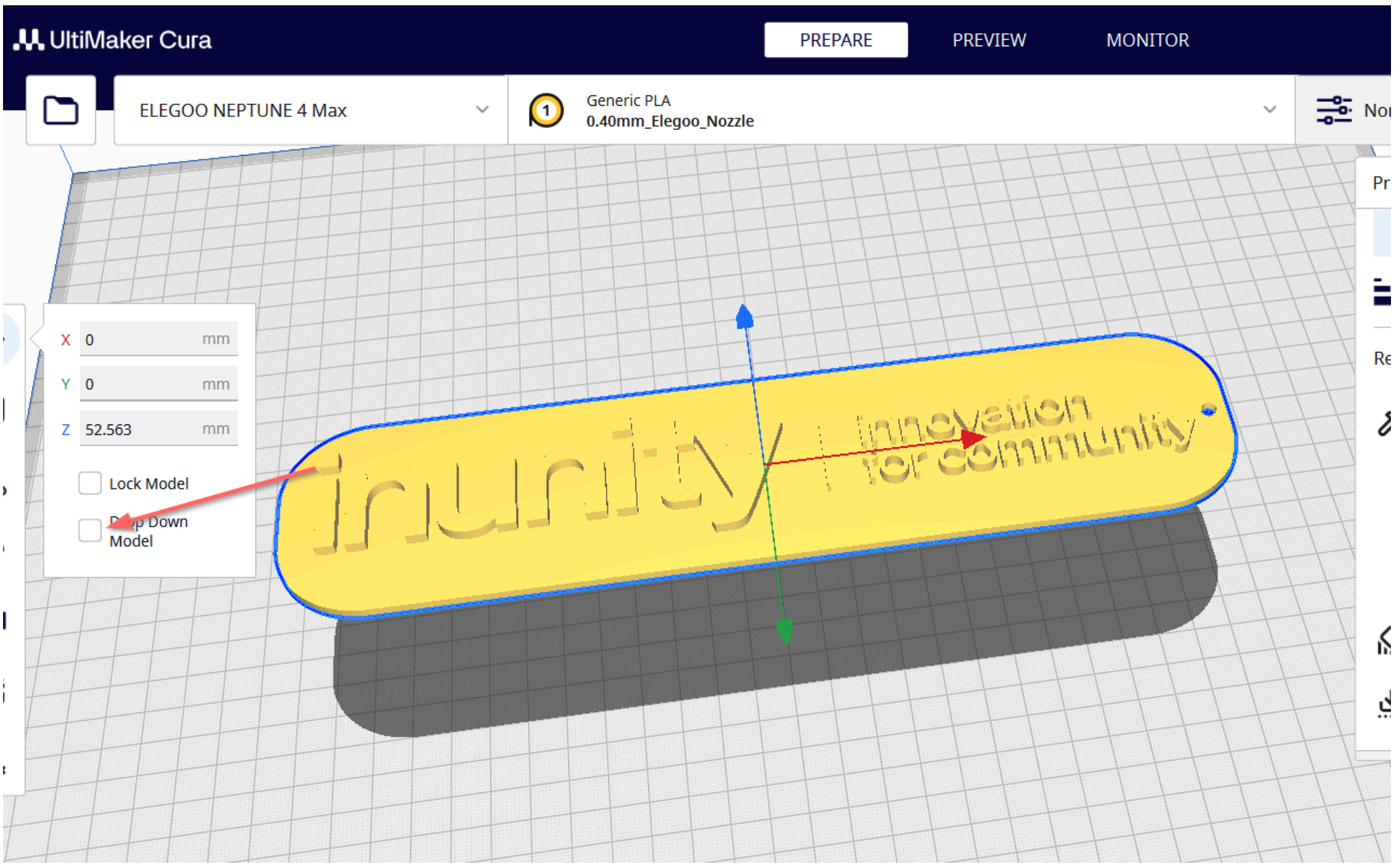
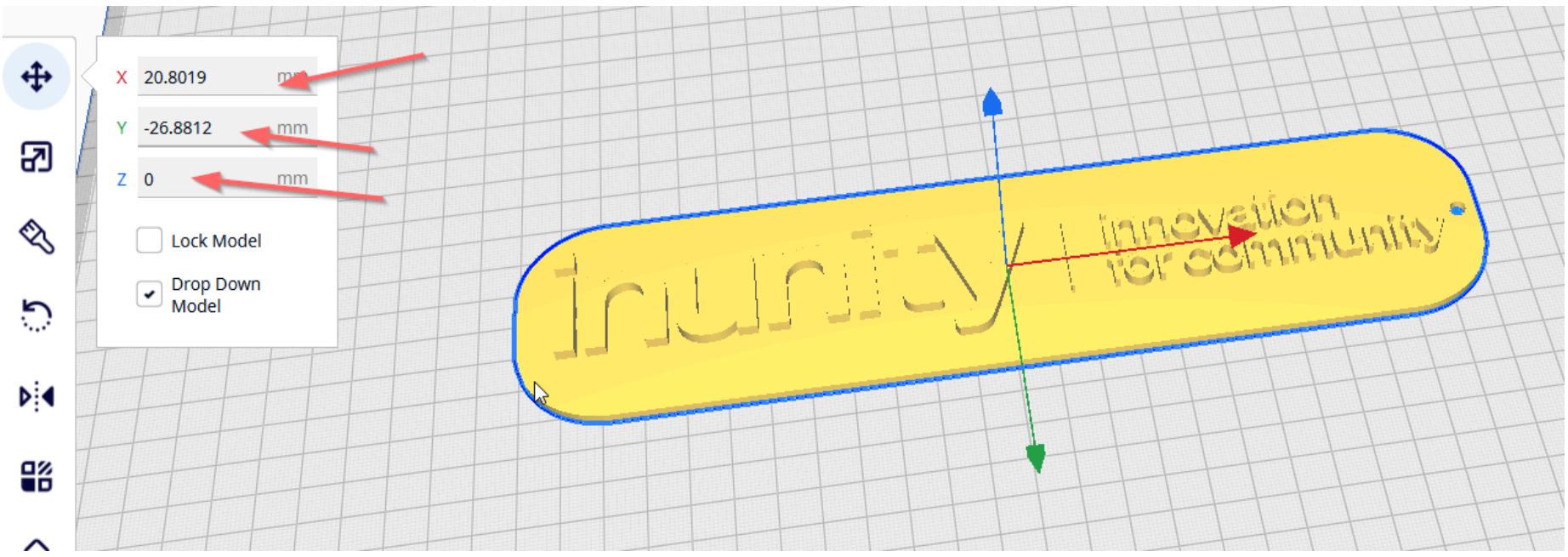
Using the Move Option



