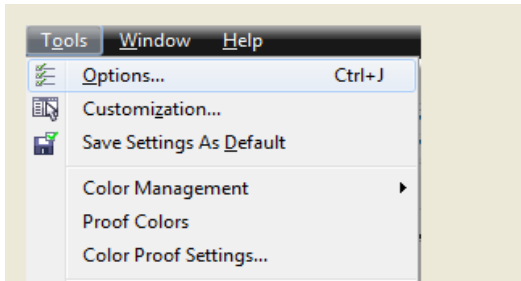


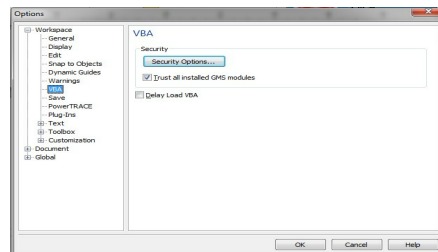
## II.2.5 The plug-in of CorelDraw installed

Plug-in software support the version from CorelDraw11 to X5, but some simplified versions of CorelDraw is not supported. Here to the installation of CorelDraw12 as an example to introduce the installation process of plug-in software. If not specified, it is referring to CorelDraw12.

Before installing the plug-in software to run CorelDraw.

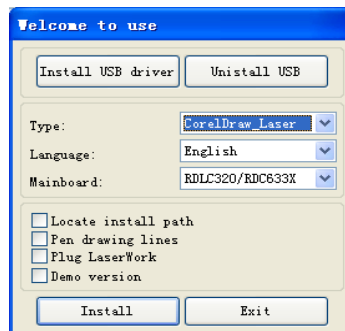


Select **【Tools】** -> **【Option】**



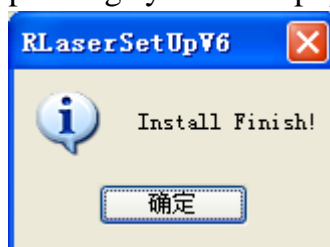
In the pop-up dialog box, select VBA, on the right do not check the “delay load VBA”, then OK, and exit the application CorelDraw.

Run the program of installation, choose “Type” to “CorelDraw\_Laser”, then click



**【Install】** .

The installer will automatically install the plug-in software to the all versions of CorelDraw RDCAM that are installed on the operating system and pop-up dialog box.



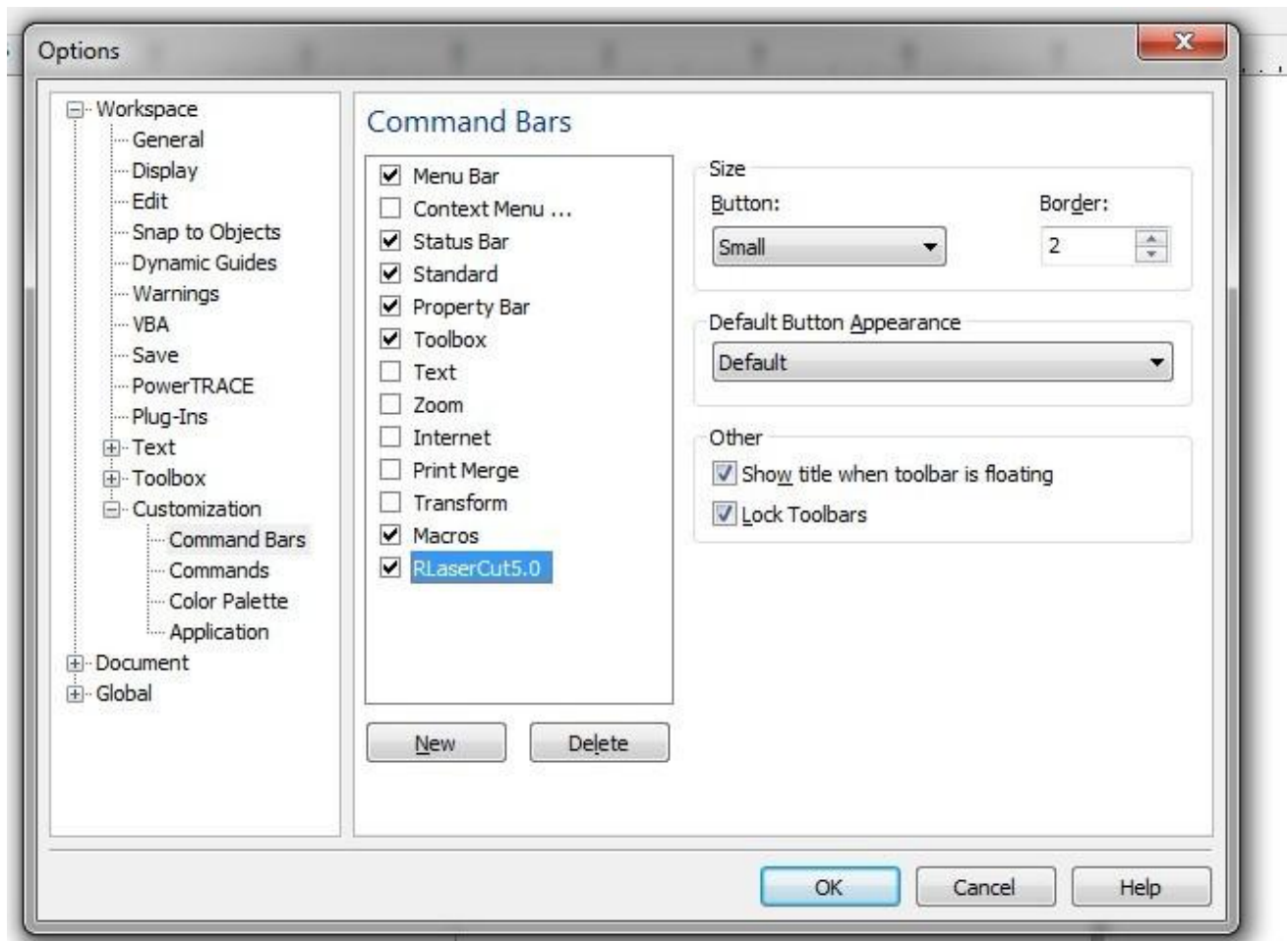
For some versions of CorelDraw (such as green version) may not automatically navigate to the locate where the CorelDraw is installed on. Only need to check “Locate install path” on the installation software, and then manually browse to navigate the folder location to the root of CorelDraw software where the plug-in program should be installed on.

Exit the installation program, and run CorelDraw.

Toolbar in the CorelDraw interface will appear



If the button does not appear, you should select **【Tools】** -> **【Option】** in the menu.



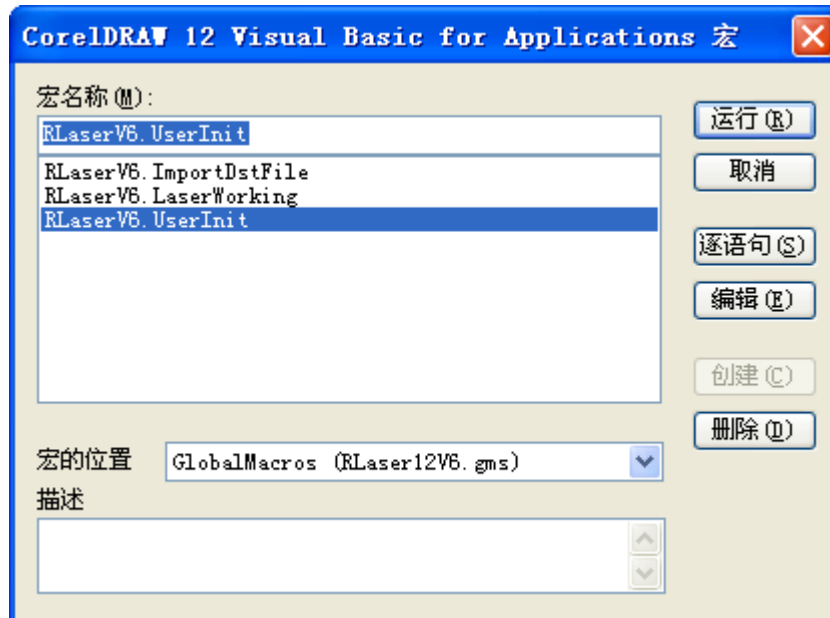
On the left select the “command bar” and then check “Visual Basic applications”, and select “OK”.



, this tool bar will appear in the software, select the first button



If the toolbar does not appear, reinstall the software CorelDraw.

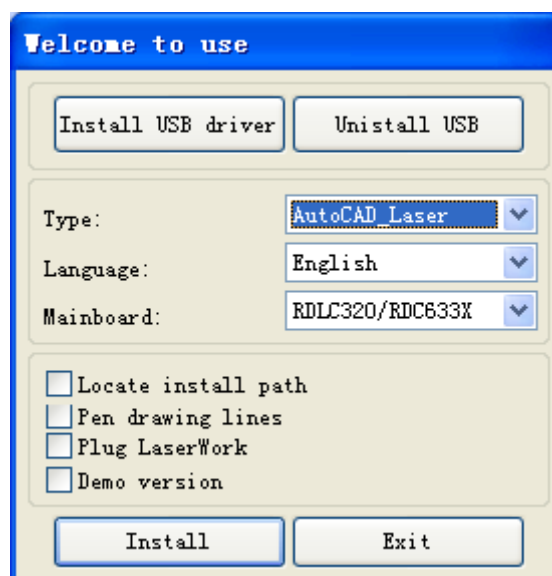


In the “macro location” select “GlobalMacros(RLaser12V6.gms)”.  
And the “Macro name” choose the RLaserV6.UserInit. And then “Run”.

### II.2.6 The plug-in of AutoCAD installed

AutoCad plug-ins can be used to AutoCad2004-2010 non-simplified version. Here to the installation of AutoCad2004 as an example to introduce the installation process of plug-in. If not specified, it is referring to AutoCad2004. Close all running AutoCad programs before AutoCad plug-in installed.

