



Joystick Toy



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Summary

This Joystick Toy is printed in 3 parts and is a variation of standard fidget toys.



3.91 hrs



4 pcs



0.15 mm



0.40 mm



PLA



23 g



Prusa
MK3/S/S+

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Tags: [toy](#) [assembly](#) [fidget](#) [fidgettoy](#) [socket](#) [fusion360](#)
[joint](#) [joystick](#) [articulating](#) [texture](#) [play](#) [balljoint](#)
[knurling](#)

I designed Joystick Toy in Fusion360 and prototyped it through several stages before landing on this design.

I only recommend printing this assembly in PLA or a material that maintains dimensional accuracy after printing. It prints well at 100% but I would recommend printing it at 125%. The Gcodes listed below are automatically scaled at 125%. I prefer using .15mm layer heights which seems to work well for threads and the ball-and-socket joints.

I natively design in Imperial measurements so you might have to change your scale to 2540% to get it to convert into Metric but the latest version of PrusaSlicer should notice that it is designed in Imperial.

Model files



5-lobe-top.stl



knob.stl



knurled-bottom.stl



5-lobe-top-005.stl

Print files



5-lobe-top_015mm_pla_mk3s_44m.gcode

🌀 PLA 📏 0.40 mm 📏 0.15 mm ⌚ 0.74 hrs ⚖️ 6 g 🖨️ Prusa MK3/S/S+



knurled-bottom_015mm_pla_mk3s_1h22m.gcode

🌀 PLA 📏 0.40 mm 📏 0.15 mm ⌚ 1.37 hrs ⚖️ 9 g 🖨️ Prusa MK3/S/S+



knob_015mm_pla_mk3s_59m.gcode

🌀 PLA 📏 0.40 mm 📏 0.15 mm ⌚ 0.98 hrs ⚖️ 3 g 🖨️ Prusa MK3/S/S+



5-lobe-top-005_015mm_pla_mk3s_49m.gcode

PLA 0.40 mm 0.15 mm 0.82 hrs 6 g Prusa MK3/S/S+

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