I'm not a bot

First, let me say thank you for posting clear, annotated screengrabs. This really helps take the guesswork out of understanding your objectives. It looks like you're trying to solve multiple problems with one click. Let me suggest an alternate approach. First, it's clear that you're using Bambu Studio. I recommend loading Orca Slicer on your machine. There's no downside to using both, as they can coexist on the same system since they're based on the same core code. However, as you can see, the drop feature is just one of many quality-of-life enhancements the Orca team has included in their version. It's worth noting that Orca is based on Bambu, and the developers are printer enthusiasts whose sole goal is to enhance the user experience. In other words, they create features they actually want to use, not for commercial purposes. Bambu has borrowed back some of these enhancements, but it appears that Drop may not be one of them. _____ That's exactly what my example showed, but I think you may be getting hung up on terminology. A primitive is just another object—the only difference is that the slicer generates it internally. In your example, I believe I understand what you're trying to do, but it seems like you're attempting two different things that require different approaches. Let's tackle the easy one first. Object Falling Back to the Build Plate sealyons: And all of the DROPping things don't apply when working with standard objects, since Studio doesn't appear to allow you to move a standard object in Z. When I try, it just automatically drops it back down to the plate. This only happens when the object is isolated. If, for example, you want to suspend a part/object above the build plate, it must be part of an assembly. Select the object from the objects menu, and you'll be able to move it independently. In this example, we have a dragon model with a cube primitive that was created as part of the assembly. Note that the cube(tiny red dot lower right) is the lowest part of the geometry, serving as the build plate anchor. _____ sealyons: Positioning seems to be screwed up with combined objects (i.e. an object with an associated primitive and/or negative part), since the size of the object is shown as the combined size of the original object and any/all of the combined parts. You are absolutely correct. The slicer calculates the center based on the combined size of the "assembly." It sure would be nice if there were an object alignment tool built into the slicer. In fact, I suggested this, and many users voted in favor of it. Sadly, that was back in 2023, and despite 95% yes votes, the response from Bambu Labs has been nothing but crickets. Link to the alignment request poll: Align to grid/align to object So, the only workaround—just like in your example—is to independently create a single instance of the model and perform all necessary operations on that one model. Then, using the Clone tool, recreate the required number of models and use the Auto Arrange tool to realign them onto the build plate. If the model is a pre-arranged grid you acquired elsewhere, you'll need to use the Cut tool to isolate the segment. If the grid has specific spacing requirements, you can use the more granular Arrange Objects tool in the toolbar (Shift-A), which allows you to precisely set object spacing. If row distances differ from column distances, first create the row alignment, then clone that assembly and make a second alignment using the first set of rows as reference. Clumsy? Yes. But this isn't CAD. In CAD there is a pattern tool that does this very quickly. On the subject of CAD There are many CAD packages out there. I use free versions OnShape, Fusion360, and FreeCAD. I also use Solidworks for Makers($50/yr) but I don't recommend that since it's got a very, very steep learning curve and unless you're using it professionally like I am in my day job, there is no advantage. My go-to CAD is OnShape for easy of use and it is much better suited for 3D printing. What's more, it is cloud based so whatever hardware you have is not a factor, only a browser is needed. I have a contemporary desktop computer with an advanced GPU so hardware is not an issue in my case nevertheless, OnShape is just easier to use. This YouTuber's videos is what convinced me. He does a side by side comparison to many CAD programs, all from a bias of a 3D Printer enthusiast. His tutorials are world class. YouTube Teaching Tech is a YouTube channel dedicated to providing quality content that will help expand your technology related skills and knowledge. As a qualified Industrial Designer and Primary/Secondary school teacher, my expertise is very broad. The... Here's an updated version of his beginners video that got me started. Select object on the build plate Right click and choose Copy Switch to another instance of Bambu Studio Right click on the build plate and choose Paste Discussion: This is pretty much the standard copy and paste function found in many applications (Microsoft Word, Excel, Powerpoint and various Graphics Programs) Often I'm not sure of the location of .stl for an object I already have on a build plate. To put it on a build plate in another instance of Bambu Studio requires exporting/naming it and then dragging it to the other instance of Bambu Studio. A copy and paste function would really make the process fast and easy. Thanks for an exceptional product!!! 23 Likes Why use another instance of Bambu to do that? You can add another build plate and open your STL there, never leaving a single instance of Bambu Studio. You can then copy and paste between the plates or drag things around to whatever configuration you are needing. 1 Like You are correct! I have multiple projects, each of which has multiple build plates. I regularly have a one off need to do a single print of multiple objects from those different projects. A simple copy and paste function would make it much easier and faster to do that. I do it all the time in Microsoft Office and various graphics programs. There is no reason I should not be able to do the same with Bambu Studio. It's basically a variant of the existing Clone Command. 