
Subject: WSF, where are you?

Posted by [cadalu](#) on Sun, 11 Dec 2011 20:19:16 GMT

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

Hey guys,

Stupid question time, do you have any idea why polished wsf, grey, indigo and red would show up for a model but not regular wsf?

If it didn't meet the wsf requirements, wouldn't it by default not meet the other wsf options?

TIA!

Subject: Re: WSF, where are you?

Posted by [Kasss_Gnarl](#) on Sun, 11 Dec 2011 21:35:18 GMT

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

Hi,

Something that happened to me in the past was that I placed an order for one of my models in WSF, but it was rejected for having tine walls. After updating the model I was unable to select WSF as in the 'edit' page the available in this material check box had become un-checked.

If you have had a rejection for your model be sure to see if this has happened.

Subject: Re: WSF, where are you?

Posted by [pfeiffer stylez](#) on Mon, 12 Dec 2011 10:09:21 GMT

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

cadalu wrote on Sun, 11 December 2011 20:19

Stupid question time, do you have any idea why polished wsf, grey, indigo and red would show up for a model but not regular wsf?

For WSF, each axis has to be at least 2.5mm (new design rules).

Is your model smaller than 2.5mm in one axis ?
