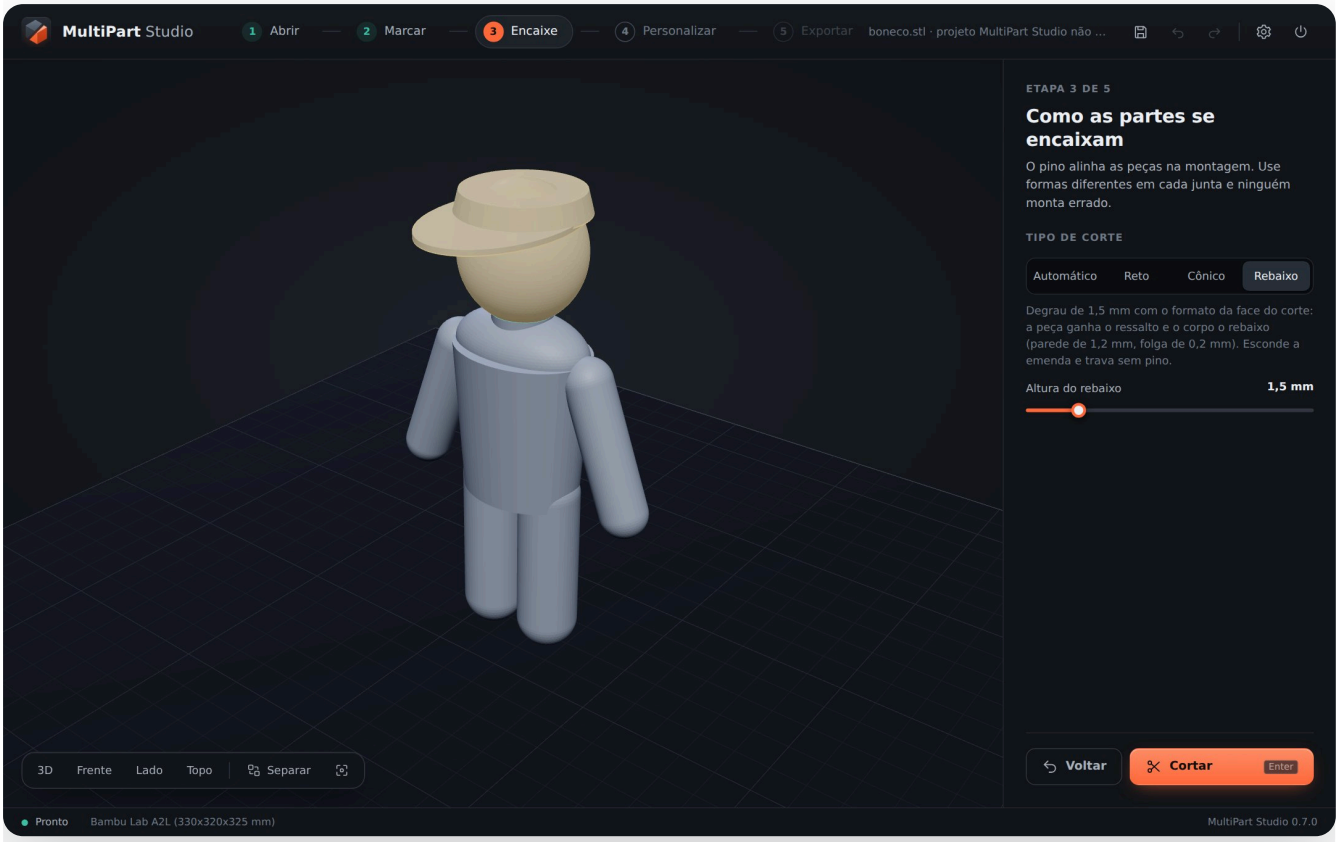
MultiPart Studio

Quick guide

The five steps and the main controls.



Version 0.15.0

mlopes dev

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The program's interface is in Portuguese. Labels appear in bold Portuguese, followed by their English meaning in parentheses.

1. **Abrir** (Open) — `Ctrl + O` or drag the STL / 3MF / OBJ / .mlcut file into the window.
2. **Marcar** (Mark) — **Plano** (Plane): click the part and adjust the disc (`I` flips the side). **Seleção inteligente** (Smart selection): click (`W`), paint (`B`), draw the outline (`P`) or use the **Forma** (Shape) — circle, ellipse, square (`O`). `Shift` adds, `Alt` removes exactly what you went over.
3. **Encaixe** (Joint) — For an eye, eyebrow or mustache with a flat back, choose **Bolso reto** (Flat pocket) and set the **Fundura** (Depth) in millimeters. **Raso** (Shallow) follows the skin; **Casca** (Shell) removes a layer. **Reto** (Straight), **Rebaixo** (Recess) and **Automático** (Automatic) are still available for parts and pin joints. **Rebaixo** accepts a pin (it goes in through the bottom of the step) and, on an edge that wraps around (collar × head), it follows the marked edge with the seam going straight into the skin, with no teeth. `Enter` cuts.
4. **Personalizar** (Customize) — **Textura** (Texture) (ribbed, denim, leather...), **Marca** (Badge) (a shield as an STL) and **Nome e número** (Name and number), molded onto the part. On the part itself or as a **peça separada** (separate part) for another color.
5. **Exportar** (Export) — **Salvar 3MF para o Bambu** (Save 3MF for Bambu) (separate parts or assembled) or one STL per part.

