Shaper Generator shine, allowing you to define highly custom shaper profiles. The shaper's profile is determined by a series of (Distance from Tip, Width) points.

- **"0 (Tip - Required)":** This is the starting point of your shaper profile, representing the width at the very tip of the cane. This point cannot be removed.

- **Intermediate Points:** These are user-defined points along the length of the shaper.
 - **Add Point:** Click this button to add a new intermediate point row. You'll enter a "Distance from Tip (mm)" and a "Width (mm)".
 - **Remove Point:** To remove an intermediate point, first **click on either the "Distance from Tip" or "Width" field** of the specific intermediate point you wish to remove. Once selected (the field will have focus), click the "Remove Point" button. You cannot remove the "Tip" or "Butt" required points.
 - **Distance from Tip (mm):** This value specifies how far along the shaper's length (from the tip) the point is located.
 - **Accepted Range:** Values must be between **0mm and 95mm**.
 - **Width (mm):** This value defines the width of the cane at the specified distance from the tip of the reed.
 - **Accepted Range:** Values must be greater than **0mm and up to 30mm**.
 - **Important:** Ensure all width values are positive.
- **"(Butt - Required)":** This is the final point of your shaper profile, representing the width at the butt end of the cane. Its "Distance from Tip" is automatically calculated as half of the "Total Length (mm)". This point cannot be removed.
- **Input Validation:** The application performs real-time validation of your input values. If a value is outside the accepted range or in an invalid format, the input field will turn red, and an error message will appear in the preview area or via a pop-up.

2.4. Curve Options

This section controls how the application interpolates between your defined shape points.

- **Smooth Curve (Recommended):** This option uses a spline interpolation method to create a smooth, continuous curve between your defined points. This is generally recommended for most shaper designs as it produces a more organic and flowing profile.
- **Straight Lines:** This option connects your defined points with straight line segments. This can be useful for creating more angular or segmented shaper profiles, particularly with fewer Shape Points.
- If you have enough points listed, the differences in the Smooth Curve and Straight Line settings become very small to negligible.

2.5. Preview Controls

The right panel provides a visual preview of your shaper.

- **Show Preview:** Toggles the visibility of the 2D shaper preview.
- **Show Guide Marks:** Toggles the display of helpful visual guides on the preview:
 - **Red Dashed Line:** Represents the centre line of the shaper.
 - **Green Dashed Lines:** Mark the butt end of the shaper.
 - **Orange Dashed Lines:** Indicate the narrowest point of the shape.
- **Auto-update:** When enabled, the preview will automatically regenerate in real-time as you modify parameters or shape points.
- **Generate Preview:** If "Auto-update" is disabled, click this button to manually refresh the preview.

2.6. Action Buttons

- **Generate Preview:** (Same as above, for manual updates).
- **Generate Files:** This is the core function for exporting your shaper design.
 - Clicking this button will prompt you to choose a save location.
 - The application will generate two files:
 - **STL (.stl):** A 3D model file suitable for 3D printing. The generated STL will include two mirrored shaper halves and a connecting base, ready for printing.
 - **DXF (.dxf):** A 2D CAD file representing the outline of your shaper, useful for laser cutting or further CAD work.
 - **Error Handling:** The application will validate all parameters before generation. If any required parameters are missing or values are invalid, an error message will be displayed.
- **Help:** Links back to this very manual!
- **Shaper Measurement Convertor:** This is a computational tool that will convert measurements between straight shapers and fold-over shapers. Straight shapers maintain the gouge radius while you shape the cane whereas fold-over shapers force the cane at the tip flat (or almost flat). This tool accounts for the differences in curvature of the cane, so if you wanted to input the measurements of a fold-over shaper, you would get the correct straight shaper values.

Example: Let's say you wanted to convert a Rieger 1A shaper tip to a straight shaper. On the Rieger website (and confirmed by measuring the actual shaper tip) the tip width is 15.5mm. If you shape a piece of cane using this tip, the resultant tip will be 15.5mm as the fold-over shaper more or less resembles the folded state of the reed.

However, if you were to apply those measurements to a straight shaper with no adjustment, then the resulting measurement of the folded tip would be an incorrect width

