Inkscape Voodoo for CNC

Inkscape is an open source program for creating and editing vector graphics, and is therefore very relevant for creating simple design files for e.g. the Laser Cutter and the Water Jet Cutter. However, there are some pitfalls when designing for CNC machines, some of which seem like black magic. Some of the problems arise from the "Inkscape SVG" format, which is "almost but not quite standard .svg". This is not a comprehensive guide for using inkscape, for that you can check out the Inkscape Wiki or the internet in general.

General tips

Se på denne wikien på kjekk how-to for inkscape!
http://wiki.inkscape.org/wiki/index.php/Tricks_and_tips

Potential troubleshooting

SVG formats

If problems, try exporting as "plain .svg" (relevant for wazer)

Path vs. Object vs. Stroke

Path is the type of data you want for 2D CNCs, think of it as the coordinates that the cutting head will follow. Inkscape has two functions called *Object to Path* and *Stroke to Path*, which you will be using regularly in the context of making cutting files.

Object to Path converts other kinds of objects into path objects. All vector objects can be converted to paths, as they are simply the most naïve but universal way to represent vector graphics. Other types of object, such as "rectangle", are just more efficient representations.

Stroke to Path converts an object's stroke-thickness into an outline. So, if you have a circle that has a thick stroke, performing Stroke to Path will convert it into a compound path consisting of two circular paths, where the inner path is the inner edge of the stroke. You probably don't want this for your CNC cutting design.

Cloned objects

Cloned objects will not be parsed by wazer. If you select an object, in the lower left corner it will say "clone of X" rather than "X" if it is a clone. Click Edit > Clone > Unlink Clone ("Løs opp klone" in the Norwegian version)