

MANUEL UTILISATEUR DE SLIC3R



Gary Hodgson

traduction française Laurent Le Goff



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Manuel Utilisateur de Slic3r

Par Gary Hodgson (garyhodgson.com)

Contributions : Alessandro Ranellucci (slic3r.org), Jeff Moe (lulzbot.com)

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Introduction

1.1 Présentation

Slic3r est un outil qui traduit des modèles 3D en instructions qui sont interprétées par une imprimante 3D. Il découpe le modèle en couches horizontales et génère les chemins appropriés pour les combler.

Slic3r est inclus dans plusieurs logiciels : Pronterface, Repetier-host, ReplicatorG, et peut être utilisé comme un programme autonome.

Ce manuel fournira des conseils sur la façon d'installer, configurer et utiliser Slic3r afin de produire d'excellentes impressions.

1.2 Buts & Philosophie

Slic3r est un projet original commencé en 2011 par Alessandro Ranellucci (alias Sound), qui a utilisé sa connaissance approfondie du langage Perl pour créer une application rapide et facile à utiliser. La lisibilité et la maintenabilité du code sont parmi les objectifs de conception.

Le programme est en cours d'amélioration constante, Alessandro et les autres contributeurs du projet, apportent de nouvelles fonctionnalités et des corrections de bogues, de façon régulière.

1.3 Faire un don

Slic3r a commencé comme un travail d'un seul homme, développé exclusivement par Alessandro à ses heures perdues, et en tant que développeur indépendant, ce qui a un coût direct pour lui. En libérant généreusement Slic3r au public en tant que logiciel libre , sous licence GPL, il a permis à beaucoup de profiter de son travail.

Il est possible de contribuer par un don. Plus de détails sont disponibles à l'adresse : <http://slic3r.org/donations>.

Obtenir Slic3r

Slic3r est un logiciel libre, sous licence GNU Affero General Public License, version 3.

2.1 Téléchargement

Slic3r

Slic3r peut être téléchargés directement à partir de : <http://slic3r.org/download>.

Des paquets pré-compilés sont disponibles pour Windows, Mac OS X et Linux. Les utilisateurs de Windows et Linux peuvent choisir entre 32 et 64 bit versions pour correspondre à leur système.

Manuel

La dernière version de ce document en anglais, avec le code source L^AT_EX, peut être trouvé sur : <https://github.com/alexrj/Slic3r-Manual>

La dernière version de ce document en français, avec le code source L^AT_EX, peut être trouvé sur : <https://github.com/llegoff/Slic3r-Manual-FR>

Code Source

Le code source est disponible via GitHub : <https://github.com/alexrj/Slic3r>. Pour plus de détail sur la compilation depuis le code source, voir §2.3 plus bas.

2.2 Installer

Windows

Décompressez le fichier zip téléchargé, dans un dossier de votre choix, il n'y a pas de script d'installation. Le dossier résultant contient deux exécutables :

- **slic3r.exe** - démarre la version interface graphique.
 - **slic3r-console.exe** - peut être utilisé à partir de la ligne de commande.
- Le fichier zip peut alors être supprimé.

Mac OS X

Double-cliquez sur le fichier dmg téléchargé, une instance de Finder devrait s'ouvrir avec une icône du programme Slic3r. Accédez au répertoire Applications et faites glisser y l'icône Slic3r. Le fichier dmg peut alors être supprimé.

Linux

Extraire l'archive dans un dossier de votre choix. soit :

- Lancer Slic3r directement par l'exécutable Slic3r, trouvé dans le répertoire bin, ou
- Installez Slic3r en exécutant le fichier exécutable do-install, également trouvé dans le dossier bin.

Le fichier d'archive peut alors être supprimé.

2.3 Compiler depuis le code source

Pour les plus téméraires, Slic3r peut être compilé à partir des derniers fichiers sources trouvées sur GitHub¹.

Les instructions les plus récentes pour la compilation des fichiers sources et l'exécution peuvent être trouvés sur le wiki Slic3r.

- **GNU Linux**

<https://github.com/alexrj/Slic3r/wiki/Running-Slic3r-from-git-on-GNU-Linux>

- **OS X**

<https://github.com/alexrj/Slic3r/wiki/Running-Slic3r-from-git-on-OS-X>

- **Windows**

<https://github.com/alexrj/Slic3r/wiki/Running-Slic3r-from-git-on-Windows>

1. <https://github.com/alexrj/Slic3r>

Débuter

3.1 Étalonnage

Avant même de tenter la première impression, il est essentiel que l'imprimante soit correctement calibrée. Sauter cette étape ou se précipiter se traduira par de la frustration et un échec de l'impression, il est donc important de prendre le temps de s'assurer que la machine soit correctement étalonnée.

Chaque machine peut avoir sa propre procédure d'étalement et de ce manuel ne tentera pas de couvrir toutes les variantes. Au lieu de cela, voici une liste des principaux points qui doivent être vérifiés.

- Le chassis est stable et correctement aligné.
- Les courroies sont tendus.
- Le lit est de niveau par rapport à la trajectoire de l'extrudeuse.
- Le filament se déroule librement depuis la bobine, sans causer trop de tension sur l'extrudeuse.
- Le courant des moteurs pas à pas est réglé correctement.
- Les paramètres du microprogramme sont corrects, notamment : les vitesses et accélérations des axes de déplacement ; le contrôle de la température ; les capteurs de fin de courses ; le sens de rotation des moteurs.
- L'extrudeuse est étalonné dans le micrologiciel avec le bon nombre de pas par mm pour le filament.

Le nombre de pas par mm de l'extrudeuse est essentiel. Slic3r s'attend à ce que la machine produise exactement la quantité définie de filament. Trop se traduira par des débordements et autres imperfections. Trop peu se traduira par des espaces et un manque d'adhérence entre les couches.

Référez-vous à la documentation de l'imprimante et/ou aux ressources de la communauté de l'impression 3D pour plus de détails sur la meilleure façon d'étailler une machine particulière.

3.2 Assistant de Configuration

Slic3r a deux fonctions pour aider les nouveaux venus : l'assistant de configuration, et le mode simple.

Parfois, il est bon d'avoir un coup de main lors du démarrage d'un nouveau logiciel. L'assistant de configuration pose une série de questions et crée une configuration de démarrage pour Slic3r.



FIGURE 3.1 : Assistant de Configuration : Écran de bienvenue

1. Type de Micrologiciel

Le G-code produit par Slic3r est adapté à certains types de micrologiciel. La première étape, demande le micrologiciel utilisé pour l'imprimante. Cela a dû être spécifié lorsque l'imprimante a été construite ou configurée. En cas de doute contactez le fournisseur.

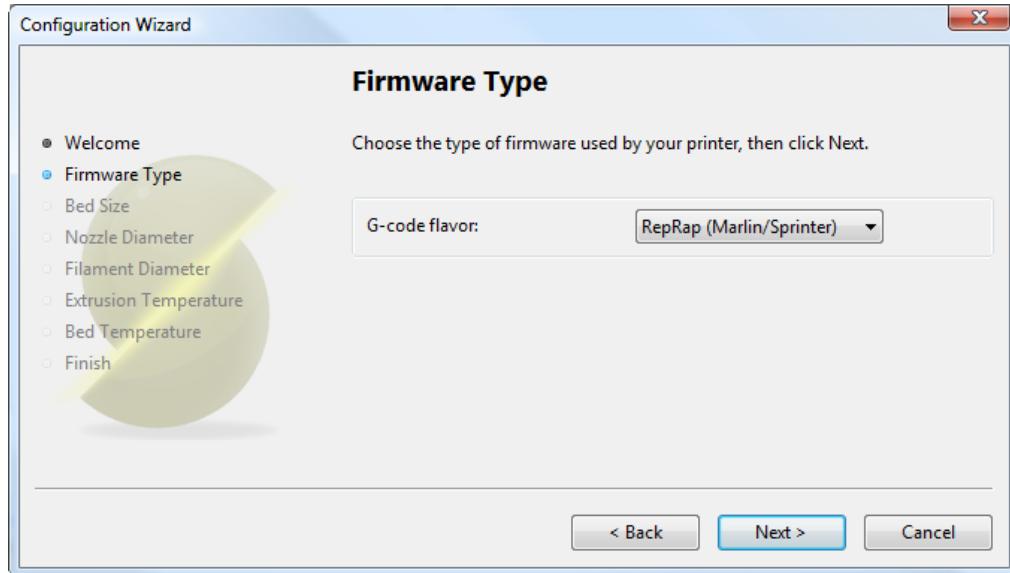


FIGURE 3.2 : Assistant de Configuration : Type de Micrologiciel

2. Taille du Lit

Ce paramètre définit la distance maximale que l'extrudeuse peut parcourir le long de l'axe X et Y. Si les dimensions ne sont pas disponibles, elles peuvent être facilement mesurée.

N'oubliez pas de mesurer à partir du coin inférieur gauche où la buse d'extrusion repose quand elle est en position de repos jusqu'à la distance maximale que la buse peut atteindre pour chaque direction. Prenez en compte que le chariot de X peut toucher le cadre avant la buse atteigne sa limite, cela dépendra de la marque et du modèle de l'imprimante.

Pensez également à vérifier les paramètres de butée du micrologiciel, qui peuvent limiter les déplacement X / Y.

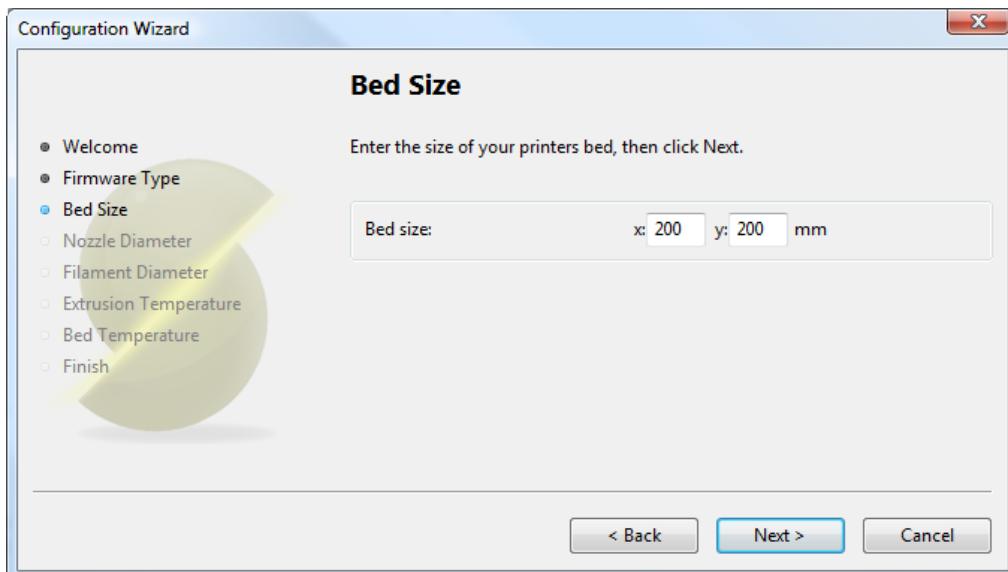


FIGURE 3.3 : Assistant de Configuration : Taille du Lit

3. Diamètre de la buse

Traduction Le diamètre de la buse est généralement clairement affiché soit dans la description de la tête chauffante, ou dans la documentation associée, lorsque la tête chauffante est acheté. Les valeurs courantes sont 0,5 mm et 0,35 mm.

Si la buse est faite maison, ou provient d'une source sans informations du diamètre, alors mesurez soigneusement l'ouverture aussi précisément que possible. Une façon de déterminer la taille de la buse est d'extruder très lentement (1mm / s) un peu de filament à l'air libre, et de mesurer l'épaisseur de l'extrusion¹. Ceci a l'avantage de prendre en compte gonflement à la filière, et par conséquent pourrait être une chose utile à faire, même si le diamètre est connu.

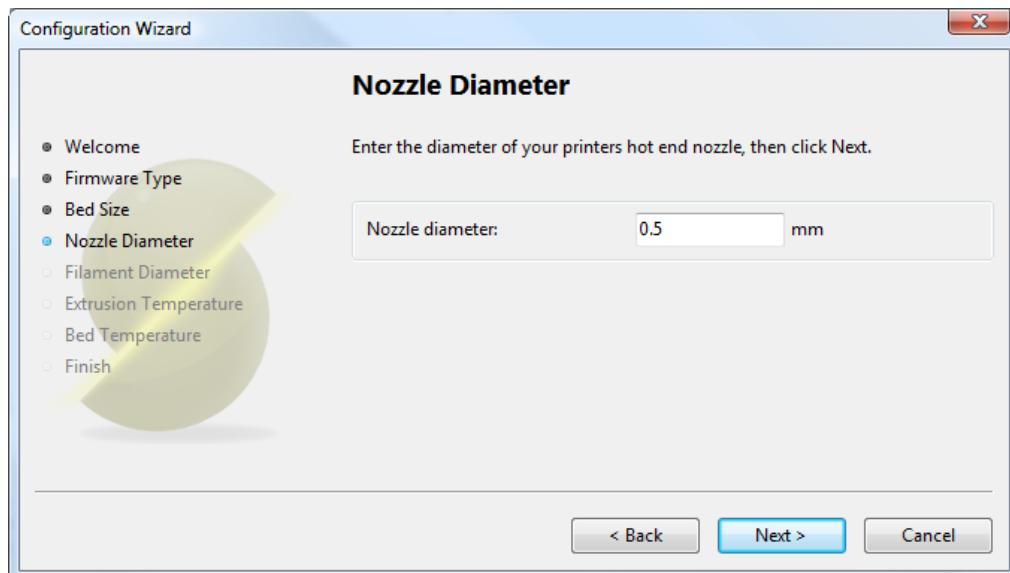


FIGURE 3.4 : Assistant de Configuration : Diamètre de la buse

1. <http://forums.reprap.org/read.php?1,113374,113953>

4. Diamètre du Filament

Pour que Slic3r produise des résultats précis, il doit connaître aussi précisément que possible la quantité de matière qui est poussé à travers l'extrudeuse. Il est donc essentiel de lui donner la valeur la plus précise possible pour le diamètre du filament.

Bien que le filament utilisé dans les imprimantes FDM soit vendu pour un diamètre de 3 mm ou 1,75 mm ce n'est qu'une indication . Le diamètre peut varier entre les fabricants et même entre les lots. Par conséquent, il est fortement recommandé de prendre des mesures multiples de long du filament et utiliser la moyenne. Par exemple, les mesures de 2.89, 2.88, 2.90 et 2.91 donneraient une moyenne de 2,895, à utiliser ici.

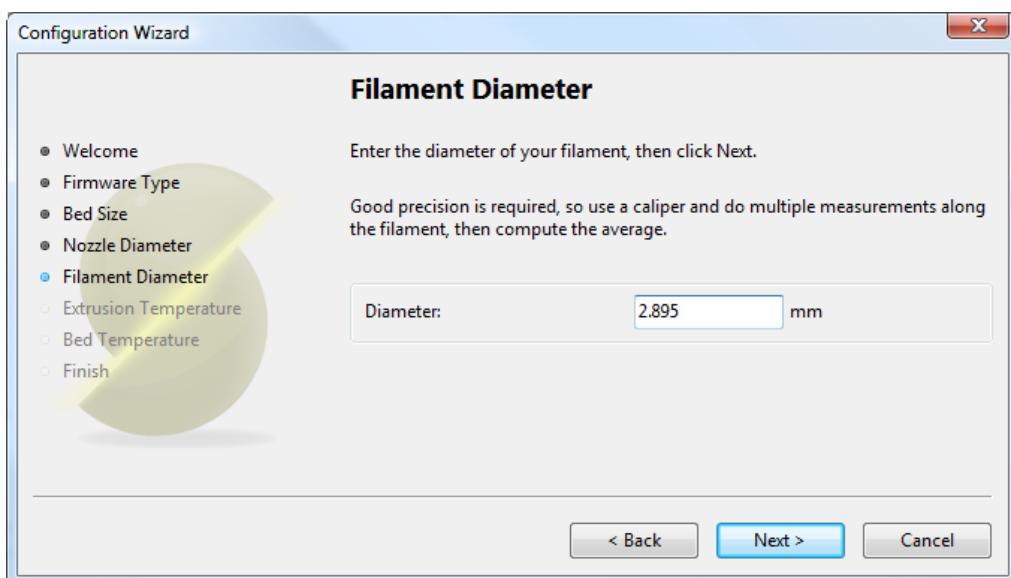


FIGURE 3.5 : Assistant de Configuration : Diamètre du Filament

5. Température d'Extrusion

La température d'extrusion dépend de la matière, celles-ci peuvent fonctionner sur une large plage de température. Le fournisseur doit fournir des informations sur les températures appropriées. Une règle très générale est que la température pour le PLA est comprise entre 160 ° C et 230 ° C, et que la température pour l'ABS se situe entre 215 ° C et 250 ° C. Les matériaux plus exotiques auront une gamme différente.

C'est un paramètre que vous aurez envie de peaufiner quand vous commencerez à produire des impressions. La température optimale peut varier, même entre les couleurs de la même matière. Un autre facteur qui peut affecter la température choisie, est la vitesse d'extrusion, généralement plus la vitesse est élevée, plus la température est élevée.

Remarque : On peut choisir de réguler la température de l'extrudeuse manuellement à partir du contrôleur d'imprimante. Dans ce cas, la température peut être réglée à zéro.

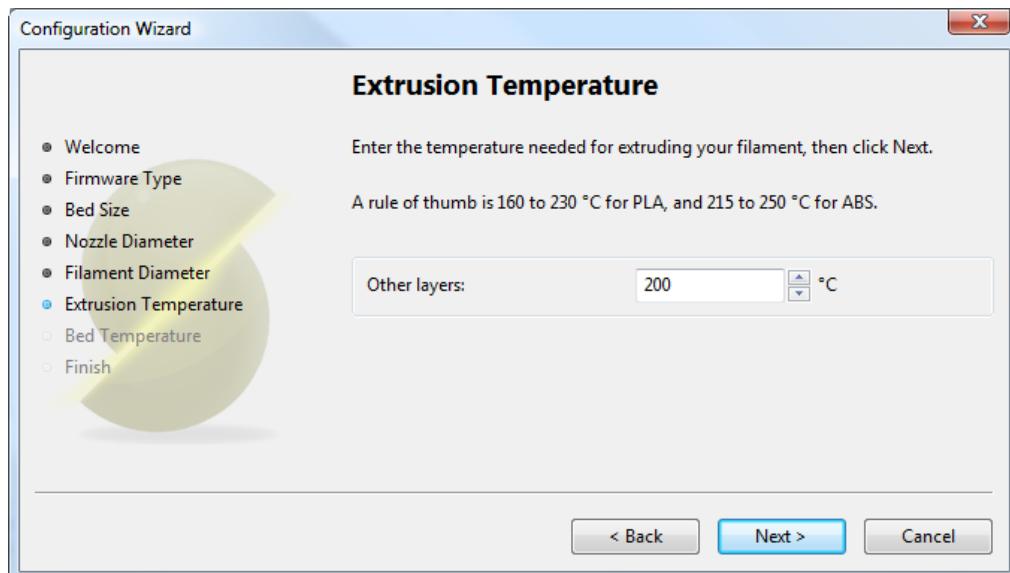


FIGURE 3.6 : Assistant de Configuration : Température d'Extrusion

6. Temperature du Lit

Si l'imprimante dispose d'un lit chauffé ce paramètre peut être précisé. Comme la température de l'extrudeuse, la valeur dépend de la matière utilisée. Une règle de base est que PLA nécessite 60 ° C et ABS nécessite 110 ° C.

