

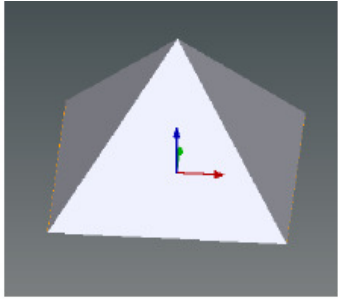
MAR. 2020



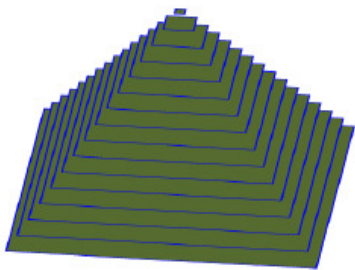
SOFTWARE & TOUCH SCREEN PANEL USER MANUAL

PRINTING WORK FOW

THIS MANUAL FOCUSES ON THE WORK FOW OF 3D FLE
PREPARATION AND PRINTING SETTING



1. GET 3D FLE (*.STL)
FROM
 - a. CAD
 - b. 3D SCANNER



2. 3D FLE
PREPARATION
 - A. REPAIR 3D FLE
 - B. BUILD SUPPORTS
 - C. SLICE (LAYER
THICKNESS)



3. PRINTING SETTING
 - A. MATERIAL SELECTION
 - B. TILT SPEED
 - C. PRINTING OPTIMIZATION



4. AFTER PRINTING
 - A. POST CURING
 - B. REMOVE SUPPORTS
 - C. GRINDING (OPTIONAL)

MAIN CONTENT

1. SYSTEM REQUIREMENTS (PAGE 5)
2. OPEN UTILITY AND CONNECT TO PRINTER (PAGE 6-9)
3. IMPORT FILE (PAGE 10-11)
4. HOT KEY (PAGE 12)
5. SEMI-AUTO MODE (PAGE 13)
6. DUPLICATE AND RESIZE MODEL (PAGE 14-17)
7. GENERATE NAMEPLATE (PAGE 18)
8. BACK AND NEXT (PAGE 19)
9. AUTO ARRANGEMENT (PAGE 20)
10. AUTO SUPPORT (PAGE 21)

MAIN CONTENT

- 10. MODEL ARRANGEMENT (PAGE 22)
- 11. BUILD SUPPORTS (PAGE 23-29)
- 12. BUILD SUPPORT – VIEW MODE (PAGE 30-43)
- 13. TOOL BAR (PAGE 44-49)
- 14. PREPARE PRINTER CONNECTION
- 15. PRINTER SETTING (PAGE 50-52)
- 16. PRINTER SETTING (.MPS) (PAGE 53-64)
- 17. PRINT VIA COMPUTER (PAGE 65-66)
- 18. ENGINEERING MODE (COMPUTER) (PAGE 67-69)
- 19. PRINTING RECORD AND UPDATE FRMWARE (PAGE 70)
- 20. PRINT VIA TOUCH SCREEN PANEL (PAGE 71-79)

SYSTEM REQUIREMENTS FOR USING UTILITY

THESE ARE THE BASIC REQUIREMENTS FOR USING UTILITY ON A PC. IF YOUR DEVICE DOES NOT MEET THESE REQUIREMENTS, YOU CAN STILL INSTALL UTILITY, BUT MAY NOT HAVE THE GREATEST EXPERIENCE WITH UTILITY.

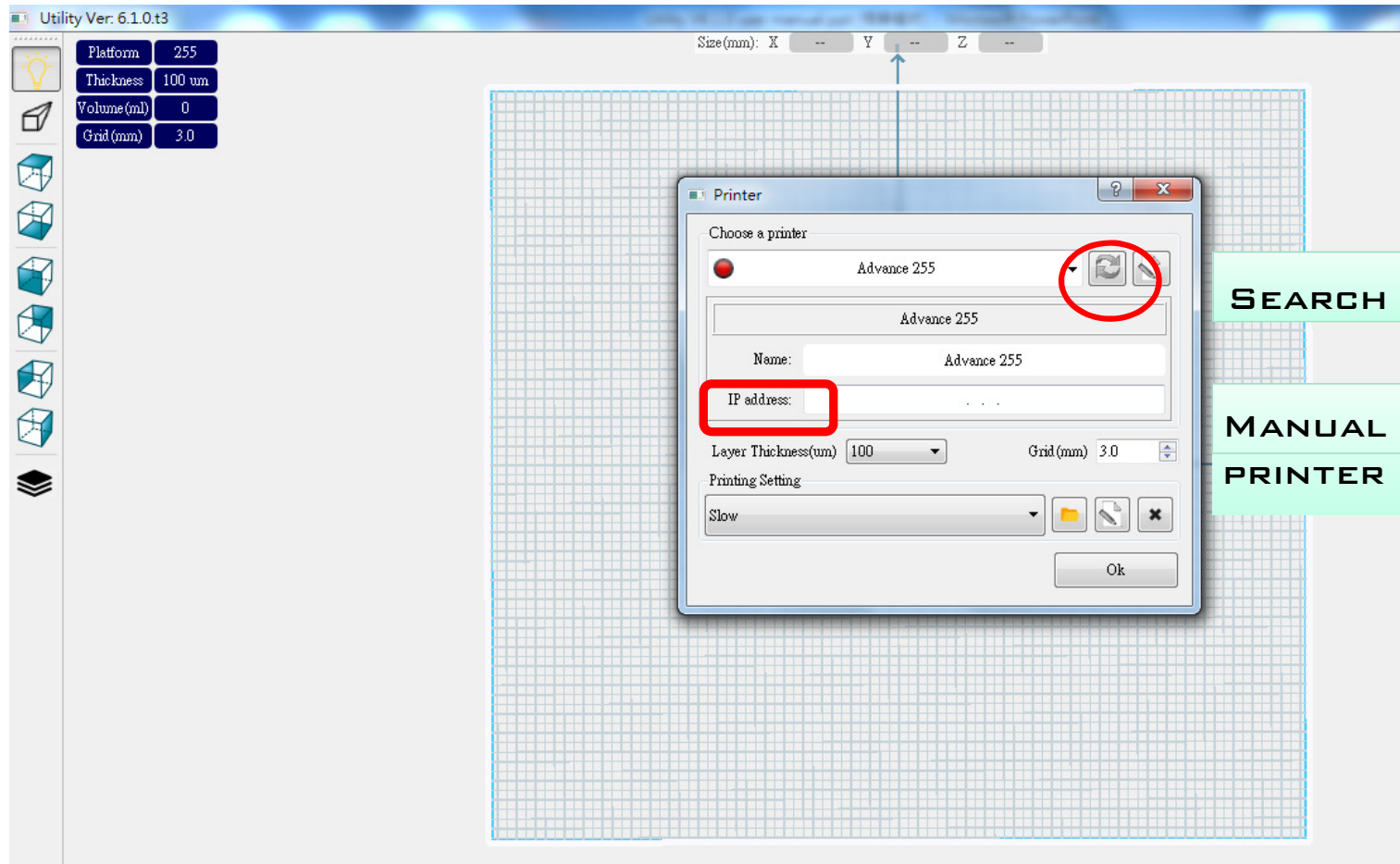
OPERATING SYSTEM:	WINDOWS 10
CPU:	INTEL CORE I7 OR ABOVE
RAM:	8 GB OR ABOVE
HARD DRIVE SPACE:	250 GB SSD OR ABOVE
GRAPHIC CARDS:	DEDICATED GRAPHICS 2GB OR ABOVE ; SUPPORT OPEN GL 3.3 OR ABOVE
BROWSER:	USE GOOGLE CHROME ONLY
WIFI DONGLE: (OPTIONAL)	ADVANCE SERIES/ PROFESSION SERIES / PRIME SERIES / HYPER SERIES SUGGEST TO USE WITH D-LINK DWA-127 WIRELESS NETWORKING ADAPTER. ULTRA SERIES SUGGEST TO USE WITH EW-7811UN OTHER BRAND AND MODEL OF WIRELESS NETWORK ADAPTER MAY NOT COMPATIBLE TO OUR PRINTER

OPEN UTILITY AND CONNECT TO PRINTER

1. UNZIP THE INSTALLATION FILE, AND CLICK UTILITY.EXE



2. PLEASE BE SURE TO CONNECT TO PRINTER FIRST, OTHERWISE YOU CANNOT USE UTILITY



SEARCH FOR CONNECTED PRINTER

MANUAL KEY IN IP LOCATION OF
PRINTER

PRINTER CONNECTION METHOD INTRODUCED ON THE NEXT PAGE

OPEN UTILITY AND CONNECT TO PRINTER

1) CONNECT YOUR PRINTER WITH LAPTOP

-BASIC : CONNECT PRINTER AND LAPTOP BY RJ-45 CABLE [INITIATING TIME 1 MINUTE]

-LAN : CONNECT BOTH PRINTER AND LAPTOP TO LOCAL AREA NETWORK [INITIATING TIME A FEW SECONDS]

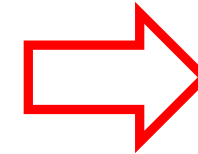
-IP SHARER : CONNECT BOTH PRINTER AND LAPTOP TO IP SHARER [INITIATING TIME A FEW SECONDS]

-WIFI DONGLE : INSERT WIFI DONGLE INTO PRINTER USB PORT => PANEL: ENGINEERING MODE
=> WIFI

=> CONNECTED WIFI DONGLE => KEY IN IP(WiFi) LOCATION SHOWN ON PRINTER
ON UTILITY [INITIATING TIME A FEW SECONDS]

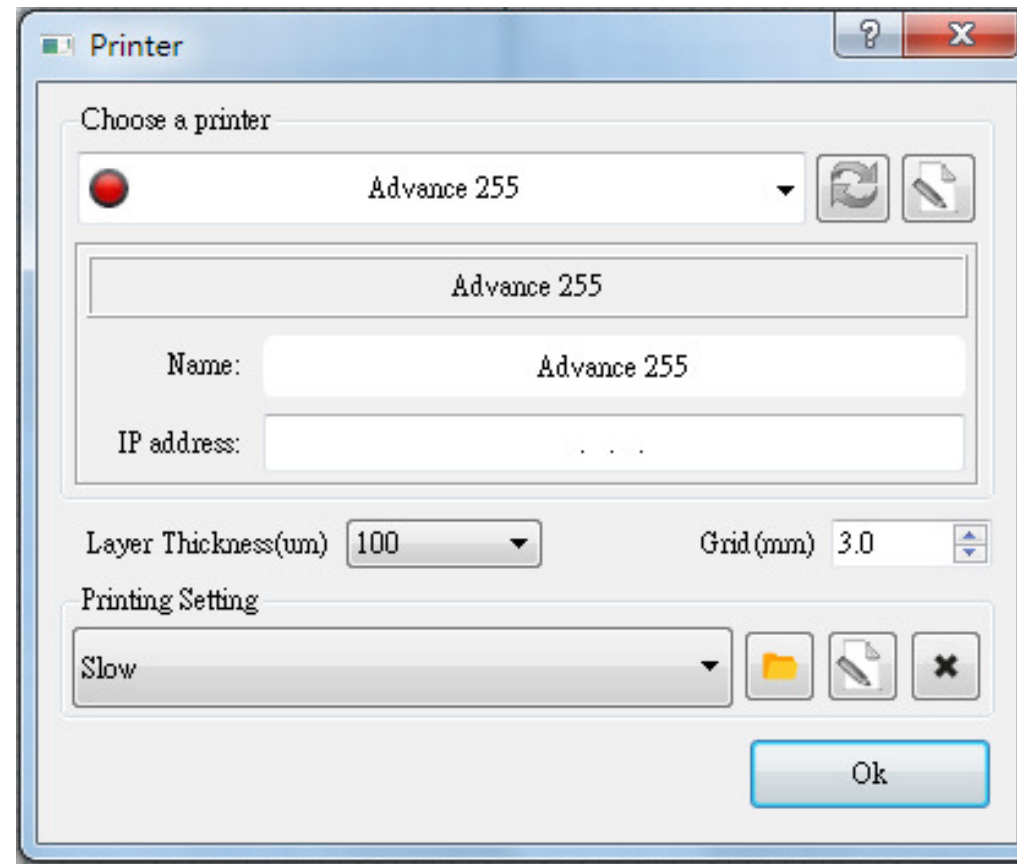
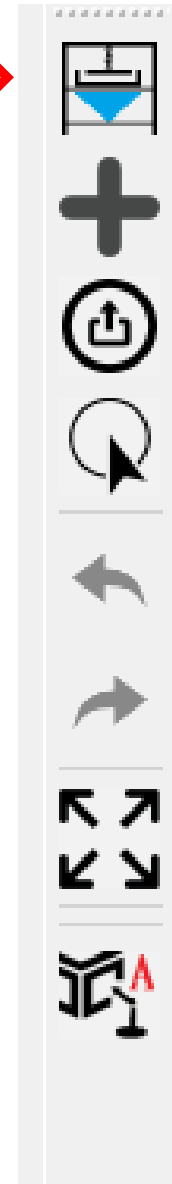
CHOOSE A PRINTER

1. SELECT PRINTER, ALSO SELECT BUILDING PLATFORM SIZE.
2. SET Z LAYER THICKNESS. SET BUILDING PLATFORM GRID SIZE.
3. SET PRINTER INFORMATION WHENEVER USING THIS PANEL.