Part in the way? **Isolar** (Isolate) (or `H` with the mouse over the part): only that part stays on screen and the view rotates around it.

The brush marks the visible surface, without going through to another part. To remove an arm or a whole object, check the preview and use **Peça inteira** (Whole part); the depth of a skin cutout does not replace this option.

Made a mistake: `Ctrl + Z`. Join it back together: **Soldar** (Weld). Save: `Ctrl + S`. When you exit, it asks if you want to save.

Update: **orange dot on the gear** = new version. Gear › **Atualizar agora** (Update now) (keeps a copy of the current version, checks the file and restarts).

License: **7-day full trial** the first time you open the program. After that, paste the key in gear › **Licença** (License) › **Ativar** (Activate) (2 computers, one at a time).

> A different shape at each joint = error-free assembly.

What's new by version

License (0.15.0)

- **7-day full trial** the first time you open the program: cut, export, save. The tag at the top shows the days left.

- After that: a license (monthly, yearly, lifetime or courtesy). Testing phase: sales open soon; questions through the website (**Ver planos** (See plans)). Paste the key in **Configurações › Licença › Ativar** (Settings › License › Activate).
- **2 computers, one at a time**: **Usar neste computador** (Use on this computer) brings the license to this computer.
- Without a license: it opens and displays; **Cortar** (Cut) and **Exportar** (Export) are locked.
- Without internet: up to 7 days. **Ajuda** (Help): **?** or **F1**.

Ajustar pino (Adjust pin) (0.13.0)

Step 5 › **Ajustar pino** › click the pin or the hole. Use **Separar** (Explode) to see the pin.

- Type the diameter and the length, or click **Usar** (Use) for the suggestion (40% of the width).
- **Prévia** (Preview) › **Confirmar** (Confirm). The clearance stays the same and the hole follows. Ctrl+Z undoes.
- The automatic pin for selection cuts is now proportional: 40% of the width, from 4 to 30 mm.

Recess with pin and on the contour (0.11.9)

Rebaixo (Recess) + pin: the pin goes in through the bottom of the step. Collar × head (an edge that wraps around): the **Rebaixo** follows the marked edge and the seam goes straight into the skin, with no teeth; the rough bits stay inside.

Rounding the contour through nodes (0.11.7)

Nós (Nodes) › mark the points › **Arredondar contorno** (Round contour) (key **R**): the curve passes through all the nodes, smooth, with no corners. **Ctrl+Z** undoes. Drawing with sharp corners: don't use it.

Skin selection that stops at the edge (0.11.6)

- **Forma** (Shape) and **Pincel** (Brush) stop at the edge of the object where you started (the eye): if you go past the eye, only the eye goes in. Toggle **Parar na borda do objeto** (Stop at the object's edge) (on).
- **Inteligente** (Smart): one click picks the whole object (the whole eye), skin only. Toggle **Inteligente pega o objeto inteiro** (Smart picks the whole object) (on).
- The **Forma stays stuck to the skin**: rotate the view and it moves along.
- The depth comes later, in the **Encaixe** (Joint) step: **Automático**/**Raso** (Automatic/Shallow) (1, 2, 10 mm) or **Gaveta** (Drawer).

Existing long pin (0.11.5)

If a **long pin** you already placed goes through the new cut (a torso pin that passes through the collar and into the head), **Cortar** (Cut) doesn't ask anything: it cuts without a new pin and the hole keeps going through both parts.

Onde cortar (Where to cut) (0.11.3)

In the **Encaixe** (Joint) step, if the selection touches more than one part, each one appears with a color and a toggle. **Turn off** the part that should stay together with the selection: there is no cut or pin there. E.g.: the sabiá's body — leave **Em cima** (Top) (head) on and turn off **Embaixo** (Bottom) (foot): the cut and the pin go only at the neck.

Gaveta (Drawer) (0.11.0) — straight, clean cut

Mark the part (**Pincel** (Brush), **Inteligente** (Smart), **Forma** (Shape) or **Nós** (Nodes)). In the **Encaixe** (Joint) step, **look straight at it** and choose **Gaveta** (Drawer). The drawer direction is the view direction at that moment (the "Usar direção da vista atual" (Use current view direction) button redoes it). Type the **Profundidade da gaveta** (Drawer depth): how far the part goes inward, measured from the most protruding point of the area.

The program cleans up the outline in the drawing (no spikes, teeth or tiny holes; smoothed line) and pushes that outline straight in to the depth you typed, with a flat bottom. The part comes out exactly with the marked outline; the body gets the cavity, with the material clearance on the wall (the clearance is taken from the body). Anything the drawer passes through without being marked stays whole in the body. Nothing grows or gets stitched on its own: if the wall runs close to a parallel skin, a warning tells you — always check in the **Prévia do recorte** (Cutout preview) before confirming.

