Snug

by CrafterD

From photos of your tools to a drawer of printed pockets.

User guide · version 1.0.0

Everything runs on your computer: no photo, project or file is sent anywhere.

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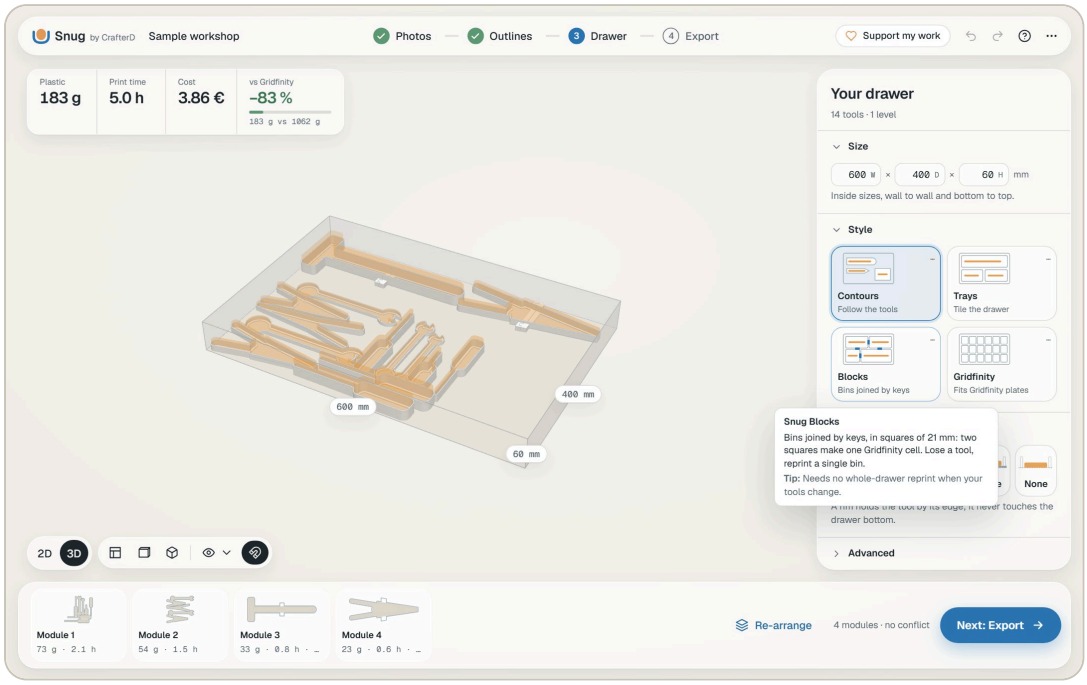
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WELCOME

Start here

Snug turns photos of your tools, laid on a sheet of A4, into 3D-printable pockets that sit in your drawer.



Point at a control, or reach it with the keyboard: a tooltip says what it does.

You need a 3D printer, a sheet of plain A4 paper and a phone or a camera. Everything runs on this computer: no photo, project or file is sent anywhere.

The four steps

1. Photos: lay the tools flat on the sheet, photograph them from above, drop the photos in the window.
2. Outlines: check the outline Snug drew around each tool and correct it.
3. Drawer: give the inside size of your drawer, choose a style and let Snug arrange the tools.
4. Export: choose the parts to print and write the files for your slicer.

The steps are at the top of the window. A step opens once the one before it has something to show. Undo and Redo, at the top right, take back the last change of the step you are in.

Help while you work

- Point at any button, setting or card, or reach it with the Tab key: a short explanation appears. Esc closes it. Settings > Display > Tooltips switches them off.
- The ? button, or the ? key, opens this guide at the page of the step you are in.
- Each page below has Show me links that take you to the control and light it up.

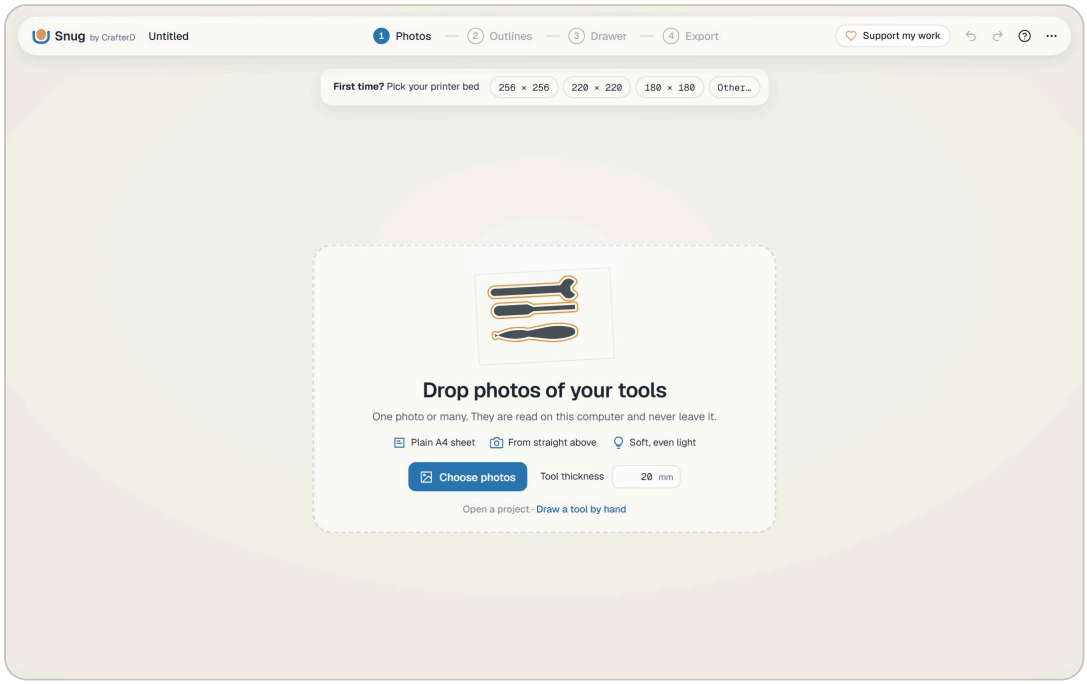
If Snug helps you, you can support it on Ko-fi: ko-fi.com/crafterd. The Support my work button at the top right opens the page in your web browser; Snug itself sends nothing.

