



Find Activation Code and Connect to Device

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Continue on Canvas

Please visit canvas3d.io/connect and use the code below.

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Refreshing in 01:59

Back

INTRODUCTION

Mosaic devices can be connected to Canvas using an activation code.

Support is currently available for:

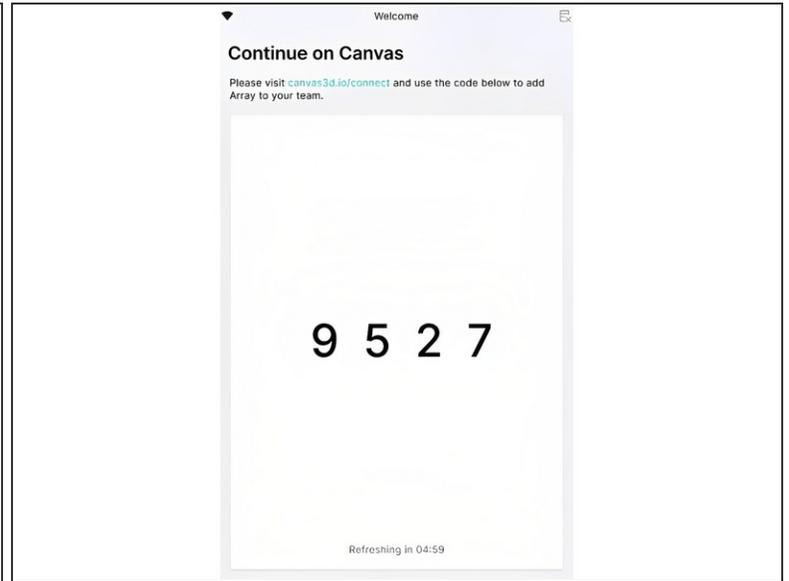
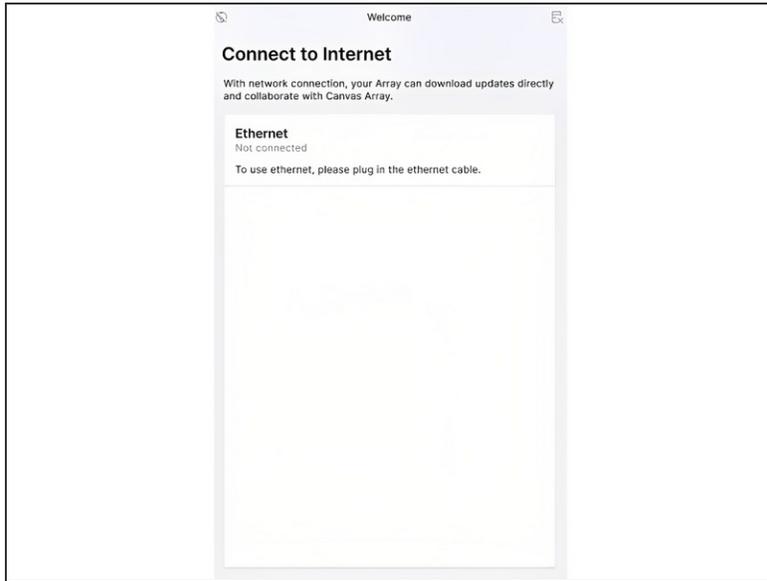
- Array
- Element, Element HT
- Palette 3, Palette 3 Pro
- Palette 2 (Pro), Palette 2S (Pro) in connected mode
- Canvas Hub (S)
- DIY Hubs

For Palette 3 users, the following guide will help with connected your Palette to Canvas once it has been [connected to the Internet](#).

For Palette 2 users, the following guide is intended for users who have already setup their Canvas Hub (S) or DIY Hub and have connected to the Internet.

