

HOW TO PREPARE YOUR FILE & PRINT FOR THE BAMBU LAB X1 CARBON

V7

BAMBU STUDIO VERSION **V02.02.02.56**

OCTOBER 2ND, 2025



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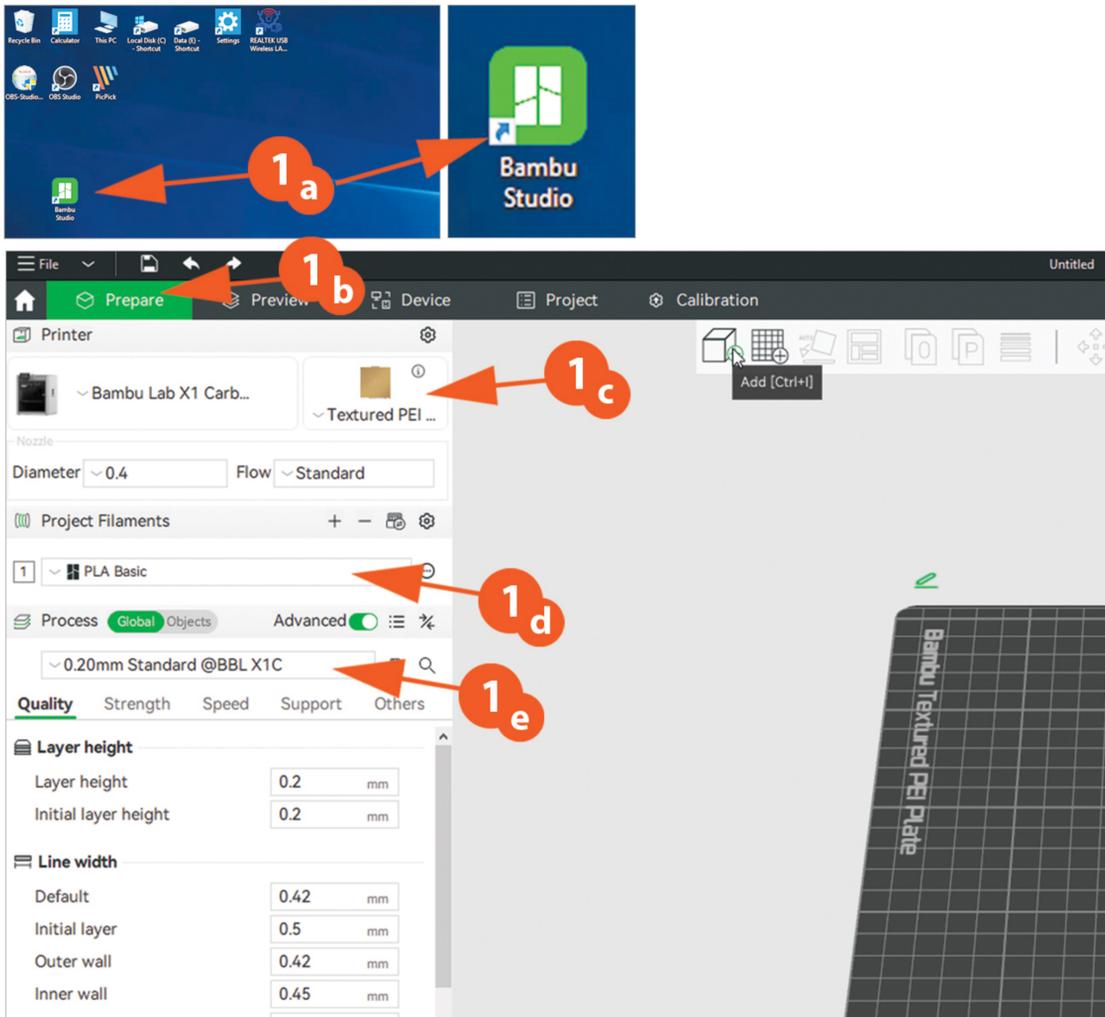
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1

1a - Open the Bambu Studio Slicer program.

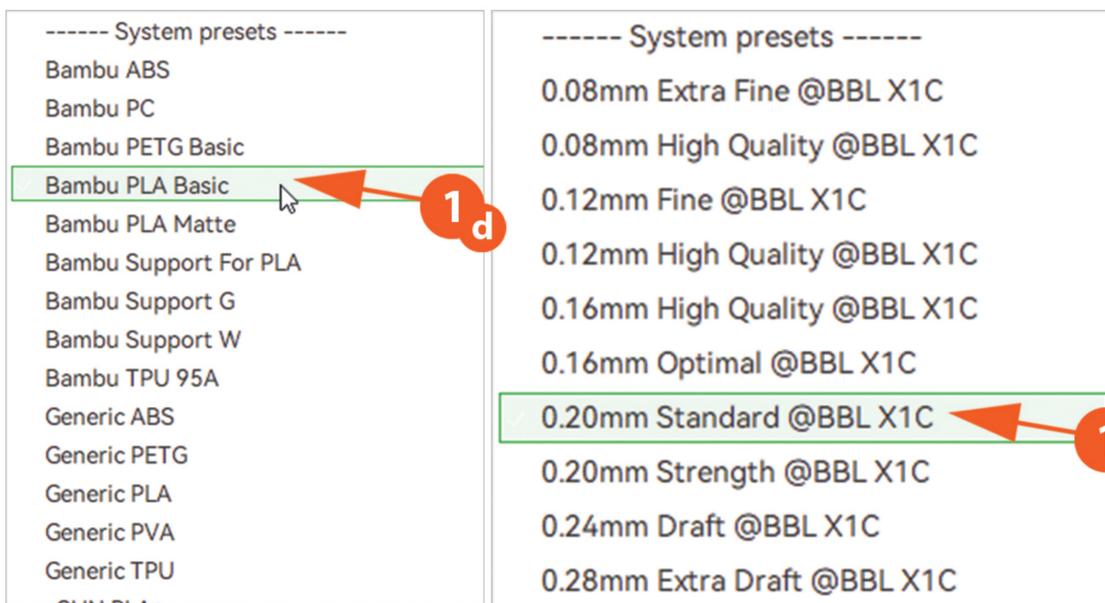
1b - Click on the **Prepare Tab**.

1c - Select the correct plate:
- **Bambu Printers #1 to #9, Textured PEI plate.**
- **Bambu Printer #10, Enginnering plate.**

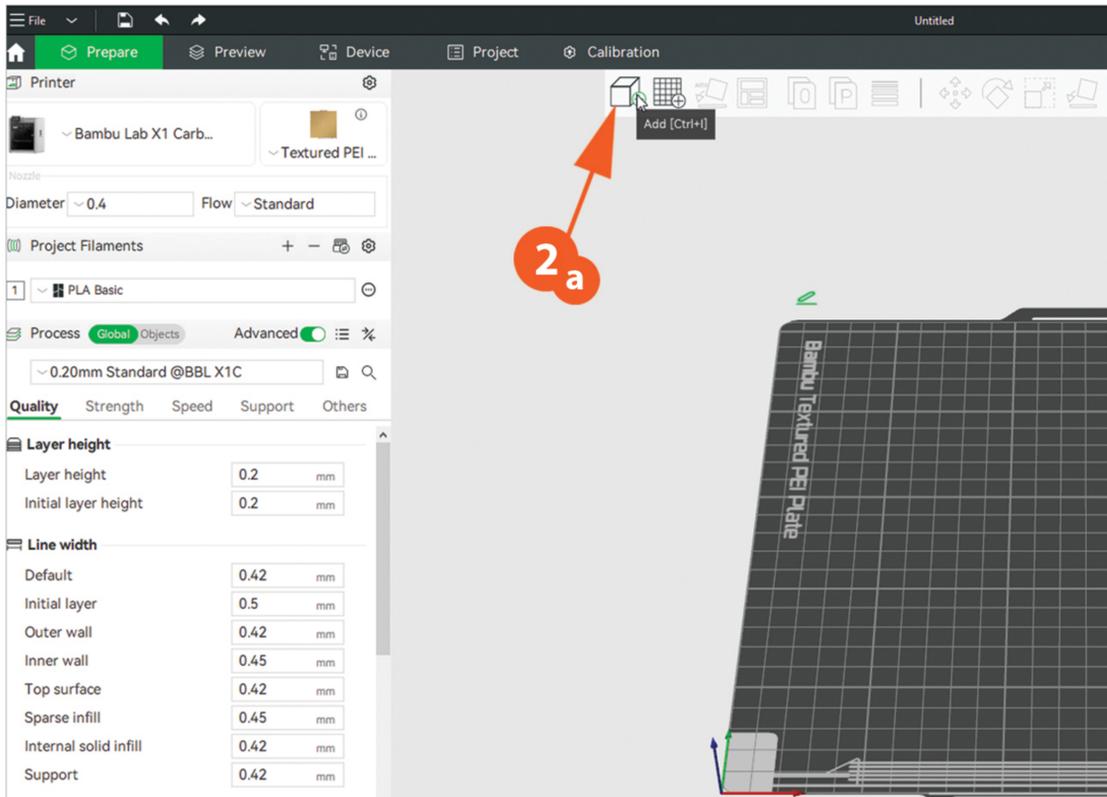
1d - Under Filament, select your filament type: **Bambu PLA Basic**. If you are using a different material please refer to the table below.