Run Setup. Select “AutoCad Laser” as The “Type”, and then click **【Install】**.



Setup will automatically install the RDCAM plug-in software to all versions of AutoCad that were installed on the operating system and pop-up dialog box.

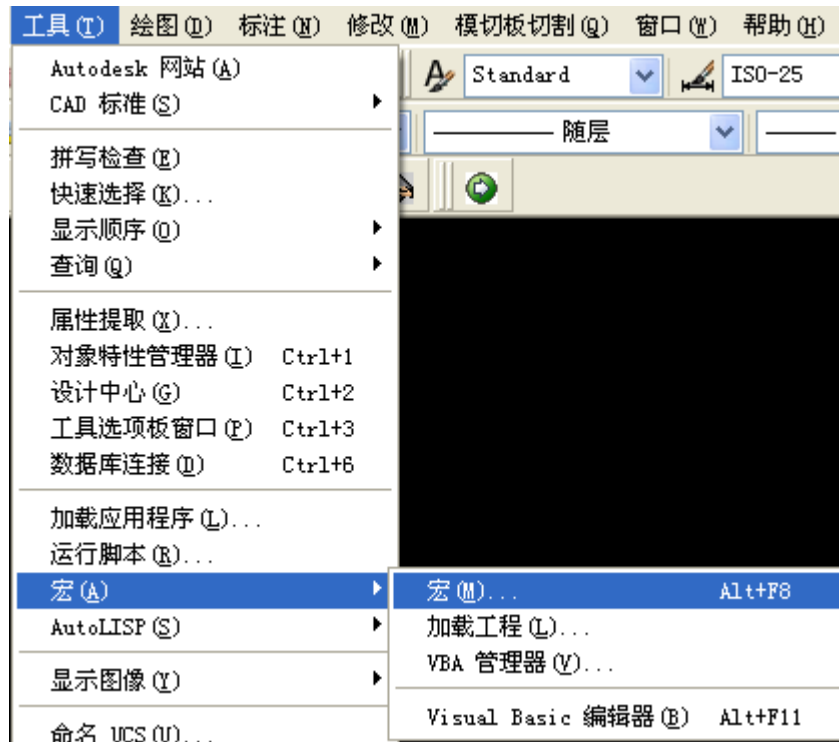


For some versions of AutoCad(such as green version) may not navigate to the locate where the AutoCad was installed on. Only need to check "Locate install path" on the installation software, and then manually browse to navigate the folder location to the root of AutoCad software where the plug-in program should be installed on.

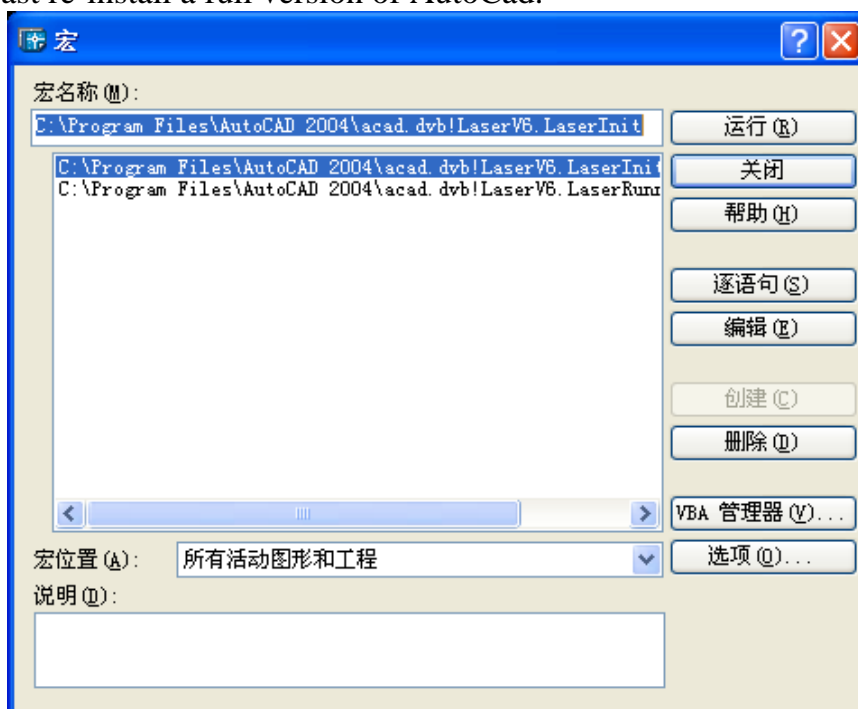
Exit the installation program, and run AutoCad.

Toolbar interface in AutoCad will appear 

If the button does not appear, select **【Tools】 -> 【Macro】 (A)->Macro(M)** in the menu.



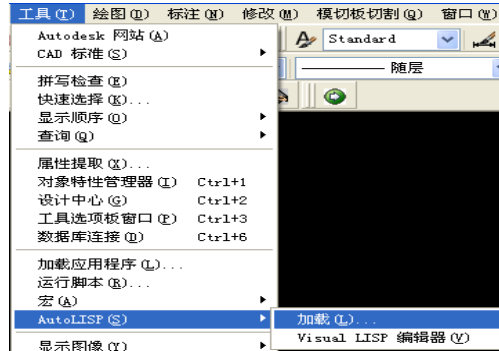
If you can not find it in the menu, it is because the version of AutoCad may not support the plug-in. Please re-install a full version of AutoCad.



In the pop-up dialog box, select LaserInit, and run.

The plug-in toolbar can occur if you select this option, but when you close AutoCad and then open the AutoCad software again. But also do not see the toolbar. Then it is possible that your computer is infected with a virus. You must manually to define the boot loader works of AutoCad, or you can re-check for viruses or reinstall the operating system and AutoCad software.

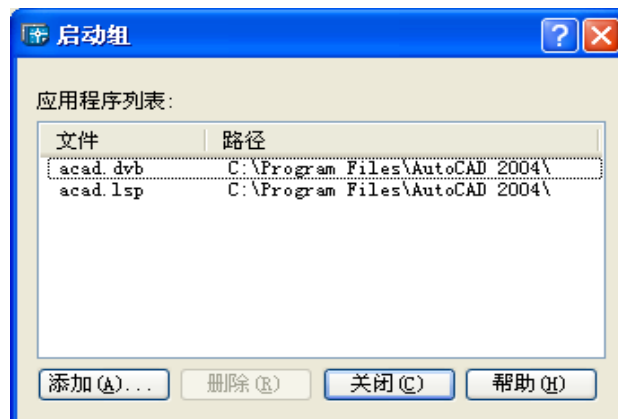
Manual process of loading plug-in as follows, select the menu **【Tools】** ->AutoLISP->



In the dialog box, you should to choose the “Content” button that was under the “Start Group”.



Select “Add” button in the pop-up dialog box. In the AutoCad directory, manually locate and select acad.dvb,acad.lsp. And loading these two files.

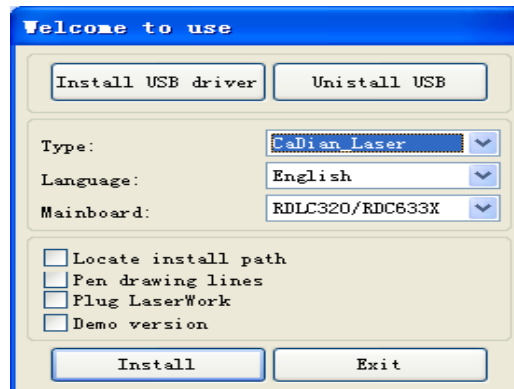


Adding the file, close the dialog box, and then close the AutoCad. You can see the plug-in toolbar when you open the AutoCad again.

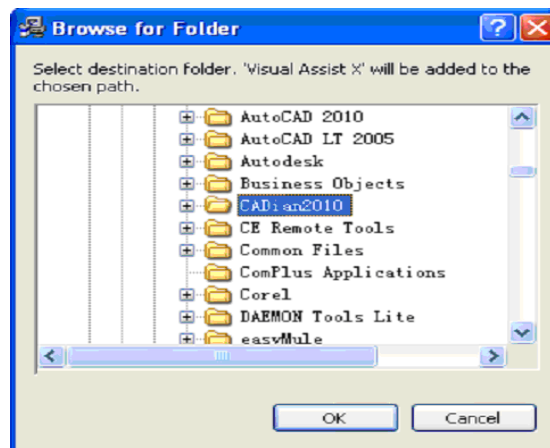
## II.2.7 The plug-in of Cadian installed

Cadian plug-in are now available for the non-simplified of Cadian2010. The other version is not tested. When Cadian was installed, you should close the running Cadian procedures.

Run Setup. Select “CaDian Laser” as the “Type”. And then click **【Install】**.



As CaDian is green software, installation program can not automatically find the installation directory where the need to manually locate the installation path. Select the CaDian installation folder, and click “OK” button.



After installation is complete, the following dialog box appears.

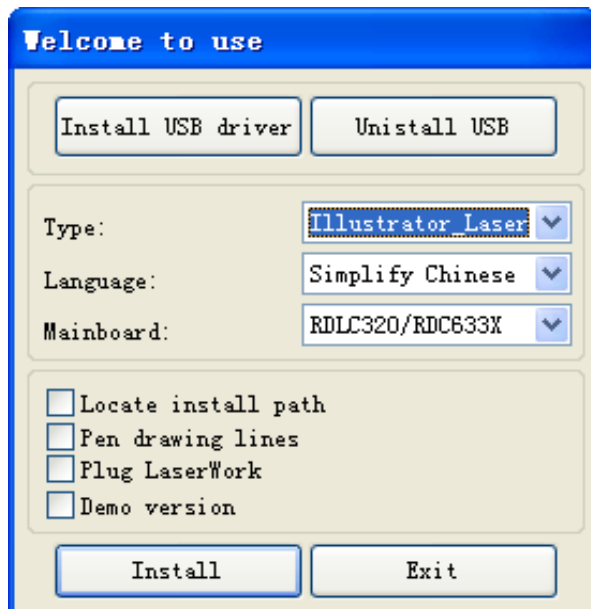


Exit the installation program, and run CaDian.

