



Radius Gauge Chips R1-30mm with Single Layer Color (no AMS!)



VIEW IN BROWSER

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Summary

A compatible, over-engineered remix of the radius gauge chips, with only a single layer of color change

<u>Hobby & Makers</u> > <u>Tools</u>

Tags: multicolor gauge radius

UPDATE: There is now a "no_text" version for each style that comes without the text-object, making it easy to do a single layer swap (on Z0.3) instead.

This remix uses only a single layer for the color change, making it a feasible print for single-extruder single-color printers (like mine).

The **classic** folder contains chips that are identical except for the font and the single layer.

The **classic_top_concave** and **classic_top_convex** models are compatible with the original model and only change the font to be a single layer color change.

The **remix** folder is over-engineering a completely fine original model by adding a **tab on the side** and reducing the side-length by 0.1mm for

easier retrieval and rotates the text by 90° for better readability when looking for a particular radius.

The **remix_bottom** model over-engineers the bottom by removing one side (adding a small chamfer), making it easier to tip over a chip you want to retrieve.

Print Settings: Chips

- Import only geometry and import objects as parts (in OrcaSlicer that means clicking Yes 30 times)
- Change the second part for each object to the text color
- 9999 Top Layers
- 0.25/0.2mm layer height (important, the chips **must not** be taller than 2mm)
- Manually change sequence in your slicer so that the text is printed last (so two color changes)
- Slow down your first layer by a lot (15-30mm/s max) so that the text turns out crisp

Print Settings: Box

• Infill: 15% Gyroid is sufficient

• Walls: 3-4

• Bottom/Top: 3-4

Top Parts:

- Import only geometry and import objects as parts (in OrcaSlicer that means clicking Yes 30 times)
- Change the second part for each object to the text color
- Manually change sequence in your slicer so that the text is printed last (so two color changes)
- Slow down your first layer by a lot (15-30mm/s max) so that the text turns out crisp

Source Code

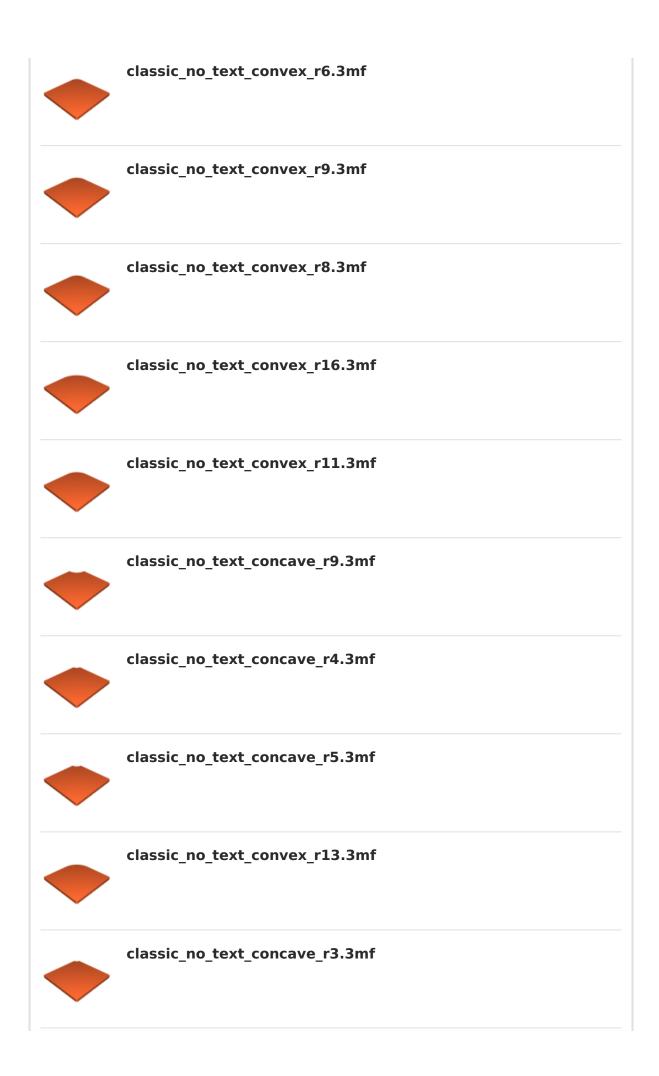
https://github.com/reemo3dp/radius_gauge/