1e - For the Resolution setting, pick one from the drop down menu.
The standard used is **.20mm**, we recommend this setting.

The best quality/**highest resolution** is 0.08mm
The lowest quality/**lowest resolution** is 0.28mm



Filament Type	Colour	Use For	Available on Printers	Plate Type	Liquid Glue
Bambu PLA Basic	White	Standard Use - Use for most jobs	Bambu #1 to #8	Textured PEI Plate	No Glue, can use if not sticking
BASF Ultrafuse BVOH	clear	Disolvable Supports	Bambu #1 & #2	Textured PEI Plate	Liquid Glue
Bambu Support For PLA	White	Breakaway Supports	Bambu #3 to #8	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Green	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Blue	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Black	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Grey	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Purple	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Orange	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu PETG Basic	Yellow	Colour prints	Bambu #9	Textured PEI Plate	No Glue, can use if not sticking
Bambu TPU 95A	White	Flexible prints	Bambu #10	Enginnering Plate	Liquid Glue
Bambu PC	Clear black	Semi transparent	Bambu #10	Textured PEI Plate	Glue Stick Only



2

To add your 3D object or objects, you will need to export your object from your 3D program to an **STL file**.

Make sure you export it in millimetre (mm). EXPORT EACH OBJECT AS A SEPERATE STL. Put your STL file/files on a USB stick, and bring them to one of the 2 computer stations at Makerspace setup for the Bambu Printers.

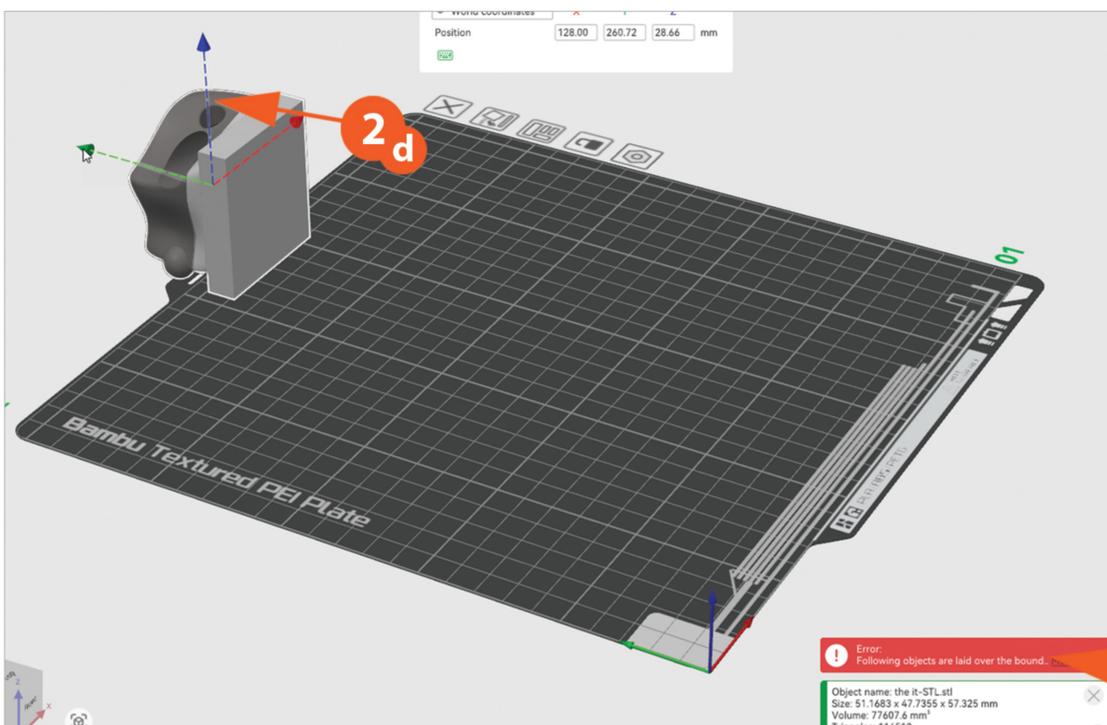
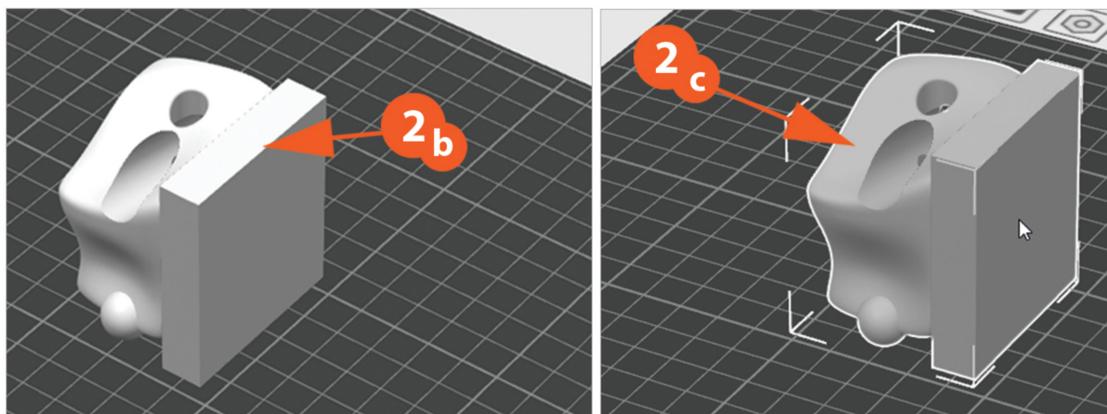
2a - Click on the **add object** icon.

2b - Your object should appear on the print bed in a light grey.

2c - When you select it it will turn to a mid grey.

2d - If your the object is **dark grey**....