## II.2.8 The plug-in of Illustrator installed

Illustrator plug-in are now available for the non-simplified of Illustrator CS5. The other version is not tested. When Illustrator was installed, you should close the running Illustrator procedures.

Run Setup. Select “Illustrator\_Laser” as the “Type”. And then click **【Install】**



As Illustrator is green software, installation program can not automatically find the installation directory where the need to manually locate the installation path. Select the Illustrator installation folder, and click “OK” button.



After installation is complete, the following dialog box appears.

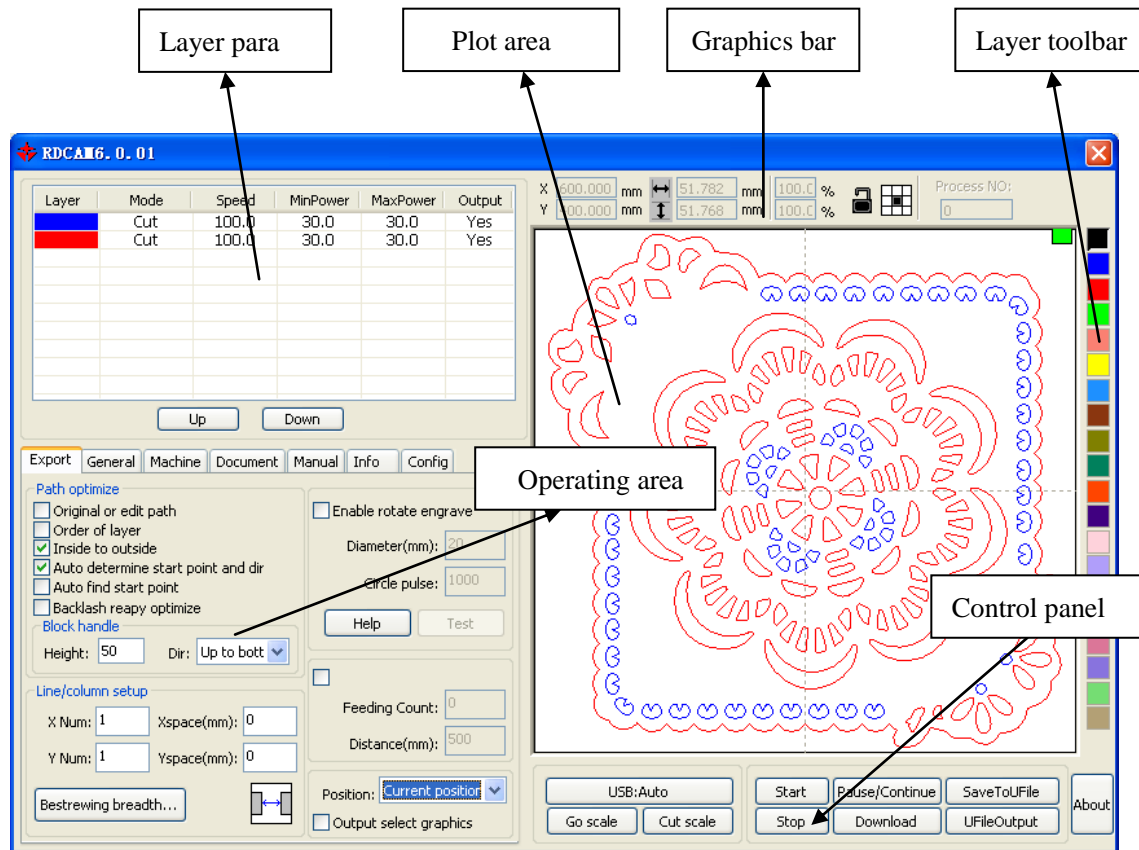


Exit the installation program, and run Illustrator.

## II Chapter 3 Introduction of CorelDraw\_Laser

### II.3.1 Main interface

After RDCAM running, will see the following interface. Familiar to this interface, will helpful to use the software for laser working.



**Layer para:** Depending on the graphics processing requirements layer configuration process parameters.

**Plot area:** Display graphics to be processed and simple graphics rendering.

**Graphics Bar:** Graphics property bar is the basic attributes of graphics operations, including graphic location, size, scale, number processing.

**Layer Toolbar:** Change the color of the selected objects.

**Control Panel:** All operation relate to processing.

**Operating area:** basic operation.

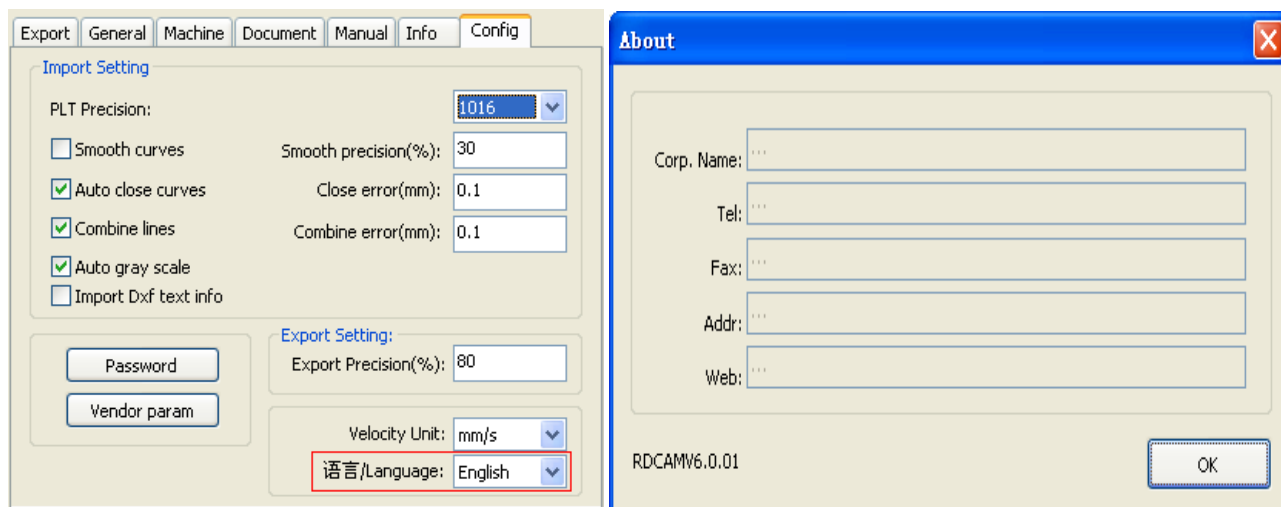
### II.3.2 Language settings and machine information

In addition to installation process can set the software language type, you can easily switch in different language.



Select the desired type of language, can easily switch between different languages.  
To obtain manufacturers information, so that we can provide you with better service.

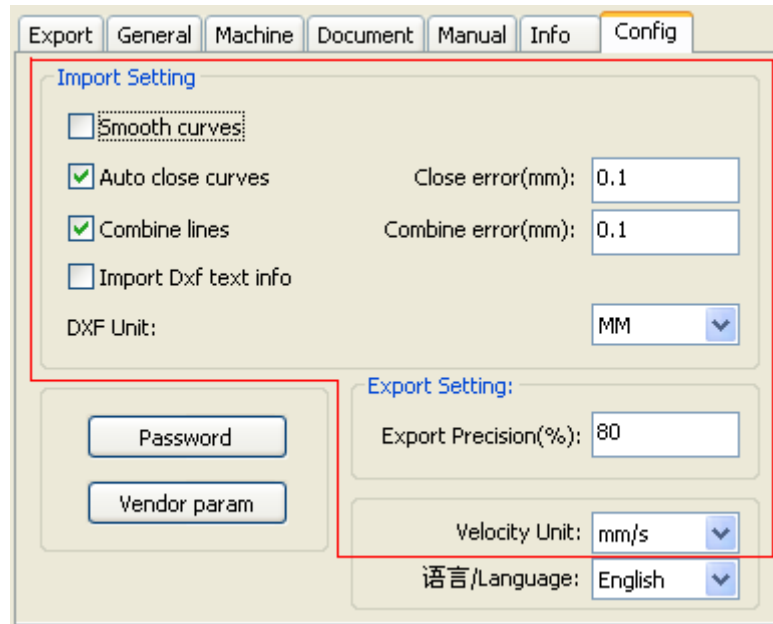
Click Menu Bar **【Help】** -> **【About】** .



The bottom of the dialog box shows the current software version number. As different versions of software may be have some differences on the functions and interfaces, you can easily contact and communicate with manufacturers through software version number.

### II.3.3 File parameters setting

- ◆ **PLT Precision:** According to the accuracy of the original plt file to select the appropriate import unit.
- ◆ **Smooth curves:** When import vector file, automatically smoothing the original curves. For the original graphic is smooth or need to repeatedly adjust the beset smoothing effect, you can uncheck this button. Do not do smoothing curves may reduce time of import processing.
- ◆ **Auto close curves:** According to close tolerance automatic check and closed curve
- ◆ **Combine lines:** According to merger tolerance, auto-connecting curves.
- ◆ **Color map automatically switch to grayscale:** Because under normal circumstances, graphics are based on grayscale. If the imported bitmap is a color image can be converted to grayscale.
- ◆ **Import Dxf text info:** When the user need only Dxf the graphic information, not need the text information within the file, do not check this.
- ◆ **Dxf Unit:**  
The default dxf unit of software is MM. Users can change it to CM、 inch and custom.
- ◆ **Export precision:** The precision of export output file (rd format).
- ◆ **Velocity unit:** Software supported two types of speed unit: mm/s、 m/min. Selected according to usage. After it was selected, the speed of parameters on the interface unit will change with it.



### II.3.4 Object Selection

In the process of drawing and edit graphics, first of all is to select the object.

When the object is being selected, in the center of this object will have a shaped mark “ × ”, and surrounded by eight control points.

Click menu **【Select】**, switch to status “Select”. Under this status, you can select object.