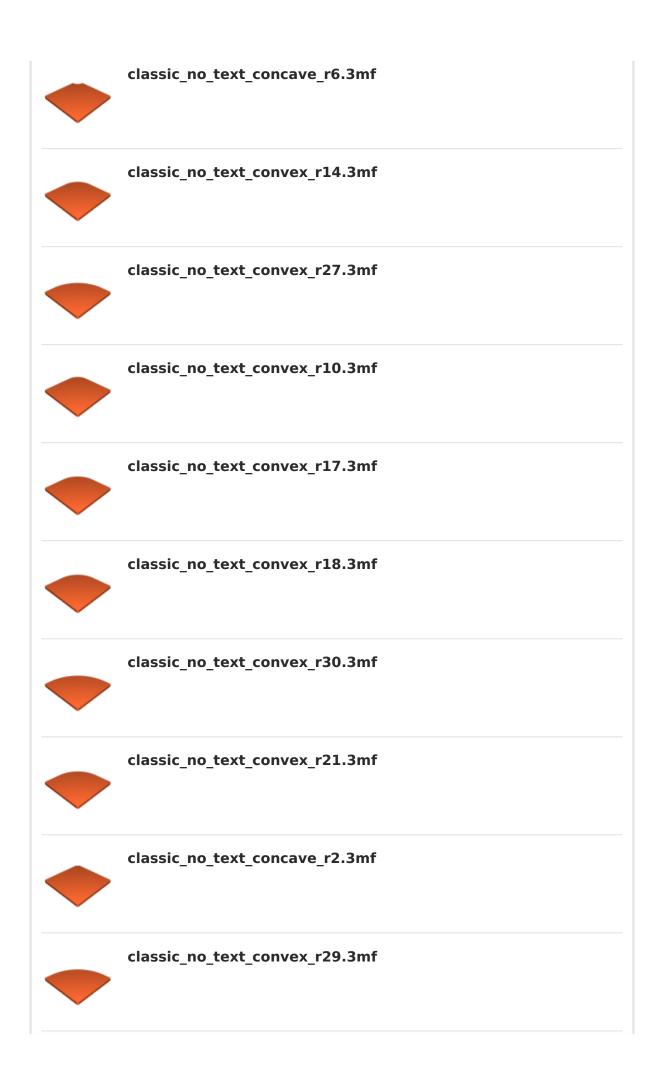
This remix is based on

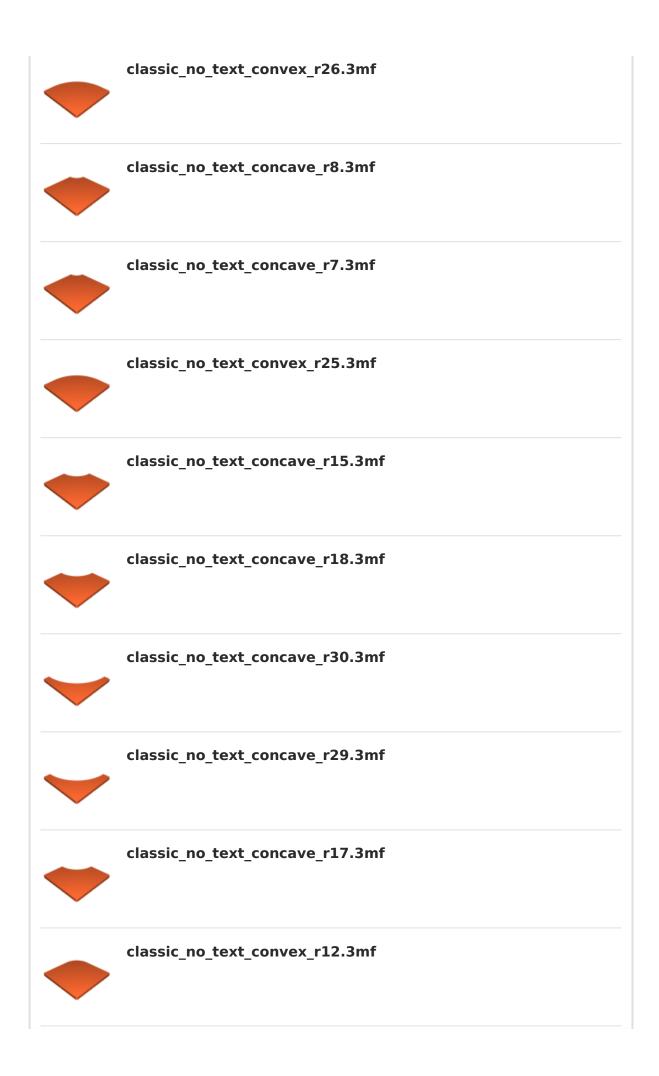


Model files

Cla	assic (No Text, Layer Swap)	60 files
	classic_no_text_convex_r3.3mf	
	classic_no_text_convex_r2.3mf	
	classic_no_text_convex_r1.3mf	
•	classic_no_text_convex_r4.3mf	
•	classic_no_text_convex_r5.3mf	
	classic_no_text_convex_r7.3mf	
	classic_no_text_concave_r1.3mf	



