

### **3D Printing Summary**

Metrics	<b>Enclosure and Microcontroller Mounts</b>
Total Print Time (min)	4:54
Total Number of Components	4
Typical Total Mass (g)	63.6
Typical Number of Print Setups	1

### **3D Printing Settings**

Print File Name	Qty	Total Print Time (hr:min)	Mass (g)	Infill (%)	Support (Y/N)	Layer Height/ Nozzle Diameter(mm)	Notes (orientation, special settings, etc.)
Enclosure_Top v0.2.stl	1	2:31	35.36	20	N	0.2/0.4	- Print in given orientation
Enclosure_Bottom v0.2.stl	1	2:11	27.24	20	N	0.2/0.4	- Print in given orientation
MCU_Mount v0.2.stl	2	0:12	0.5	20	N	0.2/0.4	- Print in given orientation
			Optio	nal Prir	nts		
Joystick_Camera_Mount_ Adapter v0.2.stl	1	0:54	8.5	20	Y	0.2/0.4	- Print in given orientation
Convex_Topper v0.2.stl	1	0:29	6.46	20	N	0.2/0.4	- Print in given orientation
Concave_Topper v0.2.stl	1	0:42	8.46	20	N	0.2/0.4	- Print in given orientation
Cylindrical_Topper v0.2.stl	1	2:18	22.29	20	N	0.2/0.4	<ul><li>Print in given orientation</li><li>Print with 6 perimeters</li></ul>
Goalpost_Topper v0.2.stl	1	3:25	35.84	20	Y	0.2/0.4	<ul> <li>Print in given orientation</li> <li>Put a support blocker on the central mounting hole</li> </ul>

### **Post-Processing**

- Remove any supports from the camera mount and goalpost topper if printed.

### **Customization Options**

- The optional topper prints can be used to customize the joystick to users. Extra materials such as foam, felt, instamorph, etc. can also be added to further customize the joystick toppers.
- The camera mount adapter can be used to mount the joystick for a user's custom set-up.



## **Examples of Quality Prints**

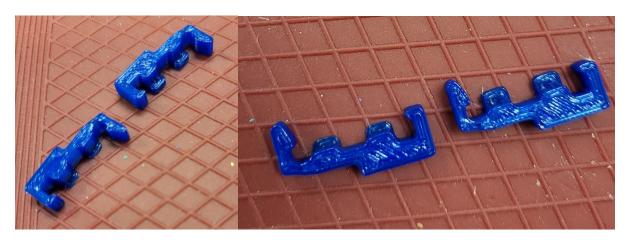
#### **Photos of the Enclosure**



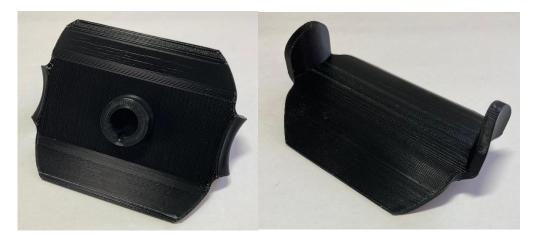
Page 2 of 4



#### **Photos of the MCU Mounts**



#### **Photos of Toppers**



Page 3 of 4





#### **Photos of Camera Mount**



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