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Subject: 3D Max Shapeways Calculator v1.1  
Posted by [virtox](#) on Wed, 04 Mar 2009 09:09:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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The purpose of this tool is to calculate the price of your object, in the same way the site does it for you, but without the hassle of uploading, waiting etc  
The interface, except volume/area calculation, is updated in real time.

Please be aware, that the calculation times grow exponentially with polygon count.  
You can abort execution any time by pressing the ESC key.

Not sure which MAX versions work, just try it and let me know.  
Please treat this code with respect. Suggestions and modification are welcome, but please keep the main repository here.  
Questions, request, bugs etc are all very welcome in this topic or through Private Messaging.

Cheers,

Stijn

3D Max Shapeways Calculator v1.1!  
New screenshot will follow later.

#### DOWNLOAD LATEST

This version got a major overhaul, please let me know if I broke something

How to

Start 3d Max  
Load your favorite object  
Goto menu : MAXScript->Run script...  
Find and open "ShapewaysCalculator.ms"  
Click "Calculate" !  
Play with all the options, try materials, markups, scaling etc  
Please give feedback here

The floater interface should speak for itself, I tried to keep it as intuitive as possible, and in line with the Shapeways website.

Known Bugs and Limitations

It only works with single object meshes, not with groups, or multiple selected. Please use utilities -> collapse.

NO built-in meshmedic So overlapping or non-manifold meshes might produce different values than shapeways.

## V1.1 New features

Major update to config, incompatible with old version.

SO OLD CONFIG WILL BE OVERWRITTEN ON FIRST RUN

Layout changes/condensing

Added object density

Added bounding total

Added link to (selected) material page

Time to loose beta label

## TODO (maybe)

Export and Upload interface to Shapeways API (any help for this module?)

Save/sync some more settings to ini, not everything sticks yet.

## Todone

Updateable configuration Beta8

Remember settings Beta8

Currency calculator/Pricing in Euros Beta5

Try to make it more compatible with older max versions Beta4

Unit flexibility - currently the script sets all units to mm where possible Beta5

Manifold check/STL/Other model checks Beta4

Add boundary checks for a given material Beta2

## Beta11 New features

Crash fix

## Beta10 New features

Docking now configurable via ini file (default=left) (Try the "EDIT" button under config to see ini)

Improved config handling, script will now create default config if none exists.

Updated ini file now part of script itself. Click restore once to update/restore your ini.  
Added restore function for config (overwrites config with default)

#### Beta9 New features

Area calculation for Glazed Ceramics (still testing)  
Density discount for WSF (still testing)  
Unencrypted source  
Many bugs squashed

#### Beta8 New features

Material and other settings in ini/settings file !  
All object values are now saved with the Max file !  
Plenty of other stuff, nothing major  
Dockable

#### Beta7 New features :

Updated dollar2euro  
Added Stainless Steel  
Added New WSF Pricing

#### Beta6 unpublished

#### Beta5 New features :

More compatible with other unit systems (no more forced mm units)  
Speed and code optimizations  
Euro selection  
Showing of error-object optional and only on error  
Inverted volume correction now optional

#### Beta4 New features :

Compatible with R8 and up (hopefully)  
Crude manifold check (slow, but effective)  
Status window  
Lots of roll ups, to allow custom interface placement  
Better object selection  
Overall code refactoring

Beta3 unpublished

Beta2 New features :

- Fix negative volume issues
- Mass and center of mass (WSF only and not yet fixed for negatives)
- Polygon count
- Bounding box dimensions of object
- Warning if previous exceeds material boundaries
- New WSF price

Beta 1 Features:

- Volume in CC
- Shapeways price for selected material
- Final price including VAT, markup
- VAT selection
- Target Pricing - Calculates scale which will meet target price
- Scaled Pricing - Calculate price based on scaling
- Polycount warning/bailout if over 1.000.000

[list type=circle]

[\*] --

Cheers.

