**SLICING**

1. Raspberry begins STL to PNG
2. Raspberry to Arduino send information of first layer is finished

**CALIBRATION**

1. Stepper 1 homing position at top
2. Stepper 3 homing at left end
3. Stepper 4 homing at right end
4. Stepper 1 going down to calibration at print surface to define 0 -z axis
5. Stepper 2 set position at 0
6. Stepper 1 going home

**FIRST SLURRY**

1. Layer height control (If there isn’t any layer then switch to step 23)
2. Servo 1 set to laying position at … angle
3. Stepper 3 going right … step while pump 1 pumps the slurry to the print surface
4. Stepper 3 going home
5. Stepper 1 to (calibration position – layer height) position
6. Arduino to raspberry information transfer
7. Raspberry opens the first layer view
8. UV ON
9. Delay (Curing time)
10. UV and LCD OFF
11. Stepper 1 to home position and Stepper 2 turn 180°
12. Stepper 3 going right …+ step
13. Servo 1 wiping position
14. Stepper 3 going home

**SECOND SLURRY**

1. Layer height control (If there isn’t any layer then switch to step 37)
2. Servo 2 set to laying position at … angle
3. Stepper 4 going left … step while pump 2 pumps the slurry to the print surface
4. Stepper 4 going home
5. Stepper 1 to (calibration position – layer height) position
6. Arduino to raspberry information transfer
7. Raspberry opens the first layer view
8. UV ON
9. Delay (Curing time)
10. UV and LCD OFF
11. Stepper 1 to home position and Stepper 2 turn 180°
12. Stepper 4 going left …+ step
13. Servo 2 wiping position
14. Stepper 4 going home

**REPETITION**

1. If the layer number is < total layer number turn back to step 9
2. Else finish the print