Platform	255
Thickness	100 um
Volume (ml)	0
Grid (mm)	3.0

Printer Information

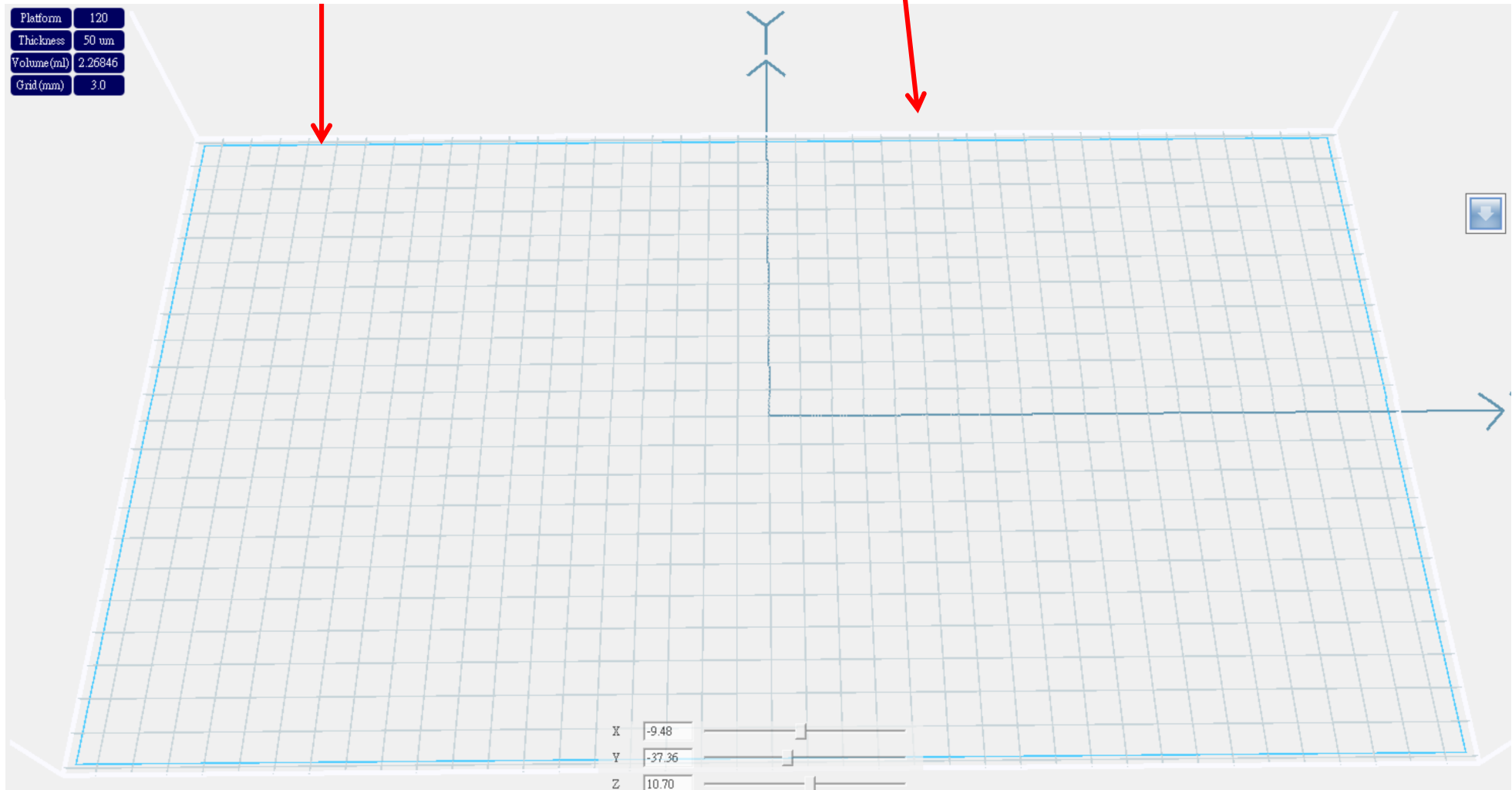



OPEN UTILITY AND CONNECT TO PRINTER



WHITE FRAME IS THE LARGEST PRINTING BOUNDARY

BLUE FRAME IS SUGGESTED PRINTING BOUNDARY



IMPORT FILE

1) THERE ARE TWO WAYS TO IMPORT AN .STL FILE

A TOOL BAR, ICON AS PICTURE ON THE RIGHT

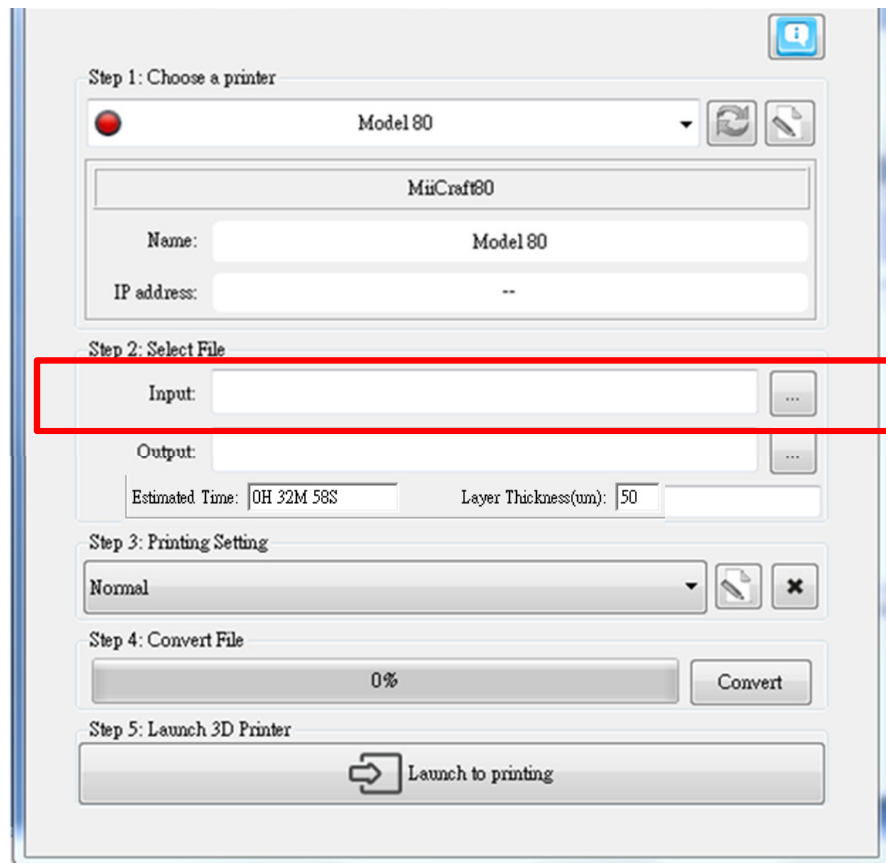
B. DRAG THE .STL FILE FROM THE FOLDER INTO UTILITY



IMPORT FILE



1) HOW TO IMPORT .SLC FILE (SLICED FILE)

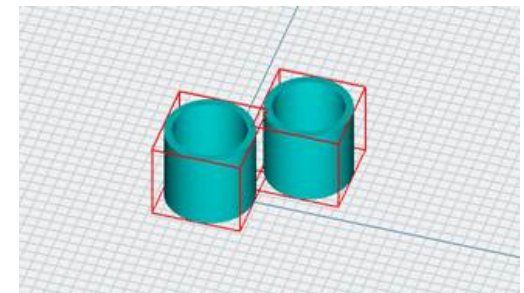
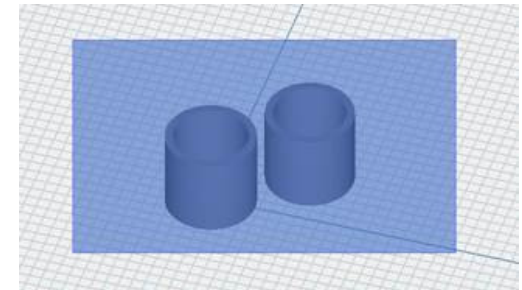
TOOL BAR, ICON AS PICTURE ON THE RIGHT



SELECT .SLC FILE

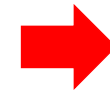
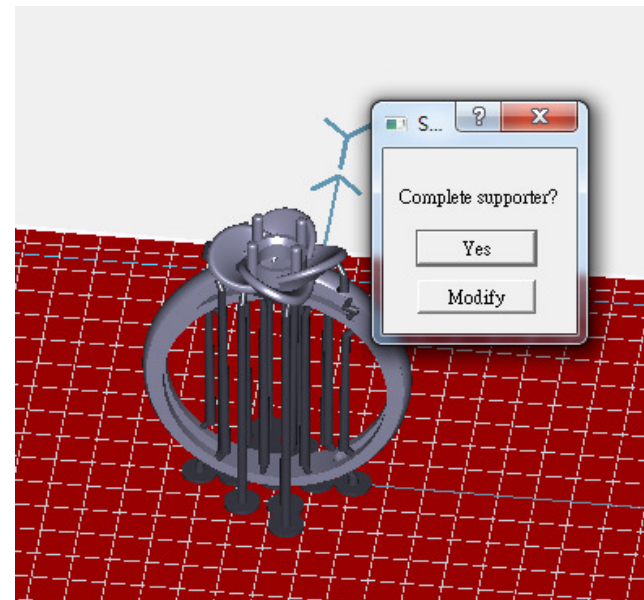
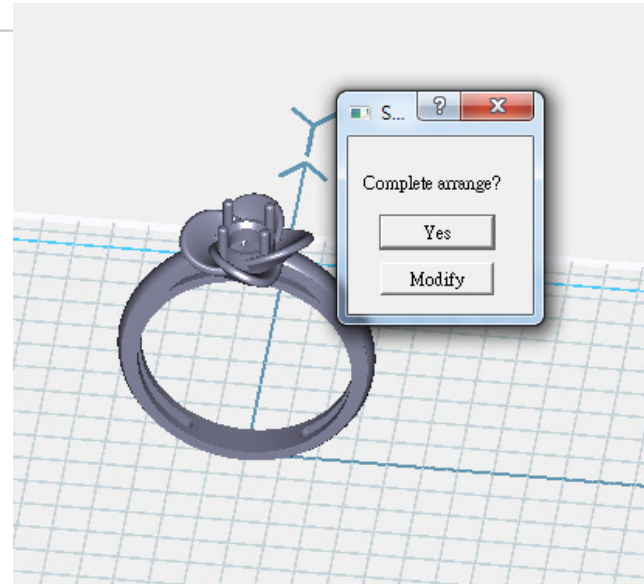
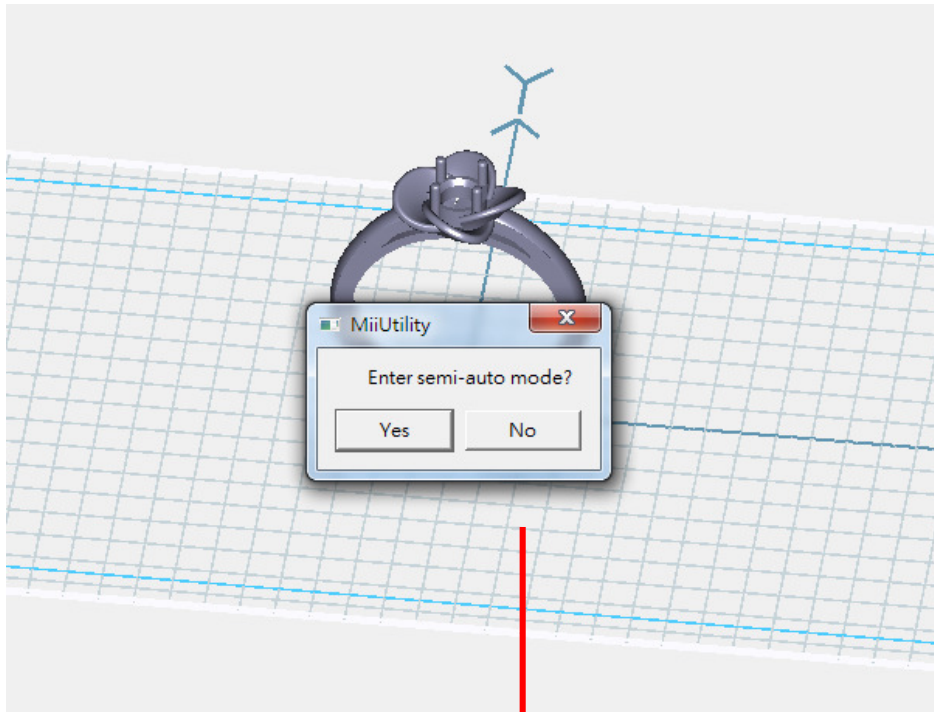
HOT KEY

- **RIGHT MOUSE BUTTON -ROTATE PLATFORM**
- **MIDDLE MOUSE SCROLL -ZOOMS IN AND OUT MAKING THE VIEW OF THE BUILD AREA LARGER OR SMALLER**
- **MIDDLE MOUSE BUTTON -MOVE PLATFORM**
- **ALT+E = MOVE MODEL** 
- **ALT+R = ROTATE MODEL** 
- **CTRL + D = DUPLICATE OBJECT**
- **CTRL + MOUSE CLICK = MULTI SELECT THE OBJECT**
- **CTRL + MOUSE CLICK + DRAG = MOVE MULTIPLE OBJECT**
- **MOUSE CLICK + DRAG AREA = BOX SELECTION**



SEMI-AUTO MODE

1. IMPORT MODEL
2. CLICK TOOL BAR "PRINTER"
3. ENTER SEMI-AUTO MODE
4. CLICK YES → AUTO
ARRANGEMENT & AUTO SUPPORT
→ SLICING → CONVERT



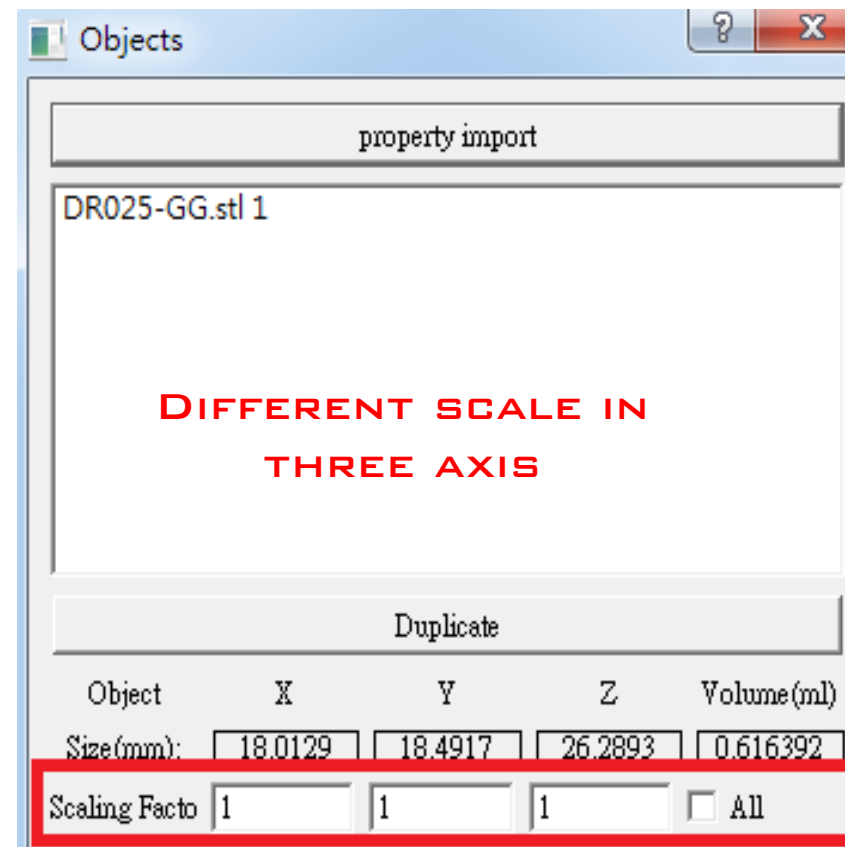
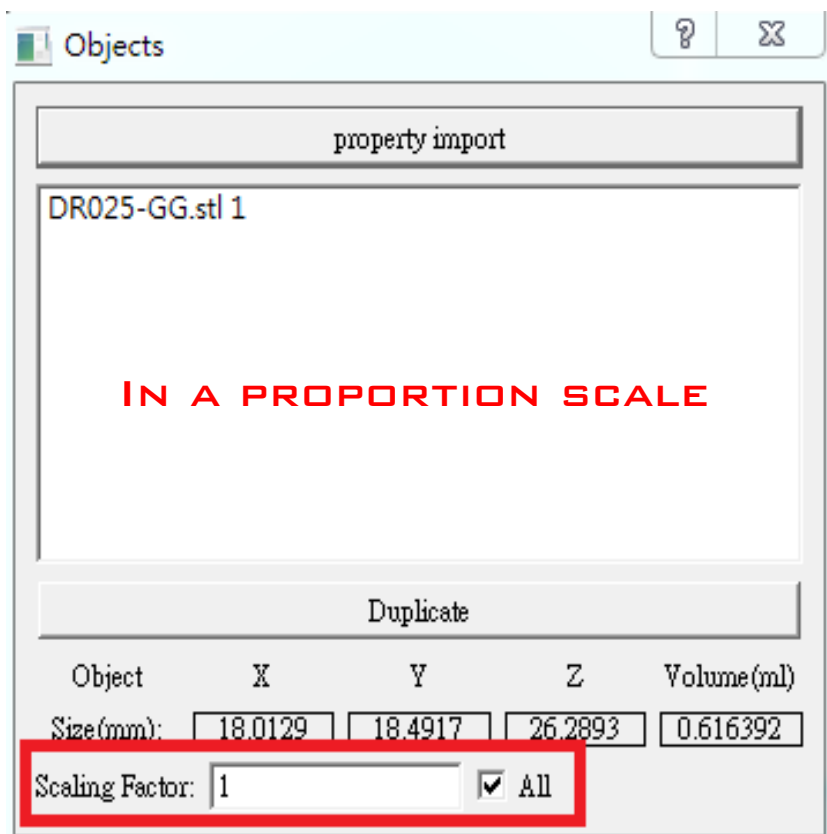
* IF USER ALREADY CUSTOMIZE MODEL ARRANGEMENT AND BUILD SUPPORT, CLICK "NO" TO MOVE ON TO SLICING.

DUPLICATE AND RESIZE MODEL

1) TOOL BAR, ICON AS PICTURE ON THE RIGHT

NOTE: WHEN THE FILE NAME IS HIGHLIGHTED, IT MEANS THE MODEL HAS BEEN SELECTED. AT THIS POINT INSTRUCTION IS ACTIVE.

