
Subject: No unit selector when uploading .X3D or VRML files.

Posted by [wedge](#) on Mon, 25 Nov 2013 13:30:39 GMT

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If I try to upload an X3D file or a file with the file Extension VRML there is no Unit selector before the Upload and he Takes inches as default.

Especially for X3D files it is very annoying always convert them to wrl before uploading.

Subject: Re: No unit selector when uploading .X3D or VRML files.

Posted by [AmLachDesigns](#) on Mon, 25 Nov 2013 13:39:12 GMT

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x3d files have the units specified within them, I believe. Check your program to make sure it is not exporting in inches.

I think x3d assumes meters for units.

Also sometimes SW makes a conversion if it thinks the object is too small. Check your model upload history to see if there are any messages from the upload. Something like this (also from an x3d upload):

v0: red and blue test cube (material colour).x3d - Uploaded on 25 Jul 2013 [Success] (rescaled during upload to current size)

It was 3.74 Blender Units long, which normally I would set to mm on upload. I think SW says "that's too big, he must have meant inches" and hence the model becomes 3.74 inches long.

Subject: Re: No unit selector when uploading .X3D or VRML files.

Posted by [wedge](#) on Mon, 25 Nov 2013 13:52:49 GMT

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Quote:

x3d files have the units specified within them, I believe. Check your program to make sure it is not exporting in inches.

As far as I know x3d has no Units. Or nobody use them.

There was no size definition in the the x3d-Source (Blender export).

Quote:

Also sometimes SW makes a conversion if it thinks the object is too small. Check your model upload history to see if there are any messages from the upload. Something like this (also from an x3d upload):

I know. But wen I Upload the Same file convertet to wrl everything is OK.

edit:

Quote:

I think x3d assumes meters for units.

Mayby but noboddy Cares

Serious meter would be ok, but Shapways uploads the file in Inches.

Subject: Re: No unit selector when uploading .X3D or VRML files.
Posted by [AmLachDesigns](#) on Mon, 25 Nov 2013 14:05:30 GMT
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If you know what the problem is already why don't you just fix it?

If you set the scale in Blender it will work ok and if you scale your models down it will also work...

Subject: Re: No unit selector when uploading .X3D or VRML files.
Posted by [wedge](#) on Mon, 25 Nov 2013 14:08:40 GMT
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Because I thing it is a Bug that there is no Unit selector, and soman can sometime fix it .

Subject: Re: No unit selector when uploading .X3D or VRML files.
Posted by [stannum](#) on Tue, 26 Nov 2013 01:16:15 GMT
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Also it would be nice to be able to change units after uploading, it would require less resources. Or in general, any scaling not just unit change. It helps with issues like assuming what the real

size is, or with formats in which you lose precision because the units are not the best for the purpose of 3D printing (classics are wrl or sketchup targeting big dimensions).

Subject: Re: No unit selector when uploading .X3D or VRML files.
Posted by [bartv](#) on Tue, 26 Nov 2013 11:54:57 GMT
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You're right - this is confusing. I'll add the following two suggestions to our community tracker:

- add unit size selector for X3D and VRML uploads
 - allow user to change unit size after uploading
-

Subject: Re: No unit selector when uploading .X3D or VRML files.
Posted by [wedge](#) on Tue, 26 Nov 2013 12:13:17 GMT
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Thx
