Fix First Layer Problems

To print the first layer successfully:

• I strongly advise to read the document "**How to level your printer**"! It is looong, but messing further around with your printer takes longer, promised.

Requirements

- 1. If your printer has v-wheels make very sure ALL your v-wheels are set correctly, AND your **bed** / **extruder** / **gantry** also have **no play** for other reasons.
- **2.** You washed your build-plate with **soap** and **microfiber cloth**, and never touched it's surface a bit afterwards.
- 3. Calibrate your Rotation Distance! It is a must-do.

Here I have developed a nice little easy tool for reliable measurement: https://www.printables.com/model/639746

Test Files

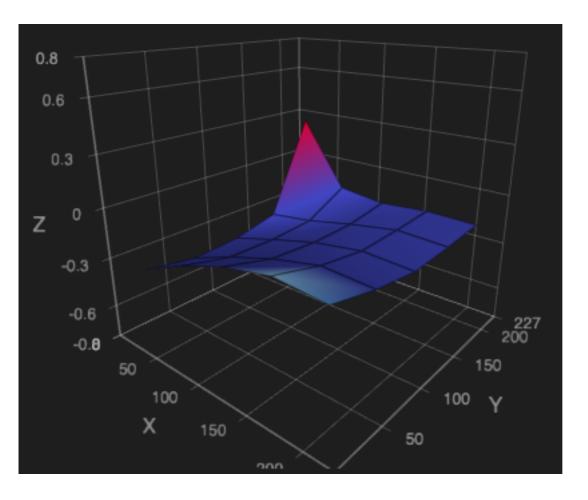
• In the download of the Printer Addition are **STL files** for your slicer included, to print a FULL first layer. It's the only method to show the whole picture, and to live-adjust the z-level.

I **strongly recommend PLA** filament for testing, as it is the easiest and most forgiving material, and allows more speed, so your testing goes faster. Test with 100 mm/s speed.

If everything is perfectly set up, it is possible to print with PLA the full first layer test files with 200 mm/s or more.

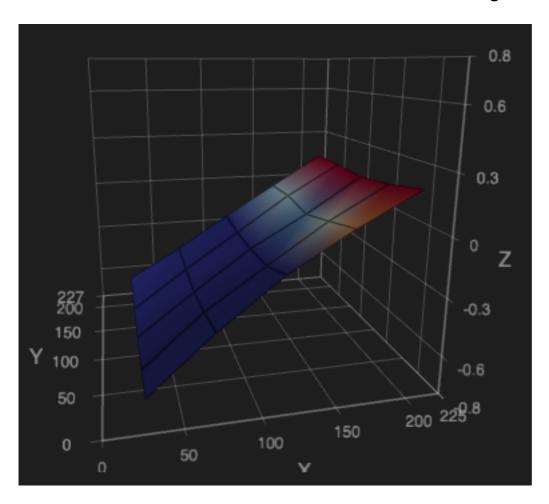
Mesh

- Check if your mesh looks normal.
- This is **not normal** it has an unusual spike and the mesh needs to be recreated:

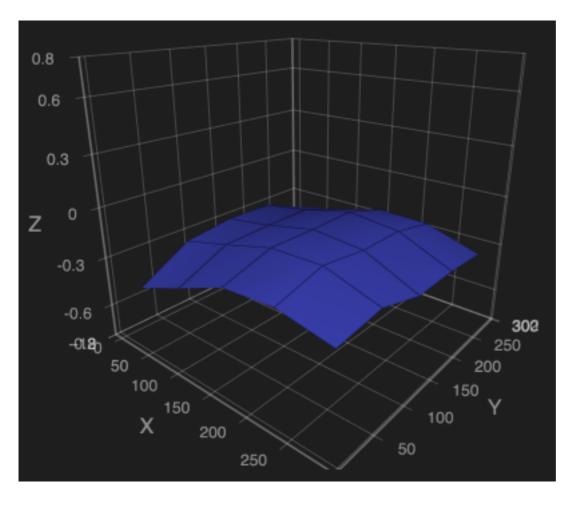


If it's not a probing-error, then check if there's **dirt** under the build plate.

• This is also not normal - the bed is not leveled against the gantry:



• This is not super-great, but more than enough to print successfully:



• While you print the test file, **live-adjust the z-level** in Mainsail / fluidd, so that it produces a good surface.

> Z-Offset: 0.005			
1 +0.005	+0.01	+0.025	+0.05
<u>↓</u> -0.005	-0.01	-0.025	-0.05

When you are happy with the new z-level, click the little blue "SAVE". If you use SAVE CONFIG instead the new z-level will not be saved!

- **Z too high**: Non-sticking / holes / wavy hole pattern / sticking, but flaking lines.
 - **Z too deep**: Crumbly, dry looking surface.

If you can't reach a 100% even result: It is then **better** to have the **z-level a bit too deep** at some areas of the bed. That will not affect the end result of a normal print, but everything will stick.

Z-Level changed then again?

If after some time your z-level doesn't seem to fit any longer, try re-creating the mesh first and see if it cures.

To do so, click the Button "MESH CREATE FOR TEMPERATURE".

Don't forget to click the "**SAVE CONFIG**" button in Mainsail, after you've recreated the desired mesh(es).

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Thank you!

Christian \bigcirc