

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