Tip. Start with one photo of three or four tools. In ten minutes you will have gone through every step, and the guide pages are short.

STEP 1

Photos

One photo, or many: Snug finds the sheet and an outline for every tool.



Photos: drop the photos of your tools, set the thickness.

Take the photo

- Lay the tools flat on a plain A4 sheet, apart from each other.
- Photograph from straight above, with the whole sheet in view, in soft even light, without a shadow across the paper.
- Dark or coloured tools stand out best. A white tool on the white sheet is not seen: draw it by hand (Outlines > More > Draw a tool).

Bring the photos in

Drop them in the window, or press Choose photos. Set the tool thickness first if the tools are all about the same: it decides how deep the pockets are. You can change it tool by tool in Outlines.

When a card says Check the sheet

Snug was not sure where the paper is. Open the photo and drag the four corners onto the four corners of the sheet. Scroll to zoom for a precise placement. For a tall tool, open Thick tools? and give the height of its widest part: it corrects the perspective.

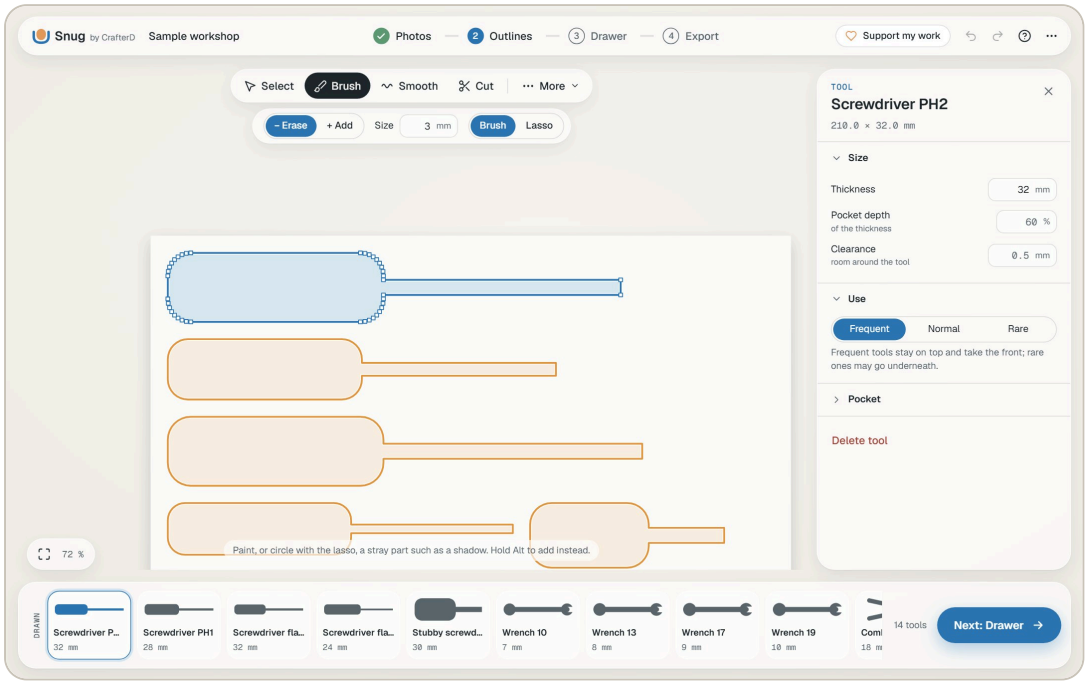
The first time, Snug also asks the size of your printer bed. Choose the nearest one, or Other to type it in Settings.

> **Tip.** You can add more photos at any time, for another sheet or a new tool.

STEP 2

Outlines

Every tool gets an outline. A good outline gives a pocket the tool slides into without play.



Outlines: the sheet with the outline of each tool, and the panel of the selected tool.

Click a tool on the sheet, or its card below, to select it. The panel on the right sets its name, thickness, pocket depth, clearance and how often you use it.

Correct an outline

- Select: drag a point to move it, click an edge to add one, Shift+click to remove one.
- Brush: paint over a shadow to erase it, or over a part that was missed to add it. Hold Alt to switch between erase and add. Lasso circles an area instead.
- Smooth: rub a ragged edge until it is even.
- Cut: drag a line across two tools that touch to part them.

More

- Holes: fill a hole of a tool or open it to the outside.
- Measure: click two points of a tool, then type the size you read with a caliper. The tool is rescaled to match.
- Zones: give extra room (or less) along a stretch of the outline, for a handle or a lock.
- Finger notches: a cut in the pocket edge to get a finger under the tool.
- Draw a tool: circle a tool that was not found. Mirror and rotate act on the selected tool.