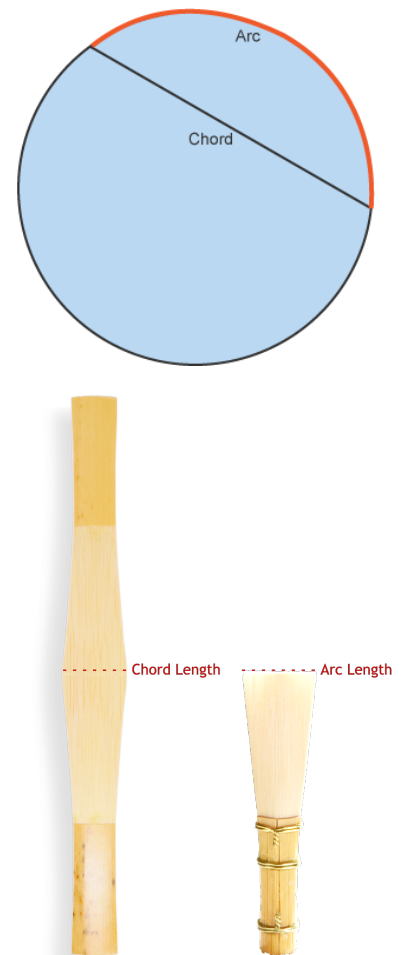
of **16.61mm** (assuming a 26mm diameter gouge as is standard in Europe where Rieger is based).

This is because the **chord length** (the width measurement of a piece of cane measured from above) was used instead of **arc length** (the total length of the flattened out tip).

We want a consistent tip measurement regardless of our gouge settings, therefore the **arc length** *must* stay the same and the gouge will be the same. This only leaves the **chord length** variable, so to achieve an accurate shape transfer it is this value that needs to be adjusted.

Therefore, if you have a shaper tip you would like to convert into a straight shaper, take measurement values at the tip and every 5-10mm, plug those values into the fields provided along with the gouge*, and press **Calculate**. Add these values to the Shape Points field and voilà, you have a straight shaper copy!

** if the gouge is unknown, it's safe to assume that if it is a USA-based shaper company, it will be 25mm for bassoon. If it is Europe-based, it will be 26mm. Contrabassoon and contraforte are generally 30mm regardless of region. It is worth checking the result against a piece of fold-over shaped cane just to confirm.*



3. Tips for Best Results

- **Validate Inputs:** Always ensure your numerical inputs are within the accepted ranges. Invalid inputs can lead to unexpected or unprintable shapes.
- **Preview Regularly:** Even with auto-update, occasionally review the preview to ensure the shape is developing as intended.
- **Understand Your Cane:** The ideal shaper profile depends heavily on the specific cane you are using (its thickness, density, and natural curve). Experimentation and iterative design are key.
- **3D Printing Considerations:** When generating STL files, remember that the final print quality will depend on your 3D printer's capabilities and slicer settings. Ensure you use appropriate materials and print resolutions.

4. Troubleshooting

- **"Input Error" / "Plotting Error":** Check the values you've entered in the "Shaper Parameters" and "Shape Points" sections. Look for red-highlighted fields.
- **"Cannot Remove Point":** Remember you can only remove intermediate points, not the "Tip" or "Butt" required points. Ensure you've clicked on an intermediate point's field to select it before attempting to remove.

- **"Failed to generate files":** This usually indicates missing or invalid parameters. Review all fields, especially those related to "Total Length", "Gouge Diameter", and "Screw Hole" dimensions.
- **No Logo/Icon:** If the logo or icon doesn't appear, it simply means the image files are not found in the expected location. The application will still function normally.
- **"Connection Error" / "Data Error" for Presets:** This indicates an issue connecting to the online preset server or a problem with the downloaded data. Check your internet connection.

5. Assembly and 3D Printing Tips

5.1. Assembly: What You Will Need

Below you will find the materials needed for fully assembling the straight shaper.

- **3D Printer:** Any sort of 3D printer will do, as long as the printing bed is large enough to be able to print the Total Length parameter.
- **Filament:** In testing 3D printed shapers out, the best performing filaments of the group were **PLA**, **PLA+**, and **PETG**.
 - **PLA/PLA+:** PLA is a very commonly used filament praised for the high tensile strength it provides and evenness of printing surface. PLA+ is a modified version of this meant to be slightly stronger and more flexible. Printing with PLA/PLA+ is a great choice to start off with, but be aware that it can flake if you dig a knife into it. Care needs to be taken when shaping to prevent digging into the filament surface. Sandpaper is a useful tool to smooth areas out you can't reach with a knife.
 - **PETG:** PETG is another great option for printing. This is a filament with much higher flexibility than PLA/PLA+ and it is much more resistant to knife scraping. Due to the strength it possesses, it is often used for manufacturing parts that go through wear and tear. Depending on the infill percentage you end up using, you may find that if you can twist it ever so slightly but this is not an issue when the other half is attached and tightened.

Any of these are good options, so it is worth experimenting to find out which you prefer.

- **Bolt and nut (at least 40mm in length):** For clamping the two halves together, a bolt and nut are needed. The appropriate length for this is a minimum of 40mm as it will reach through the shaper giving just enough threading on the other side for the nut to close around. The bolt size needs to match the Bolt Hole Diameter option that you chose when generating the shaper.

