## Explanation of the main screen



(3) Menu

(4) Tool icons panel

(1) Preview screen

(2) Text Field

(5) Shape icons panel
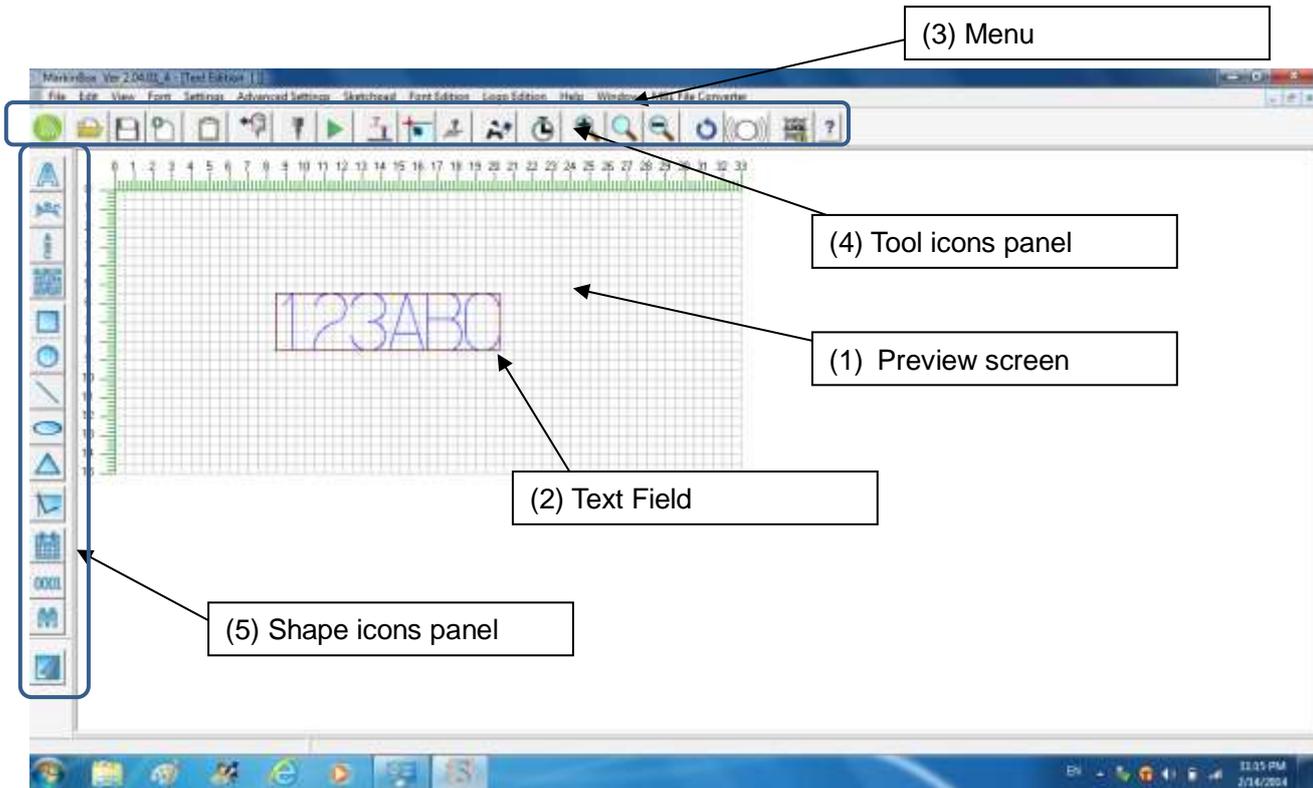
| (1) Preview screen | This screen is for editing text on the text layer and drawing objects on the template layer. |
|---|---|
| (2) Text field | This is where you input the text to be marked. |
| (3) Menu | Used for file management and making various settings. |
| (4) Tool icons panel | These icons are used for various operations such as starting and stopping marking, and zooming in and out of the screen. Placing the cursor on an icon will display a short explanation regarding its use. |
| (5) Shape icons panel | Used for editing tasks such as creating text and objects, or changing screens. Placing the cursor on an icon will display a short explanation regarding its use. |