8 Likes I agree, copy paste should be available. My scenario is I have a single file with many plates as template. I want the templates intact and be able to just copy plate any object on the plate and paste it to another project so that I could print all the object I needed from multiple projects with multiple plates in it. Thanks! 8 Likes I am new and was looking for a Copy function also. I did discover that if you add a plate you can right-click the object and a Clone feature is added in the menu. It will clone the object onto the existing plate and I just closed the added plate. I use the Clone feature all the time. Unfortunately, what you can't do is copy an object from one instance of Bambu Studio to another, you will have to go find the original .stl file. 1 Like Was about to write a feature request at GitHub about this. copy-n-paste functionality between different instances of Bambu Studio is a must. My use-case is that I keep different some 3mf files as originals and would like to be able to copy into them without having to go via export as STL. Would be really useful if slicing settings for the object was copied/pasted as well. 3 Likes I fully support this feature request! My use case is printing multiple small objects from different 3MF files on a single plate, without having to export the STL's and import them separately. Drag&Drop would also be an option - both Copy and Drag&Drop already exist in Cura and the other popular slicers. 2 Likes Agree that copy/paste between projects would be very nice to have. As Jimisola touched on, probably the easiest way right now is to export the individual object to a by right clicking on the object and then selecting 'Export as one STL' which will save that individual object to a STL file. You can then do a 'File', 'Import' and select the STL to get that object into the other project. It is a few more steps, but does work like a copy/paste. Good Luck! dougthorsvik: ming it and then dragging it to the other instance of Bambu Studio. A copy and paste function would really make the process fast and e This is kind of old, but when you do the 2nd plate, does a P1S actually stop when the first plate is done until you tell it to continue onto the 2nd plate? Yes, having every print instance open in it's own sandboxed-slicer and not being able to copy/paste a model over seems like a missing essential feature. Every software I can think of always allows copy/paste within itself. Bambu, please implement this! And while you are at it, just allow us to intercept the export/print from Fusion 360 and allow us to "add to existing slicer project". +1 for this. My particular use-case actually comes from MakerWorld - I'd like to be able to "Open in Bambu Studio" on several small one-off parts that might individually take 30-60 minutes to print, and aggregate them into a single build plate in one project, without having to download and store the individual STLs. I agree deeply needed, moreover I don't know why but suddenly fusion always export components to new instance… very painfull This should help you 1 Like I was looking for the copy / paste functionality, and I see it was never implemented. Why? I lowered the "Flushing volumes" multiplier, but poops are still the same size. (I weighed them with a gram scale.) How do I actually lower this volume? 1 Like Did you click the recalculate button after changing the multiplier? I like AMS Purge Calibration V2 by Ciuf_Ciuf - MakerWorld for setting up purge volumes to minimize waste. 2 Likes I did, but it didn't make any difference. 3 Likes How to Purge to Object in Bambu Studio Part 1 Yes, I have read and watched all this. I'm trying to reduce the color change flush volume, not put it somewhere else. What I'm calling out here is that changing the volume multiplier has no effect: I observe that by weight the amount flushed is exactly the same. I see this hasn't been the experience of others and I would like to understand why this setting is not working for me. 1 Like Rather than weighing poops, watch the Purging Volumes window and see if the volumes change when you change the multiplier. Ignore my earlier comment about clicking the recalculate button - that's not needed. 1 Like Well it really depends on the print. I've deleted the purge block on some prints and that saves a ton. But when your printing multi color your going to have waist and depending on how many times the AMS has to load and unload colors will make a huge difference. Optimizing the the print will really help. Another trick I've heard is on larger prints you can use the infill area as your purge. Seeya M1 1 Like There is no purge block. The block that prints is a prime block that helps get extrusion up to speed before a print resumes. The method I linked to earlier saves a LOT. 1 Like Did you try changing the flushing numbers directly without using the multipler? Are you lowering the flushing volumes below 107, triggering the warning message? Maybe your flushing volume was already at or close to the minimum and Bambu ignores values lower than the minimum flush. Reducing flush volume takes a two-pronged approach in Bambu Studio. You lowered the "Flushing volumes" multiplier, which is great! But, the purge block (the "poop") might still be set to a standard size. Here's how to tackle both: 1- Flushing Multiplier: You're on the right track! Keep experimenting with lowering this value. Aim for around 0.2 while checking for color bleed in your prints. 2- Prime Block Size: Look for settings related to "prime block" or "purge block" size. This block gets extruded before printing to ensure consistent flow. Try reducing its size to something small, like 10mm x 15mm. By adjusting both these settings, you should see a significant reduction in wasted filament during filament changes. 4 Likes Sounds like a solid response. I'm going to try it now. Thank you for the recommendation! There's a lot to learn for us newbies and help is appreciated. 