

How to: Add an object to the library in FabLive

11.2

February 2026

DOCUMENT ACCESS

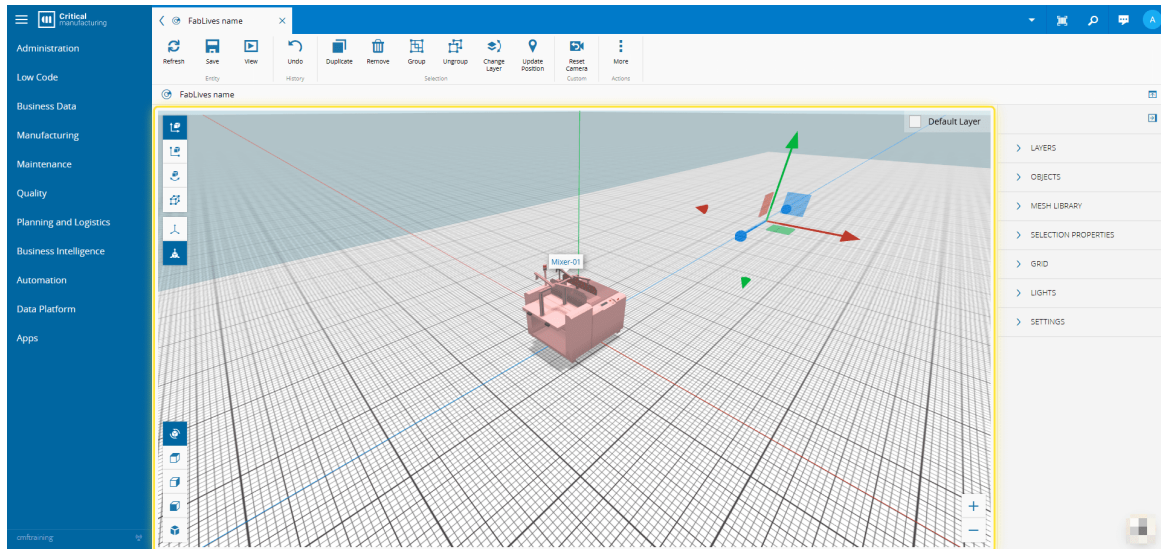
Public

DISCLAIMER

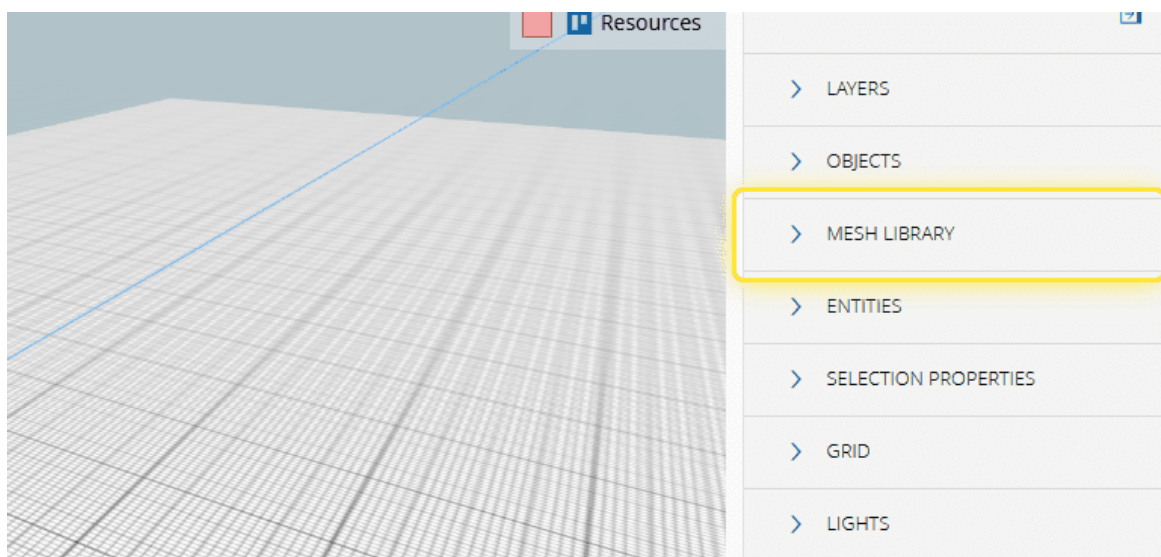
The contents of this document are under copyright of Critical Manufacturing S.A. it is released on condition that it shall not be copied in whole, in part or otherwise reproduced (whether by photographic, or any other method) and the contents therefore shall not be divulged to any person other than that of the addressee (save to other authorized offices of his organization having need to know such contents, for the purpose for which disclosure is made) without prior written consent of submitting company.

