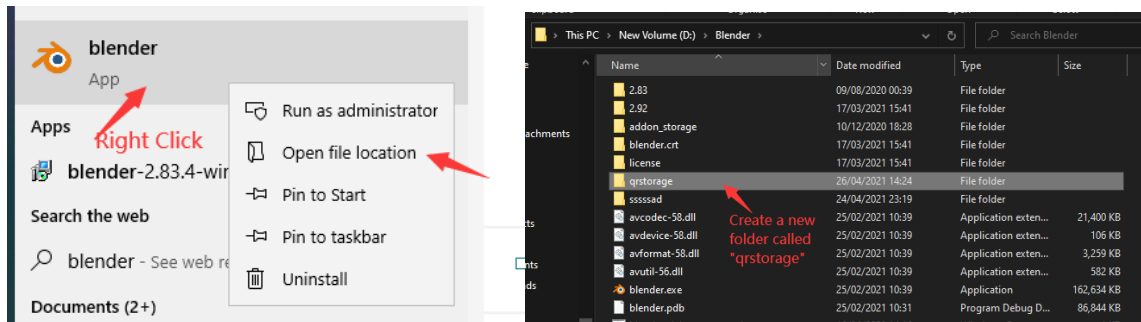


Operation Manual / Check List

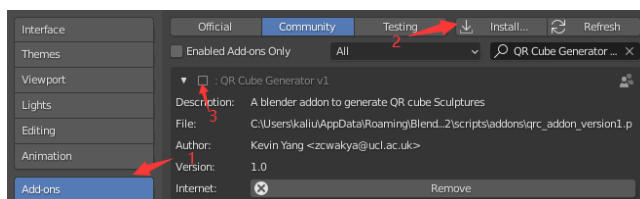
[1] Pre - installations

- 1) This addon is built based up on Blender 2.9.2.00 and works for Blender version 2.9x. Be sure the correct blender version is installed.¹
- 2) This addon has only been tested on Windows platform. The performance on Linux and MacOS is uncertain.
- 3) Please located where the Blender is installed and create an empty folder name "qrstorage":



[2] Installation of the Addon

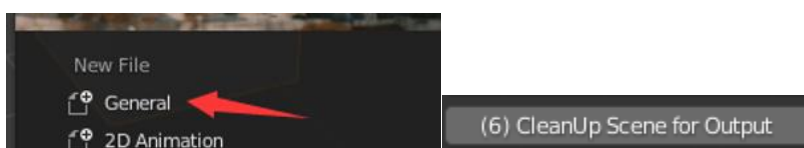
Edit > Preference > Add-ons(1) > Install an Add-on (2), then choose the .py addon file to install.



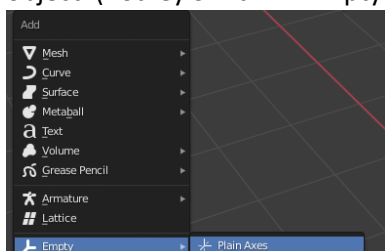
Toggle the addon after installation (3)

[3] Using the Addon – Part 0

- (0) Create a new empty general Blender file and delete everything in the scene (hotkey A then X / Or use CleanUp Scene for Output Button)



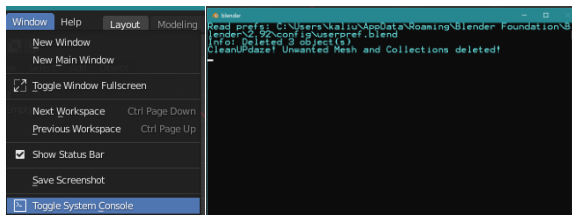
- (0.1) Now the addon will disappear from the side panel, to reenale it, create a new empty object. (hotkey Shift+A > Empty > Plain Axes)



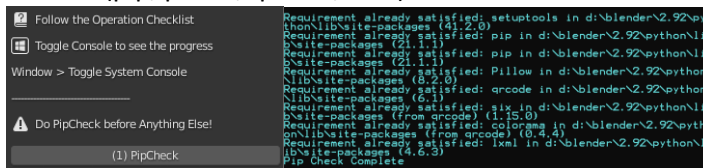
¹ 2.9x Version is required due to the pre-installed Pip module within this version of blender API.

[4] Using the Addon – Part 1 & 2

- (1) Toggle System Console to see the addon progress (Window > Toggle System Console)



- (1.1) Press **Button (1) Pip Check** – Performs a pip check and install required python library and module (pip, pillow, qrcode, lxml). Wait until the console shows “Pip Check Complete”



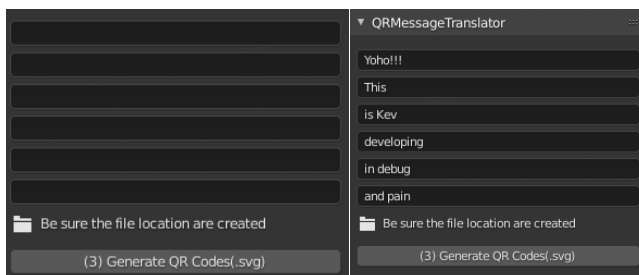
- (2) Press **Button (2) Add the Maincube** – Generates a blank 3D Cube for further steps.