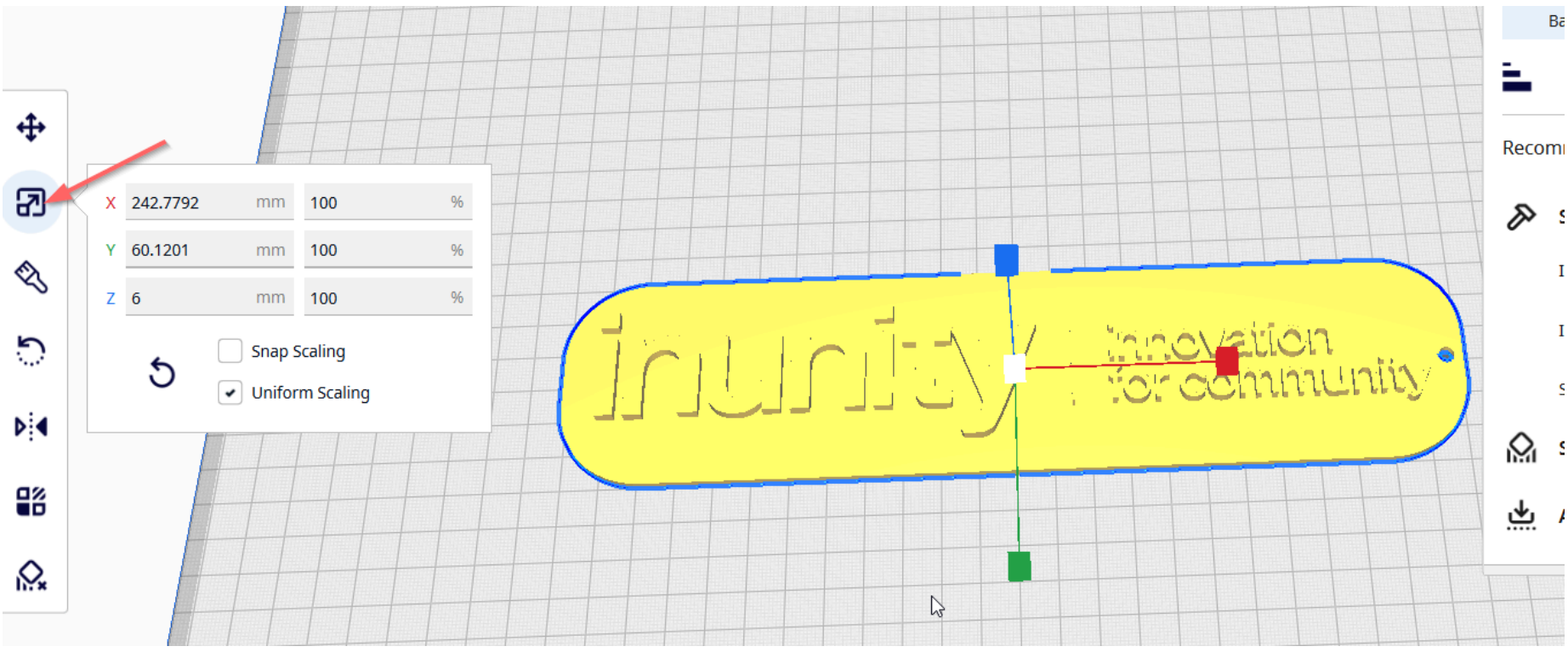
This **Move** option allows you to place the STL file anywhere on the build plate.



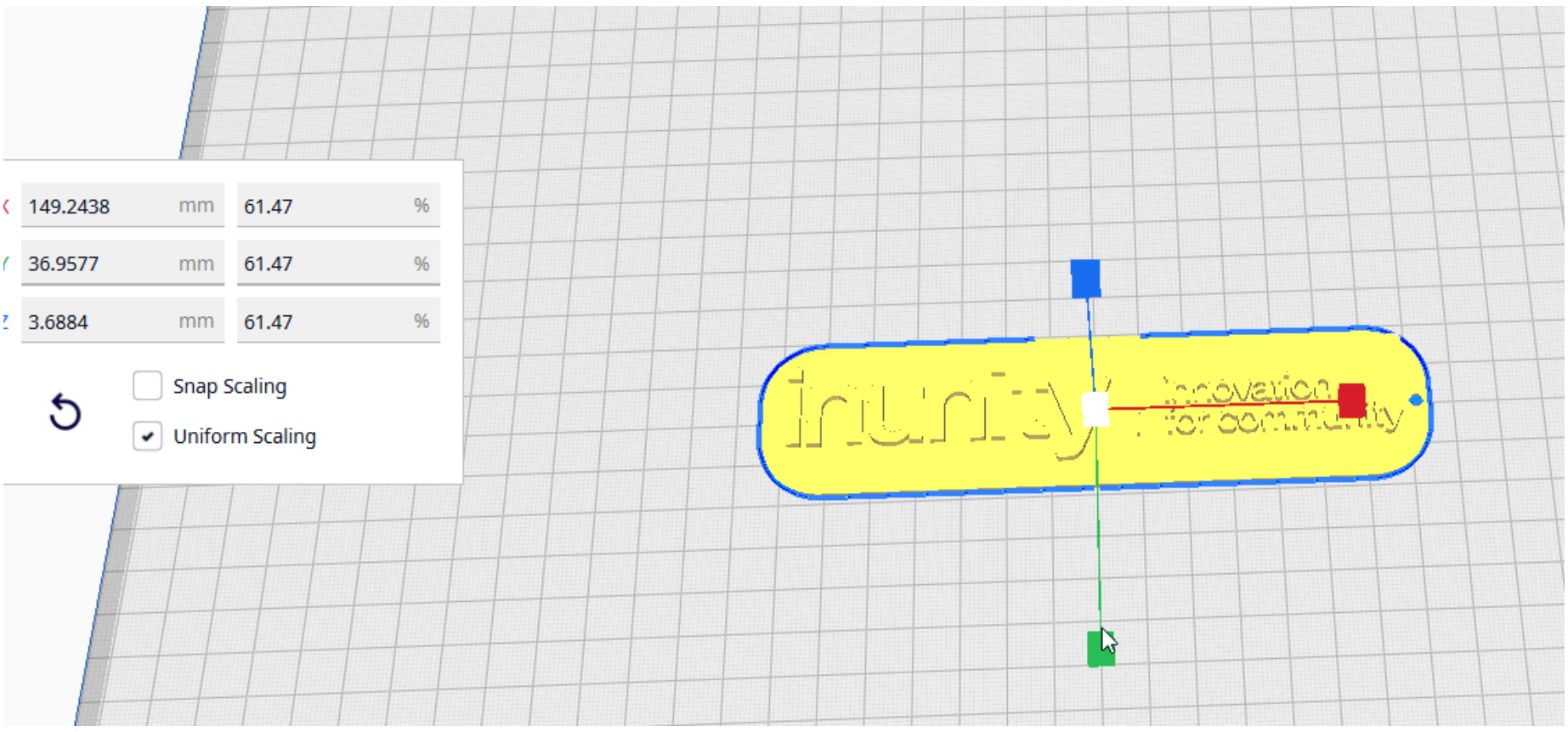
You can:

- Drag the object manually
- Use **X, Y, Z values** to precisely change the position of the model on the build plate