## File Attachments

1) [ShapewaysCalculator.ms](#), downloaded 431 times

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Subject: Re: 3D Studio max pricing script/utility  
Posted by [joris](#) on Thu, 05 Mar 2009 08:03:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Virtox,

that is quite simply awesome!

Have others tried it yet? What do they think of it?

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Subject: Feedback

Posted by [virtox](#) on Tue, 10 Mar 2009 10:59:14 GMT

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Please don't be afraid to share any ideas you might have for this tool  
Anything can be done unless proven otherwise

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Subject: Re: 3D Max 2009 Pricing Utility BETA available

Posted by [Jettuh](#) on Tue, 10 Mar 2009 14:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

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wow, this is a great bennefit for the community, i'm going to test it right away!

thank you!

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Subject: New: 3D Max 2009 Pricing Utility BETA2

Posted by [virtox](#) on Mon, 30 Mar 2009 22:08:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

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As per request I hurried a new version online.  
Hope I got all the kinks out

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Subject: Re: New: 3D Max 2009 Pricing Utility BETA2

Posted by [joris](#) on Tue, 31 Mar 2009 08:00:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

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Sweeeeeeeet!

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Subject: Re: Feedback  
Posted by [MaxSMoke777](#) on Fri, 03 Apr 2009 22:59:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Can you make it support Version 8? I get an error message when trying to run it.

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Subject: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [virtox](#) on Fri, 03 Apr 2009 23:11:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Ok, BETA4 is up, and should from 3d Max R8 and up !  
Only tested in Max R8sp3 and Max R2009.  
Does have some visual issues in R8, but nothing serious.

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [AO](#) on Sat, 04 Apr 2009 16:05:47 GMT  
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Virtox,

I think you have to change your nick into VIRTUOS.  
Could you make it also as a plugin for other programs as accutrans or meshlab, or maybe as the calculator on everybodies computer?

Great work,  
AO

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [virtox](#) on Sat, 04 Apr 2009 20:35:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Thanks

The current version is written in maxscript, the internal scripting language for 3d max, pretty straightforward with all the 3d functions.

I don't really know meshlab or accutrans, so I have no idea if they support plugins and in what format. I had a quick look and it didn't look like it, but I could be wrong, anyone with more expertise on these programs or other programs ?

I was thinking of writing a version for a good free easy to use 3d program, but I have to find a friendly "host" and get to know it, before I could write a sensible plugin. But there is of course the blenderscript by Loonsbury which solves that  
(I wish I had the time to switch to/learn blender.. max sucks sometimes , but you don't throw away 10 years of knowledge/experience/habit )

I have been thinking about a standalone application, but this would entail a whole lot more research/work. Since it would also require file format support, 3d parsing and everything. I don't have the time for that, I also want to model !

And I would think Shapeways has the best angle of providing a desktop application, since they already have the server version

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [joris](#) on Sat, 04 Apr 2009 21:37:43 GMT  
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Would people really like a desktop app? Or would they prefer plug ins for the software they use?

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [AO](#) on Sun, 05 Apr 2009 07:31:40 GMT  
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Hi Joris,

I think a desktop app that can import stl or obj would be the most convenient since there are so many different softwarepackages available.

AO

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [AO](#) on Sun, 05 Apr 2009 07:42:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Virtox,

Most of us are modelers and hobbyist.  
Having a job and also spending alot of time on modeling or writing a app like you did makes it extra hard.  
The hours at night count double or even triple.....the frustrations are at least triple .  
Therefore don't forget to model and having fun in that.

AO

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA4  
Posted by [Laserschwert](#) on Wed, 15 Apr 2009 08:06:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I was wondering, why does the volume-calculation (without any other checks) take so long? When using 3dsmax's own Measure-tool (under Utilities -> Measure) the volume is calculated in real time. I assume you've used a different algorithm, but why is that?

