Using the Extruder Inkscape Extension Effect for Inkscape 1.1

by Observing

Check your preferences: See below** for important settings you should make before you design your document.

Prepare your path

The path MUST be composed of straight segments. Every segment will generate a tab on the side of the extrusion, so eliminate unnecessary tabs - specifically any tabs that are inside a straight segment. This must be a path, not a Shape.

Some Inkscape actions -- for instance, inset or outset -- will generate paths with curves. To insure your path is composed of only straight segments do the following: Select the path. Click on the node tool (edit path by nodes tool) and select all (ctl a) the nodes. Then click on the node icon to convert to straight segments.

If your path is inside a group, ungroup it.

Set any styles (stroke width, color, etc) before applying extrude. It will maintain the same styles. If you have no stroke width or color, it will default to something you may not love.

After your path is prepared, simply **click Extensions-Papercraft-Extruder...**

Set the parameters to your preference. Be sure you make note of the units being used. They should match your document. The "Maximum length of the extrusions" has to do with your paper size. If, for instance, you are using letter-size paper to cut, you would want to limit this size to maybe 10 inches.

Click Apply.

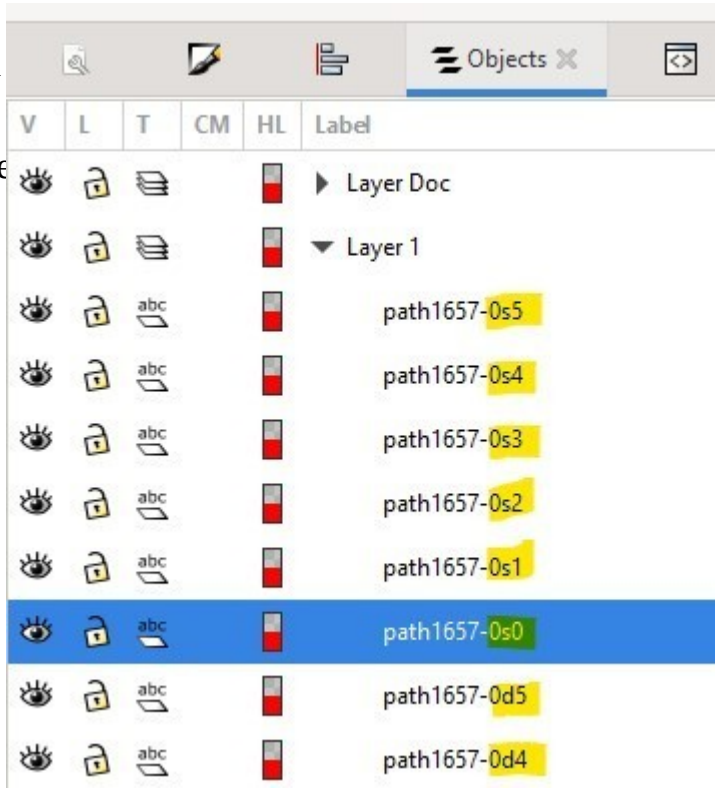
If all goes well, you will generate the following:

A copy of the original shape path with a **1** and **2** indicating the start point and direction of the side pieces. *These are on a separate layer*, so will not move with the piece path unless you also select them along with the path. Remove or hide numbers before cutting.