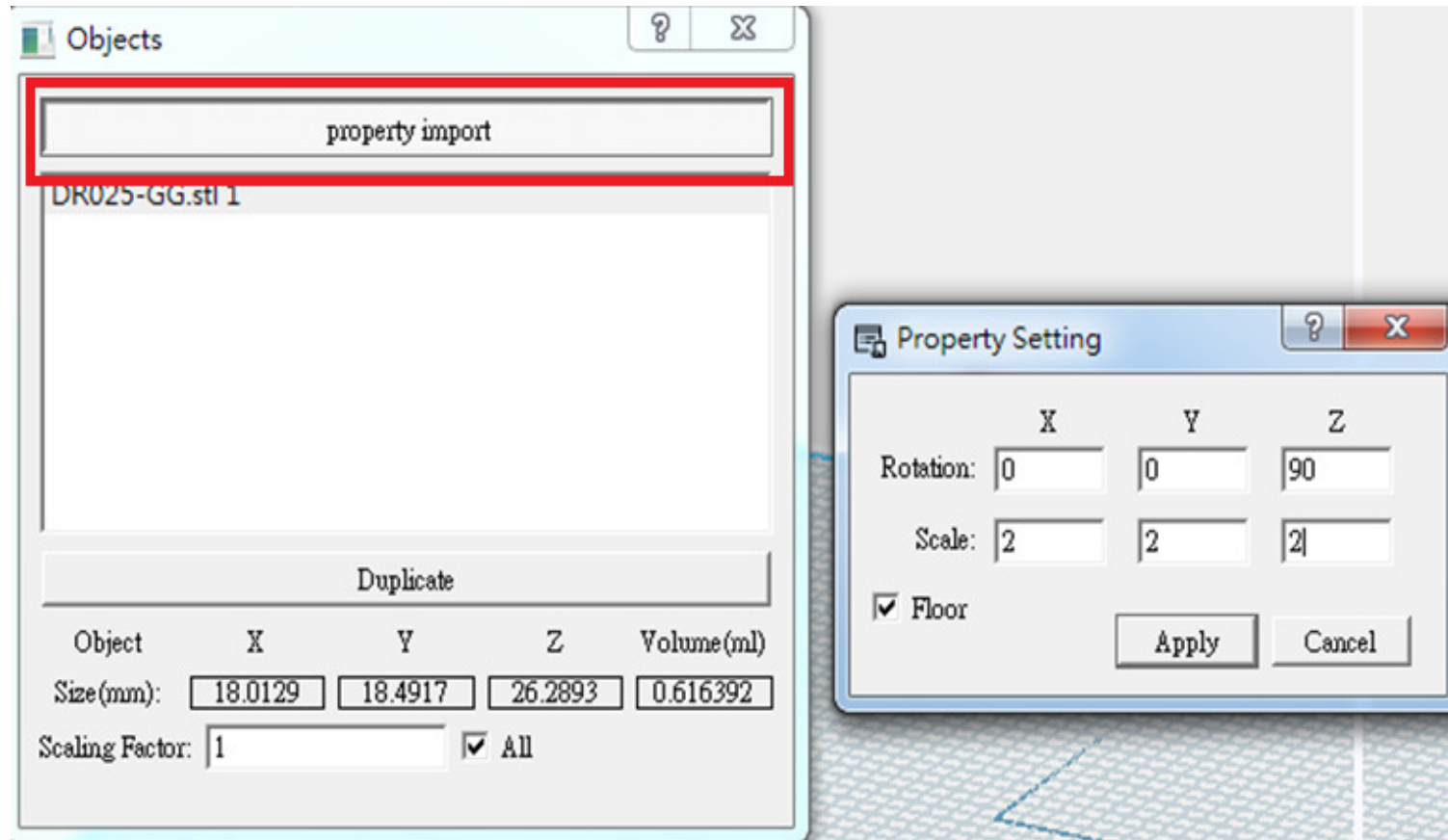
A. SELECT "ALL" TO AMPLIFY OR MINIFY IN A PROPORTION SCALE



DUPLICATE AND RESIZE MODEL

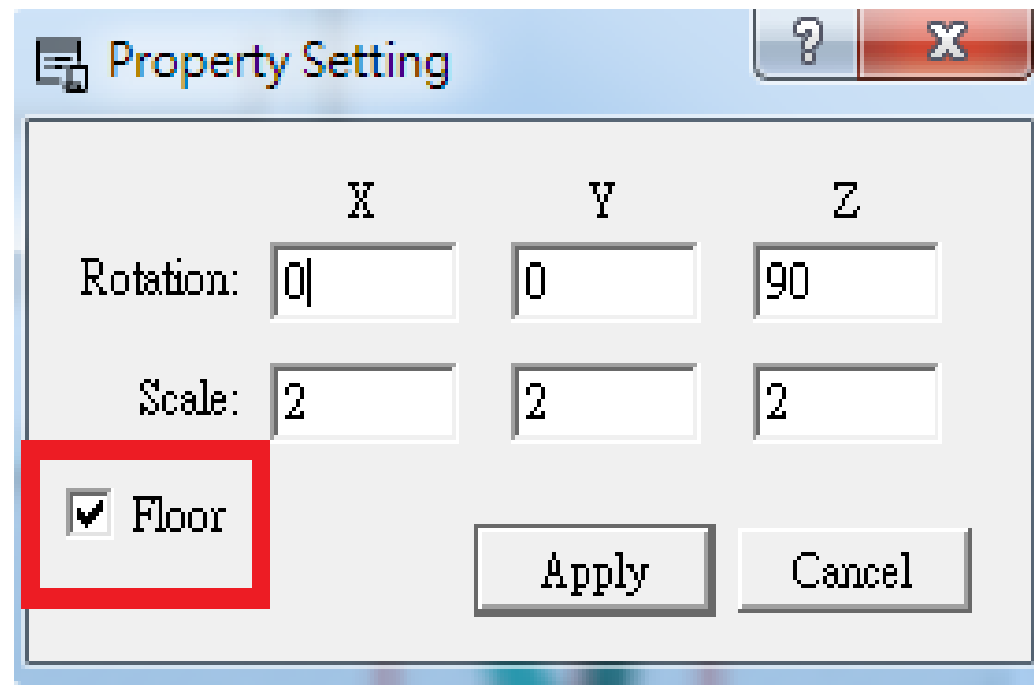
2) PROPERTY IMPORT, THE SETTING WILL APPLY TO EVERY MODEL IMPORT LATER

EX: PROPERTY IMPORT SETTING Z AXIS ROTATE 90 DEGREE, X,Y,Z AMPLIFY 2 TIMES, SO THE MODEL IMPORT LATER WILL ALL FOLLOW THIS SETTING



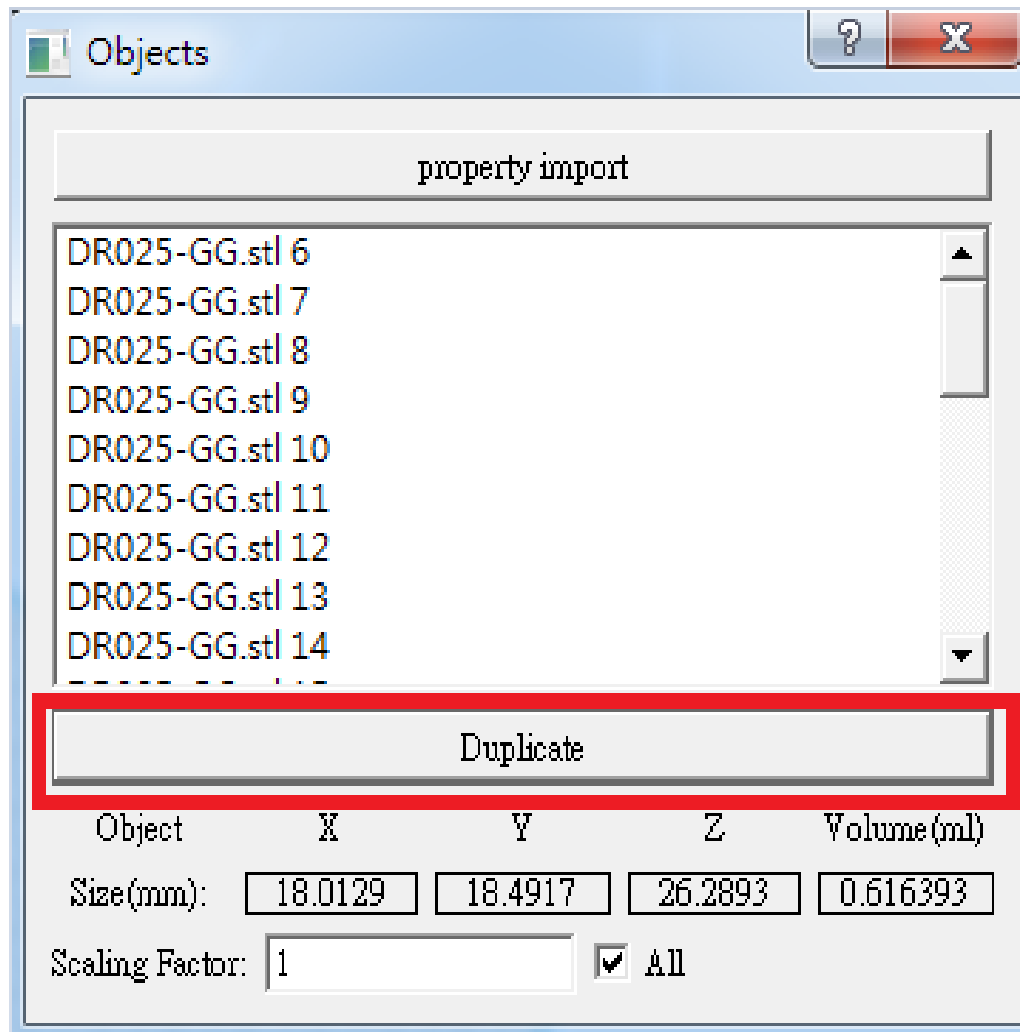
DUPLICATE AND RESIZE MODEL

3) PROPERTY IMPORT, SELECT “FLOOR” TO LET MODEL IMPORT WITH Z COORDINATE ZERO



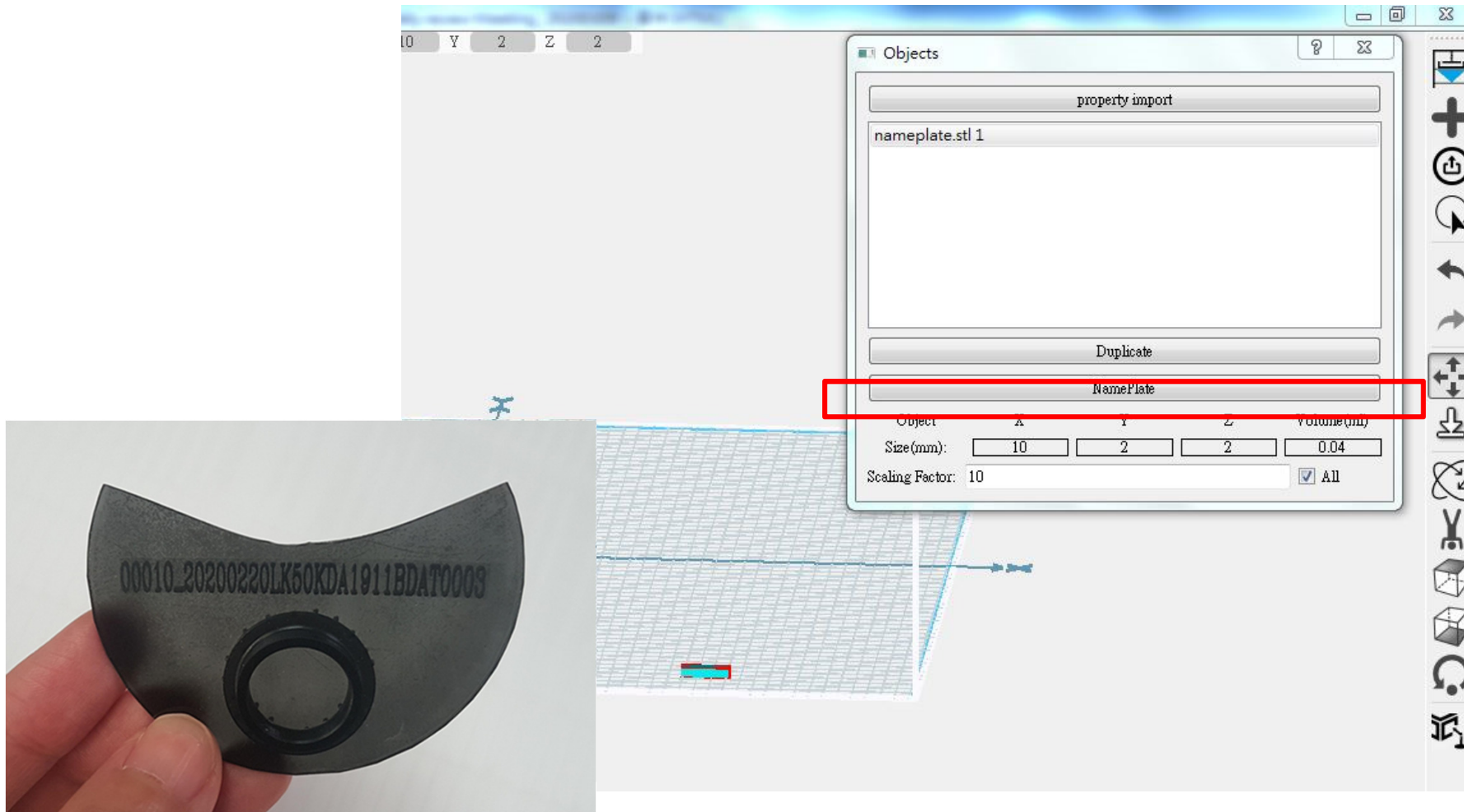
DUPLICATE AND RESIZE MODEL

4) DUPLICATE SELECTED MODEL



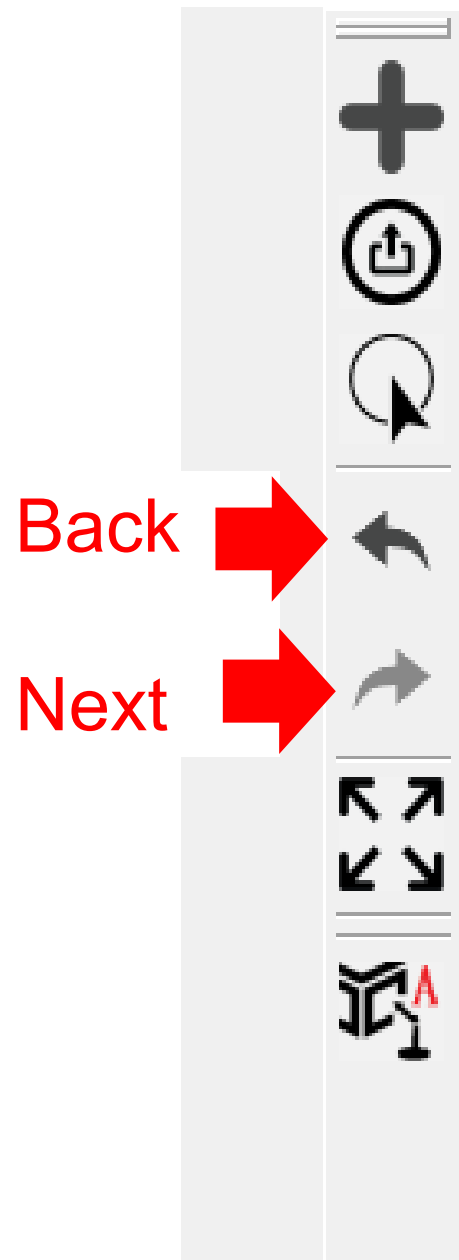
GENERATE NAMEPLATE ON PRINT MODEL

1) NAMEPLATE IS A SERIAL NUMBER COMBINES DATE, MACHINE SERIAL NUMBER AND PRINTING JOB NUMBER.