Remarque : On peut choisir de contrôler la température du lit manuellement à partir du contrôleur d'imprimante. Dans ce cas, la température peut être réglée à zéro.

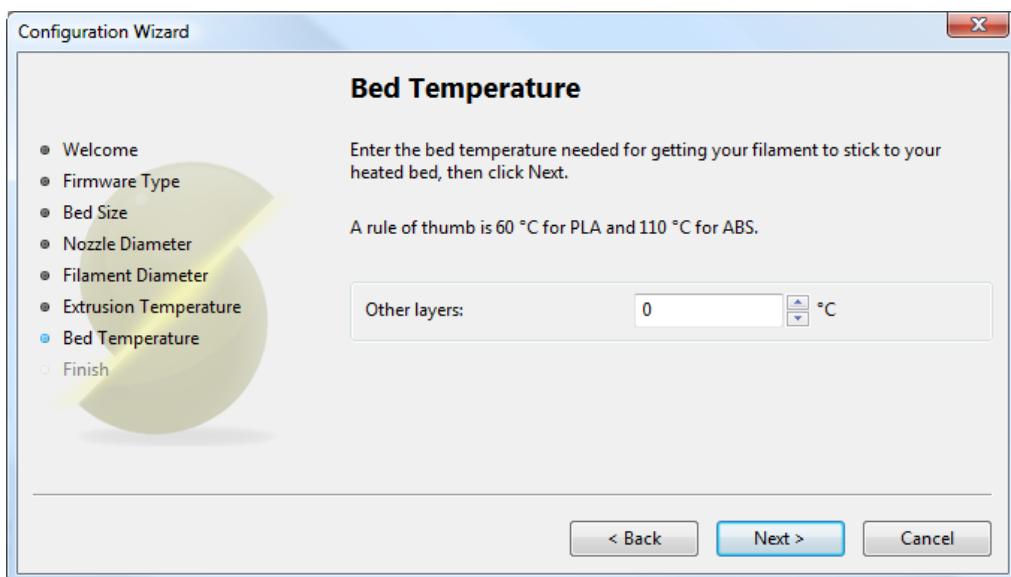


FIGURE 3.7 : Assistant de Configuration : Temperature du Lit

Débuter

A ce stade, l'assistant est terminé et la configuration de base est définie.

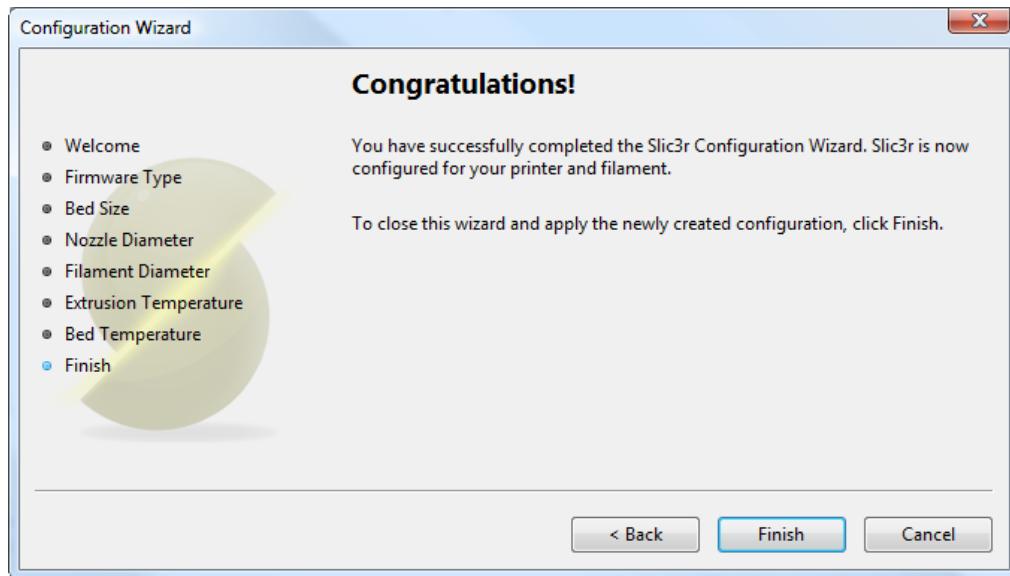


FIGURE 3.8 : Assistant de Configuration : Fin

3.3 "La" Première Couche

Avant de se lancer tête baissée dans la production de la première impression, il est intéressant de s'arrêter pour parler de l'importance d'obtenir une première couche parfaite. Comme beaucoup l'ont constaté par tâtonnements, si la première couche n'est pas la meilleure, cela peut alors conduire à un échec complet, des parties se détachant, et des déformations. Il existe plusieurs techniques et recommandations, dont on peut tenir compte afin de minimiser le risque que cela se produise.

Le lit à niveau Avoir un lit de niveau est essentiel. Si la distance entre l'extrémité de la buse et le lit diffère de même quelque microns, il se peut que la matière ne soit pas étendue sur le lit (parce que la buse est trop proche et racle le lit), ou que de la matière se trouvant trop éloignée du lit, n'adhère pas correctement.

Température plus élevée. La tête chauffante et le lit, s'il est chauffé, peuvent être surchauffés pour la première couche, ceci diminue la viscosité de la matière en cours d'impression. En règle générale, un supplément de 5 ° est recommandé.

Des vitesses inférieures. Ralentir l'extrudeuse pour la première couche réduit les efforts appliqués à la matière fondu à la sortie, ce qui réduit les chances d'être trop étirées et de ne pas adhérer correctement. 30% ou 50% de la vitesse normale est recommandée.

Taux d'extrusion correctement calibré. Si trop de matière est extrudé alors la buse peut glisser par dessus lors du deuxième passage, en la soulevant par rapport au lit (en particulier si le matériau a refroidi). Trop peu de matière peut faire que la première couche se détache plus tard lors de l'impression, conduisant soit à arrachements ou des déformations. Pour ces raisons, il est important d'avoir un taux d'extrusion bien calibré tel que recommandé au §3.1).

La hauteur de la première couche. Une couche épaisse fournira plus de débit, et par conséquent plus de chaleur, ce qui permet à l'extrusion de mieux adhérer au lit. Elle donne aussi l'avantage d'apporter plus de tolérance

pour la planéité du lit. Il est recommandé d'augmenter la hauteur de la première couche pour correspondre au diamètre de la buse, par exemple, une première hauteur de la couche de 0,35 mm pour une buse 0.35mm. Remarque : La hauteur de la première couche est automatiquement réglée de cette façon en mode simple.

Plus grosse largeur d'extrusion. Plus il y a de matière à toucher le lit, plus l'objet adhère au lit, ceci peut être obtenu en augmentant la largeur de l'extrusion de la première couche, soit par un pourcentage ou une quantité fixée. Les espaces entre les extrusions sont ajustées en conséquence.

Une valeur d'environ 200 % est généralement recommandé, mais il faut noter que la valeur est calculée à partir de la hauteur de la couche et donc la valeur ne doit être réglé que si la hauteur de la couche est la plus élevée possible. Par exemple, si la hauteur de la couche est de 0,1 mm, et que la largeur de l'extrusion est réglée à 200 %, alors la largeur réelle extrudé sera seulement de 0,2 mm, ce qui est plus petite que la buse. Cela risque de provoquer un mauvais écoulement et conduire à une impression ratée. Il est donc fortement recommandé de combiner la hauteur de la première couche, recommandée ci-dessus avec celle-ci. Régler la hauteur de la première couche à 0,35 mm et la première largeur d'extrusion à 200 % se traduirait par une belle grosse extrusion 0,65 mm de large.

Matériaux du lit. Plusieurs solutions existent pour le matériel à utiliser pour le lit, et la préparation de la surface peut considérablement améliorer l'adhérence de la première couche.

Le PLA est plus tolérant et fonctionne bien sur le PET, Kapton, ou ruban adhésif de peintres bleu.

L'ABS a généralement besoin de plus d'attentions et, s'il s'imprime bien sur PET et Kapton, on rapporte que les gens ont de bon résultats en appliquant de la laque sur le lit avant de l'imprimer. D'autres ont signalés qu'une solution d'ABS (fabriqué à partir de la dissolution de morceaux d'ABS dans de l'acétone) finement appliquée peut également augmenter l'adhérence.

3.3. "LA" PREMIÈRE COUCHE

Aucun refroidissement. Directement lié à ce qui précède, il n'est pas logique d'augmenter la température de la première couche et avoir un ventilateur ou un autre mécanisme de refroidissement en fonctionnement. Garder le ventilateur éteint pendant les quelques premières couches est généralement recommandé.

3.4 Travailler avec les modèles 3D

Il reste encore une étape avant la première impression : obtenir un modèle 3D et le "trancher".

Formats de Modèles 3D

Slic3r accepte les types de fichiers suivants.

- Les fichiers STÉréolithographique (STL) peuvent provenir d'une grande variété de sources et sont maintenant un standard de facto dans l'impression 3D. Les fichiers décrivent simplement la géométrie de la surface d'un objet 3D sans aucune information supplémentaire (comme la couleur ou la matière), et c'est cette simplicité qui a probablement fait le format omniprésent.
- Le type de fichier Wavefront OBJ est un format ouvert utilisé à l'origine dans une application d'animation de Wavefront Technologies, mais a depuis été adoptée par la communauté de la modélisation 3D. Il est similaire au format STL.
- Le format de fichier AMF (Additive Manufacturing File Format) a été développé en réponse au caractère limité du format STL. En plus de décrire la géométrie du modèle 3D, il peut également décrire les couleurs et les matériaux, ainsi que des attributs plus complexes, tels que les mélanges dégradé et de multiples arrangements d'objets (constellations). Alors que le format est considéré comme un standard, il reste à être largement adoptée dans le milieu de la machine 3D.

Trouver des Modèles 3D

Les fichiers de modèle 3D peuvent provenir d'un dépôt en ligne, tels que Thingiverse² ou GrabCAD³, ou être créée à partir d'un programme de

2. <http://www.thingiverse.com>
3. <http://grabcad.com>

3.4. TRAVAILLER AVEC LES MODÈLES 3D

CAO, comme FreeCAD⁴, Sketchup⁵, ou OpenSCAD⁶, ou un outil de CAO en ligne tels que Shapesmith⁷.

Vous souhaitez peut-être afficher les fichiers avant de trancher et il ya beaucoup d'applications disponibles, dont l'un est Meshlab⁸ - un outil complet pour la visualisation et la manipulation des fichiers 3D.

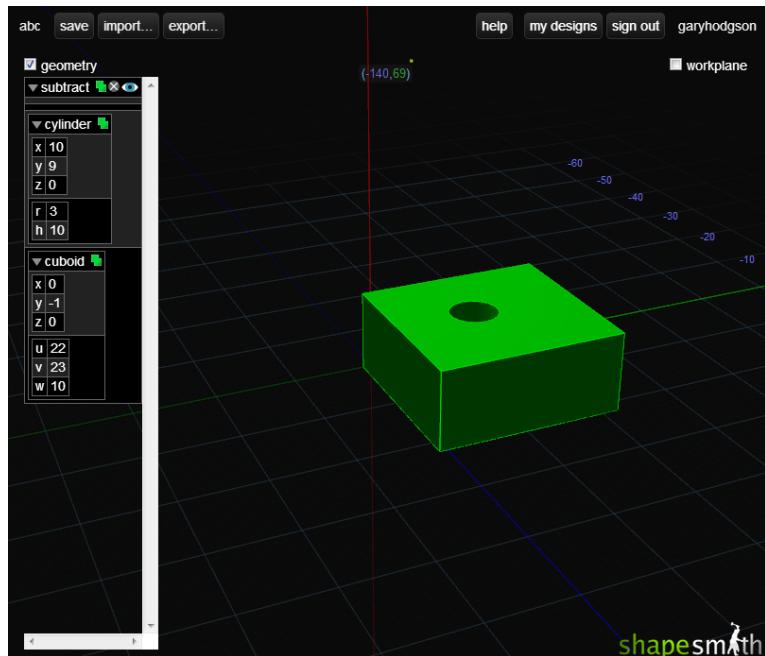


FIGURE 3.9 : Outil de CAO en ligne Shapesmith.

Utiliser la Surface de Travail

Slic3r dispose d'un outil, appelé Plater, qui permet à un ou plusieurs modèles à être chargés et disposés avant d'être "tranchés".

4. <http://sourceforge.net/projects/free-cad>
5. <http://www.sketchup.com>
6. <http://www.openscad.org>
7. <http://shapesmith.net>
8. <http://www.meshlab.org>

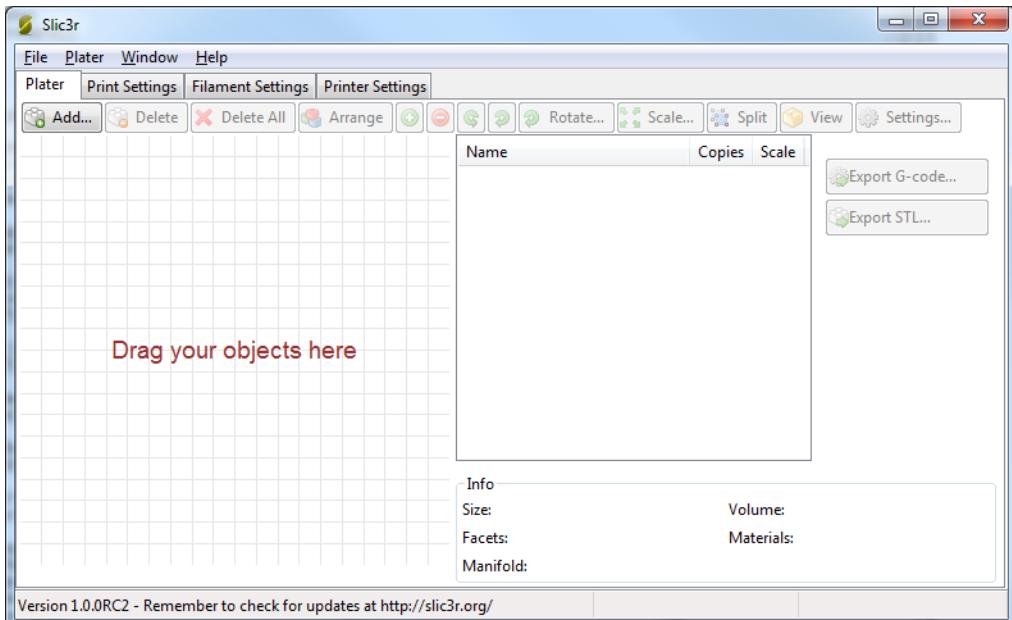


FIGURE 3.10 : Surface de Travail

Une fois que vous avez acquis un modèle, faites-le glisser sur l'onglet "Plater" (ou utilisez le bouton Add(Ajouter) dans le coin supérieur gauche) pour le charger dans Slic3r. Dans la figure ci-dessous, la traditionnelle RepRap Minimug⁹ is loaded, and is viewed from above. The ring around the model is a skirt - a single perimeter, several millimeters away from the model, which is extruded first. This is useful in making sure the plastic is flowing smoothly from the nozzle when the model is starting to be printed.

9. <http://www.thingiverse.com/thing:18357>

3.4. TRAVAILLER AVEC LES MODÈLES 3D

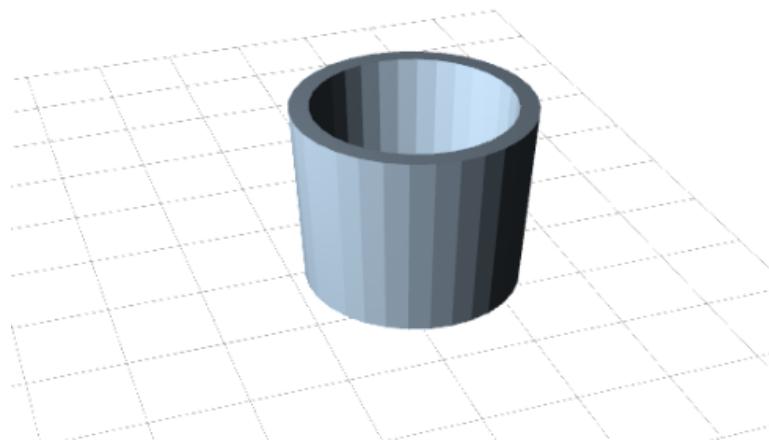


FIGURE 3.11 : Le Modèle Minimug.

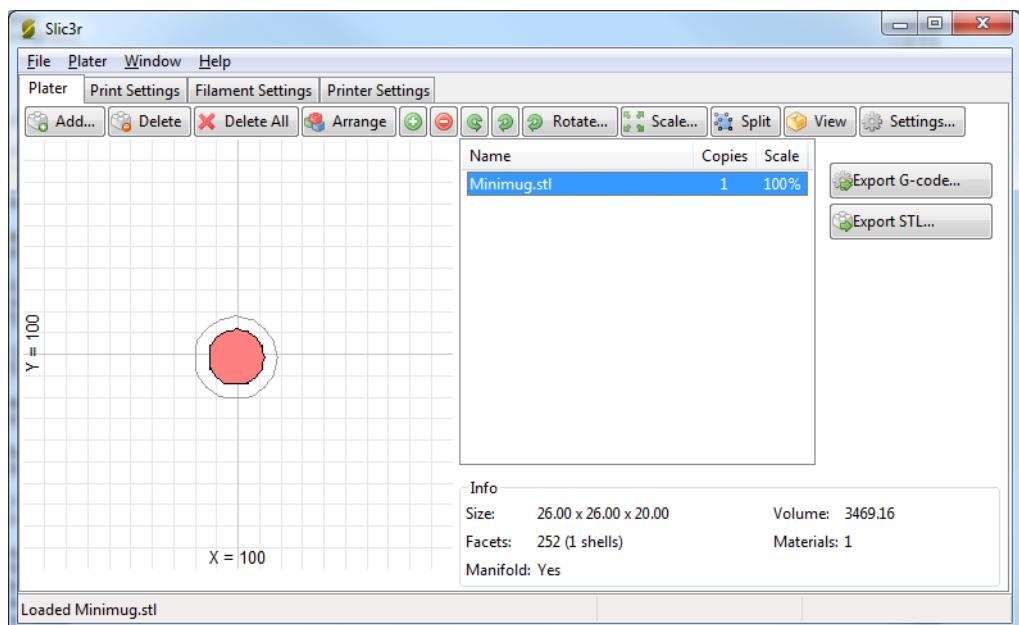


FIGURE 3.12 : Fichier STL chargé.

Le modèle peut être repositionnée en le déplaçant sur la représentation du lit à gauche de l'écran. Notez que les dimensions du lit doivent correspondre à votre imprimante, tel qu'elles sont données lors de la configuration initiale ci-dessus.

Sur le côté droit il y a la liste des fichiers actuellement chargés. Les boutons situés en haut de la liste de fichier vous permettent d'organiser les modèles.