The following are five kinds of method of selecting

- ◆ Shortcuts **Ctrl+A**, select all objects.
- ◆ Click mouse on the screen to select single object
- ◆ Select object using select box

Press the mouse and drag, as long as the box come into contact with the object will be selected.

- ◆ Increased select object/minus select object

Increase select: Press “Shift” key, click or box select to increase select object.

Minus select: Press “Shift” key, click or box select the selected object.

- ◆ Select object according to layer

Layer	Mode	Speed	MinPower	MaxPower	Output
	Cut	100.0	30.0	30.0	Yes
	Cut	100.0	30.0	30.0	Yes
	Cut	100.0	30.0	30.0	Yes
	Cut	100.0	30.0	30.0	Yes

Up      Down



Right-click the selected layer, then the part of all objects in the layer will be selected.

### II.3.5 Object Color

The color of object that is the color of the object contour. You can click the color button on the Layer Bar to change the color of the object has been selected. The color of the pressed button is the color of current layer.

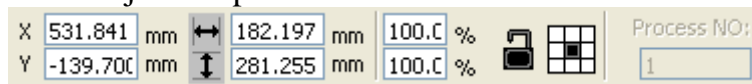


### II.3.6 Object Transformation

Transformation of object mainly include: object location、 orientation and size. But does not change the basic shape of the object and its characteristics.

Transformation of object for users, provides a convenient user interface.

You can also use the Object Properties toolbar



You can also use the right transformation tools to transform and copy the graphics.

### II.3.7 Place object

Place the object is to facilitate the view or position. Right-click menu functions can be docked in the object will be placed on the page selected several special position (upper left, upper right, lower right, lower left, and center of the page), and if placed in another location, you can use the 2.6 object transform feature implementation.



### II.3.8 Object align

Select multiple objects, use the alignment tool in the context menu on the selected object to a variety of publishing operations.

Align the base object: Press SHIFT for a single object in turn check for an object to the final choice as a benchmark. Curve number for the marquee to the object at the bottom for the benchmark.

### II.3.9 Object View

The view of the object can be used in the viewer right-click menu.

◆ **Translation:** Click **【View】/【Move】**, Then hold down the left mouse button in the drawing area, drag the pan.

◆ **Marquee view:** Click **【View】/【View select】**. Mouse to the drawing area, hold down the left mouse button and drag in the drawing area displays a marquee in the dashed box, release the mouse, were framed in the region will be the largest share in the drawing area to display.

◆ **View page:** Click **【View】/【View Page Frame】**. You can view the full page display.

◆ **View data:** Click **【View】/【View Data Frame】**. You can view the full selected object.

### II.3.10 Group and unGroup

Edit graphics, and sometimes need to be a part of the operation as a whole (such as multi-line text layout).

Method: Select the group of graphics, and then select the menu **【Edit】 / 【Group】** (**【UnGroup】**).

### II.3.11 Basic graphics creation

#### ◆ Line

Click menu **【Line】**, drag the mouse on the screen you can draw an arbitrary line. Press the “Ctrl” key while dragging the mouse to draw horizontal or vertical line.

#### ◆ Polyline

Click menu **【Polyline】**. Drag the mouse on the screen you can draw an arbitrary polyline.

#### ◆ Rectangle

Click menu **【Rectangle】**. Drag the mouse on the screen you can draw an arbitrary size rectangle.

Press the “Ctrl” key while dragging the mouse to draw square.

#### ◆ Ellipse

Click menu **【Ellipse】**. Drag the mouse on the screen you can draw an arbitrary size ellipse. Press the “Ctrl” key while dragging the mouse to draw round.

#### ◆ Point

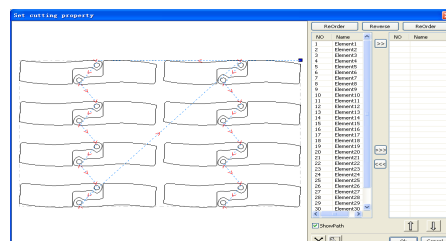
Click menu **【Point】**. Click the mouse on the screen, you can draw a point.

### II.3.12 Important Tool

Here are some frequently used tools. Using these important tools, can make the current document in the graphics more orderly, and make the processing of output more fast.

#### II.3.12.1 Manual sorting and the set of cutting point and the cutting direction



Software provides users a convenient tool for the manual sorting. Select **【Edit】 -> 【Set cutting property】**. Cutting property dialog box will pop up. All with manual sorting, and cut points, cutting the direction of the settings in this dialog box can be completed.



#### 1> Show path

First check the “show path”, it will display the current graphics cutting order and the cutting direction.

2> Manual sort

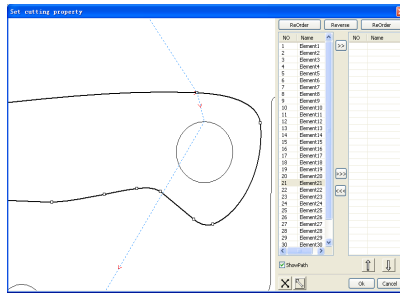
Select . This button is used to switch the current status of the operation is to edit or view. Then you can marquee or click the graphics in the graphics display area (or click one pixel or check many pixels). After selecting the graphic, select , these graphics to be redirected to another list, to be processed as the first primitive. Primitives followed by repeated operations, to complete sequencing of all graphics.

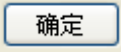
3> Change the direction of graphic processing

Mouse select the graphic in the graphics display area or in the list. And then click



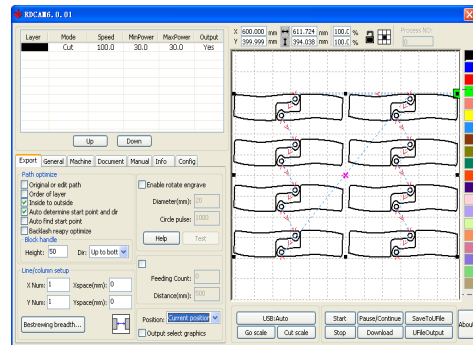
4> Change the cutting point



Select the graphics that should be changed the cutting point, it will show all the nodes in the current graphics. Select the starting point, double-click the mouse, it will change the starting point of the current graphics. After the completion of all changes, click , the result of the changes can be saved.

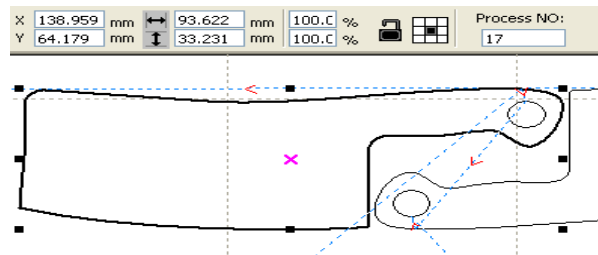
In addition to cutting property features, the software also offers some tools to change the cutting order, cutting direction and cutting point.

Click menu **【View】 / 【Show Path】**



1> Manual sort

Choose the primitive that should be changed the cutting order, then the cutting serial number of the current primitive will display in the object properties bar.



Enter the serial number directly in the processing number, then press the keyboard "Enter" key, or click the plot area, the cutting order will be changed.

2> Change the processing direction

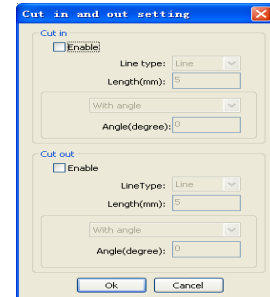
Click **【Cut property】** -> **【Set Cut Direction】** , to enter the edit mode of the cutting direction. Then you can double-click on any position on the selected graphic.  
 3> Change the cutting point

Click **【Cut property】** -> **【Set Cut Point】** , to enter the edit mode of the cutting point. Then select the curve that should be edited, you can double-click on the node that you want to set the cutting point to complete the change of the cutting point.

### II.3.12.2 Setting And Editing The Cut In/Cut Out Lines

Drawing or importing curves, the curve is default not have any cut in/cut out lines.

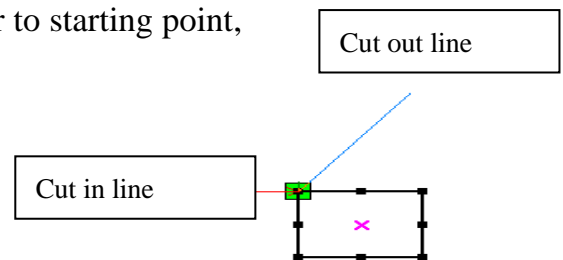
If want to add cut in/cut out lines,select the objects, then click **【Cut property】** -> **【Edit cut in property】** .The following dialog box is appearing.



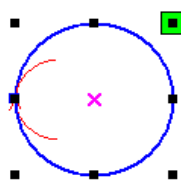
To make cut in/cut out lines, first of all need to enable the cut-in/cut out function. There are two types of the cut in/cut out lines: straight line and arc

Straight line cut in achieve through three ways:

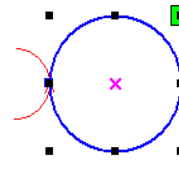
- a) Cut in with angle: cut in line and starting segment into a certain angle' counterclockwise angle is positive
- b) Cut in at center, the starting point of the cut in line is at center.
- c) Cut in from center, the direction of the cut in line is from center to starting point, and length is as setting.



The arc length of cut in arc is as setting. There are two types of cut in/cut out arc, as shown in the following figure



Female



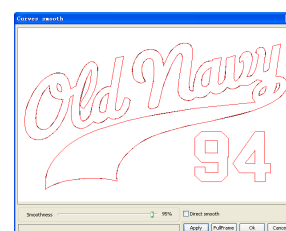
Male

The processing of setting cut out lines is same as cut in lines.

### II.3.12.3 Curve Smooth

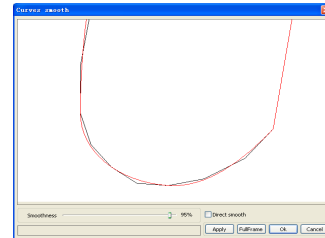
For some less accuracy curves, this function can make curves more smoothness, and processing smoother.

