

Downloading a project to the laser machine using a USB storage device.

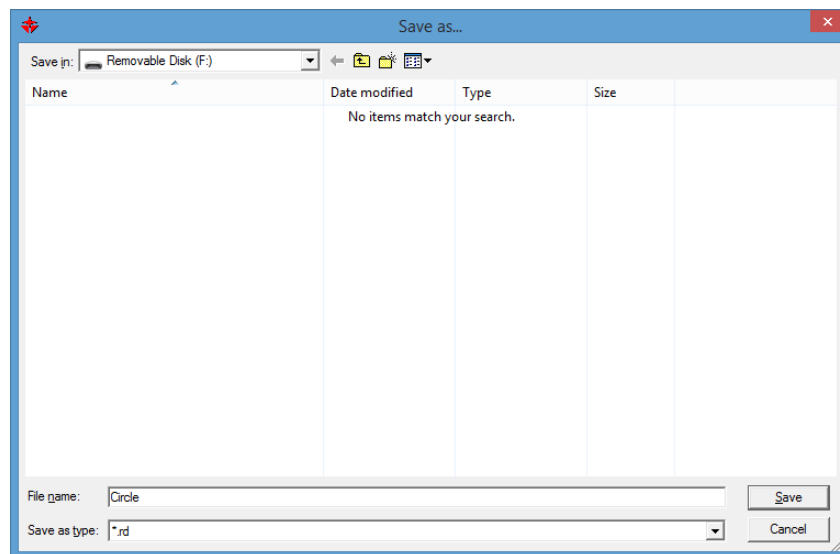
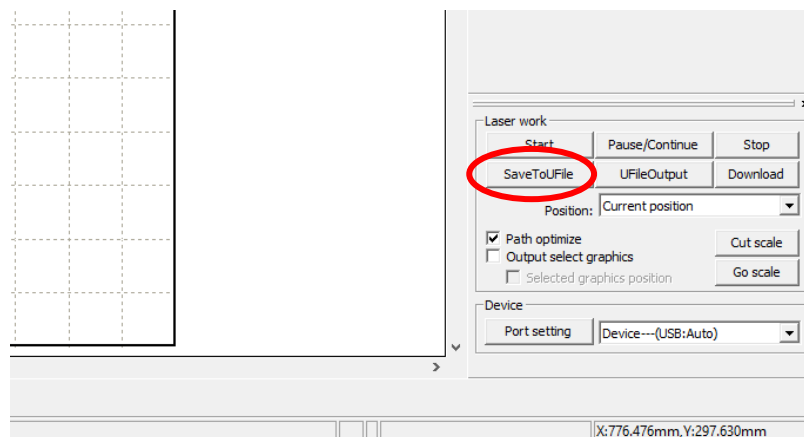
Question:

I have several projects I wish to add to the laser, but cannot use the laser and computer at the same time. What can I do?

Answer:

Let's assume a few pieces of information. 1) The design is done. 2) The project engraves and cuts well on the laser machine. It does not matter what the design is, so long as it matches the setup and your employee/operator understands that the specific file name corresponds to the appropriate setup fixture. The following procedure will step through how to load the laser machine memory with the proper file using the USB communication port.

- 1.) In RDWorks, with the desired file open, click on the “SaveToUFile” button in the bottom left to save the file to the USB storage device. The laser will only accept letters and numbers and a name of a maximum eight characters long (excluding the file extension).

