

01. Y Motor Bracket (makers)



F TOOLS:

- 2mm Hex Key (≃ Allen Key) (1)
- 2.5mm Hex Key (1)

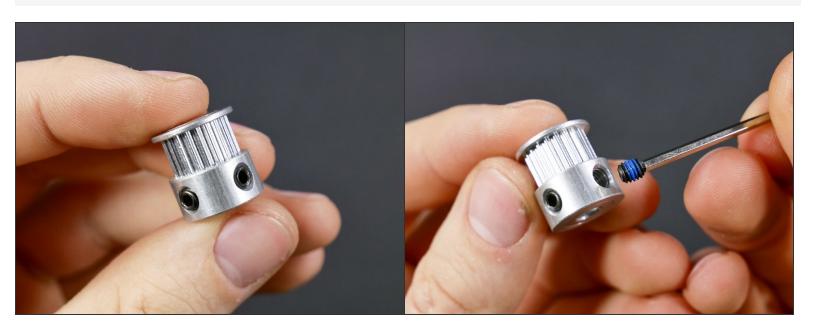


- Pulley (1)
- 'Corked' Y Motor (1)
- M3x12 Socket Head Screw (4)
- M3 Serrated Washer (4)
- Y Bracket (1)

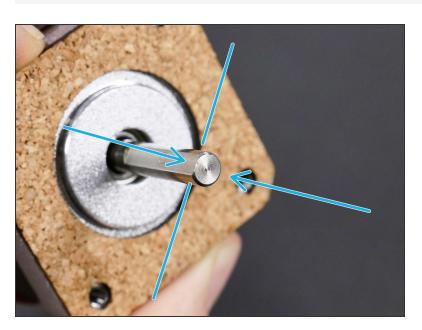
Step 1 — ↳ Install the Y Pulley



Step 2



The set screws in the pulleys have nylon locking patches pre-applied to resist loosening with vibrations. Therefore, we do not need to use threadlock.



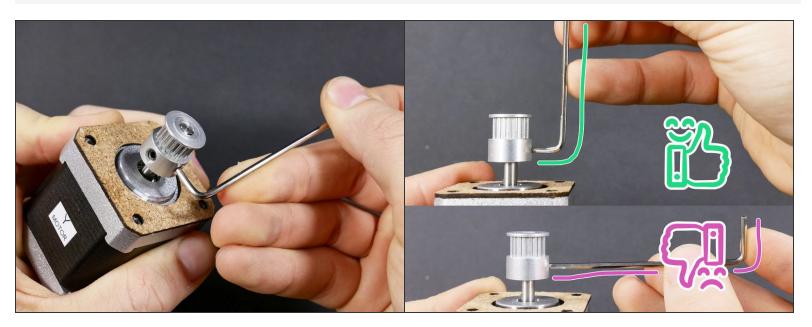
The motor shaft has one **flat** side.

Step 4



↑ Tighten the longer set screw against the FLAT side of the motor shaft.

Make the top of the motor shaft flush with the top of the pulley.



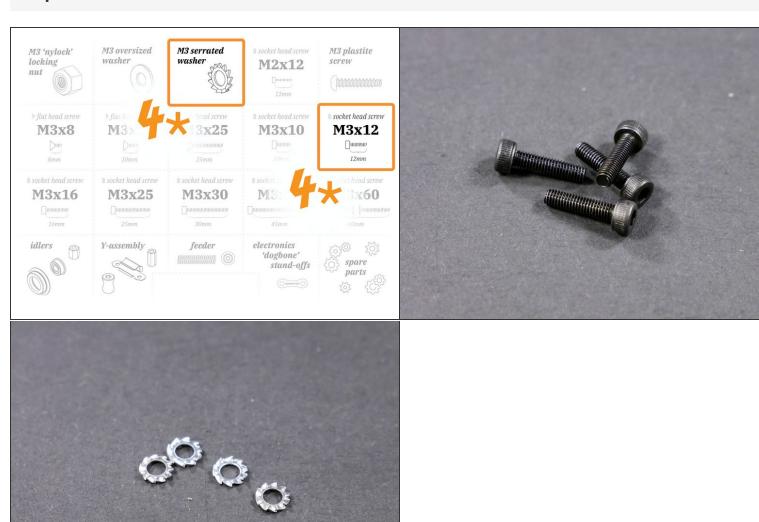
Tighten the set screws well.

Tightening well does not mean tightening with unrestrained force. You can strip the set screw threads or its hex head if you use too much force.