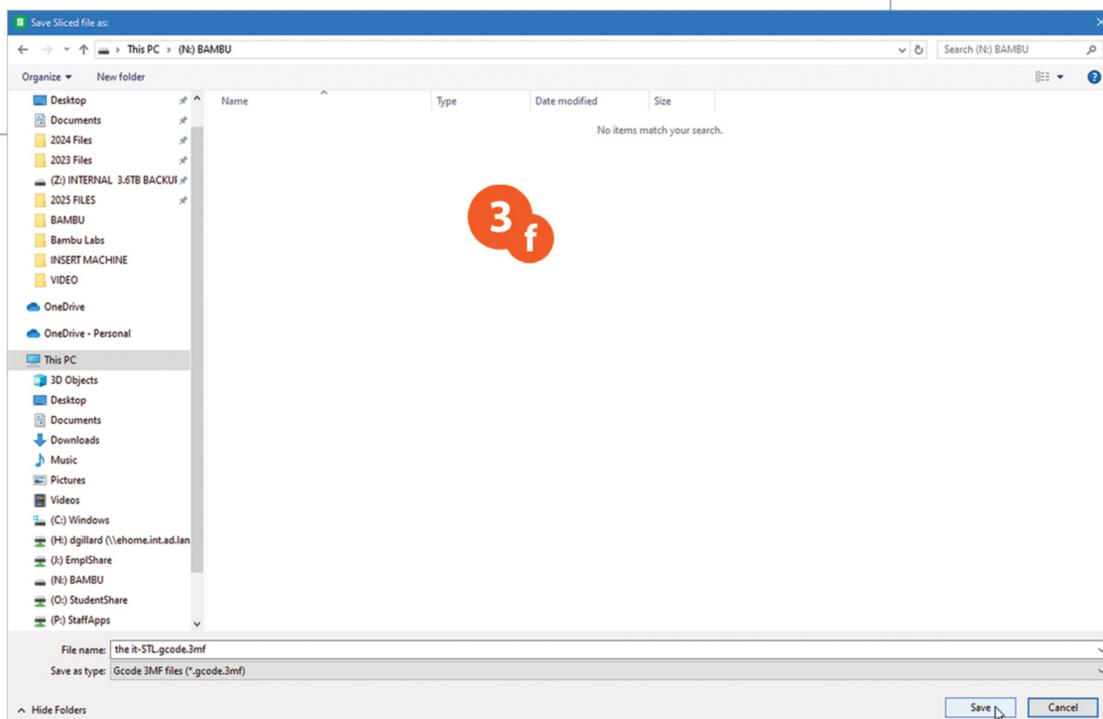
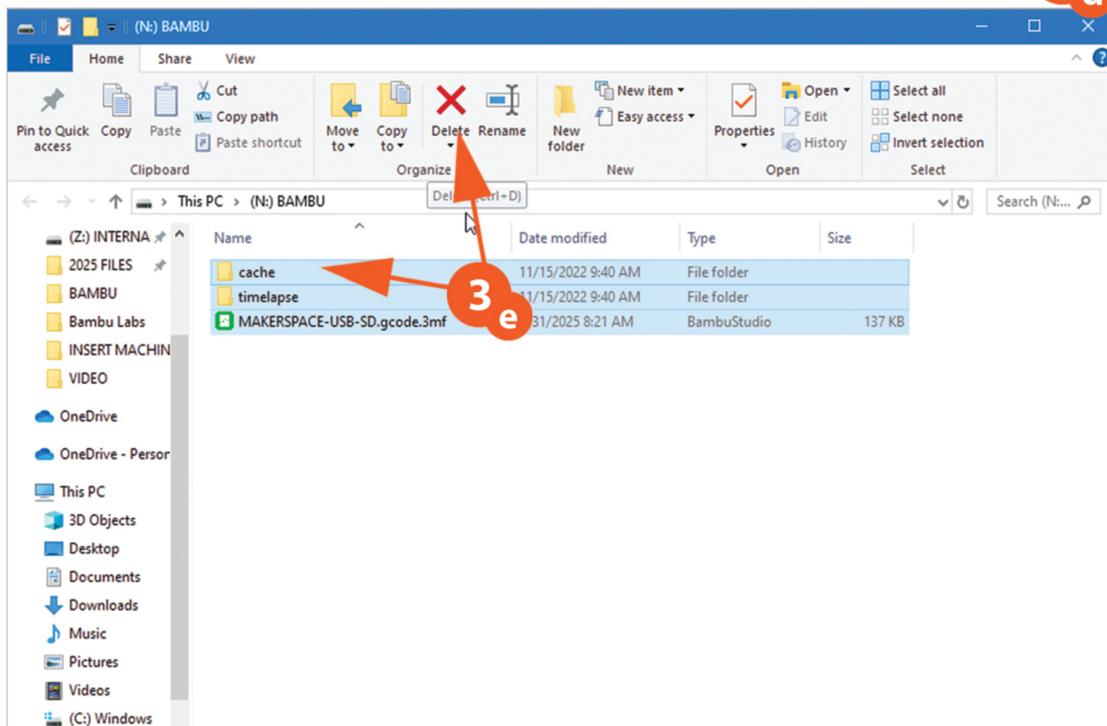
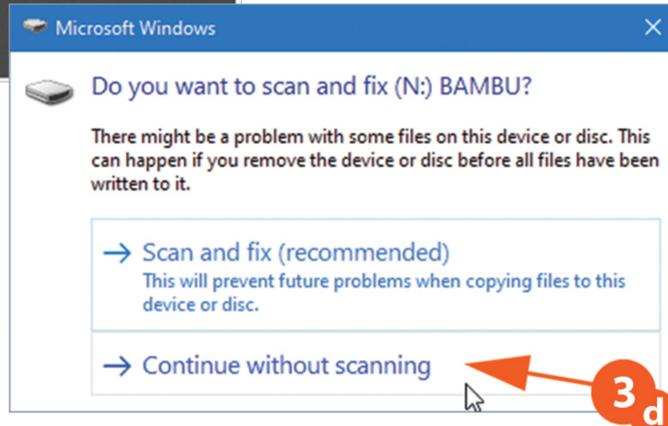
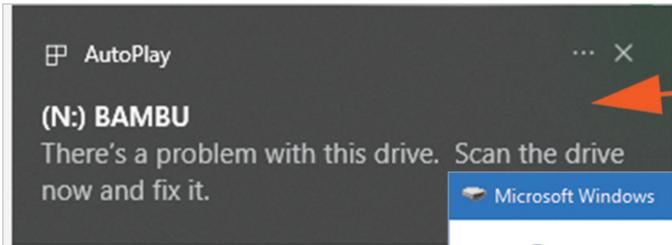
2e - and a red warning message is at the bottom, the object is either to large to print, or you exported your STL with multiple objects and one of the objects maybe off of the print bed.



If your object is to large you have the following choices:

- Go back to your 3D program and scale it down
- Go back to your 3D program and rebuild it as 2 or more parts
- Scale it down here, see page 4.

If you have multiple objects in one STL, go back to your 3D program and export each object as it's own STL.



3a - Select an SD card from the **BAMBU** SD holder.

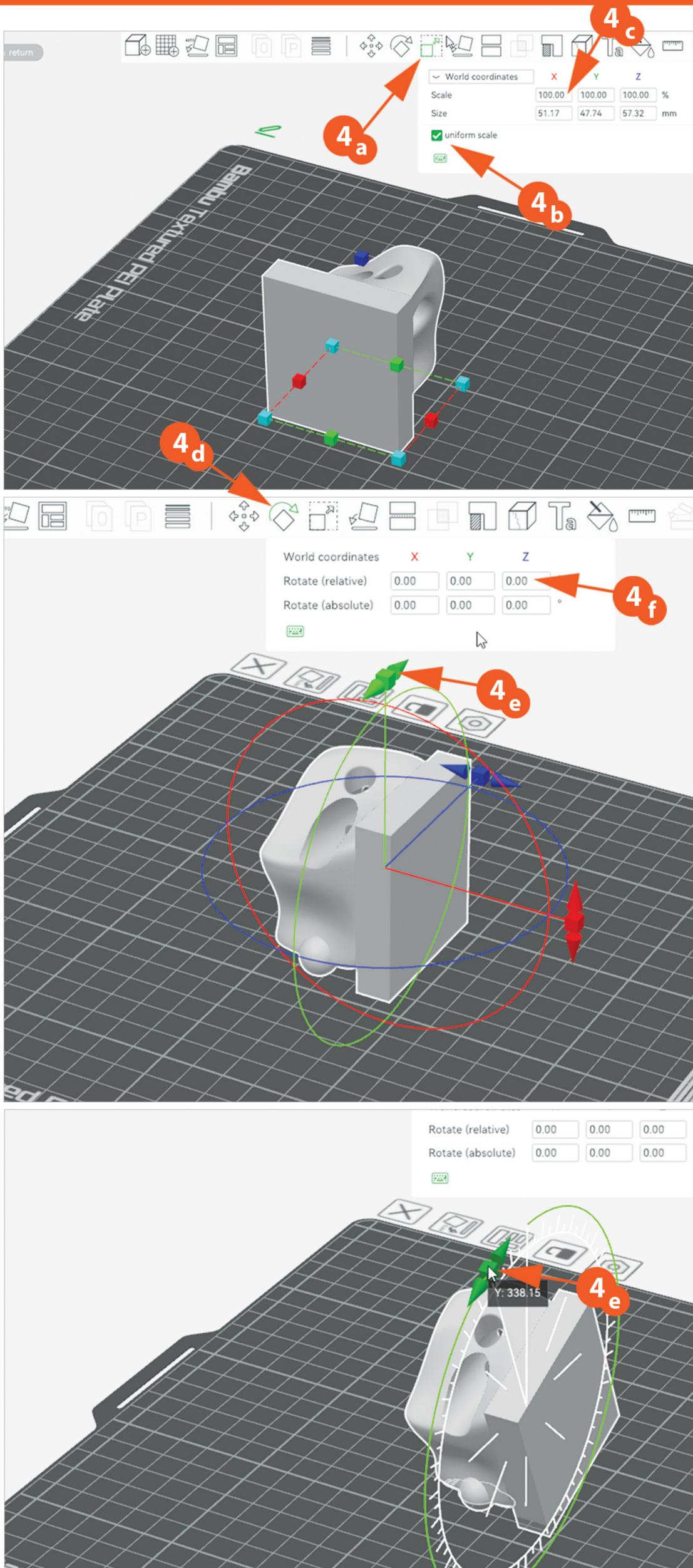
3b - Insert it into the SD slot on the left side of the Windows Computer (PC#A & PC#B).