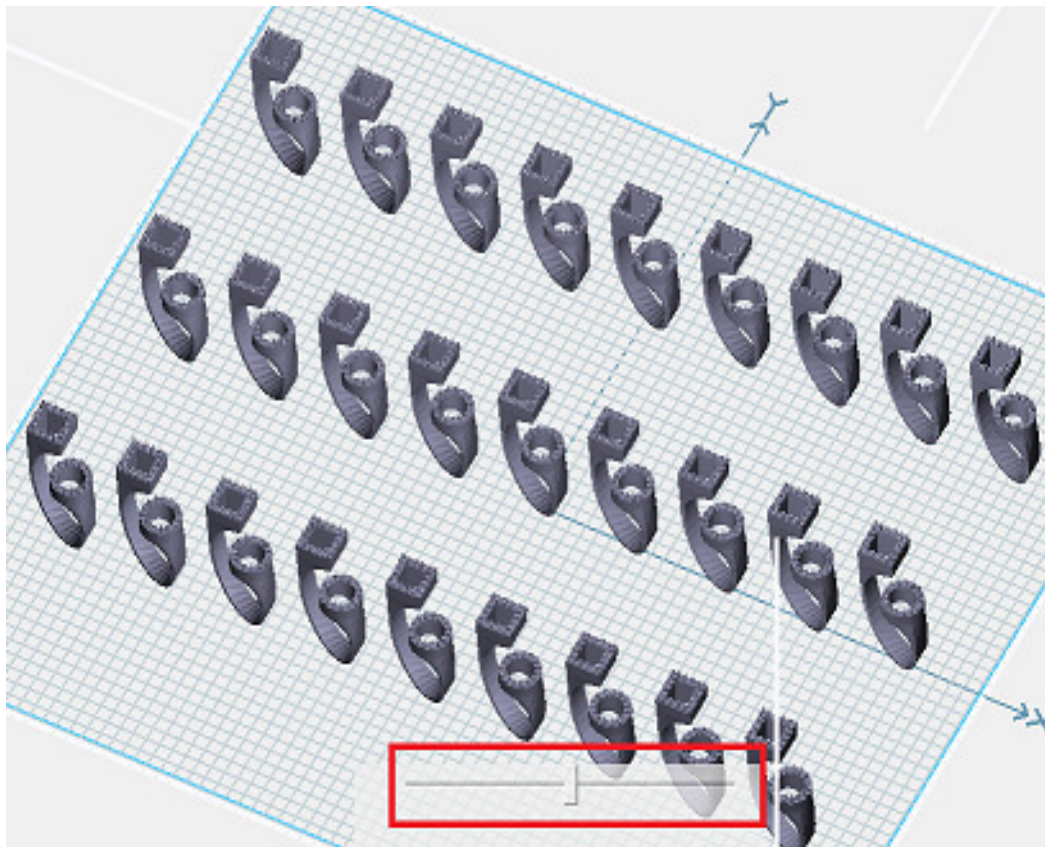
BACK AND NEXT

1) TOOL BAR, ICON AS PICTURE



AUTO ARRANGEMENT

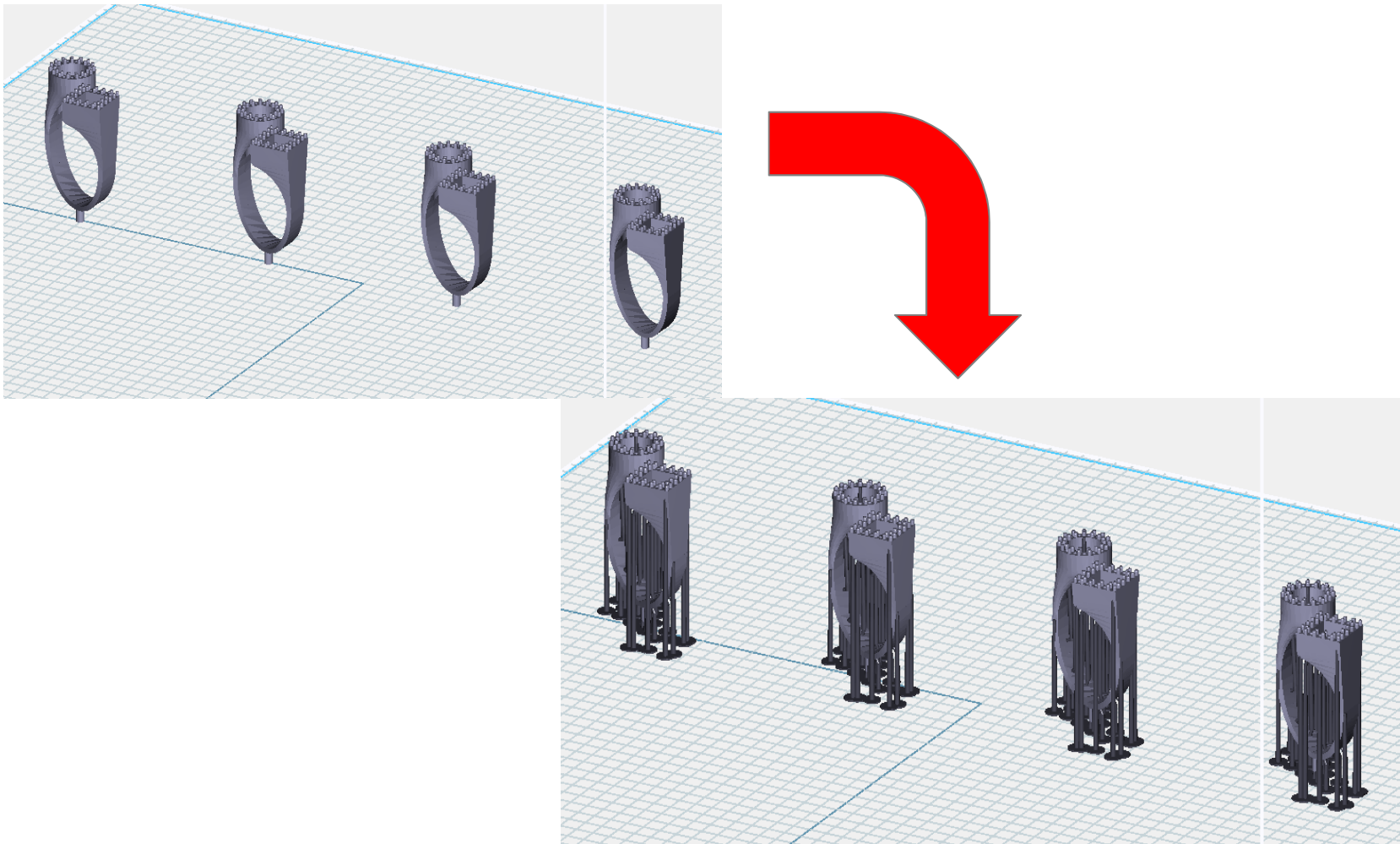
1) TOOL BAR, ICON AS PICTURED ON THE RIGHT,
MULTIPLE MODEL AUTO ARRANGEMENT CAN ADJUST
THE SPACING WITH HORIZONTAL SCROLL BAR



AUTO SUPPORT

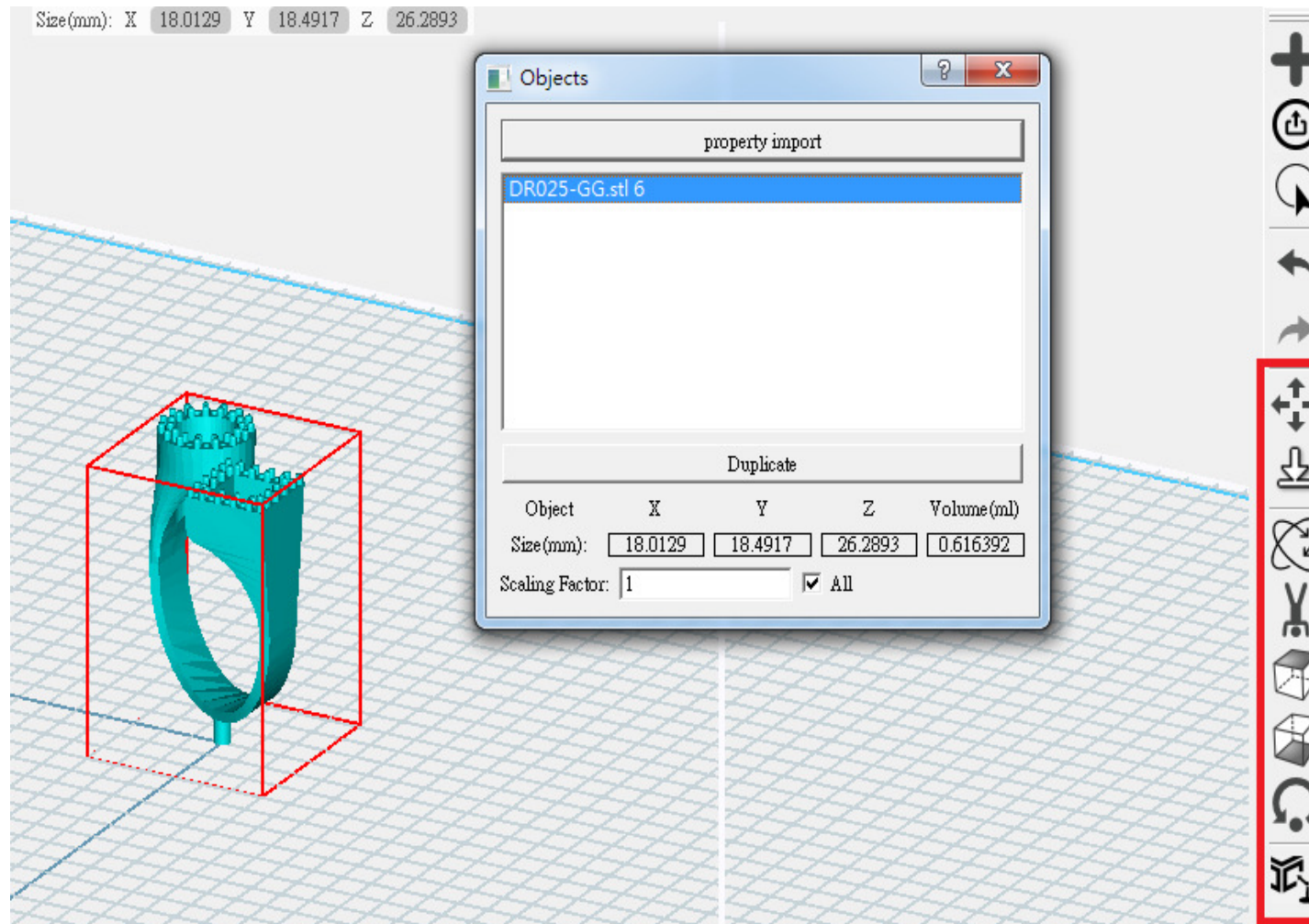
1) TOOL BAR, AS PICTURE ON THE RIGHT

BUILD AUTO SUPPORT FOR EVERY MODEL



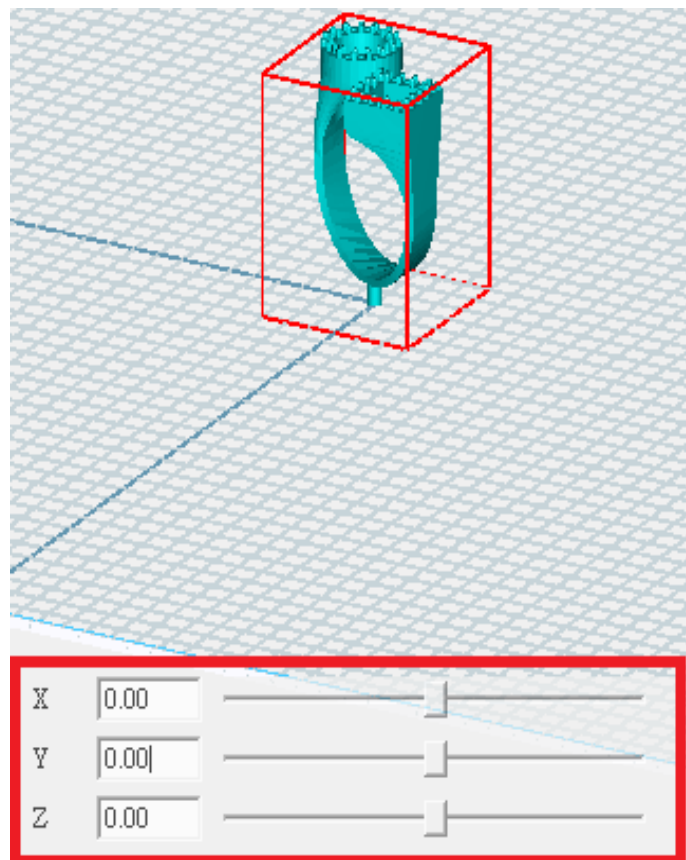
MODEL ARRANGEMENT

SELECT ONE MODEL (BEEN HIGH LIGHT), MORE SETTING SHOWS UP IN TOOL BAR (AS BELOW RED BOX), HERE YOU CAN DO CUSTOMIZE MODEL ARRANGE, AND BUILD CUSTOMIZE SUPPORT



MODEL ARRANGEMENT

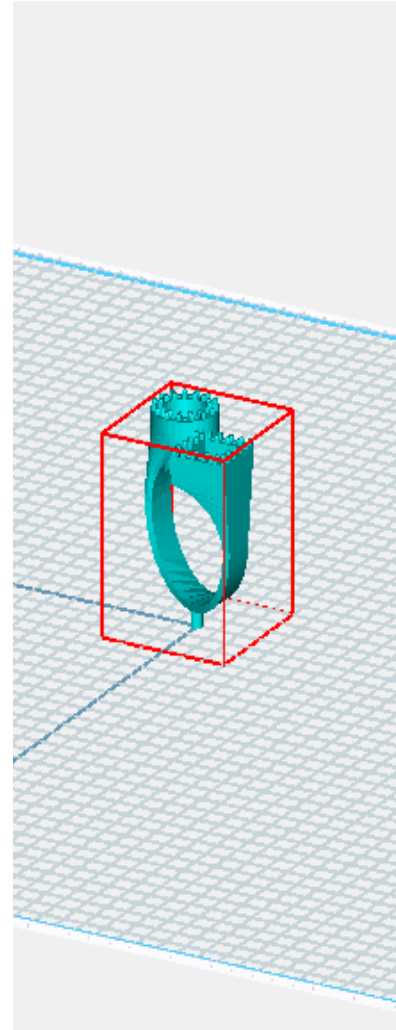
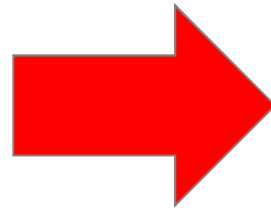
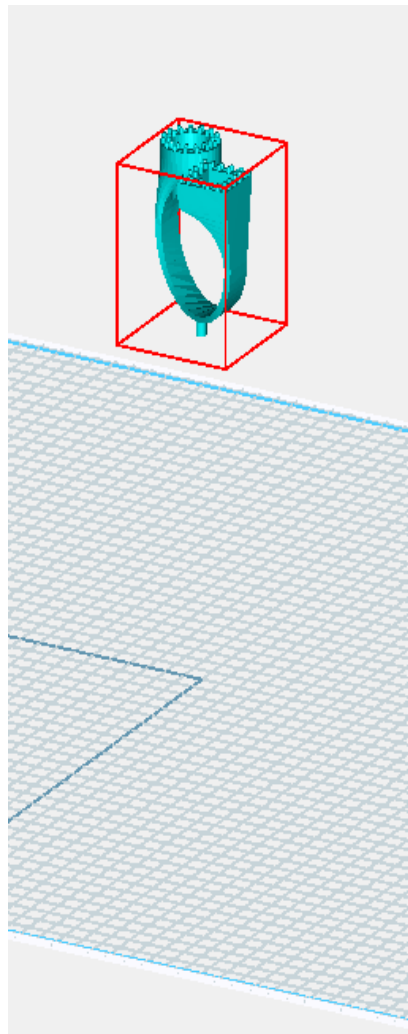
- 1) SELECT MODEL, AND CLICK ON TOOL BAR DRAG AND MOVE THE MODEL
- 2) OR SET X, Y, Z COORDINATE



MODEL ARRANGEMENT

2) SELECT MODEL, AND CLICK ON TOOL BAR

PUT MODEL DOWN TO FLOOR

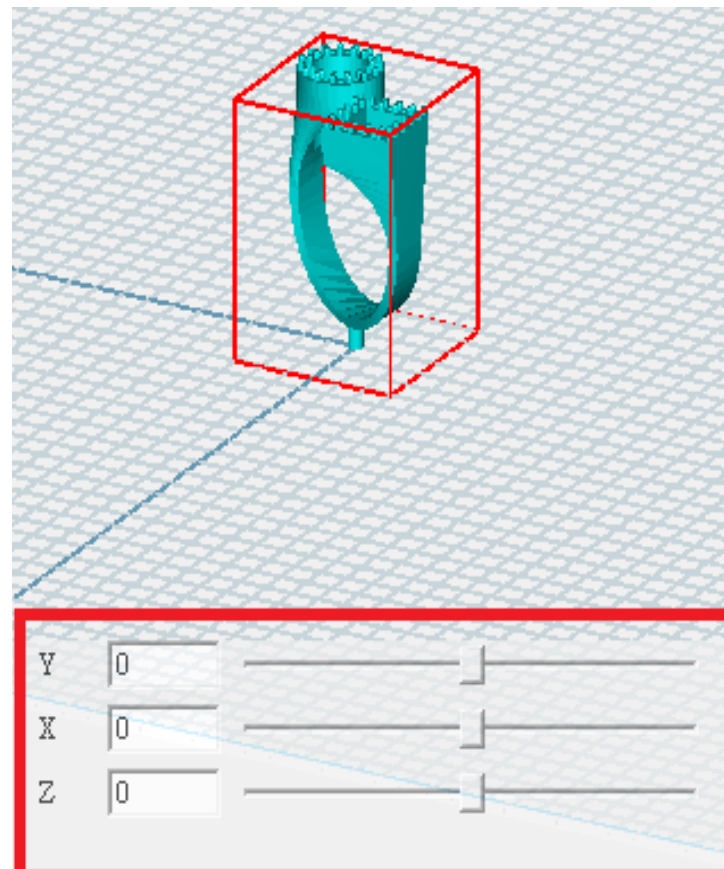


MODEL ARRANGEMENT

3) SELECT MODEL, AND CLICK ON TOOL BAR

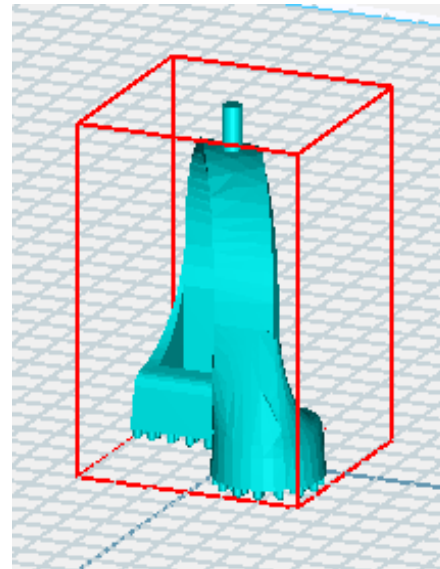
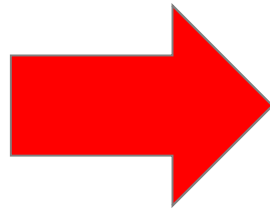
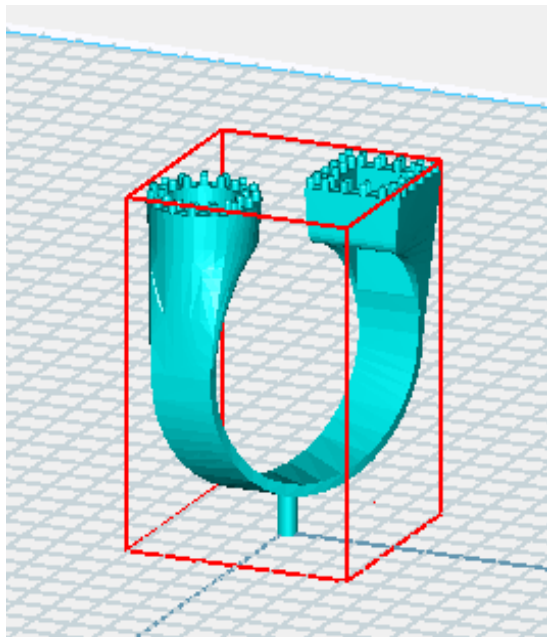
SET X, Y, Z AXIS ROTATION DEGREE