Step 6

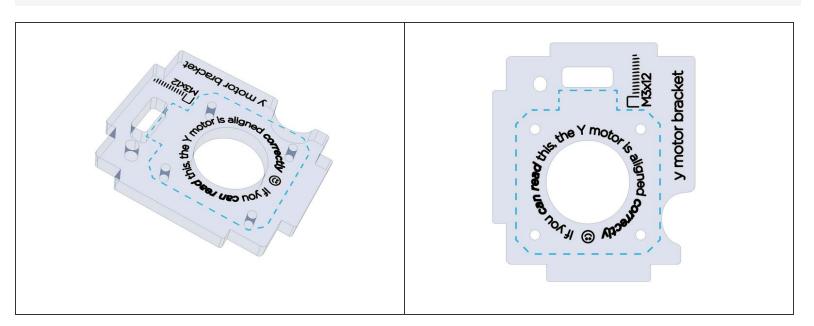


Step 7 — 4 Install the Y Motor

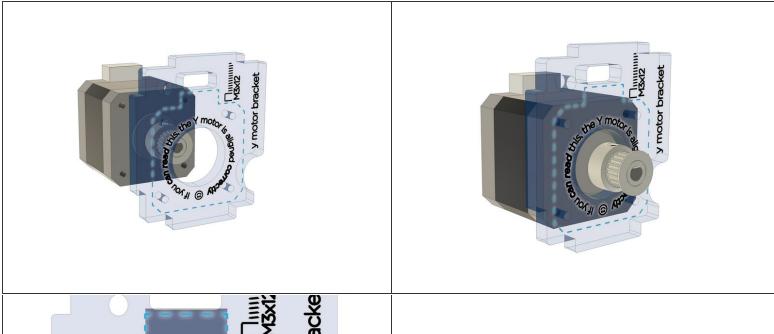


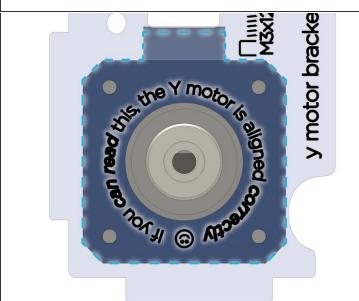
M3x12





This piece is packed in together with the other acrylic parts in the big 'pizza' box.



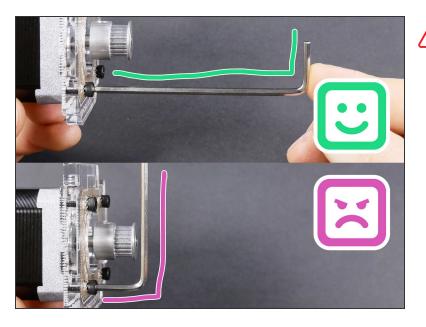


↑ Make sure the motor connector aligns with the etching.

Make sure you can read the inscription :-)

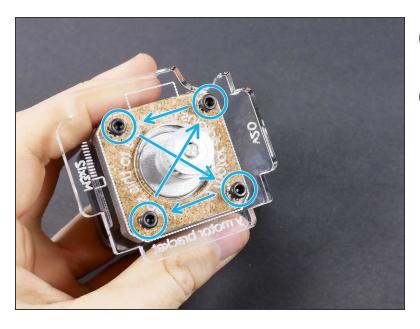


M3x12



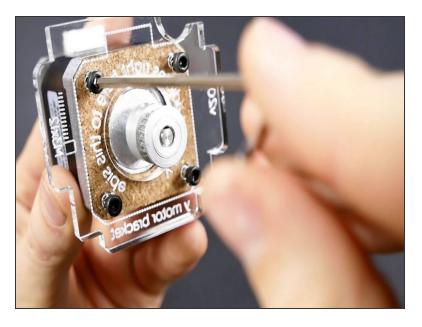
When tightening against plastic (frame, printed parts...), always hold the **short** side of the hex key to avoid over-tightening and damaging the part.

Step 13 — [№] Technique: Cross-Tightening



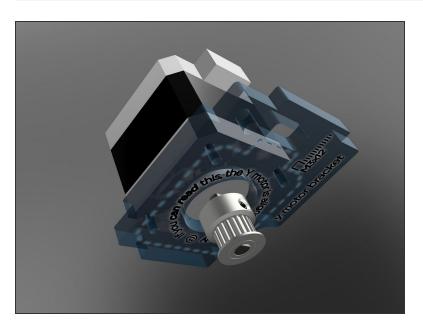
- Avoid alignment issues by tightening the screws little by little in a diagonal pattern.
- This is called "cross-tightening", and you should do it *every time** you have more than one screw to tighten.
 - * even when you're not building a JellyBOX
- Note: the picture features an older version of the Y bracket. The technique remains.

Step 14 — ▶ Video: Cross-Tightening (20s)



- ► Video: Cross-Tightening (20s)
- Note: the picture features an older version of the Y bracket. The technique remains.

Step 15 — It's done!



The Y motor bracket is assembled. All the naysayers shall be silent now. You are doing this.