

Choose Language (Translated by google)

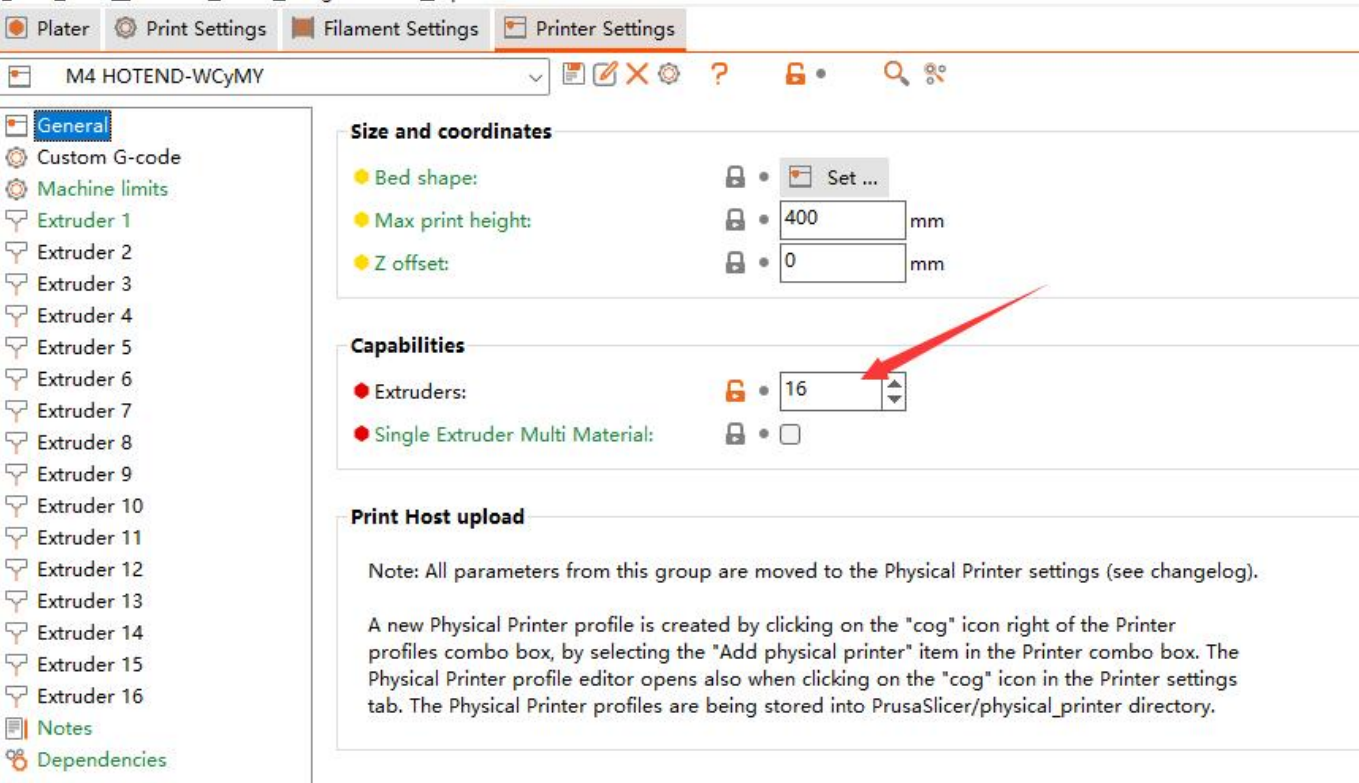


Mixed multi-color operation manual


This section will introduce how to use a virtual extruder to print 3D models with more colors than the number of extruders.

