



This FAQ covers common questions, practical tips, and potential pitfalls. If your question is not answered here, please check the existing discussion first, as it may already have been addressed. Otherwise, feel free to ask it in the post.

01 How do I access the customizer?

You can use Bracket Generator directly online through the MakerWorld customizer. Go to [Bracket Generator on MakerWorld.com](#) and select *Customize* to get started.

02 Which bracket Type should I choose?

Set *Type* to *Angle Bracket* for two arms in different planes, *Flat Bracket* for two arms in one plane, *T-Bracket* for a three-arm junction, or *Straight Bracket (Single Arm)* for a perforated strip or plate. Corner and L brackets are usually 90-degree Angle or Flat configurations, while increasing *Angle* on a T-Bracket creates a Y-like layout.

03 Why do some changes not appear in the model?

Only controls used by the selected *Type* affect the result. *Support Count*, *Support Taper*, *Support Thickness*, and *FDM* apply only to *Angle Bracket*. *Hole Placement* has no effect on a Straight Bracket, and *Angle* and *Fillet* affect only multi-arm types. Select the intended *Type* before adjusting its specialized controls.

04 How do Angle, Rounding, and Fillet differ?

Angle controls the bend of an Angle Bracket or the in-plane arm layout of Flat and T brackets. The Customizer supports T-Bracket angles from 90 to 135 degrees; lower values resolve to 90 degrees. *Rounding* smooths exposed outer arm edges using a 0-to-1 ratio, while *Fillet* adds a radius in millimeters at joints between arms. Straight brackets use *Rounding* but ignore *Angle* and *Fillet*.

05 How are hole grids specified?

Hole Grid is [columns, rows]: columns run across *Width* and rows run along *Length*. *Hole Spacing* is the center-to-center [x, y] spacing, and *Hole Offset* shifts the grid along the arm. *Stagger* offsets alternating rows into a hexagonal pattern; *Alternate* uses the opposite stagger phase. Hole centers that fall outside the usable arm area are omitted.

06

What does Hole Placement control?

For Angle and Flat brackets, *Front only*, *Back only*, or *Front and Back* selects which arm receives holes. On a T-Bracket, Front is the center arm and Back refers to the two angled arms. Straight brackets always use their single arm, so *Hole Placement* is ignored.

07

How do screw heads and counterbores interact?

Screw Spec selects the nominal ISO or UTS hole, and *Screw Head* adds matching head relief. For non-flat raised heads, *Screw Counterbore* at -1 requests an automatic cylindrical depth, 0 keeps the normal head-shaped relief without an added counterbore, and a positive value sets an explicit depth. For a *Flat* head, use 0 for the normal countersink or a positive depth for an additional cylindrical recess. *Screw Thread* creates modeled internal threads; print a calibration sample before relying on the fit.

08

What does FDM optimization change?

For an Angle Bracket, *FDM* rotates the model into a print-oriented position and changes horizontal holes to teardrop profiles that reduce unsupported circular ceilings. It does not alter Flat, T, or Straight brackets. Always confirm the final orientation and supports in the slicer.

09

When should I add supports to the bracket geometry?

On an Angle Bracket, *Support Count* adds permanent reinforcing webs between the arms. *Support Taper* controls how far the webs extend along the arms, and *Support Thickness* controls their width. These are part of the finished bracket, not removable slicer supports; set *Support Count* to 0 to disable them.

10

How should I choose thickness and print settings?

Thickness, *Width*, hole placement, screw size, layer direction, wall count, and material all affect strength. Large screw heads, counterbores, fillets, or dense grids can leave thin edges even when the hole centers fit on the arm. Inspect the sliced walls and test the printed bracket under the real load rather than treating it as rated hardware.

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What does Mirror do?

Mirror creates the opposite-handed version without changing dimensions or hole settings. This is useful for left/right mounting pairs.