1 Like if you click "recalculate" you are basicly clicking "default settings" when you adjust the value in the multiplier. you simply need to press or click anywhere in the flushing volume window and you will see the numbers change. then you just click on "ok" or "verify" or whatever it is in english. it's "bevestigen" for me. I might just be an idiot here, but if I wanted to lift a object off the bed on the Z-axis, (floating in midair) how would I do it without having it snap back to the bed? I can't seem to find the settings. I don't think it's possible to have an independent object not resting on the build plate. Such an object could never be printed, so the slicer should not allow it. The one time I needed to do this, I made a "kickstand", a really small/thin post the object sat on top of. Disappeared when sliced, but the slicer obeyed the geometry and kept it suspended in the air like I wanted. But I think if you load multiple objects as a "single object", the slicer will respect the relative positions of each object relative to a common origin point. So if one part is 1" above the other, they'll load that way and the slicer will generate supports to reach the higher part. 2 Likes Neat trick, I'll have to try that. Thanks for the input. I need this constantly. Even though the slicer may not understand the reasoning behind wanting to lift an object off the bed, it is necessary for merging parts. 2 Likes How does this work? I've tried moving an object up and over on top of another object, once I release it, it snaps back to bed inside other object It doesn't, it is a limitation of Bambu Slicer and a royal pain. Even in assembly view, you can move it all around, merge it and once you return, everything is on the plate but merged not where you wanted it. The only work around I've found is to lay everything on its side, reposition and merge, then stand it back up. It is a pain. Don't understand why raising it is even an option when it won't stay. I regularly print embedded text in my prints. I design my text and loft it so it has thickness (typically, a multiple of the layer height I'm going to print at). Then I position the text where I want it and do a CSG subtract to leave a pocket that the text fits in exactly. Then, I export the lofted text and the primary object as individual STLs. Then, I import them both to the slicer and choose "single object". They they appear on the build plate with their correct relative positions. The primary object resting on the plate and the lofted text somewhere above that. For example, here. The grey and red stuff are separate objects that are not touching the build plate. 1 Like You need raft and supports for that. Also, you need a negative part to be placed between the print and the bed. CRracer712: I've tried moving an object up and over on top of another object, once I release it, it snaps back to bed inside other object Select at least two object, right#click and select merge. In the objects list, move up any object you wish to appear last up the grouped list of objects and any object you wish to be printed first, move down the list. This is important if you have a disc for a coaster (top) and a logo to print first (bottom). Assume I g you are printing upside down (to benefit from the textured surface of the build plate). As your model parts are now part of a merged group, you can change their heights to above the build plate. I often do this to merge a printed bolt or nut into a model and wish them to be at the top or inside a hole in a model. It is also how to quickly create coasters and keychains. You can also do this if you add any modifier to an object, it automatically merges the two and the rules above apply in the same way. 3 Likes Excellent information, thank you. I know just what I'm going to try this on! One extra benefit most do not take advantage is exporting the merged object with all your customisation into its own STL. Imagine you had several objects that were not linked in an initial model. We will use my nut and boot as an example. Merge the original model with two holes ready for screw threads that do nit currently exist and two bolt that also do not exist. Using MakerLab, use the nuts & bolts library to create the exact size nut and bolt to the sizes you need, export as STL files. Drag each one to the build plate, the shape you designed with two holes on the top, two nuts and two bolts. Select the five items, right-click and merge In the object view, move your object to be the high test in the group Manually position the two nuts into the holes so the thread is exposed in the holes, but the outer part of the nut blends with your model. Manually position the two bolts wherever they should go an hide the bolt ends below the surface. Now deselect everything, so you are not accidentally selected on a child of the group Select the model group, right-click and choose export to STL. Add another build plate so you can compare. Drag your exported group to the new build plate, the model is fused, you no longer know the nuts were separate and the bolts are also blended. All one object. You now have a single object with multiple parts fully blended as if it was designed that way to start. 2 Likes Very interesting, I'll keep this in mind. It'd save a lot of hassle though if BambuStudio would just have an "Unground" setting like Cura does. You think it'd just be a simple little addition… I was looking more on the side of having fully supported objects floating in the air, not assembling parts. But it looks like your info should work for that too. Thanks! TheSylencer: I looking more on the side of having fully supported objects floating in the air, You and me both. I also hate the fact the positioning is based on the group rather than the individual part. If I wanted to place something 20mm in the air, I do not need to work out the height of all other parts and adjust it based on those. Nuts. Version 2.0 and still no progress on what should be a simple fix. @BambuLab any chance you're going to implement this eventually? Unless I'm missing something in what you mean, there's a "World position" dropdown on the move dialog. user_885545649: Unless I'm missing something You are. Time. You responded to a post written BEFORE the world position option was added. Remember, the forum is a place that is written based on the current rather than the unknown future. Our complaints meant BL added the option. They still do not allow setting a z-position to any object. Any object with a positive (floating) z-position MUST be part of a group (merged objects). There are times when being able to set an object to a height above the build plate is needed, but it is currently not possible without hacking things. 