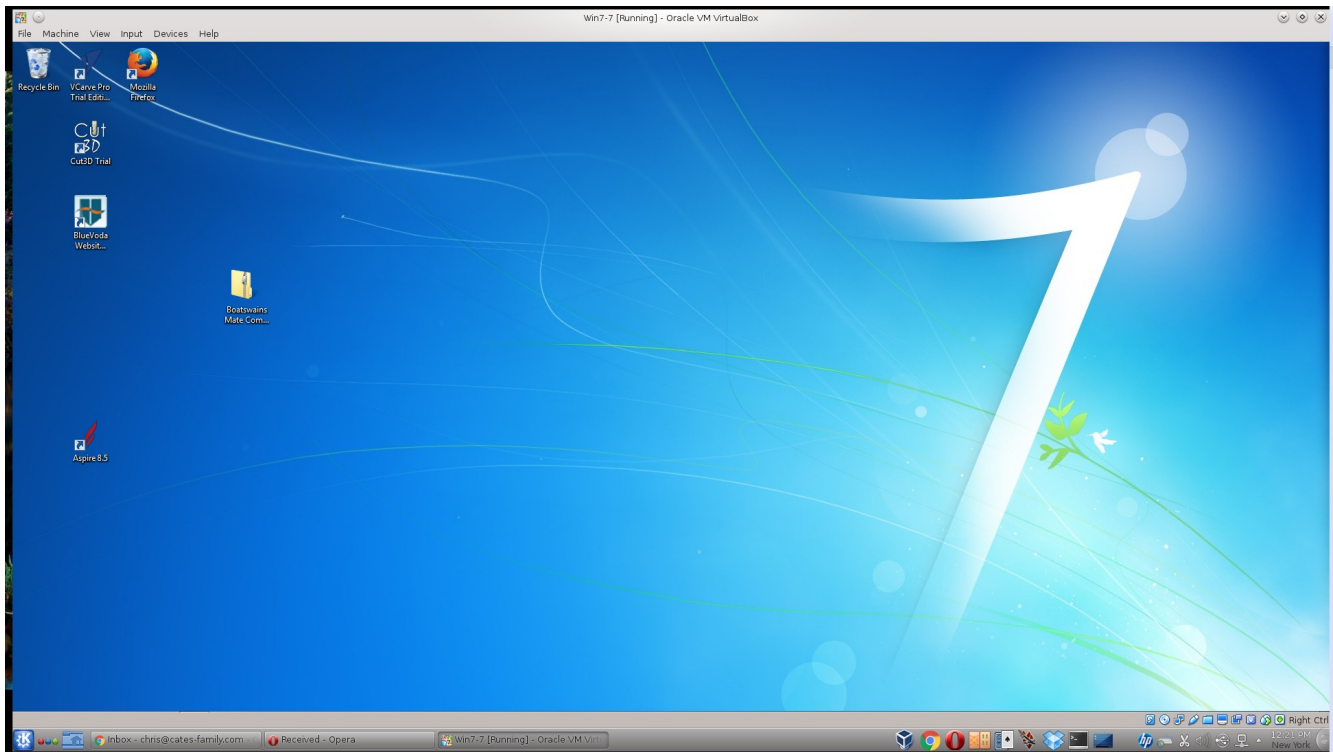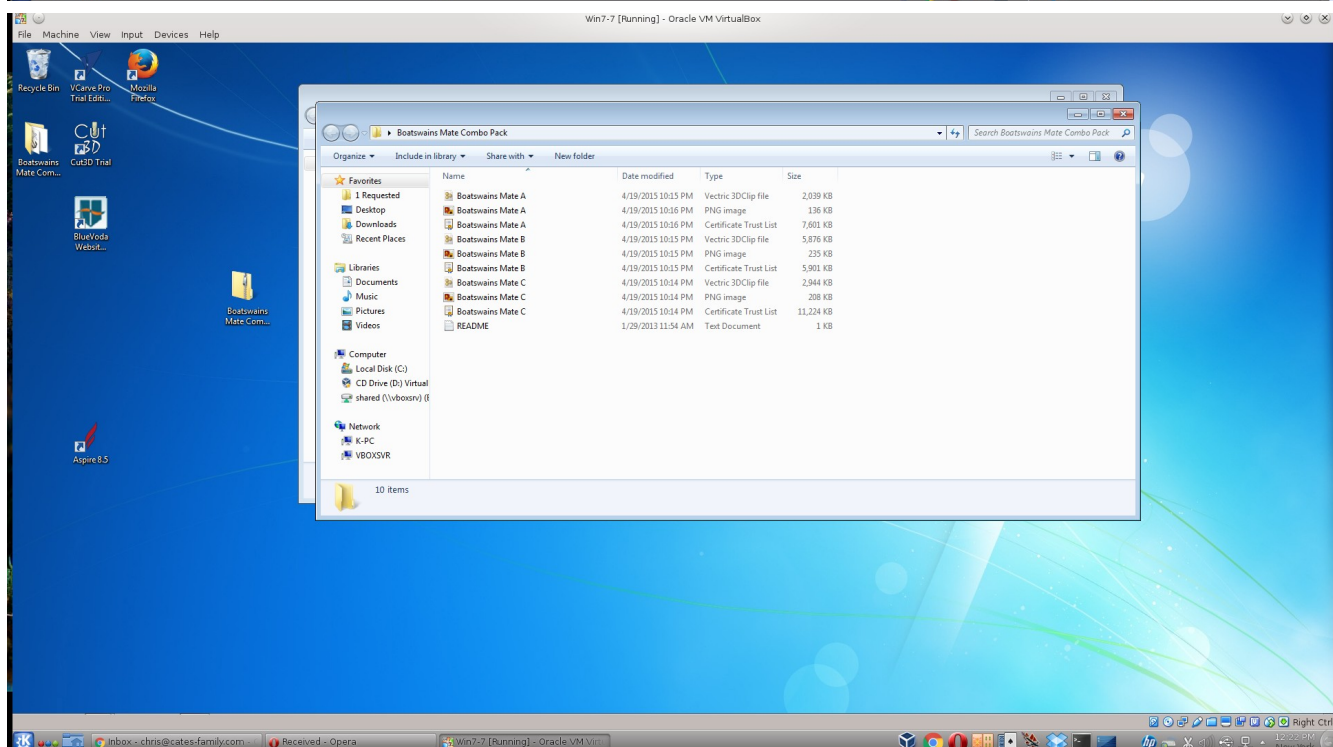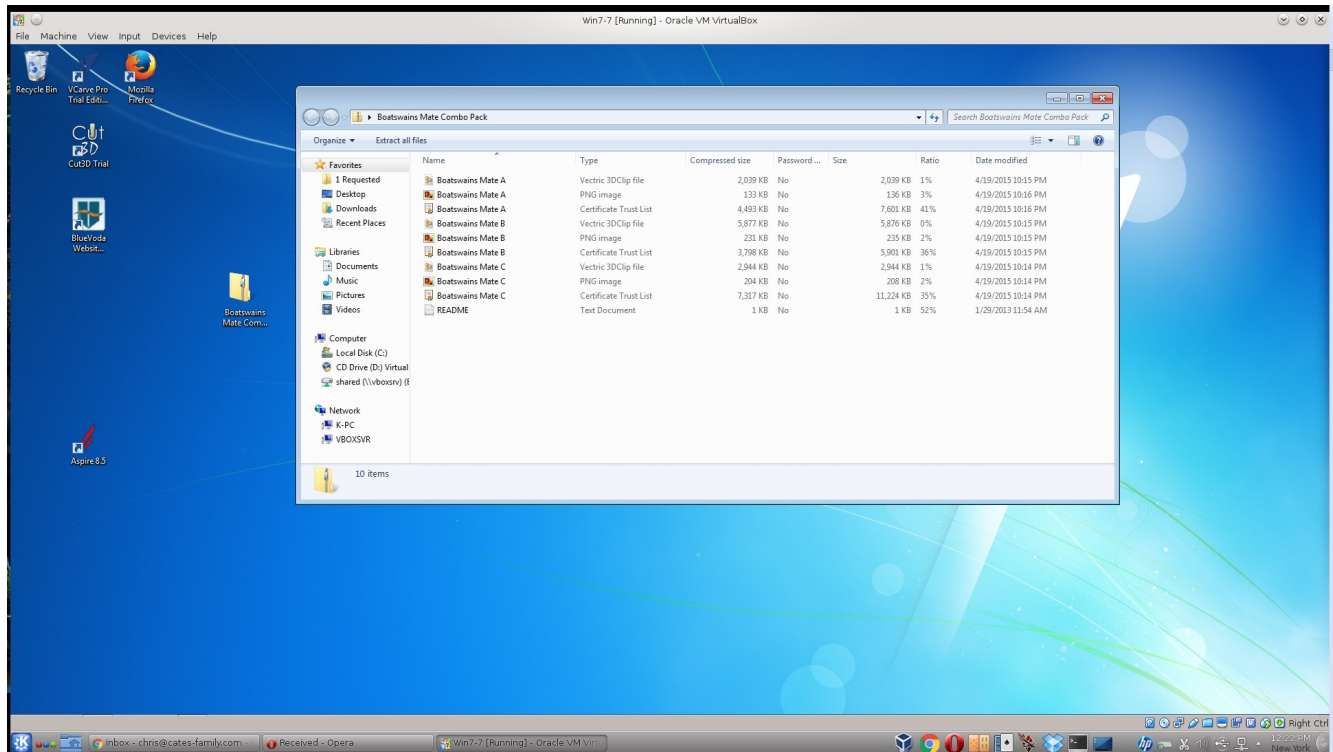# Instructions for importing .stl files