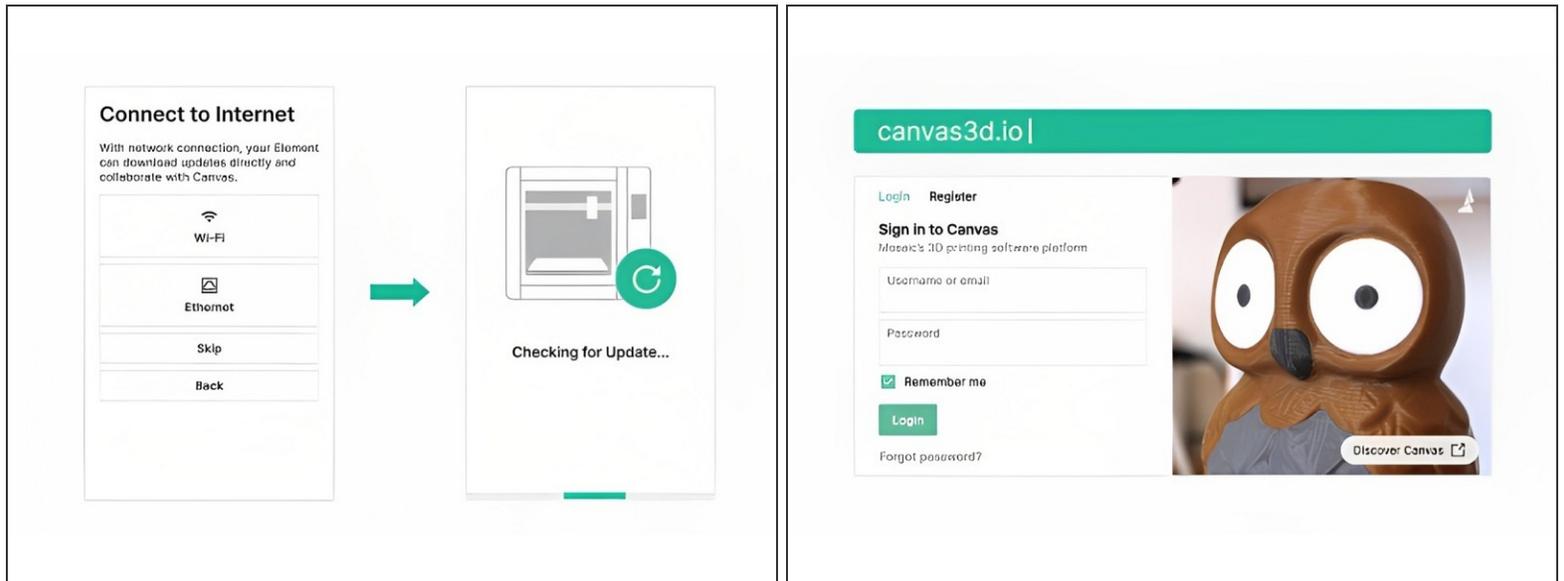
Future instructions will be provided for Element, and Element HT.

Step 1 — Array



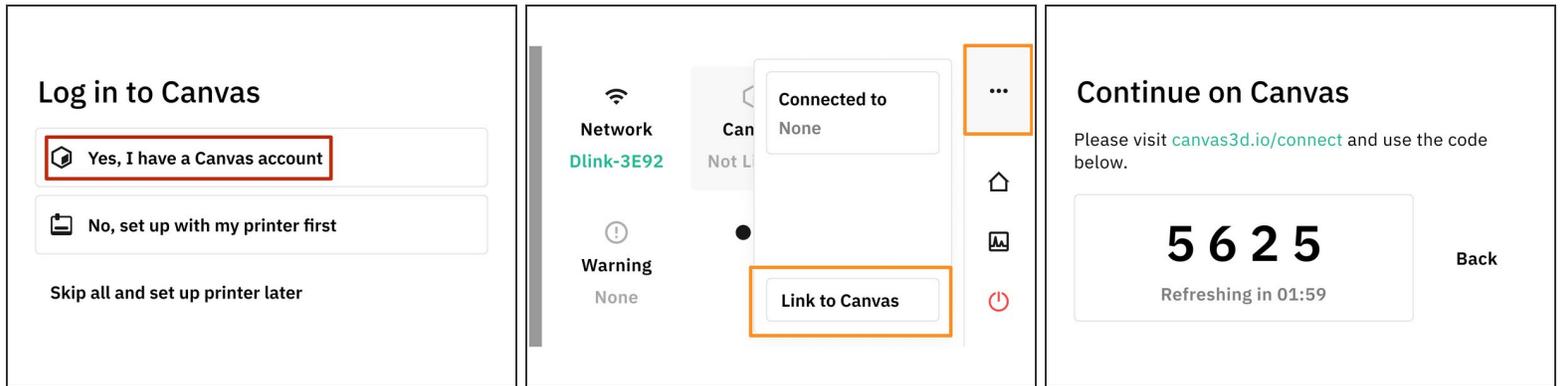
- Connection can be established during initial setup, or through the Settings menu. Create a Canvas account at <http://canvas3d.io>
- Connect Array to the Internet using an Ethernet cable
- Retrieve the 4-digit activation code from Element's screen
- Enter the 4-digit code by visiting <http://canvas3d.io/connect> on a web browser

