

Ender 3 X Motor Cap (Customizable Logo)



Hesed

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Summary

This Cap is placed on the X Motor cover. This is so that you can in a way change the color of the cover or put your logo

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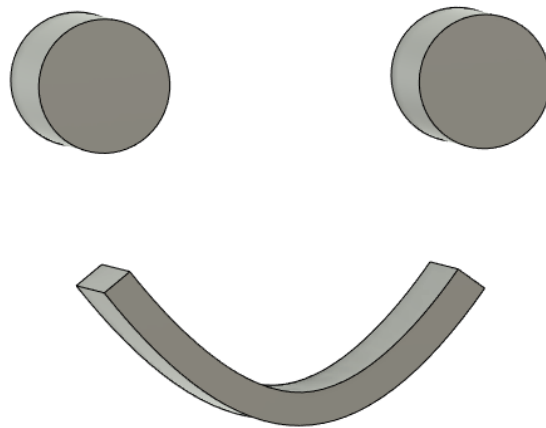
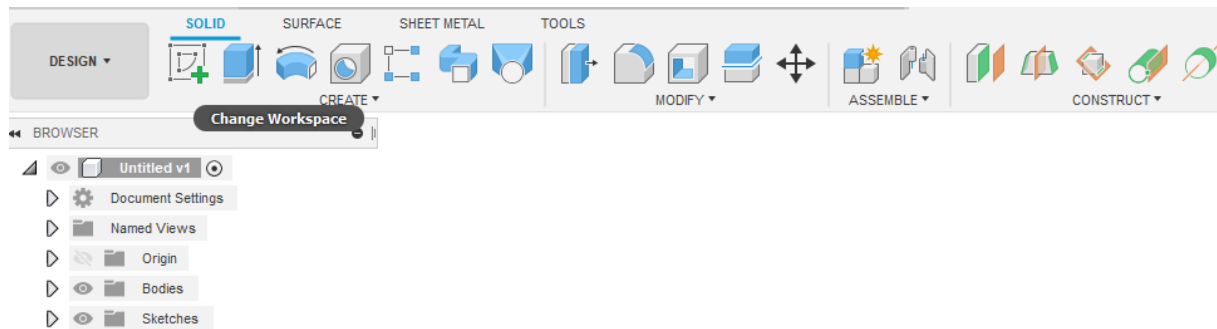
This Cap is placed on the X Motor cover. This is so that you can in a way change the color of the cover or put your logo. There are two versions uploaded, a Hesed one and a non logo one. This is a remix of Svechinskaya's version, I made the holes match the holes of the actual X motor cover.

Hesed Version: "Hesed" is a very meaningful Hebrew word. Feel free to go to my page and see my bio to find out what it means. **Two versions: One with holes to access the screws with the cap on, and one without the holes.**

Non-Hesed Version: Simple cap with no color. This will be useful to change the color of the X motor cap if you want. **Two versions: One with holes to access the screws with the cap on, and one without the holes.**