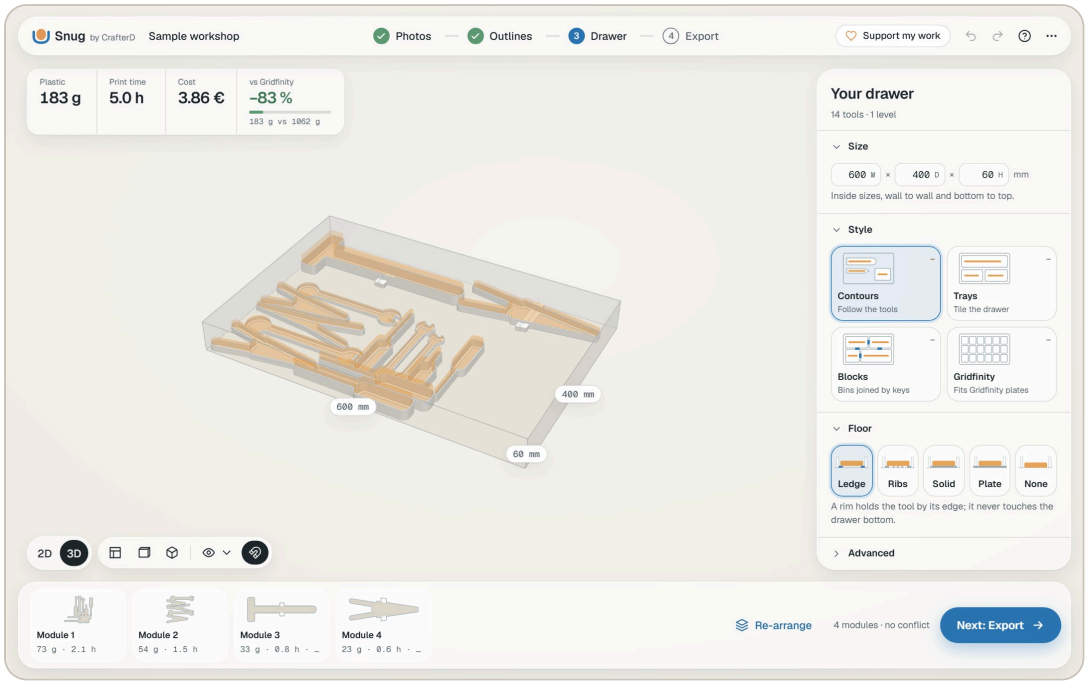
Clearance and thickness

The clearance is the room left around the tool in its pocket. It starts at 0.5 mm; adjust it once you have tried a tool in a first printed part (see Print and adjust the fit). See the pocket in 3D shows what will be cut.

STEP 3

Drawer

Say how big the drawer is, choose a style and Snug arranges the tools in it.



Drawer: the arranged drawer in 3D, with its style, floor and estimates.

Size, style, floor

Type the inside size of the drawer, wall to wall and bottom to top. Then choose a style:

- Contours: modules shaped around the tools. The least plastic.
- Trays: rectangular trays that tile the drawer.
- Blocks: Snug Blocks, bins of 21 mm joined by keys (see the Snug Blocks page).
- Gridfinity: standard bins on 42 mm cells, compatible with the base plates sold in shops.

The floor decides what is under the tools, from a plain outline on the drawer bottom (the least plastic) to a solid floor (the stiffest).

Arrange

Press Arrange. A tool the drawer cannot hold (longer than the bed, taller than the drawer) is reported. When you change a setting that needs a new layout, the button says Re-arrange.

Work on the result

- Click a module, or its card, to see it. Its Settings (height, walls, clearance, floor, level) apply to that part alone.
- Drag the selected module, in 3D or from above, to move it. It snaps to the walls and to its neighbours; hold Alt to move freely. R turns it by a quarter turn.
- The values laid on the 3D view (drawer size, height, gap, distance to the walls) can be clicked and typed.
- View options show the tools as ghosts, spread the levels, cut a section and set the grid.

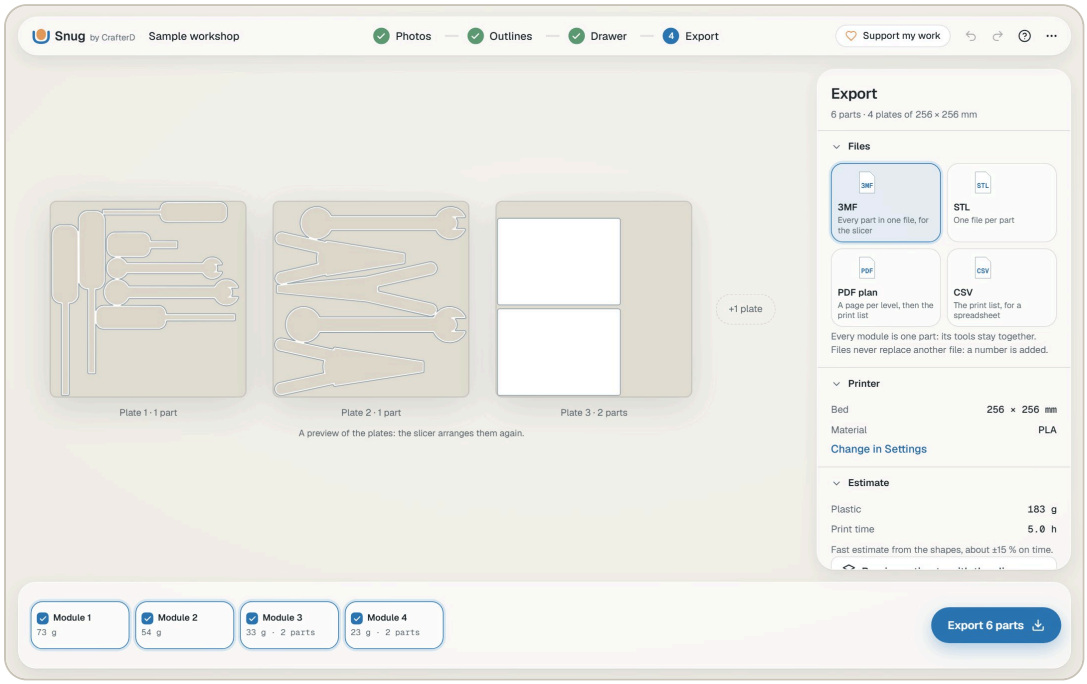
The card at the top left gives the plastic, the print time and the cost of the whole drawer, and compares it with the same drawer in Gridfinity.

