**Difference between Objects and Parts?**

Ok here’s a basic run down.

Each **OBJECT** is the root of a branch in the right hand window pane.

Within each **OBJECT** can be multiple **Parts**.

**OBJECTs** are the Assembly, and **Parts** are the components

**Parts** appear as branches of its parent **OBJECT** in the right hand pane

(This is like folders in Explorer; but unlike Explorer there are only these 2 levels in the Slicer).

Each **OBJECT** is sliced and processed individually.

+Do not attempt to overlap **OBJECTs,** or bad things happen.

**+ OBJECTs** must be placed on the print bed.

 So trying to lift an **OBJECT** above the print bed is not allowed, it will just drop to the bed.

 But as long as some *piece* of the **OBJECT** is on the bed (or raft if enabled) then its ok.

You can select **Parts** only by clicking on them in the tree view, not the Plater view.

 If you try and grab it in the Plater view, it will just grab the whole parent **OBJECT**.

Unlike **OBJECTs, Parts** can be moved around and can be floated above the bed.

(think of it as if the ‘**Part’** is resting on the ‘**OBJECT**, and the **OBJECT** is resting on the print bed)

Also overlapping **Parts** are sliced properly and clip each other.

SPLITTING:

Splitting into **OBJECT** basically is destructive: It turns *all pieces* into root-level **OBJECTs**,

(like if you had the number ‘8’ as a cutout, it would create each circle in the ‘8’ as a new **OBJECT.)**

And as an **OBJECT**, all the individual pieces will all fall to the bed, since they are now a bunch of disassociated models.

Unless there is some overriding reason to split to objects then it’s best not to.