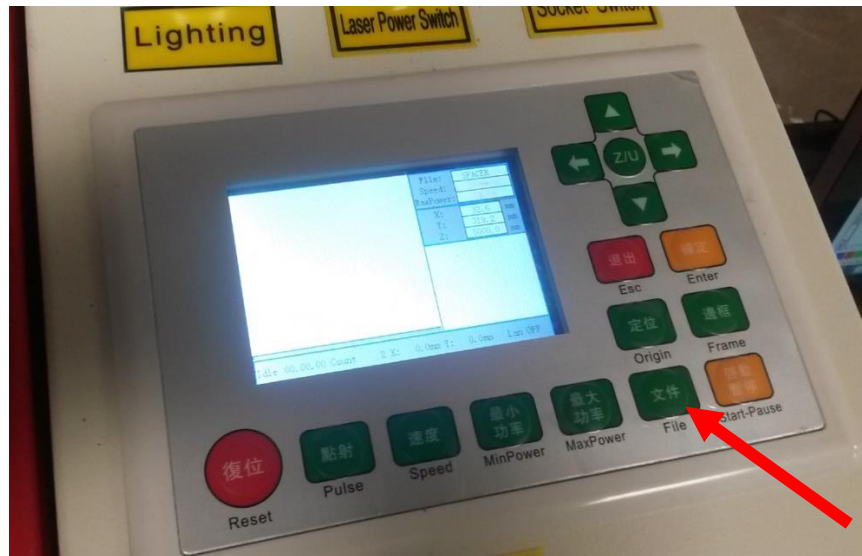


This file has been saved with the name “Circle.rd”. The *.rd file extension is for this program and does not denote any other software file format.

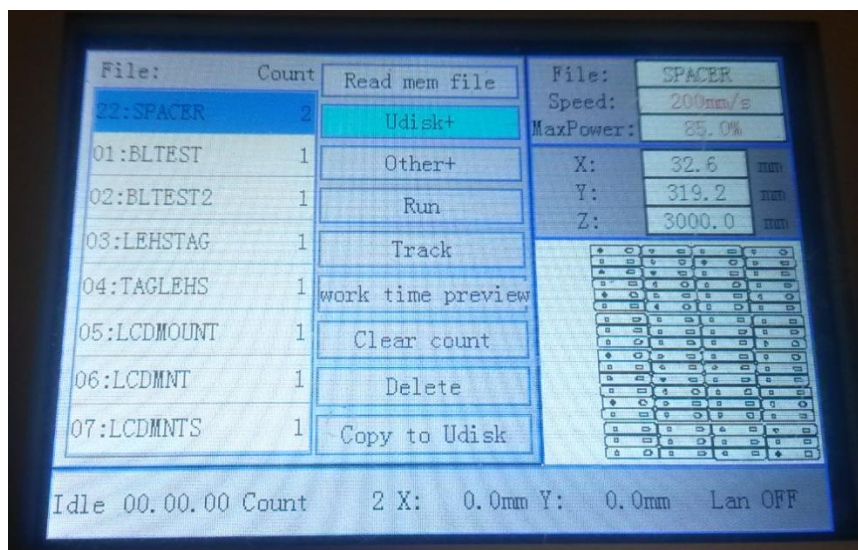
- 2.) Plug the USB device into the laser. The USB port should be located on the right side of the machine near the front.



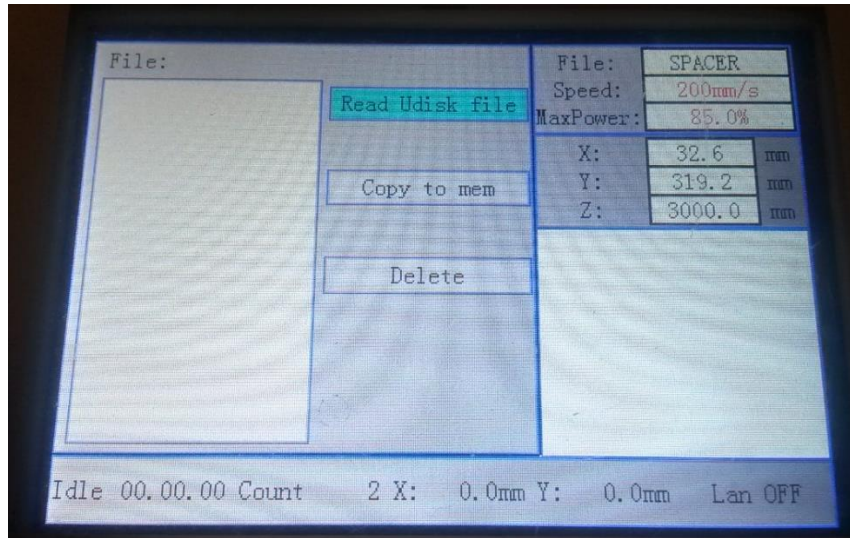
- 3.) On the control panel press the file button.