- **More/Less (plus/moins)** - Régle le nombre de copies qui doit être imprimé.
- **45°/Rotate (45°/rotation)** - Fait pivoter le modèle sélectionné autour de l'axe Z, soit de 45 ° dans le sens horaire ou anti-horaire, ou par une valeur donnée.
- **Scale (échelle)** - Augmenter ou diminuer la taille du modèle imprimé.
- **Split (dissocier)** - Divise un modèle qui se compose de plus d'une partie en ses parties constituantes, ce qui permet à chacune d'être agencée individuellement.

Les boutons en haut à gauche, vous permettent d'ajouter, de supprimer, d'auto-organiser, ou d'exporter les modèles.

- **Add (Ajouter)** - Ouvre une boîte de dialogue pour ajouter un modèle à la surface de travail, c'est une alternative glissé/déposé du fichier sur la surface de travail.
- **Delete/Delete All (Supprimer/Tout supprimer)** - Retirer un ou tous les modèles de la surface de travail.
- **Autoarrange** - Essaye d'organiser les modèles pour obtenir l'agencement optimal.
- **Export G-code** - Démarre le "tranchage" du modèle, et produit un fichier G-code.
- **Export STL** - Sauvegarde un ensemble de modèle de la surface de travail dans un fichier STL unique.

Réparer les fichiers STL

Si le maillage 3D décrit dans le modèle contient des trous, ou les bords ne sont pas alignés (connu comme étant non-manifold), puis Slic3r peut avoir des problèmes pour le traiter. Slic3r va tenter de résoudre les problèmes qu'il peut, mais certains problèmes sont hors de sa portée. Si l'application se plaint que le modèle ne peut pas être "tranché" correctement alors il ya plusieurs options possibles : voir le chapitre sur la Réparation des modèles.

3.5 L'impression

A ce stade Slic3r est configuré et un modèle 3D a été obtenu, converti et prêt à l'emploi pour l'impression. Maintenant il est temps de démarrer l'imprimante et de l'essayer.

Une variété de logiciels est disponible pour envoyer le code G à l'imprimante. Voici quelques solutions open-source : Printrun¹⁰, Repetier¹¹ et Repsnapper¹².

Pour les imprimantes équipée d'un lecteur de carte mémoire et d'un panneau de commande, le fichier G-code produit par Slic3r peut être interprété par l'imprimante, depuis la carte mémoire.



FIGURE 3.13 : Un modèle de panneau de commande

Les sections suivantes porteront sur les paramètres disponibles en mode simple et mode expert, et sur l'étude des techniques d'impression avancées, y compris des cas particuliers ainsi que le dépannage.

10. <https://github.com/kliment/Printrun>

11. <http://www.repetier.com/>

12. <https://github.com/timschmidt/repsnapper>

Mode Simple

4.1 Simple Mode

Slic3r has two modes of operation, Simple and Expert. These may be chosen from the **Preferences** window (found under the **File** menu).

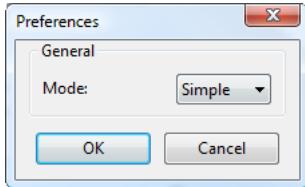


FIGURE 4.1 : Preferences.

Simple mode offers a reduced set of options, enough for the beginner to get started with. Expert mode give more control over how Slic3r produces the G-code and will be looked at later.

Print Settings

The **Print Settings** tab provides the opportunity to change settings related to the actual print. Whereas the other tabs are changed rarely, the settings on this tab will be modified regularly, possibly for each model printed.

General. **Layer height** is the thickness of each layer, and it is the step along the vertical axis taken before extruding a new layer atop the previous one. There are several factors that influence how high each layer should be :

- **Desired resolution** - Lower layer height should result in prints with less noticeable ribs or bands, as each layer is smaller. Aesthetics plays a role here, but also the type of model, for example, a mechanical part may not need such a high resolution finish, whereas a presentation piece may do so.
- **Print speed** - Shorter layers will result in smoother prints but each print will take longer, simply because the extruder must trace the pattern more times. A later goal will be to strike a balance between layer height, the speed of the printer, and the quality of the resulting print.

Perimeters defines the minimum number of vertical shells (i.e. walls) a print will have. Unless the model requires single width walls it is generally recommended to have a minimum of two perimeters as this gives some

4.1. SIMPLE MODE

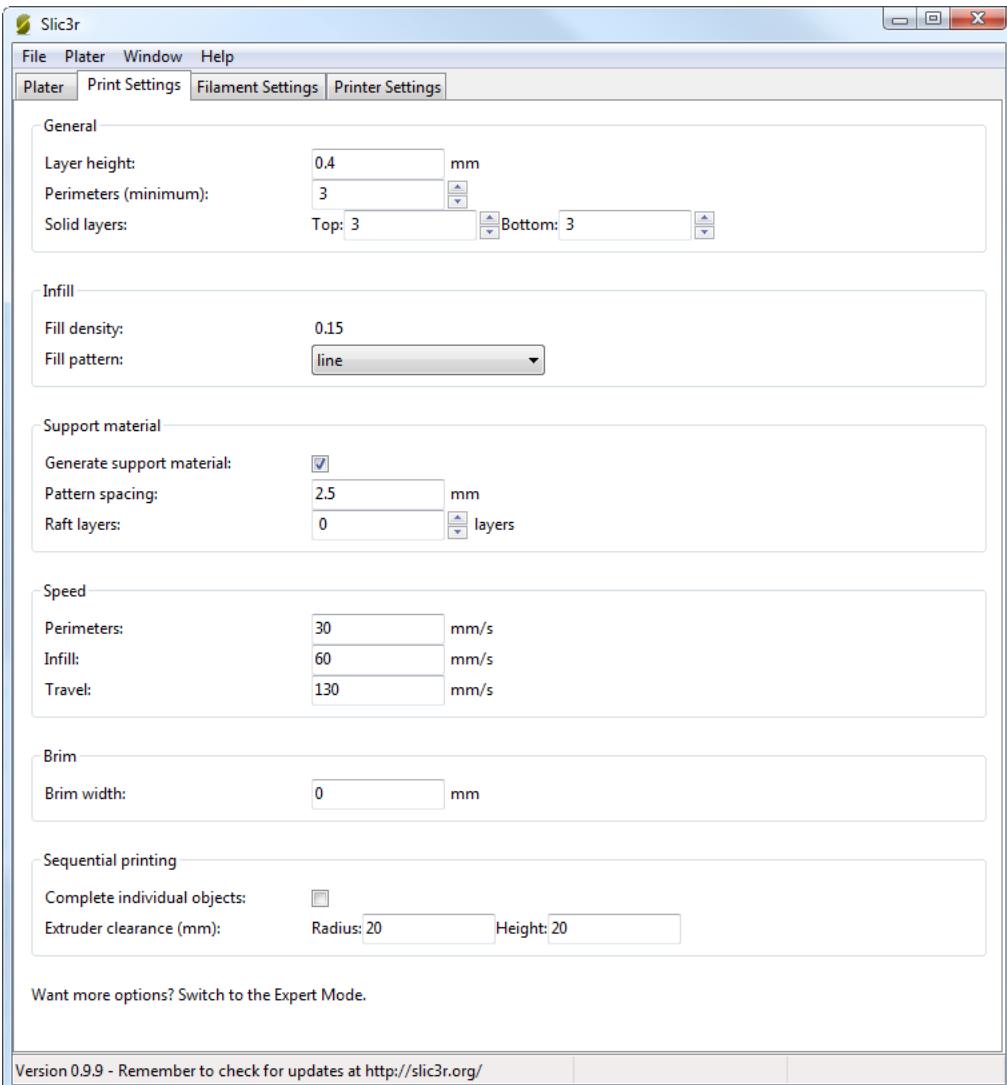


FIGURE 4.2 : Simple Mode : Print Settings.

insurance that if a section of the perimeter is not printed correctly then the second perimeter will help cover it.

The upper and lowermost layers that sandwich the model are filled with a **Solid layers** pattern. For the bottom layers the important factor to consider is how the surface will look should there be a mistake whilst laying

down the first layer, and for this reason it is recommended to have at least two bottom layers.

A similar consideration is required for the top layers. Because the intermediate layers are likely to be filled with a pattern set less than 100% then the covering layers will have to bridge this pattern and this can require more than one pass to cover completely.



FIGURE 4.3 : An example of insufficient top layers.

Another tip to consider : Setting the top solid layer to zero, and setting the infill also to zero, will result in a hollow receptacle, ideal for turning models into vases¹ for example. Here manipulating the settings within Slic3r can be used to generate different kinds of prints, and not only be used to control surface accuracy.

1. <http://slic3r.org/blog/tip-printing-vases>

4.1. SIMPLE MODE

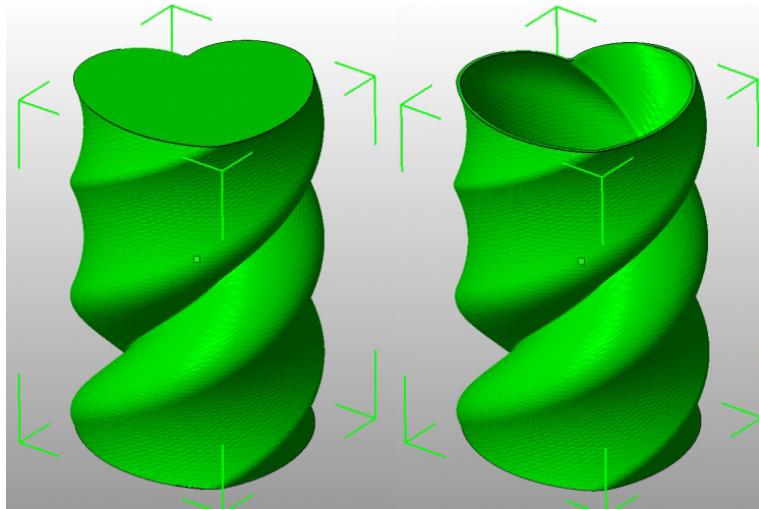


FIGURE 4.4 : Creating a vase from a solid model.

Infill. Fill density is defined on a scale of between 0 and 1, where 1 is 100% and 0.4 would be 40%. For the majority of cases it makes no sense to 100% fill the model with plastic, this would be a waste of material and take a long time. Instead, most models can be filled with less material which is then sandwiched between layers filled at 100% (see **Solid layers** above).

A density value of 0.4 is enough to give almost all models good mechanical strength. A value of 0.2 is usually the minimum required to support flat ceilings.

Slic3r offers several fill patterns which will be discussed in more depth in section 5.2 - Infill Choices. Choosing a Fill pattern will depend on the kind of model, the desired structural strength, print speed, and personal taste. The more exotic fill methods are usually too slow and unnecessarily complex for most use cases, and so most of the time the infill pattern is either **rectilinear**, **line**, or **honeycomb**. Honeycomb gives the most strength but is slower than both rectilinear or line.

Support material. Printing a model from the bottom up, as with FDM, means that any significant overhangs will be printed in the air, and most likely droop or not print correctly. Choosing support material (**Generate**

support material) will add additional structures around the model which will build up to then support the overhanging part. The **Pattern spacing** option determines how dense the support material is printed.



FIGURE 4.5 : An example of an object printed with support material.

Tip : It is sometimes worth considering altering the orientation of the model in order to possibly reduce overhangs.

Raft layers will add additional layers underneath the model and stems from the early days of 3D printing. It can help with prints without a heated bed, or where the bed is not very flat, but it is usually not required and is not recommended. The raft also requires post-processing to remove it.

Speed. In simple mode there are only three speed settings to consider :

- **Perimeters** - The outline of the model may benefit from being printed slightly slower so that the outside skin of the print has fewer blemishes.
- **Infill** - As the infill is hidden this can be extruded a little faster. Take care though not to go too fast as higher speeds results in thinner extrusions, and this may affect how the extrusions bond.
- **Travel** - The jump between the end of one extrusion and the next should usually be performed as quickly as the printer will allow in order to minimise any mess caused by material oozing from the nozzle.

4.1. SIMPLE MODE

Brim. Brim width is used to add more perimeters to the first layer, as a base flange, in order to provide more surface area for the print to stick to the bed with in order to reduce warping (see §3.3). The brim is then cut away once the print is finished and removed from the bed.



FIGURE 4.6 : An example of brim.

Sequential Printing. This feature allows to compose a plate of objects but have the printer complete each one individually before going back to $Z = 0$ and starting with the next one. See the section about Sequential Printing in the Advanced Topics chapter.

Filament Settings

The Filament Settings will normally be used infrequently, for example on receipt of a new roll of filament.

Mode Simple

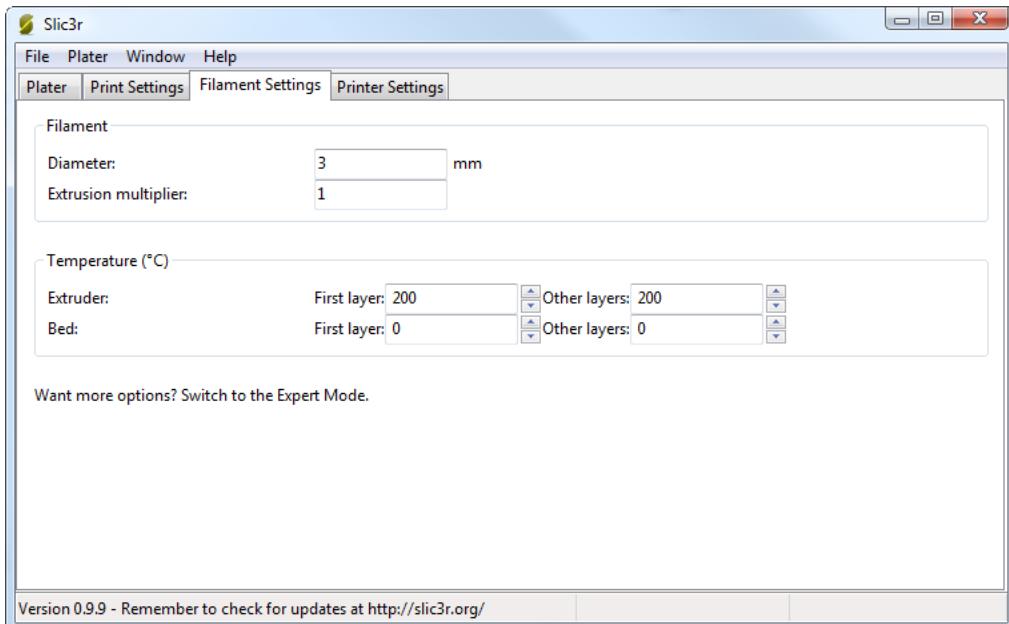


FIGURE 4.7 : Simple Mode : Filament Settings.

Filament. The **Diameter** setting will already have been filled from the value given during the wizard (see p.21), but can be updated here.

The **Extrusion multiplier** setting allows the fine tuning of the extrusion flow rate, and is given as a factor, e.g. 1 means 100%, 1.5 would mean 150%. Whilst the value should ideally be set in the firmware it can be useful to test slight changes to the rate by altering this value. It varies the amount of plastic proportionally and should be changed in very small steps (e.g. +/- 0.05) as the effects are very visible.

Temperature. These values are also filled from the wizard, but here the opportunity exists to set the temperature for the first layer (see p.25).

Printer Settings

The **Printer Settings** will be updated the least, unless Slic3r is going to be used for many printers, for example, in a 3D printer farm.

4.1. SIMPLE MODE

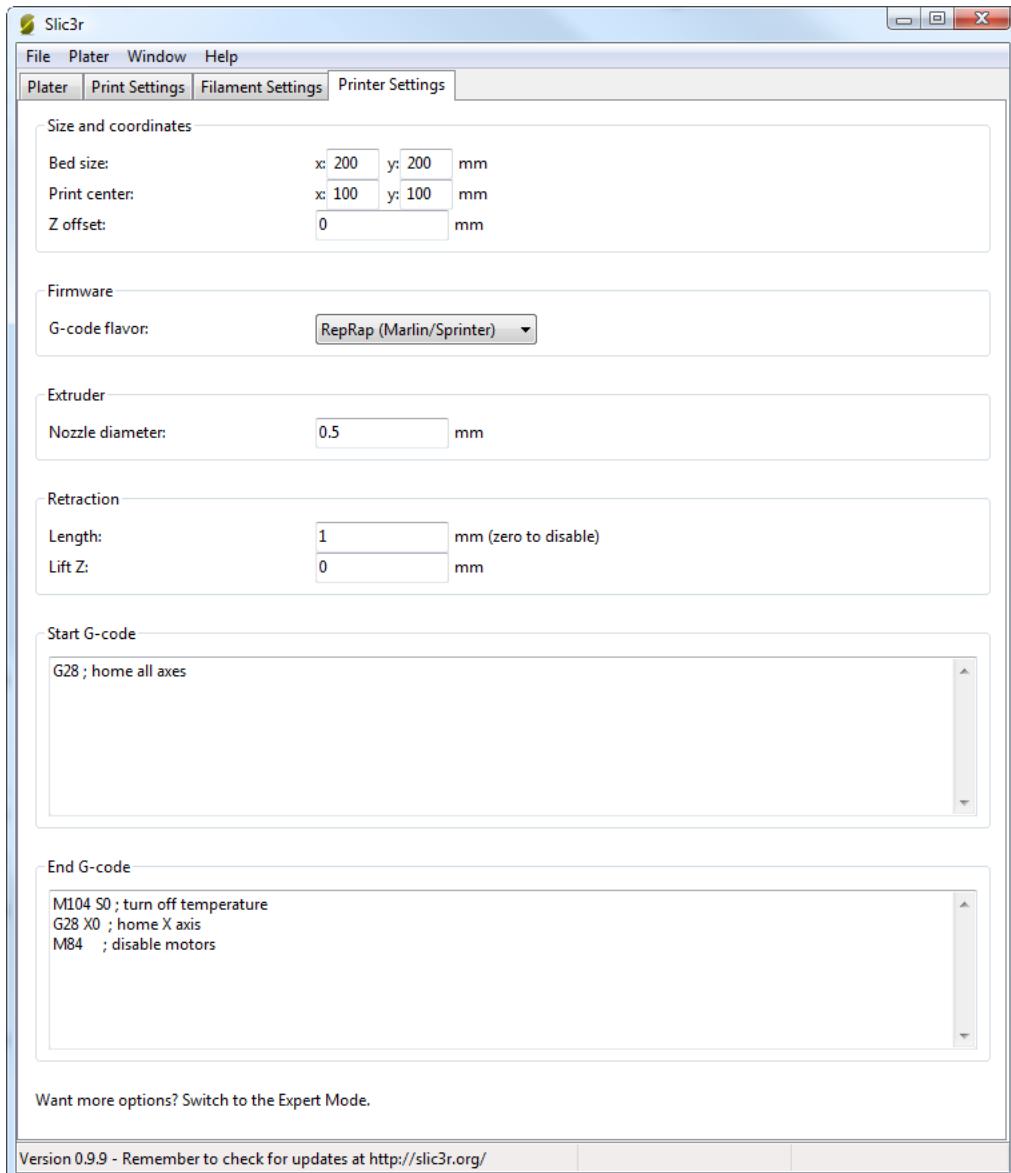


FIGURE 4.8 : Simple Mode : Printer Settings.

Size and coordinates. The Bed size setting is taken from the wizard (see p.19) and is only used for previewing the model in the plater.

The **Print center** is the point around which the print will be centered. A **Bed size** of 200mmx200mm and a **Print center** of 100mmx100mm would sit the print in the middle. Should it be desired to print away from the center, because of a scratch in the glass perhaps, then this option should be used.

