Subject: Walls too thin?
Posted by SeveQ on Wed, 02 Sep 2009 11:19:23 GMT
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Hi there,

I'm still trying to create this double DIN adapter. Since it is much too expensive I'm trying to make it hollow. A file says a thousand words.

I get the following error message:

Quote:
We could not determine the size and/or volume of your model due to an invalid model structure. Please investigate the problem and try again.

I guess the walls are too thin. But my software says they are more than 2mm everywhere. I'd absolutely appreciate it if someone could investigate this issue... again.

Thanks!

Hendrik

File Attachments

1) DoppelDIN.2.stl, downloaded 152 times

Subject: Re: Walls too thin?
Posted by Youknowwho4eva on Wed, 02 Sep 2009 12:31:17 GMT
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I got that error when I exported a stl in inches and in an attempt of being lazy and just shrinking the file, I selected mm on shapeways. What software are you using?

Subject: Re: Walls too thin?
Posted by SeveQ on Wed, 02 Sep 2009 12:40:21 GMT
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I use Cinema4D R11 in combination with MeshLab to check for holes and invert face normals. C4D seems to have a bug in its STL export plugin. It always exports STL with inverted normals.

But that's not the problem. If it had been, Shapeways would have sent me another message.

An upload in WRL format by the way results in the same message. I haven't tried any other format so far.

In C4D my default unit is millimeter, so I think I have to choose the same unit in the Shapeways upload dialog. I don't want to get an object that is 25.4 times the size that it's actually supposed to have.

Subject: Re: Walls too thin?
Posted by Youknowwho4eva on Wed, 02 Sep 2009 14:19:08 GMT
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Try it just to see if it works, if it does make it too big just delete it. Then you'll know it is too small

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Subject: Re: Walls too thin?
Posted by crsdfr on Thu, 03 Sep 2009 01:10:35 GMT
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Here's the problem bud. Your bottom plane is just a face over the hollow sections.

Just so you know, your hollow section is going to be full of build powder with no way to get it out unless you drill a hole into it.

File Attachments

1) thinbottom.JPG, downloaded 417 times

Subject: Re: Walls too thin?
Posted by SeveQ on Thu, 03 Sep 2009 12:41:25 GMT
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Err, I'm afraid I haven't got it, yet.

Please have a look at the picture I have attached. As you can see the holes in the bottom are

open. I've also checked the inside of the holes. There is no face covering the holes.

File Attachments

1) Holes.jpg, downloaded 150 times

Subject: Re: Walls too thin?
Posted by SeveQ on Thu, 03 Sep 2009 13:32:46 GMT
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Here is another picture I've just created with MiniMagics (thanks to Shapeways for this advice). Also, no face covering the holes in the bottom of the object.

File Attachments

1) DoppelDIN.stl_cut.jpg, downloaded 153 times

Subject: Re: Walls too thin?
Posted by bartv on Sun, 06 Sep 2009 13:03:37 GMT
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Hi SeveQ,

I just uploaded your STL file with size unit mm and everything went fine. I also manually checked the model and it's all perfectly manifold, normals oriented fine etc.

So I'm not sure what the problem is?

Cheers,

Bart

Subject: Re: Walls too thin?
Posted by SeveQ on Sun, 06 Sep 2009 14:39:35 GMT
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Eh, what? Have you Shapeways people changed something to the checking algorithms? Now it works and I definitely haven't changed anything to the object, just uploaded the same file again. *confused*

Subject: Re: Walls too thin?
Posted by bartv on Tue, 08 Sep 2009 18:18:16 GMT
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I checked and I don't believe we did an update after you posted your message. Not sure what caused this..

Cheers,

Bart

Subject: Re: Walls too thin?
Posted by SeveQ on Tue, 08 Sep 2009 18:30:09 GMT
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Huh! Weird...

Well then, I'd say, consider this issue solved. Thanks for your help though.