Click menu **【Tool】** -> **【Curve Smooth】** , the following dialog box appears



Drag the smooth slider, and click button **Apply**, before smooth and after smooth curves will all show in the dialog.

The black curves represent the original curves, and the red curves represent after smooth curves.



You can view the graphics with drag mouse.

You can zoom in/zoom out the graphics with scroll wheel.

Click button **FullFrame**, graphics will shown in the dialog box for largest.

After get satisfied smoothing effect, click button **Apply**, curves will processing smooth according to smoothness settings.

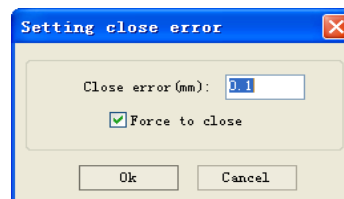
Select "Direct smooth", you can use another smoothing method.

The choice of smoothing method should be changed with the needs of the actual graphic.

#### II.3.12.4 Check Closure

Click menu **Tool** -> **Curve auto close**,

the following dialog box appears



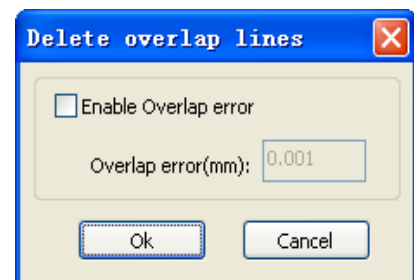
**Close error:** When distance from the starting point to ending point less than close tolerance, automatic closing of the curve.

**Force to close:** Mandatory closure of all selected curves.

#### II.3.12.5 Remove The Overlap

Click menu **Tool** -> **Delete overlap**,

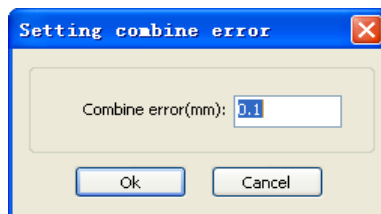
the dialog box appear.



Under normal circumstances do not select the "Enable Overlap error". Removing the overlapping lines when two lines are compared to a good degree of coincidence. If you need to delete overlapping lines, you should select "Enable Overlap error", and set overlap error. Generally do not overlap error set too large, so as to avoid accidental deletion.

#### II.3.12.6 Combine Curve

Click menu **Tool** / **Combine Curve**, the following dialog box appears.



The software automatically merge curves in the selected curves, when these curves merge tolerance is less than the setting of combine error.

#### II.3.12.7 Bitmap Handle

Select a bitmap, then click menu **Tool** -> **Bitmap handle**,



In the top right of the dialog box displays the information of the current image.

Be noted that, the horizontal resolution and vertical resolution is changing with drag scaling.

**【Apply to view】** : Current settings is only used for preview, without affecting to the original bitmap, press button **【Cancel】**, bitmap will returned to the state of original image. Therefore, only use for adjust effect. However, this approach requires more time and memory Space.

**【Apply to source】** : Current sttings is use for original bitmap directly, so even finally click button **【Cancel】**, image will also unable to return to the original image. Therefore, it mainly used in multi-step operation, and the current operation of this step is necessary to do, such as general pictures must be transformed into grayscale. This can save the computing time of the follow-up operation.

**【Save as】** : Retain the results of the previous operation, In addition to using **【Apply to view】** can also be exported. On this basic, to facilitate subsequent processing.

**【Gray scale】** Generally, other image processing is based on the grayscale, so before handling, you can do a grayscale processing, then click button **【Apply to source】**. For the grayscale than the color image occupied smaller memory, for large image step by step handle, to a certain extent to avoid the lack of memory.

For color image, adjust contrast and brightness, have some auxiliary effect to following dither processing.



Adjust contrast:



Before processing



After processing

Invert:



Before processing



After processing

Sharp:



Before processing



After processing

There are three method for dither processing: Net graphic、Dot graphic、Black and white

**1> Net graphic**

Net graphic need adjust net size, better suited to material which is not high resolution, or the laser is relatively slow to respond.

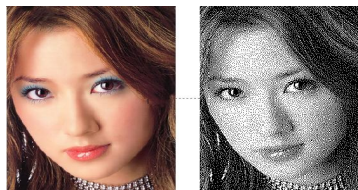
To get the appropriate net size, you can adjust resolution and net frequency of the image. The higher resolution, the more delicate.

The higher net frequency, the smaller net size. The lower net frequency, the bigger net size. Generally, resolution of image is 500 - 1000, and net frequency is 30-40lines.



### 2> Dot graphic

Dot graphic performance of good grayscale, better suited to material which is high resolution, and the laser responds fast.

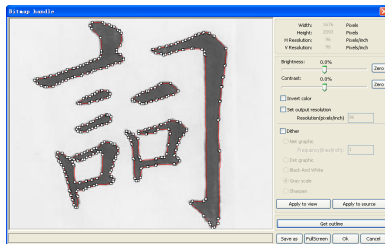


### 3> Black and white

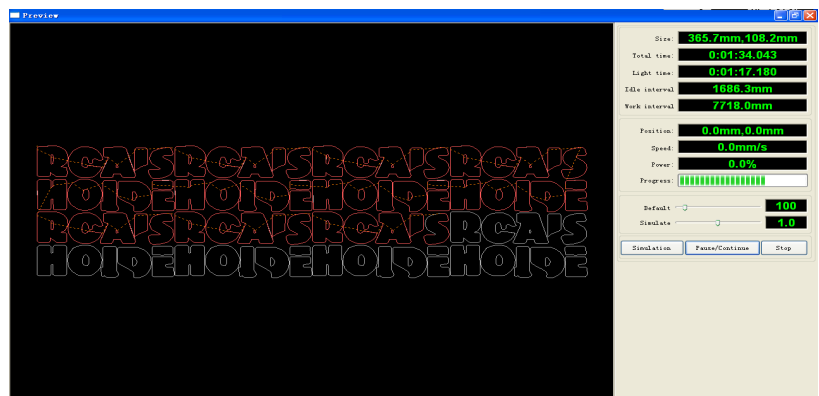
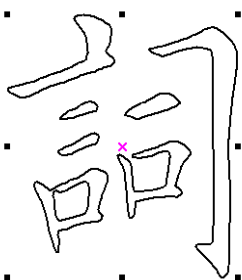
In most cases, the effects of color image into black and white image is poor, however, for some clear outline image, is very easy to use.



### Get outline:



Click "Get outline" button to extract the contour graph. As following picture



### II.3.12.9 Processing preview、

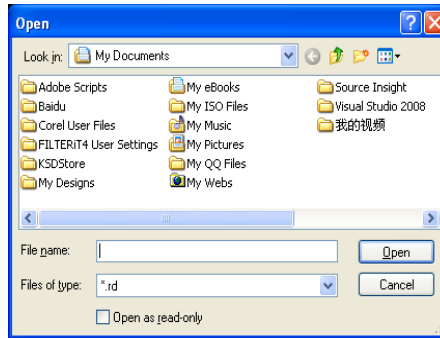
Click menu **Preview**

Software supports the preview of the documents to be processed, and you can get some basic information through the preview. For example, the path of the actual output of the processing, general processing time, processing the distance. The machining process can be simulated.

In addition to the current edited file preview, you can also preview the files have been saved as rd.

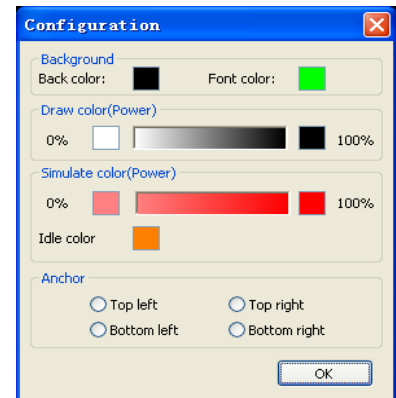
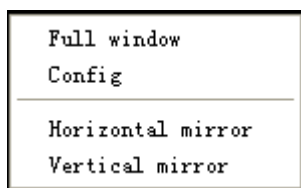
1> Preview rd file:

Double-click in the graphics display area. Choose the graphic you want to preview in the pop-up dialog box. And then open



2> Software also supports to set the parameters of preview  
Right-click Anywhere in the graphics display area, the configuration menu will appears.

Select "Config", pop-up following dialog box

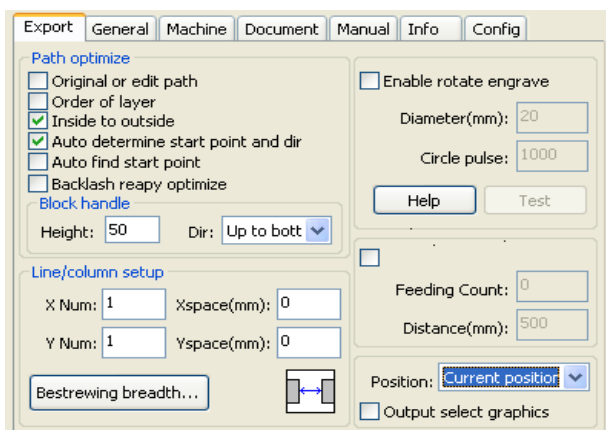


You can preview the color of graphics to match the actual output of energy. Users can easily view whether the layer energy is true.

## II Chapter 4 System Settings

Before output graphics, required to determine whether the system settings are correct.

### II.4.1 Output Setting



#### II.4.1.1 Path optimize

1> Original or edit path

Selected by the original path or edit the path, press the original drawing graphics output to the machine processing the order.

If the order by layer, from inside to outside and other optimization methods are useless.

Generally do not choose the property; in a very large number of graphics output, the choice of this property without having to wait for the software algorithm processing time.

#### 2> **order of layer**

The list from top to bottom layer by layer order, followed by the output layer to the machine processing.

Generally do not choose to (not in front of check) by order of the output layer.

