
Subject: too many shells, how do I fix
Posted by [LincolnK](#) on Wed, 08 Feb 2012 18:19:05 GMT
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I have a model that was taken before, but I modified the shape a bit, and now it keeps getting rejected.

I asked why, and was told there are too many shells.

I checked in netfabb, and there are 400 shells. What does this mean, and how do I fix it? How many shells can I have?

I tried the "auto repair" function, but it still says it has 400 shells.

Lincoln

Subject: Re: too many shells, how do I fix
Posted by [Youknowwho4eva](#) on Wed, 08 Feb 2012 18:23:26 GMT
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Lincoln, Shells refer to enclosed bodies. So like a chain mesh with 400 links, would have 400 shells. If your design is meant to be one piece it should have 1 shell. You can intersect shells to be auto-joined. If you want to send me the file I'll take a look.

Subject: Re: too many shells, how do I fix
Posted by [LincolnK](#) on Wed, 08 Feb 2012 18:35:20 GMT
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There are many separate models that I joined together, but they are all overlapping/intersecting with other parts of the model.

The model is never going to be available to the public, so I'd rather not send it to anyone, but if you promise to delete it and not discuss the model with anyone else once you are done taking a look at it / fixing it, I'll send it to you.

Lincoln

Subject: Re: too many shells, how do I fix
Posted by [Youknowwho4eva](#) on Wed, 08 Feb 2012 18:55:28 GMT
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I promise I will assess and delete. You can email it to me at youknowwho4eva@gmail.com if you'd like. See if we can't get you up and running again.

Subject: Re: too many shells, how do I fix
Posted by [LincolnK](#) on Thu, 09 Feb 2012 00:07:52 GMT
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Thanks for all the help,

As it turns out there was some sort of mess up from the SW servers that shouldn't have been saying the file wouldn't upload.

Lincoln

Subject: Re: too many shells, how do I fix
Posted by [ana](#) on Mon, 13 Feb 2012 23:00:50 GMT
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Hey Lincoln,

I've had my eye on this thread -- can you give me the usual browser and computer info, and as much info as possible on when the issues cropped up?

You can do so here or by email, whichever you prefer.

Thanks!

Subject: Re: too many shells, how do I fix
Posted by [LincolnK](#) on Tue, 14 Feb 2012 01:13:17 GMT
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Hi Ana,

Windows 7 on a sony laptop with 4 gigs of ram, i7 processor, and google chrome browser.

It uploaded fine when adding as a new model, but won't upload as an update to the original file.

It happened Feb 8th.

Lincoln

Subject: Re: too many shells, how do I fix
Posted by [ana](#) on Tue, 14 Feb 2012 23:04:03 GMT
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Thanks Lincoln,

Any chance of a screen shot of the error?