Wait until the console shows “Main Cube Created”

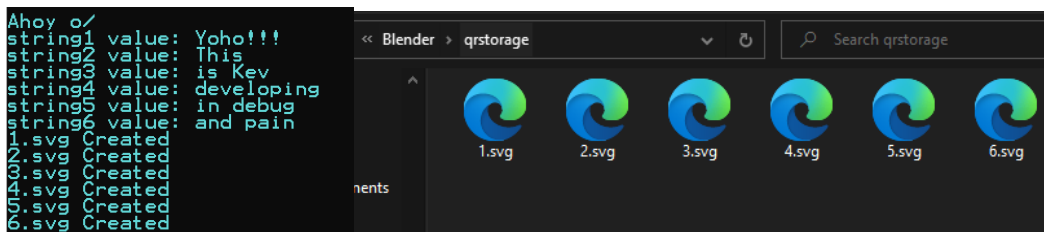


[5] Using the Addon – Part 3

- (3) Enter inputs in the empty bars, each empty bar represents a face of the cube. Please be aware that the max length for each input is limited to 14 characters including space.²



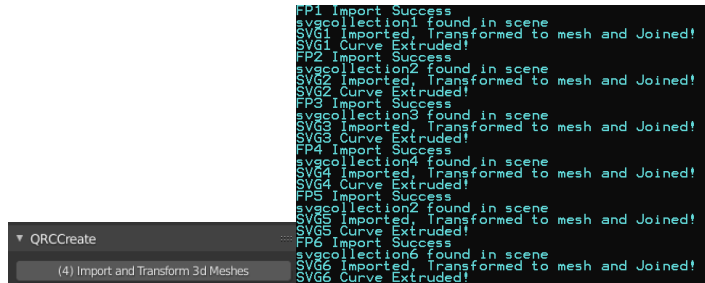
- (3.1) Once the input(s) are entered, press **Button (3) Generate QR Codes (.svg)**. – Generates 6 .svg file QR codes in the “qrstorage” folder. Wait until the console shows “xxx.svg Created”



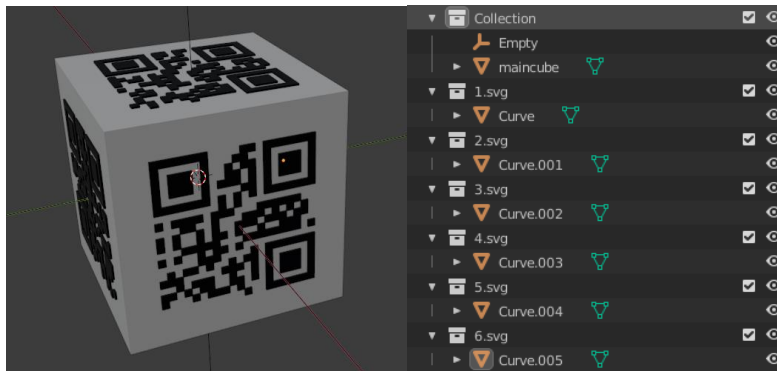
² This limitation is to do with the information capacity and versions of V1 module 1 QR Code. Further explanation – see Software limitations.

[5] Using the Addon – Part 4 & 5 & 6

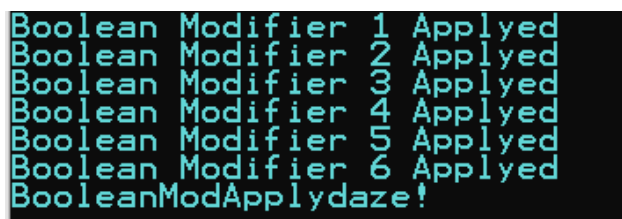
- (4) Press **Button (4) Import and Transform 3d Meshes** – Performs an import of 6 .svg files, transform into meshes, resize, relocate, and extrude into 3d objects. Wait until console say all 6 SVG Curves are Extruded.



Now in the layout, there should be QRcodes on each face of the cube. Also, Collections 1-6.svg are created along side 6 meshes named Curve – Curve.005.



- (5) Press **Button (5) Boolean Mod Apply** – Performs 6 Blender Boolean Module on the main cube (data from each curve mesh). Which will hollow the cube in the shape of QR codes. Wait until console shows “BooleanModApplydaze!”, this process may take time depended on PC performance.



- (6) Press **Button (6) Clean Up Scene for Output** – Delete everything but the finished QR Cube. Wait until console shows “Unwanted Mesh and Collections deleted!”



Now the entire process is complete, the main cube can be exported as .STL file for further use (e.g. 3d printing).