3c - When you insert the SD card in the holder, this message may pop-up. If it does **Left Click** on it.

3d - From this pop-up select **Continue Without Scanning**.

3e - When this File Folder pops up, **Select** and **Delete** all of the files.

3f - The SD drive is now ready for the Bambu Print File.



4

If you need to modify or orientate your object: First **Select** the object, then select one of the options on here and on the following page.

SCALING

Select the object.

4a - Click on the **Scale Icon**.

4b - The **Uniform Scale Checkbox** should be checked.

4c - Enter the new scale number & press **Enter**. Or you can **enter a new dimension** either in the **X, Y or Z slot**.

ROTATE

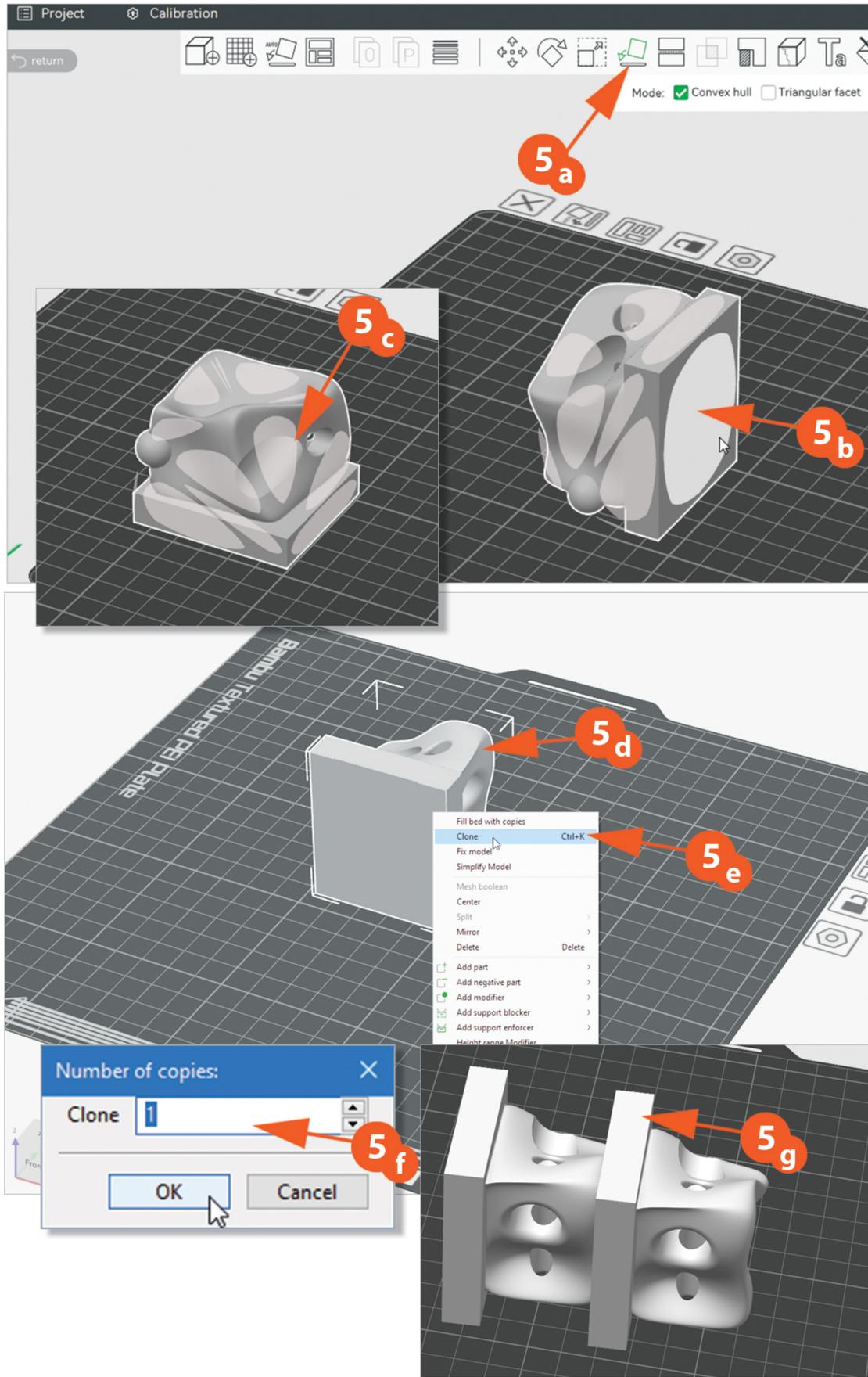
Select the object.

4d - Click on the **Rotate icon**.

4e - You can select one of the Coloured arrows to rotate the object on that axis.

or

4f - You can enter the number of degrees you would like the object to rotate on the correct axis and press **enter**.



5

LAY ON FACE

Select your object.

5a- Select the **Lay On face** icon.

5b - Click on the face you would like your object to lay down onto the print bed.

5c - Press **enter** and your object will rotate the chosen face to lie flat on the print bed.

DUPLICATE/CLONE

To duplicate & create multiples of your object proceed with the following.

5d - **Right Click** on your object.

5e - From the **Pop-Up Menu** select **Clone**.

5f - From the pop-up, enter the number of copies you would like and click **Ok**.

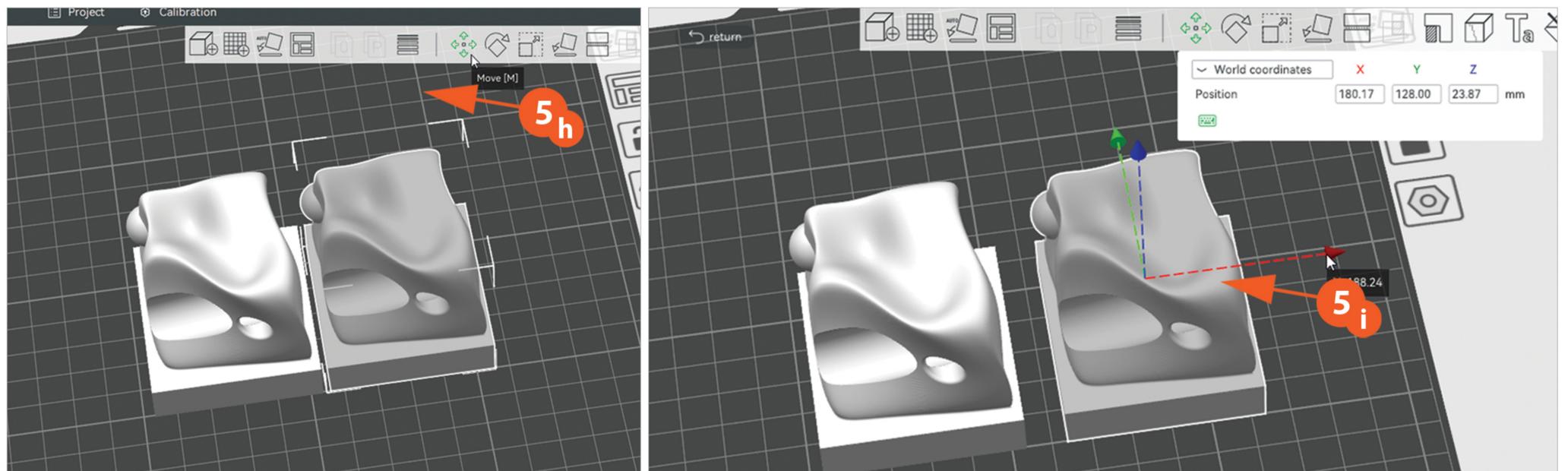
5g - You will now need to move the new objects so they are not overlapping each other