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA4  
Posted by [virtox](#) on Wed, 15 Apr 2009 08:58:04 GMT  
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Hi there,  
The simple answer is : maxscript IS slow  
Unfortunately there is no way I can get access to the info from the measure tool from within maxscript, the only workaround is to do the calculation inside the script itself, which is just terribly slow. The actual algorithm is the same, I think.

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Subject: 3D Max R8-R2009 Pricing Utility BETA 5  
Posted by [virtox](#) on Wed, 15 Apr 2009 09:57:27 GMT  
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Ok, I held you guys back a little, I was still testing the latest version.  
But BETA 5 is here, approximately twice as fast as BETA 4.

Hope I got all the kinks out !  
And as usual any feedback is welcome !

Stijn

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 5  
Posted by [ShapewaysMechanical](#) on Wed, 15 Apr 2009 14:57:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

You rock!

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 7  
Posted by [virtox](#) on Sat, 29 Aug 2009 16:54:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Beta 7 online, updated dollar2euro, stainless steel, new WSF pricing.  
For file, see opening post.

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 7  
Posted by [Jettuh](#) on Sun, 30 Aug 2009 10:26:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Thanx for the update Virtox!

and it works good

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 7  
Posted by [virtox](#) on Sun, 30 Aug 2009 11:31:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Good to hear !

Did it solve your price discrepancy I saw in another topic ?  
(Quite curious where that came from)

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [randomblink](#) on Thu, 03 Sep 2009 18:54:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Desktop App.

Build it in Adobe Flex and it will be universal... meaning it can run on PC / Mac / Linux... (with the appropriate runtime of course)

But I agree on the Desktop Part. MUCH easier. Rather than trying to manage plugins for ALL the different apps and ALL their different versions...

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [sFsGaming](#) on Wed, 06 Jan 2010 01:45:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is totally awesome!

Thank you so much for this tool!

So, how much ya gonna charge for V1.0?

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Subject: Re: 3D Max R8-R2009 Pricing Utility Beta4  
Posted by [virtox](#) on Wed, 06 Jan 2010 10:14:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Glad you like it ! Should you find any bugs or have ideas for improvements, just let me know !

v1.0 will arrive by the year 2100, or was it 2010, I forgot.  
And the price will be an arm and a leg.

Nah, it's my gift to the shapeways community.

But rating of my latest models is always appreciated :

Latest models

And since I have more ideas than money, I created the  
TriMatrix Special Unlimited Sponsor Edition

It has an increased markup, through which people can help and support this struggling artist

Kind regards,

Stijn

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 7

Posted by [virtox](#) on Sun, 04 Apr 2010 08:36:06 GMT

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Just a little bump, also gauging for update needs ? Bugs found ?

Still working on a practical solution to add the wall thickness checks and improve the manifold check. But maxscript seems too sluggish and the c++ API too buggy/cumbersome.

Ah, and again I see I have neglected to update the latest version here.

I will polish up the code and add it asap. It has a user-editable config for the prices and materials infos.

And I'm thinking of an STL "quick" export (and import) feature.

Even pondering the idea of implementing the shapeways upload API, but I'm not familiar with the used http interface.

So in short : any new wishes ?

Stijn

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 7

Posted by [nemo\\_uk](#) on Mon, 17 May 2010 16:20:15 GMT

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Just wanted to say thanks for your hard work. The plug-in is very useful.

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 8  
Posted by [virtox](#) on Fri, 04 Jun 2010 22:24:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank you ! Always nice to hear !

I updated the script and opening post, please check it out !

---

Subject: Re: Feedback  
Posted by [bobbob12](#) on Sat, 07 Aug 2010 16:05:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Virtox,  
Seems to be a great app, but it doesn't work for me on MAX2009.  
The object is not being calculated + there is a white square appearing in the viewing panes

#### File Attachments

1) [virtox.png](#), downloaded 237 times

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Subject: Re: Feedback  
Posted by [virtox](#) on Sat, 07 Aug 2010 16:10:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi

It looks like you have multiple objects selected, that does not work yet.  
It only works for a single mesh or poly object.