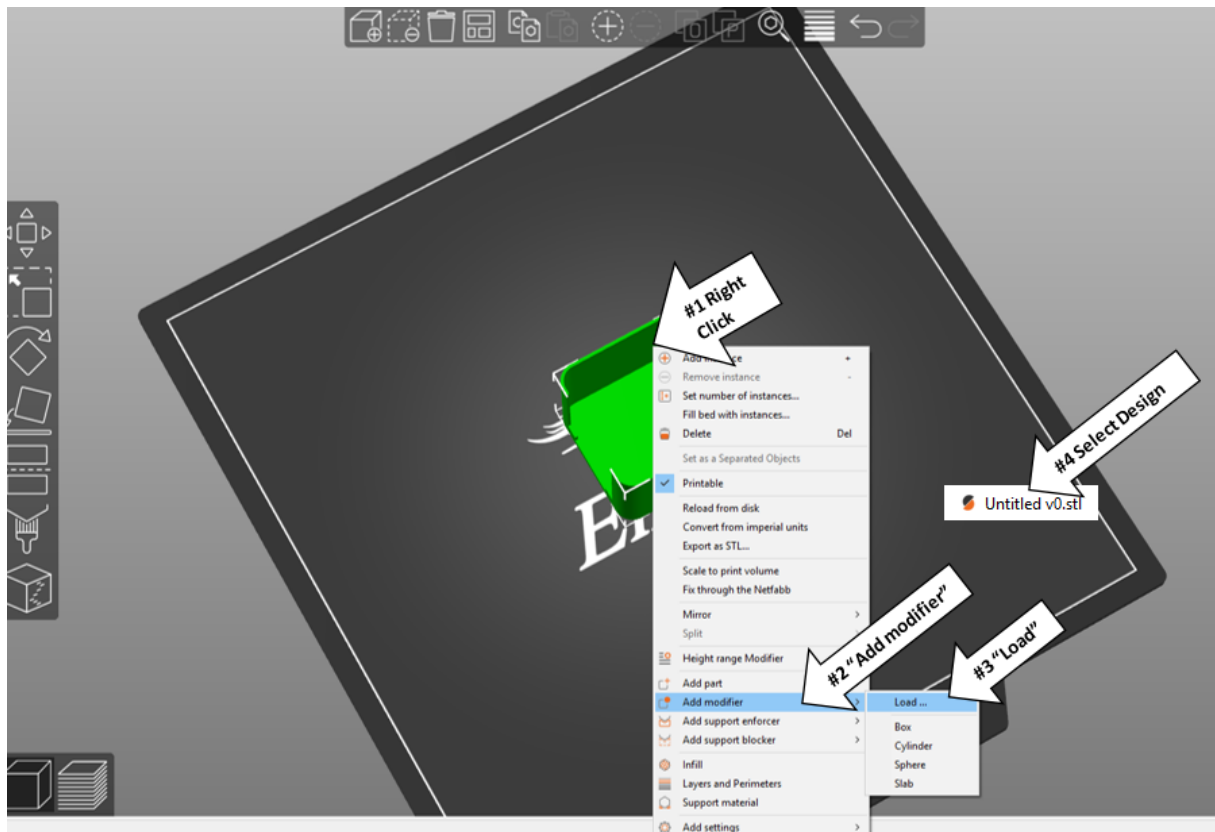
Instructions to make your own design:

1 . Make your design on whatever modeling software (or download your design). Export as stl.