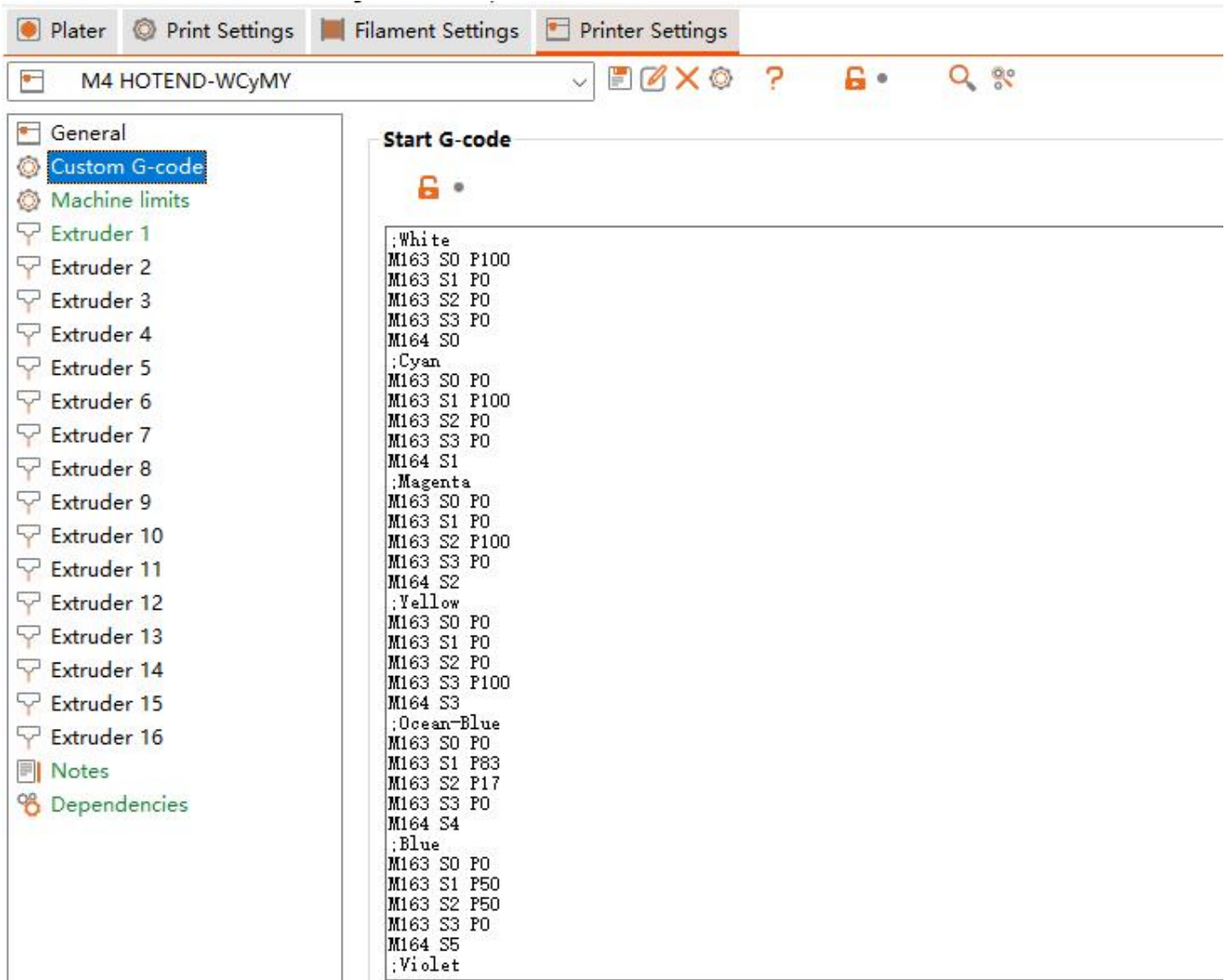
Slicing steps

Step 1: Set the number of extruders





Step 2: Set the mixing ratios of VTOOLS

Add mixing ratios of VTOOLS setting into the "Start G-code".  [How to set mixing ratio of Virtual extruder](#)