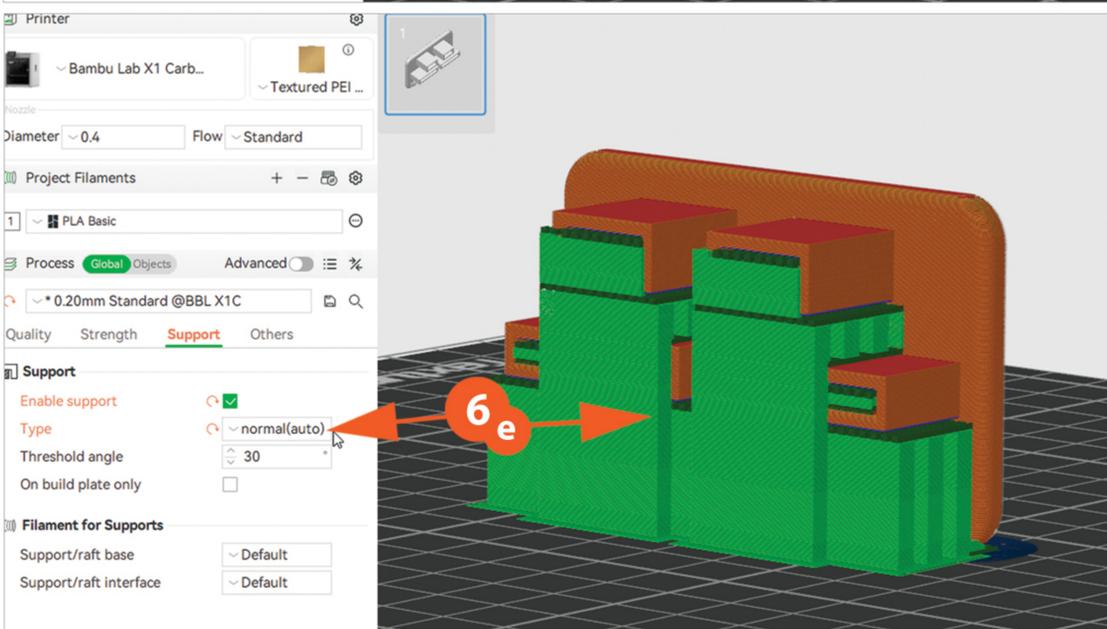
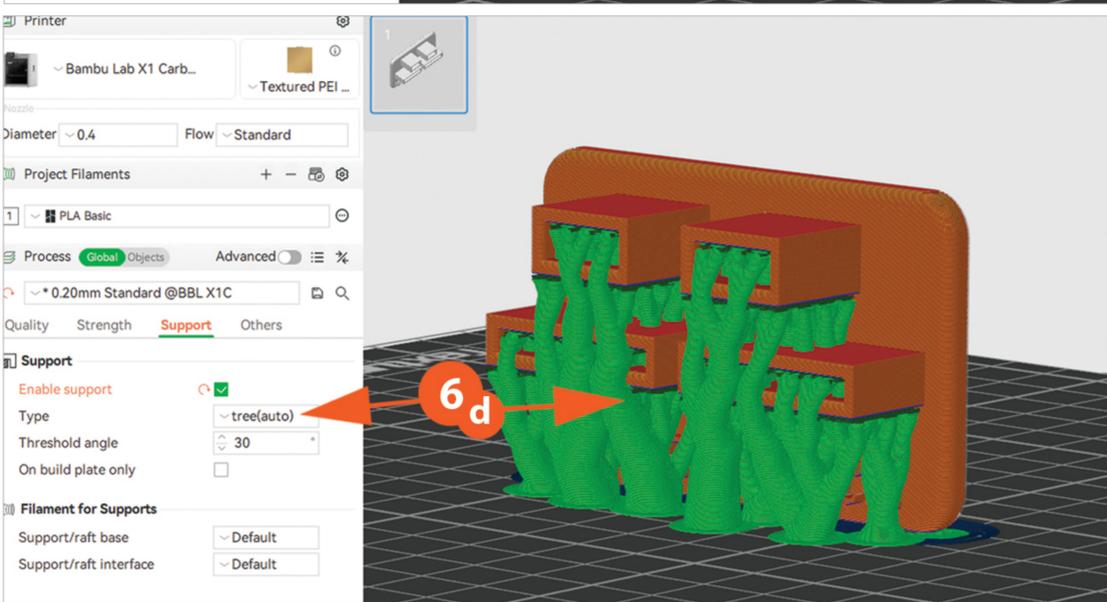
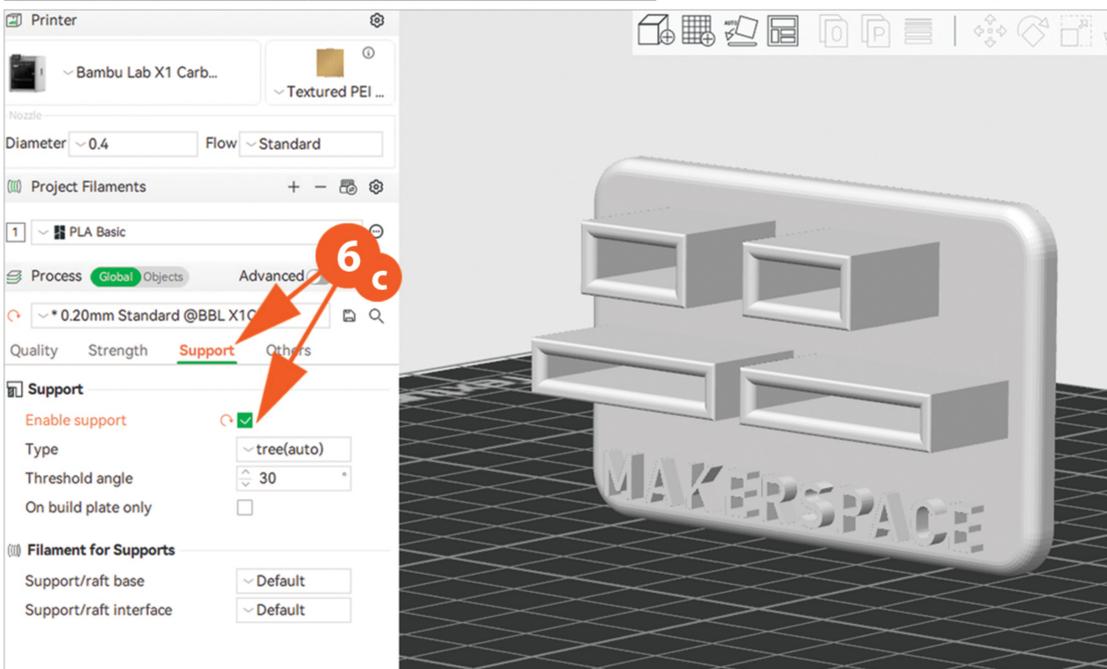
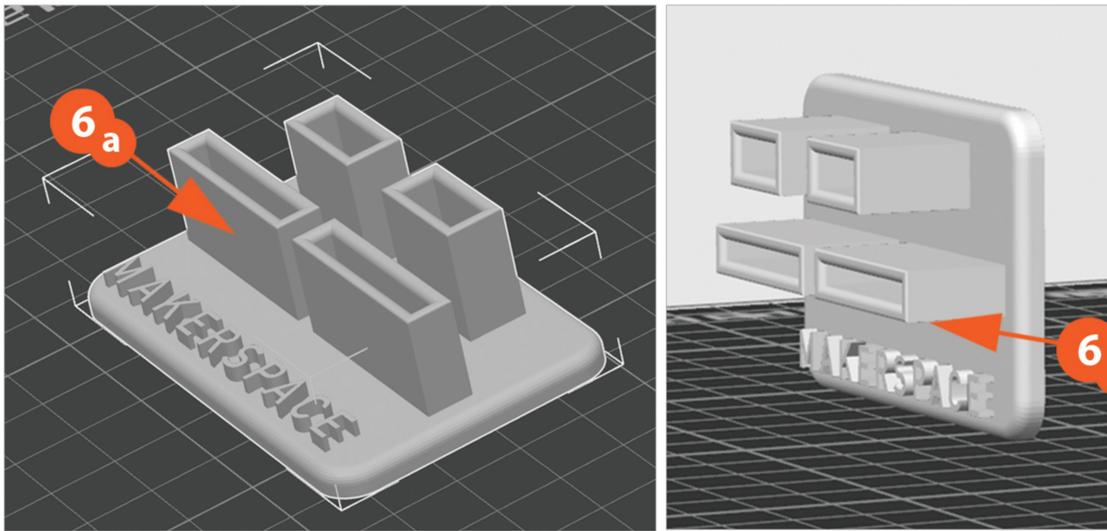
MOVING

To move you object, select the object.

