Detect non planar layers:

<https://github.com/UMDTeamPRINT/Slic3r/commit/75096aca5b8322f9564fb95f50596b44ef8f7222#diff-c3a9ead35d9640ae2ed20f64e0ce2f12R265> <- lol this isn’t in the head anymore

Actually find and mark nonplanar surfaces

https://github.com/UMDTeamPRINT/Slic3r/blame/nonplanar/xs/src/libslic3r/Layer.cpp#L305

Relevant commit history:

<https://github.com/UMDTeamPRINT/Slic3r/commits/nonplanar?after=89be9b10ff932a758dd964dca2f9f8399adcb4da+34&branch=nonplanar>