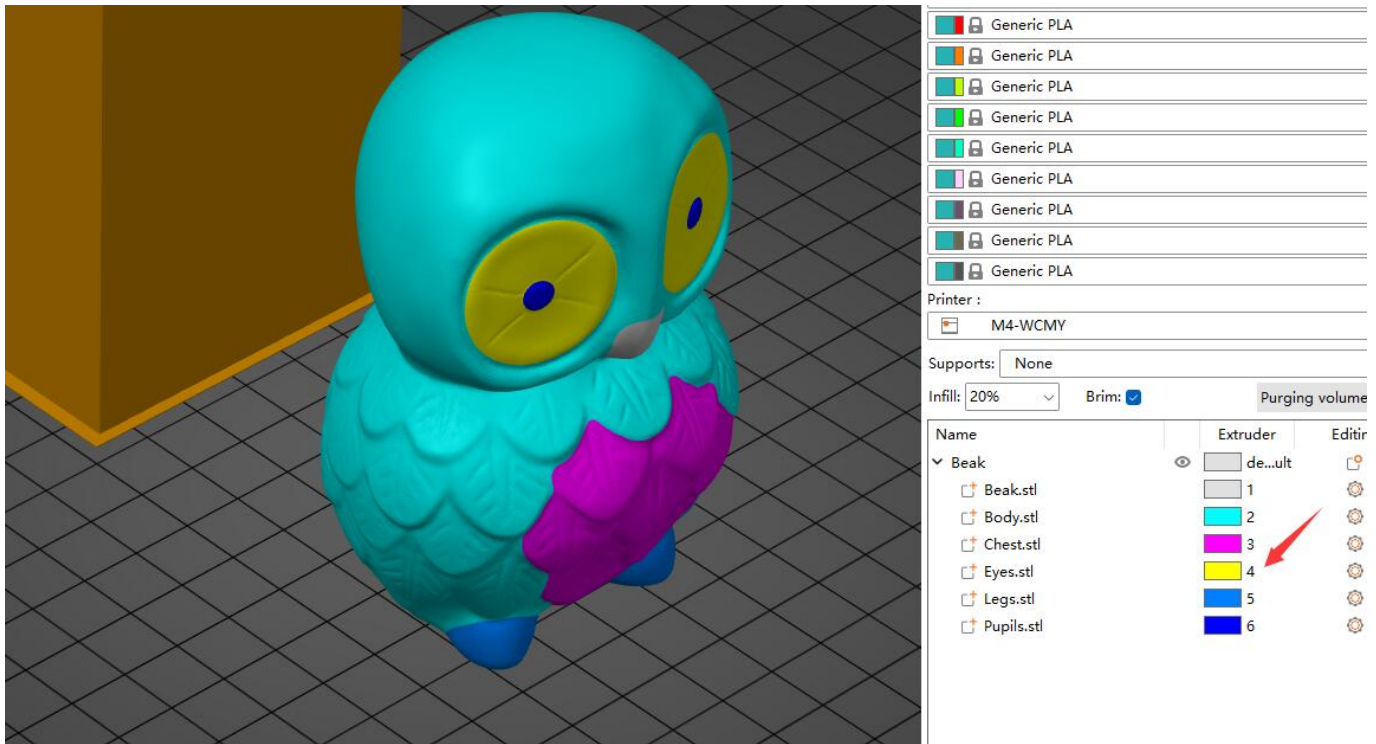


### Note

You can download the setting from the below link and unzip it, and then import the setting to your slicing software (PrusaSlicer).

-  [Download config file](#)
-  [Video tutorial](#)

### Step 3: Assign an extruder to the components



**Step 4: Slicing and save gcode to SD card**

**Step 5: Print the file from SD card**

## Examples

### 6 color OWL

- [Video tutorial](#)
- [Download stl file](#)
- [Download 3mf & gcode file](#)

### 10 color Noahs

- [Video tutorial:](#) [Part1](#) [Part2](#) [Part3](#)
- [Download stl file](#)
- [Download 3mf & gcode file](#)

## Appendix: Color mixing ratio reference settings

Here is a set of reference mixing ratio settings for mixing Cyan, Magenta, and Yellow filament into other color filament.

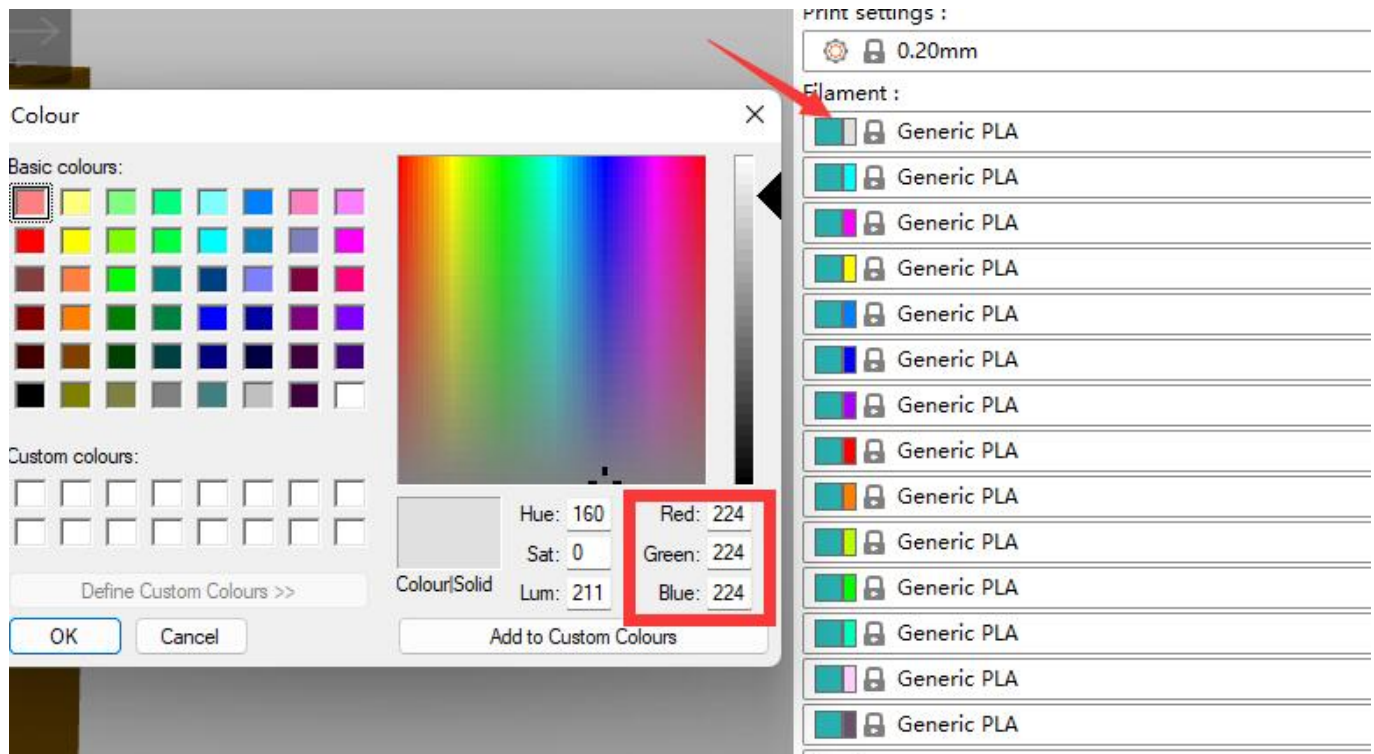
- **Filament color:**
  - E1: White
  - E2: Cyan
  - E3: Magenta