> **Tip.** Undo takes back a move, a floor, a size or an option of the drawer.

STEP 4

Export

Choose the parts to print and write the files.



Export: the parts to print, the format and the estimate.

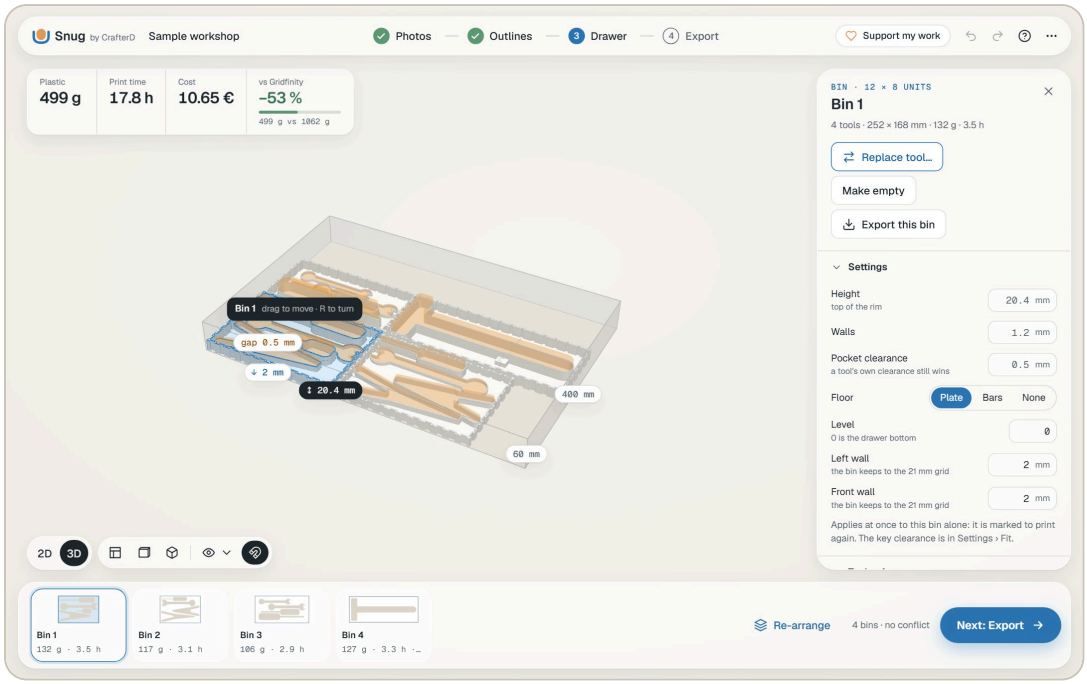
- Tick the parts to print (all are ticked at first). Each plate shows how the parts fit your printer bed.
- Choose a format: 3MF for the slicer, STL for one file per part, a PDF plan or a CSV print list.
- Press Export and choose a folder. A file never replaces another: a number is added.

If your slicer asks whether to load one object with several parts, answer No: every part stays a separate part of the plate.

The estimate gives the plastic and the time of the parts you ticked. A precise estimate slices every part with Bambu Studio or OrcaSlicer, if one is installed on this computer. Weighing one printed part corrects every later estimate (Settings > Estimates).

Snug Blocks

Bins of 21 mm units, joined by keys. Lose a tool, reprint one bin.



Snug Blocks: a drawer of bins joined by keys; a bin is selected.

With the Blocks style, the drawer is filled with standard bins on a 21 mm grid. Neighbouring bins are held together by keys, small dovetails that slide in from above. A key gap, set in Settings > Fit, tells how tight they are.

One tool per bin, or grouped

One tool per bin lets you reprint a single bin when a tool changes. Tools grouped puts tools that fit together in a shared bin: fewer, bigger bins.

Replace a tool

Click a bin, then Replace tool, and choose another tool of the project. The bin grows to a bigger standard size if it must. If the tool does not fit, Snug says why, and you can choose another tool or re-arrange the drawer. A new tool needs a photo first: use New photo.