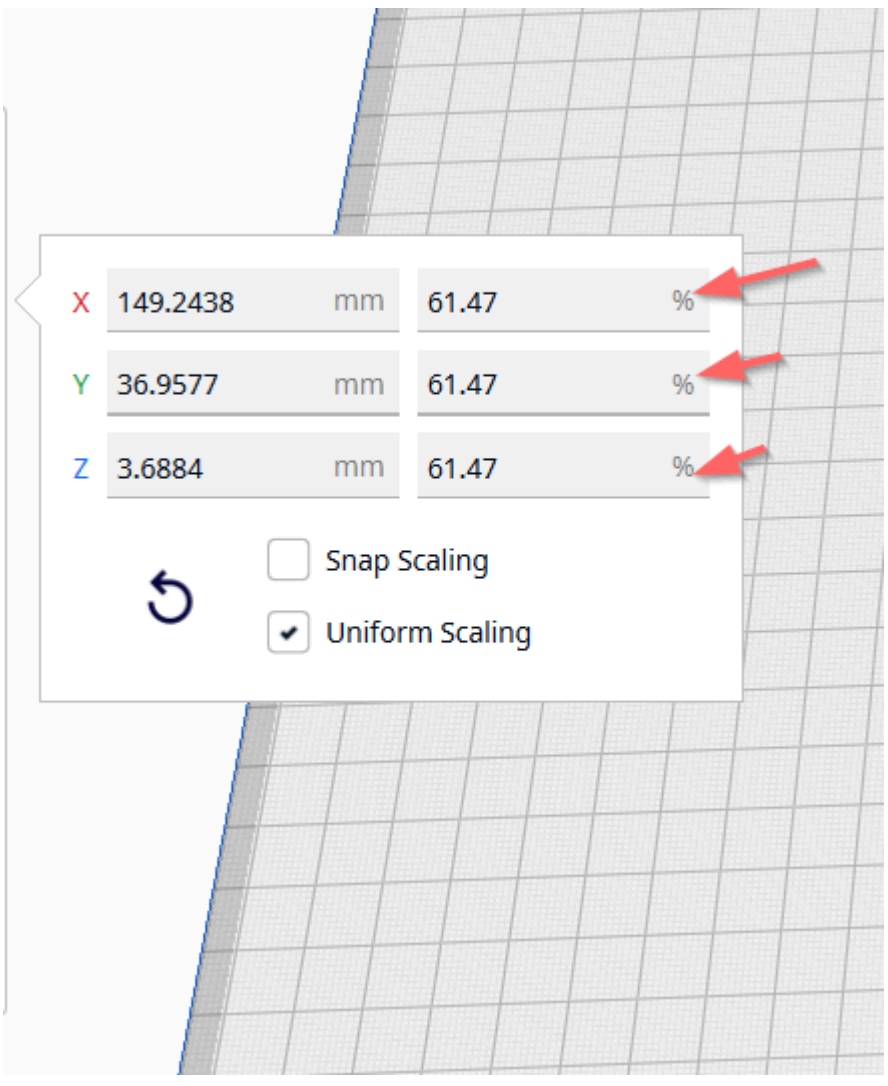
📏 Using the Scale Option



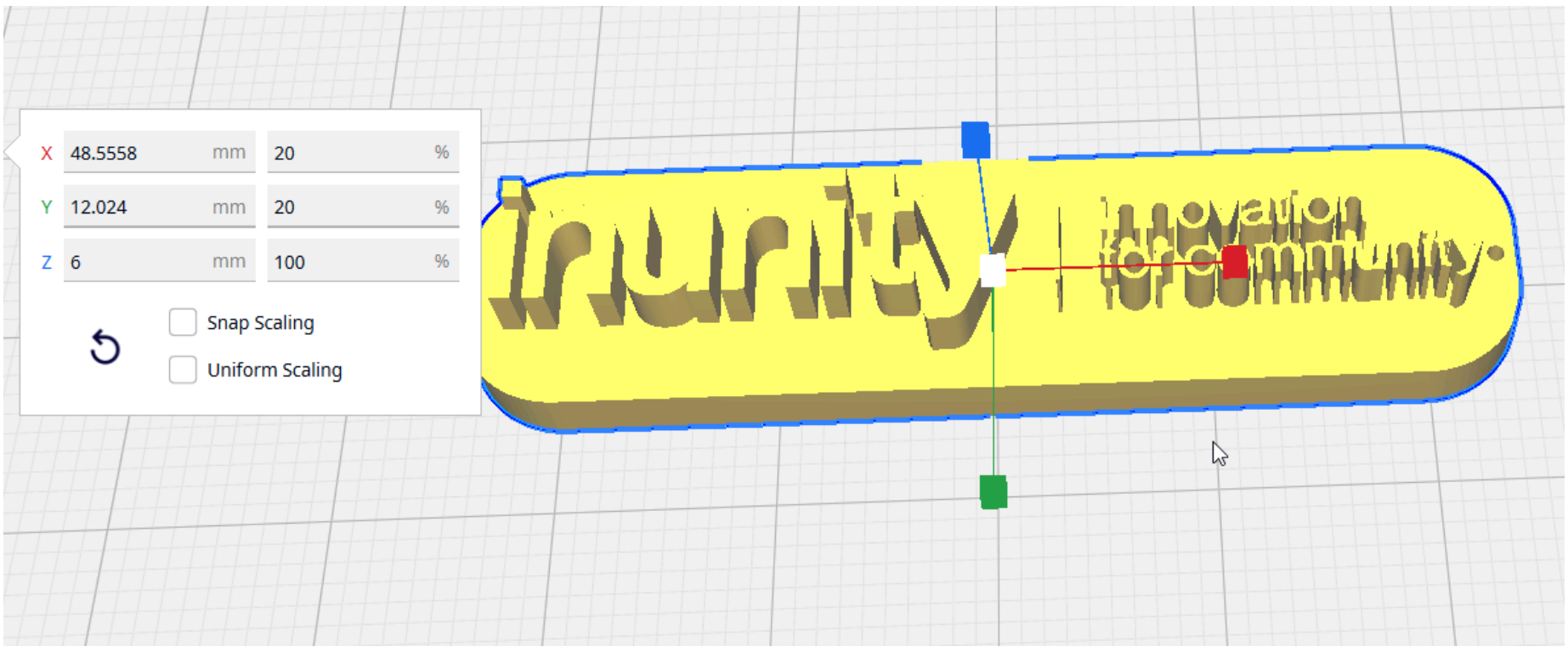
The **Scale** option is used to resize the model.



If **Uniform Scaling** is enabled, the model will scale equally on all sides.