OR USE HORIZONTAL SCROLL BAR



MODEL ARRANGEMENT

- 4) SELECT THE MODEL, AND CLICK ON THE TOOL BAR TO PUT THE MODEL UPSIDE DOWN

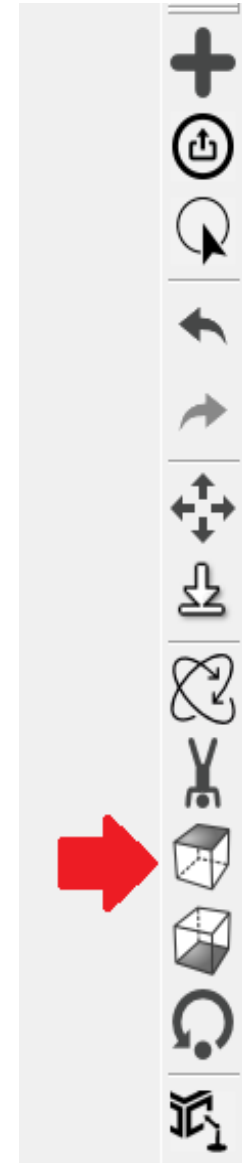
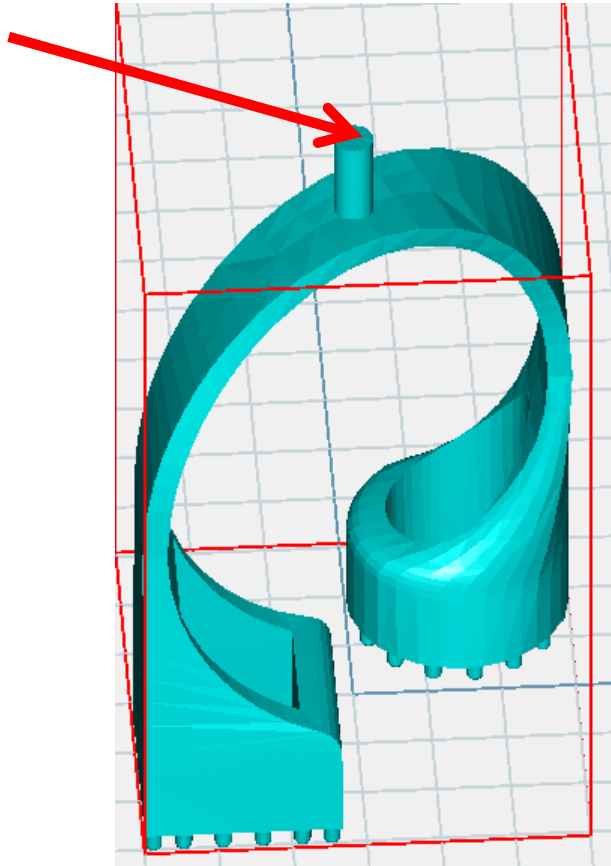


MODEL ARRANGEMENT

5) SELECT MODEL, AND CLICK ON TOOL BAR

CLICK ON ONE SIDE, FACE UP

EX: SELECT THIS SIDE

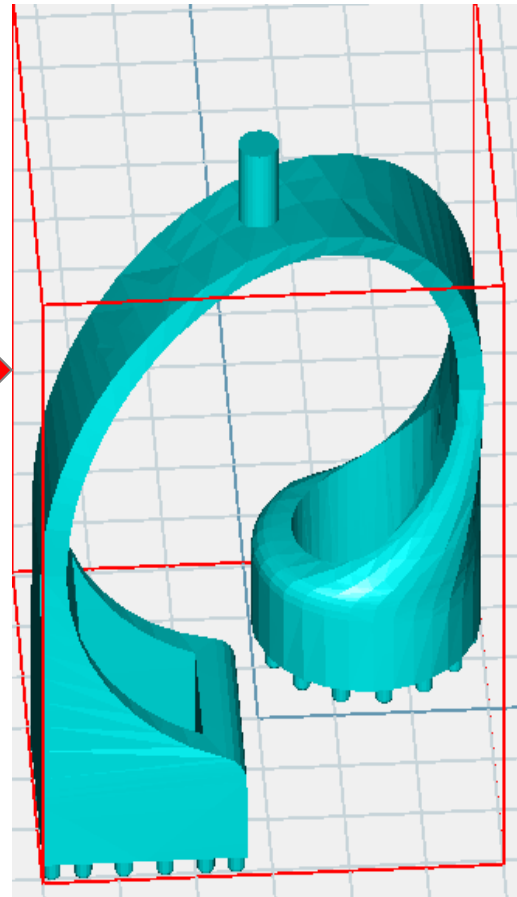
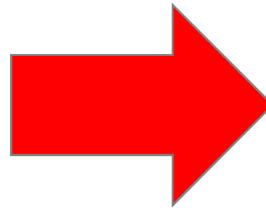
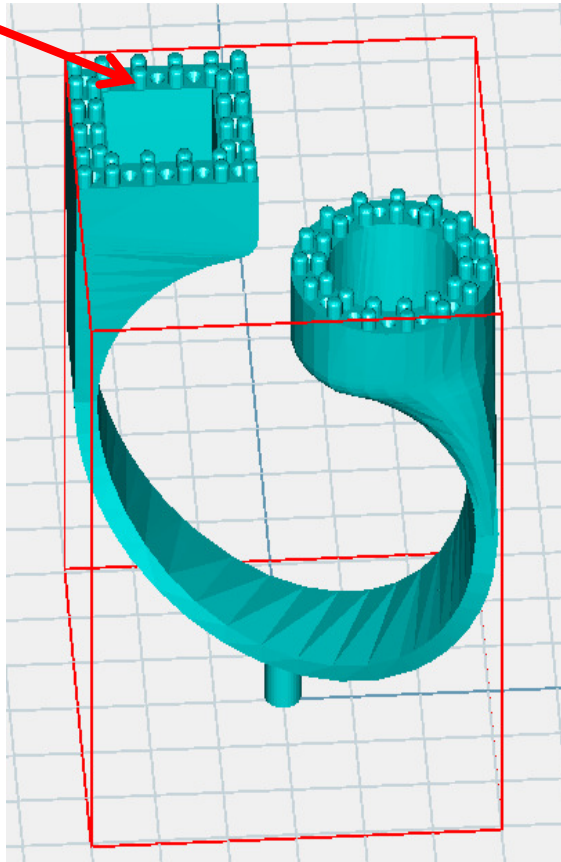


MODEL ARRANGEMENT

6) SELECT MODEL, AND CLICK ON TOOL BAR

CLICK ON ONE SIDE, FACE DOWN

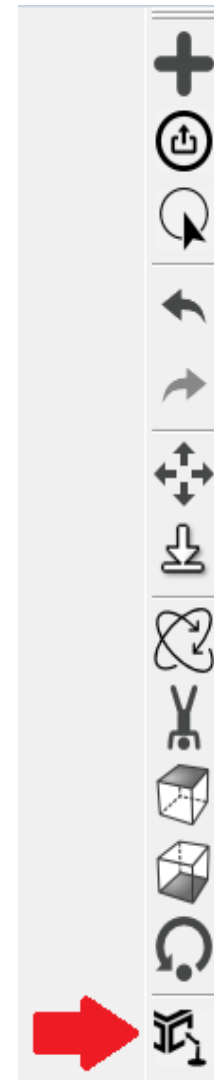
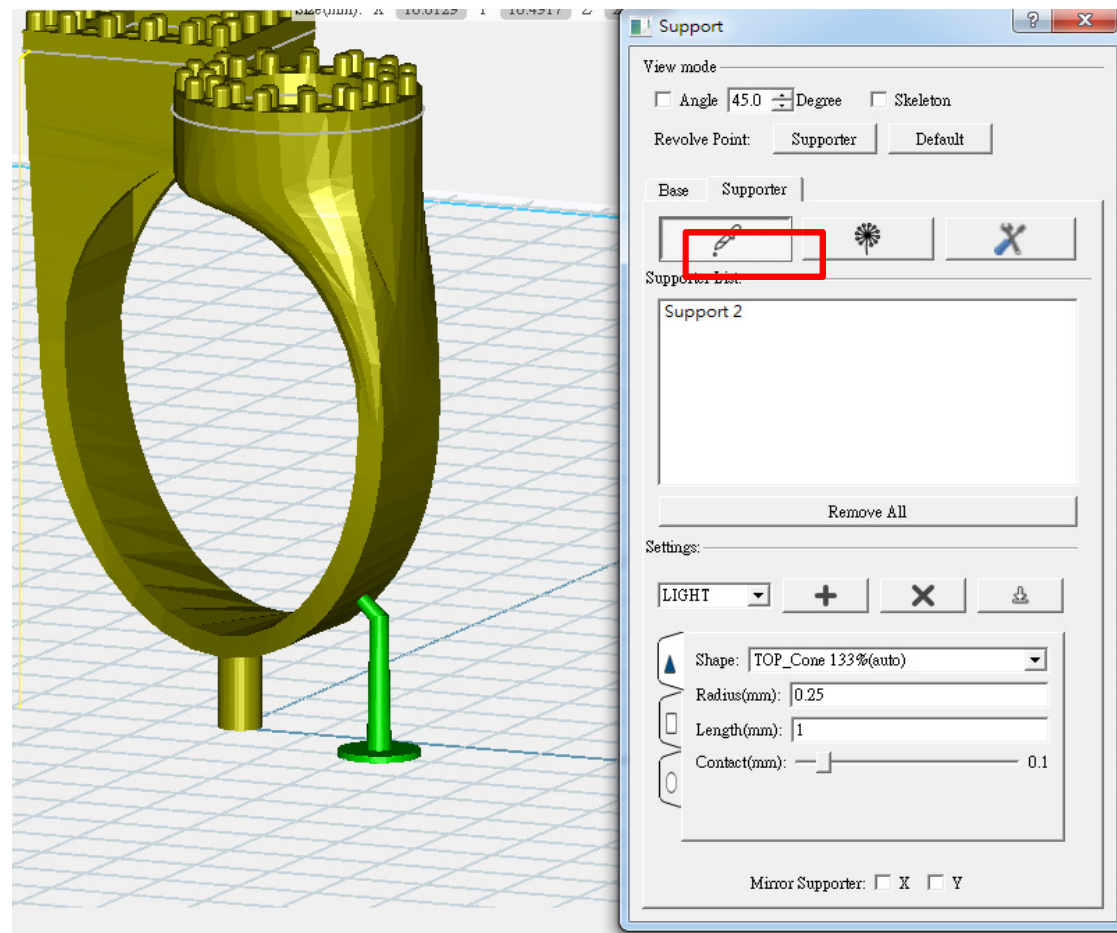
EX: SELECT THIS SIDE



BUILD SUPPORTS

SELECT ONE MODEL (BEEN HIGH LIGHT), MORE SETTING SHOWS UP IN TOOL BAR (AS BELOW RED BOX), HERE YOU CAN BUILD PERSONALIZE SUPPORT


TO ADD SUPPORT, CLICK WHERE YOU'D LIKE TO ADD





BUILD SUPPORTS

ADD SUPPORT TO EXISTING SUPPORT

Base
Supporter







Supporter List: _____

Support 2

REVISE SUPPORT

Remove All

ADD SUPPORT

SUPPORT LIST

REMOVE ALL SUPPORTS

BUILD SUPPORTS

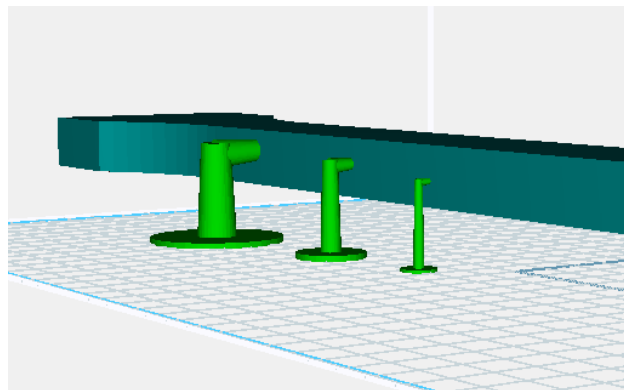
1) SUPPORT SETTINGS

(A) 3 KINDS OF BASIC SUPPORT SETTINGS CAN BE SELECTED BY USER PREFERENCE

LIGHT

MEDIUM

HEAVY



CUSTOMIZE AND SAVE

SUPPORT SETTINGS

EDIT

Settings:

a **b** **c** **d**

LIGHT

Shape: TOP_Cone 133%(auto)

Radius(mm): 0.25

Length(mm): 1

Contact(mm): 0.1

Mirror Supporter: ☐ X ☐ Y

BUILD SUPPORTS

- (b) ADD SUPPORT SETTINGS
- (c) DELETE SUPPORT SETTINGS
- (d) SAVE SUPPORT SETTINGS

Settings: _____

b **c** **d**

LIGHT

▲ Shape: TOP_Cone 133%(auto) ▼

□ Radius(mm): 0.25

□ Length(mm): 1

○ Contact(mm): 0.1

Mirror Supporter: ☐ X ☐ Y

BUILD SUPPORTS

CUSTOMIZE SUPPORT SETTING

ONE SUPPORT CAN BE SEPARATED
INTO TOP, MIDDLE AND BOTTOM

TOP SUPPORT SETTINGS:

A. TOP SUPPORT SHAPE

B. TOP SUPPORT RADIUS

C. TOP SUPPORT LENGTH

D. TOP SUPPORT AND
MODEL CONTACT

TOP

MIDDLE

BOTTOM

Settings:

LIGHT

+

X



Shape: TOP_Cone 133%(auto)

Radius(mm): 0.25

Length(mm): 1

Contact(mm): 0.1

a

b

c

d

Mirror Supporter: ☐ X ☐ Y





BUILD SUPPORTS


MIDDLE SUPPORT SETTING

A) MIDDLE SUPPORT SHAPE

MIDDLE

Settings: _____

EDIT    

Shape: MID_Cone 133%(auto)  **a**

Mirror Supporter: ☐ X ☐ Y

BUILD SUPPORTS

BOTTOM SUPPORT SETTING

- a) BOTTOM SUPPORT SHAPE
- b) BOTTOM SUPPORT RADIUS
- c) BOTTOM SUPPORT THICKNESS

BOTTOM

Settings: _____

EDIT

Shape:

Radius(mm):

Thickness(mm):

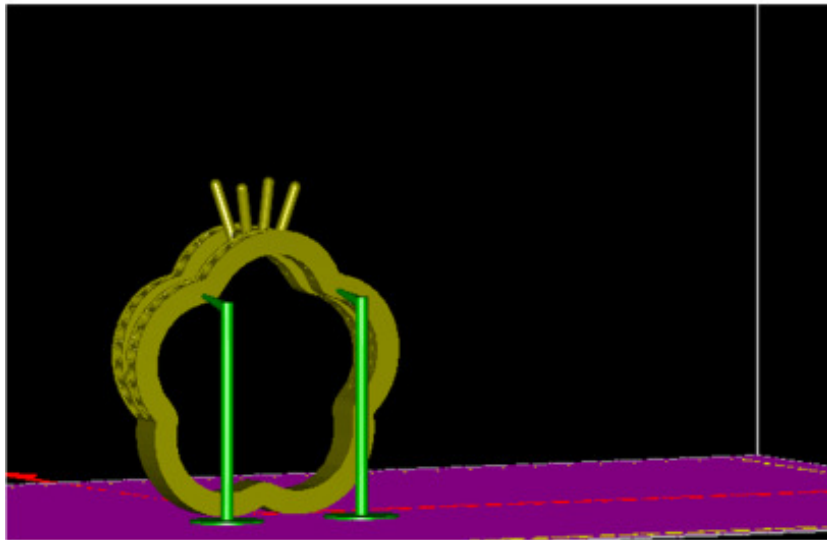
Mirror Supporter: ☐ X ☐ Y

a
b
c


BUILD SUPPORTS

MIRROR SUPPORTER:

BUILD SYMMETRICAL SUPPORTS ACCORDING TO X AXIS



Settings:

EDIT + X 

Shape: BOTTOM_Circle

Radius(mm): 1.5

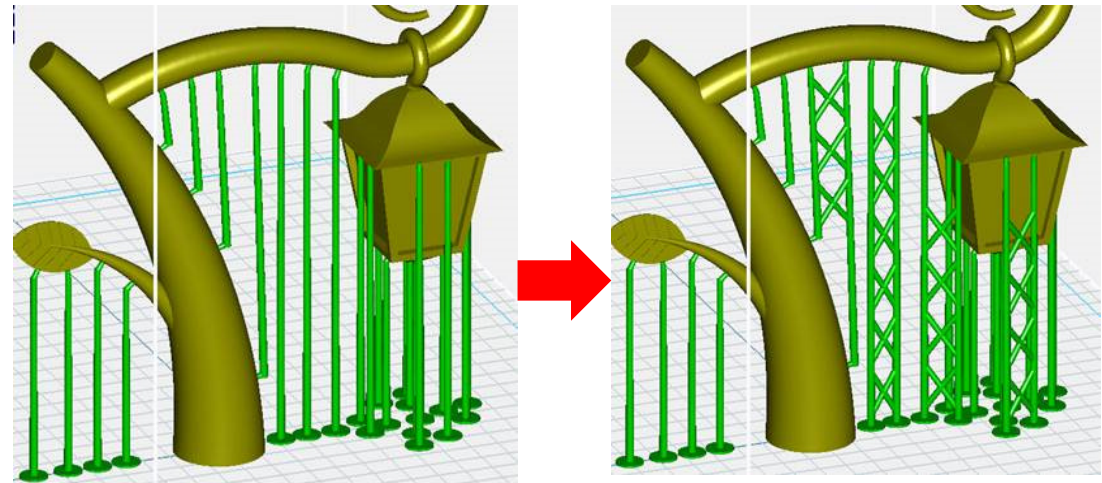
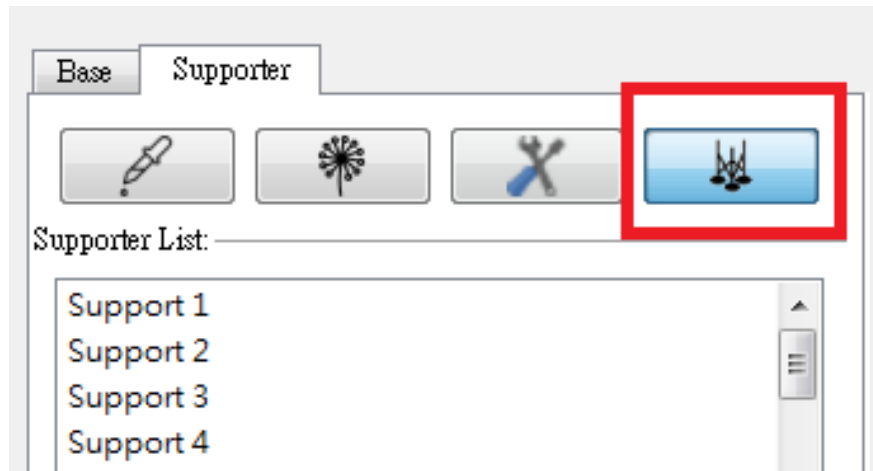
Thickness(mm): 0.25

