



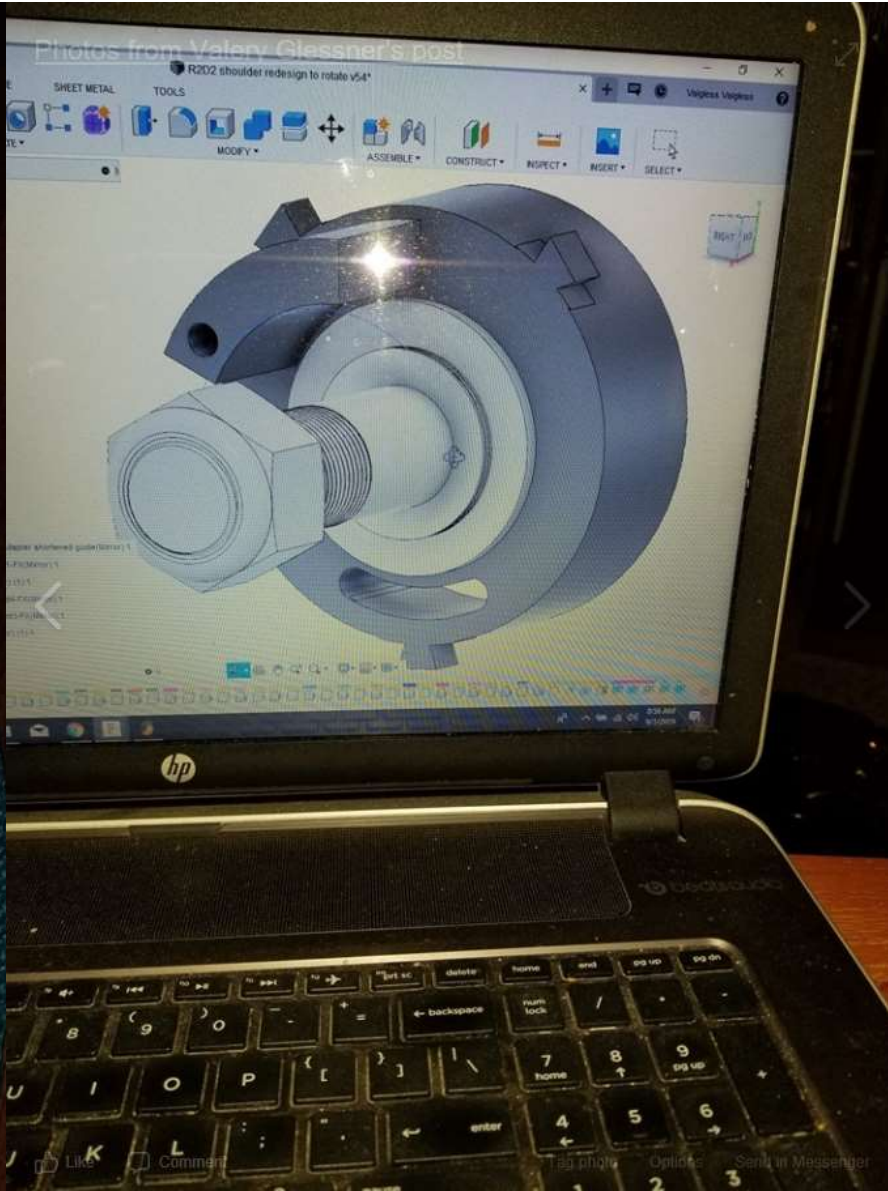