Z offset can be used to compensate for an incorrectly calibrated Z end-stop. If the nozzle stops slightly too far from the bed, then adding a negative value will offset all layers by that amount. The correct solution however is to fix the end-stop itself.

The optimal Z endstop position is where the nozzle tip barely touches the surface of the bed when homed. A sheet of paper makes a good gauge for this very small distance. It is not recommended to use this setting to try and improve layer adhesion, by "squashing" the bottom layer into the bed, instead look at the suggestions in section 3.3.

Firmware. As selected in the wizard (see p.18), **G-code flavour** defines the dialect of G-code generated.

Extruder. **Nozzle diameter** was defined in the wizard (see p.20).

Retraction. Unless the material being extruded has a very high viscosity it may ooze between extrusions due to gravity. This can be remedied by actively retracting the filament between extrusions. Setting the **Length** parameter to a positive value will cause the filament to be reversed by that many millimeters before travel. The retraction will then be compensated for by the same amount after the travel move, before starting the new extrusion path.

A value of between 1 and 2mm is usually recommended. Bowden extruders may need up to 4 or 5mm due to the hysteresis introduced by the tube. Setting the **Lift Z** parameter to a positive value will raise the entire extruder on the Z axis by that many millimeters during each travel. This can be useful to ensure the nozzle will not catch on any already laid filament, however it is usually not necessary and will slow the print speed. A value of 0.1mm is usually sufficient.

4.1. SIMPLE MODE

Start, End and Layer Change G-codes. Custom G-code commands can be run before a print starts and after a print finishes.

Placeholders can be inserted in the G-code commands². For example [next_extruder] would return the index of the next extruder.

The RepRap wiki is a good resource to learn about the variety of G-codes available : <http://reprap.org/wiki/G-code>.

Note : Be sure to check that a given G-code is valid for your firmware.

The codes specified in **Start G-code** are inserted at the beginning of the output file, directly after the temperature control commands for extruder and bed. Note that if temperature control commands are specified (M104 and M190) then these will replace the temperature G-codes introduced by the **Filament** settings.

Some common G-codes to use before the print starts are :

- **G28** - Homes all the axes.

Some common G-codes to use after the print ends are :

- **M104 S0** - Sets the extruder temperature to zero.
- **M140 S0** - Sets the heated bed temperature to zero.
- **G28 X0** - Home the X axis.
- **M84** - Disables the motors.

2. <https://github.com/alexrj/Slic3r/wiki/FAQ#what-placeholders-can-i-use-in-custom-g-code>

Mode Expert

5.1 Speed

Once the printer is reliably producing good quality prints it may be desirable to increase the speed. Doing this provides several benefits, the most obvious of which is that the results are produced quicker, but also faster print times can be utilised in producing more layers, i.e. lower layer height, thus improving perceived print quality. An additional benefit is that a faster travel movement, between extrusions, can reduce the effects of oozing.

The best approach is to increment the various speed parameters in small steps and observe the effect each change has on print quality. Travel speed is a safe starting point, and it is not unrealistic to attain speeds of up to 250mm/s (if your printer can handle it). Adjusting the speed of perimeters, infill is available in simple mode, and the general rule is to have the perimeter go a little slower than the infill in order to reduce possible blemishes on the surface (infill can be faster because slight gaps will not matter as much).

Expert mode offers more parameters to fine tune printer speeds. Differentiation between external, small and other perimeters, infill locations, and bridges and gaps are available, as well as the ability to slow down for the first layer.

5.1. SPEED

Speed for print moves		
Perimeters:	40	mm/s
Small perimeters:	40	mm/s or %
External perimeters:	100%	mm/s or %
Infill:	55	mm/s
Solid infill:	85%	mm/s or %
Top solid infill:	75%	mm/s or %
Support material:	60	mm/s
Bridges:	50	mm/s
Gap fill:	20	mm/s

Speed for non-print moves		
Travel:	150	mm/s

Modifiers		
First layer speed:	40%	mm/s or %

Acceleration control (advanced)		
Perimeters:	0	mm/s ²
Infill:	0	mm/s ²
Bridge:	0	mm/s ²
Default:	0	mm/s ²

FIGURE 5.1 : Expert mode speed options.

Where indicated a value can be given in percentage. This is in relation to the preceding value, e.g. 50% solid infill would be half of the value defined for infill.

A few general guidelines for each option :

- **Perimeters** - In expert mode this parameter can be increased slightly as the **External perimeters** option can be used to ensure blemish free external faces.

- **Small perimeters** - Meant for holes, islands and fine details, a slower speed here is recommended.
- **External perimeters** - A slightly slower value may ensure cleaner surfaces.
- **Infill** - As fast as you can without compromising the integrity of the fill structure. Faster extrusions can break and result in weak spots.
- **Solid infill** - The bottom of the model, and any additional solid layers is usually slightly slower than infill but faster than perimeters.
- **Top solid infill** - Allow time for the extrusion to cleanly cover the previous top layers and result in a tidy top surface. the last few layers should have bridged the infill structure nicely, preparing the way for a neat finish.
- **Support material** - Generally support structures are quick and dirty, and so long as the base is adequately supported they can be built as quickly as they can.
- **Bridges** - Having the extrusion span distances depends on the material and cooling. Going too slow will result in sagging, too fast will result in broken strands. Experimentation is the key here, but generally bridging runs slower than perimeters.
- **Gap fill** - Filling in small gaps results in the extruder quickly oscillating and the resulting shaking and resonance could have a detrimental affect on the printer. A smaller value here can guard against this. A setting of zero disables gap filling completely.
- **Travel** - As fast as your printer will allow in order to minimise ooze.
- **First layer speed** - As mentioned in section 3.3, the first layer is important to lay down correctly, and a slower pace helps enormously. Setting a value of 50%, or even less, can really help.

Acceleration control is an advanced setting allowing acceleration settings for perimeters, infill, bridge, as well as a default setting, to be made. Deciding which values to set depends on the capabilities of the machine. Any settings within the firmware may be a good starting point.

Take into account any restrictions enforced by the firmware as many have settings for the maximum safe speed of each axis.

5.2 Infill Patterns and Density

There are several considerations when choosing an infill pattern : object strength, time and material, personal preference. It can be inferred that a more complex pattern will require more moves, and hence take more time and material.

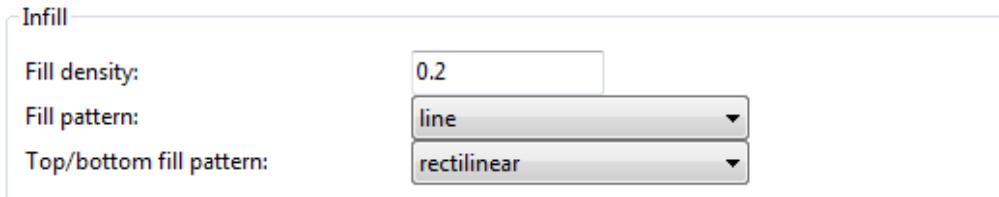


FIGURE 5.2 : Infill pattern settings.

Slic3r offers several infill patterns, four regular, and three more exotic flavours. The numbers given in brackets below each figure are a rough estimate of material used and time taken for a simple 20mm cube model¹. Note that this is only indicative, as model complexity and other factors will affect time and material.

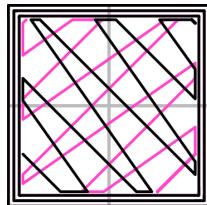


FIGURE 5.3 : Infill pattern : Line (344.51mm / 5m :20s)

1. Taken from <http://gcode.ws>

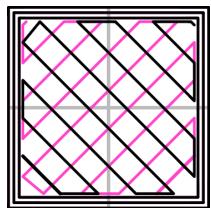


FIGURE 5.4 : Infill pattern : Rectilinear (350.57mm / 5m :23s)

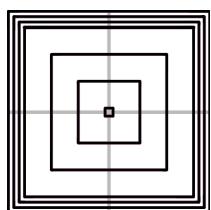


FIGURE 5.5 : Infill pattern : Concentric (351.80mm / 5m :30s)

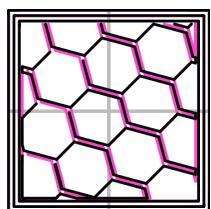


FIGURE 5.6 : Infill pattern : Honeycomb (362.73mm / 5m :39s)

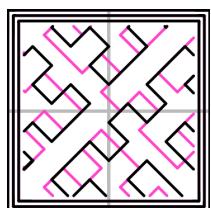


FIGURE 5.7 : Infill pattern : Hilbert Curve (332.82mm / 5m :28s)

5.2. INFILL PATTERNS AND DENSITY

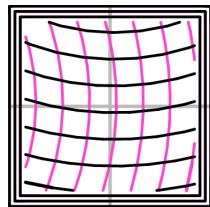


FIGURE 5.8 : Infill pattern : Archimedean Chords (333.66mm / 5m :27s)

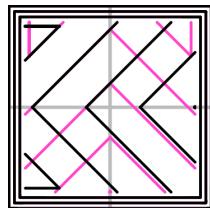


FIGURE 5.9 : Infill pattern : Octagram Spiral (318.63mm / 5m :15s)

Certain model types are more suited for a particular pattern, for example organic versus mechanical types. Figure 5.10 shows how a honeycomb fill may suit this mechanical part better because each hexagon bonds with the same underlying pattern each layer, forming a strong vertical structure.

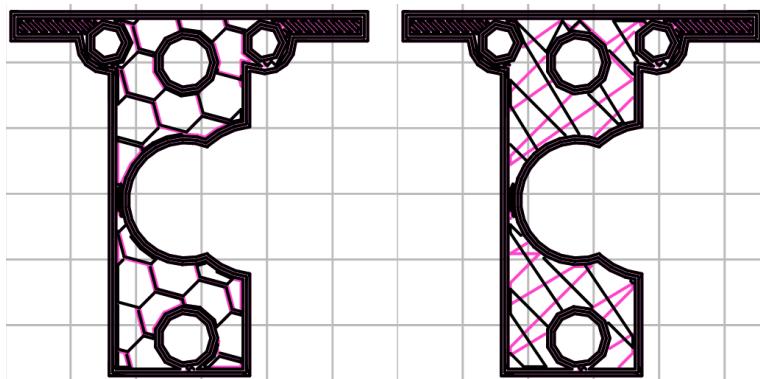


FIGURE 5.10 : Infill pattern comparison in a complex object. Left to Right : honeycomb, line

Most models require only a low density infill, as providing more than, say, 50% will produce a very tightly packed model which uses more material than required. For this reason a common range of patterns is between 10% and 30%, however the requirements of the model will determine which density is best. Figure 5.11 shows how the patterns change as the density increases.

5.2. INFILL PATTERNS AND DENSITY

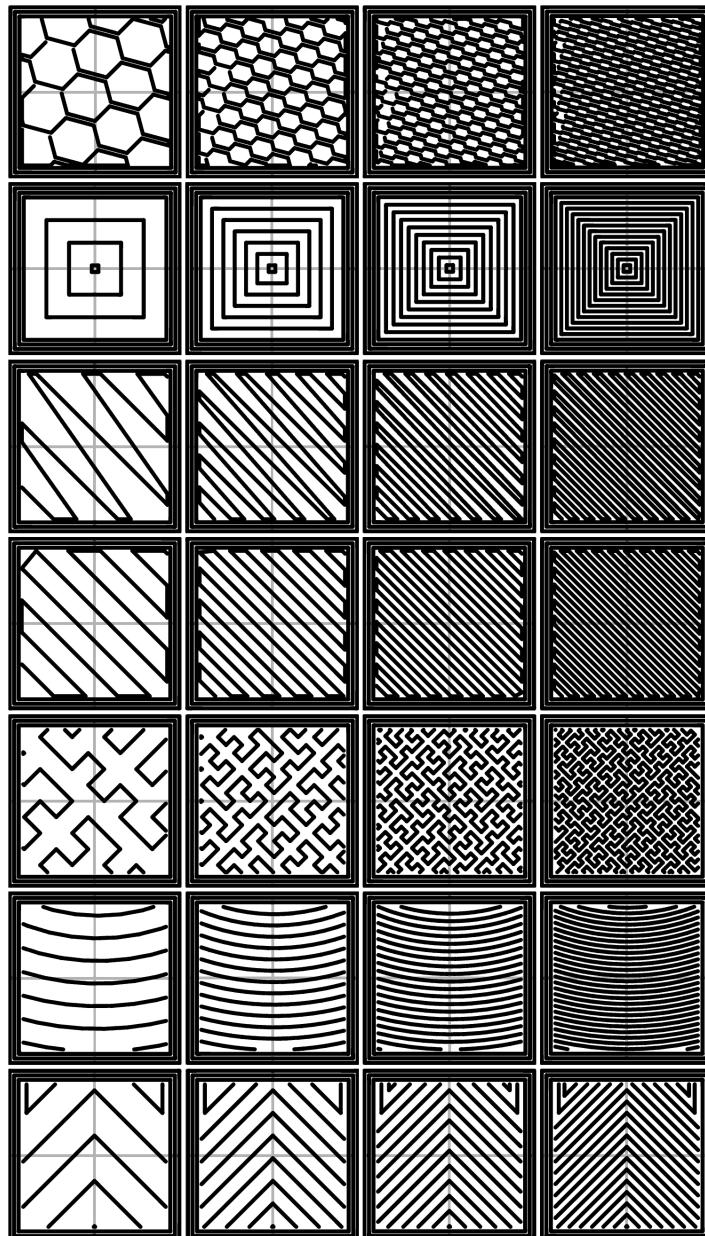


FIGURE 5.11 : Infill patterns at varying densities. Left to Right : 20%,40%,60%,80%. Top to Bottom : Honeycomb, Concentric, Line, Rectilinear, Hilbert Curve, Archimedean Chords, Octagram Spiral

5.3 Infill Optimization

Slic3r contains several advanced infill settings which can help produce better extrusions.

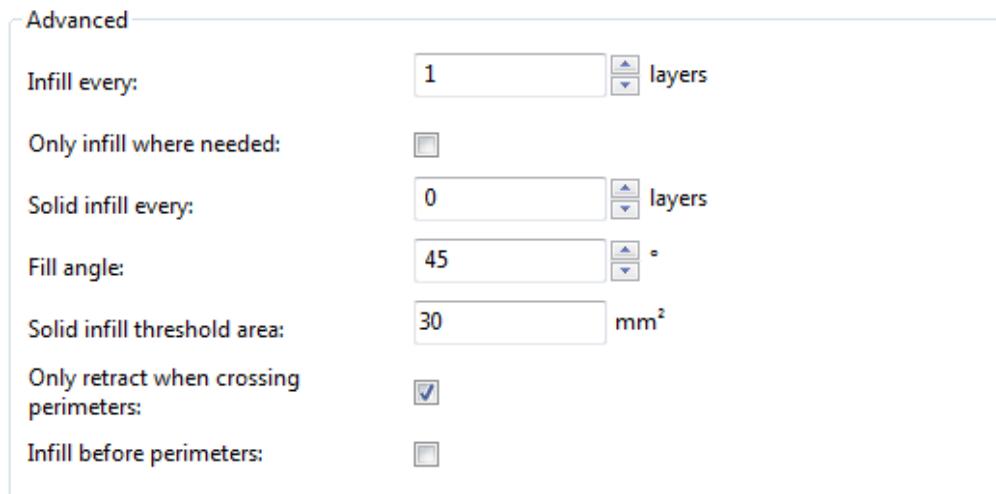


FIGURE 5.12 : Infill advanced settings.

- **Infill every n layers** - Will produce sparse vertical infill by skipping a set number of layers. This can be used to speed up print times where the missing infill is acceptable.
- **Only infill where needed** - Slic3r will analyse the model and choose where infill is required in order to support internal ceilings and overhangs. Useful for reducing time and materials.
- **Solid infill every n layers** - Forces a solid fill pattern on the specified layers. Zero will disable this option.
- **Fill angle** - By default the infill pattern runs at 45° to the model to provide the best adhesion to wall structures. Infill extrusions that run adjacent to perimeters are liable to de-laminate under stress. Some models may benefit from rotating the fill angle to ensure the optimal direction of the extrusion.
- **Solid infill threshold area** - Small areas within the model are usually best off being filled completely to provide structural integrity.

5.3. INFILL OPTIMIZATION

This will however take more time and material, and can result in parts being unnecessarily solid. Adjust this option to balance these needs.

- **Only retract when crossing perimeters** - Retracting, to prevent ooze, is unnecessary if the extruder remains within the boundaries of the model. Care should be taken if the print material oozes excessively, as not retracting may result in enough material loss to affect the quality of the subsequent extrusion. However, most modern printers and materials rarely suffer from such extreme ooze problems.
- **Infill before perimeters** - Reverses the order in which the layer is printed. Usually the perimeter is laid down initially, followed by the infill, and this is usually the preferable as the perimeter acts as a wall containing the infill.

5.4 Fighting Ooze

Unless the material being extruded has a very high viscosity it will ooze from the nozzle in between extrusions. There are several settings in Slic3r to which can help to remedy this.

The retraction settings, found in the **Printer** tab, tell the printer to pull back the filament between extrusion moves. This can alleviate the pressure in the nozzle, thus reducing ooze. After the subsequent travel move the retraction is reversed to prepare the extruder for the next extrusion.

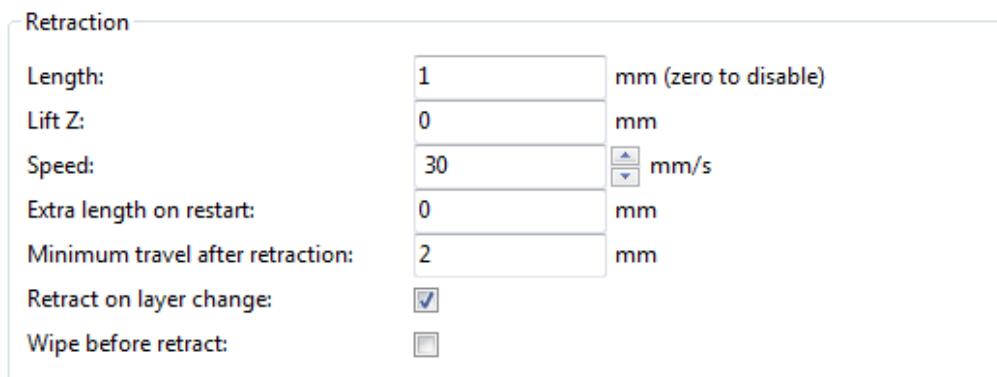


FIGURE 5.13 : Retraction settings.

- **Length** - The number of millimeters to retract. Note that the measurement is taken from the raw filament entering the extruder. A value of between 1 and 2mm is usually recommended. Bowden extruders may need up to 4 or 5mm due to the hysteresis introduced by the tube.
- **Lift Z** - Raises the entire extruder on the Z axis by that many millimeters during each travel. This can be useful to ensure the nozzle will not catch on any already laid filament, however it is usually not necessary and will slow the print speed. A value of 0.1mm is usually sufficient.
- **Speed** - The speed at which the extruder motor will pull back the filament. The value should be set to as quick as the extruder can handle without skipping steps, and it is worth experimenting with this value to find the quickest retraction possible.