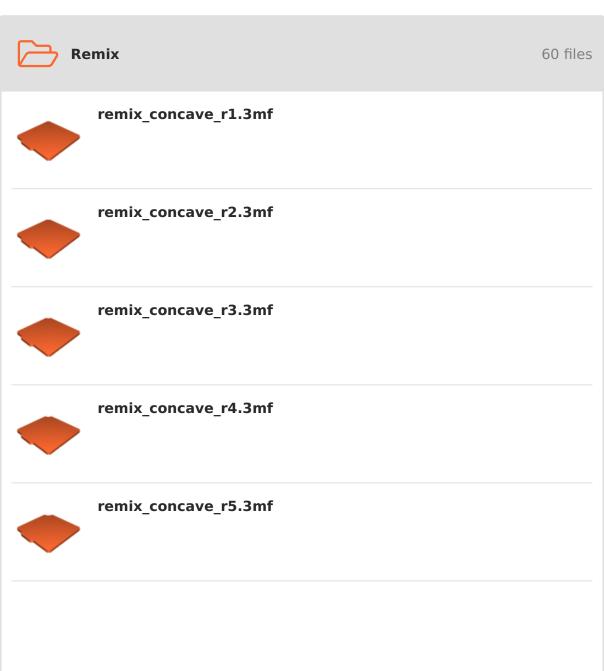


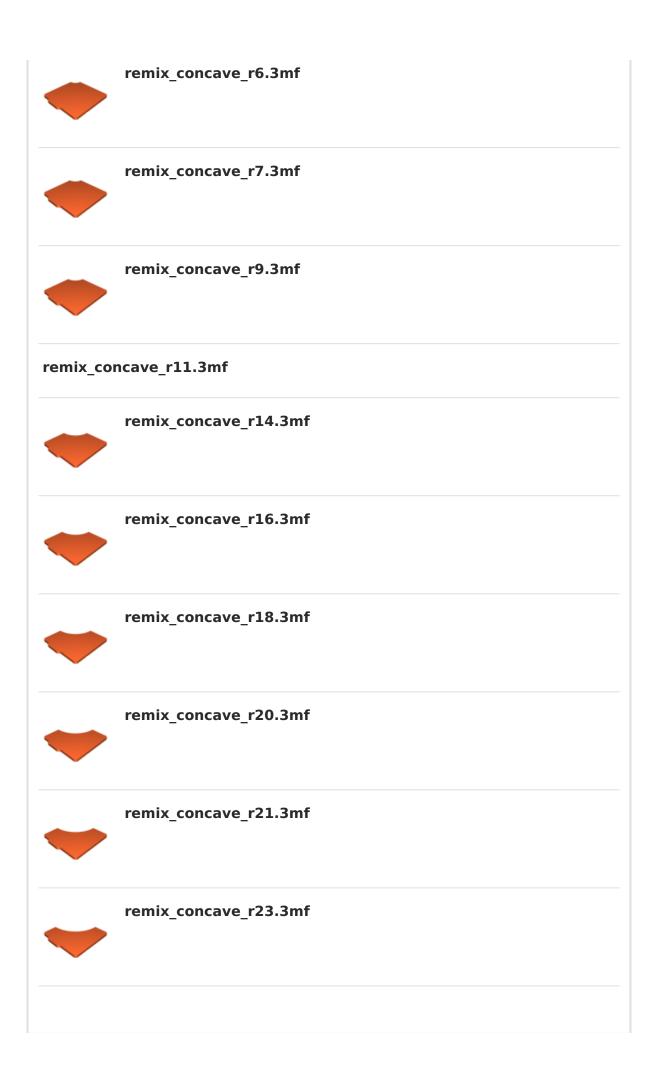


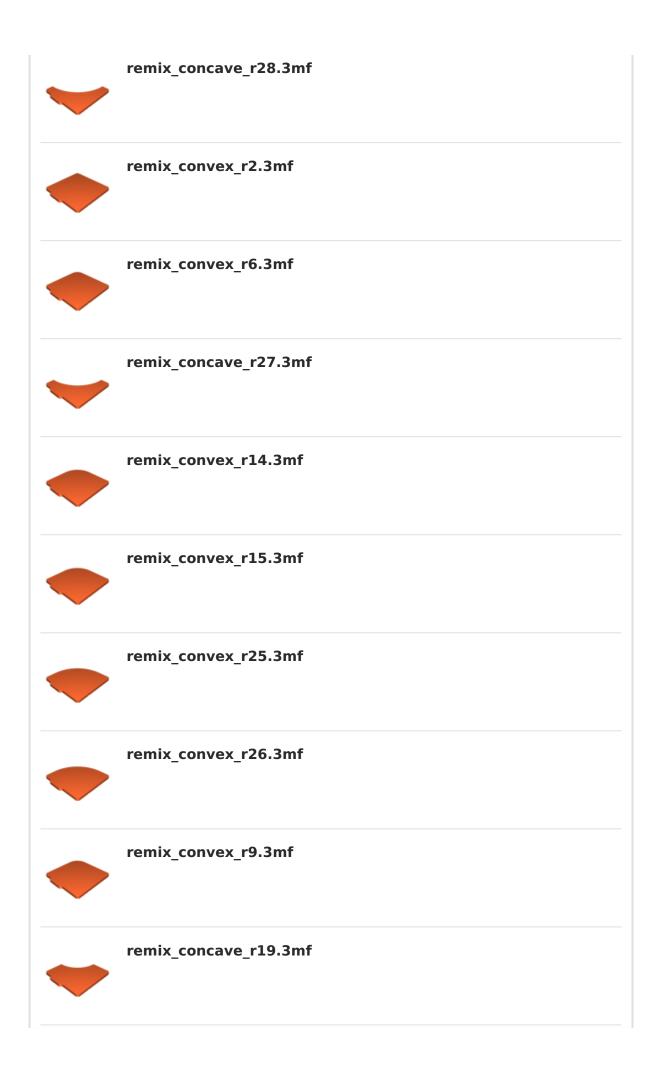


