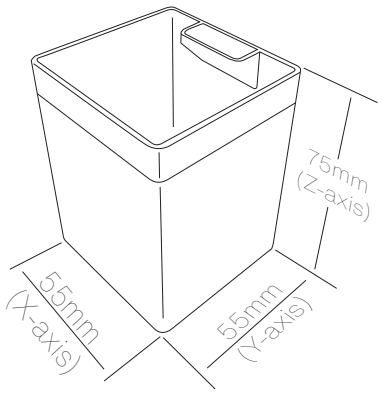
assortment system - readme

sizes and file names

The smallest box is a 1x1, with a 55x55mm footprint.

The standard height is 75mm, this size will fit in all assortment system projects. The smaller 40mm boxes are designed to be able to stack on top of each other, and two 40mm boxes are the same height as a standard box. There is an additional 55mm size for use with your existing drawers, tool carts, etc.

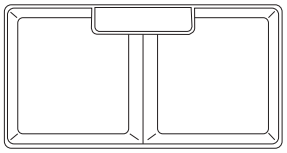


When two of the 40mm boxes are stacked on top of each other they can be used in the assortment cases and will stay in place and not loose any of their content even if the case is flipped upside down.

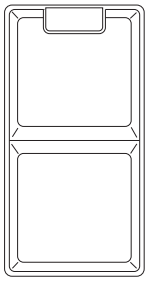
The name of the file will tell you everything you need to know about the box. The first number is the width (X-axis) of the box the second number is the depth (Y-axis)

Most of the boxes come in two types, with a label on either the short side or the long side. The label will always be on the first number of the file name, so a 1x2 box will have the label on the side that is one wide, and a file names 2x1 will have the label on the side that is two wide.

For Boxes bigger than 4 squares in one direction a split version is available. The file will either be labeled A or B at the end, representing the two individual parts making up the final box. Or it will be labeled "mirror", indicating that you can just mirror the file in your slicer to get the other side of the box.



Filename: assortment box square 2x1



Filename: assortment box square 1x2

print settings

To print these boxes as quickly as possible, a bigger nozzle is recommended.
Using either a 0.6 or a 0.8mm nozzle and setting the line width to 0.75 will allow you to print each wall in only two passes, therefore, speeding up your print time. Layer height is dependent on how powerful your hotend is, but something between 0.2 and 0.3 works well. Regardless of nozzle size, set the number of perimeters high enough to avoid infill in the walls. The bottom should be solid and infill can be set to 10%.

print orientation

When importing the model into your slicer the model should be oriented so that the bottom of the box is against the build plate