Selection (0.11.1): Pincel, **Nós** and **Forma** pick up all the skin you paint, including old cut faces and faces touching another part (the inside of the mouth, for example). The toggle "não pegam face de corte antigo..." ("don't pick up old cut faces...") brings back the old behavior and is off by default.

Removing a part by volume — 0.10.0

Mark the part with **Pincel** (Brush), **Inteligente** (Smart), **Forma** (Shape) or **Nós** (Nodes). In the **Encaixe** (Joint) step, look straight at it and choose **Retirar volume** (Remove volume). The program measures how far the selection reaches in that direction and, the first time you choose it, suggests that reach plus 1 mm. You can type another **Profundidade total** (Total depth), from 0.01 to 100 mm.

The depth starts at the most protruding point and goes into the model down to a flat back face. The removal takes the material inside the projected area, without creating a thin shell. Body and part come out closed, with no pin and no clearance in this mode. **Prévia do recorte** (Cutout preview) lets you check; **Confirmar este recorte** (Confirm this cutout) applies the result. If you rotated and want to change the cut direction, click **Usar direção da vista atual** (Use current view direction) and calculate a new preview. Rotating just to inspect does not change the chosen direction.

Bolso reto (Flat pocket), **Rebaixo** (Recess), **Raso** (Shallow), **Contorno** (Contour) and the joints are still available. There is no automatic switch to **Retirar volume**. An area that includes separate parts, or an unsuitable depth, can create fragments: in that case the cut is refused and the original is preserved. Checked on test models with a 15 mm relief and an open mouth; the old rebuilt selection of the sabiá's mouth was still refused and is not presented as solved.

In selection, adding hidden skin now requires **Peça inteira** (Whole part). Adjustments confirmed with Alt are kept in the cut. Ctrl+Z undoes and Ctrl+Y redoes.

Erasing a relief and continuing the surface — 0.9.1

Select the whole detail (shield, emblem or raised feature), including its edge and a small margin of the shirt. Click **Apagar e preencher** (Erase and fill). The program rebuilds the area using the height and slope of the surrounding surface; recognized bands continue through the erased area. **Ctrl+Z** returns to the original and lets you select/erase again.

Detailed selections received a fix for the memory error. The seam is smoothed, but a transition may still be visible on AI-generated models. Check the finish before exporting; there is no guarantee of recovering the design hidden under the relief.

Moving the view — 0.9.0

Did the zoomed-in face disappear behind the top bar? Click the work area and use ↓ to move the model down. ↑ moves it up; ←/→ move it sideways. **Shift + arrow** moves faster. Zoom and rotation stay the same. If a field has focus, the arrows adjust that field: click the work area to go back to moving the view. The middle mouse button is still available.

Prévia do recorte (Cutout preview) — 0.8.0

In the **Encaixe** (Joint) step, choose type, depth and pin. Click **Prévia do recorte** (Cutout preview) to calculate the current type; **Cortar** (Cut) opens the choice and also shows the preview before applying a single cut. Rotate the model to check. **Voltar ao original e ajustar** (Back to original and adjust) lets you change and calculate again. **Confirmar este recorte** (Confirm this cutout) applies exactly the result shown. Changing the parameters or going back to the **Marcar** (Mark) step discards the preview. The preview does not modify the project and is not saved. Batch cuts keep the previous flow: check one selection at a time.

Raso (Shallow) follows the curvature of the skin, going in by the chosen depth. **Bolso reto** (Flat pocket) keeps a flat bottom and may be refused on an area that wraps around the part. **Peça inteira** (Whole part) keeps removing the complete limb in **Automático** (Automatic); an explicitly chosen type takes priority. Cuts that create fragments are refused and the original is preserved.

Seleção exata (Exact selection) — 0.7.35

The **Pincel** (Brush) comes with **Seleção exata** (Exact selection) turned on. The edge follows your stroke and splits the triangles it passes through. **Nós** (Nodes) and **Forma** (Shape) also cut along the outline. **Alt** removes the painted area; **Ctrl+Z/Ctrl+Y** undo/redo the selection. To select whole triangles, turn off **Seleção exata** or use **Face**. **Objeto** (Object) still selects the whole part. This follows your drawing; automatic fitting to the crease is a separate option.

Choose before cutting — 0.7.34

When you click **Cortar** (Cut), choose **Seguir o contorno marcado** (Follow the marked contour) to follow the edge of the part, or **Fazer uma face plana** (Make a flat face) for a flat section. **Usar o tipo escolhido** (Use the chosen type) keeps **Bolso reto** (Flat pocket), **Rebaixo** (Recess), **Raso** (Shallow) or **Casca** (Shell) with the measurement you set. **Voltar sem cortar** (Go back without cutting) cancels without changing the part. Pin and the **Sem pino** (No pin) option are still available in the **Encaixe** (Joint) step. **Plano** (Plane) mode keeps its own flow.