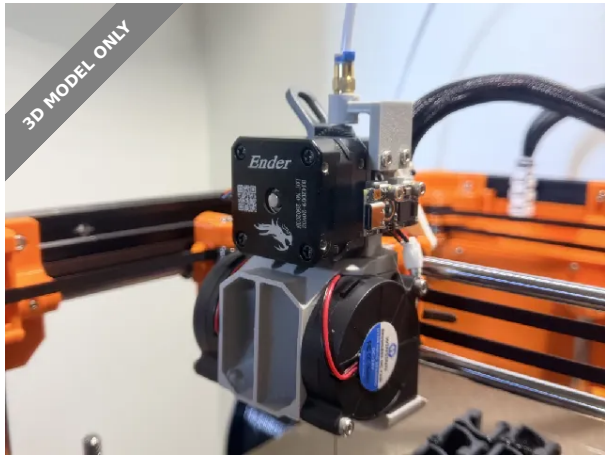




ENDER3 NG sprite pro extruder mount



FR3DXD QC

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Summary

a adapter that reuse sprite extruder for e3ng toolhead

[3D Printers](#) > [Test Models](#)

Tags: [extruder](#) [sprite](#) [spritepro](#)

Got an old Sprite extruder in your spare parts bin? Put it back to work on your E3NG!

This adapter lets you reuse the Sprite's motor and geared extruder without its original hotend or Creality PCB. It bolts directly into the threaded holes normally used to attach the heatsink, with a short length of PTFE tube guiding the filament into your hotend.

Designed for my **E3NG v1.2 with an E3D V6 hotend and 5015 cooling fan**. The download also includes:

- A reverse Bowden adapter with an **M6×1 fitting thread**
- A mount for the **BIGTREETECH ADXL345 V2.0**

My setup has completed **100+ hours of printing at 15,000 mm/s² acceleration**, with no issues so far.

For the main extruder adapter, you'll need:

- New stepper-motor wiring to connect directly to your printer controller
- **4 mm OD PTFE tube**, cut to fit
- **2 × M3×12 screws**

This is Version 1. Design flaws may still be present, and results may vary between setups. Feedback and suggestions are welcome!

ps. ai has been used for the picture

This remix is based on



ENDER 3 NG v1.2 - coreXY conversion

by RH3D

Model files



E3NGv1.2 Sprite gearbox adapter

2 files

e3ng_v12_sprite_gearbox_adapter_prototype.stl



e3ng_v12_sprite_gearbox_adapter_prototype.step



Sprite Pro reverse Bowden mount

2 files



sprite_pro_reverse_bowden_m6x1_side.step



sprite_pro_reverse_bowden_m6x1_side.stl



Sprite Pro BTT ADXL345 V2 mount

2 files



sprite_btt_adxl345_v2_side.step



sprite_btt_adxl345_v2_side.stl

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