Did you get any warnings or error messages ?  
After a (major) error its usually best to reload the script.

I will see if I can improve the error handling and feedback a bit.

Thanks for the feedback !

Stijn

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 8  
Posted by [Fleafa](#) on Sun, 08 Aug 2010 13:53:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Excellent tool, many thanks!

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 8  
Posted by [virtox](#) on Thu, 26 Aug 2010 11:23:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Thank you!

Any remarks/wishes?

Cheers,

Stijn

---

Subject: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [virtox](#) on Mon, 16 May 2011 13:58:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Shapeways Calculator Beta9 online !

- Bugs squashed!
- Glazed ceramics support!
- WSF density discount!
- Open source code!

I forgot to add WSFP to the config, will try to add shortly, but one can add/edit it themselves

Updates courtesy of anonymous contributors via Triple Matrix Sponsor

Cheers

Virtox

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [avandius](#) on Mon, 30 May 2011 06:54:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't think it works on Max 2012. It fleshes out some of the dimensions but not the actual pricing/material picker.

Please help.

---

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [virtox](#) on Mon, 30 May 2011 09:53:09 GMT  
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---

Can you explain a bit more what you did to install the script + config?  
What does the text in the scrollbox under checks and warnings say?  
Config loaded ok?

I do not have 2012 to test unfortunately.  
A screenshot might be helpful?

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [avandius](#) on Mon, 30 May 2011 18:59:57 GMT  
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---

After downloading the zip, I placed both files into:

C:\Program Files\Autodesk\3ds Max 2012\Scripts

Upon running the script it props an error immediately saying:

Ini file not found C:\User\Seth\AppData\Local\Autodesk\3dsMax\2012 -  
64bit\enu\plugcfg\VirTools.ini

---

This directory/path doesn't exist on my system. I'm running Windows 7-64 bit with Autodesk 64-bit.

The Checks and Warnings continuously says "Test object size : TOO BIG" regardless of how small I make it. The object in question is 22mm diameter.

Hope this helps!

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [virtox](#) on Mon, 30 May 2011 20:40:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

C:\User\Seth\AppData\Local\Autodesk\3dsMax\2012 - 64bit\enu\plugcfg\  
is given to the script by your max program.  
And is where the virttools.ini should be.

It is probably a hidden path. If you paste that into your explorer you can still browse it.

I'll see if I can find an easier install path for the config.

And because the config is not loaded there is no material info or max dimension -> everything bigger than zero is rejected.  
Perhaps I'll look into error handling.

---

Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [sFsGaming](#) on Mon, 30 May 2011 20:51:08 GMT  
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---

Yes, it's a hidden path.

It's working here on Max 2012.

I thought it wasn't working a couple of days ago, but I didn't see the "Calculate" button.

Seems to be working fine, now.

Any chance of adding FUD to it?

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [virtox](#) on Mon, 30 May 2011 20:59:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll try to update the config file.

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [virtox](#) on Mon, 30 May 2011 21:09:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Attached a quick update of the ini file only.  
Removed, script was updated

You can also use the "edit config" option to fiddle with the settings.  
Most values should be self-explanatory (although a bit cryptic sometimes )

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [sFsGaming](#) on Mon, 30 May 2011 21:51:36 GMT  
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---

Thank you!

It seems to work for me. (Well, it was a penny off for FUD. )

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Subject: Re: 3D Max R8-R2009 Pricing Utility BETA 9  
Posted by [avandius](#) on Tue, 31 May 2011 03:51:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

virtox wrote on Mon, 30 May 2011 20:40Hi,



C:\User\Seth\AppData\Local\Autodesk\3dsMax\2012 - 64bit\enu\plugcfg\  
is given to the script by your max program.  
And is where the virtools.ini should be.

It is probably a hidden path. If you paste that into your explorer you can still browse it.

I'll see if I can find an easier install path for the config.

And because the config is not loaded there is no material info or max dimension -> everything bigger than zero is rejected.  
Perhaps I'll look into error handling.