How to: Add an object to the library in FabLive

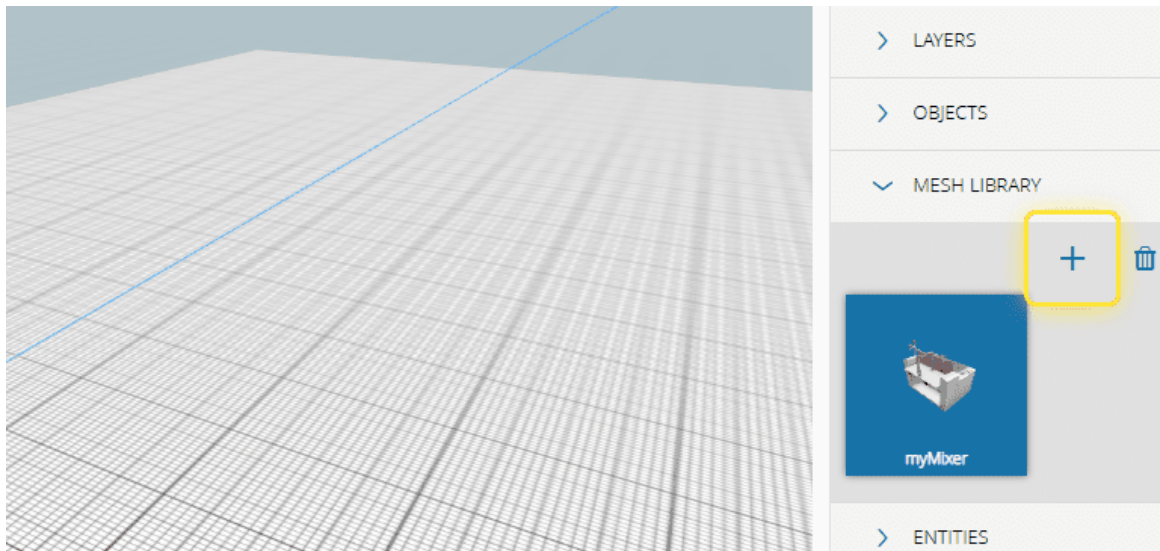
1. Select the object.



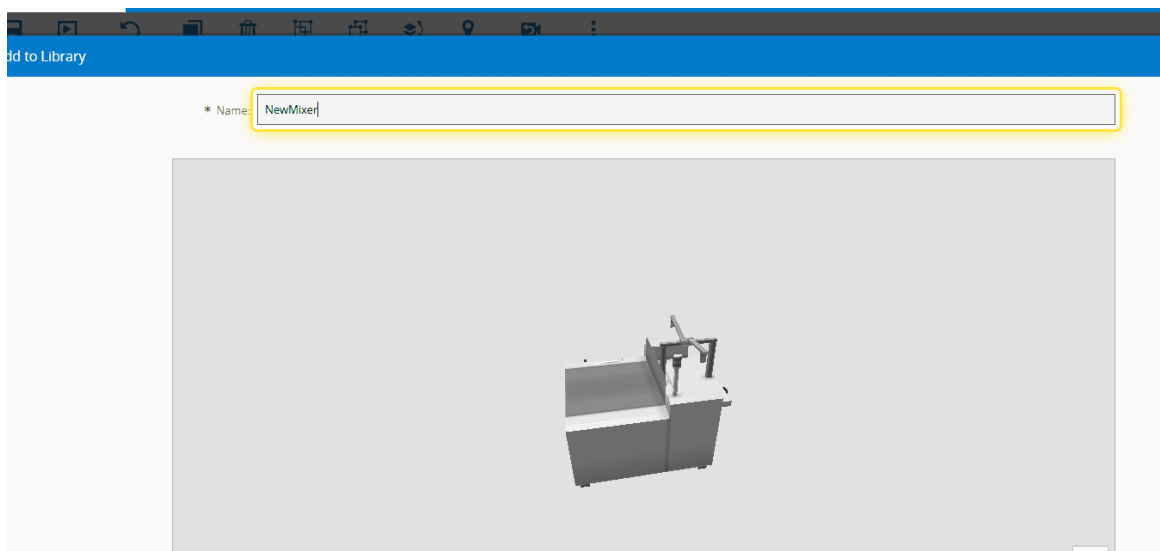
2. Select Mesh Library.