| Tool icons | | |
|---|---|---|
| | Online and Offline | |
| | Show communication status, online (green) or offline (white). | |
| | File open | |
| | Opening saved files in the PC. The file format is .prg. | |
| | Save | |
| | Overwriting the data. | |
| | New | |
| | Create a new data file. | |

| | |
|---|---|
| | **Properties list**<br>Display the field list |
| | **MB mode**<br>Switch marking to MB mode (Start marking using the start button on the marking head).<br>Due to send the text data, press ▶ icon. |
| | **Test**<br>Simulating the marking. When clicked, the icon inverts and the test mode launches. The stylus pin will operate without marking, upon pressing the start button. |
| | **Start/Send**<br>Clicking this button will start marking. Simulated marking will begin if the TEST button is operating (inverted).<br>[When MB is selected]: Clicking this will change the button to "SEND," and send data. |
| | **Distance**<br>Use of this function will enable the user to set the distance from pin tip to workpiece. The stylus pin will move to a center position. From this position, set the distance between the stylus pin and the workpiece. |
| | **Origin**<br>Returns the stylus pin to the home position. |
| | **Jog operation**<br>Directly repositioning the stylus pin is also possible. The stylus pin will move by inverting the button and clicking on the button and navigating with the arrow keys (top, bottom, left, right) on the left. |
| | **All clear**<br>Clears the text data in the preview window. |
| | **Time**<br>Clicking the button will show the marking time after finished marking. PC mode is used only. |
| | **Zoom in**<br>Zooms into the preview screen. |
| | **Zoom reset**<br>Displays the preview screen at 100% size |
| | **Zoom out**<br>Zooms out from the preview screen. |
| | **Reset**<br>Clicking this button when the alarm button (red) lights up will cancel the operation. |
| | **Alarm**<br>Flashes in red when an alarm occurs. |
| | **Field Lock**<br>Lock a swipe motion of the all field on the preview. |

| | |
|---|---|
| ? | Operation guide<br>Display the operation guide. |

| Shape icons | |
|---|---|
| A | Text<br>Creates horizontal text. |
| ABC | Arc text<br>Creates arc text. |
| A B C | Vertical text<br>Creates vertical text. |
| (2D barcode icon) | 2D barcode<br>Creates a data matrix, or a QR code 2D code. |
| (rectangle icon) | Rectangle<br>Creates a rectangular object. |
| (circle icon) | Circle<br>Creates a circle. |
| (line icon) | Line<br>Creates a straight line (Moving the center point makes a curve). |
| (oval icon) | Oval<br>Creates an oval |
| (triangle icon) | Triangle<br>Creates a triangle |
| (bypass icon) | Bypass cordinate<br>Performs a pin bypass. Cllicking on a point in the preview screen will move the pin to that location during marking. This can be used to avoid an impediment or to marking one dot. |
| (calendar icon) | Calendar<br>Used for setting only calendar and shift makring.<br>Please click the A ABC and (2D barcode) in advance. |
| 0001 | Serial<br>Used for setting only serial marking (consecutive number marking).<br>Please click the A ABC and (2D barcode) in advance. |
| M | Logo<br>Used for setting only logo marking.<br>Please click the A and ABC in advance. |
| (rectangle icon) | Rectangle<br>Creates a rectangular object. |
| (circle icon) | Circle<br>Creates a circle. |

| | Line |
|---|---|
| | Creates a straight line (Moving the center point makes a curve). |
| | Oval |
| | Creates an oval |
| | Triangle |
| | Creates a triangle |
| | Bypass cordinate |
| | Performs a pin bypass. Cllicking on a point in the preview screen will move the pin to that location during marking. This can be used to avoid an impediment or to marking one dot. |
| | Bitmap marking |
| | Creates the field of bitmap marking. Go to Advanced Settings → BMP converter to setup bitmap data in advance. |
| | DXF marking |
| | Creates the field of DXF marking. Go to Advanced Settings → DXF converter to setup DXF data in advance. |
| | Show up template layer |
| | Displays / hides the template layer. |