1 Like This is so mint. Not even really difficult, either. Thanks very much, i could feel the anger sharks swimming in my brain. I needed to make a primitive cube connect a group of long, thin objects together high above the build plate in Bambu Studio. Gleaning from these comments, it seems the simple solution is to select that primitive I need to move above the plate, then one or more of the objects it will connect to, right click>assemble to join them into one object as seen by the slicer. Then I can select my primitive from the objects list and adjust its Z height. That worked well and was much easier than adding negative objects, but in my case I had other positive objects to work with. I am trying to change the nozzle diameter for a printer setting; all the other settings should stay the same. The setting is greyed out under the "Extruder" tab. Another option would be to copy all printer settings to a different nozzle size profile: open old profile, copy setting one, close profile, open new profile, paste setting one, close new profile, do this 256 times. Here's an image… extruder type and size are greyed out. I created a few custom presets, based on the original bambustudio presets, however I can't see a way to change the nozzle size. I created custom G-Code, I would just like to get a custom preset I created, with G-Code adjustments and all that, and use it for a different nozzle… You pick the nozzle size then adjust whatever you'd like. In the example you have .4 copied, then change whatever, save with name you need, rince repeat. Same for .6, .8, .2 Yeah, I know that part… the thing is if I update G-Code or any other option, then I have to update every nozzle size preset to match, and that's prone to mistakes. I thought there was an easy way around it. Thanks for chipping in! I don't understand You get the g-code after you sliced the model. Maybe I got wrong but: If I load a model/3MF file I can choose whether I want to use the settings that come with it or discard them. Problem is physical limitations… Let me try to explain so see whether or not we are on the same page here… A 0.2mm nozzle for example can't print in 0.24mm draft layers like a 0.4mm one. Speeds and other vital settings also won't fork out for the same reasons. If you goal is to somehow keep print settings for different nozzle diameters than I don't think this will work in any feasible way. Try it the other way around: Create well calibrated filament and default nozzle pre-sets. E.g: 0.2mm PLA high quality, 0.8mm PETG vase mode, … A bit of work for sure but in the long run well worth it, especially if you have a reliable filament supplier. The filament profile makes sure you have the those flow ratios, temps and k-factors hone it as good as possible. The well tuned base print profiles created for each nozzle size you use allow to quickly change what might need changing and if used often just save it once working well under a meaningful name, like 0.6mm extra strong CF… If all those well tuned custom profiles get too much one day you could even automate things. As in writing a small batch file to replace those profiles based on the filament type you select to then start Studio with just your PLA configuration or whatever suits the need. But as said, I might have missed your point by thinking in the wrong direction so please correct me if required I should have been more explicit, and I apologize. When I create a printer profile, sometimes I update the machine G-Code (see image below) to suit certain specifications (for example: purge more filament at the beginning, don't do the vibration compensation test, code that gets executed at the beginning of every layer,…). I can save the various profiles as preset printer settings, however only for a certain nozzle size. If I want to save a specific preset and use it for a different size nozzle, I can't, since I can't change the nozzle size in the preset. Now that I am writing this, I realize there might be some values dependent on the nozzle size, and that might be the reason why we can't change the nozzle size in a printer settings profile. I am not sure. Thank you for the reply - I like debating these things, as conversations spark new ideas. Even if it doesn't achieve what I needed, I might take you up on creating better filament profiles since I'm narrowing down on filament types and suppliers. HAH! Orca slicer allows it… (sorry if I bring another slicer into the mix) 1 Like I had thought you were taking the stock .4 nozzle profile and then editing for your .4 needs. Saving Then taking the .6 and doing that for the .6 needs and so on. Forgive me, I haven't changed gcode in a bit, set my start and end and have left it alone, so I'm not well versed in what your doing, although I think I've wrapped my head around it. Then again, maybe not, lol. 1 Like I have a simple graphic. Technically, 2 color, but the one color is the same as my "substrate". So, only adding one color. I'm not quite sure how to go about embedding this. Essentially like adding text, but adding a graphic. I don't see a place to attach a picture here? If you have it as an SVG file, this is how I've done it: In the slicer, right click the part you want to add the graphic, chose "Add Modifier->SVG Then position the modifer/resize it etc to where you want the graphic. Right click the modifier you just imported and chose "Change filament". done. Not SVG but I can convert it. I tried painting but the filament didn't change. I did NOT do "change filament". Thanks. How to add a svg to the first layer of an other graphic and make it print well embedded in the print? thanks 1 Like Can someone please tell me the best/quickest/easiest way to fill in this space in the middle with a square? I want to just put a square there with some text and have tried overlaying a cube but I can't seem to get it to touch all of the sides. Welcome to the forum. After you click on your model, right click/"Add Part"/"Cube". Then click on the cube and then the scale button. Use the Red and Green boxes to adjust the size. The Blue box to adjusts the height. Alternatively you can type in the size you want of each just be sure the "uniform scale" box is unchecked. 