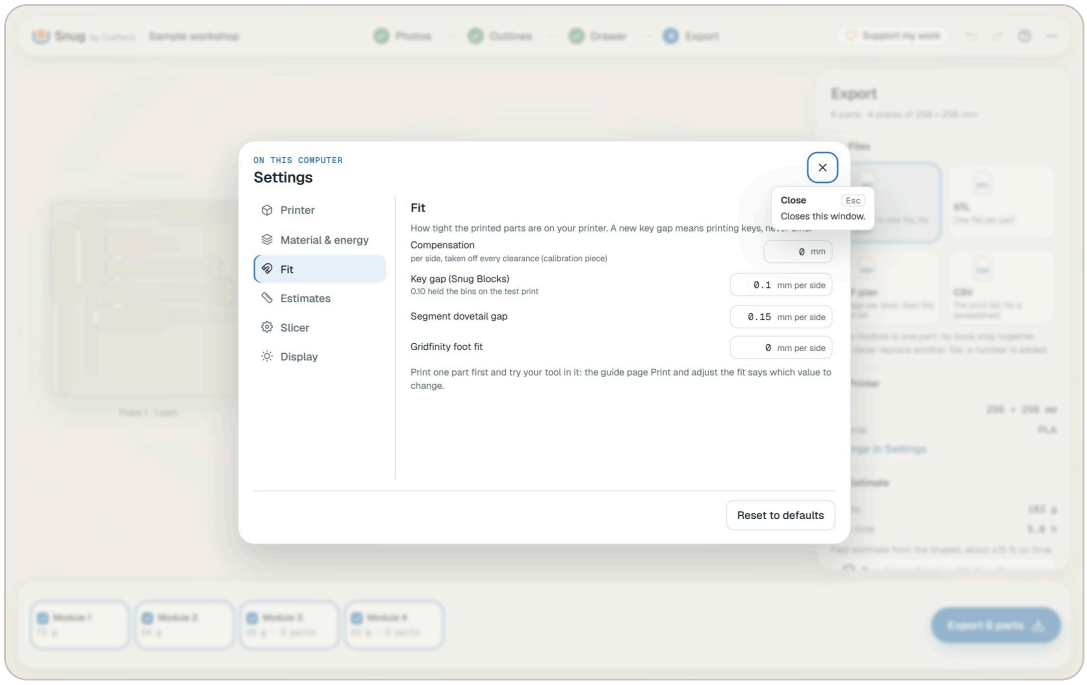
- Make empty takes the tool out and keeps the bin where it is.
- Export this bin writes the files of that bin alone.
- A bin that changed is marked To print again; the Export step can tick only those.

> **Tip.** Print two bins and their keys first, to check the key gap (see Print and adjust the fit).

BEFORE THE BIG PRINT

Print and adjust the fit

Print one part first and try your tool in it: it tells you how tight your pockets and keys come out on your printer.



Settings > Fit: how tight the printed parts are on your printer.

Printers swell or squeeze the plastic a little, and a photo can make a tool look slightly larger than it is. Before the whole drawer, print one small part (Export this bin, or tick a single part in Export) and try the tool in it.

The pockets

The tool should go in without force and not rattle. Too tight: raise the clearance of that tool in Outlines, or set a negative Compensation in Settings > Fit to give every pocket more room. Too loose: the other way round. The clearance starts at 0.5 mm, a safe start with PLA and a 0.4 mm nozzle.

The keys of Snug Blocks

Print two neighbouring bins and the keys between them. The keys should slide in with a little resistance and hold the bins without play: 0.10 mm per side held them on the test print. Change the Key gap in Settings > Fit and print keys only: the bins stay as they are.

Long parts and Gridfinity

- A part longer than your bed is cut into segments joined by dovetails. Too tight or too loose: change the Segment dovetail gap in Settings > Fit.
- Gridfinity bins too tight or too loose on a base plate: change the Gridfinity foot fit in Settings > Fit.

> **Tip.** Print with the same settings, filament and nozzle as the real parts. Change one setting at a time.

KEYBOARD

Shortcuts

The keys of the window. They work when you are not typing in a field.

`1 - 4`	Go to a step
`Ctrl+Z, Ctrl+Shift+Z or Ctrl+Y`	Undo, redo
`Ctrl+N, Ctrl+O, Ctrl+S, Ctrl+Shift+S`	New, open, save, save as
`Ctrl+E`	Go to Export
`V, B, S, C, M`	Select, Brush, Smooth, Cut, Measure (Outlines)
`Alt`	Erase instead of add, or the other way (Brush); move without snapping (Drawer); with a drag on a tool, move it to another module (3D)
`F`	Frame the selection, or everything
`T, Shift+T`	View from the top, 3D view (Drawer)
`R, Shift+R`	A quarter turn: the tool (Outlines), the module (Drawer, also while dragging)
`Arrows, Shift+arrows`	Move the selected module by 1 or 10 mm, a bin by 21 mm (Drawer)
`Enter, Esc`	Keep or give up a value typed on the 3D view
`Ctrl+A`	Select every tool of the sheet (Outlines)
`Delete`	Delete the selected tools, or the point under the pointer
`Esc`	Close a tooltip, cancel the gesture (a drag goes back), then deselect
`Space + drag, right button`	Pan the sheet
`?`	The help

REFERENCE

Every control

What each button, setting, card and chip of the window does. The same text appears in its tooltip.

Top bar

Photos `1`	Step 1: bring in the photos of your tools lying on a sheet of A4.
Outlines `2`	Step 2: check and correct the outline Snug drew around each tool.
Drawer `3`	Step 3: give the size of the drawer, choose a style and arrange the tools in it.
Export `4`	Step 4: choose the parts to print and write the files for your slicer.
Project name	Click to rename the project. The name is kept in the project file. Tip: A dot beside the name means changes are not saved yet.
Undo `Ctrl+Z`	Takes back the last change of this step.
Redo `Ctrl+Shift+Z`	Puts back the change you just took back.
Help `?`	Opens the guide: the steps from photo to export, Snug Blocks, the fit test and the shortcuts.
Support my work	Opens my Ko-fi page in your web browser, if you want to support Snug. Nothing is sent from Snug itself.
Menu	New, open and save a project, settings, light or dark mode, help.

