



Cave Mega Pack - revised and enhanced (OpenForge 2.0 compatible)

 **manolito**

[VIEW IN BROWSER](#)

updated 12. 4. 2022 | published 12. 4. 2021

Summary

Revised and enhanced Cave Mega Pack by John Scott

[Toys & Games](#) > [Board Games](#)

Tags: [terrain](#) [dnd](#) [tabletop](#) [rpg](#) [cave](#) [cavern](#) [dndtiles](#) [pathfindertiles](#) [rpgtiles](#) [openforge](#) [openforge2](#) [wargameterrain](#) [caverntiles](#)

Cave Mega Pack - revised and enhanced (OpenForge 2.0 compatible)

The Cave Mega Pack (<https://www.thingiverse.com/thing:4605694>) by John Scott is great!

However, it has some issues: Most of the remixes have errors (holes, non-manifold) and they do not always adhere to the correct inch based sizes which are necessary to combine the parts with other OpenForge sets - especially the height if you plan to have multi-level sceneries.

So, finally I found some time to revise these nice tiles and correct the main issues:

- remeshed all tiles to solid manifold objects without holes
 - cut 0.5mm from the bottom to make the floors fit more nicely with other OpenForge tiles (Dungeon Stone, Rough Stone, ...)
 - x/y width and length corrected to inch multiples
 - z height of walls corrected to 44.8 mm which gives a two inch height on a 6 mm OpenForge base
 - added two new tiles: 1x1 T-wall and 1x1 X-wall
 - renamed the files to be more consistent
 - added low poly versions which can be used in 3D modelling tools (like Tinkercad) to plan your sceneries Please contact me in case you still found issues.
- Happy printing! Instructions and Hints

Use these tiles in combination with Devon Jones OpenForge bases (<https://www.thingiverse.com/thing:2740279>) or my OpenFLex separate base system (<https://www.thingiverse.com/thing:4616663>).

Using Low Poly Tiles for Planning

1. Create a new design on <https://www.tinkercad.com/>
2. Change grid properties to inch units and maximum size (39.37 x 39.37 in)
3. Change snap grid to "1/2 in"
4. Import some "low poly" STLs
5. Have fun Version Info

2020-11-02 v1.2 started to use zipped archives instead of single STLs (thingiverse drives me crazy!) and removed (confusing) legacy name part from filenames

2020-11-02 v1.1 added some more mirrored parts and 4x4 floors

2020-11-01 v1.0 first published

Print Settings

Printer:

Prusa Mini

Rafts:

No

Supports:

No

Resolution:

0.3

Infill:

10%

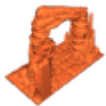
Filament: AmazonBasics PLA Dark Grey

Notes:

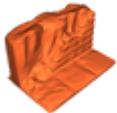
I did these test prints with a 0.6 mm nozzle to save time. ;-)