3 Likes I just installed 1.8.2.56 and was fiddling with the new custom filament settings when I realized that Pressure Advance isn't in the filament settings anymore. Am I missing something? It used to be there… Pressure advance is in filament settings if you use OrcaSlicer, and is stored with the rest of the settings on your computer and the Bambu Cloud. Bambu Studio did not offer any setting for PA until recently (v1.7?). Studio now stores the setting on the printer, where can be seen on the Device tab, and is lost if you restore factory settings on your printer. Any User presets you might already have will not be available on the Device tab. Only the defaults and "Custom" filaments will be listed, and I do not see a way to just manually input a value, you'll need to use the Studio calibration from Prepare or Preview tabs to populate the PA field. I can create a Custom filament profile, then do Calibration, and save the value. But after that the AMS won't hold the filament profile I select for more than 10 seconds. So I'm still not seeing how we can apply PA to anything. If I use a textured plate which won't do self-calibration I'd like to use a profile with a PA value that I've tested. 1 Like That is why I use OrcaSlicer for actual prints. I keep updating Bambu Studio in hopes it will become more useful, but that hope is fading as they add features to promote Makerworld. 1 Like lkraus: That is why I use OrcaSlicer for actual prints. Can you co-exist thou, like if I work through all my filaments and add manual K settings to manual filaments in Orca slicer, will that still "print" with those values? I cant create "True" custom filaments in Orca slicer either , just really "presets" based off "Generic xxyyzz" etc - has no custom filament section like in Bambu If I setup my custom filaments in Bambu, I cant use Orca - and visa versa. BS recently added the custom filaments option, which sounded like it would then let you use those on the Device tab as AMS filaments. Then if we follow what was noted above, you can do a PA calibration in BS and it'll store that PA value as part of the custom filament. So I went through that process to make the custom filament and store the PA value, and it then shows up as a selection for the AMS. But when I select it the custom filament selection only populates the AMS slot for about 10 seconds, then it goes blank. It doesn't say "Empty", it's just blank. Is this a bug maybe? 1 Like Hi cm , it sure appears to be a bug, tried setting up a home brand PLA on the Custom filament and when loaded to the AMS it shows for a few seconds and disappears. Yes people seem to have this bug, mine is not doing this thou… github.com/bambulab/BambuStudio ### Bambu Studio Version 1.8.2.56 ### Where is the application from? Ba… User Presets are stored on your computer and in the Bambu cloud, so compatible settings are shared by BS and Orca. Until recently BS did not allow adjusting PA, and it does not use the PA value set in Orca, which is in the .json file used by BS, but it is ignored. Being stored on your computer, they can be preserved by normal backup procedures and can also be accessed from the cloud. Custom Filaments are another type of filament preset that is new and unique to BS. I am uncertain where they are kept. I do not see them with the other configuration files on the computer. The PA value is not a part of the Custom preset - it is stored separately on the printer. Reports are that restoring factory settings on the printer will erase all the PA settings, so apparently PA values are not stored in the cloud. I spend a substantial amount of time calibrating my filaments, so having backups is important to me. In BS, I have not been able to manually enter PA values on the Device tab without running new calibrations. Since I am unwilling to re-run new calibrations in the event of data loss, I do not use the Custom presets. Using OrcaSlicer, the PA values set in the User Preset will override any that are set on the printer. My view might be different if I had an AMS, but I do not find any value in the "Custom filament" approach. It does not keep all the settings together, and the assigned names are unnecessarily long and inflexible. I assume it is intended to support MakerWorld's click-and- print concept, in which I have no interest. (I think that idea is doomed until the day there is a 3D equivalent of a PDF file, which would print identically on all machines.) This is all subject to change. It's clear that Bambu still has bugs to work out with the Custom presets and Orca has not yet issued a release based on a Studio version using Custom filaments (if it ever does). At moment, Studio offers me nothing useful that OrcaSlicer does not do as well or better. 1 Like I agree - it's way too convoluted and the naming get really long. It appears that I need to switch back to Orca if I want to have control of Pressure Advance. Yes we can ask the machine to do flow and PA calibration for us at the beginning of each print, but if we've tweaked both to perfection there's no sense letting the machine make a new guess at it. And though they've improved the situation with textured plates, still I'd rather use values I know will work. 1 Like Don't know if anyone else has found this "feature" but I use it all the time. It honestly seems more like a bug, but it's super handy for aligning objects with each other… Say for example you have 2 objects A, B on the plate and you want to set the y coordinate of object B to the same as the y on object A. First select object A and open the MOVE tool. Then click (single click) on the y value in the move dialog (the number will hi-light). Now click on object B and viola object B will now have the same y coordinate. You may need to hit ESC for it to move, but usually it just immediately moves. Works for x too… This just works for some reason. If it's a bug I hope they don't fix it. 69 Likes That's pretty cool. Thanks for sharing. 1 Like That is a really handy trick. The same thing has worked on the scale tool for some time as well. 5 Likes I just tried it out in Orca 2.2 and Bambu Studio 1.10.0.89 and it does not behave in exactly the same way as described above. But maybe I'm missing something and someone needs to show an animated GIF to get my thick skull to understand this. 1 Like Nice tip! I had no idea that was even a thing. It's always interesting to learn something so simple that's eluded most people. 