Mirror Supporter: ☐ X ☐ Y

BUILD SUPPORTS

X TYPE SUPPORTER:

1. FIRST BUILD AT LEAST TWO SUPPORTS.
2. CLICK CROSS STRUCTURE FUNCTION
3. CLICK TWO SUPPORTS WHICH YOU LIKE TO HAVE CROSS STRUCTURE BETWEEN
4. CLICK TWO SUPPORTS AGAIN CAN CANCEL THE CROSS STRUCTURE



BUILD BASE

BASE AVAILABLE OR NOT

Base

Supporter



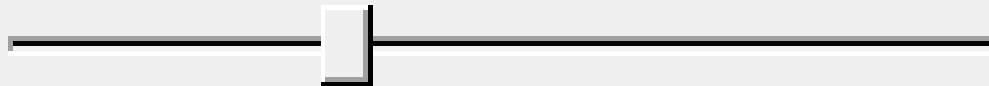
Base:

BASE TYPE

BASE_Rectangular

BASE SIZE

Object Size:



100%

Thickness(mm):

0.5

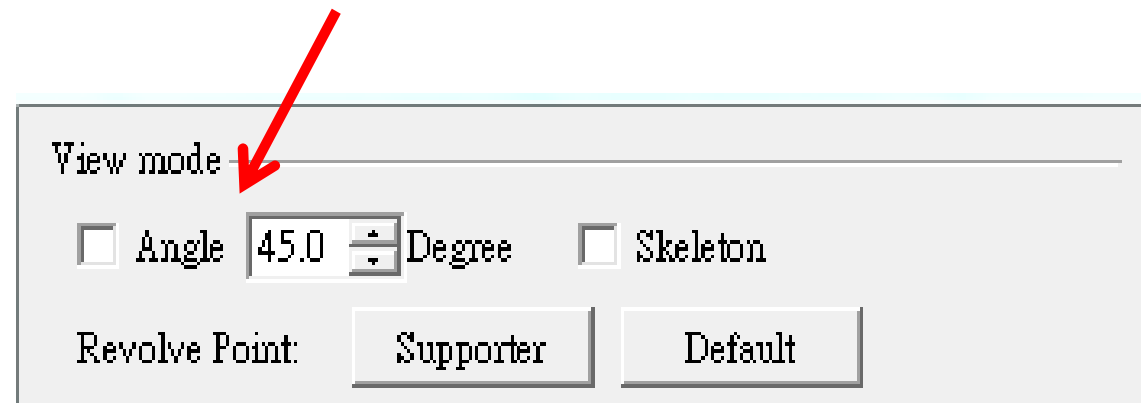
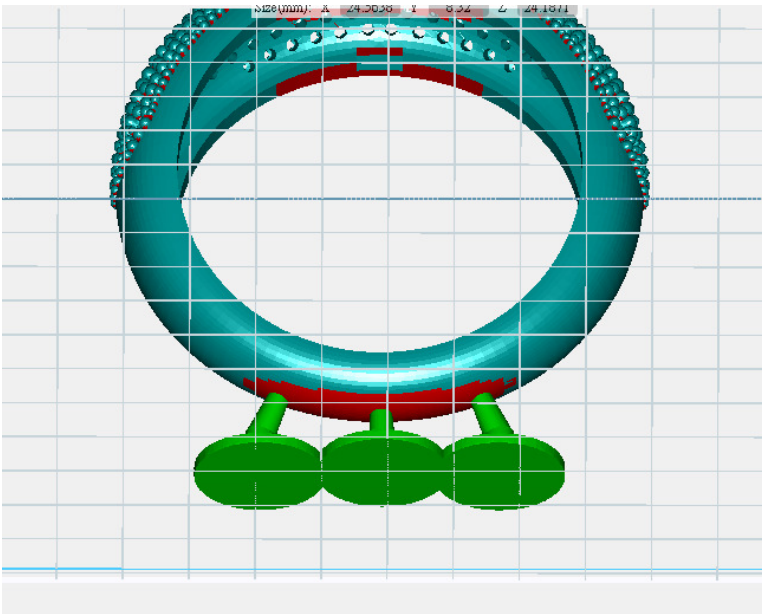
BASE THICKNESS

BUILD SUPPORT – VIEW MODE

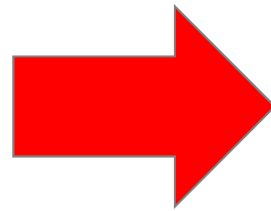
ANGLE INDICATOR WILL HELP IDENTIFY THE BEVEL ANGLE OF OBJECT SURFACE

A. BELOW A CERTAIN ANGLE WILL BECOME RED IN PREVIEW

B. THESE RED AREA INDICATES AREA MORE FAT AND POSSIBLY HANG IN AIR,
WHERE NEED TO BUILD SUPPORTS



BUILD SUPPORT – VIEW MODE



BUILD SUPPORT – VIEW MODE

SHOW SUPPORT IN LINE

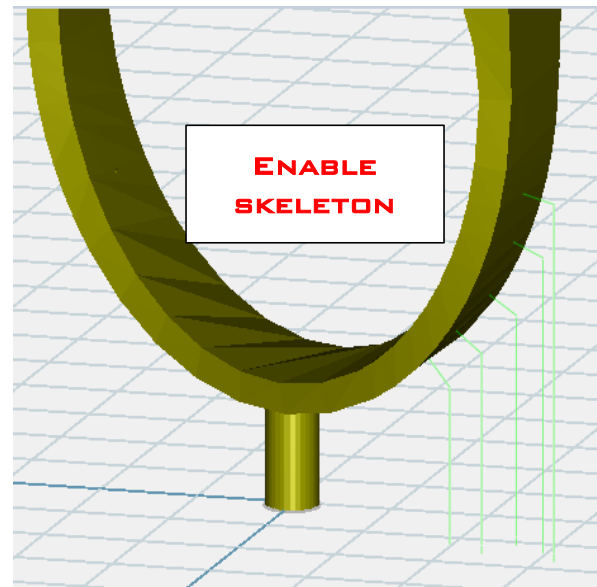
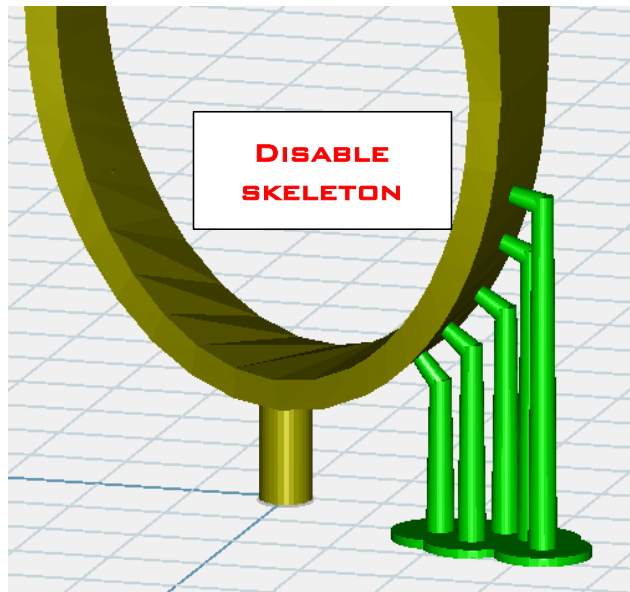
View mode

☐ Angle 45.0 ☐ Skeleton

Revolve Point:

Supporter

Default



BUILD SUPPORT – VIEW MODE

View mode _____

☐ Angle Degree ☐ Skeleton

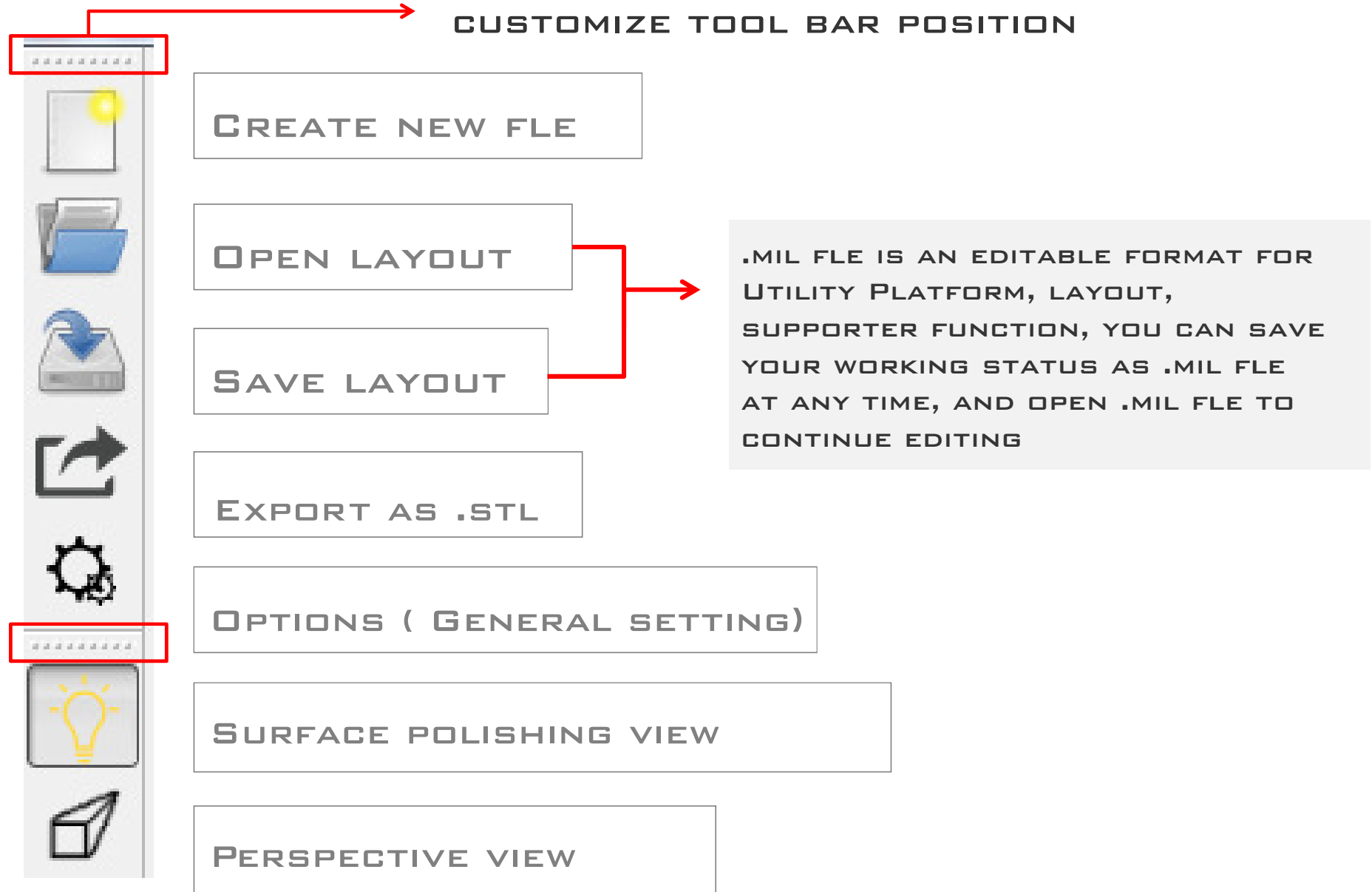
Revolve Point:

1. SELECT ONE SUPPORT
2. CLICK REVOLVE POINT: SUPPORTER
3. USE FX SUPPORT AS VIEW ROTATION CENTER
4. SEE THE 360 DEGREE POSITION OF SUPPORT

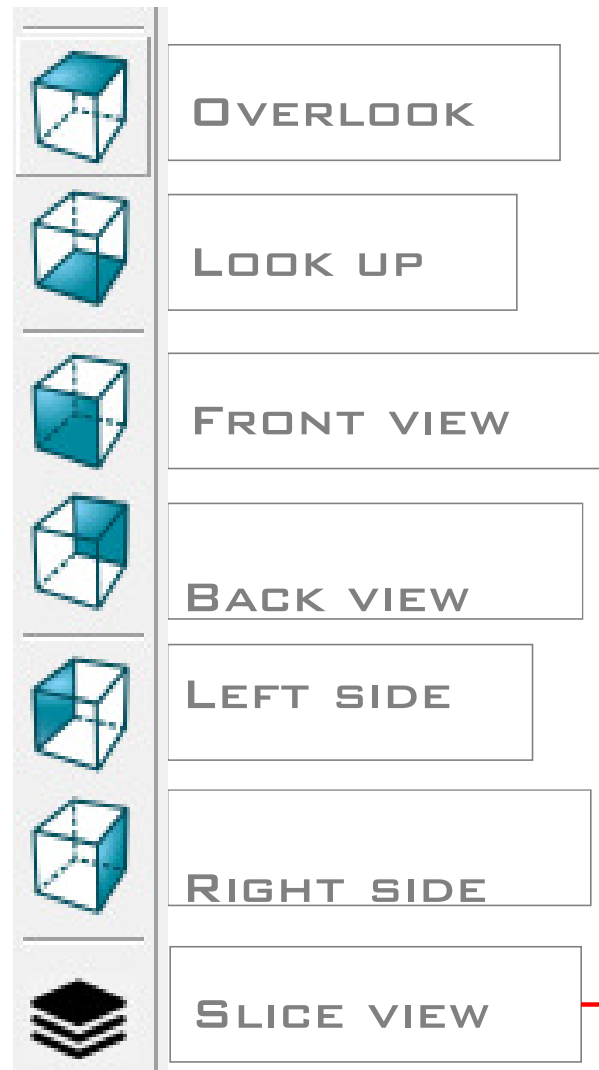
DEFAULT (USE PLATFORM AS VIEW ROTATION CENTER)