5.4. FIGHTING OOZE

- **Extra length on restart** - Adds an extra length of filament after the retraction is compensated after the travel move. This setting is rarely used, however should the print show signs of not having enough material after travel moves then it may be useful to add a small amount of additional material.
- **Minimum travel after retraction** - Triggering a retraction after very short moves is usually unnecessary as the amount of ooze is usually insignificant and it slows down the print times. Set the number of millimeters minimum distance the nozzle must move before considering a retraction. If the printer handles ooze well this can be increased to 5 or 6mm.
- **Retract on layer change** - Movement along the Z axis must also be considered when dealing with oozing, otherwise blobs may occur. It is recommended to leave this setting on.
- **Wipe before retract** - Moves the nozzle whilst retracting so as to reduce the chances of a blob forming.

Additionally there are several settings in the **Print** tab which can help control oozing.

- **Only retract when crossing perimeters** (Infill) - Tells Slic3r to only retract if the nozzle will cross the threshold of the current island being extruded. Slight ooze within the walls of a part are not seen and can usually be accepted.
- **Avoid crossing perimeters** (Layers and perimeters - Advanced) - Will force the nozzle to follow perimeters as much as possible to minimise the number of times it must cross them when moving around, and between, islands. This has a negative impact on both G-code generation and print times.
- **Randomize starting points** (Layers and perimeters - Vertical shells)
 - As the extruder moves up to the start of the next layer any ooze can result in blobs. If the same start point is used for every layer then a seam can form the length of the object. This setting will move the start point to a difference location for each layer.

See also section ?? : Sequential Printing for another technique which can minimise strings forming between objects.

5.5 Skirt

The **Skirt** setting adds an extrusion a short distance away from the perimeter of the object. This can ensure that the material is flowing smoothly from the extruder before it starts on the model proper.

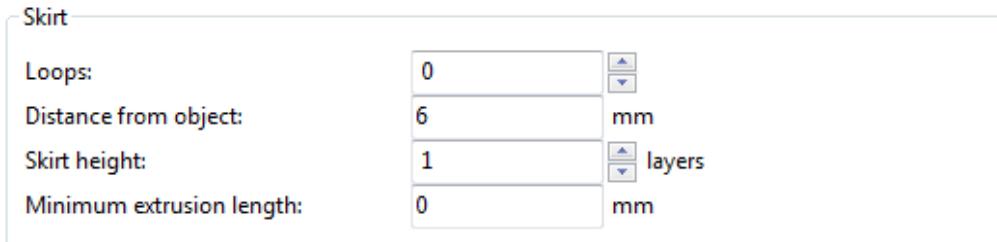


FIGURE 5.14 : Skirt settings.

- **Loops** - How many circuits should be completed before starting on the model. One loop is usually sufficient.
- **Distance from object** - The millimeters between the object and the skirt. The default of 6mm is usually sufficient.
- **Skirt height** - The number of layers to lay down a skirt for. For ensuring the material is flowing smoothly, one layer is sufficient, however the skirt function can also be used to build walls around the object in case it should be protected from draughts.
- **Minimum extrusion length** - Dictates a minimum number of millimeters that the skirt should be, should the loop around the object not be enough.

5.6 Cooling

Temperature plays a key part in determining print quality. Too hot and the material deforms, too cool and layer adhesion may be problematic. Applying cooling will allow the freshly deposited material to solidify enough to provide a good base for the next layer, helping with overhangs, small details and bridges.

There are two main techniques for cooling : adding a fan and slowing down the print speed. Slic3r may choose to use both techniques, using a fan first, and then slowing down the print if the layer time is too fast.

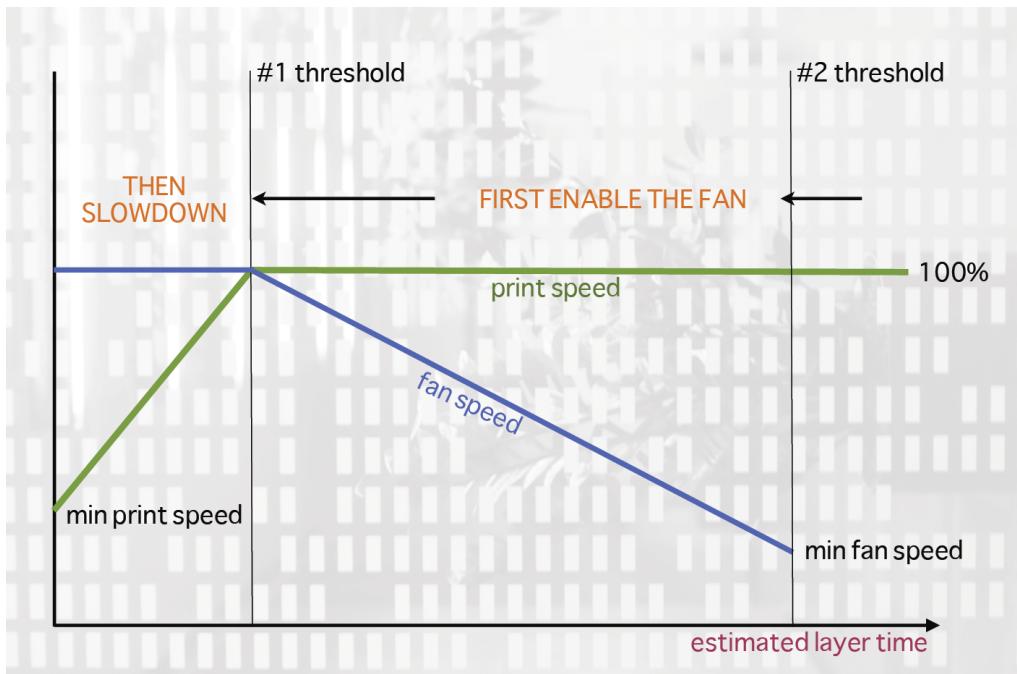


FIGURE 5.15 : Cooling strategy.

Figure 5.15 shows the strategy adopted by Slic3r. Reading from right to left, when the minimum fan threshold (#2) is reached the fan is turned on. This increases in intensity as the layer time decreases. The print speed remains constant until the estimated print time drops below a certain threshold

(#1), this is when the print speed is reduced until it reaches its minimum value.

Fans

Most electronics and firmware allow the addition of a fan via a spare connector. These can then be instructed with G-code, from Slic3r, to turn on or off as the model requires, and to rotate at different speeds.

Care should be taken with the positioning of the fan so that it does not cool any heated bed more than necessary. It should also not cool the heater block of the hot-end so as not to force it to do more work and waste energy. The air movement should aim for the nozzle tip, flowing over the freshly extruded material.

A duct may help in guiding the flow correctly, and there are several designs available online, for a wide variety of printers.

Slowing Down

Slic3r can tell the printer to slow down if the estimated layer time is above a certain threshold.

Care must be taken as the intended effect could be mitigated by the nozzle not moving far enough away from the fresh extrusion, a problem with small, detailed layers. For this reason it is usually recommended to use a fan where possible.

Configuring

In simple mode Slic3r will attempt to choose the optimal settings for both fans and speed. Expert mode gives more granular options.

5.6. COOLING

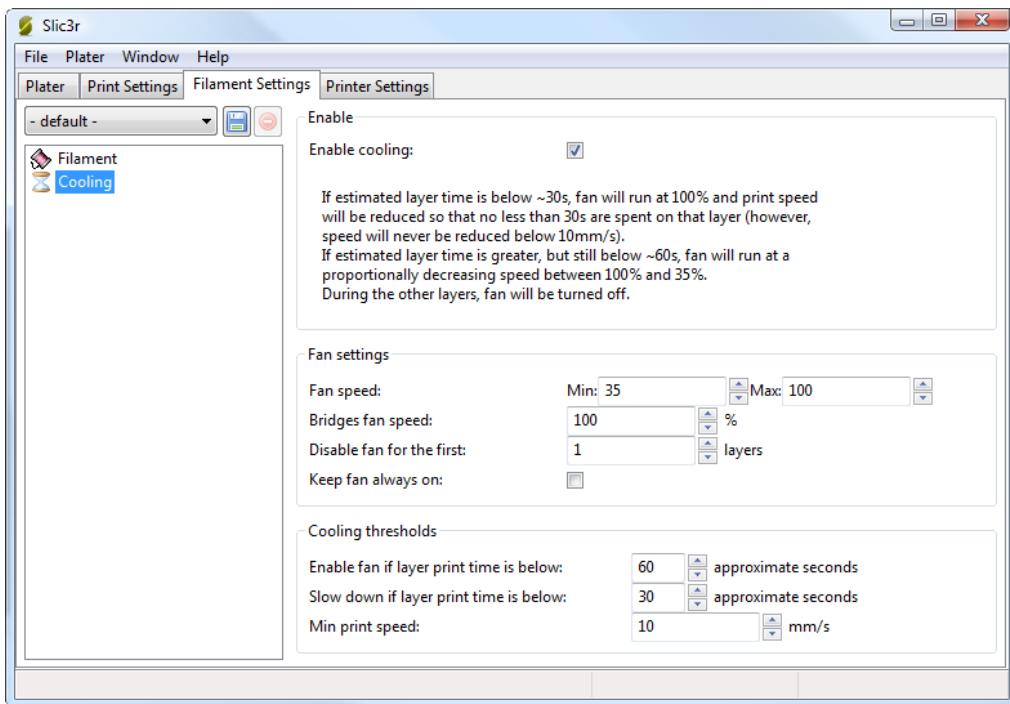


FIGURE 5.16 : Cooling advanced settings.

- **Fan speed** - Determines the minimum and maximum speeds - useful for fans that run too fast by default.
- **Bridges fan speed** - As the material stretches over wide gaps, it makes sense to try and cool it as much as possible, therefore a full fan speed is recommended.
- **Disable fan for first n layers** - Section 3.3 detailed how important the first layer is, and so it makes sense not to apply the fan until sure the print is securely attached to the bed. Keeping the fan turned off for the first two or three layers is a good idea.
- **Keep fan always on** - Overrides any other choices and has the fan run continuously, at least at the minimum speed setting. This can be useful when printing with PLA, but is not recommended for ABS.
- **Enable fan if print time is below t seconds** - Triggers the fan if the layer will be completed within the given number of seconds.

Mode Expert

- **Slow down if layer print time is below t seconds** - Slows down the print if the layer will be completed within the given number of seconds.
- **Min print speed** - A lower limit on how slowly a layer can be printed.

5.7 Support Material

Generally, most 3D models will print with overhanging parts by up to a certain degree. The angle is determined by several factors, most notably layer height and extrusion width, and is usually around 45° . For models with larger overhangs a support structure may have to be printed below it. This incurs the use of more material, longer print times, and post printing clean-up.

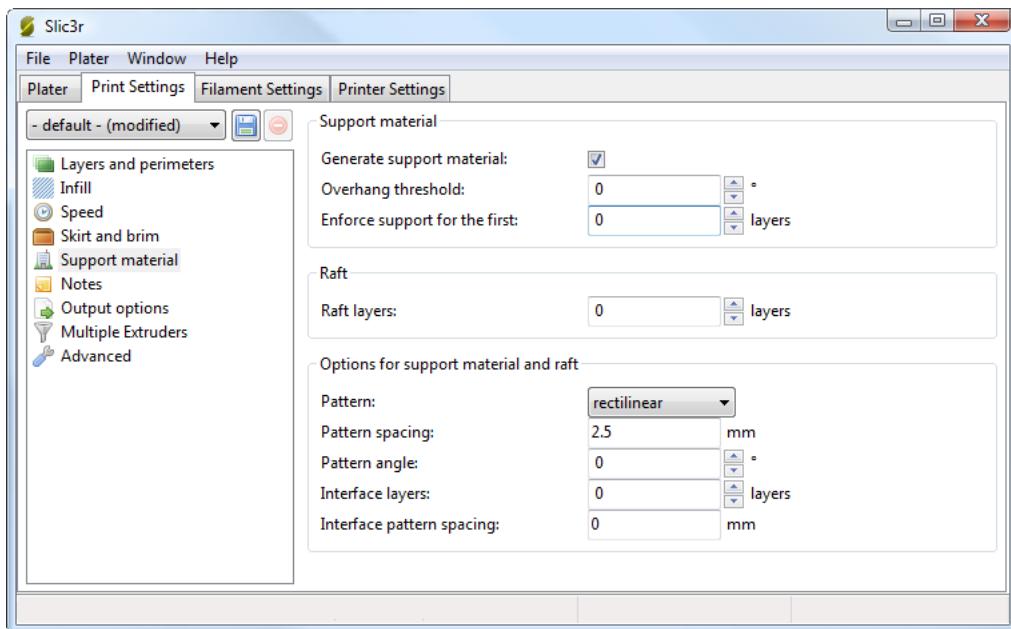


FIGURE 5.17 : Support structure options.

The first thing to do is activate the support material option by checking the **Generate support material** box. Providing a value of zero to the **Overhang threshold** parameter tells Slic3r to detect places to provide support automatically, otherwise the degrees given will be used. Support generation is a relatively complex topic, and there are several aspects which determine the optimal support, it is strongly recommended to set the threshold to zero and allow Slic3r to determine the support required.

Small models, and those with small footprints, can sometimes break or detach from the bed. Therefore the **Enforce support** option will cause support structures to be printed for the given number of layers, regardless of the angle threshold value.

To demonstrate the infill patterns the minimug model was tilted by 45° along the x axis, as shown in figure 5.18.

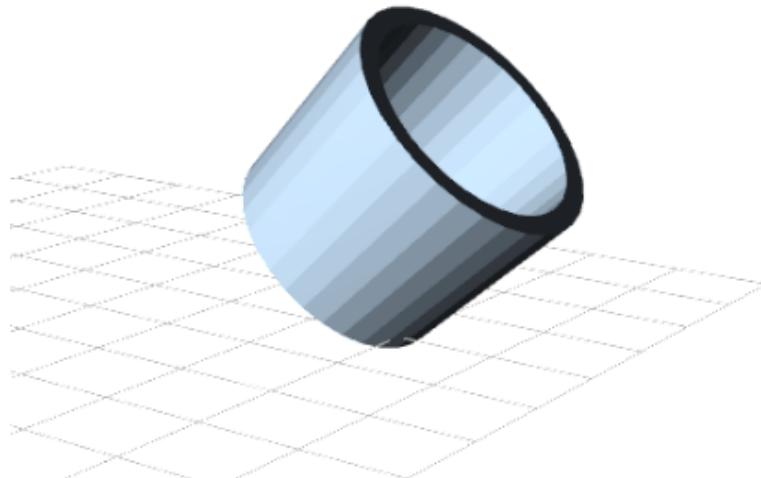


FIGURE 5.18 : Minimug model, tilted 45° .

As with infill, there are several patterns available for the support structure.

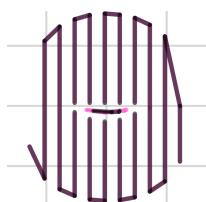


FIGURE 5.19 : Support infill pattern : Rectilinear

5.7. SUPPORT MATERIAL

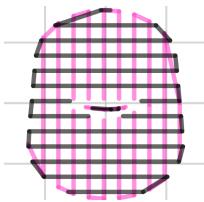


FIGURE 5.20 : Support infill pattern : Rectilinear Grid

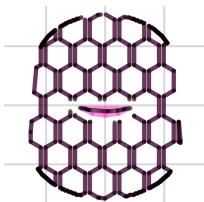


FIGURE 5.21 : Support infill pattern : Honeycomb

Pattern Spacing determines the distance between support lines, and is akin to infill density apart from being defined only in mm. If changing this attribute take into account the width of the support extrusion and the amount of support material that will adhere to the object.

Care should be taken to choose a support pattern which matches the model, where the support material attaches perpendicularly to the wall of the object, rather than in parallel, so it will be easy to remove. If the support structure does run along the length of a wall then the **Pattern Angle** option allows the direction of the support lines to be rotated.

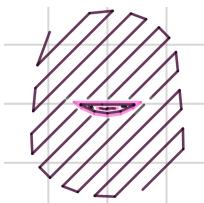


FIGURE 5.22 : Example of pattern angle rotated 45°.

5.8 Multiple Extruders

A printer with more than one extruder can be used in different ways : The additional extruder could print a different colour or material ; or it could be assigned to print particular features, such as infill, support or perimeters.

Multi-material printing requires a suitably designed object usually written in AMF format as this can handle multiple materials (see Model Formats in §3.4). Details on how to create such a file are given below.

Configuring Extruders

In the **Printer Settings** tab there is an **Extruders** option, under **Capabilities**, which allows the number of extruders to be defined. Incrementing this value will dynamically add another extruder definition to the left-hand pane.

5.8. MULTIPLE EXTRUDERS

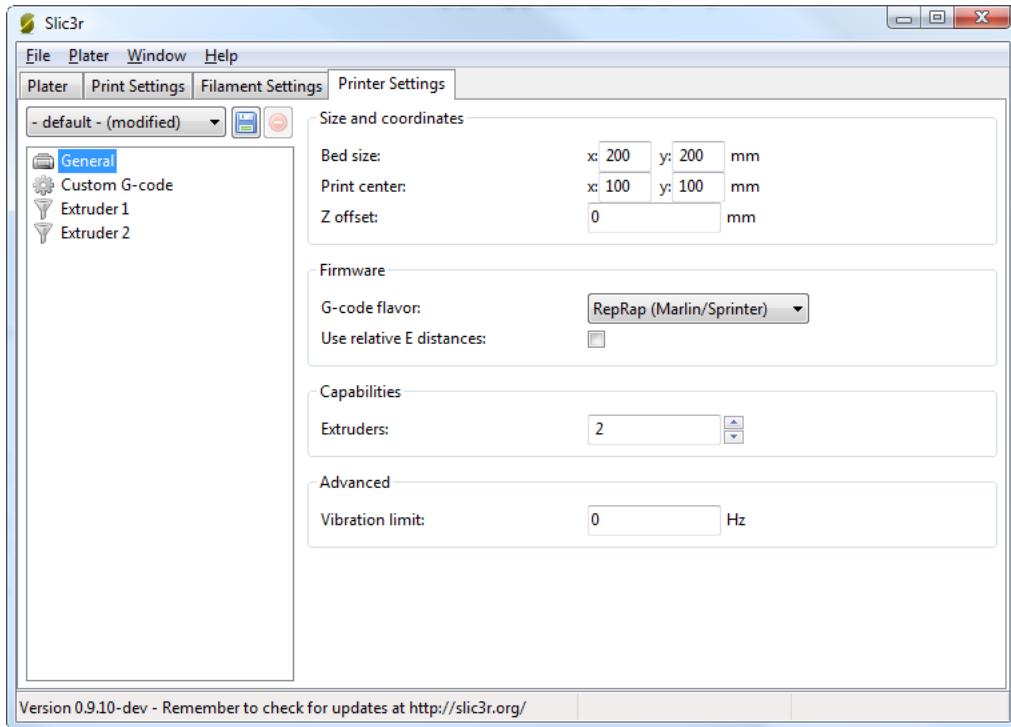


FIGURE 5.23 : Multiple extruder options - Printer Settings Tab (General). Note the two extruders defined in the left-hand pane.

Each extruder can be configured as usual, however there are additional settings which must be set which are particular to multi-extruder setups.

