PRINT QUALITY

- Depending the time/quality you want to get, you can manage between this layer hights:

- **0.1mm to 0.2mm:** Optimal quality. If you are going to print the player positions, I recommend the 0.1mm quality, because the prints are too thin.

- **0.2mm to 0.3mm**: Good quality. The dugout in the photos have been printed at 0.25mm layer, if you want to have an idea.

- **0.3mm to 0.4mm**: Enough quality. Big save of print time, but surfaces like the floors can loose quality.

INFILL

- Between 5% and 10% is fair enough. There is a couple of pieces that I recommended (but is not mandatory) print with more infill (between 20% and 25%), to get more rigidity. This pieces are the doors (doorUnlabeled, doorStunned, doorGo, doorKill) and "stick".

SUPPORTS

- Only one file need a little support, the "beamSkull". No other piece need supports.

FILES ORIENTATION

- All the files are set to the best orientation for the print.

PRINTING ACCORDING TO THE SIZE OF YOUR PRINTER

- If you have a printer big enough, you can print the dugout and the lid in one piece each using "dugoutFull" y lidFull".

- If your printer is middle size, use the files "dugoutLeft" y "dugoutRight" for the dugout, and "lidLeft" and "lidRight" for the lid.

- Id yout printer is small size, like the home resin printers, use the files "dugoutLeft", "dugoutRight" and "dugoutCenter" for the dugout, and "lidLeft", "lidRight" and "lidCenter" for the lid.

You can see the size of the pieces in the image "pieces and measures"