Setup and Slicing for Palette 3 in Canvas

Getting started with Canvas3d.io for connecting Palette and slicing for multi-material.

Written By: Mosaic Support

This document was generated on 2022-04-10 08:52:28 AM (MST).

© 2022

support.mosaicmfg.com/

Page 1 of 6

INTRODUCTION

You can register a new [Canvas account](#) for free, or login to your existing account to complete the steps below.

In this guide you will learn how to:

- Activate and connect Palette 3 in Canvas.
- Create a new printer profile and setup.
- Selecting Palette for the project and slicing for multi-material.
- Send print files to Palette 3.

Step 1 — Connect Palette 3 to Canvas
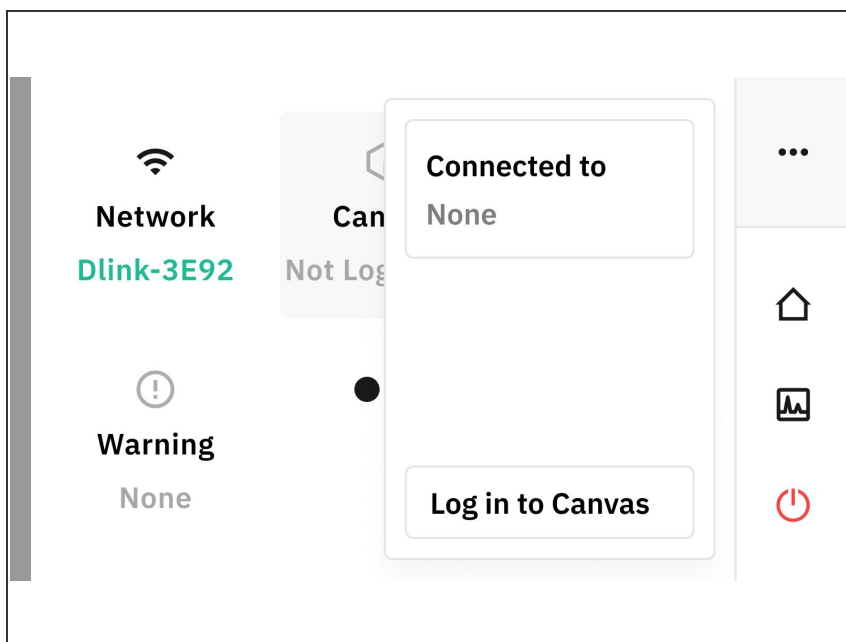
- Connect Palette 3 to the Internet following the steps here.

- On Palette 3's menu, tap the Canvas connection icon from the sidebar menu, and then on Log in to Canvas. This will provide you with an activation code.

- On another computer, login to your Canvas account, and use the activation code to connect Palette 3 and Canvas. Visit canvas3d.io/connect to enter the activation code.

- Go to canvas3d.io/devices to view your Palette 3.