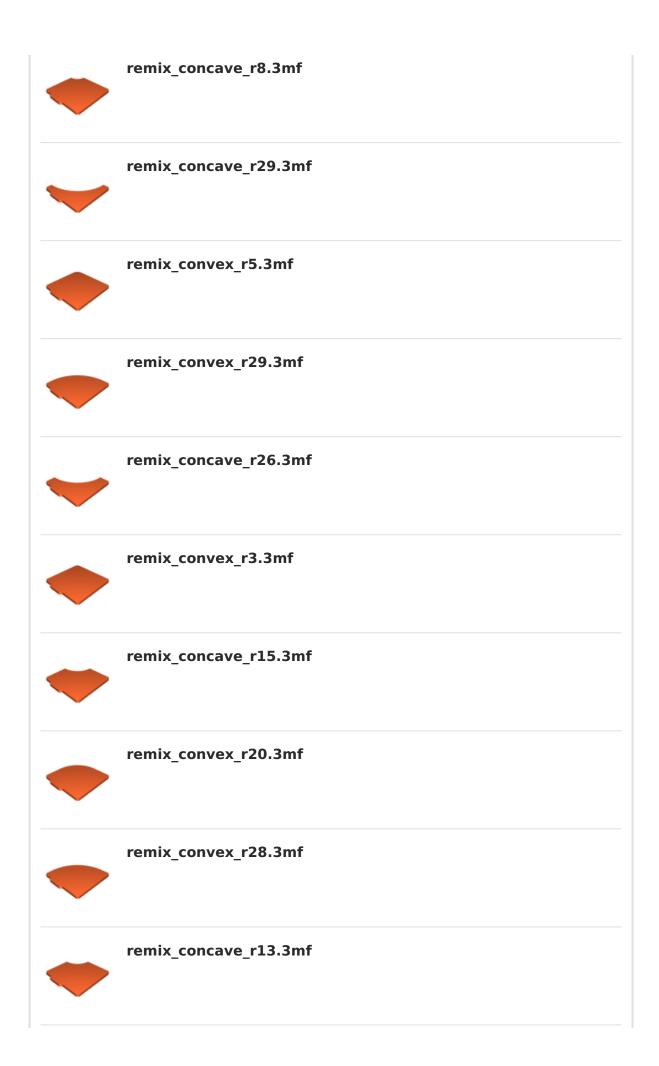






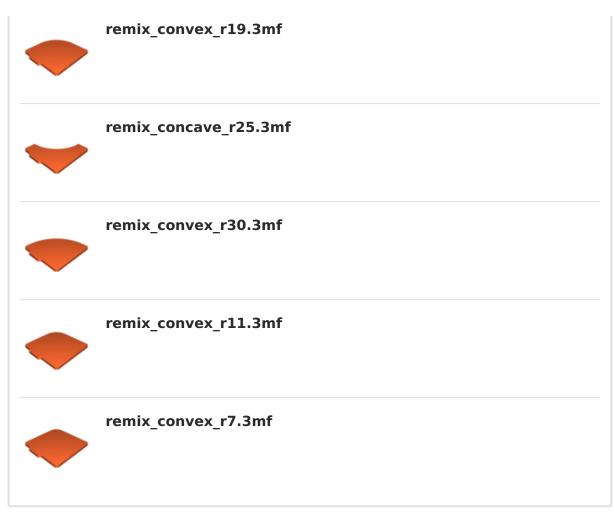


