



# Menu Bar

File Project Preferences All Models Wizards Help / Info

## File

- **Open STL Models**
  - Opens the standard file dialogue window to select the STL file(s). Note that multiple files can be selected. STL files can also be opened by selecting them and dragging/dropping onto the main window.
- **Save Packed STL**
  - Saves the currently loaded model(s) as a single STL file (which may contain multiple meshes)
- **Choose and Restore Reference Settings**
  -  Fix Me!
- **Quick Restore Reference Settings**
  -  Fix Me!
- **Change Registration Key**
  - Enter your Registration Key when upgrading from a previous license
- **Quit KISSlicer**
  - Unloads any models and closes KISSlicer

## Project

The saving and loading of projects can be very useful in helping others to diagnose problems with your settings.

- **Save Project As**
  - Saves the current settings as a Project (\*.ksp) file
- **Load Project / G-code Settings**
  - Loads temporary settings from either a Project (\*.ksp) file or from a [G-code](#) file that has been sliced with KISSlicer

## Preferences

- **File Handling**
  - **Preview On Open STL**
    - When checked, a non-standard file dialog window is displayed when “File/Open STL File” is selected, which includes a preview of the model file
  - **Load multiple STLs into a single model**
    - When checked all STL files opened together will be treated as a single model
  - **Use Unique Filenames on Save**
    - When checked, this will append numeric values to the saved G-code file to ensure a unique filename
  - **Slice and Save**
    - When checked, this will request the saved filename before slicing and will save the

G-code immediately after slicing

- **Languages**

- **Revert to English**

- When a language file is loaded, reverts all text back to English

- **Load a Language File**

- Load a language (\*.po) to display the text and tooltips in the language of your choice. Either download a translation file from [here](#) or create your own using the “Save Reference Language File” below

- **Translate Tooltips Only**

- Apply the loaded language file to tooltips only (tooltips appear when the cursor is hovered over an entry field)

- **Save Reference Language File**

- Saves a reference file (KISSlicer\_language.pot) in the KISSlicer “home” folder which is then used in a standard “[gettext](#)” tools program (such as [PoEdit](#)) to create a translated input file

- **Display Options**

- **Show Summary Text**

- When checked this will display relevant information in the top left and top right of the [Model Display](#) area of the Main window

- **Perspective View**

- When checked, “Perspective View” is enabled which reduces the objects size, the further back it happens to be, allowing a more realistic view of the model and build plate

- **Disable 3D view on Slice**

- When checked, the [Model Display](#) area of the Main window will be blank

- **Color Scheme**

- **Foreground**

- Select the color for the buttons and information text on the [Model Display](#) area of the Main window

- **Background**

- Select the background color for the windows

- **3D Background**

- Select the background color for the [Model Display](#) area of the Main window

- **Color Scheme Presets**

- **Orange**

- **Dark**

- **Blue**

- **SublimeLayers**

- Select one of the above preset color schemes as a base for your own scheme

- **Widget Scheme**

- **Base**

- **Plastic**

- **GTK+**


- **Gleam**

- Select one of the above preset widget schemes. Slightly alters the “look and feel” of the windows

- **Display Previous Layer**

- After slicing, in “Models+Paths” or “Paths” view, both current and previous layers are displayed

- **Warnings**

- **Material Change Warning (if > 1 extruder)**
  -  **Fix Me!**
- **Restrict Advanced Settings**
  - Advanced settings can be restricted by the entry of a password

## All Models

- **Auto-Rotate for Packing**
  - When checked, KISSlicer will automatically rotate models for optimal packing on the bed
- **Revert to Original Height**
  - Reverts all models to original height
- **Scale By X**
  - Scales all models by X in all directions
- **Inch → mm**
  - Convert model dimensions from inches to millimetres (multiply by 25.4)
- **Remove**
  - Remove all models from the bed
- **Show Extruder Map Window**
  - Open the [Extruder Map Window](#)

## Wizards

- **Create Profile Wizards**
  - **Printer Wizard**
    - Opens the [Printer Wizard window](#)
  - **Material Wizard**
    - Opens the [Material Wizard window](#)
  - **Style Wizard**
    - Opens the [Style Wizard window](#)
  - **Support Wizard**
    - Opens the [Support Wizard window](#)
  - **Run All 4 Profile Wizards**
    - Runs all 4 of the wizards in order
- **Surface Texture Wizard**
  - Opens the [Surface Texture Wizard window](#)
- **Tuning Wizard**
  - Opens the [Tuning Wizard window](#)

## Help/Info

- **Show Path Color Key**
  - Opens the [Path Color Key](#) window
- **Show Mesh Error Key**
  - Opens the [Mesh Error Key](#) window
- **Show Quickstart Guide**
  - Opens the KISSlicer Quickstart document (if available)
- **Show Extrusion Time Map**
  - Opens the [Extrusion Time Map](#) window

- **Show Command Line Options**
  - Opens the [Command Line Options](#) window
- **License**
  - Opens the [License Information](#) window
- **About**
  - Opens the [About](#) window

From:  
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Last update: **2018/11/24 21:36**