Step 2 — Create a New Printer Profile
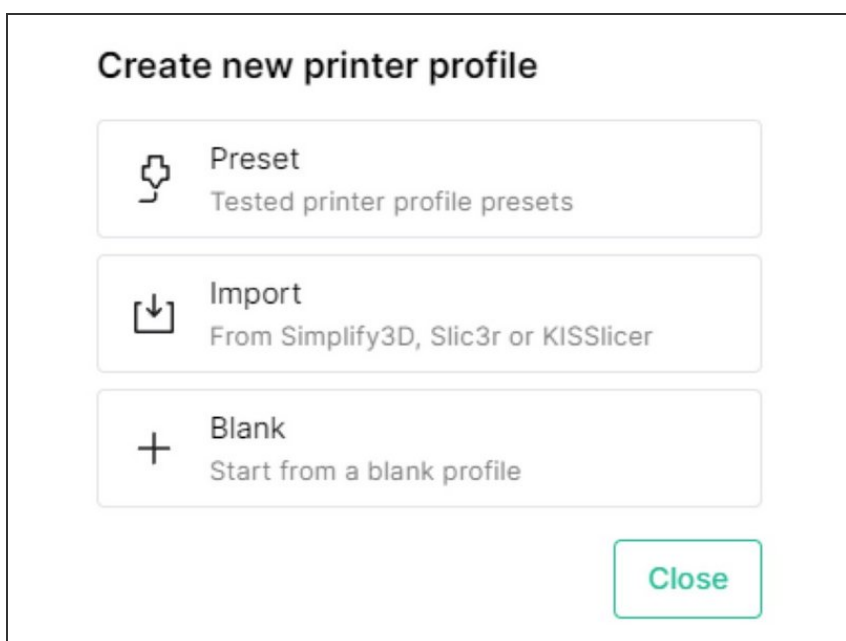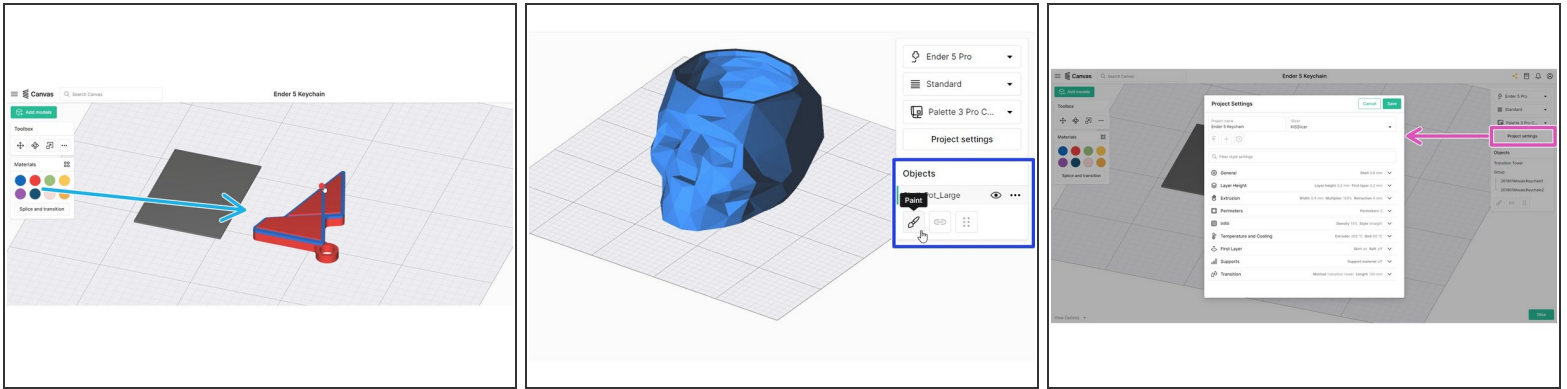

- Start a new printer profile by either: a) creating a blank profile using these steps here and inputting settings, b) using a printer preset, or c) importing a profile from Simplify3D, Slic3r/PrusaSlicer, or KISSlicer.

  - If you have a custom start and end sequence for your printer, please enter it in the Sequences page.

