## Import one layer from .svg file

To create a new layer from an svg file you can use the following commands:

my\_layer = Layer()

my\_layer. import\_svg\_layer(path, as\_one\_shape = True/False)

The layer can either be import as one single Shape or as separate Shapes (allows different settings for the Shapes). The **svg file should be created in mm** andfollow one of the followings structures:

|  |  |
| --- | --- |
|  |  |
| If as\_one\_shape = True:  Will import the paths as one Shape.  If as\_one\_shape = False:  Will import the paths as separate Shapes. | If as\_one\_shape = True:  Will import all the paths as one Shape  If as\_one\_shape = False:  Will import the path 1-2 as one shape and path 3-4 as one shape |

## Import of 3D part from .svg file

NOT IMPLEMENTED YET!

The structure of the part should follow this structure

|  |  |
| --- | --- |
|  |  |
| 124\_1 and 124\_2 will be treated as separate shapes and can have different settings | Each layer will be treated as on shape, cannot apply different settings |