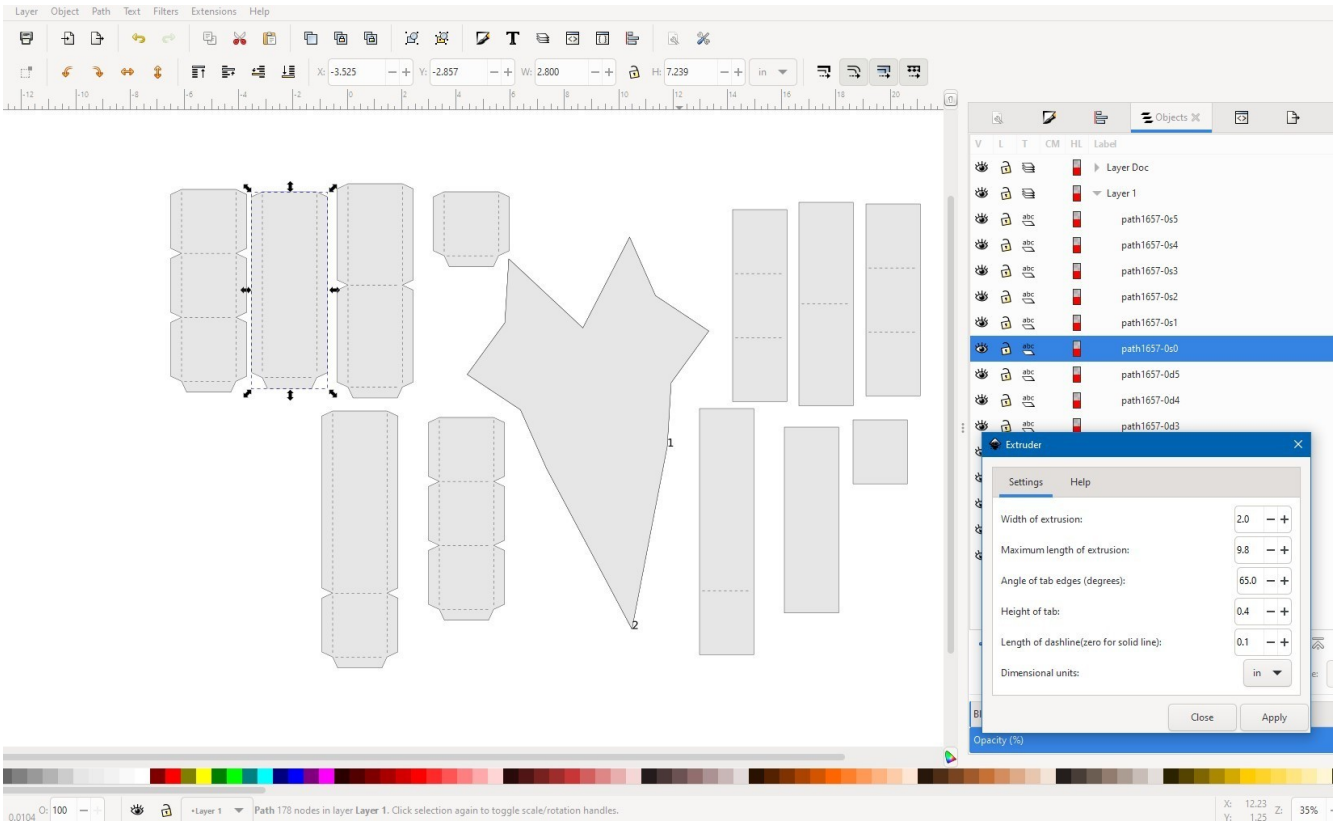
Side pieces -- If more than one side piece, you can identify which order to glue them by looking at their name in the objects panel They are labeled sequentially. The top of the first strip (name ending in "s0") will always begin at the node where the "1 and 2" are shown on the shape piece.

Decorative pieces for the top, bottom and sides of your extrusion -- with names ending with d0, d1...

(Note that if you have a lot of convex angles, you might want to split the strip at one or more score lines for a better fit, as going around the outside of the piece will take a bit more length. The program does not adjust for this.)



The image below shows what is generated in a sample request. The side pieces were moved out of their stacked positions to be able to see them. You can also see the parameters available.



IMPORTANT:
The generated pieces will be stacked on top of each other. Just move them to see all.
If you have combined paths with overlaps, you will get unpredictable results (probably will get a result as if the paths composing the combined path were selected individually)

Union (ctl +) the component paths rather than combining them.

It is recommended to use only one path at a time for predictable results.

TROUBLESHOOTING *Double-check the following*

1. Did you **select** a **path** (not a shape object)?
   Fix: If it is a shape click: Path->Object to Path
   Be sure that it is selected before using the extension.

2. Is the path composed of only **straight line segments**
Fix: Select your path. Double click to get the node tool. Select all (ctl a) then click on the icon for "make selected segments lines"

3. Is your path inside a **group**? Ungroup it.

4. No score lines? Make sure you have stroke color and width set on all paths.

5. *IF the numbers **1** and **2** do not appear directly against a node* (**AND** you haven't moved anything after applying the effect) something is amiss. Make sure your preference settings are set correctly. If so, then doing a UNION on the path or moving it slightly should remove the problem internal code.

****PREFERENCE SETTINGS**

1. One issue that can cause the extension to fail is if the path **internal code** has relative moves. The way to avoid this is set a flag in Inkscape preferences:

   Edit->Preferences->Input/Output->SVG Output -> Path data.
   Make sure that the "Path Data" is set to "Absolute'

2. The second issue is when internal SVG code has **matrix transforms** introduced when moving shapes or otherwise transforming them. To mitigate this issue set

   Edit->Preferences->Behavior->Transforms
   Under "Store Transformations", **make sure you have selected "Optimized"**

The following images show the preference settings mentioned above.