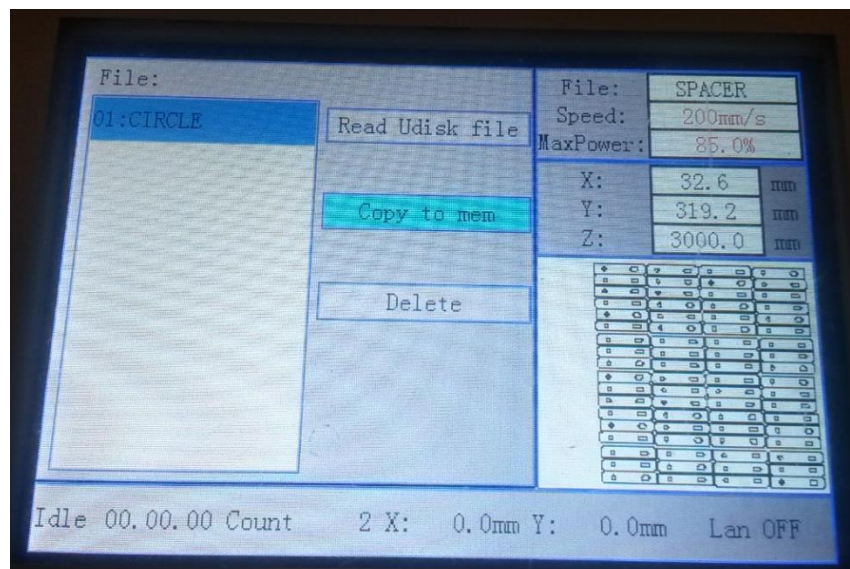
- 4.) On the screen select “Udisk+” option with the arrows and press enter.



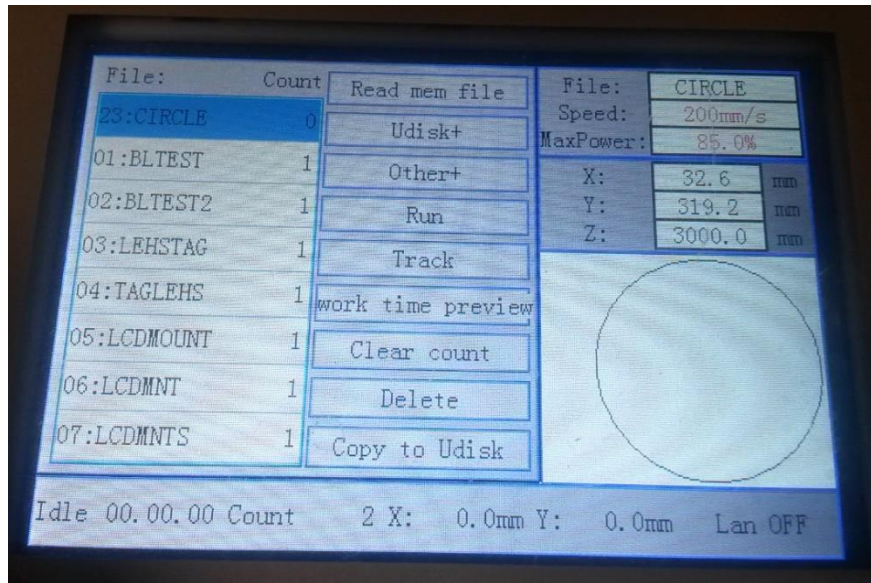
5.) Select “Read Udisk file” and press enter to read the files on the USB device.



6.) Select the desired file and press enter on “Copy to mem”. (Repeat this step for each desired file.)



- 7.) Press “Esc” on the control panel to exit to the previous menu. The last file imported will appear at the top of the list while the rest will remain at the bottom of the list in the order they were imported.



- 8.) To select a file, highlight the desired file in the list and press Enter.
- 9.) You are now ready to run your selection. Press “Frame” to see what space the laser will be cutting.