Inkscape Setup rev.1.0

1st, I had to download print_win32_vector.py from Launchpad.net located at:
http://bazaar.launchpad.net/~inkscape.dev/inkscape/trunk/files/head:/share/extensions/

Then I had to create a text file (notepad) and save it as print_win32_vector.inx
Source code:

```
<inkscape-extension
xmlns="http://www.inkscape.org/namespace/inkscape/extension">
        <_name>Win32 Vector Print</_name>
        <id>com.vaxxine.print.win32</id>
        <dependency
type="extension">org.inkscape.output.svg.inkscape</dependency>
        <dependency type="executable"
location="extensions">print_win32_vector.py</dependency>
        <dependency type="executable"
location="extensions">inkex.py</dependency>
        <effect needs-live-preview="false">
                <object-type>all</object-type>
                <effects-menu>
                        <submenu _name="Export"/>
                </effects-menu>
        </effect>
        <script>
                <command reldir="extensions"
interpreter="python">print_win32_vector.py</command>
        </script>
</inkscape-extension>
```

This source code is at the same extension link as the .py file.
Just need to create it by opening notepad, pasting it, then doing a "Save As"
Label it the same as the .py but changing the extension to .inx.

Both files (print_win32_vector.inx and print_win32_vector.py) need to be saved to the inkscape directory:
Program files(x86)/Inkscape/share/extensions

Once that is done and before you can print to the UCP:
You need to change the default printer to the ULS printer driver (i.e VLS4.60, PLS6, ILS12, etc).

With Inkscape open:
To create a vector line/object:

Select the fill and stroke tool (or Shift+Ctrl+F)
Click on the tab "Stroke style"
Under "Width" change it to 0.001" (or the equivalent in mm, or other units)

To print this as a vector: go to Extensions on the menu bar, choose Export > Win32 Vector Print

The UCP materials settings will appear: select material or settings… click okay…file prints over