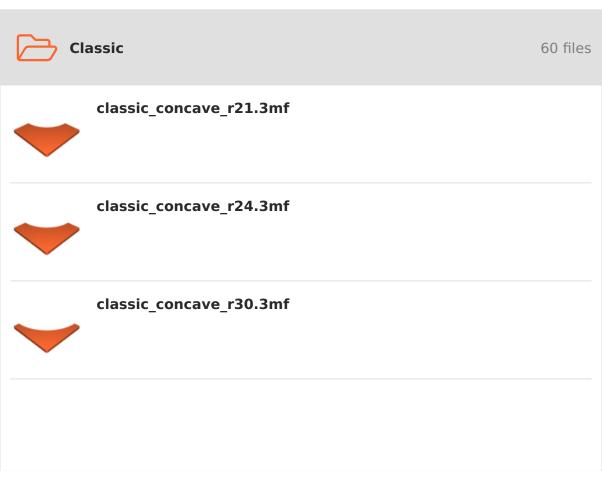
















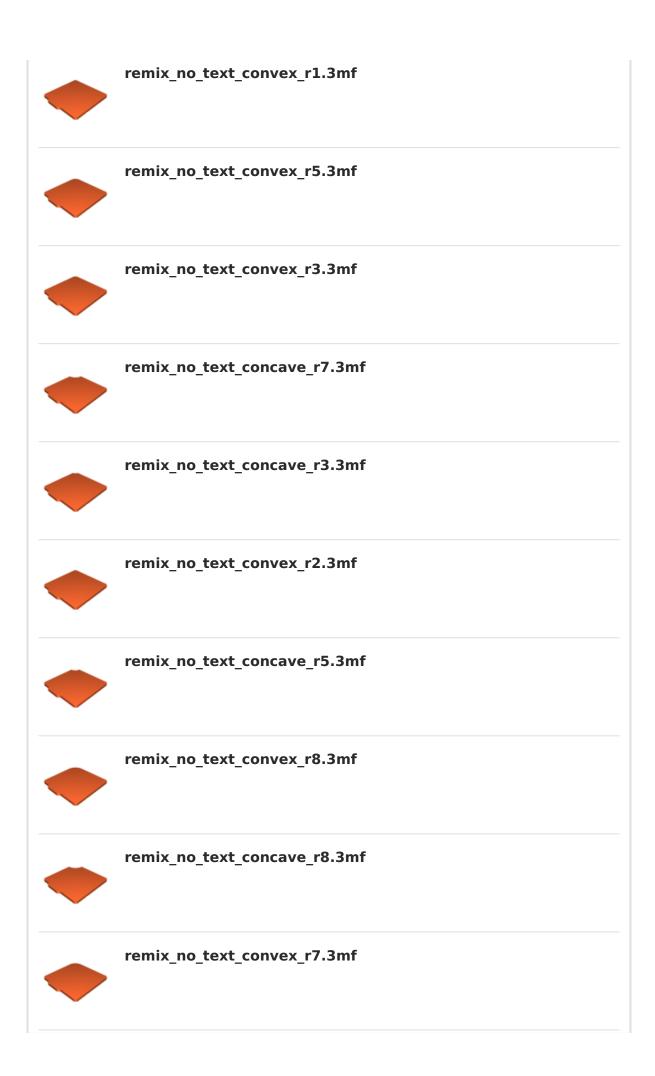


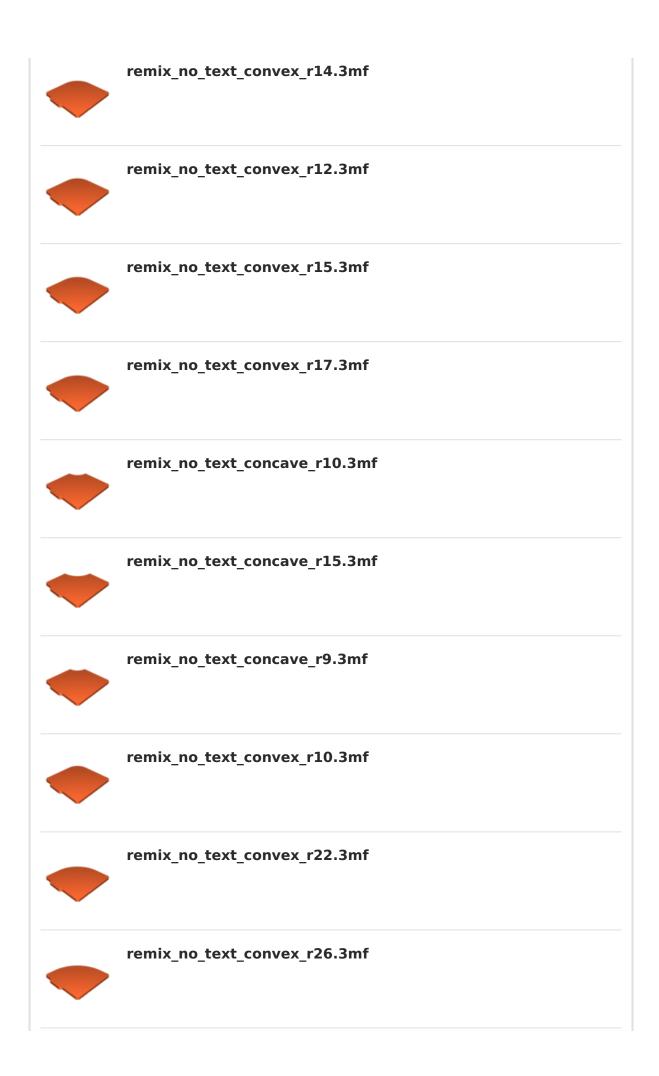


