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



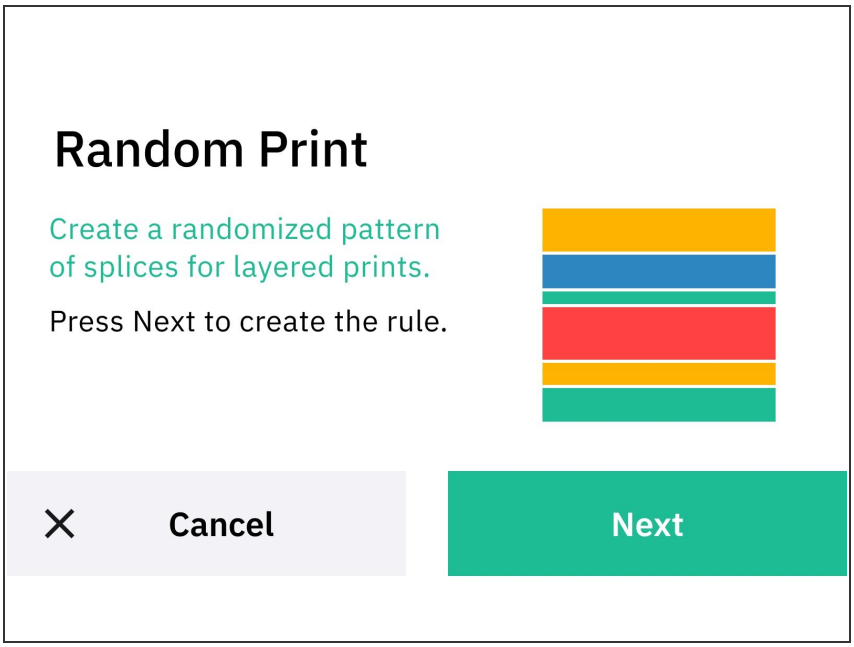
INTRODUCTION

In this guide you will learn how to:

- Access and create prints with Random Mode

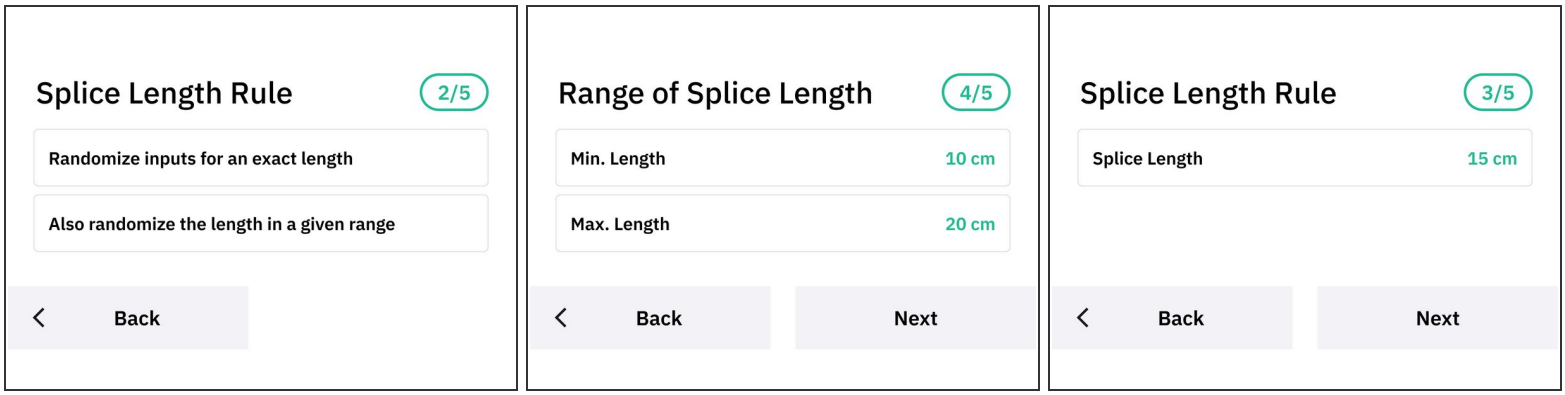
Tutorial video coming soon, check back again later!

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*

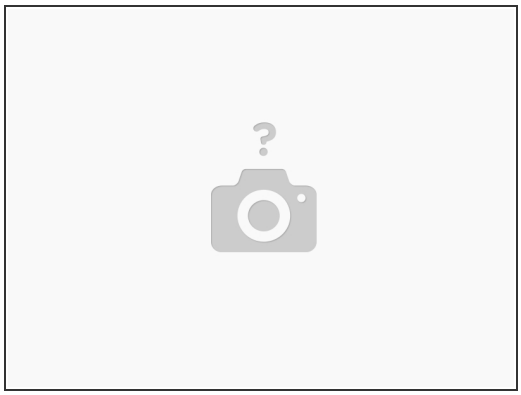
Step 2 — Splice Length



- 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 3 — 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!