left: pan, scroll: zoom, right: rotate, c: connections mesh (.stl) G-codes (.nc) foam rough cut (1/8)

input file: untitled2.stl
triangles: 321656
xmin: -0.129 xmax: -0.001 ymin: -0.069 ymax: -0.001
zmin: -0.000 zmax: 0.013
units/in: .026
124.934 x 67.022 x 12.304 mm 4.919 x 2.639 x 0.484 in
view z angle: 0.000
view x angle: 0.000
view y offset: -0.464
view x offset: 0.000
view scale: 1
show mesh
dpi: 100
width: 492 px
calculate height map
output
cut speed (mm/s): 2
plunge speed (mm/s): 1
jog speed (mm/s): 2
jog height (mm): 1
spindle speed (RPM): 10000
tool: 1
coolant: on O off O
process
calculate save send
send command:
gedit
gedit server:
gedit server: 127.0.0.1:12345
gedit server: 127.0.0.1:12345 bottom z (mm):
gedit server:
gedit server: 127.0.0.1:12345 bottom z (mm):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction:
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):  50 path error (pixels):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):  50 path error (pixels):  1.1
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):  50 path error (pixels):
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):  50 path error (pixels):  1.1 sort path:
gedit server:  127.0.0.1:12345  bottom z (mm):  -15  bottom intensity (0-1):  0  top z (mm):  0  top intensity (0-1):  1  direction: conventional climb cut depth (mm):  1  tool diameter (mm):  3  number of offsets (-1 to fill):  -1  offset overlap (%):  50  path error (pixels):  1.1  sort path: sort merge diameter multiple:  1.5  sort order weight:
gedit server:  127.0.0.1:12345 bottom z (mm):  -15 bottom intensity (0-1):  0 top z (mm):  0 top intensity (0-1):  1 direction: conventional climb cut depth (mm):  1 tool diameter (mm):  3 number of offsets (-1 to fill):  -1 offset overlap (%):  50 path error (pixels):  1.1 sort path: ✓ sort merge diameter multiple:  1.5

sort sequence weight:
< 0: exterior last
= 0: min distance
> 0: exterior first