5h - Click on the **Move Icon**.

5i - Select one of the arrow tips for the direction you wish to move it, and drag it to the new position.





6

SUPPORTS

If your object has anything that overhangs or sticks out, it will need to have supports. Supports are automatically generated by Bambu, you just need to check the supports box.

6a - This object does not require supports.

6b - The object now requires supports, because with this orientation there are overhangs.

6c - On the **Support Tab**, Click the **Enable Support checkbox**.

6d - Bambu Studio now defaults to "Tree" supports as shown here.

6e - You can change the supports to the standard "Normal" for a more uniform support.

RAFT

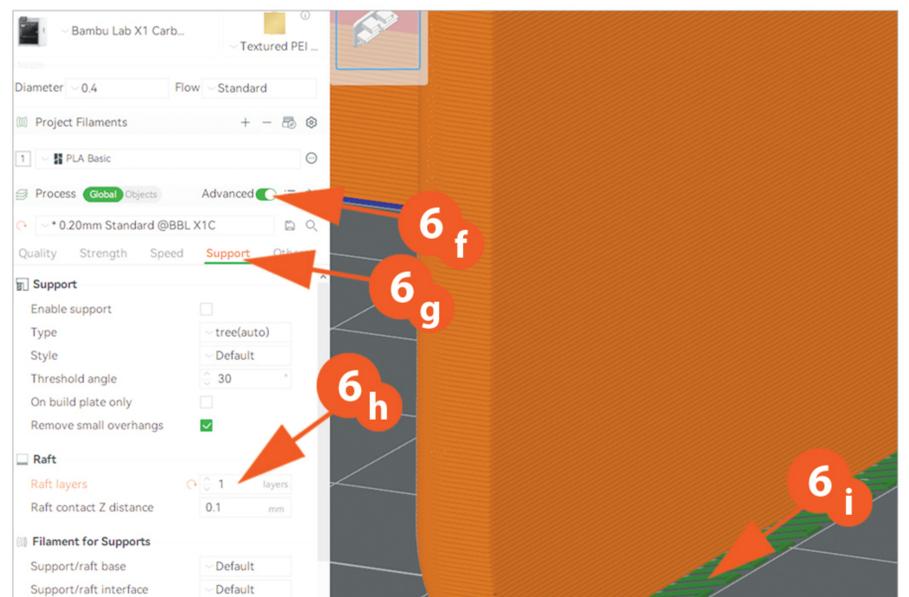
If your object has a small contact area where it meets the print bed you may want to add a raft. A raft is extra material to give the print a better base area to start the print on.

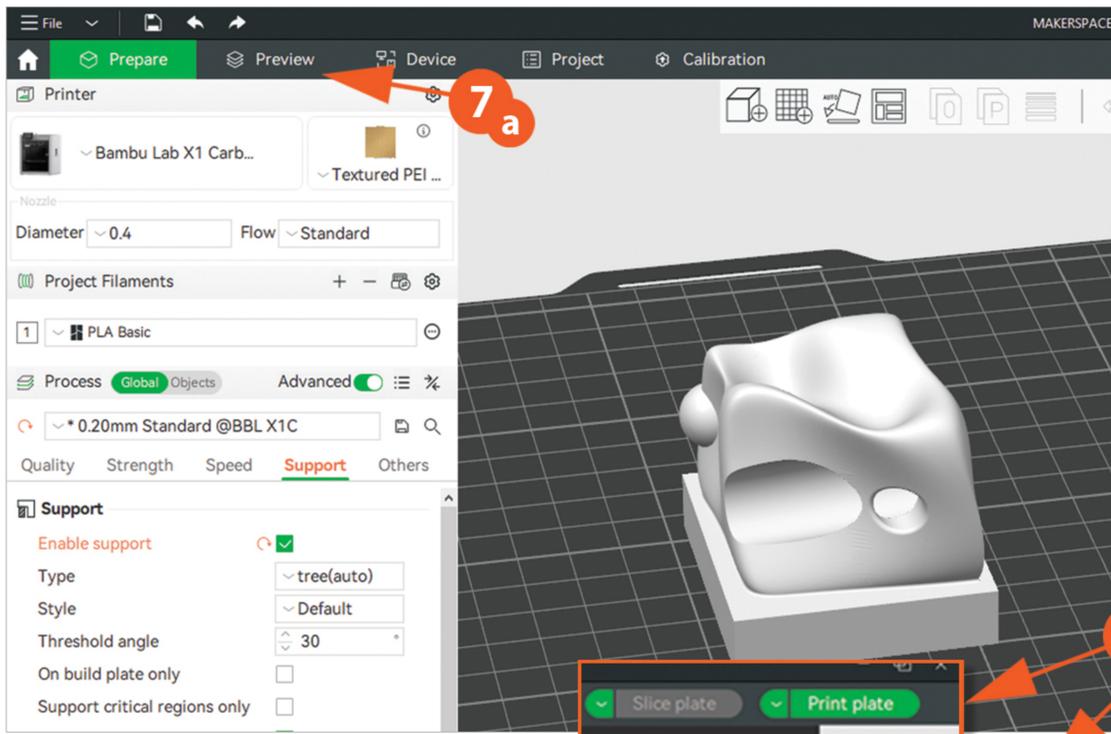
6f - Slide the slider button to **Advanced**.

6g - Go to the **Supports Tab**.

6h - Scroll down to **Raft**, in **Raft Layers**, Enter 1 or 2.

6i - This is a 1 Layer Raft.





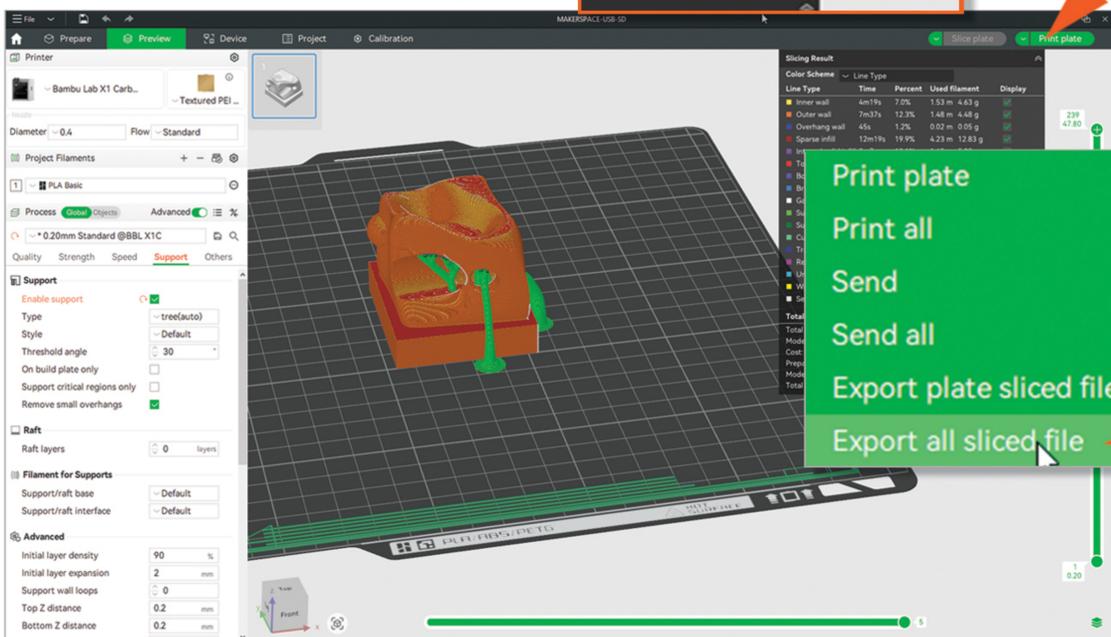
7

You are now ready to slice your print.