1 Like Scale Add two primitive cubes to a build plate Select the first one and select the scale tool Change the scale to 150% Click the second object without dismissing the scale dialogue Move Add two primitive cubes to a build plate (they should be side by side) Select the first one and select the move tool Select (do not change) the x value Click the second object without dismissing the move dialogue No animation is required. 4 Likes In my example when selecting the "y" value in the move dialog you just click it. Don't double click. The value with auto hilight with just a single click. At that point just select the other object. If the object doesn't move right away just hit ESC and then it will move. 2 Likes Every tool has its hidden purpose.: Scale Add two primitive cubes to a build plate Select the first one and select the scale tool Change the scale to 150% Click the second object without dismissing the scale dialogue Thank you Malc, that's another useful tip! 25 Likes I assumed these were features, I have used them for months. 2 Likes I could see this being not the intended functionality. I've been a programmer since the 80's and I could see how this could be an unintentional artifact of selecting another object while the dialog is engaged with the first object. The second object may be getting the value on accident, but either way it works great. 4 Likes Thank you, sir! My Cro-Magnon brain just couldn't process the words in my head. The visual really helped! 3 Likes I was a professional developer for 35 years before ill-health forced me to see my company. I often left these things in for people to find. Easter egg functionality. 3 Likes very nice animation! i marked it as the solution 1 Like Easter eggs are always fun. Excel used to have some of the best. The only thing we need now is the ability to align multiple objects along left, right, top and bottom edges. However, this is huge especially when trying to center a clone of one object inside of another. However, I just learned that this does not work when operating on objects inside of an assembly. That would be very useful indeed when creating modified of shapes. However, I supposed one can move align the object and then make it part of the assembly. If I get time later, I'll experiment. 1 Like I discovered this same thing a few weeks ago. I was printing up 20 of the same part for a scale modeling project. I don't know why but I decided that all the parts must be in perfect columns and rows. Does it effect print quality or time, I don't know, but it sure looks nice on the build plate. As I was meticulously altering the x,y coordinates I found this little trick and it made things go much quicker. Thanks for sharing this with the community. 1 Like Hello, is there such a "trick" available for z-coordinates? Thanks in advance, Peter Yes, use exactly the same method but change the Z coord. After years of working with CAD programs you soon learn how to mimic features that are not in the program, Although there is also another way to align them. Select "Arrange all objects" (4th icon from the left on top toolbar) enter a spacing between them value then press OK. This aligns them in X. If you want them aligned in Y then select the "Align to Y axis" option before pressing OK. If you have a plateful, you can also hit the middle icon on the right of the plate, this will organise them all - although you don't get to choose a spacing then. 1 Like bumpusd: Does it effect print quality or time It can do. When you use the auto arrange it takes print speed and travel into account, when you align things, you usually look for how it looks instead. user_1039256921: Hello, is there such a "trick" available for z-coordinates? Only if the objects selected are part of a merged model as z height isn't possible unless two or more are merged into one. Page 2 I need it, when I merge a cylinder and half a sphere. They are not merged yet, but I want to merge them on top of the cylinder. Works in Version 1.10.1.50 Every tool has its hidden purpose.: I assumed these were features, I have used them for months. As I said, for months. I'm also using this since a long time, and i also think it's not a "feature", more a side-effect of something, especially as it's only working once (for the first object on which the mechanizm is applied). If you want a second object to be aligned, you have to start again from the beginning. And of course a real "align" (X / Y axis) feature would be helpful (like in powerpoint, by selecting multiple objects and clicking on the "align top" / "align left" … buttons)… (or at least a "snap to grid" feature) That's so awesome thank you for sharing, I was trying to align objects by hand for so long now! That's awesome…usually I have to go to object mode, click "center" on an object, then click center again for any "parts" that are part of the model…that's a feature I'd love to have, hard snapping to centers, constraining movement to surfaces/lines/vertices, alignment controls, etc. I love the evolution I've already seen in the slicer and can't wait for it to continue! Thank you. I've been wasting effort trying to remember to click out of the text field to make sure I don't inadvertently alter the next shape I click. I didn't even recognize that it could be a useful feature. So on the one hand I was grumpy about the lack on an align tool, and on the other I was grumpy that stuff was jumping when I didn't mean for it to. lol Excellent guidance. Thanks. thanks for the gif! super nice! I'm having flashbacks to first using After Effects or Blender, where developers have implemented some quality of life features, that bring a smile to users faces 1 Like I found this morning that it also works on scaling objects. I was printing 5 different figurines and wanted to scale them all to the same size before cloning them to different plates in preparation for a production run. Got the first to the size I liked then clicked in the scale percentage box and select a different object and it snapped to scale, clicked on the scale