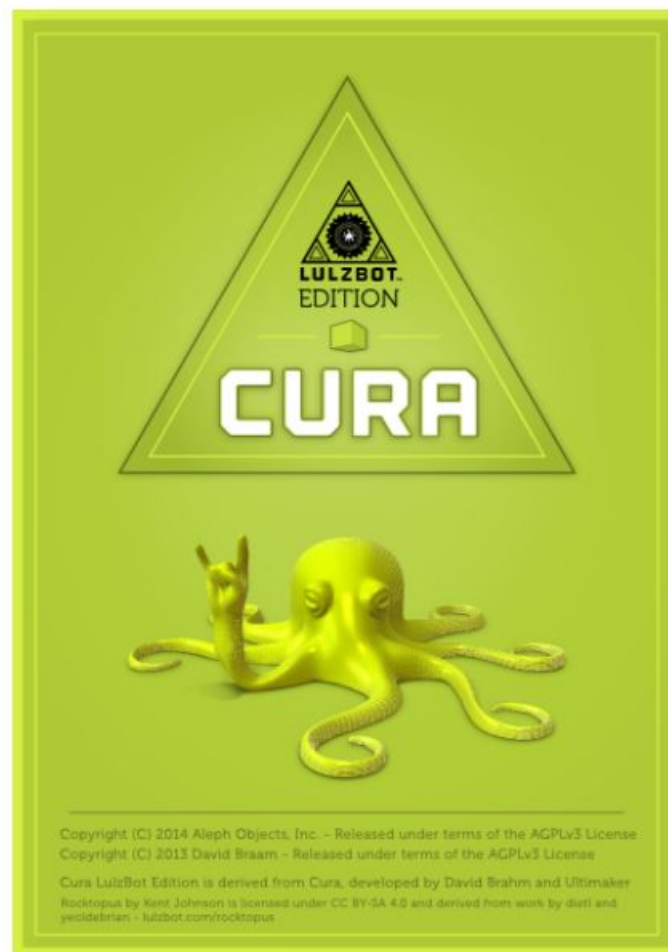


CURA software

All instructions in this tutorial are for use with a **Lulzbot TAZ 6** using **CURA** software (Lulzbot edition)

According to your Operating System, **download the software from-**
<https://www.lulzbot.com/cura>



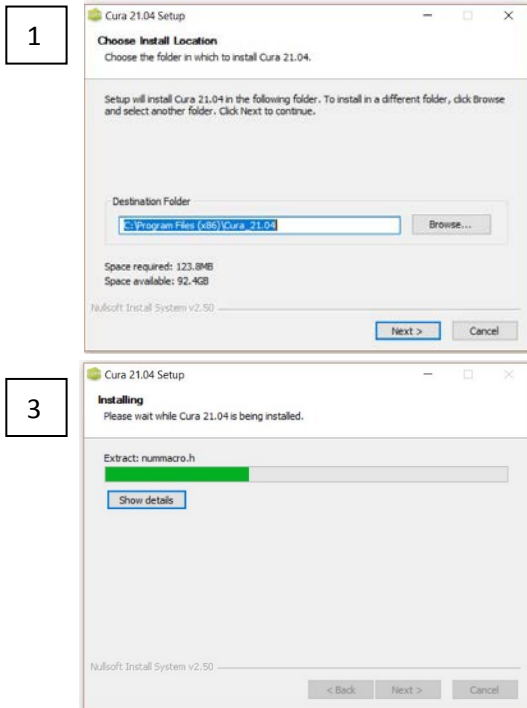
Install:

1. Windows users may need to install some drivers to communicate with the 3d printer while Linux and Mac OSX might not.

2. FOR WINDOWS USERS:

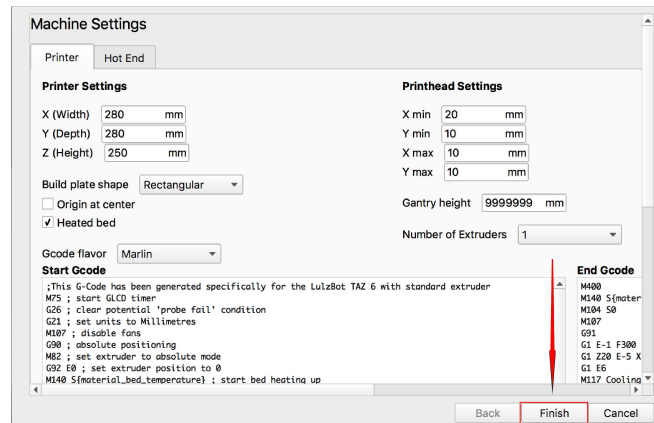
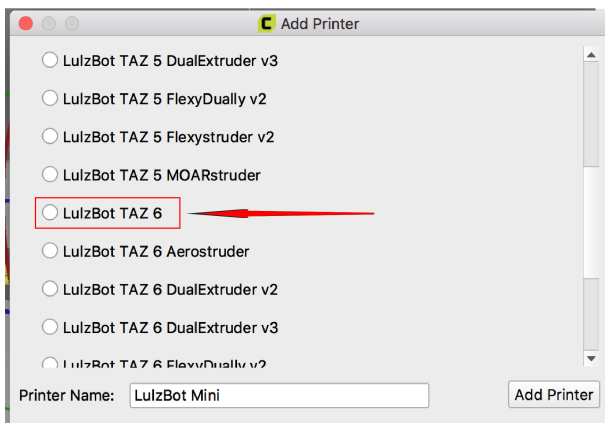
Make sure the following items are selected:

- Install Arduino drivers
- Open STL files with Cura. If you will be using other file types, you can select those as well.
- Uninstall other Cura versions.



1. Select the printer as **Lulzbot TAZ 6**

2. Select **Single Extruder** for Tool Head Selection



Print Settings:

1. **Material Selection:**

On the main interface screen, first choose 'All' in the drop-down menu under the "Material ease of use". Select the filament that you are going to use under "Material".

2. Now select a **Quickprint profile** from the ones listed. For most filaments, there should be three profiles listed.

- Standard
- High Speed
- High Detail

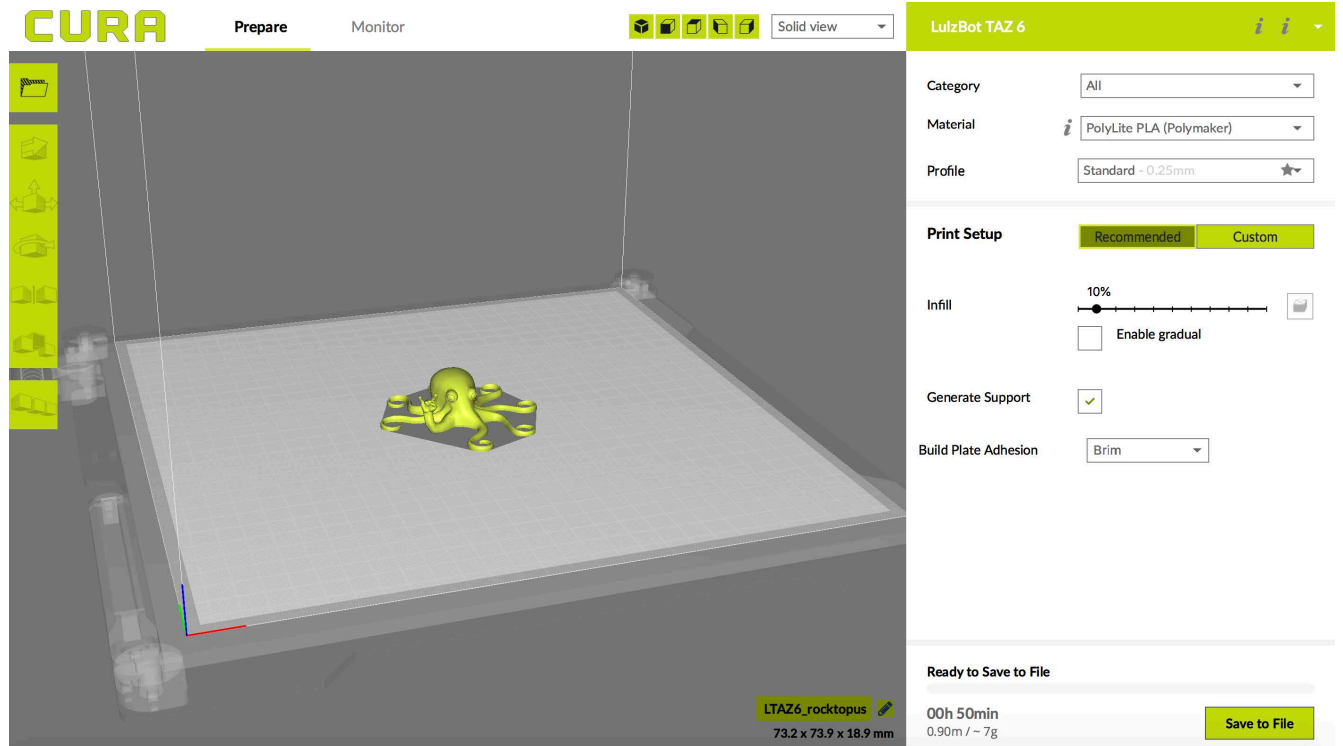
Select the one that suits your project, level of detail, and desired printing time.