7a - Click on the **Preview tab** this will slice & preview your model, including any Supports or Rafts you are using. Your model will now be orange, the supports green and the brim blue. You will see warnings if the Bambu Studio thinks you should be using supports. If you need to modify your settings click on the **Prepare tab** to go back and edit the settings.

7b - Now click on the **Print/Export** button.

7c - From the drop down menu, select **Export all sliced file**.

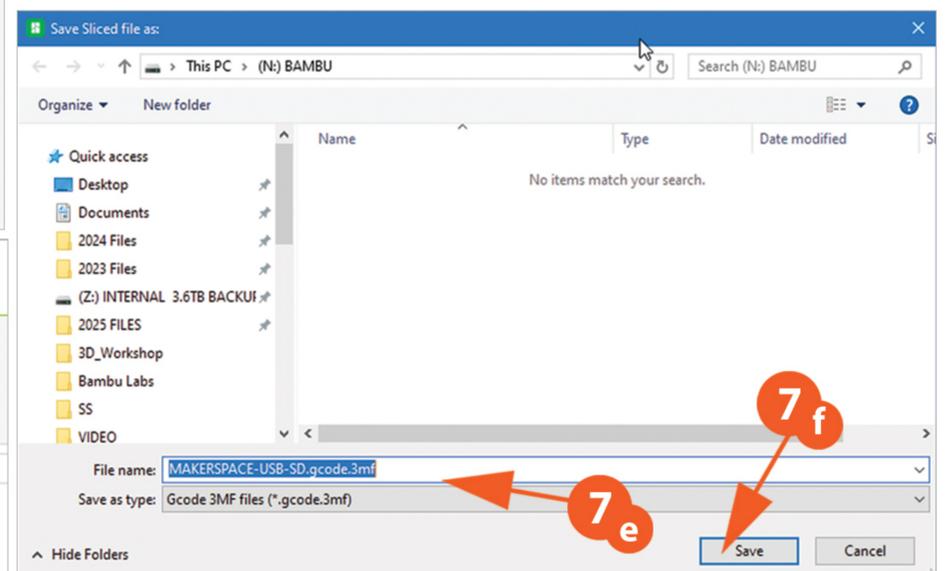
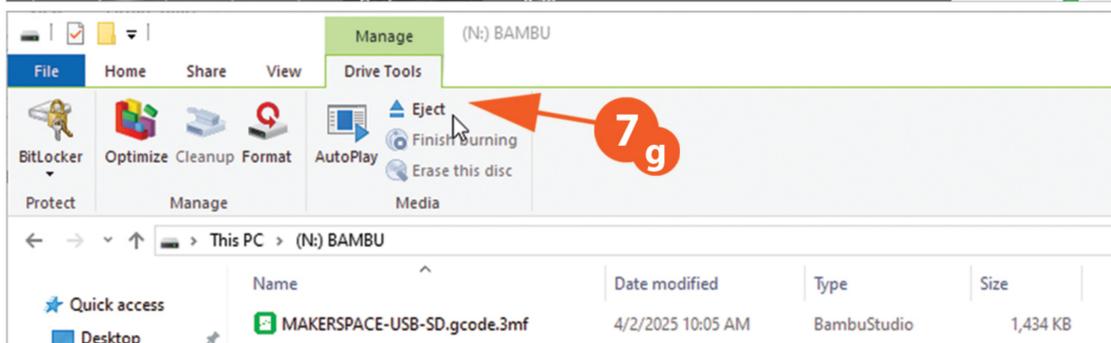
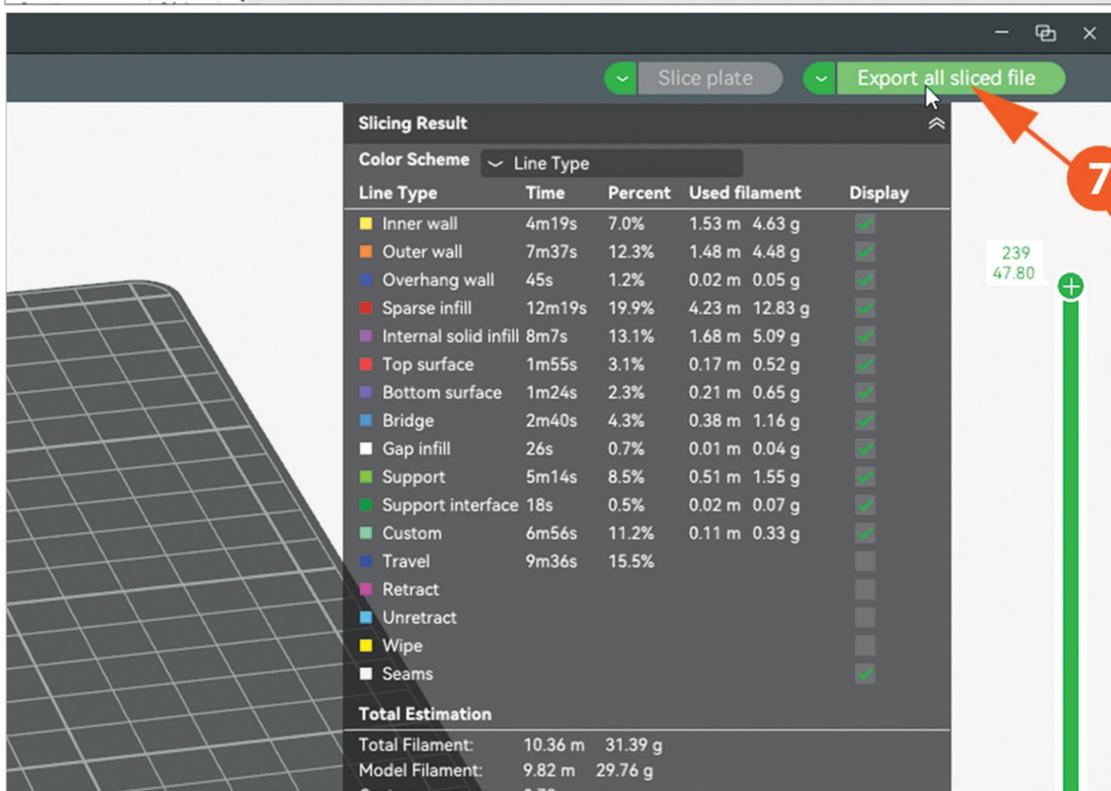


