Random Mode

Random mode allows Palette to automatically create splices in a non-specific order. The resulting print includes random patterns for layered prints!

Written By: Mosaic Support



INTRODUCTION

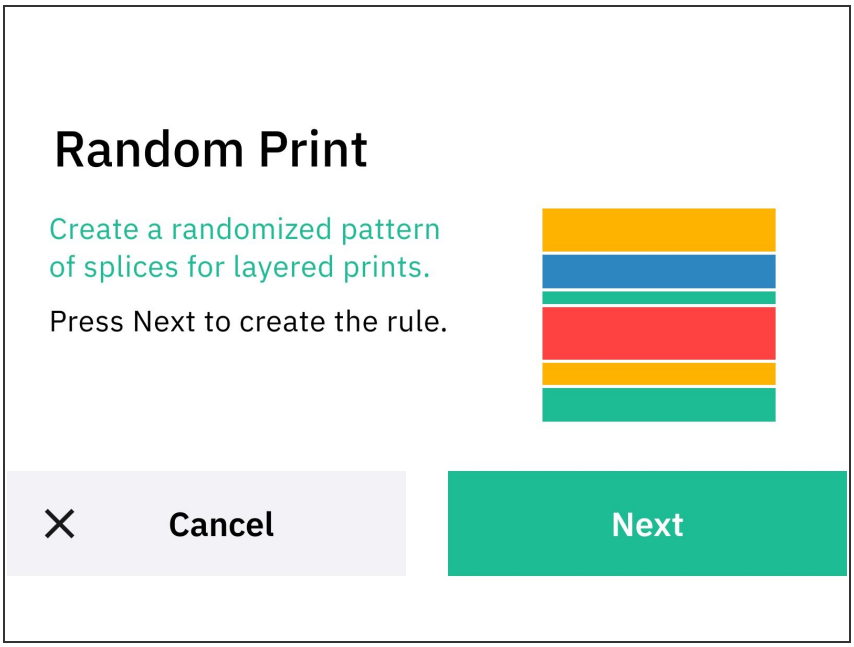
In this guide you will learn how to:

- Access and create prints with Random Mode

Tutorial video coming soon, check back again later!

© 2021

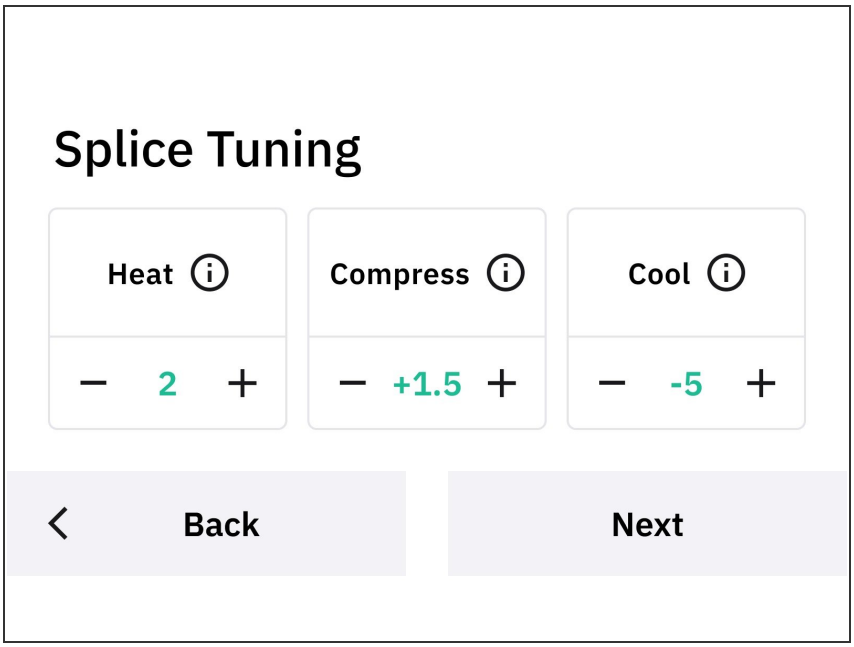
Step 1 — Access Random Print Mode



Before utilizing custom print modes, ensure that your filament has been splice tuned. The Splice Tuning feature will help you find the ideal settings so your Palette 3 can create optimal splices. A guide on how to do this can be found here.