into Vcarve Pro/Desktop

Download the file and save it somewhere you can find it. I chose to save it to my desktop.
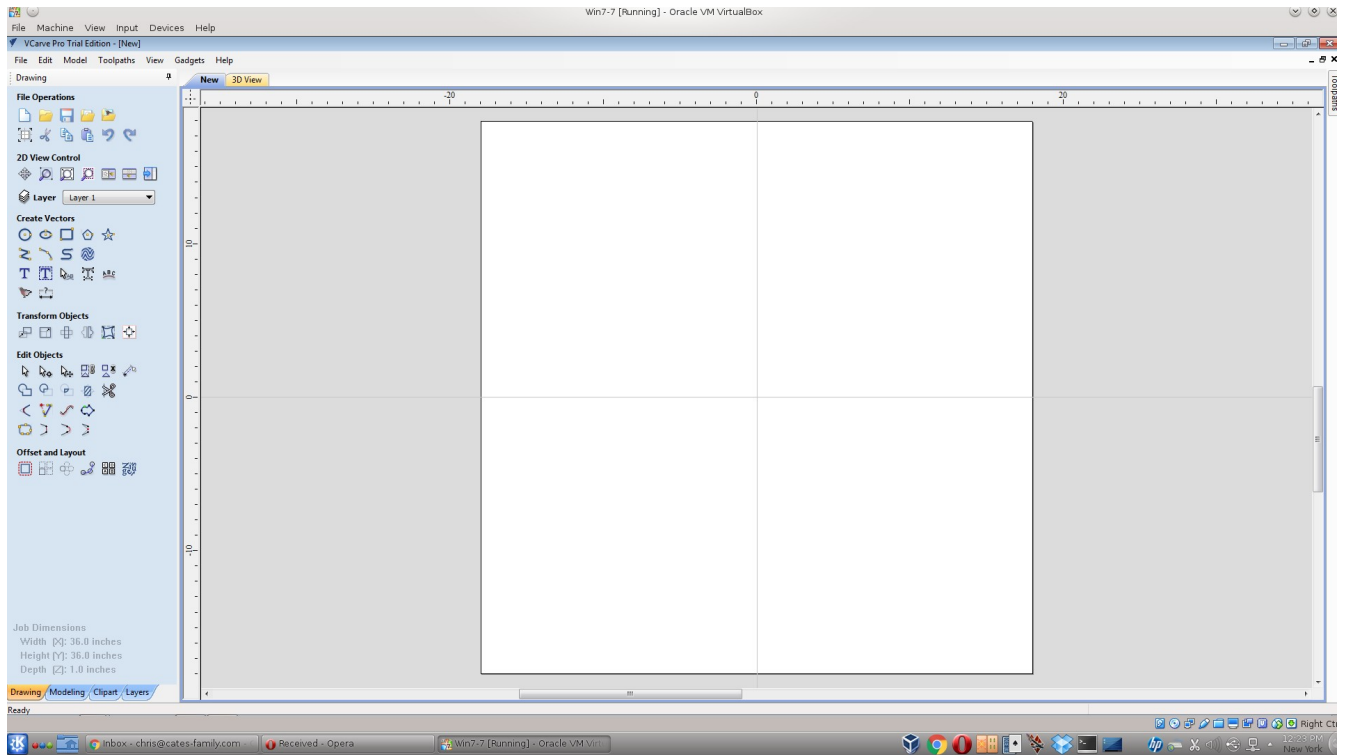
