

## Factorio Transport Belts Standard Grid and Endcap

 Chase

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### Summary

These are a Remix of the amazing model by TheSameNameTwice, they fit together in a true grid and have some other changes

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These are a Remix of the amazing models by TheSameNameTwice. I adjusted some of the belts so that everything would work in a true grid as well as new dovetail geometry, a new end cap for side loading, and holes to allow easy color swaps.

Personally, I like ironing the tops, but you may need to downsize the arrows a few % if ironing makes the fit too snug.

### This remix is based on



**Factorio Transport Belts**  
by TheSameNameTwice

# Model files



## Straight Belt

2 files



**transport-belt.stl**

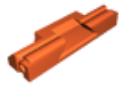


**speed-arrow.stl**



## End Cap

1 file



**end-cap.stl**



## Curved Left

2 files



**curved-belt-left.stl**



**speed-arrow-left.stl**



## Curved Right

2 files



**curved-belt-right.stl**

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**speed-arrow-right.stl**



**Underground Down**

3 files



**underground-belt-down.stl**

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**3x-underground-belt-curved-arrow.stl**

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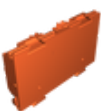


**speed.stl**



**Splitter**

3 files



**splitter-belt-base.stl**

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**rail.stl**

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**2x-speed-arrow.stl**



**Underground Up**

2 files



**underground-belt-up.stl**



**3x-underground-belt-curved-arrow.stl**

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