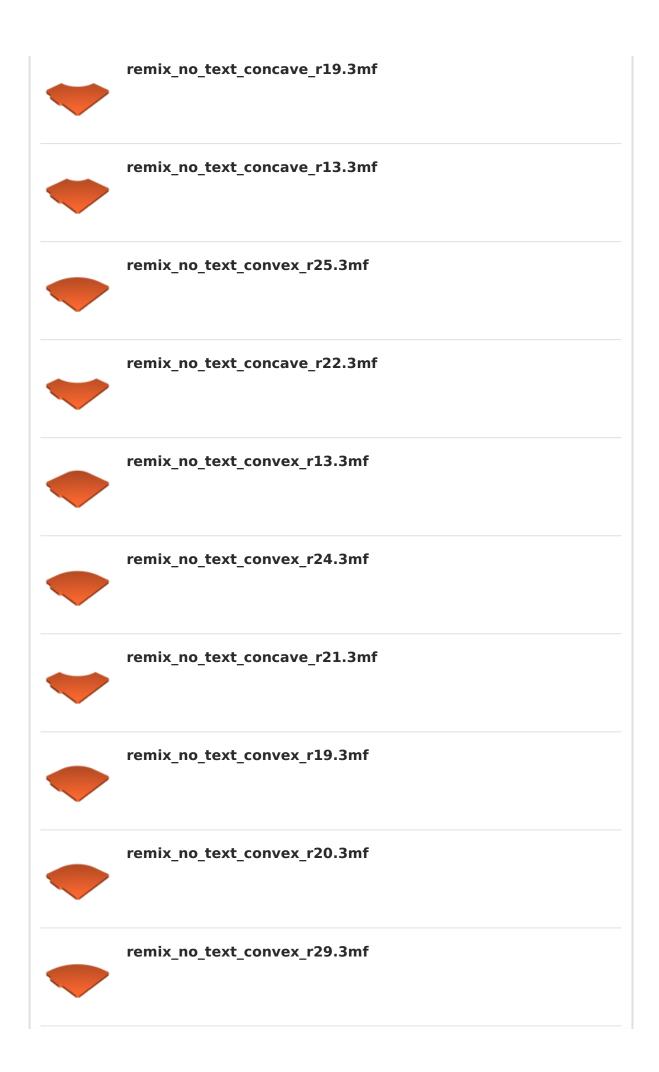




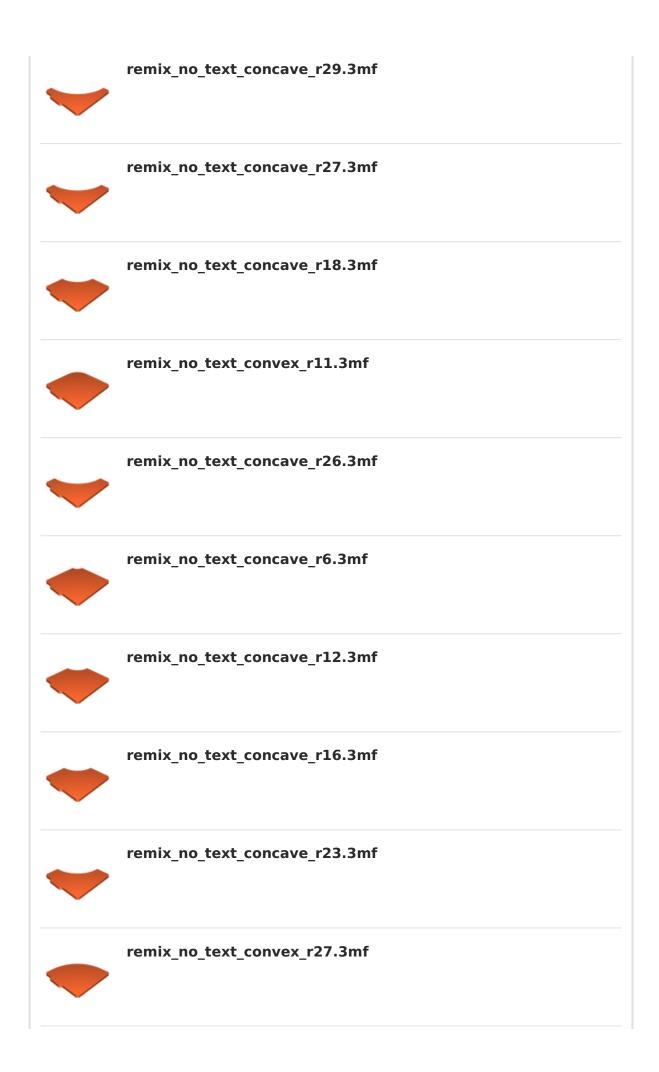