- **Recommended:** Print a Hex Nut Grip which can house the nut meant to screw the bolt in. This is much easier to tighten and handle than using the nut on its own. Please click [here](#) to download the recommended STL file. After printing two of them, insert the nut into the bottom of the print and screw into the bolt.
- **Compression Spring 0.6 x 8 x 12mm (optional):** For additional ease of keeping the shaper open, a compression spring may be used. The shaper has embedded indents around the bolt hole where these springs may be placed. The diameter of the indent is 8mm, therefore any spring with that diameter will fit. However, the recommended height of the spring is 12mm. This will allow the spring to compress fully when closed without too much effort and have enough force to push the two halves apart when the bolts are loosened.

5.2. 3D Printing Tips

As straight shapers are fairly complex geometrical shapes, the question may arise how to get the best result printing them. Luckily there are only two options and both of them have their own merits. Experimentation to find out which works best for you is the way to go, but pros and cons of both options will be listed below based on experience.

- **Printing Horizontally (Default):** When you export the STL/DFX files from CurvaSURE, the default printing layout is horizontal. This means the longest part of the shaper is printed on the bed.
 - This is an easy and consistent way of reliably printing. There is inherent stability in that the base is long and the print isn't too high.
 - One draw back is that the curvature of the inside will be slightly 'bumpy'. If you hold up the concave half of the shaper you might find that you can see 'steps' as the curve goes up and down. This is simply due to the way 3D printers layer the filament. This can be lessened by creating thinner layers but it will always exist to a certain extent when printing in this orientation.
 - **Tip:** To counteract this 'step' appearance, a bit of sandpaper along the edges will help, both with the halves open and closed together. If it has any effect on the shape, it is negligible - however, it does make shaping easier.
- **Printing Vertically:** An alternative to printing horizontally is to print vertically. This means the ends of the shaper are on the bed. To achieve this, **rotate the exported print 90° along the horizontal axis**. While this helps remove the steps mentioned previously, there is inherent instability in the printing process.
 - Due to the shape being taller than it is long by a significant amount, this method can lead to the print tipping over. To counteract this, it is essential to add a **brim** while printing. The recommended amount is at least **15mm**.
 - Another recommendation would be to slow down the overall print speed and possibly print one half at a time. As the printer will be printing layer by layer, it will keep switching back and forth between each shaper half. As the

shapes get taller, there is a higher likelihood of a blob of filament forming and catching on the printer nozzle as it moves, causing the shape to topple. If the printer has a setting to avoid crossing walls, this is also recommended.

- If the shaper is printed in this orientation, you will find the curves to be much smoother.
 - A potential drawback is that you will now be scraping perpendicular to the filament layering. This could lead to more filament flaking compared to a horizontal print.
 - **Tip:** It is worth smoothing the print along the cutting line with high grit sandpaper (~1000 grit) to ensure an easier shaping process.
- **Final Thoughts:**
 - **Easiest:** Printing Horizontally
 - **Smoothest curves:** Printing Vertically
 - Both options have benefits and drawbacks, so find out what works for you.

5.2. Assembly

Once you have all your materials and printed halves, it is time to assemble the shaper.

- **Step 1:** Determine which way you would like to orient the shaper. The shaper can 'smile' or 'frown', referencing the way the gouge is pointing based on the end of the shaper. As there are no threads embedded into the shaper bolt holes, you may choose which direction you prefer - however, it is recommended the shaper 'smile' (concave side on the bottom and convex side on the top) as it is much easier to rest the cane in when positioning. If you choose this orientation, the engraved shaper name should be facing up.
- **Step 2:** Take your bolts and insert them through the bolt holes from the bottom up through the top. The head of the bolt should be on the bottom of the shaper and the threaded ends should be sticking up through the top.
 - **Tip:** If you want to permanently stabilise the bolt, then dab a bit of super glue around the top of the bolt, underneath the head, and then press and hold into the bottom shaper half until fastened. This is useful if you don't want the bolt to spin around while you are tightening the shaper.
 - If you choose not to glue it, when you tighten the nut on top place your thumb on the bolt head to prevent it from turning.
- **Step 3 (optional):** If using springs, take the top half of the shaper off and drop a spring around each one of the threaded bolts sticking upwards. The springs should

fit neatly into the indents on the inside of the shaper. Place the top half back on, being careful to line up the springs with the indents on that half.

- **Step 4:** Tighten a nut around each one of the upwards facing bolt threads, making sure that the shapers can close all the way.
- **Step 5:** If printing horizontally, it is recommended to rub sandpaper along the point where the two shaper halves meet when closed. This will smooth out the connection between the two halves and ensure nothing is sticking up to impede the shaping process.
 - Any change to the shape will be negligible, as you are only removing excess material that might be sticking up from the printing process. Be gentle and not heavy-handed.