

# Hints for using Cube Software

## To import a design:

- Open the software
- Click "Import" in the upper left corner
- Find the file
- Double click on the file

**Colors** - Use to personalize the color scheme of your software

## Corner, Right, Left, Front, Back, Top, Bottom:

- These are orientation buttons
- Use these to view your object at all different angles
- You can also click and drag anywhere on the screen to change the angle at which you are viewing the object

## Heal:

- Click heal once you import a design
- Heal is designed to fix little things that are wrong with the design

## Orient and Scale:

- Use this to make sure that the object is oriented how you want it to be.
- The top dial (X) is used to rotate the object around its center point parallel to the numbered columns
- The Y dial is used to rotate the object around its center point parallel to the rows
- The Z dial is used to rotate the object around the vertical axis (Z) that runs through the middle of the object
- When you are done adjusting you can click "Apply" to save the changes made, or "Reset" to change the orientation back to what it was when you originally imported it.

## Center:

- You want the object to be centered to print it, so use this button to center the object

**Model Info:** This will provide you all the information about the object

## Settings:

- *Units*
  - o Choose between Inches and Millimeters as your units
- *Raft*
  - o Using a raft is recommended but not required

- A raft is a webbing across the bottom of the object used to keep it in place during the print
- The raft is easily taken off once the print is finished
- *Supports*
  - Using supports is recommended
  - These are small columns used to hold up any overhanging parts of the object
  - The supports are easily broken off at the end of the print
- *Print Mode*
  - This determines what the inside of the object will be like
  - Hollow
    - The object will be hollow, this is the flimsiest of the settings
  - Strong
    - This will create webbing support inside the object
    - This makes the object strong without using excessive material
  - Solid
    - The object will be solid inside
- *Print Material*
  - Here you choose the type of material you are using to print
- *Cube Model*
  - Choose the model of 3D printer you are using to print

**Save:**

- Use this to save your object as either a .stl file or .creation file
- This is NOT like the “Build” option
- Use this to save a file that you are not ready to print

**Unload:** This is to clear the software for you to import a new file

**Help:**

- Help opens up the Cube Printer User Guide

**Build**

- When you are finished with all adjustments click build to save your object as a .cube file
- Save this file on a USB stick and you are ready to print

# Google Sketchup

## To export a file as a .stl (the type needed for Cube software)

- You will first need to install the Sketchup STL extension if you have not already done so.
  - o First go to the website <http://extensions.sketchup.com/en/content/sketchup-stl>
  - o Sign in using the red "Sign In" button on the upper right hand side of the page
  - o Then when you are finished signing in to your google account, you will be redirected back to the original page
  - o Click the same button again, although this time it should say "Download"
  - o The extension should start downloading, and an addition box will popup on the website.
  - o Follow the instructions on the popup, and you will be ready to go
- Now that you are ready to export your design, go to "File"
- "Export STL"
- Choose your units (recommended would be millimeters, or inches)
- File format (Binary)
- Then save the file where you want it

# Tinkercad

## To export a file as a .stl (for use in Cube software)

- When you are in your design look in the upper left hand corner
- Click on the "design" tab
- Look down the list until you see "Download for 3D Printing"
- Select this option
- Then select .STL under "Download for 3D Printing" on the popup box
- The file will then download

## To make multiple copies of an object to print more than one at a time

- Go to the import tab on the right hand side
- Click choose file and find the file that you want to duplicate
- Once the file has uploaded, select the object
- Go to the "Edit" tab in the upper left
- Click the "copy" tab then select another spot on the blue space
- Go to the "edit" tab again, and select paste
- Repeat these steps again and again until you are satisfied with the amount of copy you have