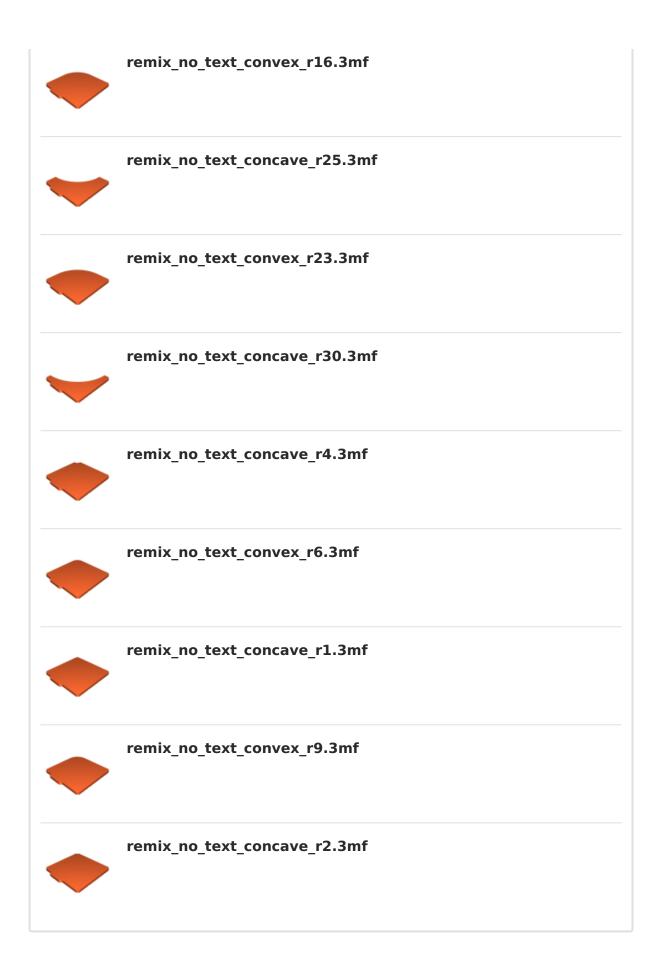












remix bottom.3mf





classic_top_concave.3mf



classic_top_convex.3mf



remix_top_no_text_convex.3mf



remix_top_no_text_concave.3mf

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