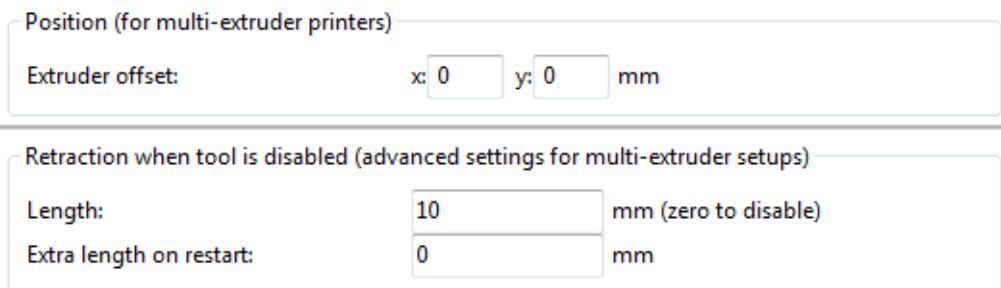


FIGURE 5.24 : Multiple extruder options - Printer Settings Tab (Extruder).

The **Extruder offset** is to be used should the firmware not handle the displacement of each additional nozzle. Your firmware documentation should tell you if this is the case. Each additional extruder is given an offset in relation to the first one. If the firmware does handle this then all offsets can remain at 0,0.

Because the secondary extruder will be dormant whilst the first is working, and vice-versa, it is important that the material is sufficiently retracted to stop oozing. As with the regular retraction settings (see p. 58) the **Length** options is measured from the raw filament entering the extruder.

Assigning Filaments

When a printer profile with multiple extruders has been selected the **Plater** tab allows the selection of a different filament for each extruder.

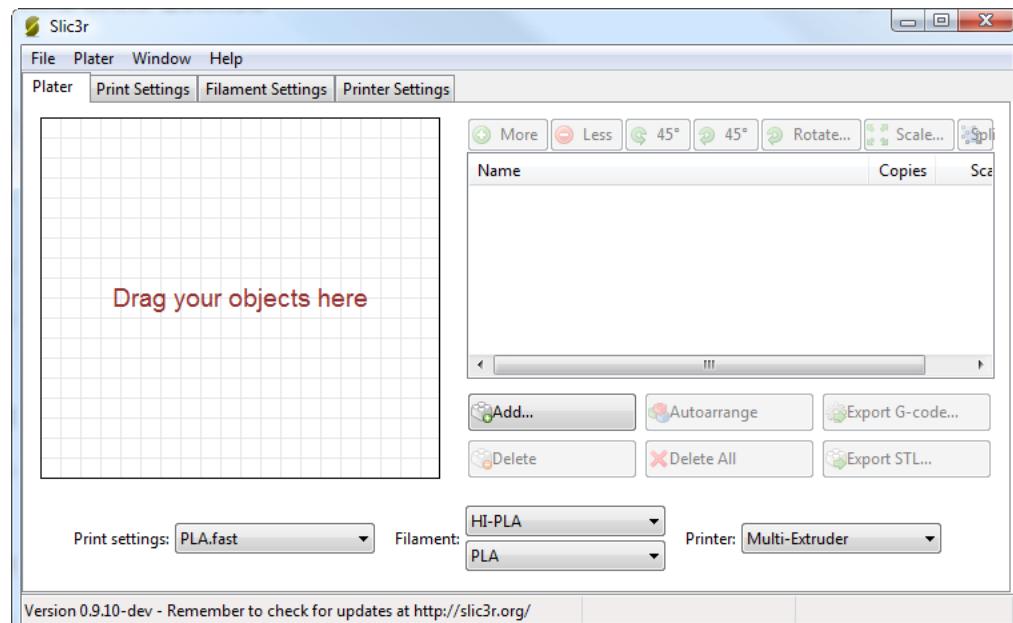


FIGURE 5.25 : Plater with multiple filament options.

Assigning Extruders for Single-material Objects

For single material prints, where the secondary extruder is to be tasked with a particular extrusion, the **Multiple Extruders** section of the **Print Settings** tab gives the ability to assign an extruder to each extrusion type.

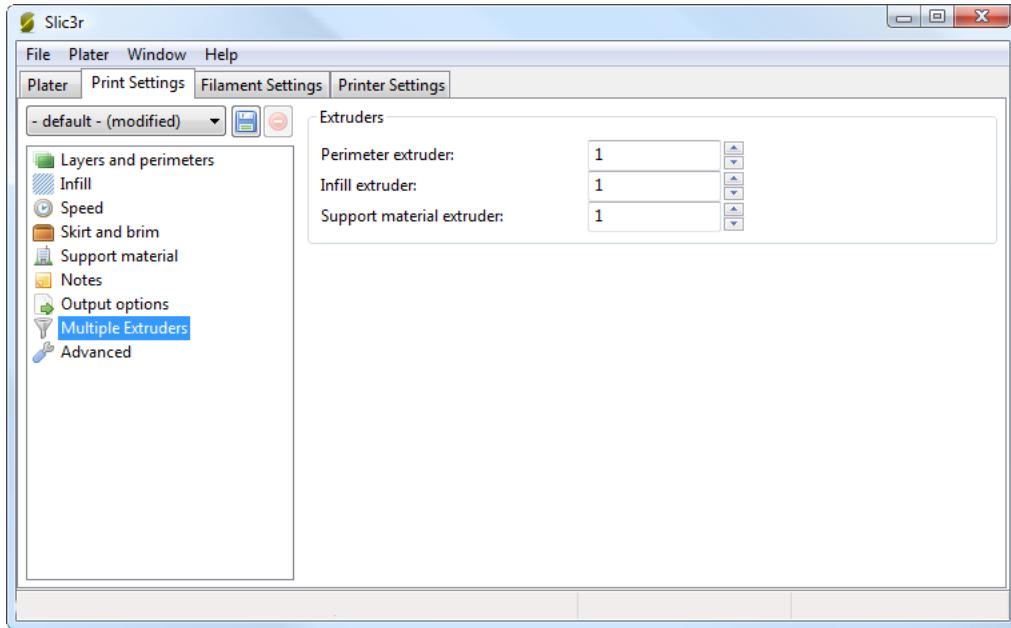


FIGURE 5.26 : Multiple extruder options - Print Settings Tab.

Configuring Tool Changes

The **Custom G-code** section of the **Printer Settings** tab has an option for inserting G-code between tool changes. As with all custom G-code sections, placeholder variables can be used to reference Slic3r settings. This includes the `[previous_extruder]` and `[next_extruder]` variables.



FIGURE 5.27 : Multiple extruder options - Tool change G-code.

Printing Multi-material Objects

If a multi-material AMF file already exists, because the CAD program can export such a format, then this can be loaded into Slic3r in the usual way. The mapping between object materials and extruders is sequential, i.e. the first material is assigned to the first extruder, etc.

Generating multi-material AMF files

Slic3r has the feature to combine multiple STL files into a multi-material AMF file.

- Split the original design into the separate parts within the CAD program, and export each part as STL.
- Within Slic3r, choose **Combine multi-material STL files...** from the **File** menu.
- When prompted with a file dialog, choose the first STL, which will be assigned the first material (and hence the first extruder). Click **Open** to be prompted for the next STL, and so on until each STL is assigned a material. To signal there are no more STL files, choose **Cancel**.
- The following file dialog prompts for the location and name of the AMF file.

Once generated the file can be loaded and printed as described above.

5.9 Extrusion Width

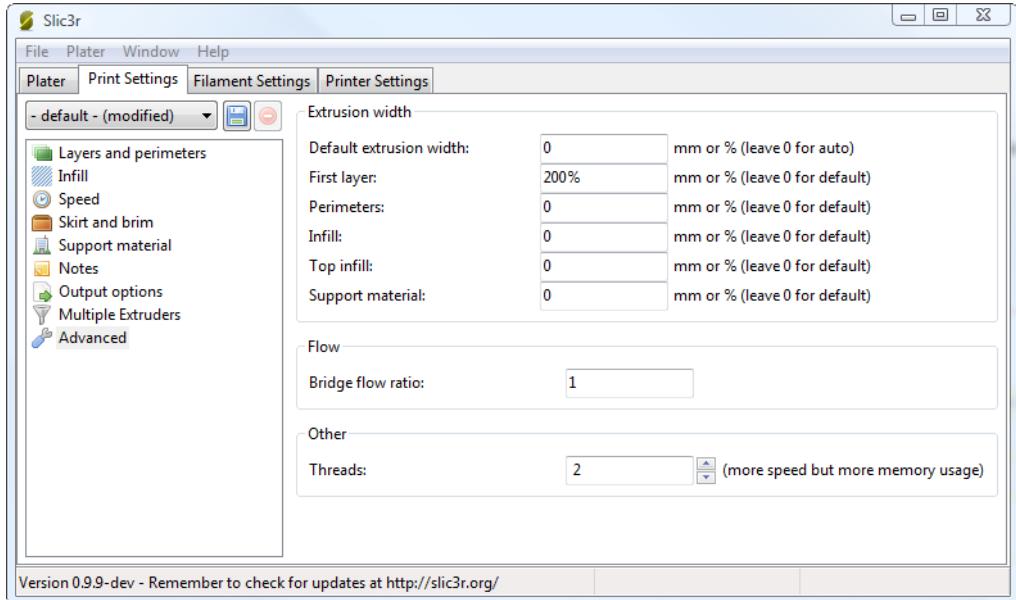


FIGURE 5.28 : Extrusion widths options.

One reason for modifying the extrusion width has already been discussed : increasing first layer extrusion width in order to improve bed adhesion (see p.26). There are some further cases where it may be beneficial to modify extrusion widths.

- **Perimeter** - A lower value will produce thinner extrusions which in turn will produce more accurate surfaces.
- **Infill and Solid Infill** - A thicker extrusion for infill will produce faster prints and stronger parts.
- **Top infill** - A thinner extrusion will improve surface finish and ensure corners are tightly filled.
- **Support material** - As with the infill options, a thicker extrusion will speed up print time.

It is important to remember that if the extrusion width is expressed as a percentage then this is computed from the **Layer height** property, and not the **Default extrusion width** setting.

5.10 Variable Layer Height

Slic3r gives the ability to adjust the layer height between arbitrary positions along the Z axis. That is, parts of the model could be printed with a coarse layer height, for example vertical sections, and other parts could be printed with a finer layer height, for example sloping gradients where layering appears more pronounced.

The model in fig. 5.29 gives a rudimentary example of where variable layer heights could be used to improve print quality. The walls of the structure need not be rendered in high definition for acceptable quality, however the sloping roof shows layer artifacts as the layer height of 0.4mm is too coarse, particularly for the very top, which is flattened. This is shown in the G-Code rendering in fig 5.30.

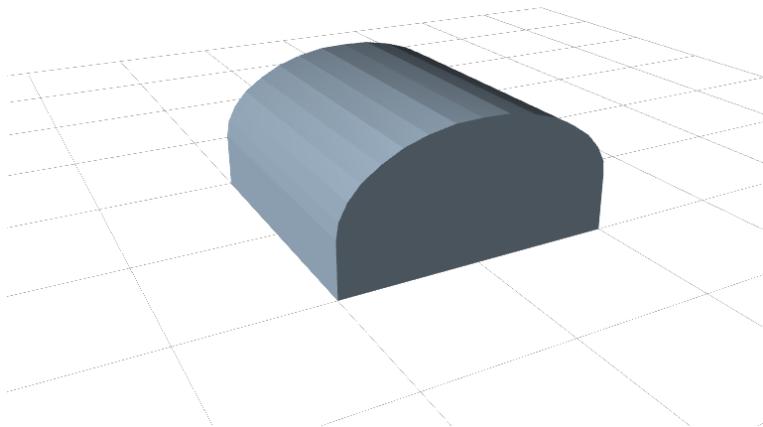


FIGURE 5.29 : Example model highlighting use case for variable layer heights.

5.10. VARIABLE LAYER HEIGHT

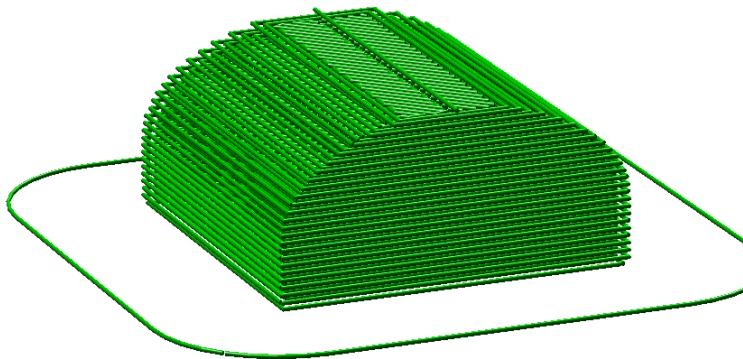


FIGURE 5.30 : Example with normal layer height.

The variable layer height options are available by double clicking on a part name in the Plater window. This will cause a pop-up window to be displayed which contains two tabs. The first gives some information about the model, as shown in fig. 5.31.

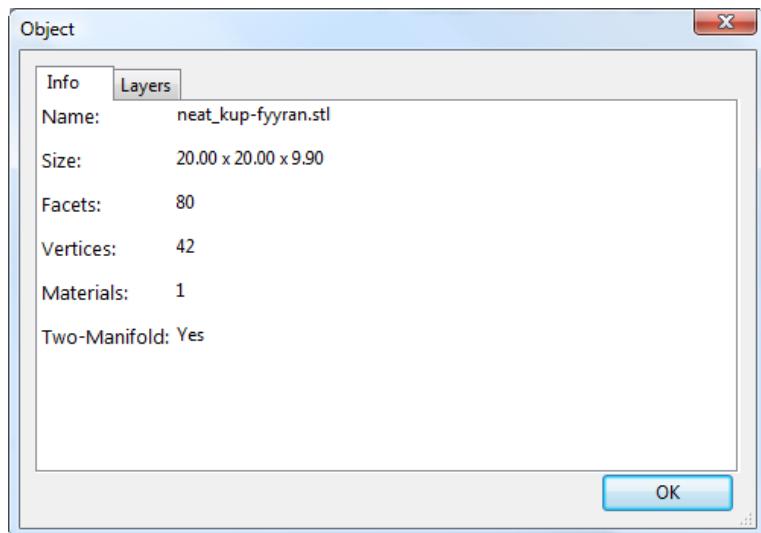


FIGURE 5.31 : Variable layer height options - Info.

It is worth noting the height of the model, as this will be useful when calculating the maximum Z height.

The second tab (fig. 5.32) presents a table where each row defines a layer height for a particular range along the Z axis, given in millimeters. In this example the walls of the model are printed at 0.4mm, the steeper parts of the roof are printed at 0.2mm, and the less steep at 0.15mm. Note that each range divides exactly by the given layer height so there are no "gaps" between sections.

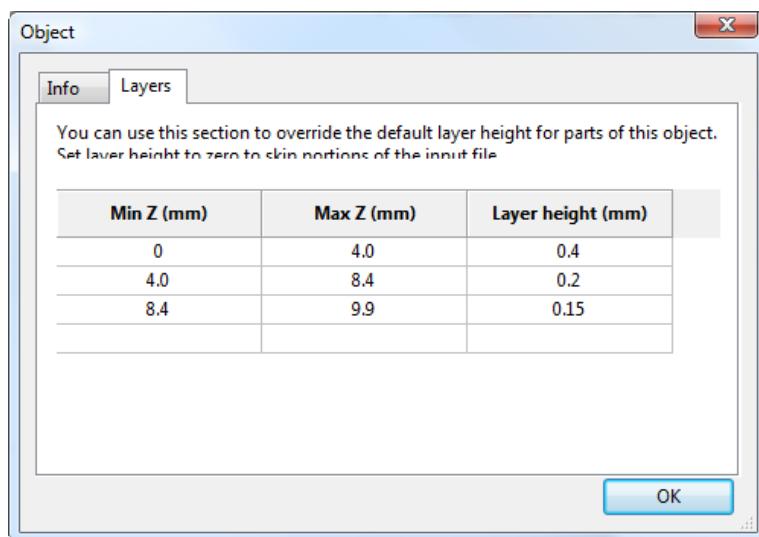


FIGURE 5.32 : Variable layer height options - Layers.

The resulting G-Code (fig. 5.33) shows a higher definition which should result in a higher quality print.

5.10. VARIABLE LAYER HEIGHT

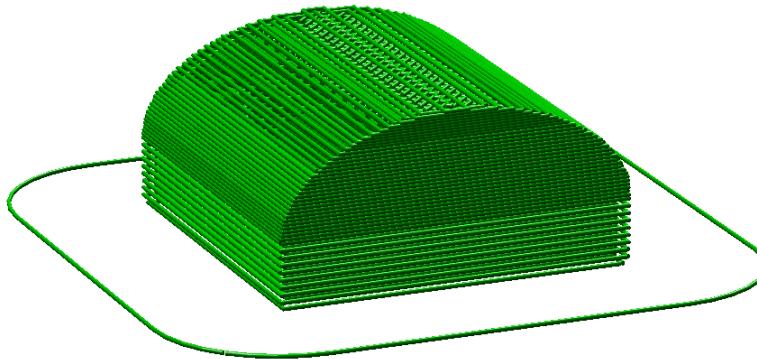


FIGURE 5.33 : Example with variable layer height.

Fig. 5.34 shows the example model printed. The print on the left has 0.4mm layer height throughout, whereas the print on the right has the variable layer height.

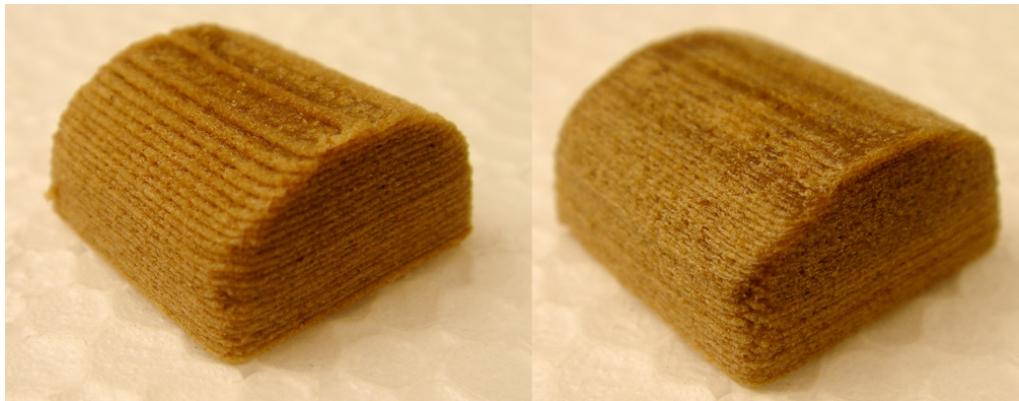


FIGURE 5.34 : Example print with variable layer height.

An additional feature of the variable layers height option is that by entering a zero for a range that part of the model will not be printed. Fig. 5.35 shows the G-Code where layers between 0 and 4mm are skipped. This is a useful

way of dividing a tall model into multiple, shorter sections which can be printed individually and assembled afterwards.

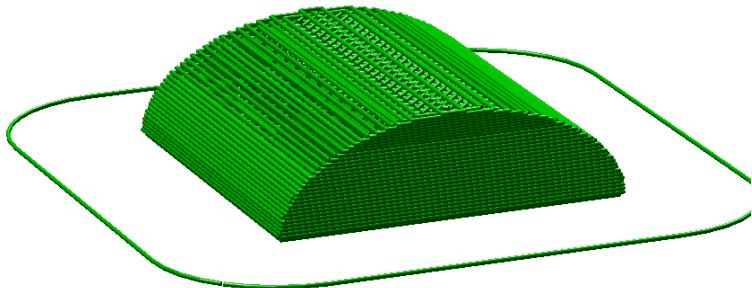


FIGURE 5.35 : Example with skipped layers.