Category: Toy & Game Accessories

Model files



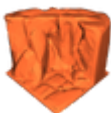
entrance_big_arch4x2.stl



wall_transition_cut_stone3x2b.stl



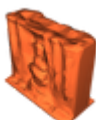
pillarstalagnite1x1a.stl



wall_narrowing2x2a.stl



wall_corner2x2c.stl



wall_straight2x1b.stl



column_riser1x1a.stl



wall_corner-t1x1.stl



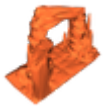
wall_internal_corner2x2bmirrored.stl



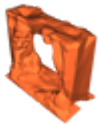
wall_corner2x2a.stl



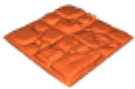
wall_corner-x1x1.stl



entrance_big_arch4x2.stl



wall_with_hole2x2a.stl



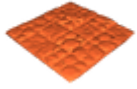
floor2x2c.stl



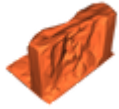
wall_internal_corner2x2a.stl



floor2x2a.stl



floor4x4b.stl



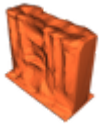
wall_transition_cut_stone3x2a.stl



wall_narrowing2x2bmirrored.stl



wall_corner2x2amirrored.stl



wall_straight2x1a.stl



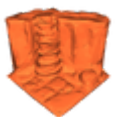
wall_corner2x2bmirrored.stl



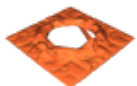
wall_end1x1a.stl



platform_with_wall4x2a.stl



wall_internal_corner2x2b.stl



floor_with_hole4x4.stl



platform2x2a.stl



wall_corner1x1a.stl



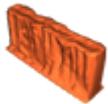
floor2x2e.stl



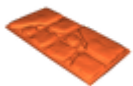
floor2x2d.stl



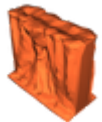
wall_internal_corner2x2amirrored.stl



wall_straight4x1a.stl



floor2x1a.stl



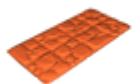
wall_straight2x1c.stl



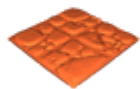
floor4x1a.stl



wall_corner2x2cmirrored.stl



floor4x2a.stl



floor2x2b.stl



wall_narrowing2x2amirrored.stl



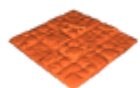
column_riser2x2a.stl



floor1x1b.stl



column_riser2x2b.stl



floor4x4a.stl



wall_corner2x2b.stl



pillarstalagnite1x1b.stl



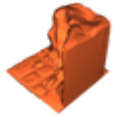
wall_straight1x1a.stl



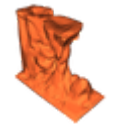
wall_narrowing2x2b.stl



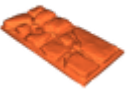
wall_end_connect2x2b.stl



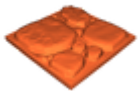
wall_end_connect2x2a.stl



wall_end2x1a.stl



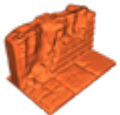
floor2x1b.stl



floor1x1a.stl



pillarstalagnate1x1.stl



wall_transition_cut_stone3x2b.stl



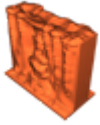
pillarstalagnite1x1a.stl



wall_narrowing2x2a.stl



wall_corner2x2c.stl



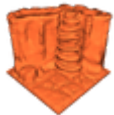
wall_straight2x1b.stl



column_riser1x1a.stl



wall_corner-t1x1.stl



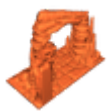
wall_internal_corner2x2bmirrored.stl



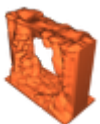
wall_corner2x2a.stl



wall_corner-x1x1.stl



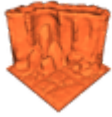
entrance_big_arch4x2.stl



wall_with_hole2x2a.stl



floor2x2c.stl



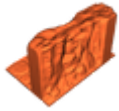
wall_internal_corner2x2a.stl



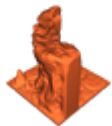
floor2x2a.stl



floor4x4b.stl



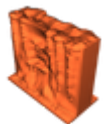
wall_transition_cut_stone3x2a.stl



wall_narrowing2x2bmirrored.stl



wall_corner2x2amirrored.stl



wall_straight2x1a.stl



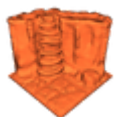
wall_corner2x2bmirrored.stl



wall_end1x1a.stl



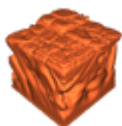
platform_with_wall4x2a.stl



wall_internal_corner2x2b.stl



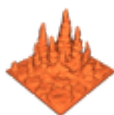
floor_with_hole4x4.stl



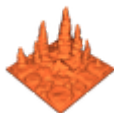
platform2x2a.stl



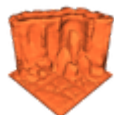
wall_corner1x1a.stl



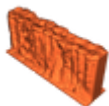
floor2x2e.stl



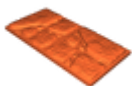
floor2x2d.stl



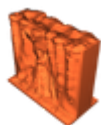
wall_internal_corner2x2amirrored.stl



wall_straight4x1a.stl



floor2x1a.stl



wall_straight2x1c.stl



floor4x1a.stl



wall_corner2x2cmirrored.stl



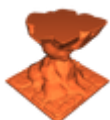
floor4x2a.stl



floor2x2b.stl



wall_narrowing2x2amirrored.stl



column_riser2x2a.stl



floor1x1b.stl



column_riser2x2b.stl



floor4x4a.stl



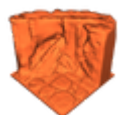
wall_corner2x2b.stl



pillarstalagnite1x1b.stl



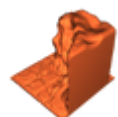
wall_straight1x1a.stl



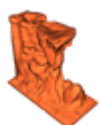
wall_narrowing2x2b.stl



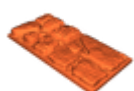
wall_end_connect2x2b.stl



wall_end_connect2x2a.stl



wall_end2x1a.stl



floor2x1b.stl



floor1x1a.stl



pillarstalagnate1x1.stl

License ©

This work is licensed under a
Creative Commons (4.0 International License)



Attribution

- ✗ | Sharing without ATTRIBUTION
- ✓ | Remix Culture allowed
- ✓ | Commercial Use
- ✓ | Free Cultural Works
- ✓ | Meets Open Definition