#### 3> **Inside to outside**

If there are other graphics within the closed graph, then the first cut and then finished cutting all the graphics inside the closed graph.

#### 4> **Auto determine start point and dir**

If not checked, then do path optimization, only adjust the order of graphics processing, cutting starting point and the cutting direction to remain at the original graphics processing

#### 5> **Auto find start point**

Using the change function, the graph from the closure point to find a more ideal start cutting. For special processes, such as cut glass, choose this, in general, do not choose.

#### 6> **Backlash repay optimize**

When the machine there is space (such as dislocation of the seal cutting graphics), can be checked, in general, do not choose.

#### 7> **Block handle**

Block height for the different graphics to set a different height values, there is no rule for the arrangement of the graphics, height generally between 10-20mm set.

Block processing needs can choose the direction from top to bottom, from bottom to top, from left to right or right to left.

For a regular arrangement of graphics, if you want to achieve the desired cutting sequence, you must set the appropriate height. Generally high altitude take a single line graph, as the block height.

### II.4.1.2 Array Setting

Array processing setting is facilitate used to treatment array processing of graphics.

**X Num** and **Y Num**, correspond to the rows and columns of the array

**X Space** and **Y Space**, correspond to the rows spacing and column spacing of the array.



represent the distance of the graphic edge.



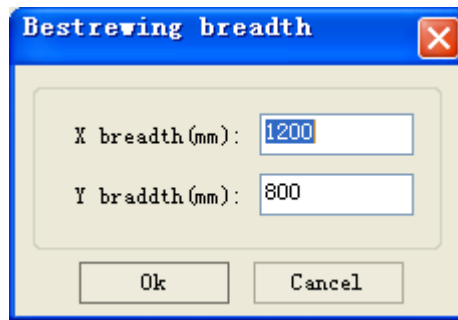
represent the distance of the two graphic center.

Adjust the X space, Y space more closely the graphical layout, click the plot area, so that graphics are not selected, then the arrow keys on the keyboard to adjust, and roll the mouse to display the zoom, so the adjustment interval process more accurate.

### Bestrewing Breadth Setting :

According to the size of frame and current array settings, to determine the maximum number of columns(**X Num**) and rows(**Y Num**).

Click button **Bestrewing breadth**, the following dialog box appears:



Click **OK**, software can automatically calculate the appropriate numbers of rows and columns.

#### II.4.1.3 Rotate Engraving

**【Enable rotate engrave】** : After enable engraving, the actual precision of Y-axis will be based on diameter and step per rotate to auto match the setting of pulse precision of Y-axis. In addition, the work area in the main interface will also change.

**【Diameter】** : The diameter size of the parts.

**【Step per rotate】** : The number of pulse corresponds to the workpiece rotate one week.

The function is to facilitate the users to replace parts, and different size of the workpiece when the workpiece is not very different before use. When the relatively large difference in size of the workpiece, it is recommended to use directly modify the motor step approach to implementation.

Rotary engraving is only when using the rotation axis to replace the Y-axis use.

#### II.4.1.4 Feed Setting

To use the feed, must first enable the feed.

After set feeding parameters, the shaft will be feeding a feeding length, and repeat the process, until the times of processing reach to number of feeding.

If the machine is not equipped with feeding devices, in general, enable the feed ban.

#### II.4.1.5 Position

Setting the laser head back location after processing completed.(Current position、Original anchor、Machine Zero.

**Current Position** : Laser head back to the position before processing.

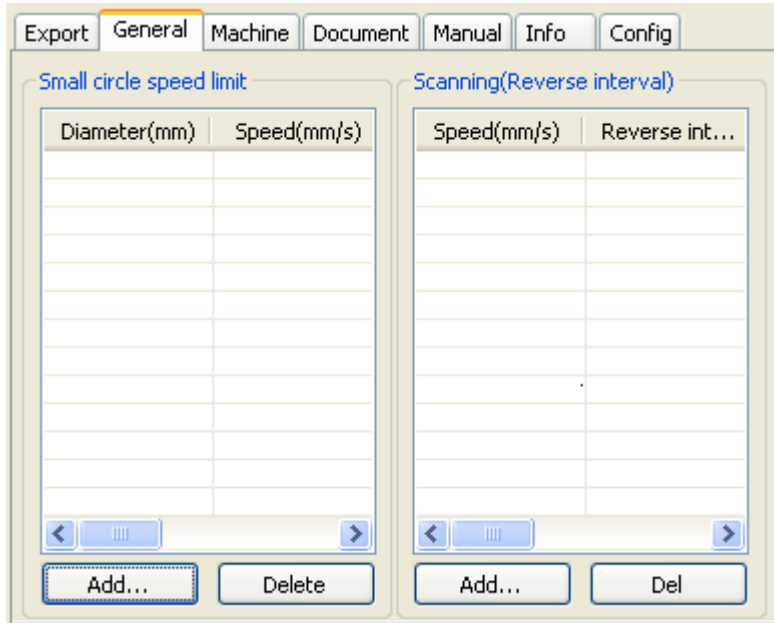
**Original anchor** : Laser head back to the last anchor, the anchor may set at panel.

**Machine zero** : Laser head back to the zero of the machine.

### II.4.1.6 Output select graphics

After check **Output select graphics**, then only output the selected part, rather than not output the part not selected.

## II.4.2 General settings



### II.4.2.1 Small Circle Speed Limit

On processing work, the software automatically determine whether the current round need to limit speed ,then according to the diameter size of the circle to determine the speed. If parameter configuration appropriate ,will greatly enhance the quality of small round. Click button **【Add】**, **【Delete】** , **【Modify】** to configuration.

Small circle is less than speed of the rules limiting the list of small round circle of minimum radius, minimum radius circle at the speed of the output of the corresponding.

If the speed greater than maximum speed limit list the speed round, the speed only associated with the speed of the layer.

If the speed is in the list, set the output speed by list.

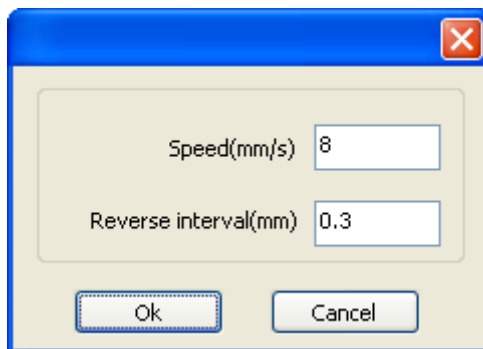
If the request received by limiting layer parameters faster than the speed set in the layer, press the speed of the output layer.

### II.4.2.2 Scan backlash

Laser scanning graphic way, because the relationship between the machine belt tension may cause the edge of the scanned graphics uneven. Therefore, increasing backlash to fix. It has the specific backlash for the certain speed. General, the greater the speed, the greater the backlash.

#### ① Add backlash

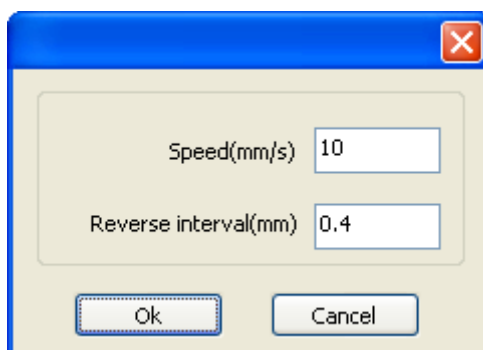
Click the Add button, the screen will pop up as shown in Figure



Set speed and backlash, click OK, the value to be inserted into the list of backlash.

### ② Modify backlash

Double-click the left mouse button scanning (reverse gap) need to modify the reverse block entry clearance, then the pop-up screen shown in Figure.

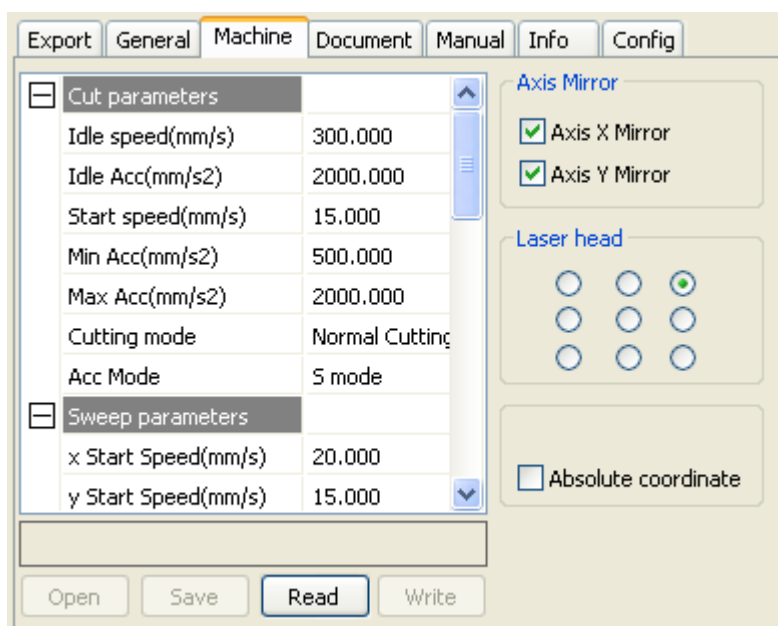


In the interface can modify the current speed of the corresponding backlash.

### ③ Remove backlash

Right-click scanning (reverse gap) block in the backlash to delete the item, then click the **【Delete】** button.

## II.4.3 Machine parameters



### II.4.3.1 Cut parameters

☐ Cut parameters	
Idle speed(mm/s)	300.000
Idle Acc(mm/s <sup>2</sup> )	2000.000
Start speed(mm/s)	15.000
Min Acc(mm/s <sup>2</sup> )	500.000
Max Acc(mm/s <sup>2</sup> )	2000.000
Cutting mode	Normal Cutting
Acc Mode	S mode

**Idle speed:** this parameter decides the max. speed of all lines not emitting beams during the operation of the machine. This parameter should not be lower than the lower of the jump-off speed of the X-axis and that of the Y-axis and not exceed the higher of the max. speed of the X-axis and that of the Y-axis, if the setting is illegal, the controller will automatically set this parameter within the range above; a comparatively high idling speed can shorten the operation time of the entire figure while excessively high idling speed may cause dithering of the tracks, therefore, you should take all relevant factors into consideration when setting.