Most modern versions of Windows should have unzip capabilities built in. If you're using XP or if clicking it doesn't open it, download something like winzip and use that to unzip the package.
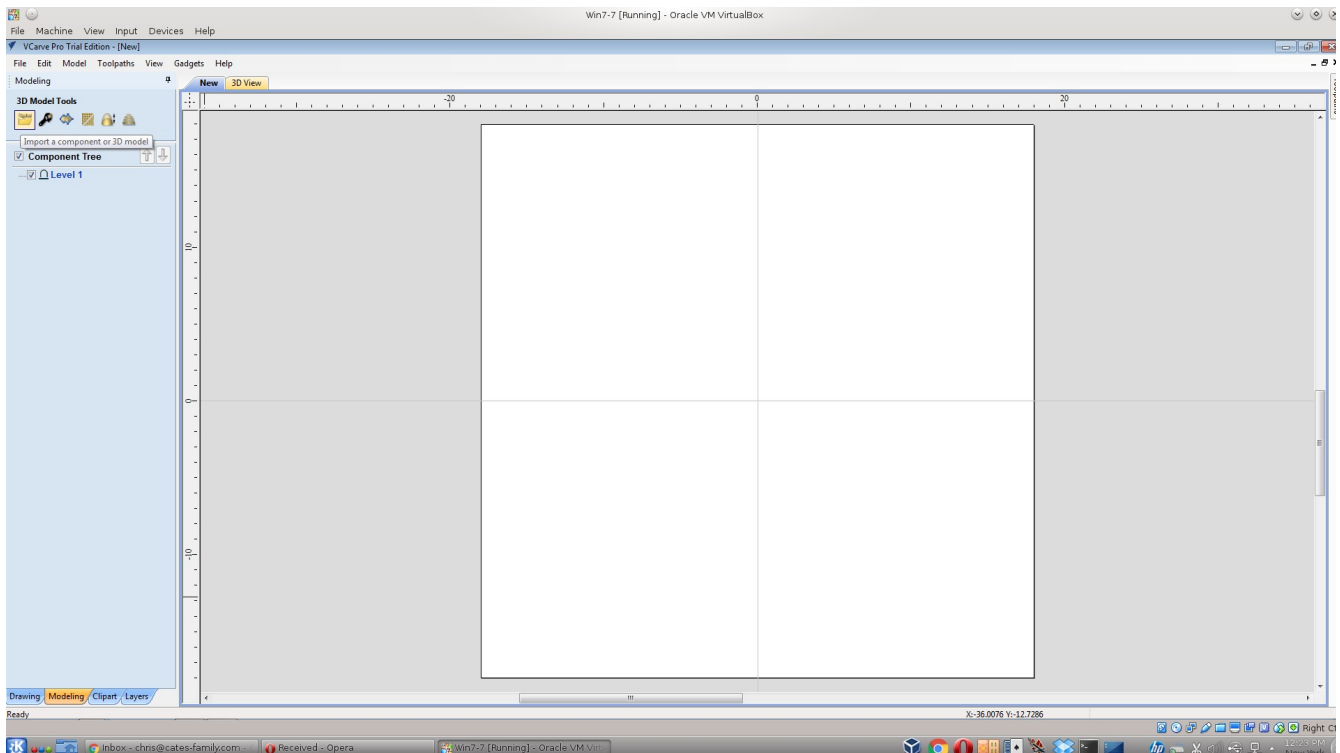
Extract the files to a location you'll be able to find them. I again chose my desktop.