Configuration Organization

There are two ways in which to organise the configuration settings : exporting and importing the configuration settings, and profiles. The former is available in both simple and expert mode, whereas profiles is only available in expert mode.

6.1 Exporting and Importing Configuration

The current set of configuration options can be simply exported via the **Export Config** File menu option. This saves all the values into a text file with a **.ini** extension. Previously saved files can be loaded with the **Load Config** menu option.

This gives a rudimentary means to store different configuration settings for different needs. For example a set with slightly faster print speeds, or a different infill pattern. However this way of organising things will quickly become frustrating, as each minor change to a parameter may have to be duplicated across many configurations. For this reason, profiles are a more suitable way of managing multiple configurations.

This method also allows configuration to be transferred between machines, or stored remotely.

6.2 Profiles

After a few prints it will become apparent that it is worth having a set of configuration options to choose from, and that some parameters change at different rates as others. In expert mode, profiles can be created for Print, Filament and Printer settings, with the expectation that the printer settings change least often, filament rarely, and the print settings could be changed for each model. These different profiles can be mixed and matched as desired, and can be selected either in their respective tabs, or directly from the plater.

6.2. PROFILES

Creating Profiles

Open the desired tab and change the settings as necessary. Once satisfied, click the save icon to the left above the setting titles, and give a suitable name when prompted.

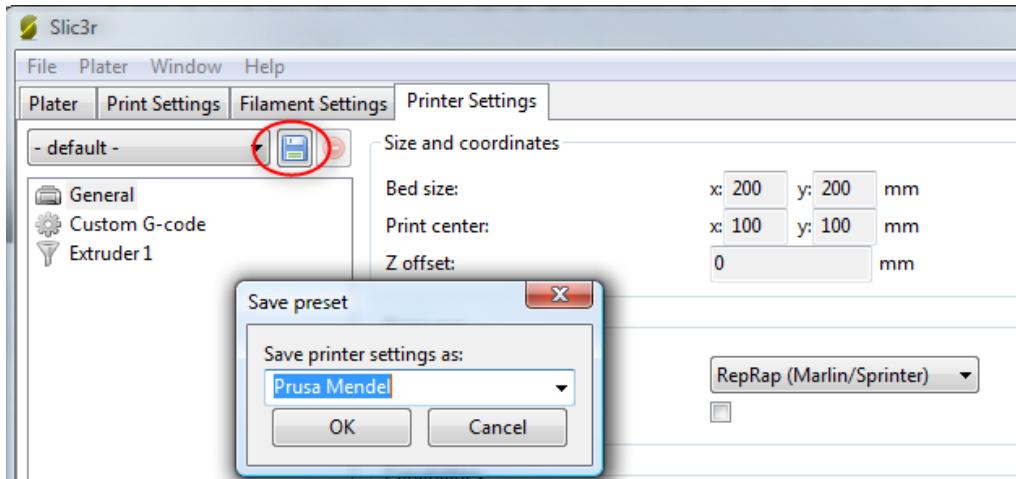


FIGURE 6.1 : Saving a profile.

Profiles can be deleted by choosing the profile to delete and clicking the red delete button next to the save button.

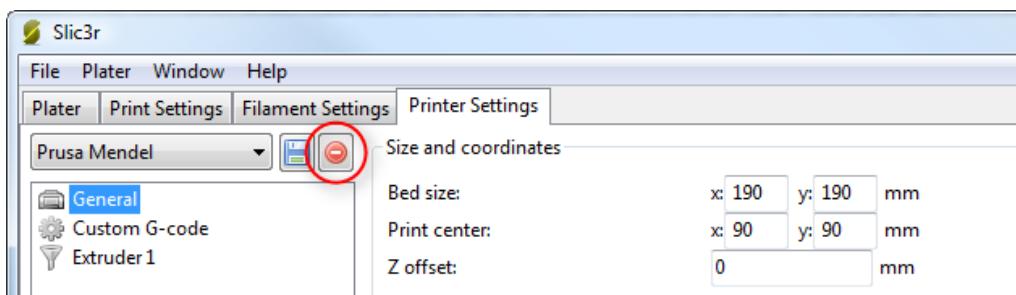


FIGURE 6.2 : Deleting a profile.

Réparer Les modèles

If the 3D mesh described in the model contains holes, or edges are misaligned (known as being non-manifold), then Slic3r may have problems working on it. Slic3r will attempt to fix any problems it can, but some problems are out of its reach. If the application complains that a model cannot be sliced correctly then there are several options available, and the ones described here are all free at the time of writing.

Netfabb Studio Netfabb produce a range of 3D modelling applications, including a free basic version¹. This version includes a mesh repair module which can help eliminate the various problems faced. Up-to-date instructions can be found on the Netfabb wiki², the following is a quick overview of the steps involved.

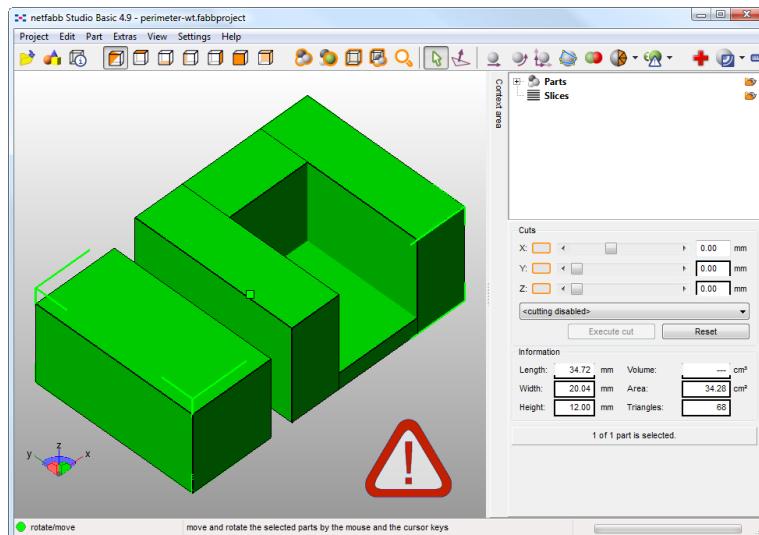


FIGURE 7.1 : Netfabb Studio : Part repair.

- Start Netfabb Studio, and load the problem STL file, either via the File menu or by dragging and dropping it onto the workspace. If Netfabb detects a problem it will show a red warning sign in the bottom right-hand corner.
 1. <http://www.netfabb.com/basic.php>
 2. http://wiki.netfabb.com/Part_Repair

- To run the repair scripts, select the part and then either click the first aid icon in the toolbar (the red cross), or select from the context menu **Extras->Repair Part**. This will open the part repair tab and show the status of the model.
- The **Actions** and the **Repair scripts** tabs offer several repair scripts which can be applied manually, however for the purposes of this overview selecting the **Automatic repair** script will fix most problems.
- The automatic repair button presents two options : Default and Simple. Choosing Default will cover most cases. Select **execute** to run the scripts.
- Once the part is repaired the repairs must be applied by selecting **Apply repair**, choosing whether to override the existing part or not.
- The part may then be exported by selecting **Export part->As STL** from the context menu.
- If Netfabb still detects that the exported part will still contain errors then it will provide the option to apply further repairs before exporting.

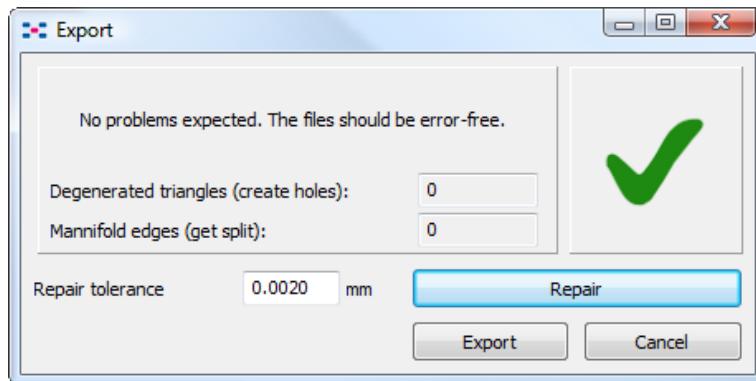


FIGURE 7.2 : Netfabb Studio : Part export.

Netfabb Cloud Service Netfabb also hosts a web service where an STL file may be uploaded for it to be checked and repaired³.

3. <http://cloud.netfabb.com/>

Réparer Les modèles

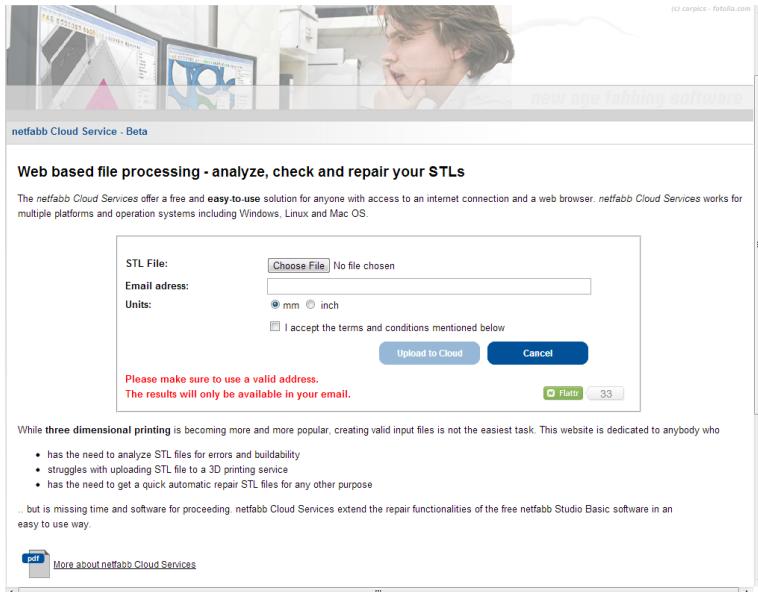


FIGURE 7.3 : Netfabb Cloud Services.

- Navigate to <http://cloud.netfabb.com>
- Choose the STL file to upload using the button provided.
- An email address must be given to inform you when the service is finished.
- Choose whether metric or imperial measurements should be used.
- Read and accept the terms of service, and then click **Upload to Cloud**.
- Once the service has analysed and repaired the file an email is sent providing the download link to the repaired file.

FreeCAD Freecad⁴ is a comprehensive, and free, CAD program which comes with a mesh module, in which repairs to degenerate models can be made. the following steps outline how a problem model file can be analysed and repaired.

4. <http://sourceforge.net/projects/free-cad>

MANUEL UTILISATEUR DE SLIC3R

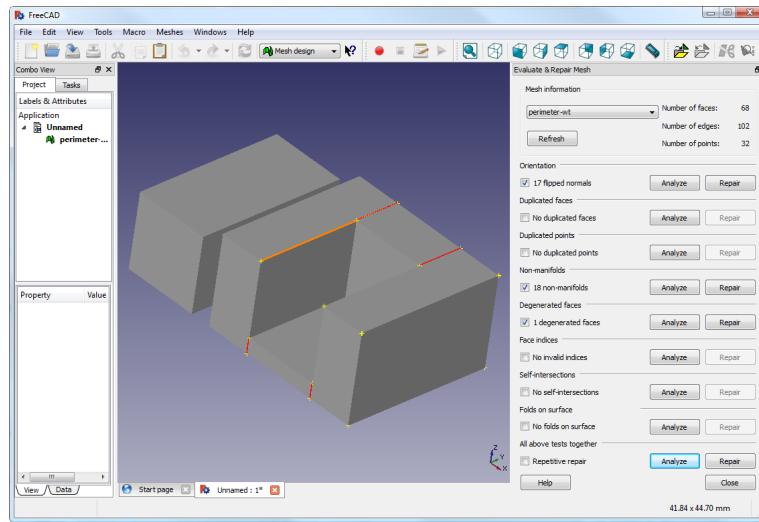


FIGURE 7.4 : FreeCAD part repair.

- Start FreeCAD and from the start splash page choose **Working with Meshes**.
- Load the model by dragging and dropping it onto the workspace or via the **File** menu. A small message in the bottom left corner will indicate if the model appears to have problems.
- From the menu choose **Meshes->Analyze->Evaluate & Repair mesh** to bring up the repair options dialog.
- From the options dialog choose the loaded mesh, then perform each analysis by clicking the **Analyze** button by each problem type, or select **Repetitive Repair** at the bottom to perform all checks. If a corresponding problem is detected the **Repair** button becomes enabled.
- For each desired repair hit the **Repair** button.
- It is important to review the effect the repair script has made to the model. It may be the case that the script damages the file, rather than repair, for example by removing important triangles.
- Export the repaired model via the **Export** menu option or context menu.

Sujets Avancés

8.1 Sequential Printing

When printing several objects at once it can be useful to print each one separately as this will minimise oozing and strings running between the prints. It will also decrease the risk of a problem ruining the entire print - if one part detaches or fails in some way, it will not be dragged into other parts of the print during each layer.

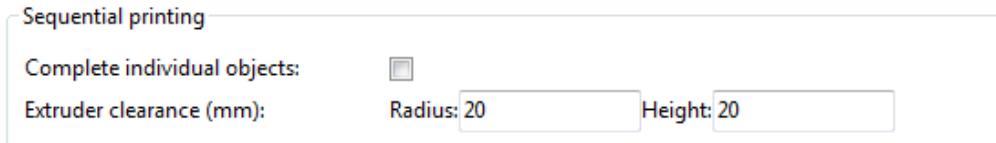


FIGURE 8.1 : Sequential printing options.

Care has to be taken that the nozzle and extruder does not interfere with already printed parts. Slic3r should warn if it detects the nozzle or extruder will collide with a part, but double check that the layout of the parts will not cause problems. The **Extruder clearance** parameters help Slic3r detect potential collisions :

- **Radius** - The clearance that should be given around the extruder. Take care if the extruder is not mounted centrally - take the largest safe value.
- **Height** - The vertical distance between the nozzle tip and the X axis rods, or lowest part which may interfere with a finished print.

8.1. SEQUENTIAL PRINTING

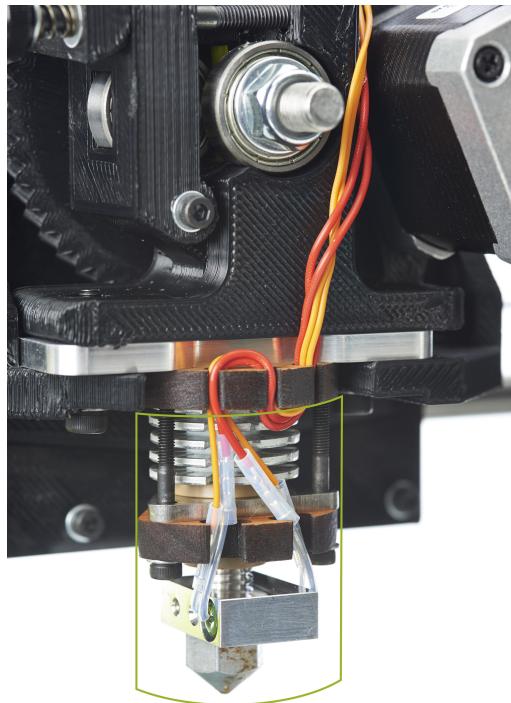


FIGURE 8.2 : The clearance cylinder around an extruder.

8.2 SVG Output

Slic3r can produce output for other types of 3D printers which require each layer to be represented as image, for example DLP resin or powder-bed printers. These expect an image usually consisting of a white silhouette on a black background (See fig 8.3). Almost all image formats can be used (bmp, png, etc.), however, because the image may have to be scaled, it is usually desirable to use a vector format, rather than a bitmap format. For this reason it is common to use Scalable Vector Graphics (SVG) format.



FIGURE 8.3 : Example SVG slice.

Slic3r provides the ability to produce SVG output suitable for such printers. Instead of using the **Plater**, the process begins by selecting the **Slice to SVG...** option from the **File** menu. This prompts for the source file (STL, OBJ or AMF), and when selected will prompt for where the output SVG file should be saved. Slic3r will then go and produce the SVG file.

Attempting to view the SVG file in a browser will result in only the first layer being shown, and only the negative islands within the model (as the browser background is usually white).

8.2. SVG OUTPUT

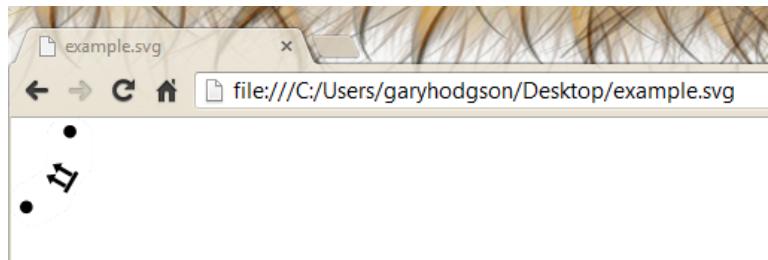


FIGURE 8.4 : SVG in the browser.

For this reason a small web application was written to allow each slice to be displayed, and for it to be shown on a black background¹. Navigate to the application and drag and drop the SVG file onto the screen to have it load and display.

1. <http://garyhodgson.github.io/slic3rsvgviewer>

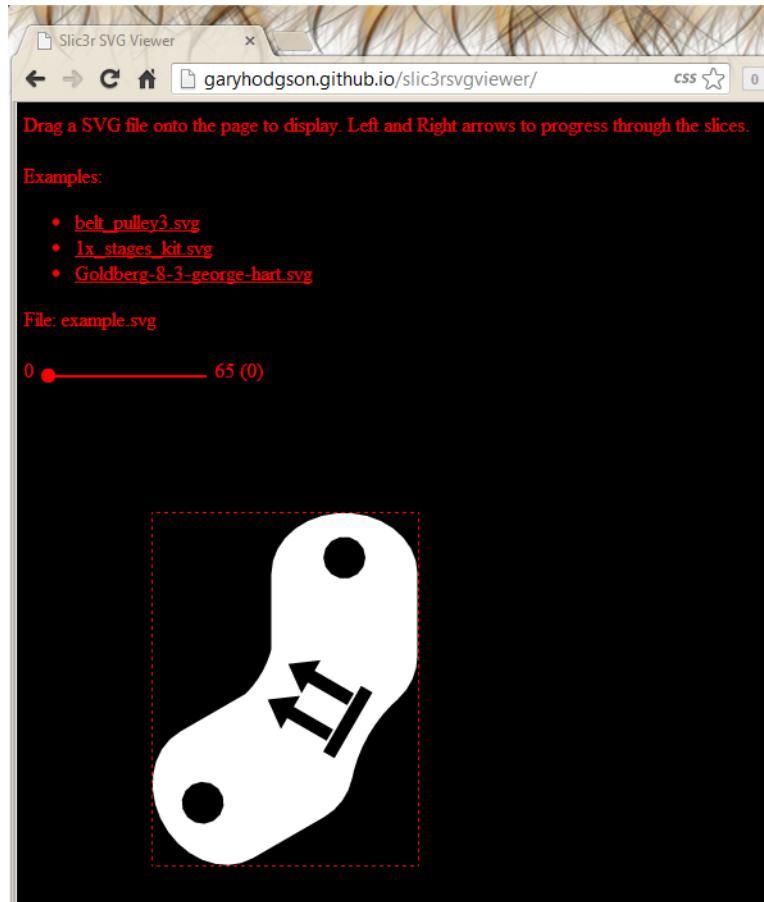


FIGURE 8.5 : Slic3r SVG Viewer.