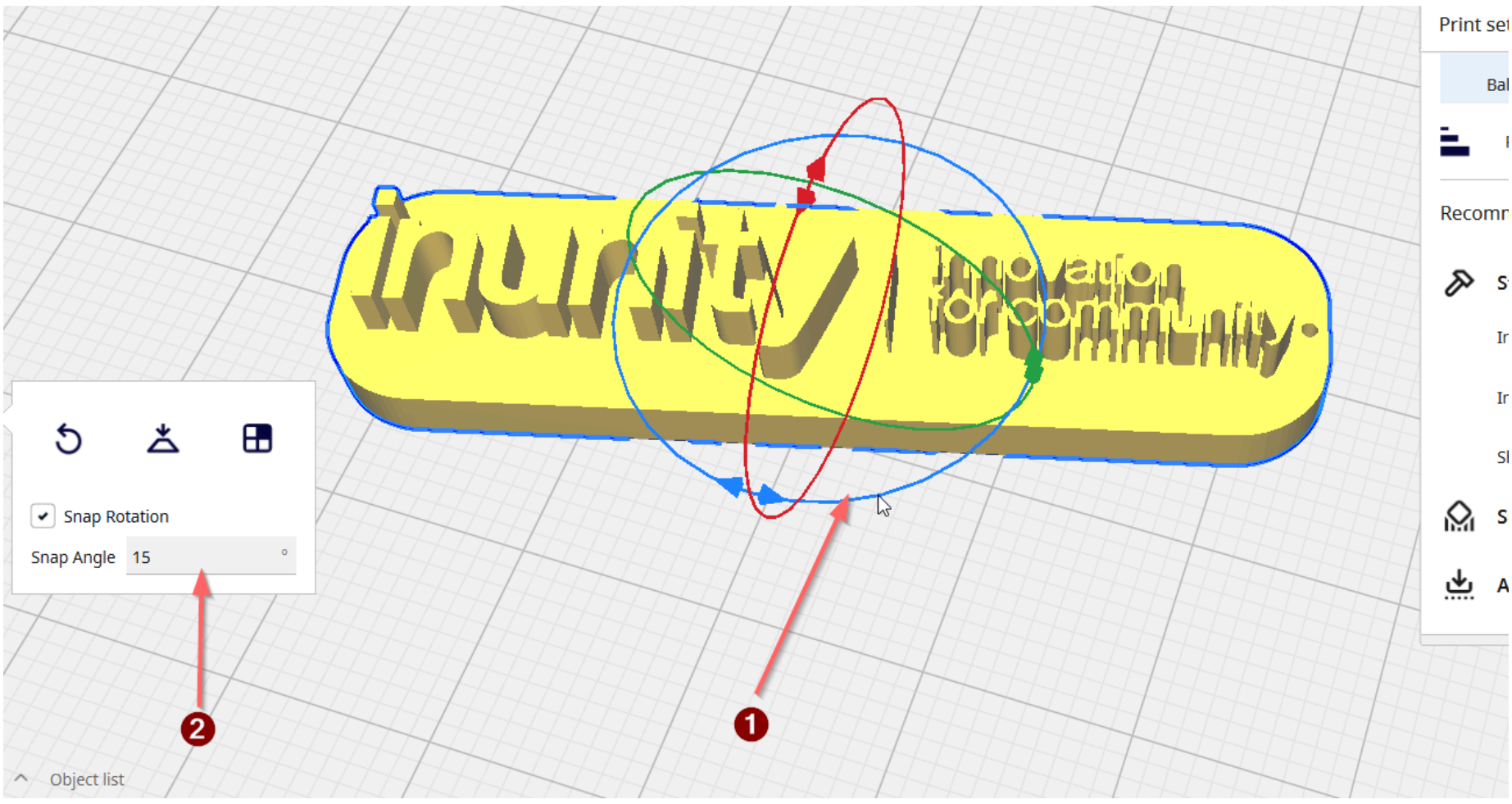


As shown above, the **scaling percentage is the same** for X, Y, and Z axes.



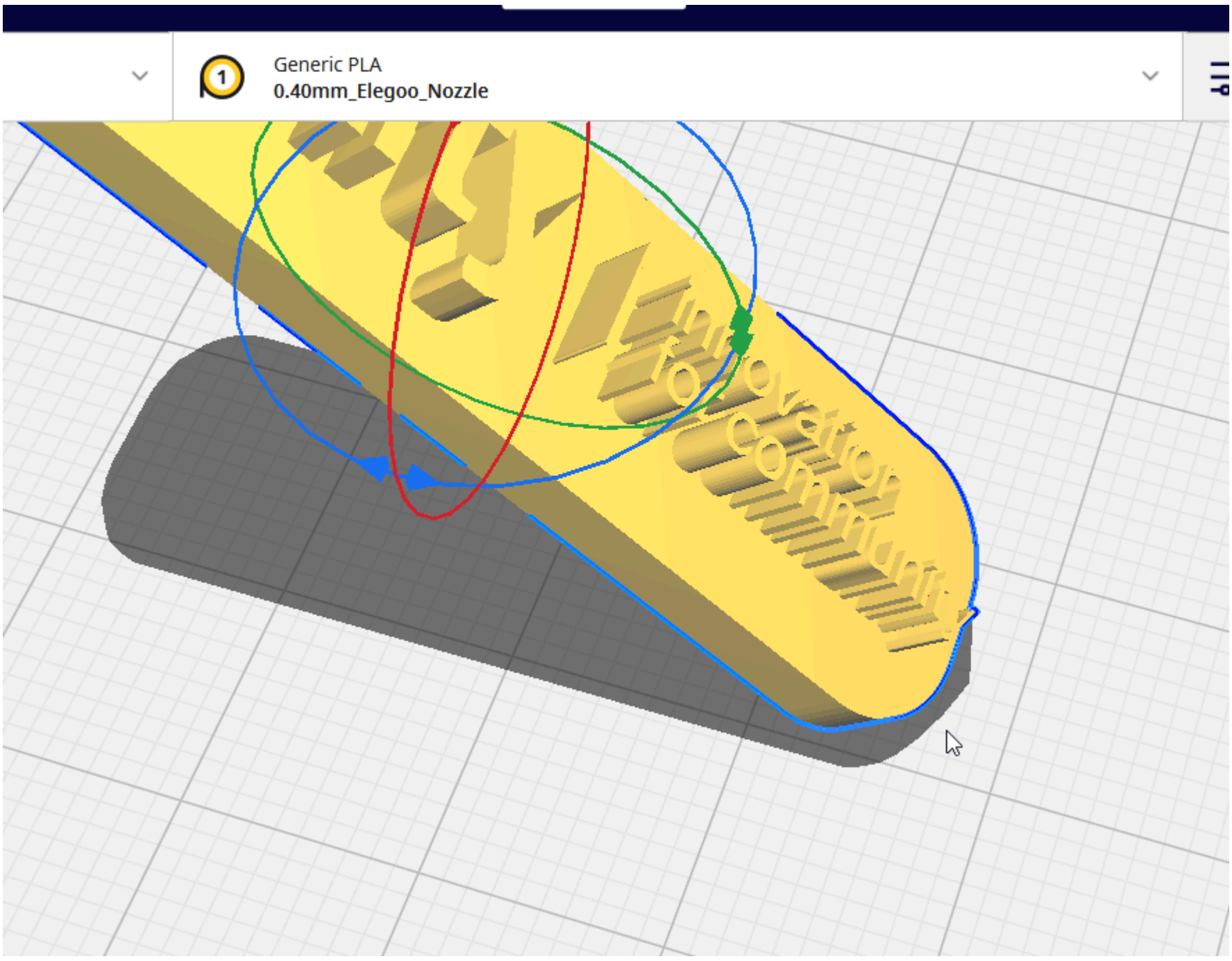
If **Uniform Scaling** is disabled, you can independently adjust **X, Y, and Z** dimensions according to your requirement.