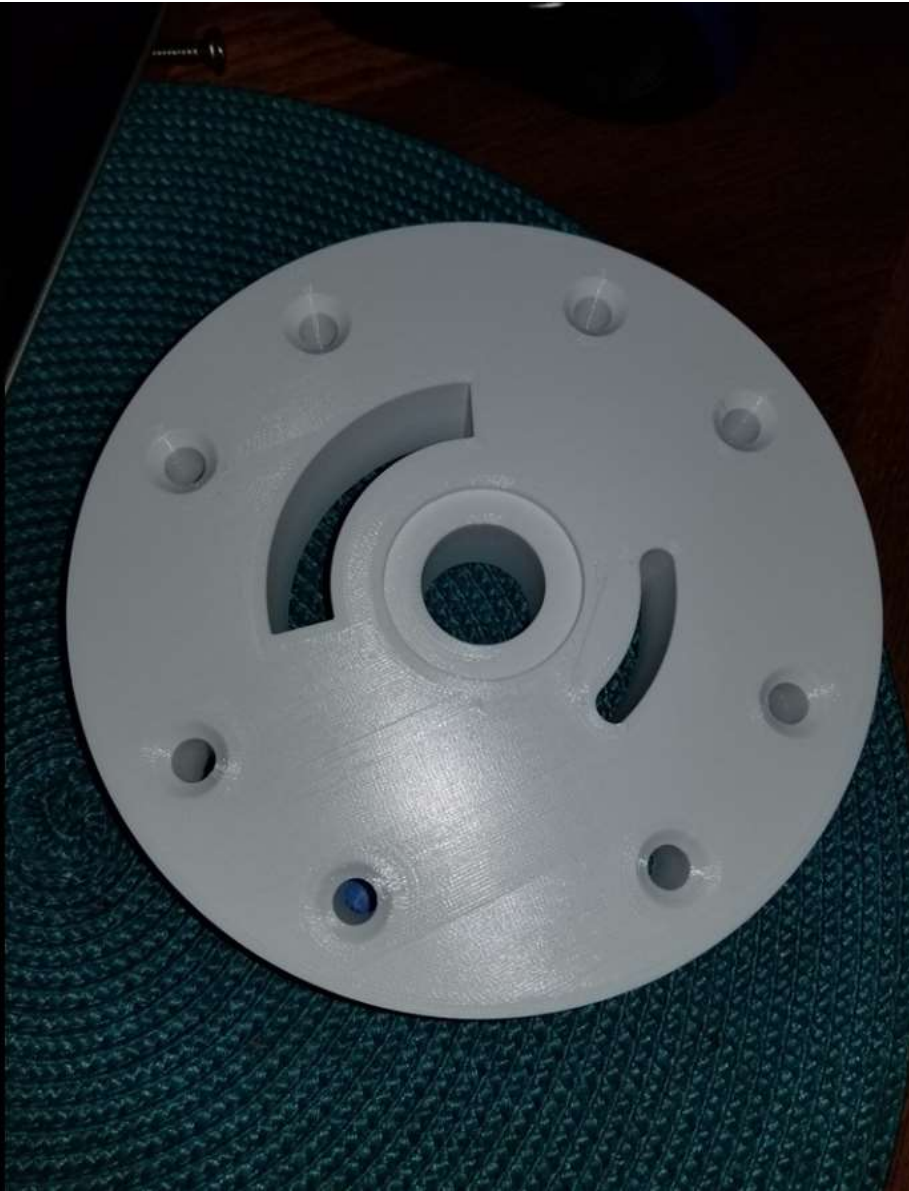
Valery Glessner