- E4: Yellow

- **mix ratio and extruder color:**

<b>VTOOL number</b>	<b>mixing ratio</b>	<b>mixed filament color</b>	<b>Extruder color *</b>
0	100/0/0/0	White	R255 G255 B255
1	0/100/0/0	Cyan	R0 G255 B255
2	0/0/100/0	Magenta	R255 G0 B255
3	0/0/0/100	Yellow	R255 G255 B0
4	0/0/0/100	Ocean-Blue	R255 G255 B0
5	0/50/50/0	Blue	R0 G0 B255
6	0/17/83/0	Violet	R169 G0 B255
7	0/0/83/17	red	R255 G0 B0
8	0/0/50/50	Orange	R255 G159 B0
9	0/17/0/83	Spring-Green	R191 G255 B0
10	0/50/0/50	Green	R0 G255 B0
11	0/50/0/50	Turquoise	R0 G255 B191
12	75/0/25/5	skin	R255 G210 B255
13	0/25/50/25	Magenta-Brown	R106 G83 B83
14	0/25/25/50	Yellow-Brown	R106 G106 B83
14	0/33/33/34	Brown	R83 G83 B83

\* Extruder color: RGB value of the extruder color is used to set the extruder color in slicint software.



## Gcodes list

You can copy the blow to the "Start G-code" in slicint software to set the virtual extruders.

```
;White
M163 S0 P100
M163 S1 P0
M163 S2 P0
M163 S3 P0
M164 S0
;Cyan
M163 S0 P0
M163 S1 P100
M163 S2 P0
M163 S3 P0
M164 S1
;Magenta
M163 S0 P0
M163 S1 P0
M163 S2 P100
M163 S3 P0
M164 S2
;Yellow
M163 S0 P0
M163 S1 P0
M163 S2 P0
M163 S3 P100
M164 S3
;Ocean-Blue
```

M163 S0 P0  
M163 S1 P83  
M163 S2 P17  
M163 S3 P0  
M164 S4  
;Blue  
M163 S0 P0  
M163 S1 P50  
M163 S2 P50  
M163 S3 P0  
M164 S5  
;Violet  
M163 S0 P0  
M163 S1 P17  
M163 S2 P83  
M163 S3 P0  
M164 S6  
;Red  
M163 S0 P0  
M163 S1 P0  
M163 S2 P83  
M163 S3 P17  
M164 S7  
;Orange  
M163 S0 P0  
M163 S1 P0  
M163 S2 P50  
M163 S3 P50  
M164 S8  
;Spring-Green  
M163 S0 P0  
M163 S1 P17  
M163 S2 P0  
M163 S3 P83  
M164 S9  
;Green  
M163 S0 P0  
M163 S1 P50  
M163 S2 P0  
M163 S3 P50  
M164 S10  
;Turquoise  
M163 S0 P0  
M163 S1 P83  
M163 S2 P0  
M163 S3 P17  
M164 S11  
;skin  
M163 S0 P18  
M163 S1 P0  
M163 S2 P5

M163 S3 P1  
M164 S12  
;Magenta-Brown  
M163 S0 P0  
M163 S1 P25  
M163 S2 P50  
M163 S3 P25  
M164 S13  
;Yellow-Brown  
M163 S0 P0  
M163 S1 P25  
M163 S2 P25  
M163 S3 P50  
M164 S14  
;Brown  
M163 S0 P0  
M163 S0 P33  
M163 S1 P33  
M163 S2 P34  
M164 S15