Using the Rotate Option

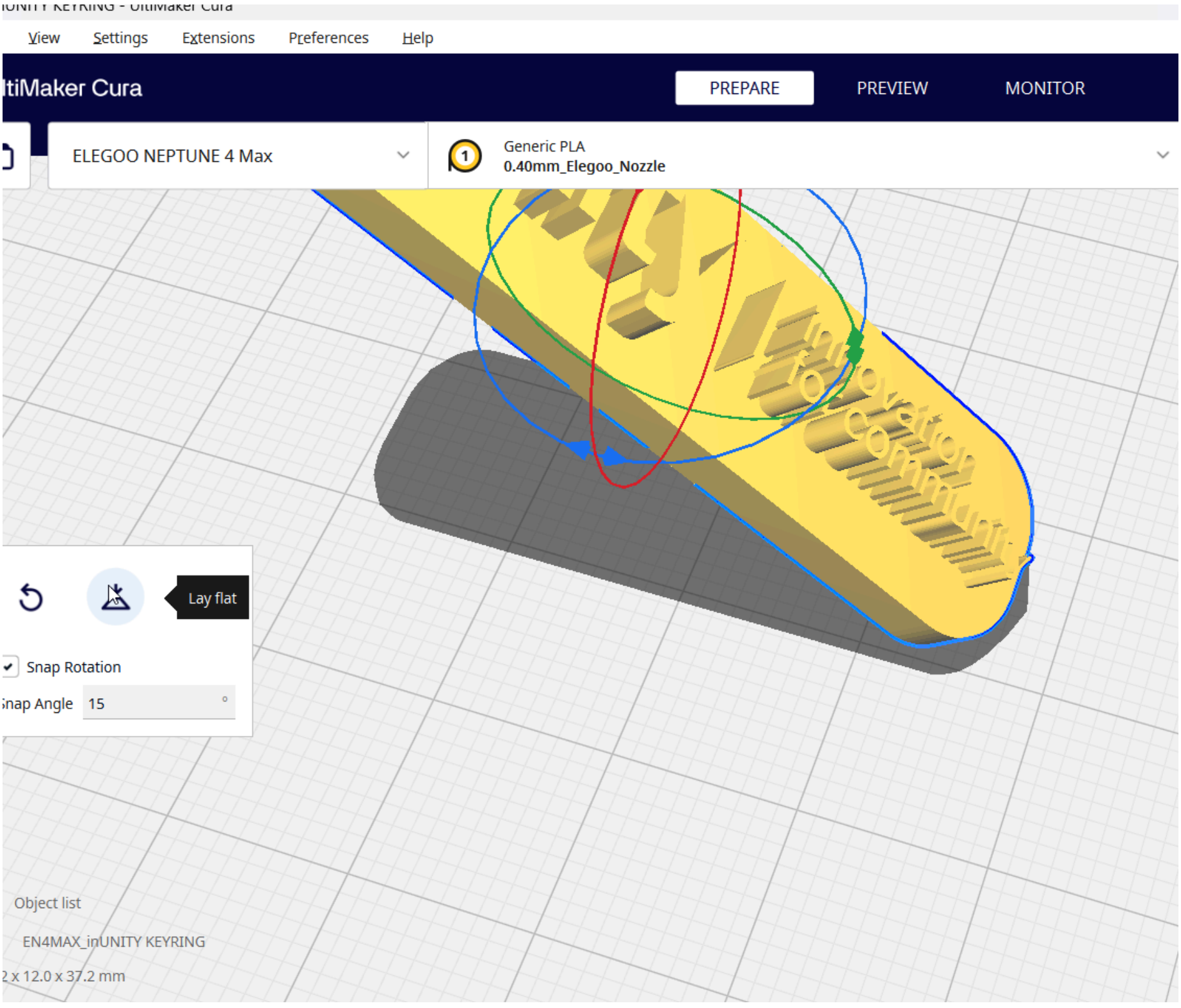


The **Rotate** option allows you to rotate the model at different angles.

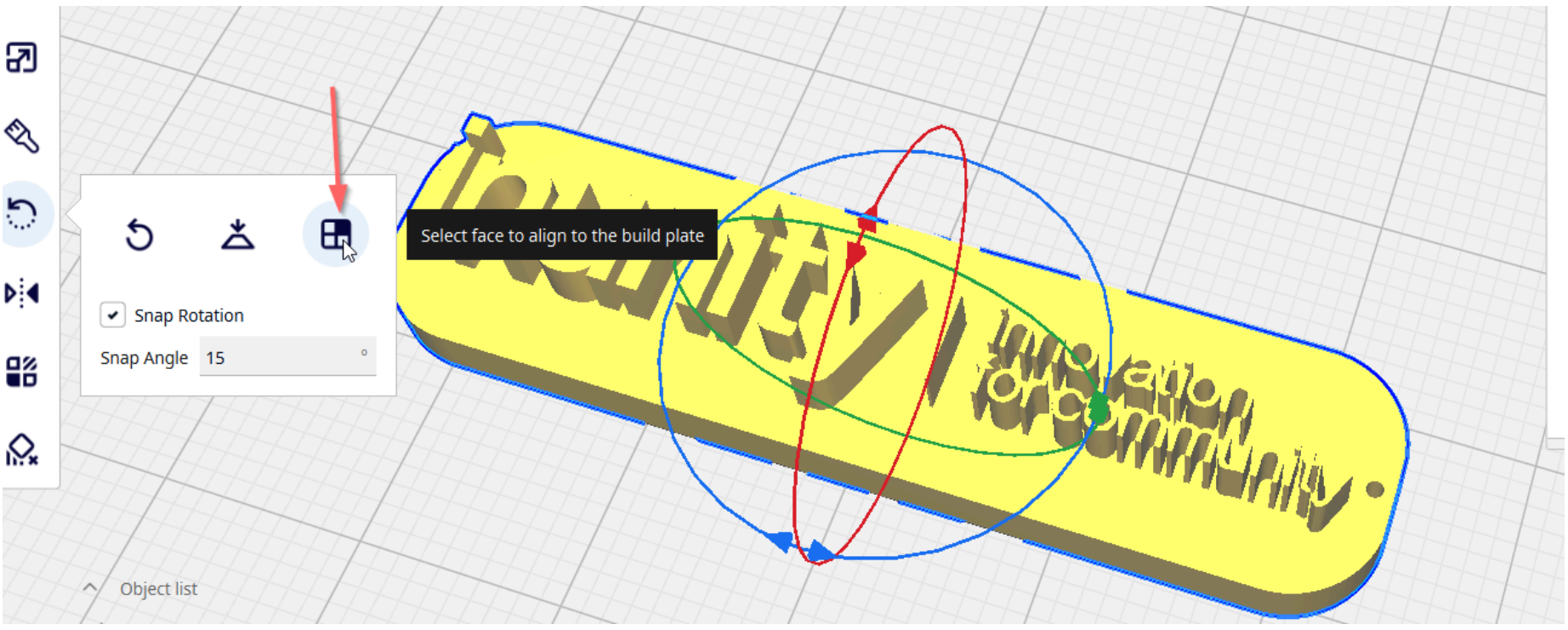
- By default, it rotates **15° at a time**
- You can manually enter values like **30°** for custom rotation



