

### A picture guide to using SuperSlicer with the

# Hatchery v1.0





# Disclaimer

This is a user guide to using SuperSlicer a free and open-source slicing software with the Hatchery v1.0, as recommended by our experts here at TeenyFactory. Our experts recommend that you have a basic to an advanced level understanding of using a 3d Printer and \ or any slicing software, before choosing to use SuperSlicer with the Hatchery v1.0

At the time of the making of this guide, our experts had access to the stable release version 2.3.56.9 of SuperSlicer from the Git page: https://github.com/supermerill/SuperSlicer/releases

This guide is **not** a user guide for SuperSlicer. More information about SuperSlicer can be found at: https://github.com/supermerill/SuperSlicer

TeenyFactory does not own SuperSlicer and assumes your agreement to use the software at your own discretion. TeenyFactory is not liable for any damages that may be caused by the use of the software to your property.

# *Hatchers*



## Step 1: Where to get SuperSlicer from

- Source 1: Recommended source:
  - A stable release version can be found in the SD card that comes along with your purchase of the Hatchery v1.0
  - The source is recommended because it comes pre-configured for your Hatchery v1.0
- Source 2: Original Source (at the time of writing of this guide):
  - https://github.com/supermerill/SuperSlicer/releases

# Step 2: Load the Hatchery v1.0 profiles and 3d model of the Hatchery v1.0 Bed in SuperSlicer

- You can skip to **Step 3** if you are using SuperSlicer from **Source 1** as mentioned in **Step 1** above
- Make sure you have the following 2 files available on your pc where you wish to use SuperSlicer on:
  - Hatchery v1.0.ini (Pre-configured Hatchery v1.0 (printer) profile, Hatch (print) settings, iSrings (filament) settings
  - Hatchery v1.0.stl (3d model of the Hatchery v1.0 Bed)
  - Both these files can be found in the SuperSlicer folder of the SD card provided with the Hatchery
     v1.0 or they can be downloaded from the downloads section on our website from the URL:

### https://teenyfactory.com/product/hatchery-v1-0/

• Open SuperSlicer by double-clicking on supersclier.exe file

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File Home Share View	Application Tools			
$\leftarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ ] > SuperSlicer >				
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libmpfr-4.dll	07/09/20	21 1:15 am	Application extens	426 KB
msvcp120.dll	07/09/20	21 1:15 am	Application extens	645 KB
msvcp140.dll	07/09/20	21 1:15 am	Application extens	613 KB
msvcp140_1.dll	07/09/20	21 1:15 am	Application extens	31 KB
msvcp140_2.dll	07/09/20	21 1:15 am	Application extens	201 KB
Smsvcr120.dll	07/09/20	21 1:15 am	Application extens	942 KB
[s]	07/09/20	21 1:15 am	Application extens	33,073 KB
Superslicer.exe	07/09/20	21 1:15 am	Application	148 KB
	07/09/20	21 1:15 am	Application	148 KB
superslicer_local-settings.bat	07/09/20	21 1:15 am	Windows Batch File	1 KB
superslicer-gcodeviewer.exe	07/09/20	21 1:15 am	Application	165 KB
vcruntime140.dll	07/09/20	21 1:15 am	Application extens	95 KB
vcruntime140_1.dll	07/09/20	21 1:15 am	Application extens	37 KB
vcruntime140_1d.dll	07/09/20	21 1:15 am	Application extens	52 KB
vcruntime140_clr0400.dll	07/09/20	21 1:15 am	Application extens	86 KB
vcruntime140d.dll	07/09/20	21 1:15 am	Application extens	161 KB



### Step 2: Continued...

• Navigate and click on Import Config Bundle...

SuperSlicer_2.3.56 a flavored version	sion of Slic3r	
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Recent projects	$\sim$	
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A Elect SD card / Elash drive	Ctrl+T Import S11 archive	5
(Re)Slice Now	Ctrl+R () Import Config Ctrl+L	
% Repair STL file		
G-code preview	😥 Import Config Bundle	
- Quit		

• Navigate to the Hatchery v1.0 profile file in the below dialog box, select Hatchery v1.0.ini, and click on Open

view Slic	ed preview Scode preview Print Settings Filament Settings	Printer Settings	
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• The following dialog will pop up indicating that you have successfully loaded the profile



# Step 3: Importing a 3d model and preparing for Hatching

• Navigate and click on Import STL/OBJ/AMF/3MF...



• Navigate to the folder on your pc where you have your 3d model files stored, select the model you want to Hatch and click on Open





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• Your 3d model should be loaded and displayed as below



### Step 3: Continued...

• Manipulate (resize, move, etc) the model using the side toolbar and then click on Slice now



• Once the model has been sliced, click on Export G-code and save the output file to your sd card