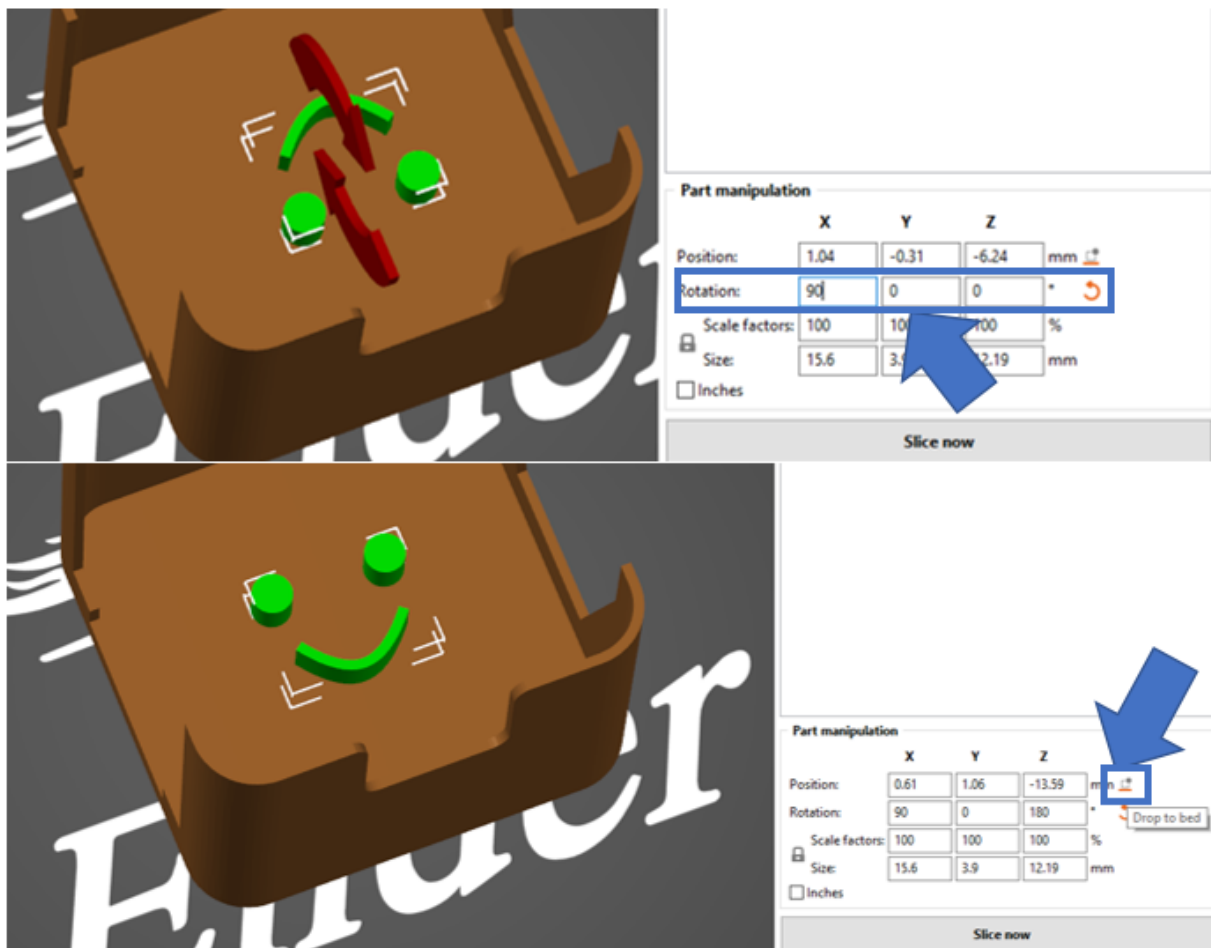


2. Place the **X-Motor Design Cap(Blank).stl** or **X-Motor Design Cap(Blank WithHoles).stl** file in your slicer.

3. Follow instruction in picture below (#1 Right Clip part, #2 Add Modifier, #3-4 Load your stl file)



4. Position and rotate the design as needed using the parameters to the right. At the end press “Drop to bed” located at the right of the Position parameters