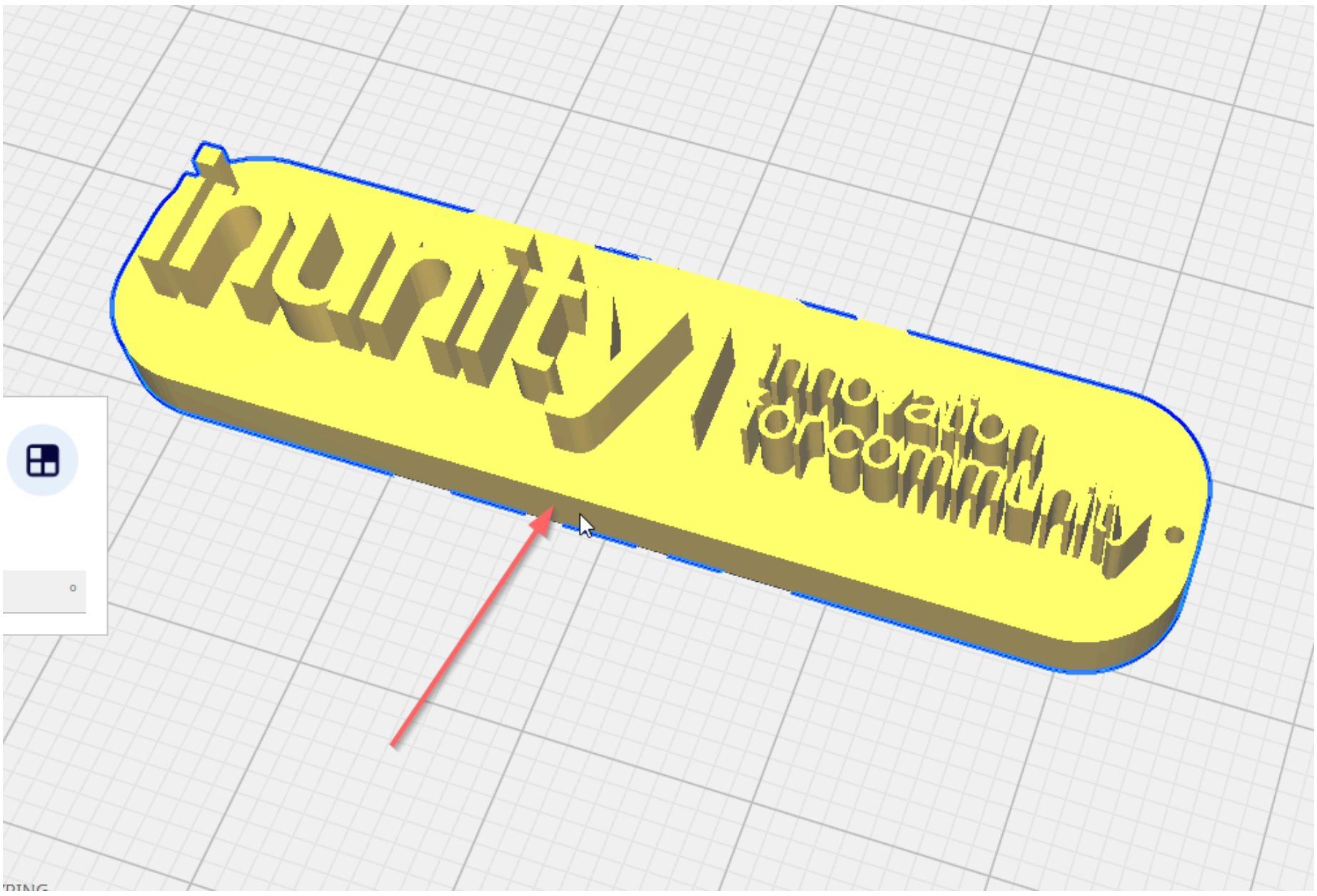
For example, the model has been rotated in this direction.



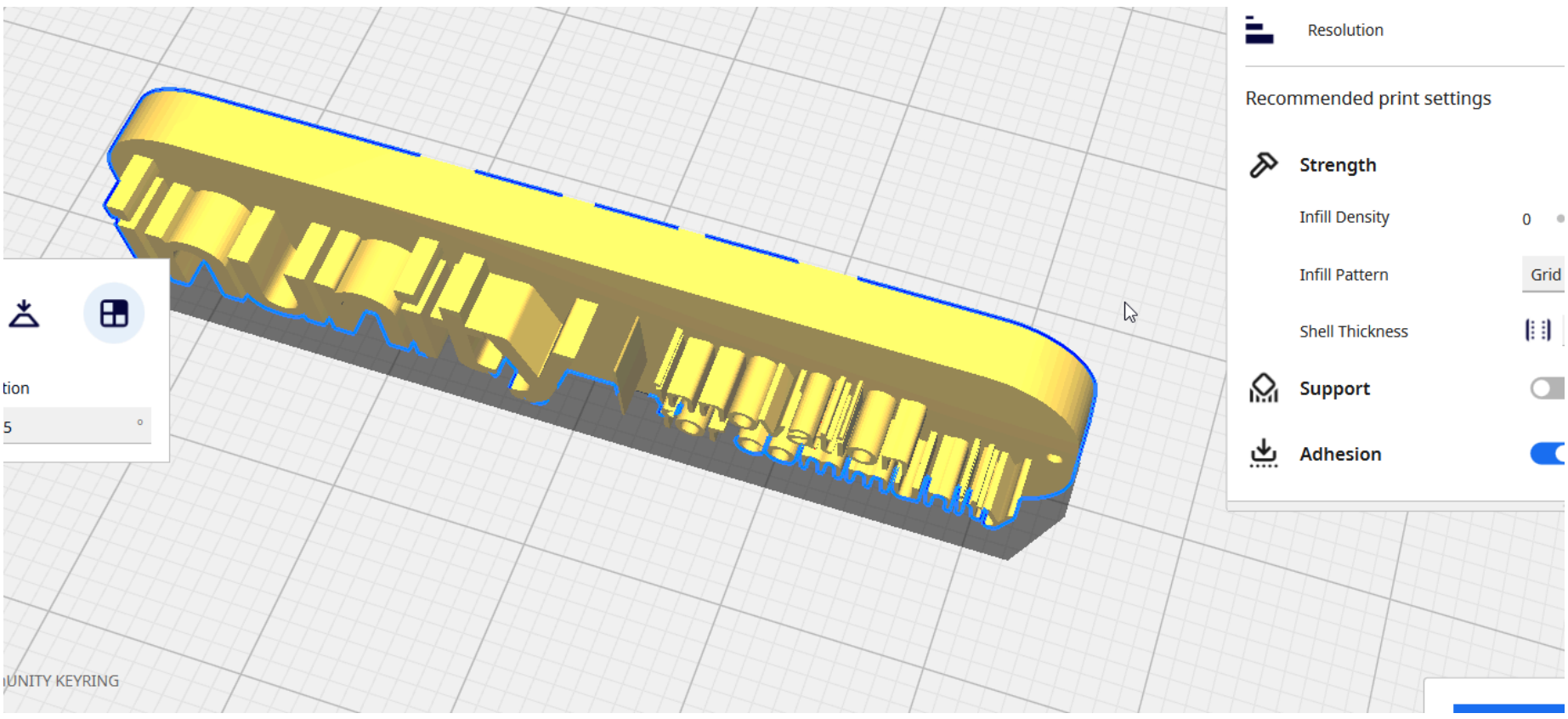
Click **Lay Flat** to rotate the model back so it sits flat on the build plate.