percentage box again then the next and so on. 1 Like wow, this is super helpful to know. thank you! THANK YOU for sharing this!! This is SO useful! I'm pretty new to using Bambulab and I've been so frustrated with this specific scenario ever since I started… This method also works if you want to scale items on the same plate or across plates, though never thought to use the move which is why I am here. The clue about the number not being highlighted did it for me. Now i can get the pieces aligned on the axes.Thanks. Now, do you know if there's a way to align the pieces end-to-end? Welcome to the forum. Cosmic1: a way to align the pieces end-to-end? Check out the Assembly tool. Bambu Lab Wiki What the assembly tool is and how to use it 1 Like Studio 2.0 is available for download / update Bambu studio 2.0 / bambu suite dl link Bambu Studio @Zammer3D Software Bambu Suite - Bambu Lab Bambu Suite Bambu Suite is an intuitive and powerful software that supports laser cutting, blade cutting, pen drawing and so much more. From design and layout to final production, the entire process is seamlessly integrated into a single workflow. Its user-friendly interface and smart guidance make operation easy, while computer-vision-based alignment ensures precision and efficiency at every step, what-you-see-is-what-you-get. Hmm, can't seem to calibrate new filament. Can anybody else try and see if they're having issues? Elsewhere it sees the filament that I have loaded into the AMS, but they're not available to choose from on this screen. Edit: Version 2.0.0.95 6 Likes And I lost all my existing profiles… 2 Likes I have sliced my model and when I get to the send print job dialog, I cannot select the filaments that I want to use. I am stuck with the ones that I chose back in the prepare tab. My normal workflow is to simply slice the model using filament 1 and then pick the correct filament in the send print job dialog, it is far easier than having to do so in the prepare. Especially when I am printing the same model in various colours. Looks like I will be rolling back to the previous version. 1 Like Some new changes may be due to how the h2d combo works , i see it can determine which postions are best placed for which filaments in a multi colour print (ams) i think its covered in the cnc kitchen review or adam savage one Noticed the same… And unknown error in device tab. 2 Likes @Zammer3D Software Bambu Suite - Bambu Lab Bambu Suite Bambu Suite is an intuitive and powerful software that supports laser cutting, blade cutting, pen drawing and so much more. From design and layout to final production, the entire process is seamlessly integrated into a single workflow. Its user-friendly interface and smart guidance make operation easy, while computer-vision-based alignment ensures precision and efficiency at every step, what-you-see-is-what-you-get. fjolnir: And I lost all my existing profiles… Did it log you out perhaps? All my profiles are still there. 2 Likes See, I've been saying this was a thing for ages now 2 Likes I also hate to say i told you so … 1 Like No, I'm still logged in but my profiles are gone. I only had a handful, so no big loss, but as I'm not able to create any new ones… Also, can't access any of my videos. The bugs are starting to add up. Need to figure out how to roll back. 1 Like fjolnir: Need to figure out how to roll back. Pick the release you want to use. GitHub PC Software for BambuLab and other 3D printers. Contribute to bambulab/BambuStudio development by creating an account on GitHub. 3 Likes Thanks! Was just about to ask. Have the same irritating problem in Bambustudio since update ,have update Handy ,Studio and printer and ams are all the same . Before I found a calibrate like orca had in the top of header and now it's all gone and can only calibrate EXTERNAL not any in my ams at all . And can't find any that can tell me why or how I get it back. Started orca and updated that one 2 and get a fault error and get to a link on wiki . Bits still I can't do whatever it needs to. Who is Shenzhen Zhuma? Bambu is Shenzhen Tuozhu Also "Terms of User?" Surprised there aren't any riots that BambuSuite isn't open source (at least not yet.) 1 Like Anyone knows what "ramming" is? 1 Like Best example i could find with my ip address , open the page to qr code and inaccesible (translated by edge) back to black ops 6 Page 2 I have first layer defect problem with default settings with the new version. i tried a1 and x1c . How can i find previus version ? Could you give me github link . thank you JonRaymond: Pick the release you want to use. Releases · bambulab/BambuStudio · GitHub 1 Like @JonRaymond posted the link earlier. Scroll down to the version you want, open "Assets" at the end of the release notes, download the version for your operating system. 2 Likes lkraus: system. Thank you, i found Tags · bambulab/BambuStudio · GitHub here The NEW generation of WYSIWYG! 1990's wordperfect wants their concept back. Sar is indeed a wide chasm. 1 Like is the slicer meant broken? my modles are all red in the slicer user_249145940: Anyone knows what "ramming" is? The only references to ramming in the release notes are in a section dedicated to the H2D. Apparently they are used to optimize the prime tower. I think the wiki needs to be updated with more details. 3 Likes ramming (present participle) roughly force (something) into place: "he rammed his stick into the ground" typo ? bad translation ? 1 Like Having the same issue with 2.0. Can't calibrate new filament. Or recalibrate existing profiles. 2 Likes Same here, the new update is full of bugs, I´m also having problems when using an external roll. 1 Like Same problem here. Did you manage to solve it? 1 Like Well I did by rolling back the version of Bambu studio. I guess that now they have their shiny new toy, they don't care about other users. 