New member · 1 September at 14:59 · Add topics

I am modifying the shoulder of the Version two R2D2 so that it can pivot, once the files are verified, I want to make them available to anyone who wants them. It requires printing a part I designed, with modified hubs and internal shoulder supports. It was designed using McMaster Carr part numbers for the 3/4 inch bolt, bearings, washers and thrust bearings. The way I designed it, will only allow for the 36 degrees of movement and I am planning on using linear actuators or linear servos.

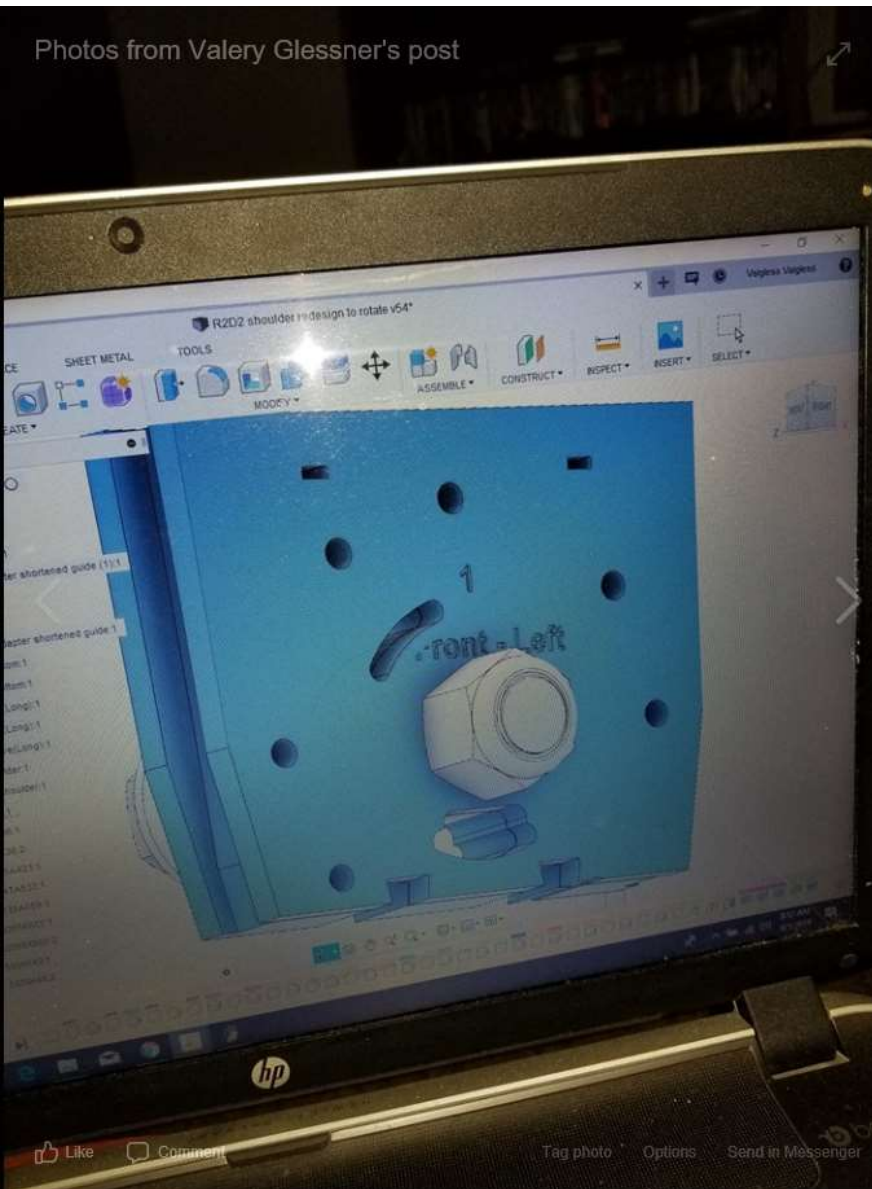


You, Walter Martinez Marconi, Chris Williams and 18 others 4 comments



Photos from Valery Glessner's post

Photos from Valery Glessner's post



Doug Laver Ooooo I might wait for these. I was just about to start printing the others.

Like · Reply · 5d



Valery Glessner 🙌 What I have done looks like they work just fine, just so you know that when I modified the files, I did it referencing left from R2D2's perspective and It seems that the original files mark left and right from the opposite perspective. In order to get the internal shoulders to fit, I had to dremel part of the bottom notch of the second ring to allow the fit. What I mean by this is if you look at the bottom of the slots that the internal shoulders lock into, one is longer than the other. You are welcome to the files now.

Like · Reply · 5d



Darren Poulson 🙌 Nice work.

If you want to be really fancy, some of the 2-3-2 mechs actually allow for a lean forward of a few degrees whilst in 2 leg mode, so would require a little extra past the 36 degrees. 😊

Like · Reply · 5d



Juan Cuesco Escobar Gran trabajo!!

Like · Reply · See translation · 5d