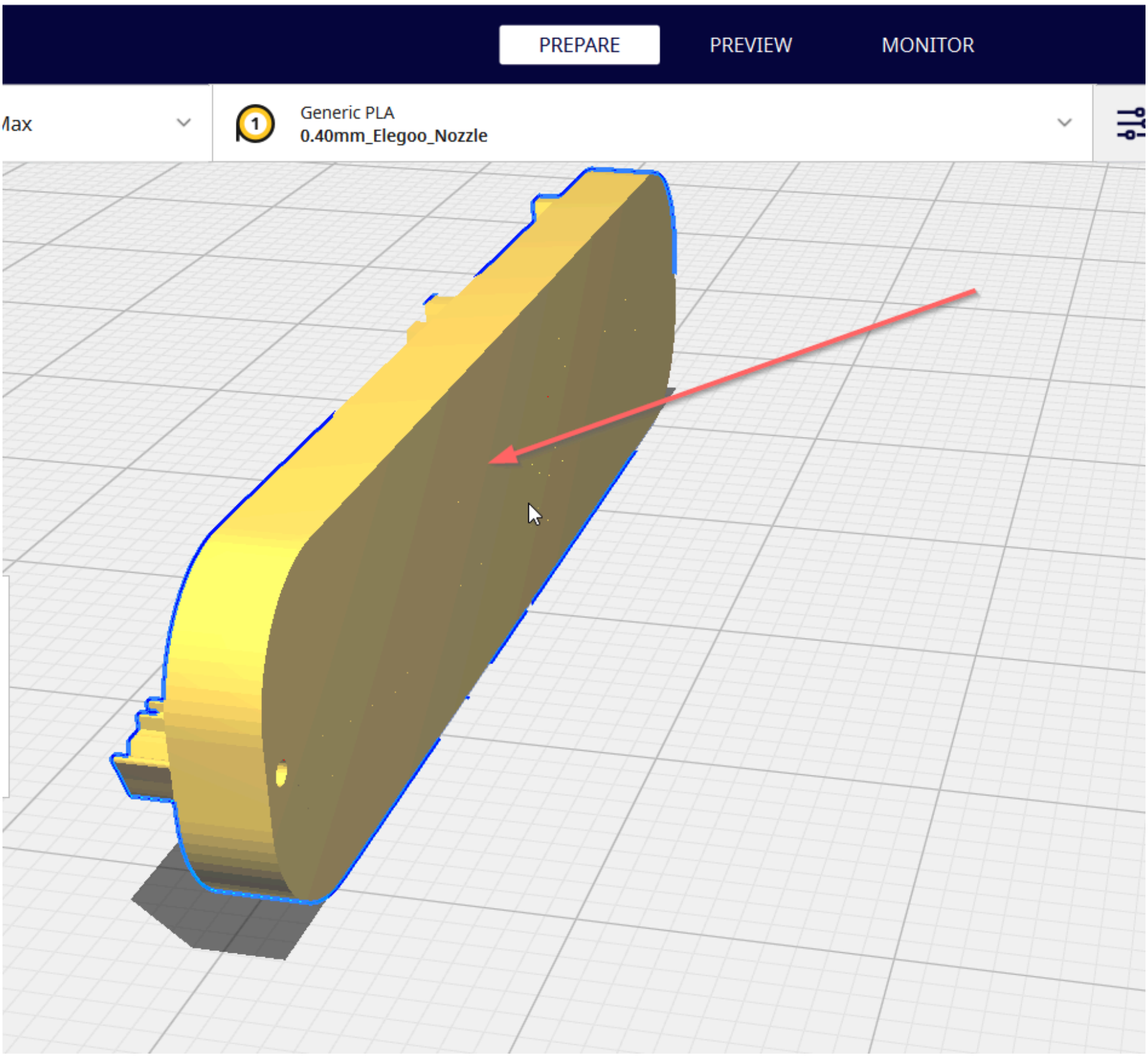
Using this option, you can select **any face** of the model and align it directly to the build plate.



Here, a specific face is selected.

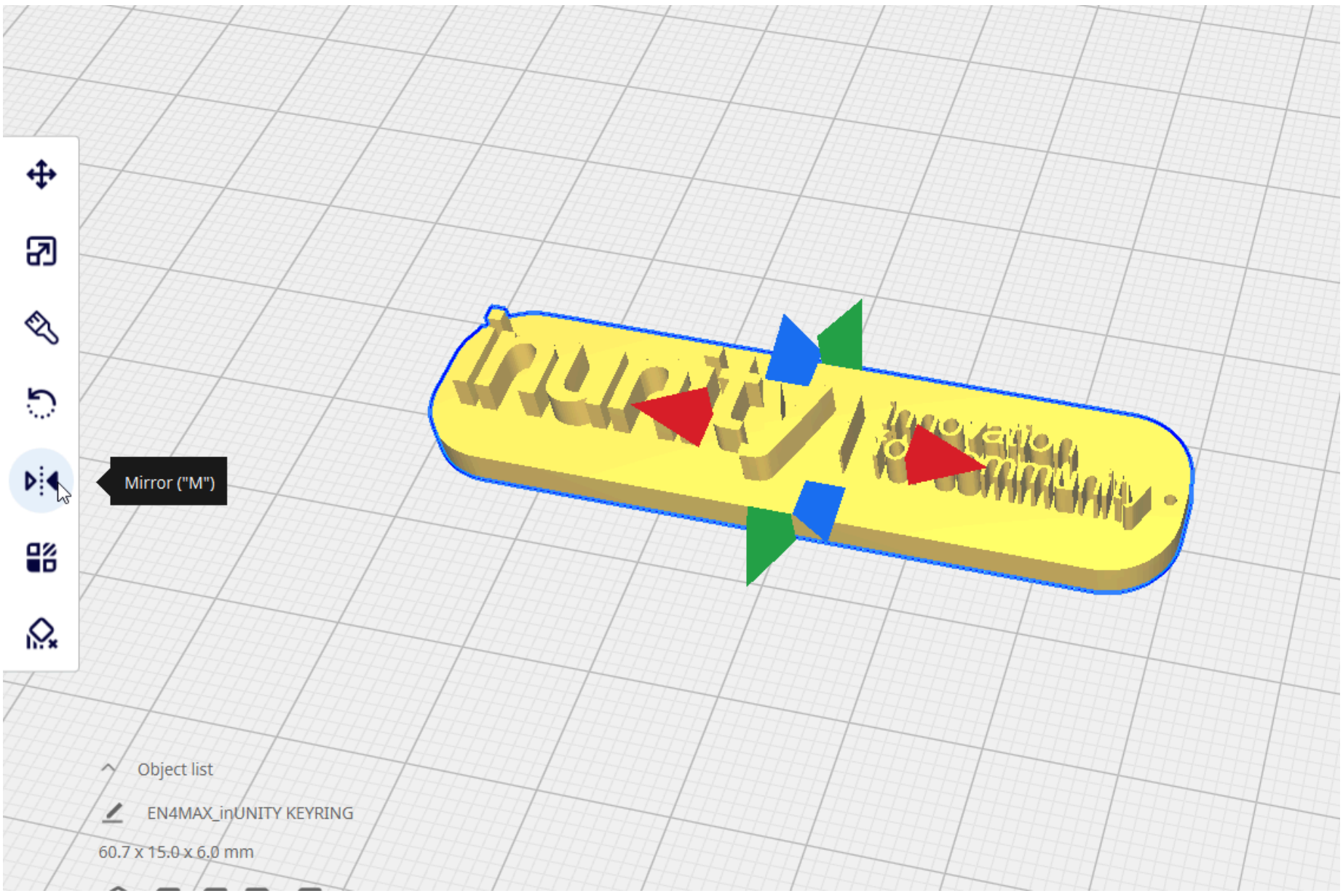


The selected face is now aligned and shifted towards the build plate.