Menu

New project `Ctrl+N`	Starts an empty project. You are asked first if the current one has unsaved changes.
Open a project `Ctrl+O`	Opens a .snug file saved earlier.
Save `Ctrl+S`	Writes the project to its file. The first time, you choose where.
Save as `Ctrl+Shift+S`	Writes the project to a new file and keeps working on that one.
Settings	Your printer, material, fit, estimates, slicer and the look of the window. They stay on this computer, not in the project.
Light or dark mode	Switches the window between its light and dark look.
Help and shortcuts `?`	Opens the guide and the list of keyboard shortcuts.
About Snug	Shows the version and where to support Snug. Nothing leaves this computer.

Photos

Choose photos	Picks one photo or many from your disk. Each one is read on this computer: Snug finds the A4 sheet and outlines every tool.
Tool thickness	How thick the tools are, in mm, for the photos you add. The pocket depth follows from it. Tip: You can set it tool by tool later, in Outlines.
Open a project `Ctrl+O`	Opens a .snug project instead of starting from photos.
Draw a tool by hand	Goes to Outlines to draw a tool point by point, when you have no photo of it.
Printer bed size	Tells Snug how large your printer's bed is, so parts that are too big are cut into segments. Tip: Exact values are in Settings, Printer.
Other bed size	Opens Settings on the printer, to type your own bed size.
Photo	One photo of the batch with its state. Click it to look at the sheet, or to check its corners when the card says so.
Sheet	A photo already read. Click it to see its tools again.
Add photos	Adds more photos to the project, for instance another sheet of tools.
Stop	Stops reading the photos that are waiting. Those already read are kept.
Find the tools	Reads the tools inside the sheet you checked: each one gets an outline. Tip: Check the four corners first.
Check the photos	Opens the next photo whose sheet needs a look, to put its four corners on the paper.
Next: Outlines	Goes to the outlines of the tools that were found.
Widest part height	For a tall tool, the height of its widest part above the sheet. It corrects the perspective so the outline is true to size. Tip: 0 keeps the photo as taken. Flat tools need nothing.
Reset corners	Puts the four corners back where Snug first placed them.
Remove this photo	Drops this photo and the tools read from it.
More warnings	Shows the other warnings about this photo.

Outlines

Select `V`	Click a tool to select it, drag a point to move it, click an edge to add a point. Tip: Shift+click, or Delete, removes the point under the pointer.
Brush `B`	Paints over the photo to erase a shadow or to add a part Snug missed. Tip: Hold Alt to switch between erase and add.

Smooth S	Rubs a ragged edge until it is even.
Cut C	Drag a line across two tools that touch to cut them apart.
More	Holes, measuring, zones, finger notches, drawing a tool by hand, mirror and rotate.
Erase	The brush removes what it passes over from the outline.
Add	The brush adds what it passes over to the outline.
Round brush	Paints with a round tip of the size set beside it.
Lasso	Draw a loop around the area: all of it is erased or added at once.
Size	Width of the brush or of the smoothing tool, in mm on the sheet.
Strength	How much unevenness the smoothing removes, in mm. A higher value rounds more.
Extra room	How much more room, in mm, the pocket gets along the part you marked. Negative: tighter.
Other side	Changes which stretch of the outline the zone covers: the one between your two points, or the rest.
Add zone	Keeps the zone between the two points you clicked on the outline.
Fill hole	Closes the selected hole, so the pocket has no island there.
Open hole	Makes the selected hole part of the outside of the tool.
Holes	Select a hole of a tool, then fill it or open it.
Measure M	Click two points to measure. Type the real size taken with a caliper to rescale the tool.
Zones	Gives extra room (or less) along a stretch of an outline, for a handle or a lock.
Finger notches	Adds a half-round cut in the pocket edge so you can get a finger under the tool.
Draw a tool	Circle a tool that was not found, to create its outline.
Mirror left-right	Flips the selected tool left to right.
Mirror top-bottom	Flips the selected tool top to bottom.
Rotate a quarter turn R	Turns the selected tool by 90 degrees.
Fit the view F	Shows the whole sheet.
Tool	A tool of the project. Click to select it. Tip: Ctrl or Shift + click selects several tools.

Real size	Type the size you measured on the real tool with a caliper and press Enter: the tool is rescaled to match.
Next: Drawer	Goes to the drawer, to arrange the tools.

Tool panel

Tool name	The name shown on the cards, the plan and the print list.
Deselect `Esc`	Closes the tool panel and shows the sheet again.
Thickness	How thick this tool is, in mm. It sets how deep the pocket can be.
Pocket depth	How deep the pocket is, as a part of the tool thickness. 100 % holds the tool all the way down.
Clearance	Room around this tool in its pocket, in mm. It overrides the drawer's clearance for this tool alone. Tip: Print one part first and try the tool in it (see Print and adjust the fit in the guide).
Frequent	A tool you grab often: it goes on the drawer bottom or on the top level, never under another module, and takes the front.
Normal	No preference: the layout places the tool where it fits best.
Rare	A tool you seldom use: it may go in the lower levels of a stack, under another module.
See the pocket in 3D	Shows the pocket cut for this tool, in 3D, with its clearance and depth.
Delete tool `Delete`	Removes the selected tool from the project. You can undo it.
Zone room	Extra room of this zone, in mm, between the numbered points. Negative: tighter.
Remove this zone	Deletes this zone: the outline goes back to the tool clearance.
Notch width	Width of the finger notch, in mm.
Notch depth	How far the notch cuts into the pocket wall, in mm.
Remove this notch	Deletes this finger notch.