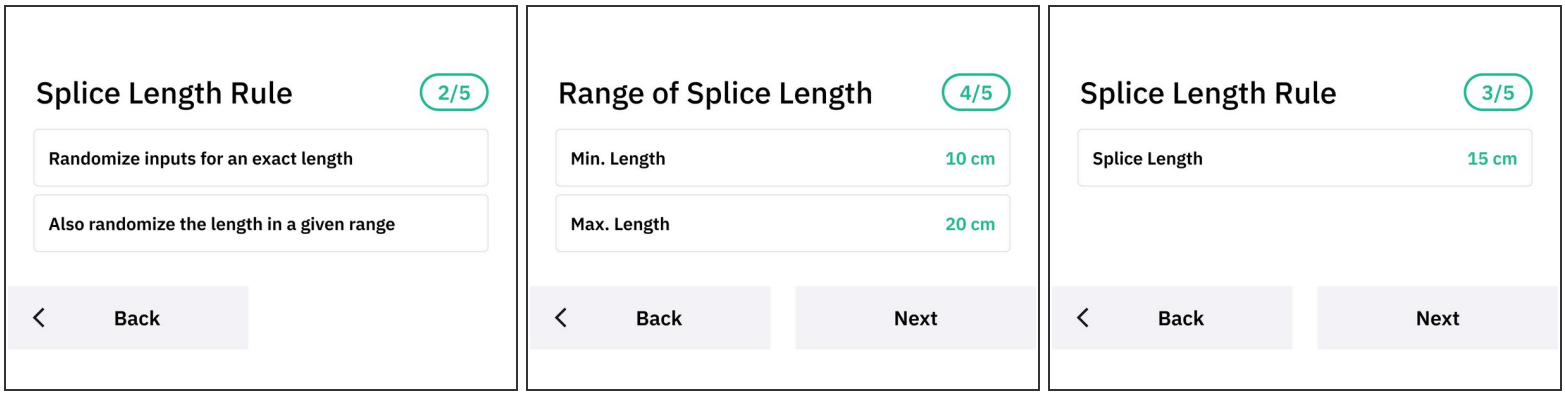
- Slice a single-body STL file in Canvas or a slicer of your choice.
- From the main Home screen, choose *Print from > Custom Mode > Random Mode*

Step 2 — Splice Tuning



- Choose the heat, compression and cool values for the material being used that were found during splice tuning.

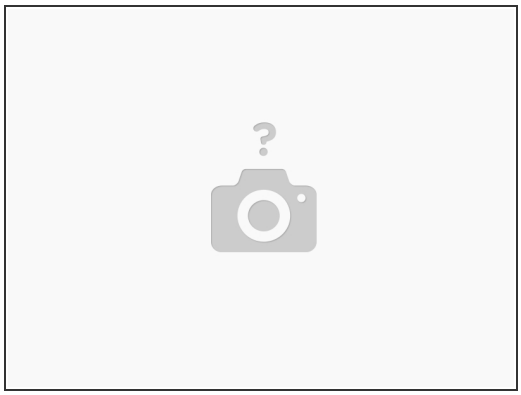
Step 3 — Splice Length



- Choose which inputs you intend to use.
- Choose how you would like Palette to splice. Both these options will still feed from random inputs to create unspecific splices.
- If *Also randomize the length in a given range is selected,* Palette will prompt you to enter a *Min* and *Max Length.* This will create splices of unequal lengths between these two values.
- Choose the length of the splice.

ⓘ We suggest adding a bit more length (2-4 cms) to the splice. This ensures that there is enough filament to complete the print. This is displayed in your slicer, or websites like http://gcode.ws can be used to find the length of your model.

Step 4 — Start the Print



- Once Palette is finished making the initial splices with enough filament to come out of the outgoing tube, insert this filament into the printer's extruder.
- Jog the filament until you see filament come out of the nozzle, and then start the G-Code file on the printer.

If you have any additional questions, please send us a message at support@mosaicmfg.com!

© 2021