SVG Settings

The majority of options in Slic3r are not required when generating SVG, however the `Layer height` setting will dictate the number of layers. Note that Slic3r restricts the layer height to be smaller than the nozzle diameter, so this may also have to increased if higher layers are desired.

Printing with SVG

Whilst SVG output can be used in a range of printers, the following example shows how the file can be used with a DLP resin printer. Using a modified

8.2. SVG OUTPUT

version of Kliment's Printrun² the SVG file can be loaded directly and sent to a DLP projector. The Z axis is controlled via G-Code commands sent through the printcore component, which means that standard RepRap electronics, such as RAMPS, can be used.

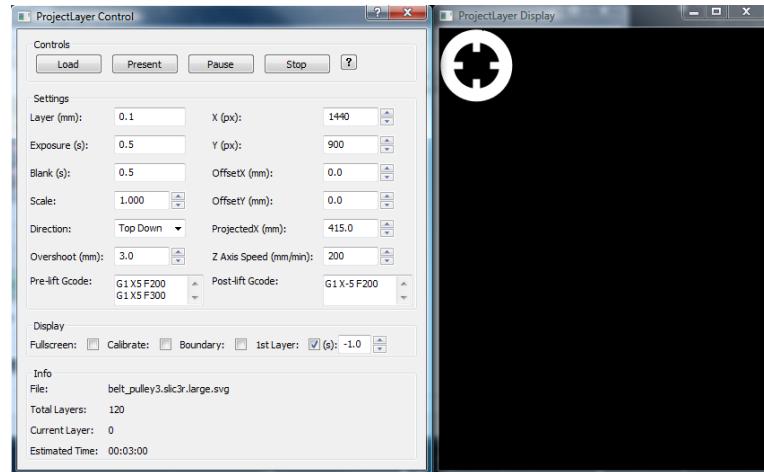


FIGURE 8.6 : Printing SVG with Projectlayer.

2. <http://garyhodgson.com/reprap/projectlayer>

8.3 Utilisation en Ligne de Commande

Slic3r peut également être utilisé à partir de la ligne de commande à la place de l'interface graphique, dans le cadre d'un script, ou dans le cadre d'un autre outil, comme Printron³.

Toutes les options présentes dans l'interface graphique peuvent être utilisées à partir de la ligne de commande sous la forme de paramètres de commutation. La dernière version de ceux-ci sont donnés ci-dessous, et les informations les plus à jour, peut être trouvé en tapant la commande :

```
slic3r.pl --help
```

Des configurations préétablies peuvent être chargés à partir d'un fichier ini. en utilisant le paramètre **--load**, et les paramètres peuvent être remplacées plus loin sur la ligne de commande, par exemple

```
slic3r.pl --load config.ini --layer-height 0.25 file.stl
```

Paramètres de Ligne de Commande

```
Usage : slic3r.pl [ OPTIONS ] file.stl

--help           Output this usage screen and exit
--version        Output the version of Slic3r and exit
--save <file>    Save configuration to the specified file
--load <file>    Load configuration from the specified file. It can be used
                  more than once to load options from multiple files.
-o, --output <file> File to output gcode to (by default, the file will be saved
                  into the same directory as the input file using the
                  --output-filename-format to generate the filename)
-j, --threads <num> Number of threads to use (1+, default : 2)

GUI options :
--no-plater      Disable the plater tab
--gui-mode       Overrides the configured mode (simple/expert)

Output options :
--output-filename-format
                  Output file name format ; all config options enclosed in brackets
                  will be replaced by their values, as well as [input_filename_base]
                  and [input_filename] (default : [input_filename_base].gcode)
--post-process   Generated G-code will be processed with the supplied script ;
                  call this more than once to process through multiple scripts.
```

3. <https://github.com/kliment/Printron>

8.3. UTILISATION EN LIGNE DE COMMANDE

```
--export-svg          Export a SVG file containing slices instead of G-code.
--m, --merge          If multiple files are supplied, they will be composed into a single
                      print rather than processed individually.

Printer options :
--nozzle-diameter    Diameter of nozzle in mm (default : 0.5)
--print-center        Coordinates in mm of the point to center the print around
                      (default : 100,100)
--z-offset            Additional height in mm to add to vertical coordinates
                      (+/-, default : 0)
--gcode-flavor        The type of G-code to generate
                      (reprap/teacup/makerbot/sailfish/mach3/no-extrusion, default : reprap)
--use-relative-e-distances Enable this to get relative E values
--gcode-arcs          Use G2/G3 commands for native arcs (experimental, not supported
                      by all firmwares)
--g0                  Use G0 commands for retraction (experimental, not supported by all
                      firmwares)
--gcode-comments       Make G-code verbose by adding comments (default : no)
--vibration-limit     Limit the frequency of moves on X and Y axes (Hz, set zero to disable ;
                      default : 0)

Filament options :
--filament-diameter  Diameter in mm of your raw filament (default : 3)
--extrusion-multiplier
                      Change this to alter the amount of plastic extruded. There should be
                      very little need to change this value, which is only useful to
                      compensate for filament packing (default : 1)
--temperature         Extrusion temperature in degree Celsius, set 0 to disable (default : 200)
--first-layer-temperature Extrusion temperature for the first layer, in degree Celsius,
                      set 0 to disable (default : same as --temperature)
--bed-temperature     Heated bed temperature in degree Celsius, set 0 to disable (default : 0)
--first-layer-bed-temperature Heated bed temperature for the first layer, in degree Celsius,
                      set 0 to disable (default : same as --bed-temperature)

Speed options :
--travel-speed        Speed of non-print moves in mm/s (default : 130)
--perimeter-speed     Speed of print moves for perimeters in mm/s (default : 30)
--small-perimeter-speed
                      Speed of print moves for small perimeters in mm/s or % over perimeter speed
                      (default : 30)
--external-perimeter-speed
                      Speed of print moves for the external perimeter in mm/s or % over perimeter speed
                      (default : 70%)
--infill-speed         Speed of print moves in mm/s (default : 60)
--solid-infill-speed   Speed of print moves for solid surfaces in mm/s or % over infill speed
                      (default : 60)
--top-solid-infill-speed Speed of print moves for top surfaces in mm/s or % over solid infill speed
                      (default : 50)
--support-material-speed
                      Speed of support material print moves in mm/s (default : 60)
--bridge-speed         Speed of bridge print moves in mm/s (default : 60)
--gap-fill-speed       Speed of gap fill print moves in mm/s (default : 20)
--first-layer-speed    Speed of print moves for bottom layer, expressed either as an absolute
                      value or as a percentage over normal speeds (default : 30%)

Acceleration options :
--perimeter-acceleration
```

```

Overrides firmware's default acceleration for perimeters. (mm/s^2, set zero
to disable; default : 0)
--infill-acceleration
    Overrides firmware's default acceleration for infill. (mm/s^2, set zero
    to disable; default : 0)
--bridge-acceleration
    Overrides firmware's default acceleration for bridges. (mm/s^2, set zero
    to disable; default : 0)
--default-acceleration
    Acceleration will be reset to this value after the specific settings above
    have been applied. (mm/s^2, set zero to disable; default : 130)

Accuracy options :
--layer-height      Layer height in mm (default : 0.4)
--first-layer-height Layer height for first layer (mm or %, default : 0.35)
--infill-every-layers
    Infill every N layers (default : 1)
--solid-infill-every-layers
    Force a solid layer every N layers (default : 0)

Print options :
--perimeters        Number of perimeters/horizontal skins (range : 0+, default : 3)
--top-solid-layers  Number of solid layers to do for top surfaces (range : 0+, default : 3)
--bottom-solid-layers Number of solid layers to do for bottom surfaces (range : 0+, default : 3)
--solid-layers       Shortcut for setting the two options above at once
--fill-density       Infill density (range : 0-1, default : 0.4)
--fill-angle         Infill angle in degrees (range : 0-90, default : 45)
--fill-pattern       Pattern to use to fill non-solid layers (default : honeycomb)
--solid-fill-pattern Pattern to use to fill solid layers (default : rectilinear)
--start-gcode        Load initial G-code from the supplied file. This will overwrite
                    the default command (home all axes [G28]).
--end-gcode          Load final G-code from the supplied file. This will overwrite
                    the default commands (turn off temperature [M104 S0],
                    home X axis [G28 X], disable motors [M84]).
--layer-gcode        Load layer-change G-code from the supplied file (default : nothing).
--toolchange-gcode   Load tool-change G-code from the supplied file (default : nothing).
--extra-perimeters  Add more perimeters when needed (default : yes)
--randomize-start   Randomize starting point across layers (default : yes)
--avoid-crossing-perimeters Optimize travel moves so that no perimeters are crossed (default : no)
--external-perimeters-first Reverse perimeter order. (default : no)
--only-retract-when-crossing-perimeters
    Disable retraction when travelling between infill paths inside the same island.
    (default : no)
--solid-infill-below-area
    Force solid infill when a region has a smaller area than this threshold
    (mm^2, default : 70)
--infill-only-where-needed
    Only infill under ceilings (default : no)
--infill-first       Make infill before perimeters (default : no)

Support material options :
--support-material  Generate support material for overhangs
--support-material-threshold
    Overhang threshold angle (range : 0-90, set 0 for automatic detection,
    default : 0)
--support-material-pattern
    Pattern to use for support material (default : rectilinear)

```

8.3. UTILISATION EN LIGNE DE COMMANDE

```
--support-material-spacing
    Spacing between pattern lines (mm, default : 2.5)
--support-material-angle
    Support material angle in degrees (range : 0-90, default : 0)
--support-material-interface-layers
    Number of perpendicular layers between support material and object
    (0+, default : 0)
--support-material-interface-spacing
    Spacing between interface pattern lines
    (mm, set 0 to get a solid layer, default : 0)
--raft-layers
    Number of layers to raise the printed objects by (range : 0+, default : 0)
--support-material-enforce-layers
    Enforce support material on the specified number of layers from bottom,
    regardless of --support-material and threshold (0+, default : 0)

Retraction options :
--retract-length      Length of retraction in mm when pausing extrusion (default : 1)
--retract-speed       Speed for retraction in mm/s (default : 30)
--retract-restart-extra
    Additional amount of filament in mm to push after
    compensating retraction (default : 0)
--retract-before-travel
    Only retract before travel moves of this length in mm (default : 2)
--retract-lift         Lift Z by the given distance in mm when retracting (default : 0)
--retract-layer-change
    Enforce a retraction before each Z move (default : yes)
--wipe                Wipe the nozzle while doing a retraction (default : no)

Retraction options for multi-extruder setups :
--retract-length-toolchange
    Length of retraction in mm when disabling tool (default : 1)
--retract-restart-extra-toolchange
    Additional amount of filament in mm to push after
    switching tool (default : 0)

Cooling options :
--cooling             Enable fan and cooling control
--min-fan-speed      Minimum fan speed (default : 35%)
--max-fan-speed      Maximum fan speed (default : 100%)
--bridge-fan-speed   Fan speed to use when bridging (default : 100%)
--fan-below-layer-time Enable fan if layer print time is below this approximate number
    of seconds (default : 60)
--slowdown-below-layer-time Slow down if layer print time is below this approximate number
    of seconds (default : 30)
--min-print-speed    Minimum print speed (mm/s, default : 10)
--disable-fan-first-layers Disable fan for the first N layers (default : 1)
--fan-always-on      Keep fan always on at min fan speed, even for layers that don't need
    cooling

Skirt options :
--skirts              Number of skirts to draw (0+, default : 1)
--skirt-distance     Distance in mm between innermost skirt and object
    (default : 6)
--skirt-height        Height of skirts to draw (expressed in layers, 0+, default : 1)
--min-skirt-length   Generate no less than the number of loops required to consume this length
    of filament on the first layer, for each extruder (mm, 0+, default : 0)
--brim-width          Width of the brim that will be added to each object to help adhesion
```

```
(mm, default : 0)

Transform options :
--scale           Factor for scaling input object (default : 1)
--rotate          Rotation angle in degrees (0-360, default : 0)
--duplicate       Number of items with auto-arrange (1+, default : 1)
--bed-size         Bed size, only used for auto-arrange (mm, default : 200,200)
--duplicate-grid  Number of items with grid arrangement (default : 1,1)
--duplicate-distance Distance in mm between copies (default : 6)

Sequential printing options :
--complete-objects When printing multiple objects and/or copies, complete each one before
                   starting the next one ; watch out for extruder collisions (default : no)
--extruder-clearance-radius Radius in mm above which extruder won't collide with anything
                               (default : 20)
--extruder-clearance-height Maximum vertical extruder depth ; i.e. vertical distance from
                                extruder tip and carriage bottom (default : 20)

Miscellaneous options :
--notes            Notes to be added as comments to the output file
--resolution       Minimum detail resolution (mm, set zero for full resolution, default : 0)

Flow options (advanced) :
--extrusion-width Set extrusion width manually ; it accepts either an absolute value in mm
                  (like 0.65) or a percentage over layer height (like 200%)
--first-layer-extrusion-width
                   Set a different extrusion width for first layer
--perimeter-extrusion-width
                   Set a different extrusion width for perimeters
--infill-extrusion-width
                   Set a different extrusion width for infill
--solid-infill-extrusion-width
                   Set a different extrusion width for solid infill
--top-infill-extrusion-width
                   Set a different extrusion width for top infill
--support-material-extrusion-width
                   Set a different extrusion width for support material
--bridge-flow-ratio Multiplier for extrusion when bridging (> 0, default : 1)

Multiple extruder options :
--extruder-offset  Offset of each extruder, if firmware doesn't handle the displacement
                   (can be specified multiple times, default : 0x0)
--perimeter-extruder
                   Extruder to use for perimeters (1+, default : 1)
--infill-extruder   Extruder to use for infill (1+, default : 1)
--support-material-extruder
                   Extruder to use for support material (1+, default : 1)
```

8.4 Post-Processing Scripts

There may be times when the G-Code generated by Slic3r has to be tweaked or modified after it has been created. For this reason there exists the ability to run arbitrary scripts as part of the final steps in the slicing process⁴.

In the **Output options** section of the **Print Settings** tab lies the **Post-processing scripts** option. The absolute path to each script can be added, separated by semicolons. Each script should be recognised by the host system, and be executable.

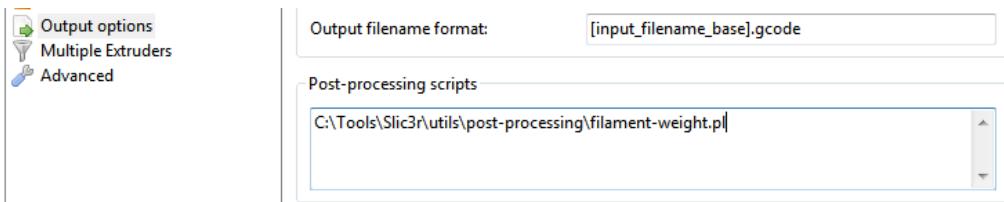


FIGURE 8.7 : Post-processing script option.

Each script will be passed the absolute path of the G-Code file that Slic3r generates. All Slic3r configuration options are made available to the scripts by way of environment variables. These all begin with **SLIC3R_**. The following script would write out all Slic3r options to standard output :

```
# !/bin/sh
echo "Post-processing G-code file : $*"
env | grep ^SLIC3R
```

FIGURE 8.8 : Example post-processing script to display Slic3r environment variables.

Example scripts can be found in the GitHub repository⁵.

4. <https://github.com/alexrij/Slic3r/wiki/Writing-post-processing-scripts>
5. <https://github.com/alexrij/Slic3r/tree/master/utils/post-processing>

Perl's in-place mode (`perl -i`) makes it easy to modify the contents of the G-Code file, without having to copy, edit, then replace the original. The following example will simply output the contents to standard output :

```
#!/usr/bin/perl -i
use strict;
use warnings;

while (<>) {
    # modify $_ here before printing
    print ;
}
```

FIGURE 8.9 : Example post-processing script to print each line to output.

Dépannage

9.1 Ondulation verticale

Les ondulations dans les parois d'une impression peuvent être due à l'oscillation de l'axe Z. Une analyse approfondie des causes possibles est donnée par whosawhatssis¹ dans son article "Taxonomy of Z axis artifacts in extrusion-based 3d printing"², Cependant un point important pour les utilisateurs de Slic3r est l'oscillation provoquée par le nombre de pas de moteur qui ne correspondent pas le pas du filetage des tiges de Z. Ceci peut être résolu en vérifiant que le réglage **Layer Height** (épaisseur de couche) est un multiple de la longueur de pas complet.

La partie pertinente de l'article ci-dessus est cité ici :

Pour éviter des nervures sur le plan vertical Z, vous devriez toujours choisir une hauteur de couche qui est un multiple de la longueur de pas complet. Pour calculer la longueur de pas complet pour les vis que vous utilisez, prenez la hauteur de filet de vos vis (je recommande M6, avec un pas de 1 mm) et diviser par le nombre de pas pleins par rotation de vos moteurs (généralement 200) . Le micropas n'est pas assez précis, donc ignorez le pour ce calcul (mais en utiliser le micropas rendra le déplacement plus doux et plus silencieux). Pour les vis M6, cela fait 5 microns. C'est 4 microns pour les vis M5 utilisés par la i3, et 6,25 microns pour les vis M8 utilisés par la plupart des autres repraps. Une hauteur de couche de 200 microns (0,2 mm), par exemple, fonctionnera parfaitement sur l'une de ces vis, car $200 = 6,25 * 32 = 5 * 40 = 4 * 50$.

1. <http://goo.gl/i0YoK>
2. <http://goo.gl/ci9Gz>

Soutien Slic3r

10.1 Slic3r Support

A variety of resources are available to provide support for Slic3r.

Wiki and FAQ

The wiki provides up-to-date documentation, and a FAQ section which may help resolve any queries or issues.

- <https://github.com/alexrj/Slic3r/wiki/Documentation>
- <https://github.com/alexrj/Slic3r/wiki/FAQ>

Blog

Tips, hints and advice are published on the Slic3r blog.

- <http://slic3r.org/blog>

IRC

Found on the `irc.freenode.net` server, the following chat rooms are often filled with people who can provide real-time help :

- `#reprap` : Highly active community of the RepRap project with many users of Slic3r.
- `#slic3r` : Slic3r chat room where Slic3r developers and users can give help.

RepRap.org Forum

A dedicated forum for Slic3r exists in the RepRap forums.

- forums.reprap.org/list.php?263

Issue Tracker

If a bug may have been found in the software then an issue may be raised in the project issue tracker.

- github.com/alexrj/Slic3r/issues

10.1. SLIC3R SUPPORT

Please take the time to read through the existing issues to see whether the problem has already been submitted. Also make sure that the problem is a bug in the application, support related questions should not be submitted.

If the bug appears to be unreported then please read the bug report guide before submitting : <https://github.com/alexrj/Slic3r/wiki/Quick-guide-to-writing-good-bug-reports>.

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Colophon

Crée à 100% par des logiciels libres

GNU/Linux

L^AT_EX Memoir