**Idle Acc:** Corresponds to the acceleration of the speed of air travel time, air and air-way-way speed of acceleration to match, if you set too slow the actual speed may not reach the air-way set value, if set too fast, they may not withstand the mechanical structure, resulting jitter. Slightly higher than the general acceleration of air-way cut acceleration.

**Cutting Acc:** Corresponding to the acceleration of the speed of cutting (cutting speed is the speed of the layer parameters of the layers).

**Turning speed:** Turning the corresponding deceleration in the cutting process, the minimum speed of the drop, when processing a lot of teeth when the graphics may be appropriate to reduce the turning speed.

**Turning Acc:** Should match with the turning velocity.

**Cutting mode:** Split precision cutting, fast cutting, ultra-fast cutting, the user can choose according to the actual applications. Such as the emphasis on accuracy, select the precision cutting, such as emphasizing speed, select the fast cutting.

**Acce. mode:** this parameter decides the acceleration and deceleration mode (S mode or T mode) of the motor during operation, the motor accelerates and decelerates slowly and smoothly in the S mode and fast and relatively unsmooth in the T mode; the default mode is the S mode.

### II.4.3.2 Sweep parameters

☐ Sweep parameters	
x Start Speed(mm/s)	20.000
y Start Speed(mm/s)	15.000
x Acc(mm/s <sup>2</sup> )	8000.000
y Acc(mm/s <sup>2</sup> )	2000.000
Line Shift Speed (mm)	150.000
Scan Mode	Common Mode
Facula Size(50~99%)	98.000

**x Start Speed, y Start Speed:** Off scanning speed in the use of stepper motor drag, do not began to accelerate from 0, but can start work directly from a speed to shorten the overall



processing time, but the speed is not too high, and because the X, Y axial load is different from the rate, general the initial speed of X-axis slightly higher than the initial speed of Y-axis

**x Acc, y Acc:** With the scanning speed (the speed of layers in the layer parameters) to match, if set too small, the scan speed to a longer distance, the scanning efficiency. The machine can be set according to the actual structure, load conditions vary. Since X, Y axis load, generally much higher than the X-axis Y-axis accelerometer.

**Line shift speed of scanning:** this parameter is specially used to control the max. speed of the scanning to shift vertically from one line to the next line below it. If during the scanning, the line space is too large or the block space is too large when scanning block figures while precise positioning for each line or block is required, you can set the line shirt speed of scanning to a comparatively low value. This parameter cannot be less than the jump-off speed of the corresponding axis during the line shift and cannot be higher than the max. speed of the corresponding axis during the line shift, if the setting is illegal, the controller will automatically set this parameter within the range above.

**Scan mode:** There are two modes for your selection: the general mode and the special mode, in the general mode, there's no any treatment during the scan, in the special mode, light spots will be treated. If the special mode is activated, the power of the laser should be increased and correspondingly, the light spot percentage will be lower and the laser power attenuation will be higher, to achieve the same depth of scanning, the laser power should be higher. The purpose to select the special mode is to make the laser to emit beams at high power and in short period, during deep scanning, the effect of flat bottom can be achieved, however, if the light spots are improperly adjusted, this effect may not be achieved and the working mode of high power and short period may influence the service life of the laser. The default mode is the general mode.

**Facula Size:** When scanning the general pattern of selection, the argument is invalid, when you select a special mode, the onset of the parameters. Control the parameters of control in 50% to 99%, respectively.

#### II.4.3.3 Home parameters

☐ Home para	
Home speed(mm/s)	80.000
Auto home X	Yes
Auto home Y	Yes
Auto home z	No
Auto home U	No

**Home speed:** This parameter determines the machine is turned back to the origin when the speed of a larger format if the machine can be set to reset the speed is too large, but not too much.

**X, Y, Z, U Auto home:** The axis can be set whether should reset at boot time.

#### II.4.3.4 Go Scale parameters

☐ Go Scale para	
Go scale mode	Close laser
Go scale blank(mm)	0.000

**Go scale mode:** Points of light to go off the border, the opening cut borders, corners three modes.

**Go scale blank:** Walking frame can be based on the actual image size up and down again about the direction of some of the white left side of the border in order to ensure complete contains the actual graphics.

This setting is on the control panel to go with the border-related functions, while walking on the border with the independent software.

#### II.4.3.5 Other parameters

<input type="checkbox"/> Other parameters	
Array processing	Bi-dir Array
Return position	Absolute Origin
Delay before feed(s)	0.000
Dealy after feed(ms)	0.000
Focus depth(mm)	0.000
Backlash X(mm)	0.000
Backlash Y(mm)	0.000

**Array mode:** you can choose the swing mode and the one-way mode. The Swing mode: cutting the array back and forth in order; the One-way mode: always cutting the array from one direction to another. If One-way mode is selected, all array units have the same movement modes and the same liquidity of movement, however, this mode will take more time than the swing mode. The default mode is the Swing mode.

**Return position:** You can select the locating point and the machine origin. This parameter decides the position, the locating point or the machine origin, where the laser head stops upon completion of each operation.

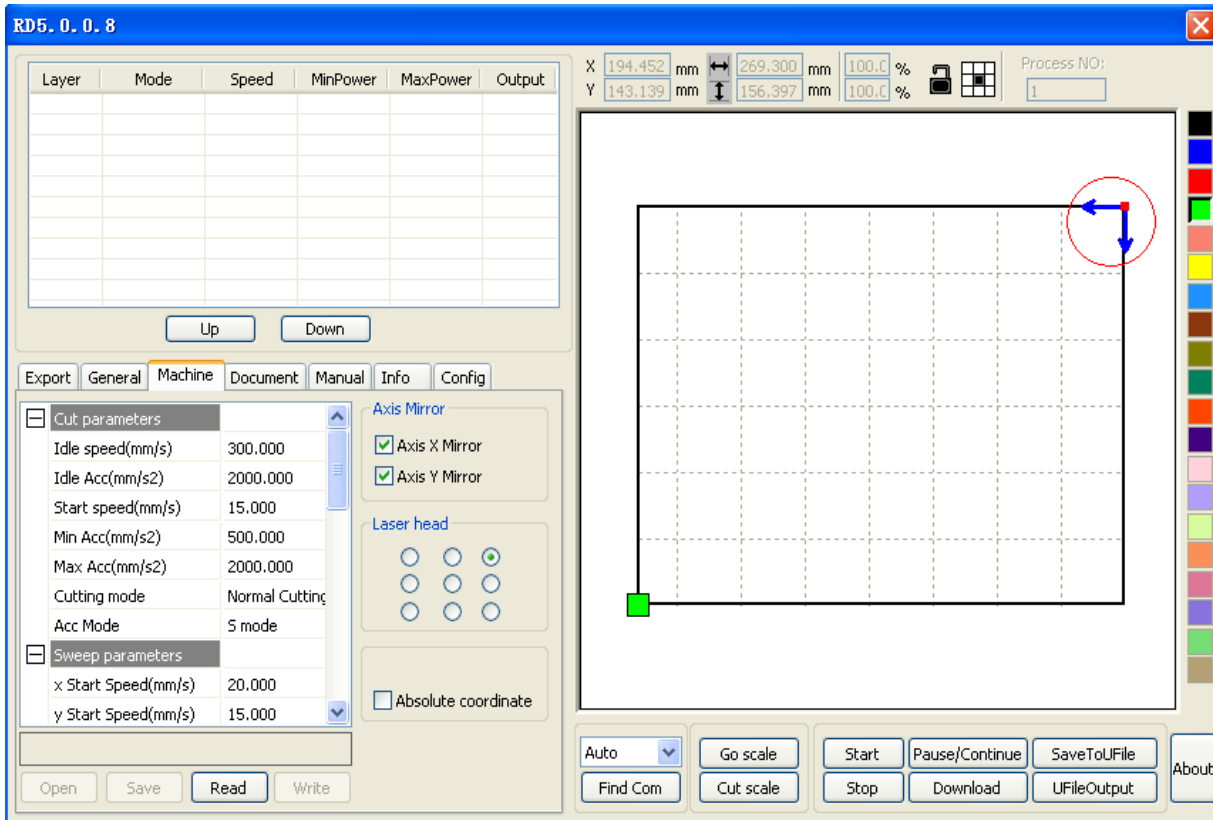
**Delay before feed:** Using the feeding device, the delay before a single feed, users can arrange the time and the like, such as picking process.

**Delay after feed:** Refers to the material sent to the feed device in place, the need for stability after a period of time for processing.

**Focus depth:** Auto focus operation to find the corresponding panel.

**Backlash X, Y:** Used to compensate the backlash caused by the machine drive problems.

### II.4.3.6 Axis Mirror



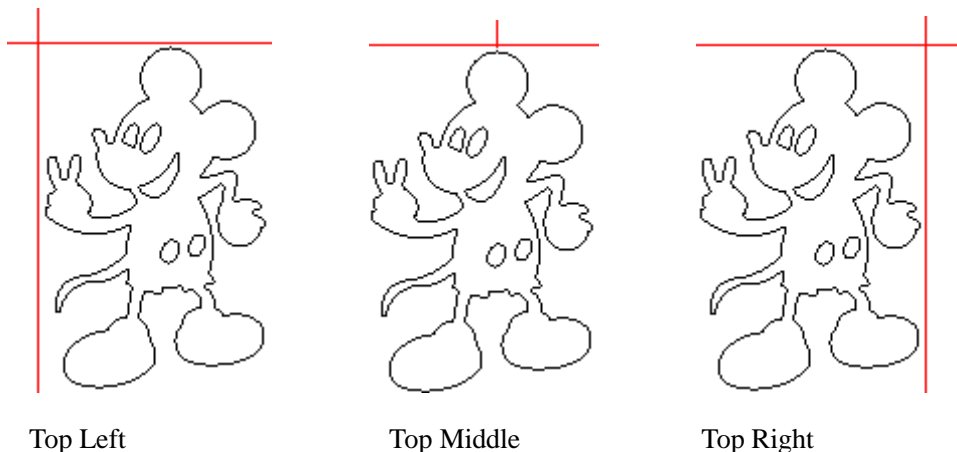
Generally, Axis direction of mirror is based on the actual location of the limit or home of machine.

