1. Print Damaged Base
   1. Select gcode from damaged bottom folder
      1. The infill is denoted by the \_## at the end of the file name
   2. Print
   3. **Wait for it to cool**
2. Print Filling
   1. Select gcode from fill final folder
      1. The infill percent is denoted by the \_## in the file name
   2. Print
3. ???
4. Profit.