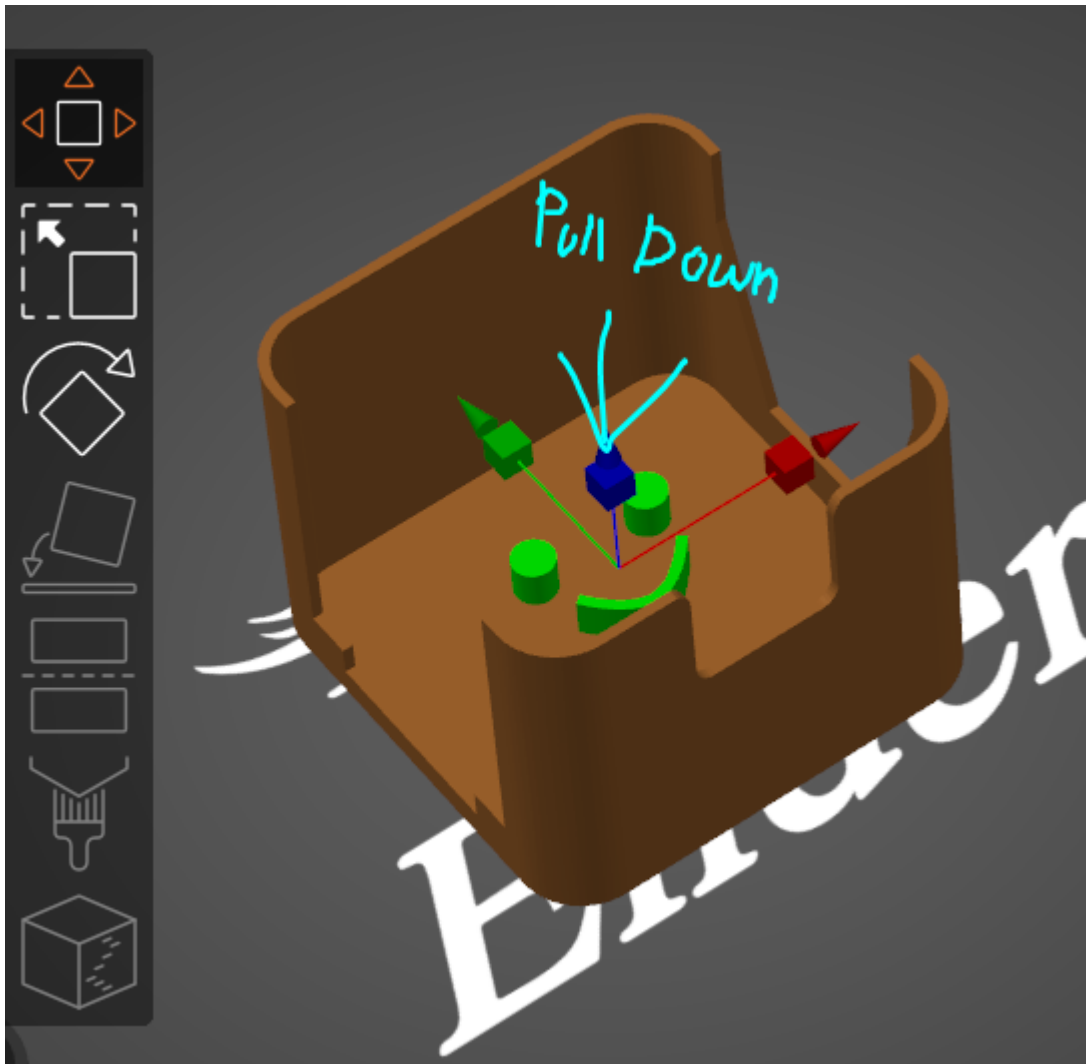


5. Press the number **2** on your keyboard (this will take you to the bottom view). This will show you the final design you will see once printed (It will be upside down).

**Press the number “2” on
your keyboard, and then
rotate your view to see what
you will get at the end.**



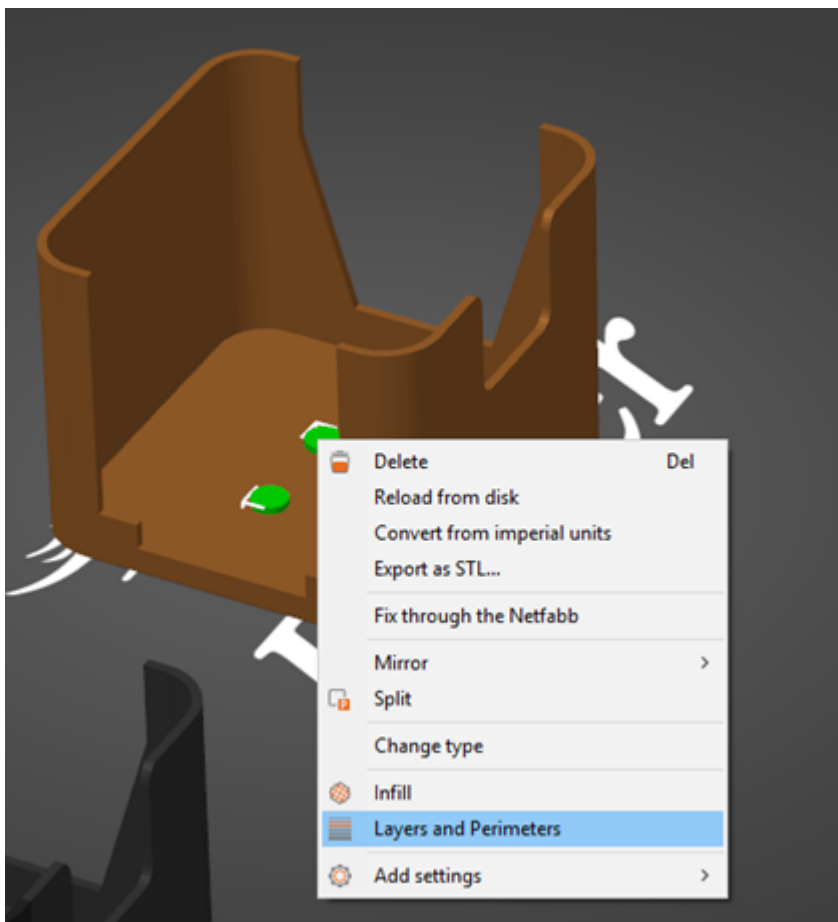
5a. If needed pull your design down to see it clearly