Step 2 — Element and Element HT



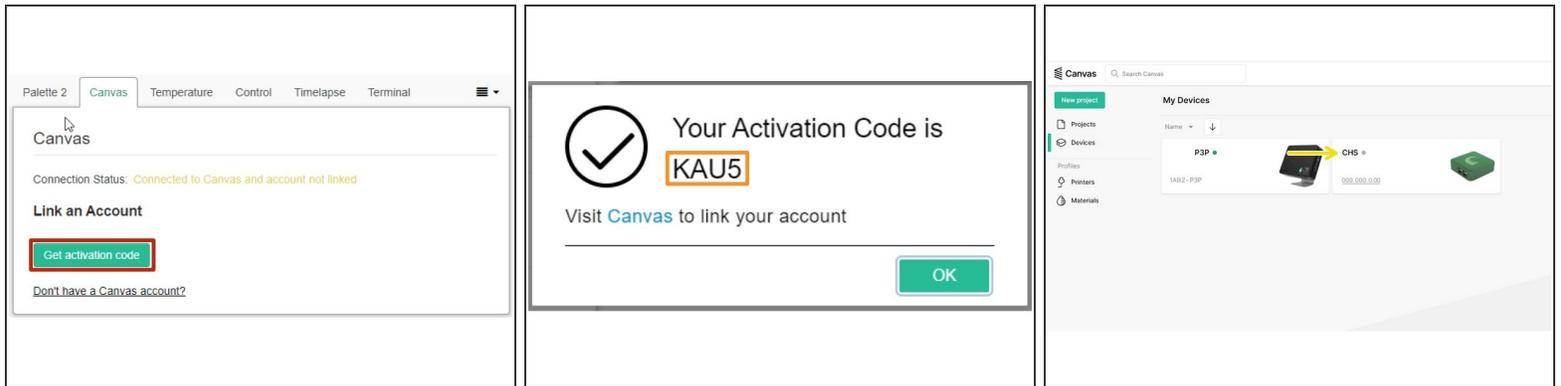
- Upon first powering on Element, the setup process will walk you through connecting Element to the Internet by WiFi or Ethernet, updating firmware, and activating Element on your Canvas account
- Please visit <http://canvas3d.io> to register an account. The activation code can then be entered on <http://canvas3d.io/connect>

Step 3 — Palette 3 and Palette 3 Pro



- Connect Palette 3 to the Internet following [Steps 1-2 here](#).
- When powering on Palette 3 for the first time, you have the option to connect to Canvas using an activation code during the initial setup.
- If the Canvas connection is skipped during the initial setup, this option to get the activation code is still available from the *Status Bar* > *Link to Canvas*
- Once Palette gives you a code to connect, login to Canvas and visit this link on another computer: canvas3d.io/connect. This is also available from the *main menu* > *Devices* > *Connect device*.
- Enter the activation code beside Online devices. Palette should now be connected to your Canvas account!

Step 4 — Starting in Octoprint for Palette 2 and Canvas Hub (S)



- Insert wisdom hConnect to Octoprint by visiting the Canvas Hub (S) serial number url (e.g. xxxx-ch-canvas-hub.local/) or the IP address for the device.ere.
- Update Canvas plugin to v3.0.0.
- Restart Octoprint, and click on Canvas plugin tab. Click on "Get activation code."
- Copy the activation code and [visit Canvas](#) to enter the code.
- On *Canvas > Devices*, a green indicator light will display next to the hub name if it's linked and connected.
- On the Canvas plugin in Octoprint, you should be able to see your Canvas username under Linked Account, and Connection Status: Connected to Canvas and account linked
- ⓘ Note: Before proceeding with Setups, please update Palette plugin to 3.0.0 as well. If you are having trouble updating via the software update tab, please go to *plugin manager > get more >* copy the github links [from this article here to install the new Palette and Canvas plugins.](#)
- Please see here for [troubleshooting.](#)

If you have any additional questions, please send us a message at support@mosaicmfg.com