
Subject: Materials and Inventory
Posted by [woody64](#) on Sun, 21 Oct 2012 12:34:43 GMT
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hmmmm, the link for the old inventory / material editing is gone

Nowadays we get new colors but I wonder how I should add them to my items (>150).

in another thread there was some batch processing asked. yes, please. that would be great.

Woody64

P.S.: by the way, it seems that downloading order overview doesn't work any longer?

Subject: Re: Materials and Inventory
Posted by [thomashuang.net](#) on Sun, 04 Nov 2012 13:47:37 GMT
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Yes, I too am having problems updating the materials on my models with the new CSV markup. How do I add materials to all of my models without having to go into the individual editor one at a time?

Subject: Re: Materials and Inventory
Posted by [woody64](#) on Fri, 09 Nov 2012 06:55:48 GMT
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Got once more stuck with a multiple item change.

I wanted to add a section useful for people addicted to the new Assassins 3 game (American revolution).

But after having added 2 items I was deeply shocked by the number of clicks and time that would consume.

Is there any solution out there?

The interface must not be very beautiful.

Something like a very simple item selector (the item name a small picture and a selection box) and one drop down for the operations (add/remove), a dropdown for materials, a drop down for sections and a dropdown for other options buyable/visible

would make a rather perfect job.

Or is there any API out there we could use.

Or the simple batch discussed in another thread would also be very useful.

Woody64

Subject: Re: Materials and Inventory
Posted by [natalia](#) on Wed, 12 Dec 2012 17:07:29 GMT
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Hi guys,

Lets move the discussion to this thread:

<http://www.shapeways.com/forum/index.php?t=msg&th=11219&start=0&>

So it is in one place.

Natalia