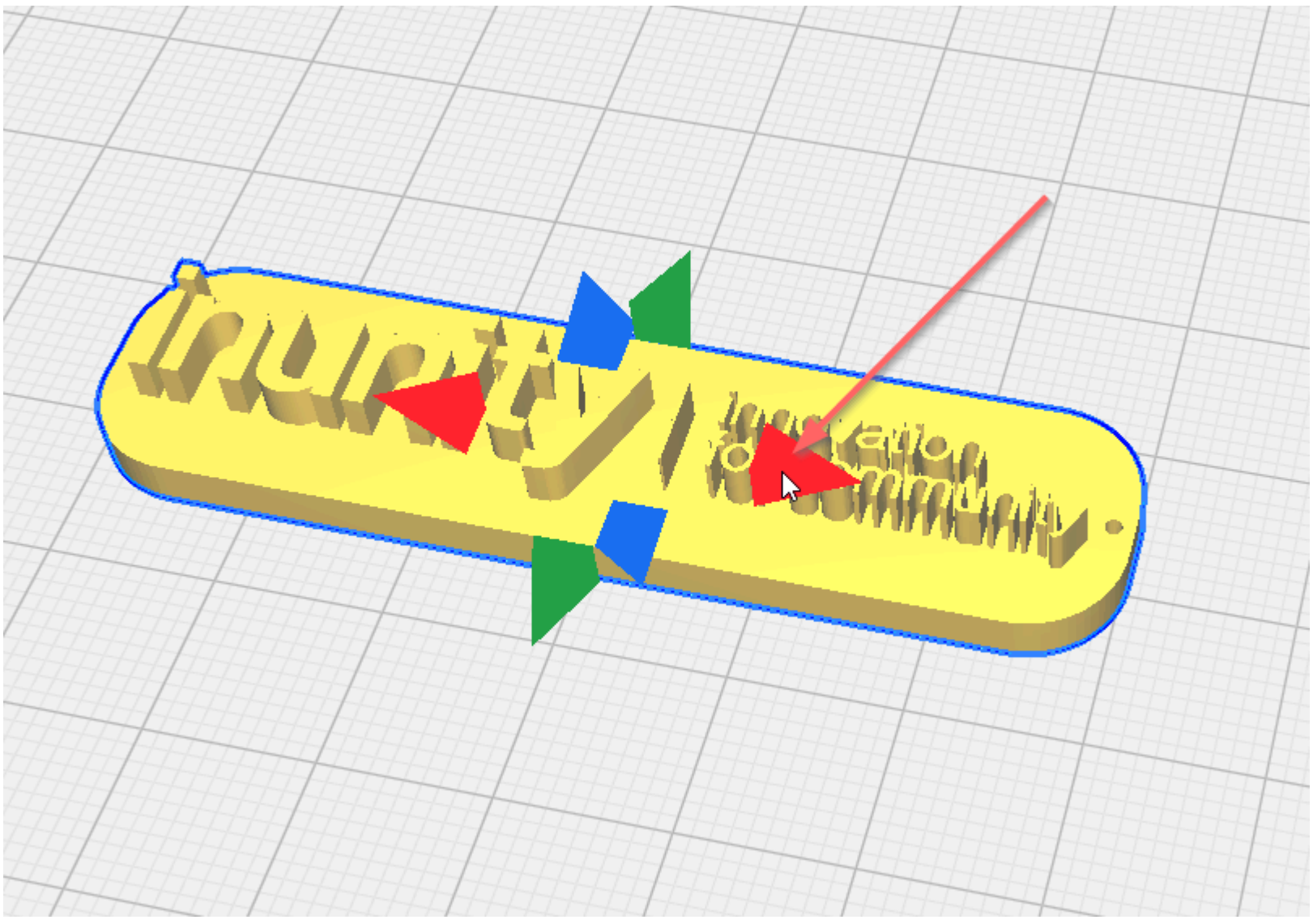


Clicking this option moves the selected base directly onto the build plate.

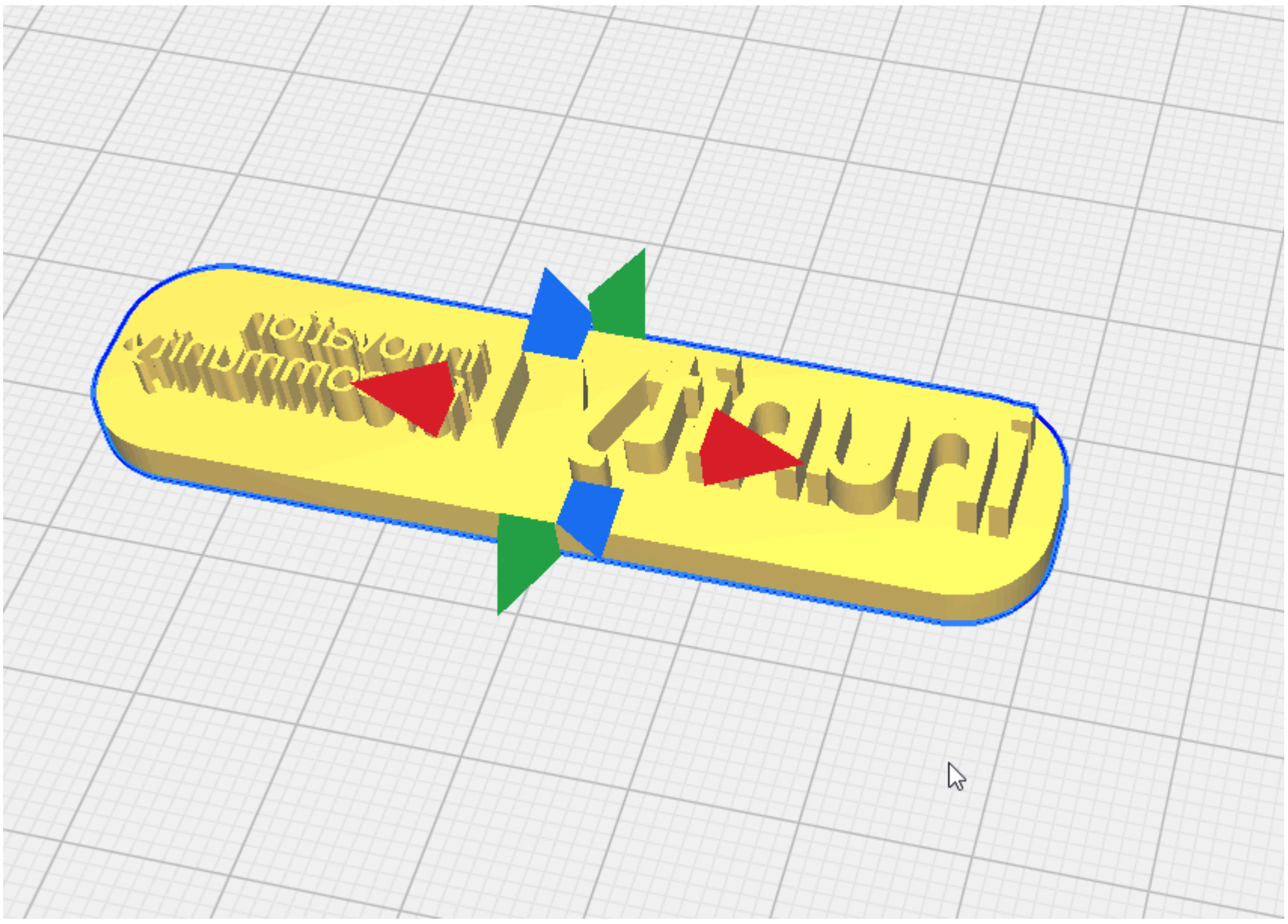
Using the Mirror Option



The **Mirror** option is used to flip the object along different axes.



For example, clicking this axis…



…mirrors the object in that direction.

You can mirror the model along different axes as required.