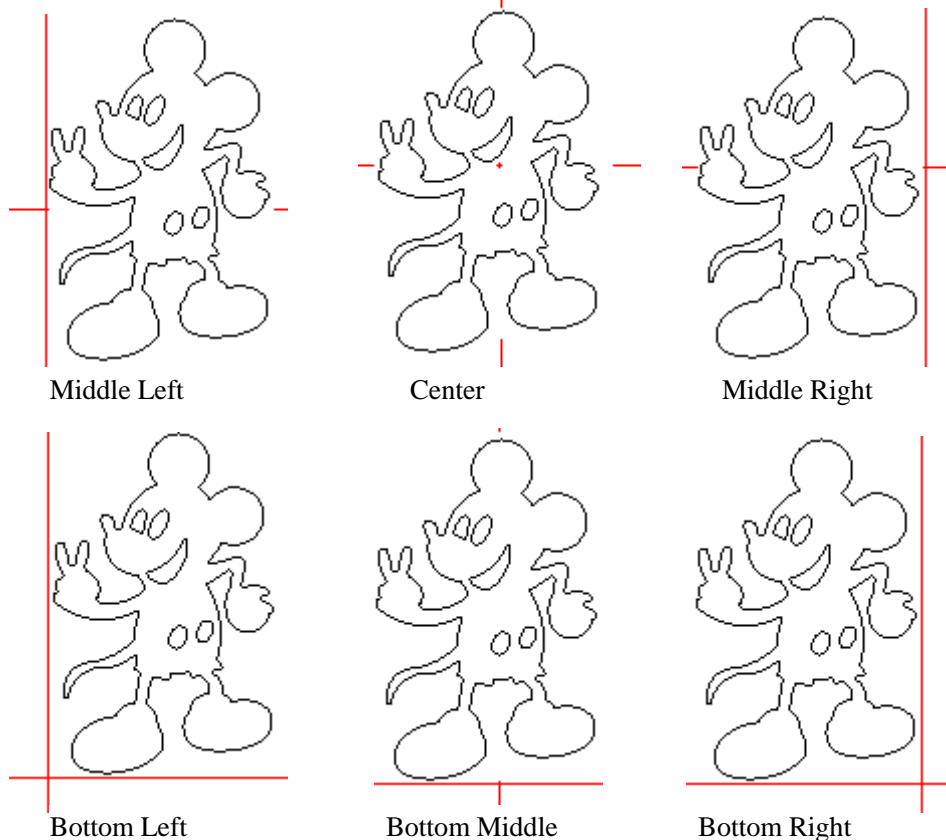
The default coordinate system is Descartes coordinate system, and zero is in the bottom left. If the zero point of the machine is top left, then X-Axis do not need to mirror, but Y-Axis need to mirror. If the zero point of the machine is top right, then both X-Axis and Y-Axis are all need to mirror.

More convenient way is to view the graphical display area if the location coordinates and arrow on your machine the actual position of the same origin. If not, then modify the direction of the mirror. If the arrow appears in the upper left corner coordinates, and the origin in the upper right corner of your machine, you just need to check both the X mirror.

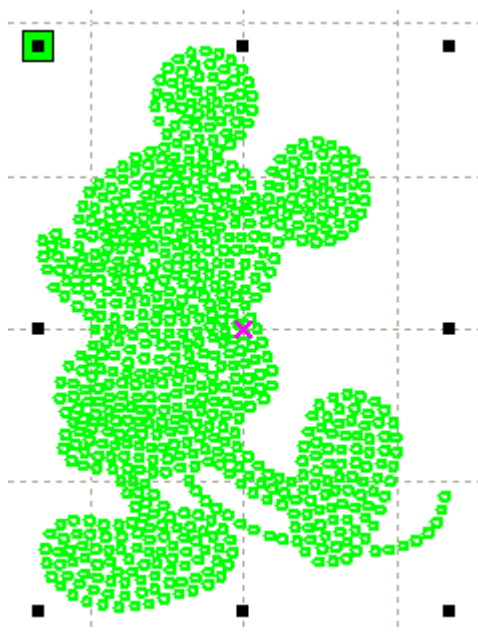
### II.4.3.7 Position of Laser Head

Position of Laser head means the location laser head relative to the graphic.





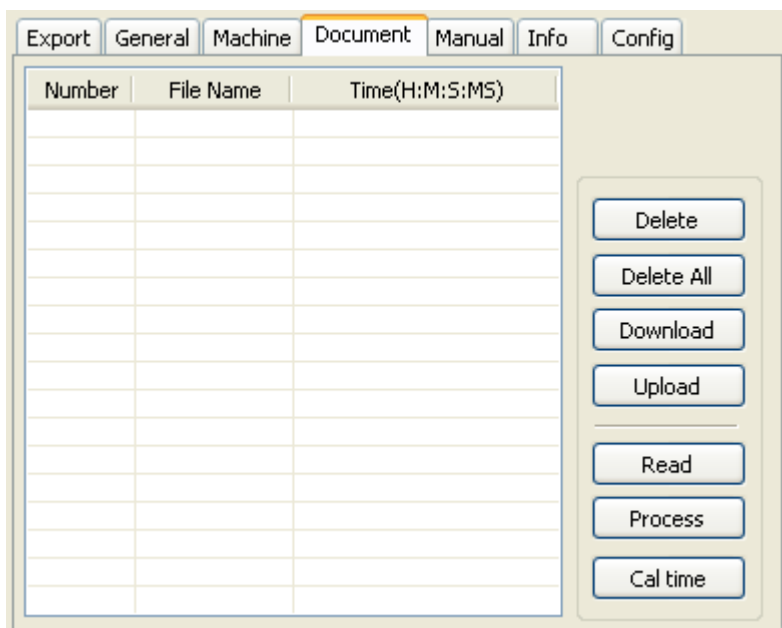
when you intuitive view, just look at the zone where the green point appears.



#### II.4.3.8 Absolute Coordinate

You can directly check this option when you want the graphics location in the graphics display area correspond to the actual work location of processing. Then the graph position will no longer relate with the actual output position of the laser head and orientation point, but always regard mechanical origin as the anchor point.

#### II.4.4 Document Management



### 1> Read

Click button **Read**, the software will communications with the controller, read the list of files on the controller.

After read controller successful ,file information will be displayed in the document list.

### 2> Download

Click button **Download**, will pop up the file dialog , select \*.rd downloaded file, then the file will be downloaded to the controller.

If the download is successful, the document list will update.

### 3> Process

Select the file to be processed from the document list ,and click button **Process**

The controller will start the specified document.

### 4> Delete

Select the file you want to delete from the document list, and click button **Delete**

The controller will delete the specified document.

If the deletion is successful, the document list will be updated.

### 5> Delete All

Automatically remove all file in the controller, and update the document list.

### 6> Cal time

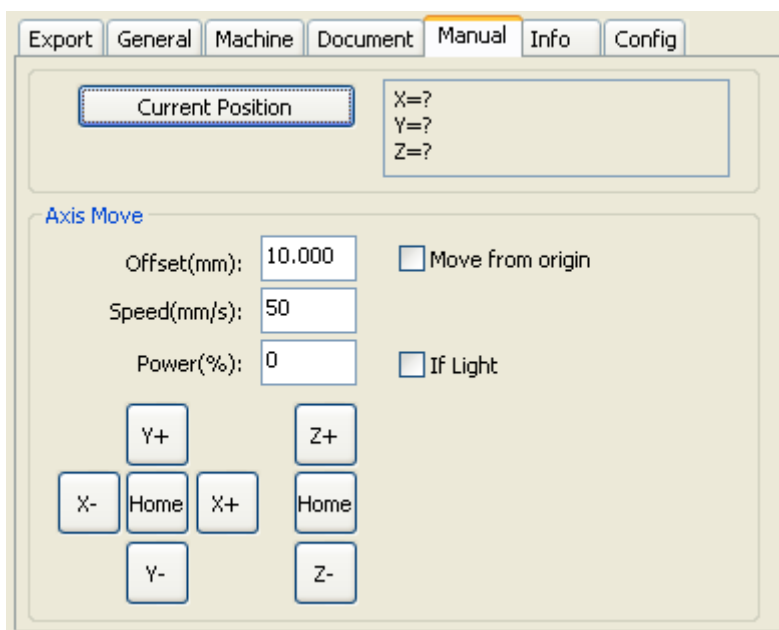
Motherboard supports processing files towards hours worked. Select the file to calculate the work hours worked and click the button. Calculation to be completed, the control panel will be prompted to complete the calculation. And then point to read button shown in the list, calculated from the working hours.

In addition, when the document processing operation performed, the hours information will also be covered by the actual processing work.

### 7> Upload

Upload the selected file which is on the motherboard to PC.

## II.4.5 Manual



Axis control, can only control one axis each time. You can set the information for axis move, including move length、 speed、 laser on-off and laser power.

If you check “Move from origin”, then the offset you set means the offset to machine zero.

If you not check move from origin, then the offset means the offset to the current position.

The X-axis, for example, assuming the current position is 100mm, such as the step distance is set to 10mm, then the exercise once, the new location will be 110mm, such as the check moves from the origin, movement time, the new location will be 10mm, and repeated Movement, location will no longer change.

**Note: According to the provisions of the controller, the absolute position is no negative in the whole breadth. If you check the Move From Origin, and set the offset value negative, then the machine will hit limiter.**