TOOL BAR

CLICK AND DRAG THE TOOL BAR, USE CAN CUSTOMIZE TOOL BAR POSITION



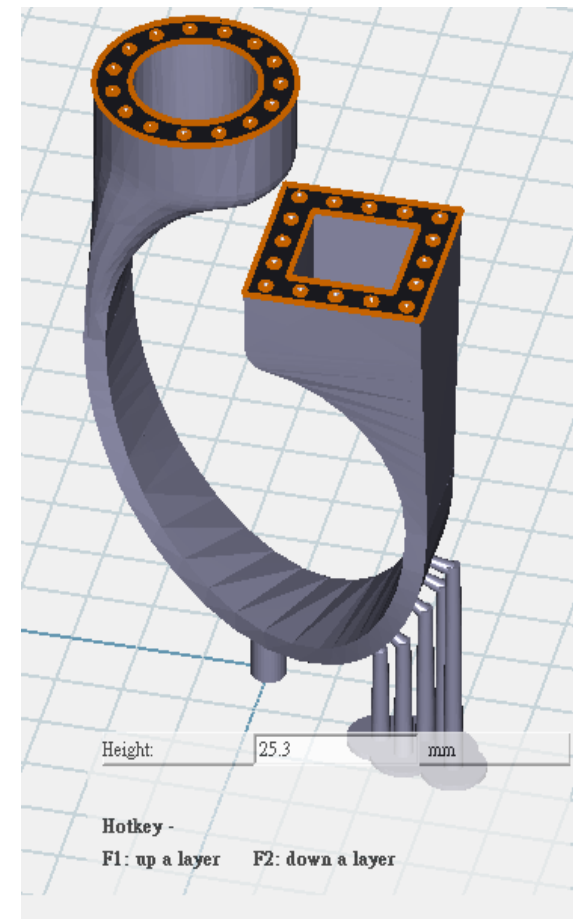
TOOL BAR



SLICE VIEW

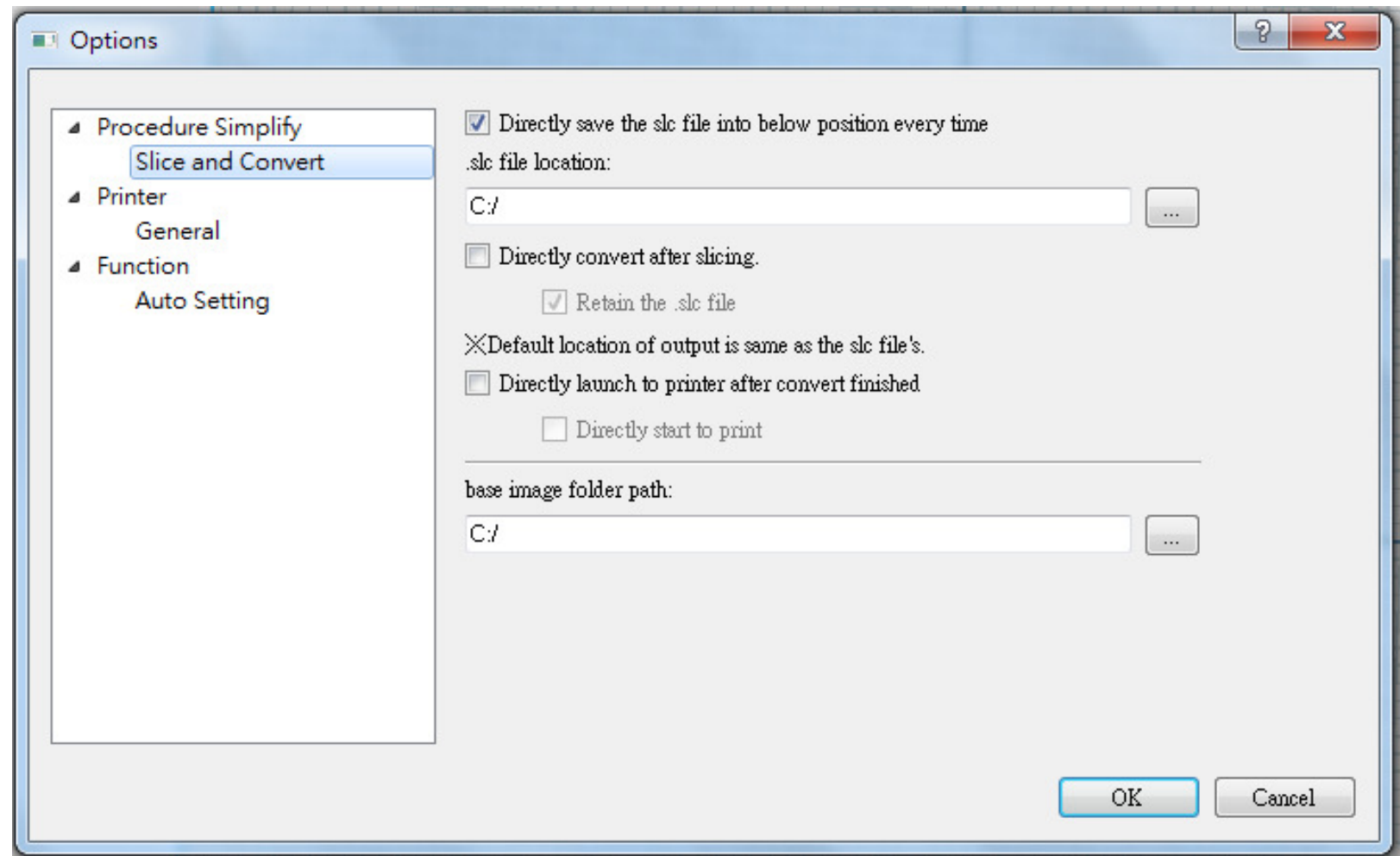
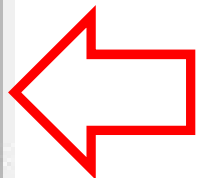
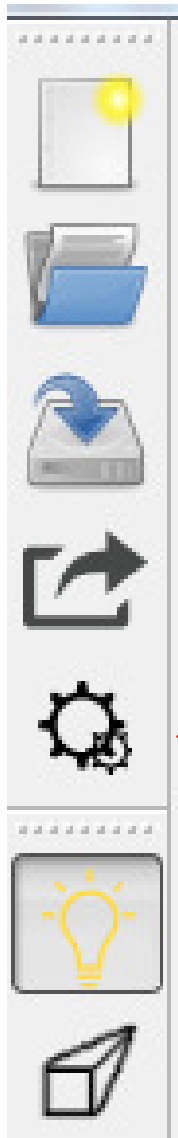
PREVIEW EACH LAYER

(BUT NOT EXPORT .SLC YET)

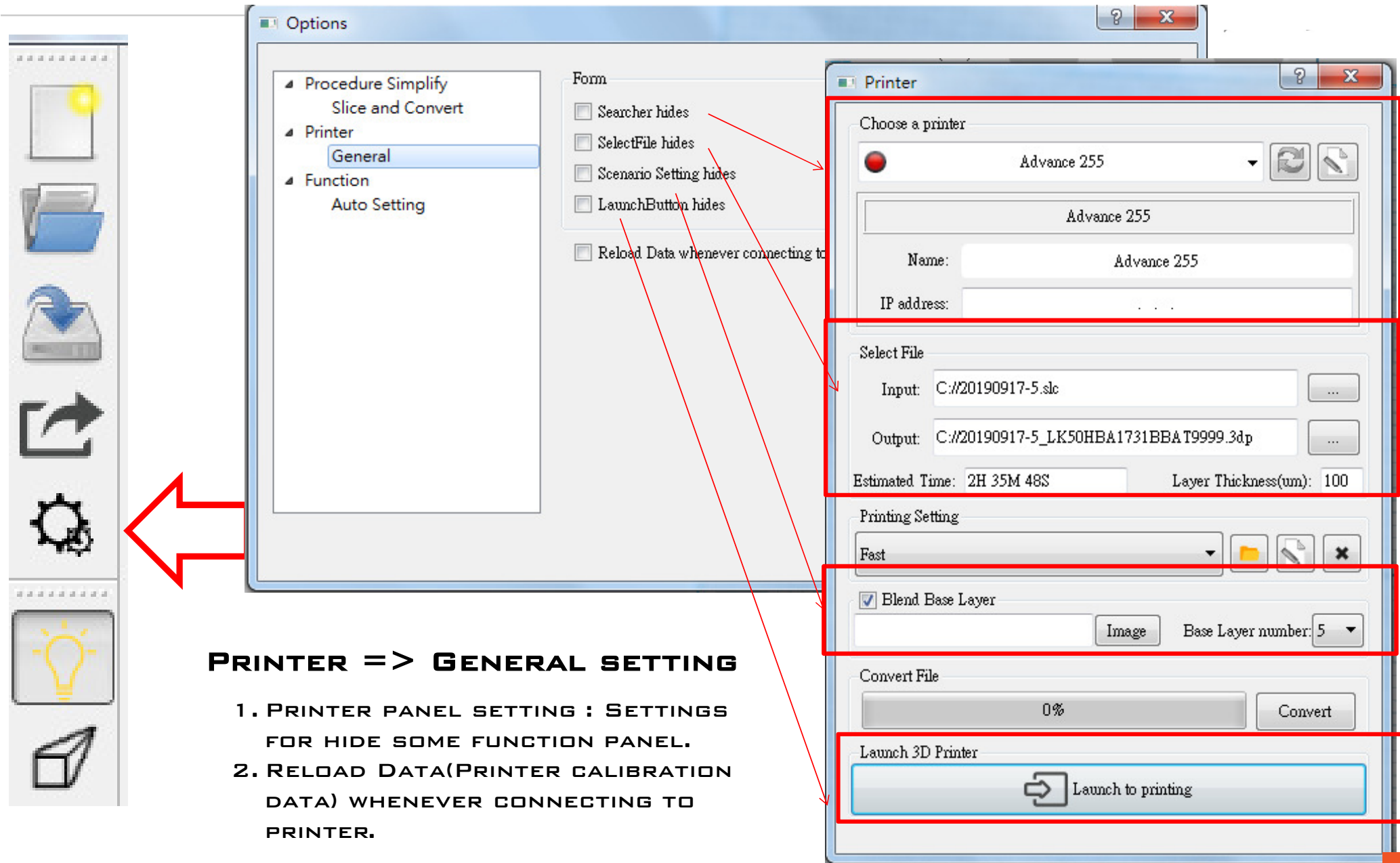


TOOL BAR – OPTIONS SETTING

- 1) PROCEDURE SIMPLIFY : SETTINGS FOR SKIP SOME PROCEDURE INQUIRY ALERT EVERY TIME.



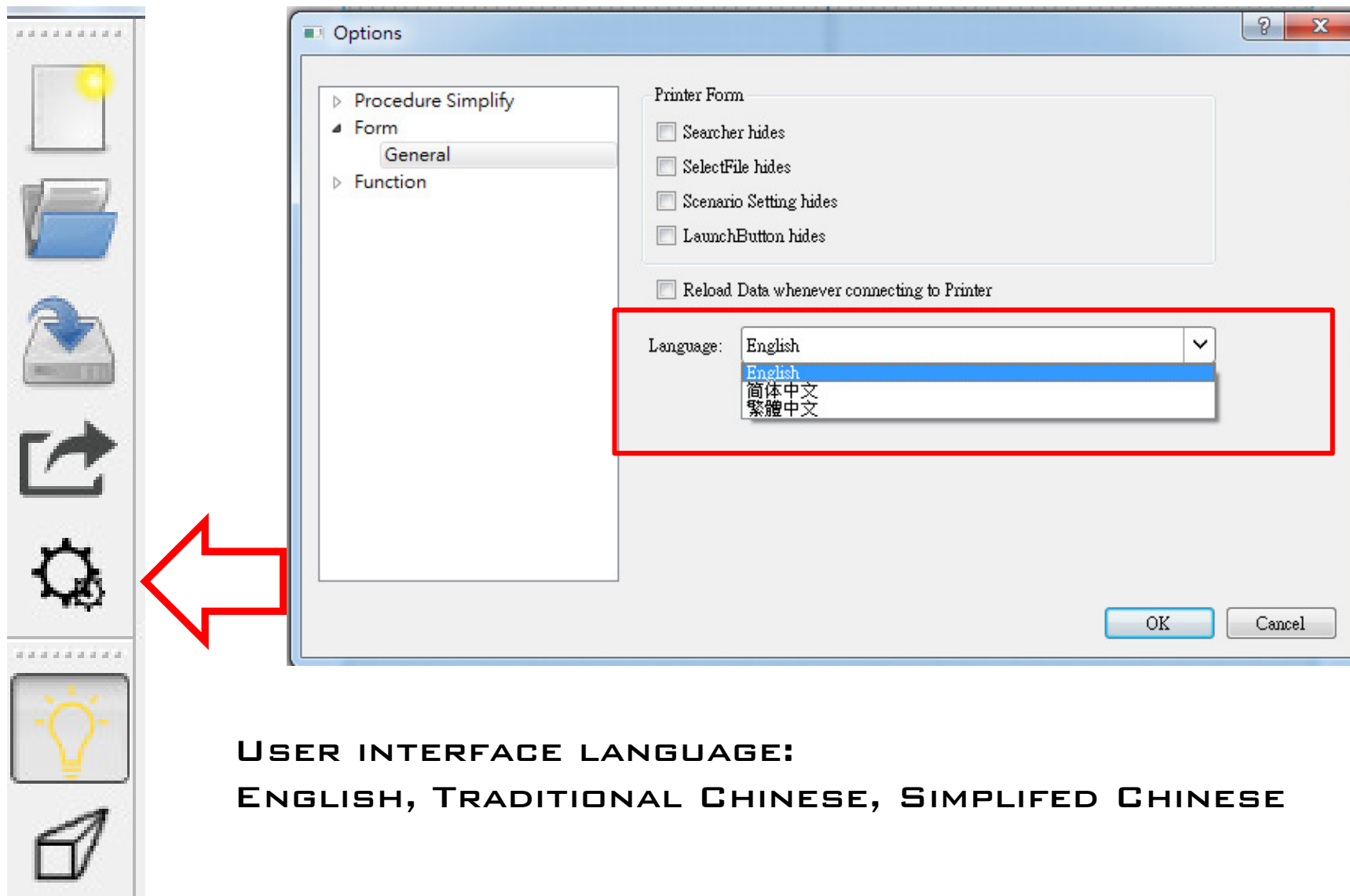
TOOL BAR – OPTIONS SETTING



Printer => GENERAL SETTING

1. PRINTER PANEL SETTING : SETTINGS FOR HIDE SOME FUNCTION PANEL.
2. RELOAD DATA(PRINTER CALIBRATION DATA) WHENEVER CONNECTING TO PRINTER.

TOOL BAR – OPTIONS SETTING

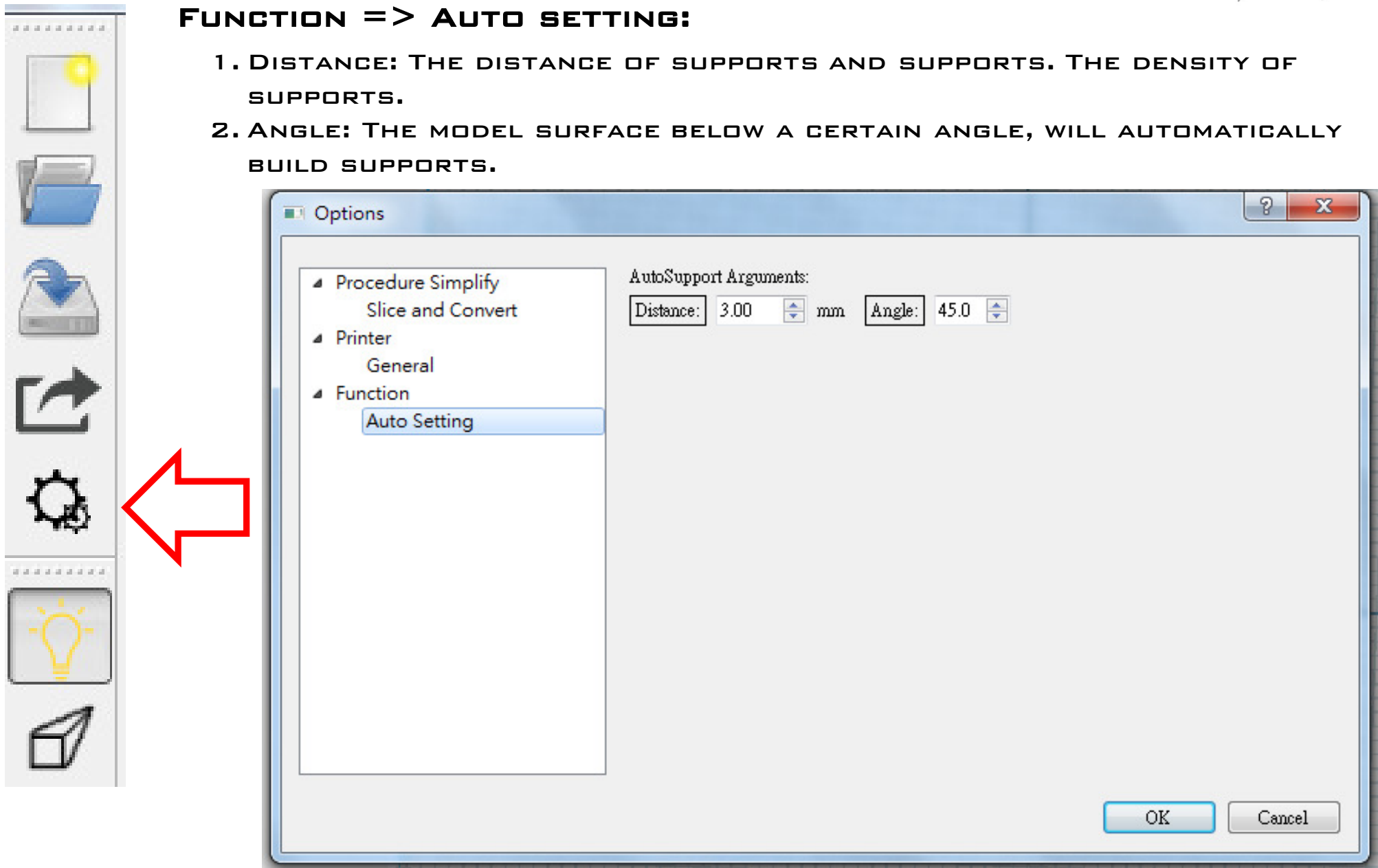


**USER INTERFACE LANGUAGE:
ENGLISH, TRADITIONAL CHINESE, SIMPLIFIED CHINESE**

TOOL BAR – OPTIONS SETTING

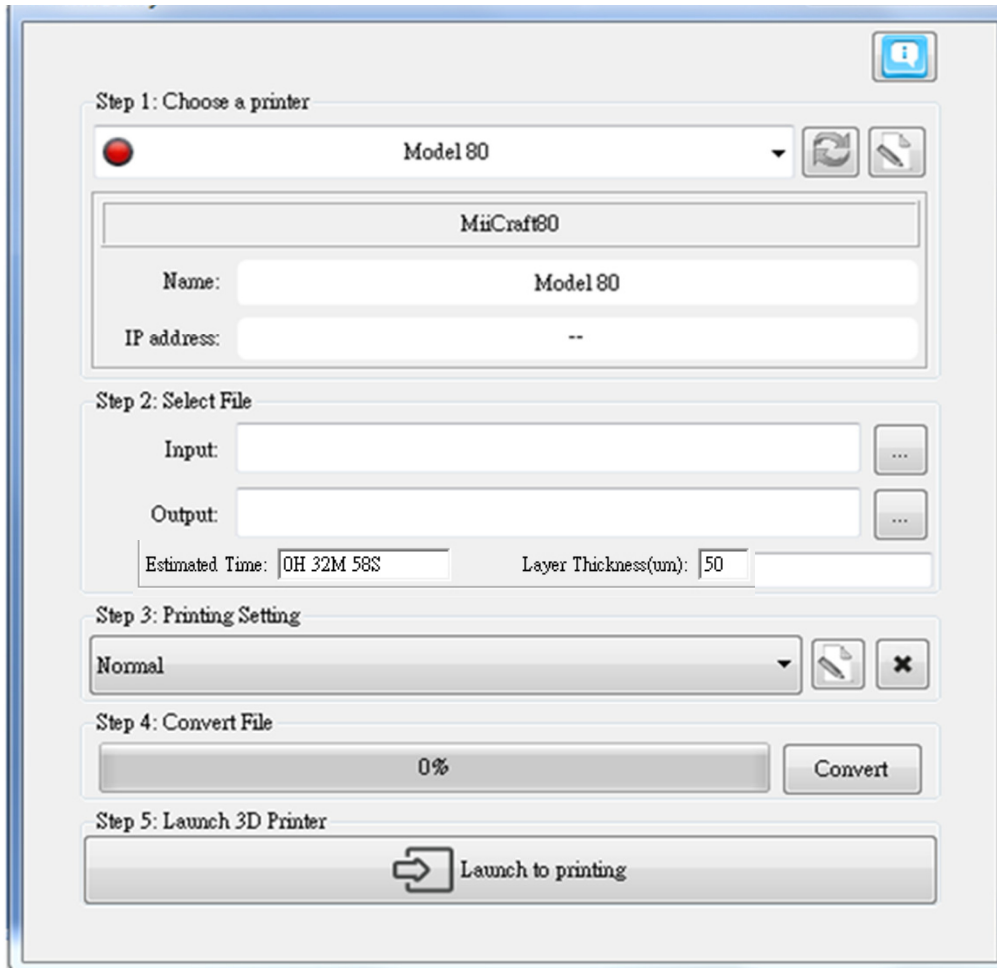
FUNCTION => AUTO SETTING:

1. **DISTANCE:** THE DISTANCE OF SUPPORTS AND SUPPORTS. THE DENSITY OF SUPPORTS.
2. **ANGLE:** THE MODEL SURFACE BELOW A CERTAIN ANGLE, WILL AUTOMATICALLY BUILD SUPPORTS.