Pocket view

Close `Esc`	Closes the 3D view of the pocket.

Drawer

Estimates	Plastic, print time and cost of the whole drawer, and the saving against Gridfinity. Click for the detail and the calibration.
Drawer width	Inside width of the drawer, wall to wall, in mm.
Drawer depth	Inside depth of the drawer, front to back, in mm.
Drawer height	Inside height, bottom to top, in mm. A module can never be taller.
Contours	One module per group of tools, shaped around the tools: the least plastic. Tip: Best for a drawer of mixed tools.
Trays	Rectangular trays that tile the drawer, with the pockets cut in them.
Snug Blocks	Bins joined by keys, in squares of 21 mm: two squares make one Gridfinity cell. Lose a tool, reprint a single bin. Tip: Needs no whole-drawer reprint when your tools change.
Gridfinity	Standard Gridfinity bins on 42 mm cells, compatible with the base plates sold in shops. Tip: Choose it if your drawer already has a Gridfinity base plate.
Ledge	A rim holds the tool by its edge; it never touches the drawer bottom.
Ribs	The rim plus thin ribs across the pocket: light, and it holds small tools too.
Solid	A full floor under every pocket: the most plastic, the stiffest.
Plate	One plate under all the pockets of a module.
None	The outline only: the tool stands on the drawer bottom. The least plastic.
Bars	A grid of bars under the pockets: light, and the tools stand on them.
Plate	A solid plate under the whole tray, or a thin plate under each bin.
None	The rim and the pocket walls only: the tools stand on the drawer bottom.
One tool per bin	Every tool has its own bin: lose a tool, reprint one bin.
Tools grouped	Tools that fit together share a bin: fewer, bigger bins.
Re-arrange	Lays the tools out again with the choices on the right. Moves you made by hand are lost. Tip: The button turns strong when a setting needs it.
Arrange the tools	Places all the tools in the drawer with the chosen style and floor.
Next: Export	Goes to the export, to choose the parts and write the files.
Module	A module or bin of the drawer. Click to select it and see its settings. Tip: Click it again to deselect.
Stacking lip	Adds the lip that lets Gridfinity bins stack.

Magnet holes	Adds a recess under each cell of a bin for a magnet (6.5 mm wide).
Screw holes	Adds screw holes in the magnet holes, to fix the bins.
Light bins	Hollows the bins to save plastic. Needs a new arrangement.
Print a base plate	Adds the Gridfinity base plate to the parts to print.
Plate only under the bins	Prints the base plate only where there are bins.
Grid across	Where the Gridfinity grid sits across the drawer when it does not fill it: left, centre or right.
Grid in depth	Where the grid sits in depth when it does not fill the drawer: front, centre or back.
Raised by	Height of a plate already in the drawer under the bins, in mm.
Pocket depth	How deep the pockets are, as a part of the tool thickness.
Pocket clearance	Room around every tool in its pocket, in mm. A tool's own clearance still wins. Tip: Needs Re-arrange.
Walls	Thickness of the walls between pockets, in mm. Tip: Needs Re-arrange.
Floor thickness	Thickness of the floor under the pockets, in mm.
Ledge width	Width of the rim that holds a tool in a Ledge floor, in mm.
Rib pitch	Distance between two ribs of a Ribs floor, in mm.
Margin to the walls	Free space kept between the modules and the drawer walls, in mm. Tip: Needs Re-arrange.

3D view bar

2D view	The drawer from above, flat. The best view to move modules and read the grid.
3D view	The drawer in 3D: drag to turn, scroll to zoom, right button to pan.
Top `T`	Looks straight down at the drawer.
Front	Looks at the drawer from the front, to judge heights.
3D angle `Shift+T`	Goes back to the angled 3D view.
View options	Ghost tools, measuring, spread parts, sections, the grid of the 2D view and the levels shown.
Magnet	While on, a module you drag snaps to the walls and to its neighbours. Tip: Hold Alt while dragging to move freely.

Tools as ghosts	Shows the tools in their pockets as see-through shapes.
Measure `M`	Click two points on the 3D view to read the distance between them.
Spread levels and parts	Pulls the levels and the parts of a module apart, to see how they stack.
Section	Cuts the drawer with a plane so you can look inside the pockets.
Grid	Sets the grid of the 2D view, in mm, or hides it.
Levels shown	Shows all the levels, or only those up to the chosen one.

Values on the 3D view

Drawer width	Inside width of the drawer, in mm. Click to type a value; the wheel steps it. Tip: Enter keeps the value, Esc gives up.
Drawer depth	Inside depth of the drawer, front to back, in mm. Click to type a value; the wheel steps it.
Drawer height	Inside height of the drawer, in mm. Click to type a value; the wheel steps it.
Module height	Height of the selected module, in mm. Click to type a value; the wheel steps it.
Pocket gap	Clearance around the tool in the pocket of this module, in mm. Click to type a value.
Distance to the left wall	Space between the module and the left wall, in mm. Type a value to move the module there.
Distance to the front wall	Space between the module and the front wall, in mm. Type a value to move the module there.

Module panel

Back to the drawer `Esc`	Closes the module panel and shows the drawer settings again.
Replace tool	Puts another tool in this bin. The bin grows to a bigger standard size if it must.
Make empty	Takes the tool out of this bin. The bin stays in its place, empty.
Export this part	Writes the files of this module alone, without going to the Export step.
Height	Height of this module, in mm. A grey value is the drawer's; type one to give this module its own.
Walls	Wall thickness of this module, in mm.
Pocket clearance	Room around the tools of this module, in mm. A tool's own clearance still wins.