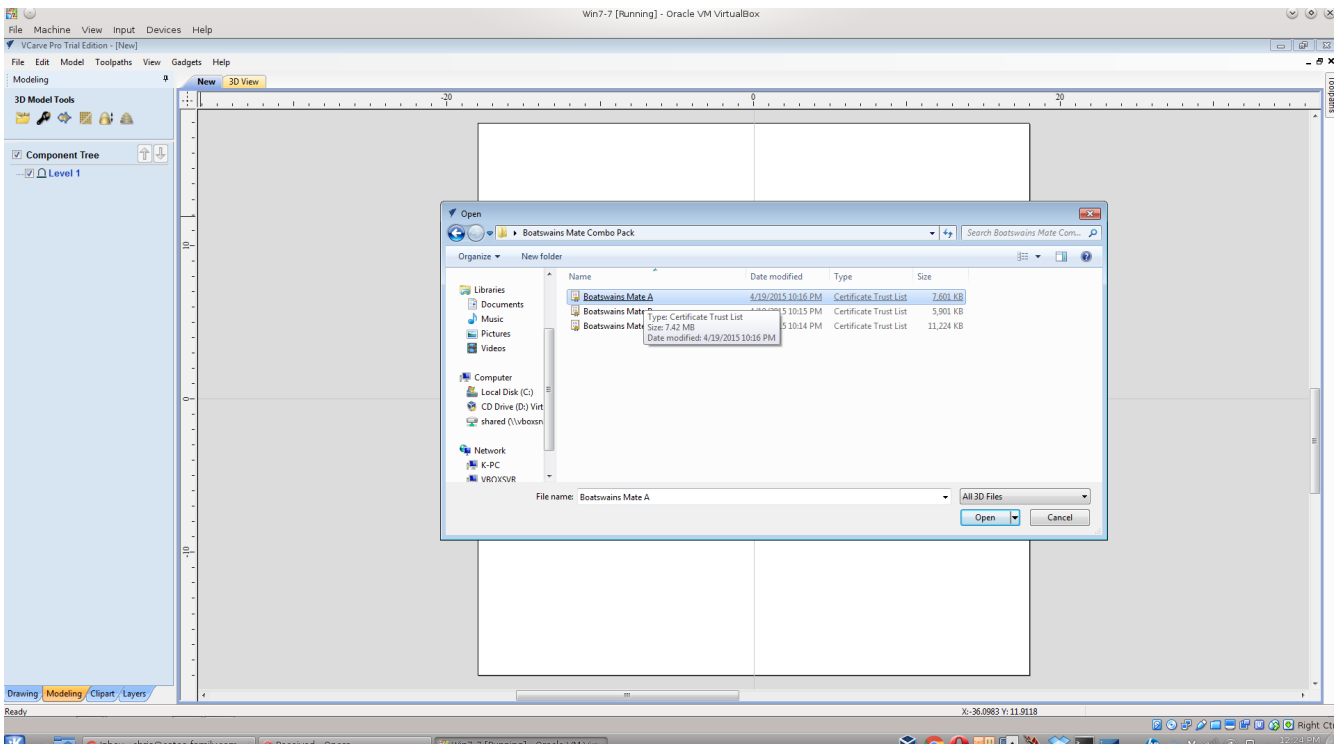
Open your project file in Vcarve. You cannot use open existing file to start from scratch with one of these files, they have to be imported into an existing session. If you're starting a new project use "create a new file".