I've posted the address into windows explorer and it still says "Windows can't find". I've tried deleting directories all the way down to AppData and it props the same error. Curious, this is an admin account if those folders are only created when using multiple UAC's. Any other suggestions?

---

Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [virtox](#) on Tue, 31 May 2011 08:40:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

The path max gives you should exist,  
normally it starts with "c:\users\" (yours is missing an S)

Perhaps you made a typo ? I just copied the path you gave me, but it should be the path max shows in the error.

You can try to enable hidden files to navigate easier.

---

Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [sFsGaming](#) on Tue, 31 May 2011 13:13:14 GMT  
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I just checked it out and when I docked the panel it basically maximized and I couldn't see any of

the viewports, and I couldn't figure out how to undock it.

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Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [virtox](#) on Tue, 31 May 2011 13:30:23 GMT  
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EDIT

I have fixed the beta10 file. It should be only be able to float, dock left and right now.

That's weird

Did you dock it manually at the top or bottom?

Usually you can right click the docking bar (the double lines to the top or left of the calculator) to choose docking or float options.

It always used to dock at the left by default, the basics did not change.

Did you update/restore the config?

Perhaps re-running the script?

Can you try the edit config and find the "docking" value at the bottom of the file, it can be either left or right. Any other value should float it.

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Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [sFsGaming](#) on Tue, 31 May 2011 15:10:46 GMT  
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Thanks for updating it. I'll try it in a moment.

I manually docked it by dragging it to the left side of Max.

There was no docking bar for me to right-click on or drag the panel away from the left.

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Subject: Re: 3D Max Shapeways Calculator BETA 10

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Posted by [jgarnham](#) on Mon, 15 Aug 2011 16:08:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Virtox,

loved the calculator and the object properties matched those of 3DS. Excellent work, a very useful tool indeed. I even tried adding Silver to the materials list.

FWIW, I tried the calculator in the new 3DS 2012 version and I could not get the object properties either by "selected object" or "pick object" buttons. If there is anything I can do to help, let me know.

Anyway, now my problem is solved I can place an order.

John

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### File Attachments

1) [shapeways calculator 2012.jpg](#), downloaded 398 times

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Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [virtox](#) on Mon, 15 Aug 2011 16:38:19 GMT  
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---

Glad it could be of service

Too bad the latest max broke it

Currently I don't have access to Max 2012, so any help is appreciated  
Do you see any output in the "Maxscript Listener"  
or any error, or just nothing..?  
Does the config load properly?

I haven't been through the material list to see if things are up to date, so feel free to post any mistakes or updates

Cheers,

Stijn

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Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [jgarnham](#) on Tue, 16 Aug 2011 10:34:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No it's fine Virtox, I got it working okay in Max 2012 now (see below). It may have been because I ran 2012 after 2011.

I rebooted and it worked better.

It does however have an issue and the control remains open after Max 2012 shuts down that cause an error report to be sent to Autodesk.

No big deal really.

John

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### File Attachments

1) [teapot calculator 2012.jpg](#), downloaded 414 times

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Subject: Re: 3D Max Shapeways Calculator BETA 10  
Posted by [virtox](#) on Tue, 16 Aug 2011 11:32:03 GMT  
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---

Hmm, strange..

Attached a version (b11) that hopefully fixes that behavior.

EDIT: For posterity sake this post will keep Beta11 attached.

Current latest is V1.1 which got a big overhaul, but it breaks compatibility with the old config. There were just too many changes in materials and new parameters to keep it compatible.

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### File Attachments

1) [ShapewaysCalculator.ms](#), downloaded 139 times

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Subject: Re: 3D Max Shapeways Calculator v1.1

---

Posted by [virtox](#) on Fri, 06 Jul 2012 20:39:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

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V1.1 is here! Get it : <http://www.shapeways.com/forum/index.php?t=getfile&id=18270>

Please check the opening post for details:

<http://www.shapeways.com/forum/index.php?t=msg&th=714&amp;p;am p;start=0&>

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