



Ultimaker 2+: Starting a Print

Learn how to print your model on the Ultimaker 2+

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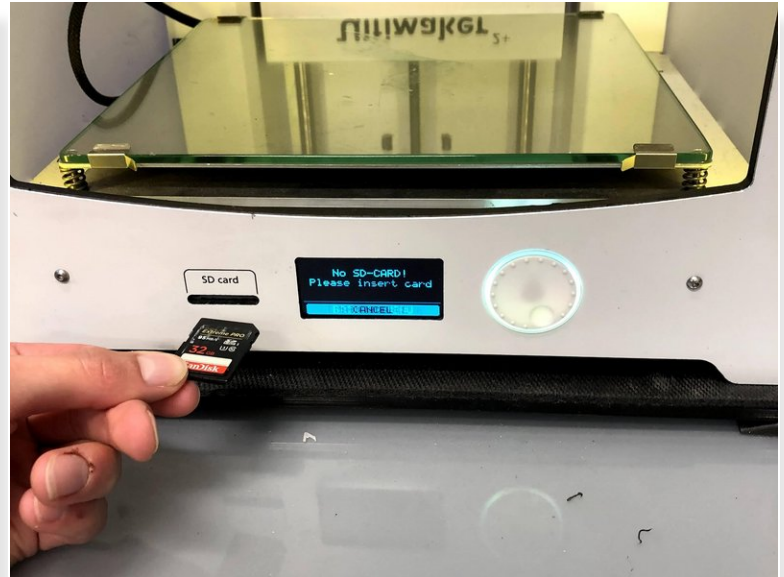
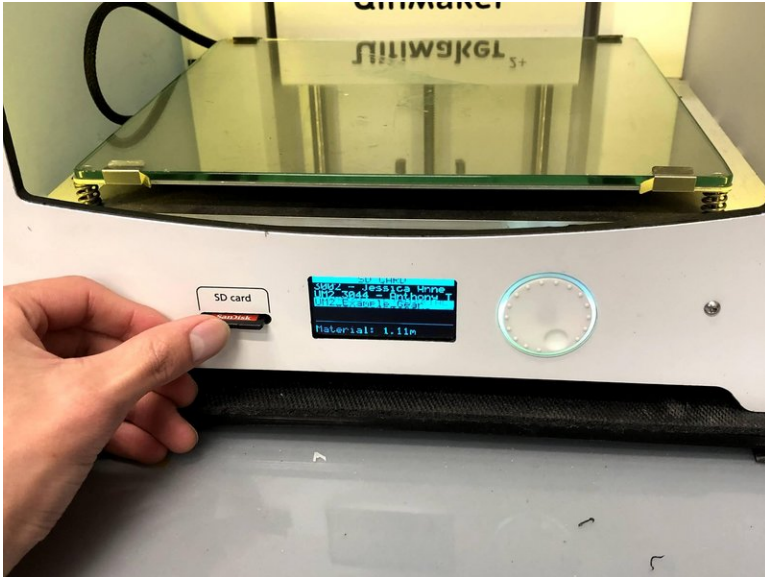


Introduction

This guide will explain the necessary steps to setup and start prints on the Ultimaker 2+.

Pictures by: Nico Lagendyk

Step 1 — Transferring the File



- Remove the SD card from the Ultimaker 2+
- Use an SD card slot on your computer or an adapter
- Copy .gcode from computer to SD card
- Return SD card to the Ultimaker 2+

Step 2 — Check Printer Filament



- Verify that the desired filament is loaded on the machine
- If not, follow the steps in the [Changing Filament](#) Dozuki

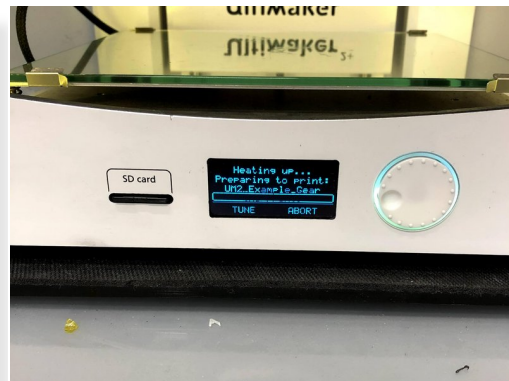
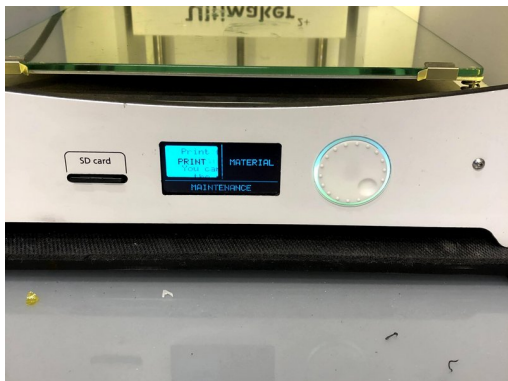
Step 3 — Prepare Build Plate



- Ensure that the build plate has been cleaned since the last print
- There are several methods for build plate adhesion:
 - Kapton (or Polyamide) tape/sheet is a good reusable surface for most common plastics (gold appearance)
 - There may be a flexible build plate attachment with Buildtak, this surface needs to be as clean as possible, and should be cleaned with IPA
 - Glue is a slightly more messy alternative for common plastics
- Ensure that one of the above are present on the build plate

⚠ Only attempt to apply Kapton tape if you are confident in being able to apply it with minimal bubbles forming

Step 4 — Starting the Print



- Push the dial to wake the machine
- Select **Print**
- Use the dial to scroll to the desired file
- Select the file by pushing the dial
- Verify again that the preview information appears to be correct

Step 5 — Assuring Print Success



- Return to the printer after a few minutes to check if the first layer is adhering properly
- If it the print is adhering properly, allow the printer to continue
- If the layer is not adhered correctly, stop the print
 - Adjust the glue or tape and then restart the print
 - Or, re-level the **Print Bed**