



## BugBu Going Tall



Rolls17

[VIEW IN BROWSER](#)

updated 12. 5. 2023 | published 12. 5. 2023

### Summary

This is a mod to allow users to grow the BugBu in height without compromising Z stability

[3D Printers](#) > [3D Printers - Upgrades](#)

Tags: [bambu](#) [bugbu](#) [bugbu310](#) [bugbugoingtall](#) [tallbugbu](#)

This mod is **ONLY** for the 310 version of the BugBu. Just replace the same name parts from the BugBu 310 list with these parts to go tall. You will also need 2 - MGN12 linear rails for this mod. The linear rails will need to be 50mm shorter than the extrusions you are using for height. For example: If you order 4 - 500mm extrusions for the height, you would need 2 mgn12 at 450mm. You will also need to use more braces, and be sure your bug is secured to the table or bench it is on, as it will be top heavy with this mod.

Additional Parts Needed/Deleted from 310 BOM:

ADD - 2 EA: MGN12 linear rails. These will replace 2 linear rods, but you will still need 1 Linear rod the same length as your Z extrusions. The MGN12 will need to be 50mm Shorter as noted above

DELETE - 2 EA: Linear Rods for the Z and Linear Bearings for the Z

All other parts in the 310 BOM will remain the same.

# Model files



**fr\_bottom\_frame\_x1.stl**

---



**fr\_top\_x1.stl**

---



**fr\_bottom\_clamp\_x1.stl**

---



**fl\_top\_x1.stl**

---



**fl\_bottom\_clamp\_x1.stl**

---



**fr\_top\_frame\_x1.stl**

---



**fl\_top\_frame\_x1.stl**

---



**fl\_bottom\_frame\_x1.stl**

---



**foot\_fr\_for\_tall\_x1.stl**

---

idler\_fr\_for\_tall\_x1.stl



foot\_fl\_for\_tall\_x1.stl



idler\_fl\_for\_tall\_x1.stl



310-back-bed-mount-x2-for-using-springs-print-with-... .stl



fr-z-to-bed-for-tall-x1-v1.stl



fl-z-to-bed-for-tall-x1-v1.stl



## License ©

This work is licensed under a  
[Creative Commons \(4.0 International License\)](#)



**Attribution-NonCommercial**

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✗ | Commercial Use
- ✗ | Free Cultural Works
- ✗ | Meets Open Definition

