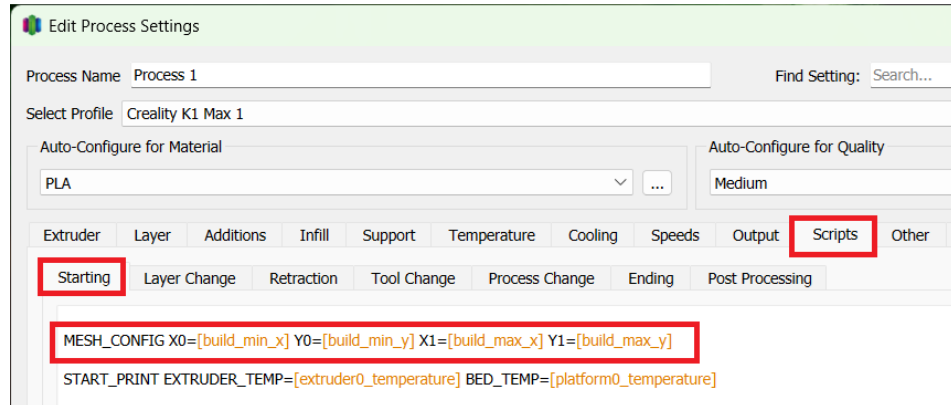


MESH_CONFIG for Simplify3D

This macro allows the stop gap function of KAMP with Simplify3D. Please add the following to Simplify3D's Start Gcode section ***before*** START_PRINT is called, like this:

```
MESH_CONFIG X0=[build_min_x] Y0=[build_min_y] X1=[build_max_x] Y1=[build_max_y]
```

```
START_PRINT EXTRUDER_TEMP=[extruder0_temperature] BED_TEMP=[platform0_temperature]
```



This is inserted into gcode_macro.cfg

```
[gcode_macro MESH_CONFIG]
```

description: Stop-gap macro for converting Simplify3D's print area into an object for exclude_object

gcode:

```
{% set X0 = params.X0 | float %} # Print Area X Min
```

```
{% set X1 = params.X1 | float %} # Print Area X Max
```

```
{% set Y0 = params.Y0 | float %} # Print Area Y Min
```

```
{% set Y1 = params.Y1 | float %} # Print Area Y Max
```

```
{% set center_x = ((X0 + X1) / 2) | float %} # Print Area X Center
```

```
{% set center_y = ((Y0 + Y1) / 2) | float %} # Print Area Y Center
```

```
EXCLUDE_OBJECT_DEFINE NAME=s3d_build_volume CENTER={center_x},{center_y}
```

```
POLYGON=[[{X0},{Y0}],[{X0},{Y1}],[{X1},{Y1}],[{X1},{Y0}]]
```

```
View 'gcode_macro' documentation
1 [gcode_macro MESH_CONFIG]
2 description: Stop-gap macro for converting Simplify 3D's print area into an object for EXCLUDE_OBJECT
3 gcode:
4   {% set X0 = params.X0 | float %} # Print Area X Min
5   {% set X1 = params.X1 | float %} # Print Area X Max
6   {% set Y0 = params.Y0 | float %} # Print Area Y Min
7   {% set Y1 = params.Y1 | float %} # Print Area Y Max
8   {% set center_x = ((X0 + X1) / 2) | float %} # Print Area X Center
9   {% set center_y = ((Y0 + Y1) / 2) | float %} # Print Area Y Center
10
11 EXCLUDE_OBJECT_DEFINE NAME=s3d_build_volume CENTER={center_x},{center_y} POLYGON=[[{X0},{Y0}],[{X0},{Y1}],[{X1},{Y1}],[{X1},{Y0}]]
```

Clipping from FLUIDD

```
// Starting KAMP Bed Mesh... // Index | Tool Adjusted | Probe
// Algorithm: lagrange // 0 | (134.9, 145.0) | (134.9, 145.0)
// Default probe count: 6,6 // 1 | (145.0, 145.0) | (145.0, 145.0)
// Adapted probe count: 3,3 // 2 | (155.0, 145.0) | (155.0, 145.0)
// Default mesh bounds: 5.0,5.0, 295.0,295.0 // 3 | (155.0, 155.0) | (155.0, 155.0)
// Mesh margin is 0, margin not increased. // 4 | (145.0, 155.0) | (145.0, 155.0)
// Fuzz amount is 0, mesh points not fuzzed. // 5 | (134.9, 155.0) | (134.9, 155.0)
// Adapted mesh bounds: 134.94,144.98, 155.02,165.06 // 6 | (134.9, 165.1) | (134.9, 165.1)
// KAMP adjustments successful. Happy KAMPing! // 7 | (145.0, 165.1) | (145.0, 165.1)
// Generating new points... // 8 | (155.0, 165.1) | (155.0, 165.1)
// bed_mesh: generated points
```