**Template Layer**

Menu → View → Layer → Template Layer

You can make groundwork by using template layer, it helps positioning where you want to mark in.
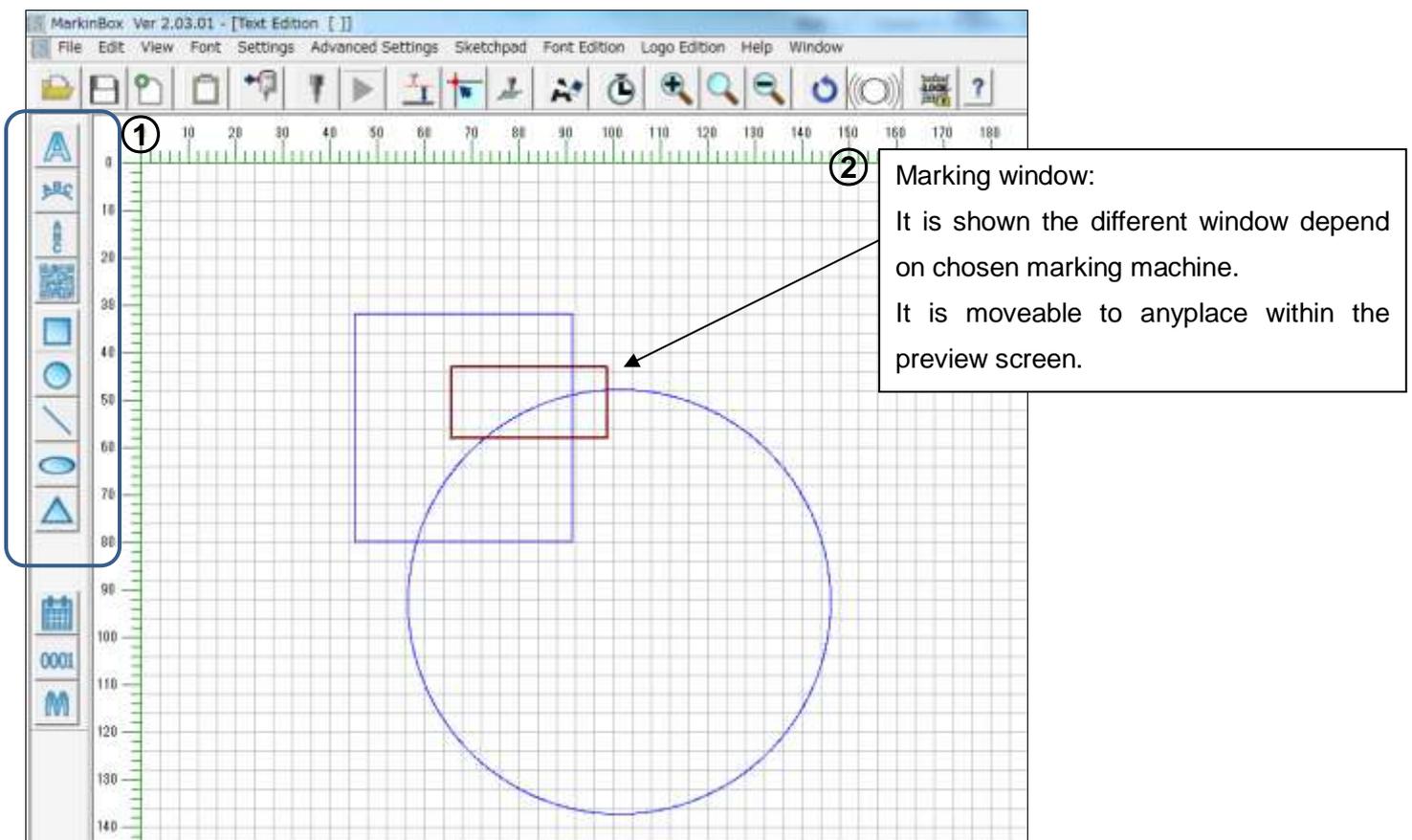
---Instructions---

1. Create the template on the template layer by clicking shape icons in the editing icons

2. Move to the marking window to where you want to mark

3. Return to the text layer and click [icon] icon in the editiong icons, you can get the bellow screen.