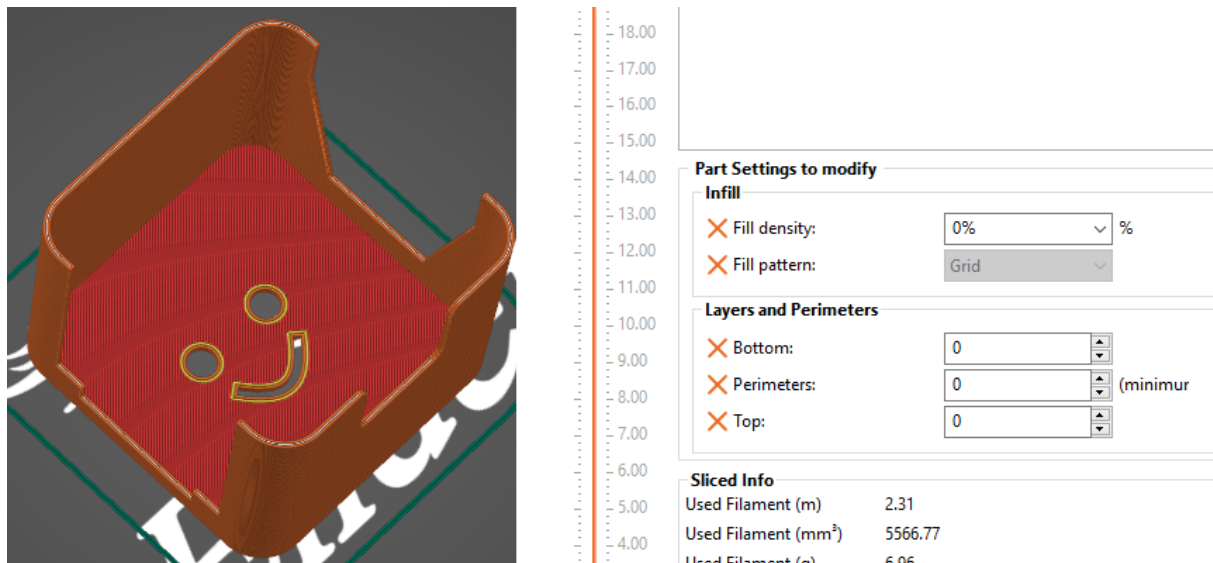
6. Rotate the screen 180 (using the left mouse click) and you will see the final result to ensure you are printing your design in the correct orientation.



7. Right Click the modifier/Design and insert both **Infill**, and **Layers and Perimeters** modifiers.



8. Zero Out all values. Slice and then **DONE!!**



This remix is based on



Ender 3 X pulley cover
by Svechinskaya

Model files



x-motor-design-cap-blank.stl



x-motor-design-cap-blank-withholes.stl



x-motor-design-cap-hesed.stl

☐ The Hesed version the Hebrew word "Hesed" on it. To see what it means read my bio.



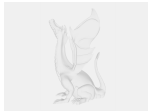
x-motor-design-cap-withholes.stl

☐ The Hesed version the Hebrew word "Hesed" on it. To see what it means read my bio.



x-motor-design-caps.3mf

☐ 3mf file that contains all the caps



x-motor-design-cap.step

☐ step file. If yo modify and print please post a make! I want to see what y'all make :)

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