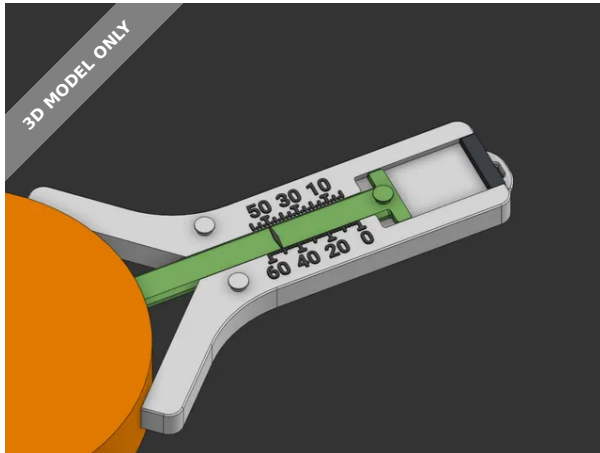




Radius Gauge

[VIEW IN BROWSER](#)

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Summary

An analog tool to measure the radius of corners. Unfortunately only works on 90 degree corners.

[Hobby & Makers](#) > [Tools](#)

Radius Gauge

A sliding continuous tool that is helpful for measuring the **radius / fillet / round over** of a corner.

This tool has both a metric and imperial sizing option.

A radius gauge is very useful when recreating parts in cad, for purposes such as creating shadow fits in gridfinity boxes, getting optimal contact on a surface, and realistic models.

Printing

There are 3 file types in the page, here's a brief explanation for each one:

OBJ - Maintains the color separation, useful if you don't want to manually color the legends in the slicer.

STL - Similar to OBJ, ideal for smooth printing, less hassle when importing if you don't need the colors.

STEP - For remixing and exact cad models.

None of the parts to print need support or anything special. They are designed to be printed with a 0.4mm nozzle, anything bigger will not create the details needed.

Make sure to inspect the legends after slicing to make sure they appear as expected. If not, you may need to try "Detect Thin Walls" or "Arachne" mode for wall generation.

If your parts don't fit on the first try, you may have to adjust the XY contour compensation to get the ideal clearances.

Assembly

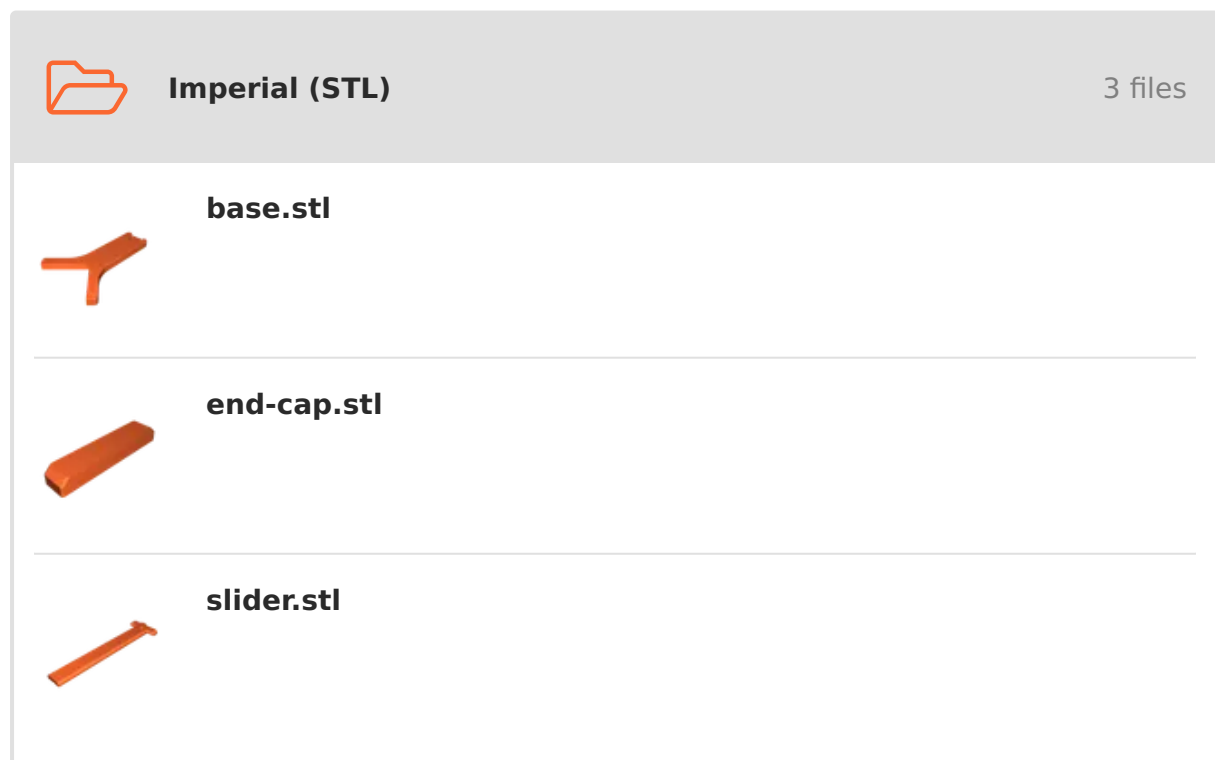
When assembling, simply slide the slider into the base. Then if you would like, add the end-stop in, it should be a tight fit to not fall out.

Optional Items

A rubber band on the hooks to keep the slider in tension when in use.

A keychain leash to keep the tool at a quick use position.

Model files





Imperial (STEP)

3 files



base.step



end-cap.step



slider.step



Imperial (OBJ)

3 files



base.obj



end-cap.obj



slider.obj



Metric (OBJ)

3 files



base.obj



end-cap.obj



slider.obj



Metric (STL)

3 files



base.stl



slider.stl



end-cap.stl



Metric (STEP)

3 files



base.step



end-cap.step



slider.step

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