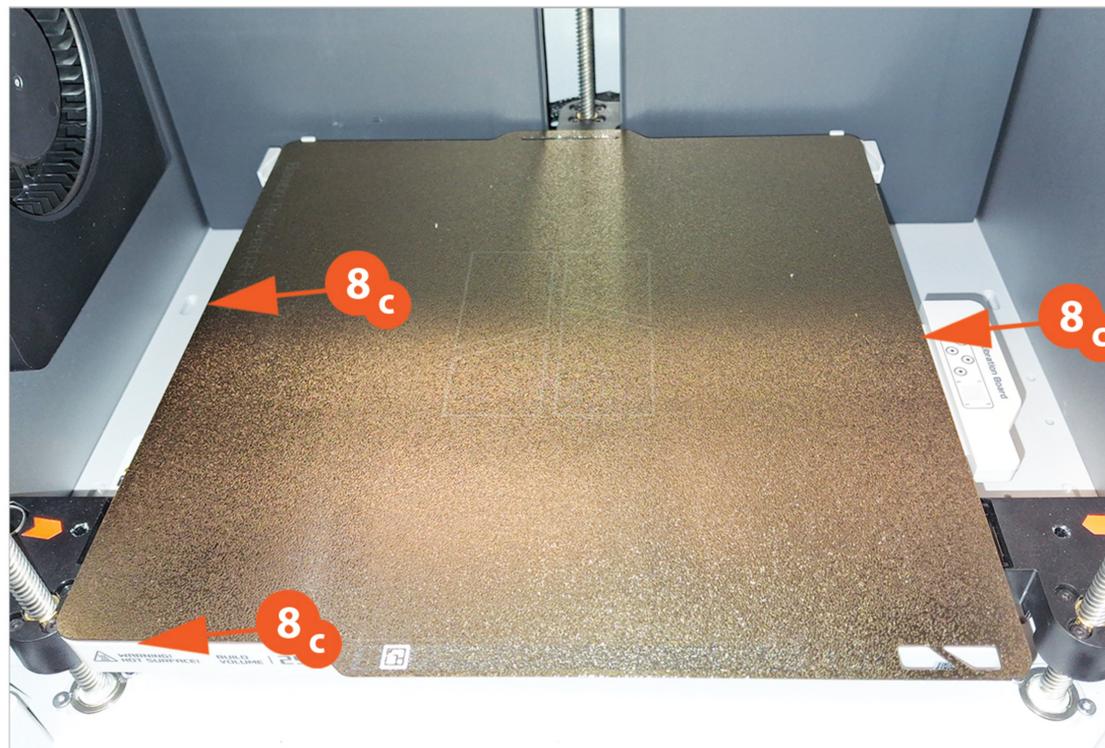
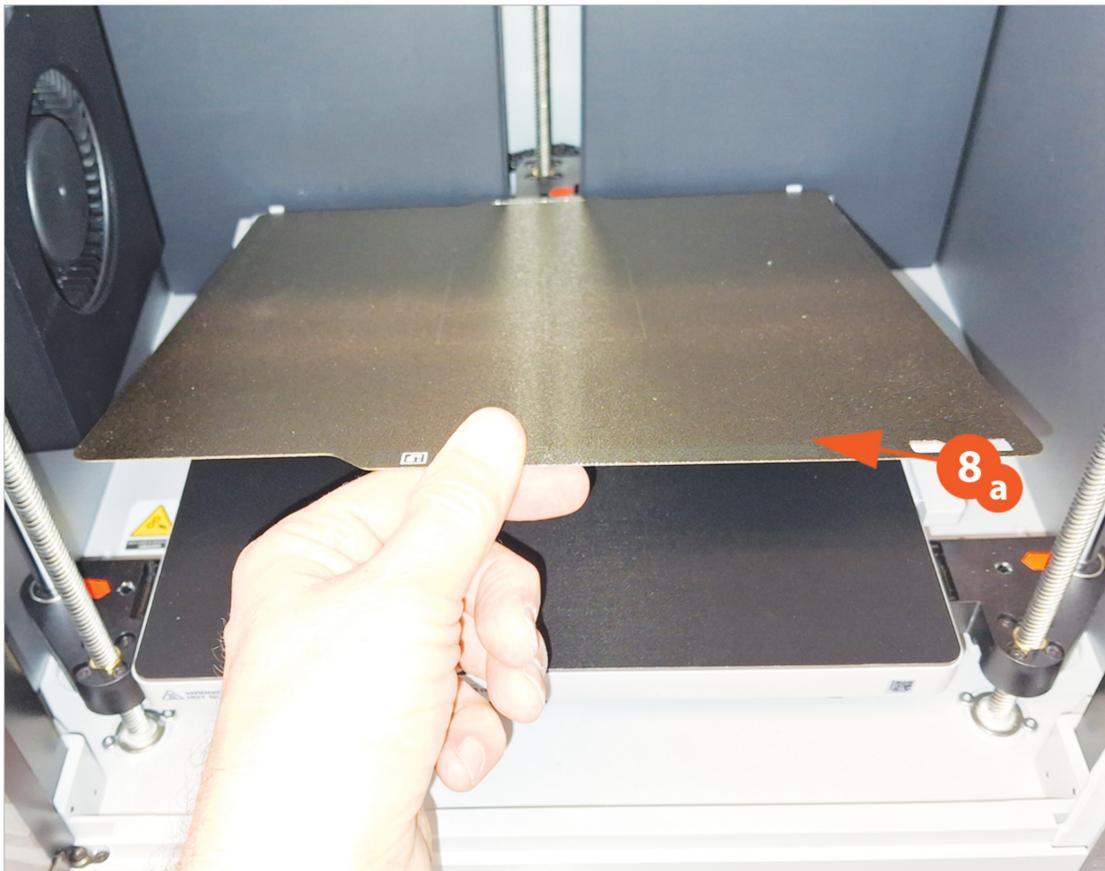
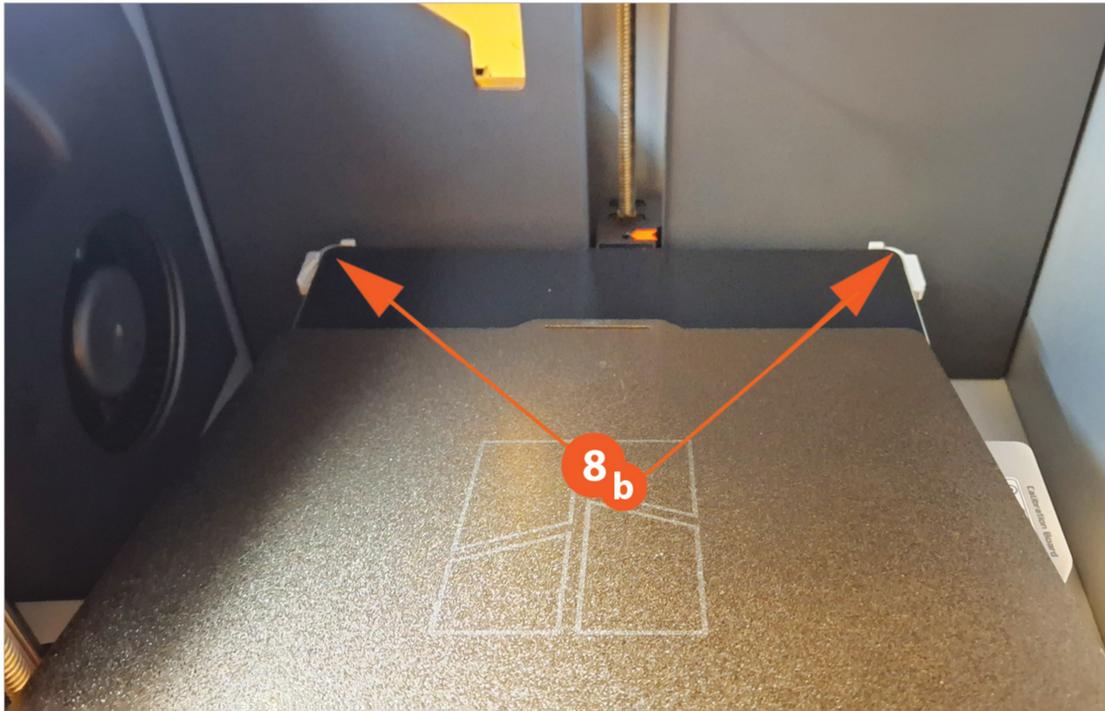
7d - Now click on the **Export All Sliced File** Button.

7e - Choose where to save the file, select the Bambu SD card. Name it something you will recognize as yours.

7f - Click on **Save**.

7g - Go to the file manager and your SD card. **Eject** your SD card as well as your USB stick and head to the Bambu X1 Carbon printer you are signed up for.





8

Proceed to the Bambu X1 Carbon printer you are signed up for.

FOR BAMBU PRINTERS #1 to #9 use the PEI BRONZE TEXTURED PLATE

Does not require glue usually. If it does not stick to the plate while printing. Apply glue and restart.

Open the door of the Bambu X1 Carbon to check if the Bronze PEI plate is installed and if there are any completed prints on it.

If there are prints, lift up the front of the plate and pulling it out. Remove the prints, by bending the print plate and snapping off the print. Use the scraper gently to remove the test strips.

To Install the Plate

8a - Take the magnetic plate... **the long tab** should be towards you.

8b - Install the magnetic print plate by tipping it down and lining up the two back corners.

8c - Then slide it forward and lower the front down until it snaps down. Make sure all the corners are in place and it is flush on the 3 sides.

Close the door of the bambu.



9

9a - DO NOT TURN ON THE POWER, **FIRST...** Insert your SD card into the SD adapter at the top right of the Bambu X1 Carbon.

9b - Push it in gently until it “pops back”.

9c - It should sit almost flush to the end.



9d - NOW... Turn on the **POWER** of the Bambu X1 Carbon at the back lower right.

9e - Select the **File icon** from the touch screen to go to your print.

9f - Click on your print.





10

10a - Click on the **Print Now** button to start your print.

Your print will now start.

10b - When this pops-up, click on Close. **Then Open the Door About 1"**.

10c - You can switch to the **Home** view to monitor your print.

10d - This shows the print time left.

10e - You can **Stop** your print if you need to here.

When your print is complete, remove the magnetic print plate, and just flex it to snap off your print. Use the scraper gently to remove the test strips.