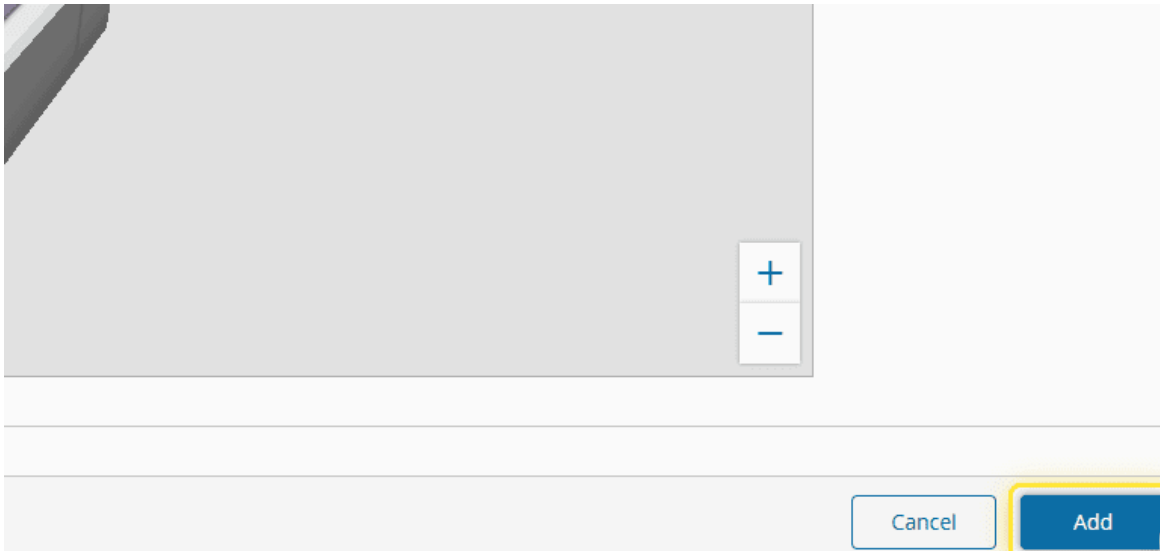
3. Select the + in the Mesh Library panel to add a new object.



4. Give a name to the object.



5. Select Add.



The image shows a screenshot of a software interface. The main area is a large gray rectangle. In the bottom right corner of this rectangle is a small white box containing a blue plus sign (+) and a blue minus sign (-). Below the gray rectangle is a horizontal bar. On the right side of this bar are two buttons: a white button with the text "Cancel" and a blue button with the text "Add". The "Add" button is highlighted with a yellow border.



Legal Information

Disclaimer

The information contained in this document represents the current view of Critical Manufacturing on the issues discussed as of the date of publication. Because Critical Manufacturing must respond to changing market conditions, it should not be interpreted to be a commitment on the part of Critical Manufacturing, and Critical Manufacturing cannot guarantee the accuracy of any information presented after the date of publication. This document is for informational purposes only.

Critical Manufacturing makes no warranties, express, implied or statutory, as to the information herein contained.

Confidentiality Notice

All materials and information included herein are being provided by Critical Manufacturing to its Customer solely for Customer internal use for its business purposes. Critical Manufacturing retains all rights, titles, interests in and copyrights to the materials and information herein. The materials and information contained herein constitute confidential information of Critical Manufacturing and the Customer must not disclose or transfer by any means any of these materials or information, whether total or partial, to any third party without the prior explicit consent by Critical Manufacturing.

Copyright Information

All title and copyrights in and to the Software (including but not limited to any source code, binaries, designs, specifications, models, documents, layouts, images, photographs, animations, video, audio, music, text incorporated into the Software), the accompanying printed materials, and any copies of the Software, and any trademarks or service marks of Critical Manufacturing are owned by Critical Manufacturing unless explicitly stated otherwise. All title and intellectual property rights in and to the content that may be accessed through use of the Software is the property of the respective content owner and is protected by applicable copyright or other intellectual property laws and treaties.

Trademark Information

Critical Manufacturing is a registered trademark of Critical Manufacturing.

All other trademarks are property of their respective owners.