1 Like Ok, I've got to get my mind out of the gutter! lol Copy/paste of what I posted in the bambustudio thread with a not so good temporary solution: Same problem here, Also to add a little more to wich i think is part of the same problem: When trying to print from EXT or AMS, you have to manually check the activate or deactivate AMS. In Bambustudio v1.10.X you used to get pop-up with an error, and doesnt let you continue with the print if it wasn´t selected correctly. In v2.0 you dont get the pop it starts the printing process but gets stuck in "heating bed" indefinitely wich is the same problem i had with the K factor calibration a few minutes ago (I was able to see the AMS in calibration after finishing a print from an AMS roll) After restarting bambustudio I have the exact same problem as you and im not able to see the AMS in the calibration tab. I will do more tests and update if i find any solution. If nobody finds a quick solution, the best option seems to be be rolling back to 1.10.x as sadly the version 2.0 sems to habe been released in a beta state at best. Edit (not a solution but some new info to diagnose): I´ve gotten Bambustudio 2.0 to recognize the fillament in the calibration tab, And this seems to be Iwas able to see them before, not because i was printing from the AMS as stated above. To get the fillaments from the AMS to appear in the calibration tab yo have to: From the device tab click on load any fillament from the AMS. After that they shoud be visible in the calibration tab. You wont be able to calibrate tough as when you try it will start the printing process but it get stuck in the "heatbed preheating" state. More news on this matter (bad news): I´ve uninstalled bambustudio 2.0 erasing aditional user settings, reinstaled 1.10.x also tried not sincronizing any user information when login in, and now it´s impossible to calibrate new fillaments, it gets stuck preheating the bed. So probably will have to try with Orca. Edit 2: Tried with Orca with the same results. Also have done a factory reset of the printer witout luck. Considering all the tests it seems to be a problem with the user acount or some change in configuration that gets saved in bambu servers after updating to 2.0. Also saw a pst in reddit by u/erroneusbit that says that says that configurig the printer for local only (lan mode) seems to work, wich reinforces the theory above. I don´t plan on switching to LAN mode as I don´t want to lose the extra funcionality that having the printed conected provides. But it coud be a temporary solution if in a hurry. Hope it gets fixed soon as it is a big problem, more so if you factory reset the printer like i have done, and lose al the fillament profiles. 1 Like I have the same problem, i can't calibrate any filament on BS 2.0 2 Likes POS does the same thing to me, (2.0) hit the send to print, then normally select the correct position/color on the AMS, it wont let me do anything, so I reinstalled the previous version, without issues…grrrrr 2 Likes Ramming is where the filament is pushed and pulled back and forth in the extruder before pulling it back so as to create a clean end without stringing. Shenzhen Zhuma Information Technology makes power banks. The brand name is Zhumang 1 Like Page 3 fjolnir: Hmm, can't seem to calibrate new filament. Can anybody else try and see if they're having issues? ccriley613: Having the same issue with 2.0. Can't calibrate new filament. Or recalibrate existing profiles. Altair1: To get the fillaments from the AMS to appear in the calibration tab yo have to: From the device tab click on load any fillament from the AMS. After that they shoud be visible in the calibration tab. You wont be able to calibrate tough as when you try it will start the printing process but it get stuck in the "heatbed preheating" state. I often wonder if calibrating one's filament all the time is a problem. I noticed that some users are always going on about their filament calibrations. Recently, on another thread, someone posted a picture of a print which displayed the ripples that commonly occur when the auxiliary fan is running at full speed. Yet that poster and other went on and on about calibrating their filaments. It is a rather common thing I see in the forum, someone thinking their printing problem is a filament calibration problem. But then there are the pretended experts that are always telling people to calibrate their filaments. When I first got a Bambu printer I played with the filament calibration for a minute and quickly decided that it was a waste of time. I have completely discarded the idea and find it odd that others spend so much time and effort on the subject. I have taken certain filaments and printed them with various different filament profiles with little to no effect. It is as if as long as the filament profile is in the ballpark, it will print just fine. Calibrating it to the nth degree seems to change nothing. So, here we are, with the newly released Bambu Studio and a whole cadre of individuals rolling back their machines, making them less functional, because they can't perform an unnecessary function. Seems so silly to me. I DL 2.0.95 & the slicer stayed at 35% for 30 min & pgm not responding = force close. Rolled back to 1.09.04.60. Sliced fine as usual. Then (definition of insanity) I tried 2.0.95 again . . . same results. Thought maybe being in strictly LAN mode was the problem. P1S still on 1.0.7 due to the firmware fiasco. Does not seem so. Loosing faith in BL's ability to make their own stuff work. Was this release even beta tested ??? 2 Likes Nothing like crippling one's own machine over conspiracy theories and then blaming others. What happened with purge tower parameters??? now the only thing we have is a huge purge tower and where are the old parameters?? If it is in the ball park yes. But with fillaments from other brands that might not be the case: I have some rolls(Geetech warm White PLA) that have properties that vastly differs to that of Bambu fillaments, they have a lot of pigments are extremely opaque, and its fluidity has nothing to do with that of Bambulab ones. The stock k factor is 0.02 and the one for this fillament in 0.036-0.038, Wich is a masive difernce. When not calibrated you can clearly see the diference in the z seam and sharp corners. Its also the diference betwen 2 interconecting parts whit thight tolerances fitting or not. So not so silly form the pretended experts. Anyway, it is still a bug of the new version that many people is experiencing and must be solved. 1 Like I agree with you on 90% of filament. I too messed with it in Bambu slicer at the beginning, coming from using