Joint clearance	Gap per side between the dovetails of the parts of this module, in mm.
Floor	The floor of this module alone: plate, bars or none. Reset gives it back to the drawer's.
Level	The level of this module: 0 is the drawer bottom, 1 stands above it, and so on.
Left wall	Distance between this module and the left wall, in mm. A bin keeps to the 21 mm grid.
Front wall	Distance between this module and the front wall, in mm. A bin keeps to the 21 mm grid.
Reset	Gives this setting back to the drawer's value.
Cells across	Width of this Gridfinity bin in 42 mm cells.
Cells in depth	Depth of this Gridfinity bin in 42 mm cells.
Height	Height of this Gridfinity bin in 7 mm units.
Set this size	Gives the bin the size typed above.
Fit to its tools	Picks the smallest bin that holds its tools.
Back to a Snug module	Takes the Gridfinity bin away and goes back to a Snug module.

Replace the tool

Tool	Puts this tool in the bin.
New photo	Goes to Photos to photograph the new tool first.
Tool to take out	When the bin holds several tools, chooses the one to replace.
Choose another tool	Goes back to the list of tools.
Re-arrange the drawer	Lays the whole drawer out again so the tool can find room.

Slicer estimate

Choose a slicer	Picks Bambu Studio or OrcaSlicer on this computer, to slice every part for a precise estimate.
Slicer profile	The printer, process or filament profile the slicer uses for the estimate.
Precise estimate with the slicer	Slices every part and reads the real plastic and time. It can take a few minutes.
Stop	Stops the slicing in progress.

Export

3MF	Every part in one file, for the slicer. Tip: If the slicer asks to load one object with several parts, answer No.
STL	One file per part.
PDF plan	A page per level with the layout, then the print list.
CSV	The print list for a spreadsheet.
Change in Settings	Opens the printer settings.
Precise estimate	Slices the parts with your slicer to read the real plastic and time.
Part	A module to export. Click to tick or untick it.
Only the bins to reprint	Ticks only the bins that changed since the last export.
Export	Writes the files of the ticked parts in a folder you choose. A file never replaces another: a number is added.

Settings

Printer	The size of your bed and nozzle.
Material and energy	Density, price and power, used to estimate the cost.
Fit	How tight the printed parts are on your printer: compensation and the gaps of the joints and keys.
Estimates	The correction from your own weighings, and the details of the fast estimate.
Slicer	The slicer program and the profiles used for a precise estimate.
Display	Theme, transparency, tooltips and the tour.
Bed width	Width of the print bed, in mm.
Bed depth	Depth of the print bed, in mm.
Bed height	The tallest part the printer can print, in mm.
Nozzle	Nozzle diameter, in mm.
Layer height	Height of a printed layer, in mm.
Highest flow	The most plastic your hot end can melt per second. It sets the print time of the fast estimate.
Material	The name of your filament, shown in the printer summary.
Density	Density of the plastic, in g/cm3. PLA is about 1.24.
Price	Price of a kilogram of filament, to estimate the cost.

Electricity price	Price of a kilowatt-hour, to estimate the cost.
Printer power	Average power of the printer while printing, in watts.
Currency	Three letters, such as EUR or USD.
Compensation	Taken off every clearance, per side, in mm: one value that corrects every pocket for your printer. Tip: Positive when real gaps come out larger than designed.
Key gap (Snug Blocks)	Gap per side between a key and its grooves, in mm. 0.10 held the bins on the test print. Tip: After a change, print keys only: bins stay as they are.
Segment dovetail gap	Gap per side between the dovetails of two segments of a module, in mm.
Gridfinity foot fit	Moves the foot of a Gridfinity bin sideways, per side, in mm. Negative gives a smaller foot.
Walls	Number of perimeter lines your slicer prints.
Infill	Share of the inside that is filled, from 0 to 1.
Top layers	Number of solid layers on top.
Bottom layers	Number of solid layers at the bottom.
Mean speed	Average printing speed along the lines, in mm/s.
Heating and homing	Seconds spent before the print starts, added to the time.
Printed part	The module you printed and weighed.
Weight	What the printed part weighs on a scale, in g.
Print time	How long the print took, in minutes. Optional.
Correct the estimates	Compares your weight with the estimate and corrects the next estimates.
Choose the slicer program	Picks Bambu Studio or OrcaSlicer. Nothing is sent anywhere.
Printer profile	The printer profile of the slicer to use.
Process profile	The print process profile. The printer's default if you choose none.
Filament profile	The filament profile. The printer's default if you choose none.
Theme	Follows the system, or stays light or dark.
Reduce transparency	Plain surfaces instead of frosted glass.
Tooltips	Shows a short explanation when you hover a control or focus it with the keyboard. Tip: Esc closes a tooltip.
Show the tour again	Starts the one-minute guided tour of the four steps.

Reset to defaults	Puts every setting back to its default. The slicer and the display are kept.

Guide

Guide page	Opens this page of the guide.
Show me	Closes the guide, goes to that screen and lights up the control for a few seconds.
Take the tour	Starts a one-minute tour of the four steps, the undo buttons and the help.

Windows and messages

Close `Esc`	Closes this window.
Close	Hides this message.
Undo	Takes back what this message reports.
Try again	Runs the action that failed once more.
Copy details	Copies the technical detail of the error, to paste into a report. It holds no photo and no file path.
Message action	Does what the button says, from the message above.
Cancel	Keeps the current project open and does nothing else.
Discard	Drops the changes that are not saved and goes on.
Save	Saves the project, then goes on.