3. **Print Support Structure:** Depending on the overhang distance and angle, some models may need supports.

4. **Print Brim:** This prints a thin layer edge along the outside of a model and is used to increase its surface area ensuring proper part adhesion. It is usually advised to print a brim since it helps in first layer adhesion and minimizing warping.

Load Model File:

1. Select the button **Load Model** or go to **File > Load Model File** and choose the file to be 3d printed.
2. Select the model to see various options.

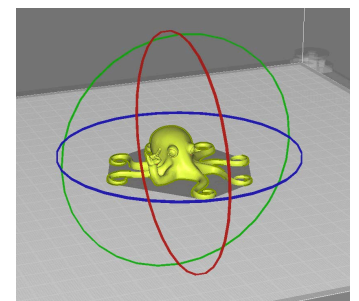
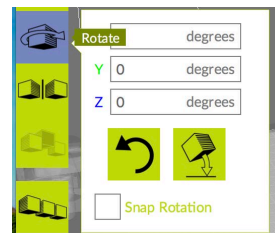


Model Orientation:

1. **Left click** on the model and drag to specify where the model will be printed on the build plate. **Right click and hold** to view the model from different angles.
2. **Scroll wheel of the mouse** can be used to zoom in and out of the model screen

Rotate

1. This button lets you orient the model along the 3 axes.
2. Clicking the Rotate button will show three circles surrounding the model.
 - i. Red: Z-axis
 - ii. Green: Y-axis
 - iii. Blue: X axis



Lay Flat

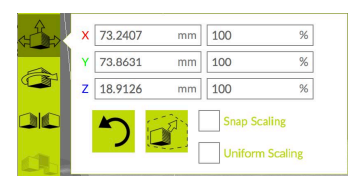
This button lays the model flat against the bed. Use this option after rotating the model in the Z- direction, since it will help prevent adhesion issues.

Reset

This button will reset the model orientation to its original orientation as in the CAD program used.

Scale

This button displays the model dimensions, and gives you the ability to scale along X, Y or Z axes.



View Modes:

Normal

This is standard view

Overhang

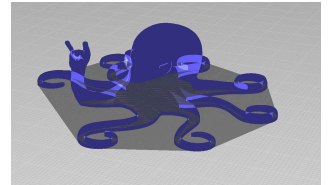
Shows in red, the areas where the model may need supports.

Ghost

This makes the model translucent to show what lies behind it.

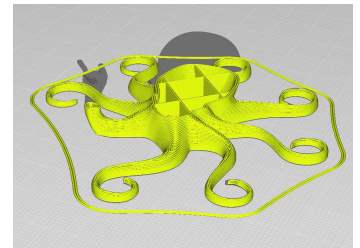
Xray

Like the Ghost mode, it allows the user to see inside the object. This option is especially helpful when a print goes wrong and you need to check the internal structure of the model. It also lets you see if there are any overlapping edges.



Layers

Used to view the toolpath of the print. Move the slide bar on the right to see the toolpath layers.



PRINT:

The model should be ready to print now.

1. Click either 'Save to file' or 'Save to SD'.
2. The software will give you a rough estimate on the length of time it will take for the printer to print the piece. If you save to SD, eject the SD card from your computer and transfer to the printer. Select print, select the file, and go
3. After the print finishes, wait for the part to cool down. The model will be easier to remove if you allow the plastic to cool down and contract, making it easier to remove. The print bed will move forward once it is ready to be removed