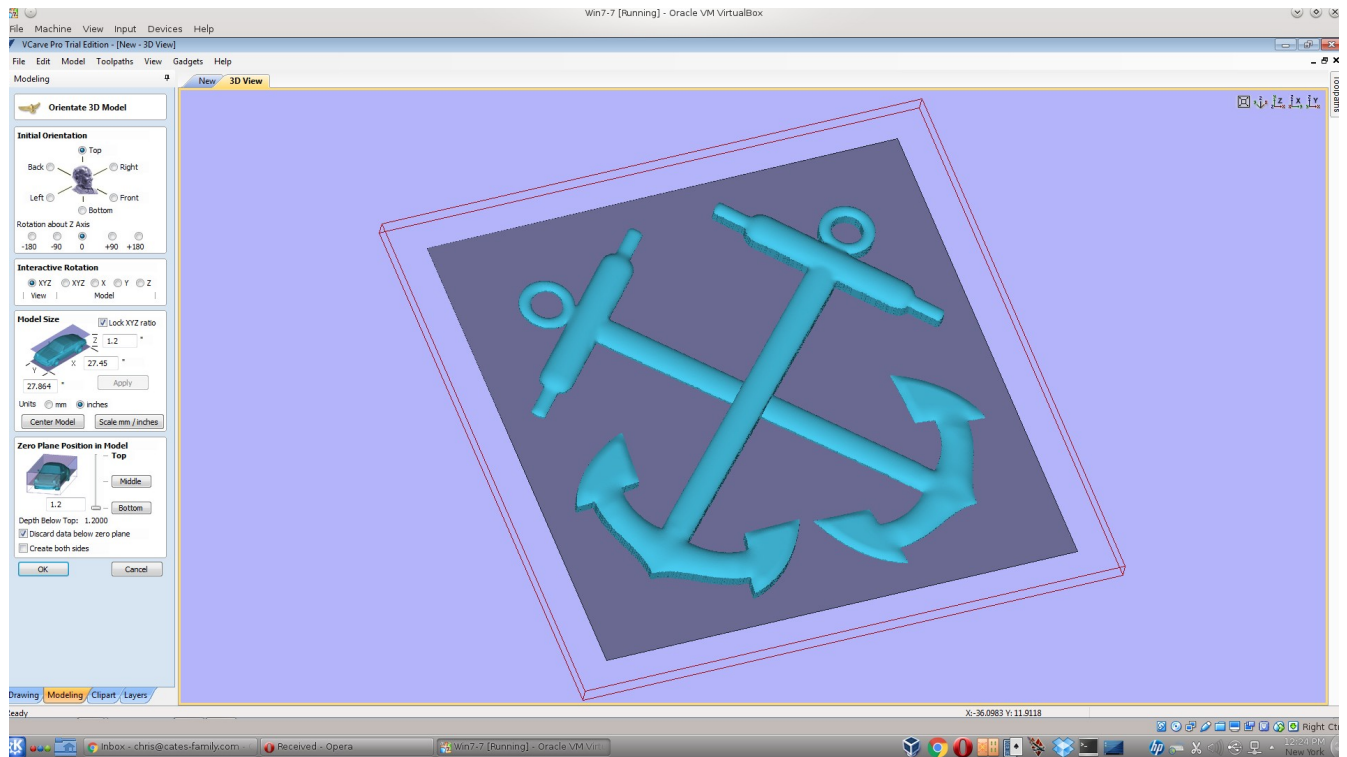
Switch to the modeling tab and select "Import a component or 3d model", the first icon on the left.

Navigate to the folder where you extracted your models and select the file you want to use.

Make any adjustments you need in the import window, then click the OK button.

You should now have the model in Vcarve. If you don't, contact Vectric support.