This document was generated on 2022-04-10 08:52:28 AM (MST).
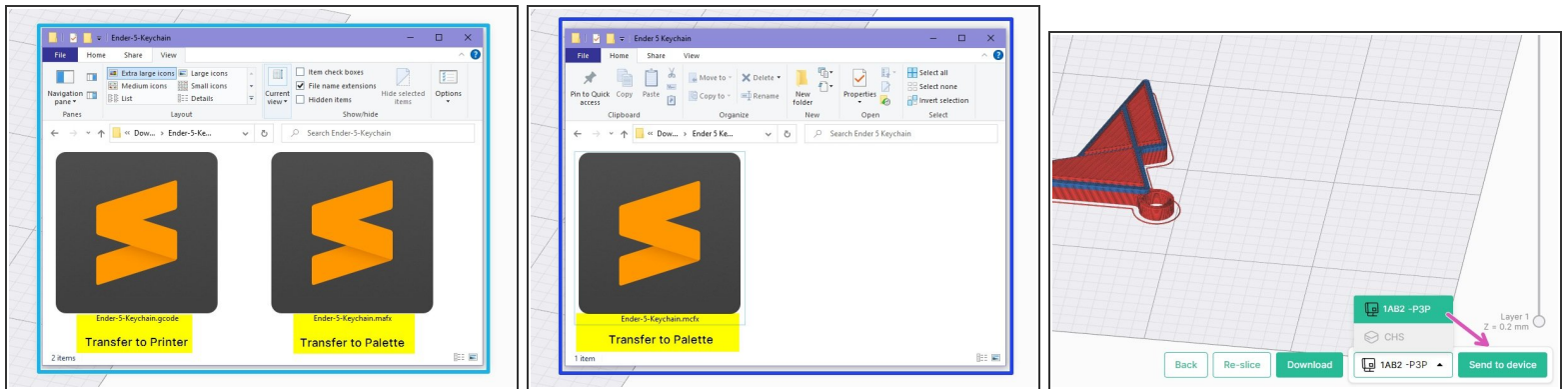
Step 3 — Start a New Project
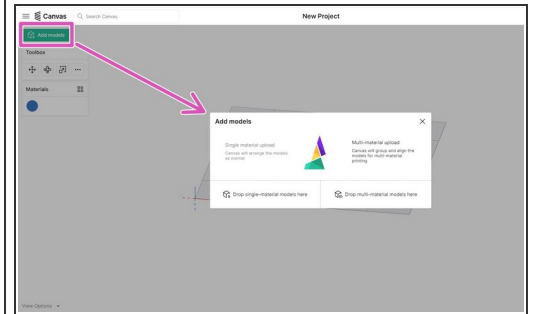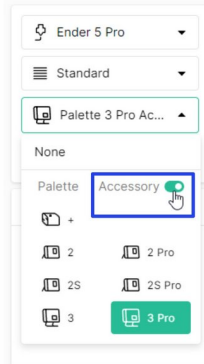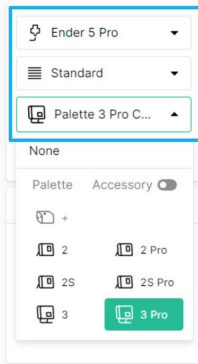
- Create a new [Project](#).

- Select the printer profile and Palette model to be used for this project. By selecting a Palette model here, it will be set to [connected mode](#) by default.
  - Use the toggle to enable [accessory mode](#) for Palette.

  ⓘ Setups no longer have to be configured before slicing a project, as the printer profile and Palette configuration can be selected on a per project basis.

- From the project view, click on *Add models*. Upload the STL files you would like to print.

  ⓘ If the model uploaded is only one STL, upload it as a single-color model. If the model has multiple STL files, upload as a multi-color model.

  📌 Not sure what to print yet? You can download this quick [keychain test print.](#)

This document was generated on 2022-04-10 08:52:28 AM (MST).

© 2022   support.mosaicmfg.com/   Page 4 of 6

Step 4 — Color Models and Review Slicer Settings

- If multiple STL files are uploaded, color the model by [dragging and dropping the color swatch](#) over the model itself.

  ⓘ The color swatches in the toolbox correspond to the inputs on Palette.

- If only one STL is uploaded, the model can be customized with [painting](#). To paint a model, select the STL in the object browser and then 'Paint.'

  📌 If you are printing the test keychain, please click and drag the colors and do not paint the model.

- Once you're happy with the colors used on the models, click on *Project Settings* to review your slicer settings for the print.

  - For the first print, check for settings such as extrusion width, extrusion multiplier, layer height, and z-offset.

This document was generated on 2022-04-10 08:52:28 AM (MST).

© 2022   support.mosaicmfg.com/   Page 5 of 6

Step 5 — Slice and Transfer the Print Files

- Once your model's colors are assigned, and your slicer settings are saved, slice the project.

  - If Palette 3 is selected in **accessory mode**, you will have two files available for download: a **.mafx** for Palette 3's USB drive, and **.gcode** file for the printer.

  - If Palette 3 is selected in **connected mode**, one file will be available to send to Palette 3 directly, or can be downloaded: a **.mcfx** for both Palette 3 and the printer.

  - After slicing, there will be an option available to send to an online/linked Palette 3 (Pro).

If you have any questions, please don't hesitate to contact us at support@mosaicmfg.com.

This document was generated on 2022-04-10 08:52:28 AM (MST).