PRINTER SETTING

1) TOOL BAR, ICON AS PICTURE ON THE RIGHT



Step 1: Choose a printer

Model 80

MiiCraft80

Name: Model80

IP address: --

Step 2: Select File

Input:

Output:

Estimated Time: 0H 32M 58S Layer Thickness(um): 50

Step 3: Printing Setting

Normal

Step 4: Convert File

0%

Convert

Step 5: Launch 3D Printer

Launch to printing

Step 1: Choose printer

Step 2: Select file
Input: .SLC

Step 3: Set printing
parameter



Step 4: Convert file
Output: 30p

Step 5: Launch to
MiiController

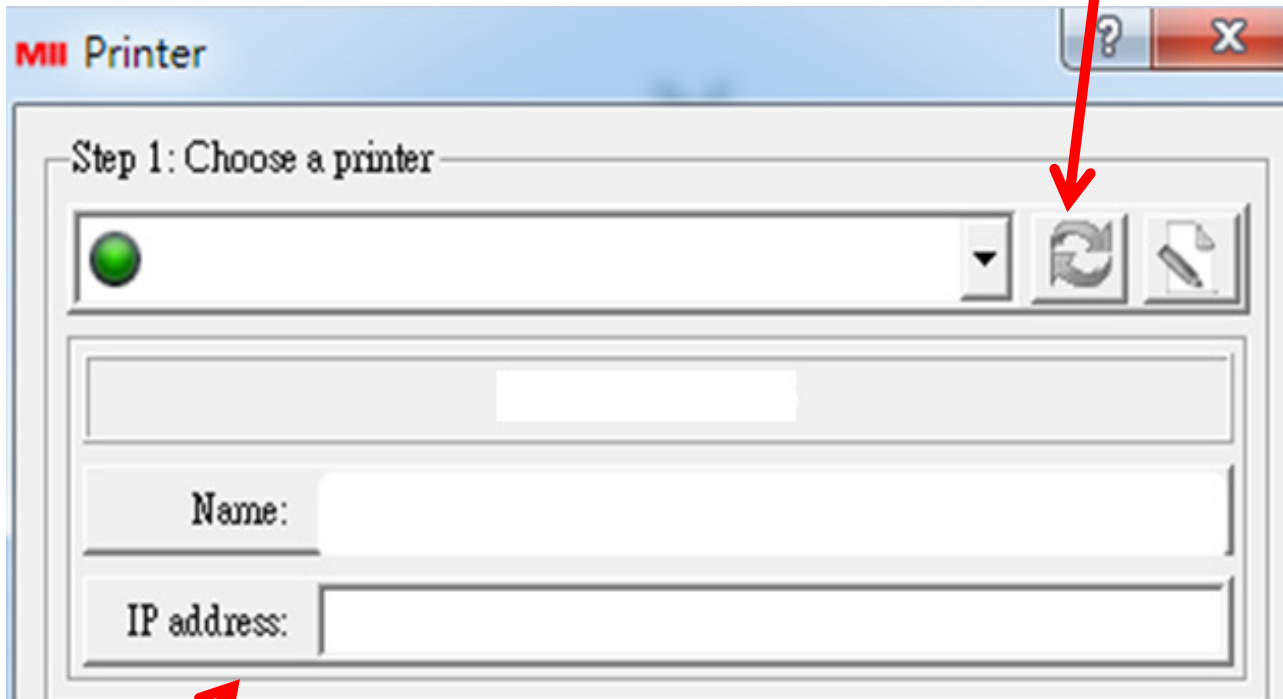


PRINTER SETTING

STEP 1

-  Online printer
-  Offline printer

SCAN ONLINE PRINTER



PRINTER IP

- TO PRINT (ONLY ONLINE PRINTER)
- TO USE PRINTER CALIBRATE INFORMATION WHEN CONVERTING FILES (BOTH ONLINE AND OFFLINE PRINTER)



Trouble shooting

If unable to connect computer and printer, please check computer's proxy setting, it has to be close.



PRINTER SETTING

STEP 2



Step 2: Select File

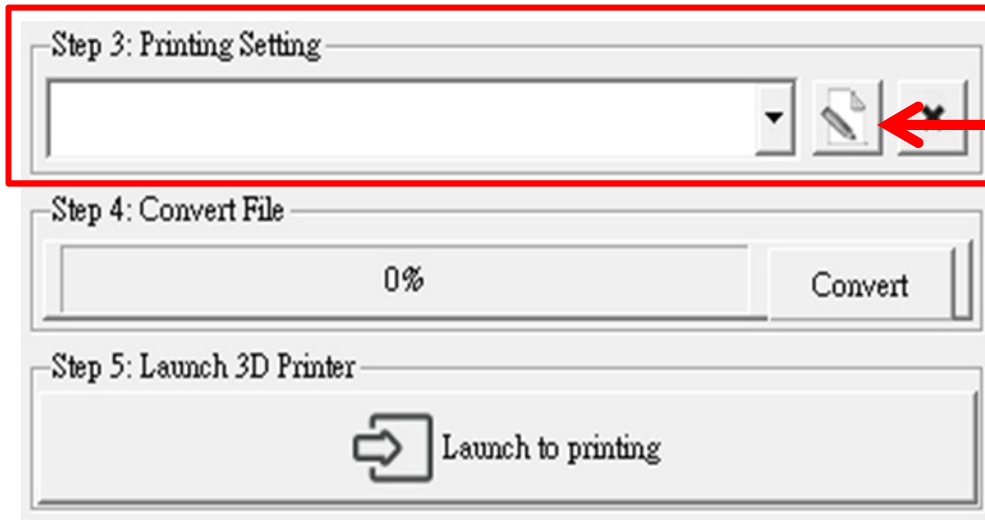
Input: ...

Output: ...

Estimated Time: 6H 28M 12S Layer Thickness(um): 50

Annotations:

- Red arrow pointing to Input field: DEFAULT USER EDIT .SLC
- Red arrow pointing to Output field: FILE OUTPUT .3DP FILE
- Red arrow pointing to Estimated Time: ESTIMATED PRINTING TIME



Step 3: Printing Setting

[Dropdown] [Edit] [Print]

Annotations:

- Red box around the entire Step 3 section
- Red arrow pointing to the Edit icon: 1. SELECT .MPS FILE
2. EDIT .MPS FILE (PRINTING PARAMETER)










Step 4: Convert File






0%

Step 5: Launch 3D Printer

PRINTING SETTING (.MPS)

Step 3: Printing Setting

Curing Time(s): 2.00
Speed: Normal
Gap Adj(mm): 0.00
Base Layers: 1
Base Curing(s): 5.00
Buffer Layers: 3
Power(%): 100
Print Delay(s): 1
Image Calibration: ☒
Anti-aliasing: Max (default)
Image Pixel Offset: 0 (default)
Overlap(%): 50
Edge Enhance: 0
Blur: 0

THE AMOUNT OF TIME FOR UV CURING(SECONDS) PER LAYER

SLOW, NORMAL AND FAST, MEANS DIFFERENT PEELING SPEED. RECOATER MODE INCLUDING RECOATER BACK AND FORTH. ALSO USER CAN SELECT "ADVANCED" TO SET USER DEFEND PEELING

ADJUST THICKNESS OF THE FRST LAYER

DEFNE NUMBER OF BASE LAYERS

CURING TIME FOR BASE LAYERS

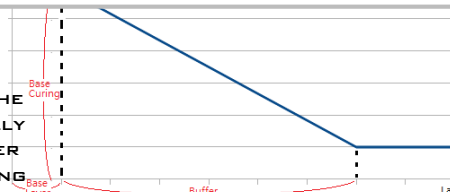
SET THE NUMBER OF BUFFER LAYERS

AT 100% IS THE EXISTING BRIGHTNESS OF LIGHT ENGINE. USER CAN ADJUST THE POWER IN RESPONSE TO DIFFERENT

FOR FRST LAYER, PICKER STAY FOR AT LEAST 1 SEC. THEN CURE




















MAKE IMAGE CALIBRATION FOR THIS PRINTER

WHAT IS BUFFER LAYER?
WITHIN BUFFER LAYER, THE CURING TIME IS GRADUALLY CHANGE FROM BASE LAYER SETTING TO LAYER SETTING



PRINTING SETTING (.MPS)

 ACTIVE

	ULTRA SERIES	ADVANCE SERIES	PROFESSION SERIES
IMAGE CALIBRATION			
ANTI-ALIASING			
PIXEL OFFSET			
EDGE ENHANCE			
OVERLAP (%)			
BLUR			
CONTOUR EXPOSURE			
RESIN SHRINKAGE COMPENSATION			
FLIP IMAGE			

PRINTING SETTING (.MPS)

Anti-aliasing: Max (default)

Image Pixel Offset: 0 (default)

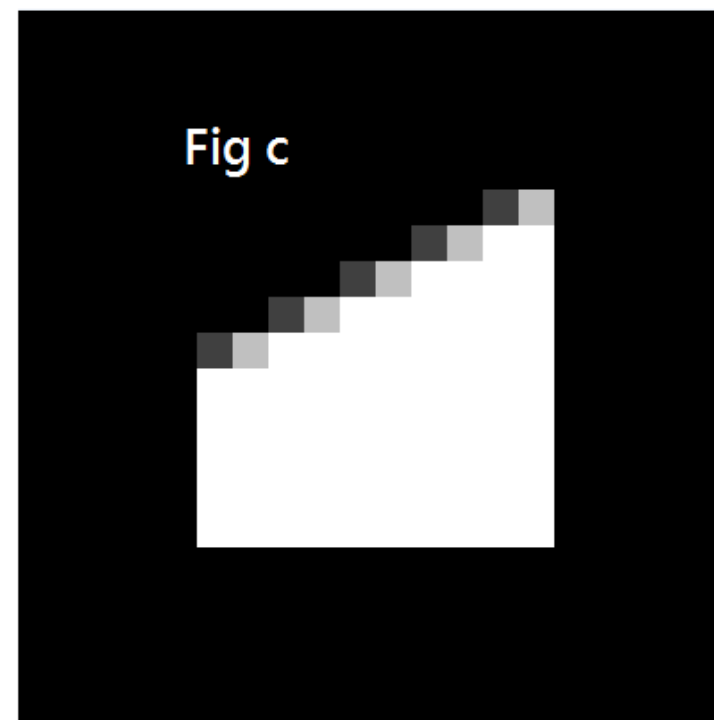
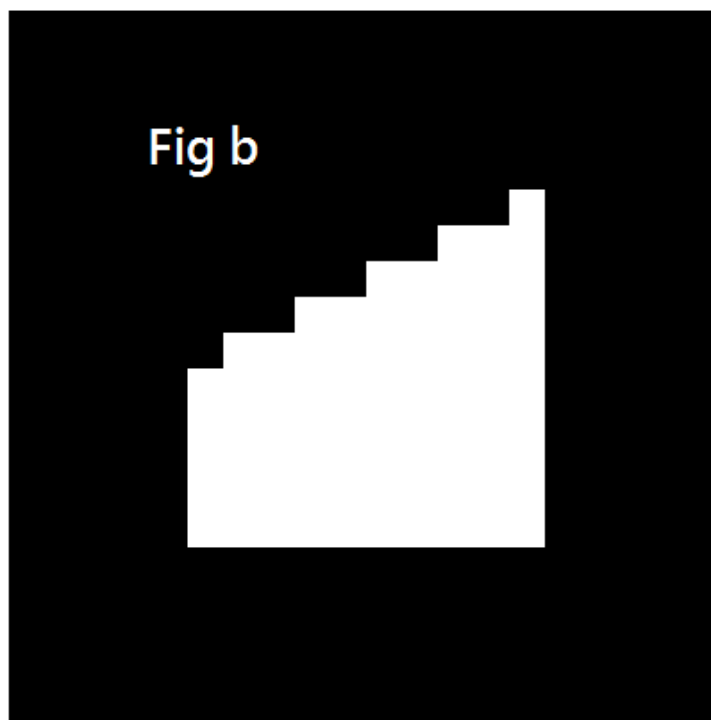
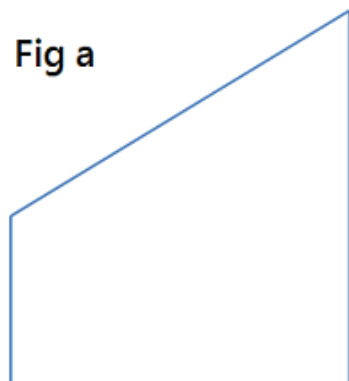
Overlap(%): 50

Edge Enhance: 0

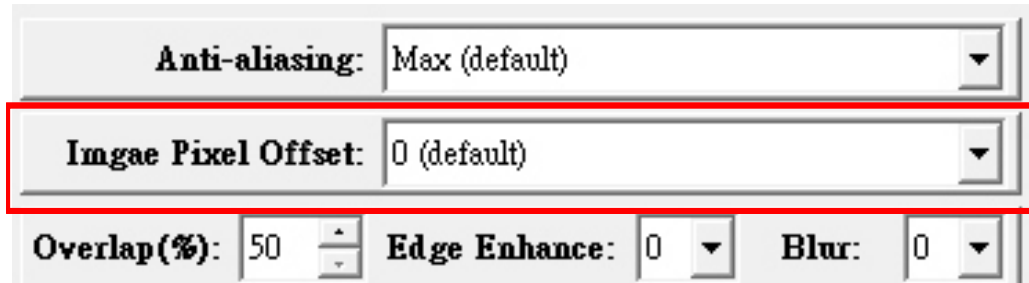
Blur: 0

NONE ANTI-ALIASING

MAX ANTI-ALIASING



PRINTING SETTING (.MPS)



Anti-aliasing: Max (default) ▼

Image Pixel Offset: 0 (default) ▼

Overlap(%): 50 ▲▼ Edge Enhance: 0 ▼ Blur: 0 ▼

**PIXEL OFFSET : CAN SLIGHTLY ADJUST EDGE PIXEL
(0.5 PIXEL = 1)**

FOR EXAMPLE:

SELECT -2, ERODE 1 PIXEL ON THE EDGE

SELECT 2, ADD 1 PIXEL ON THE EDGE

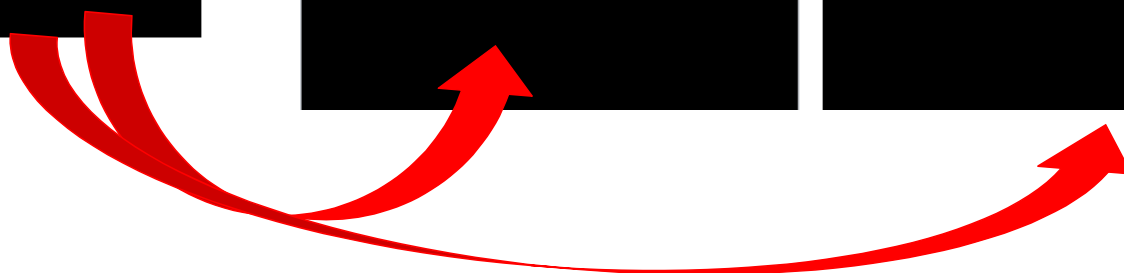
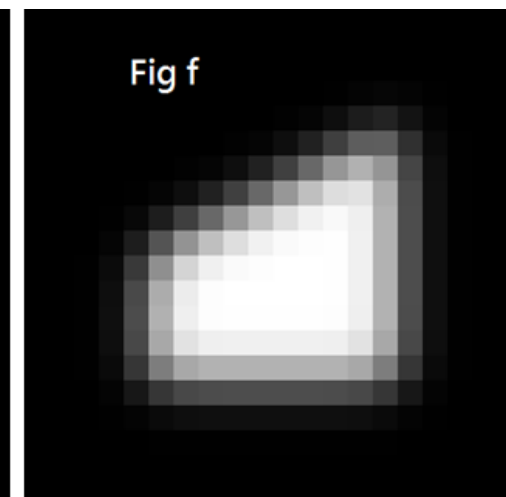
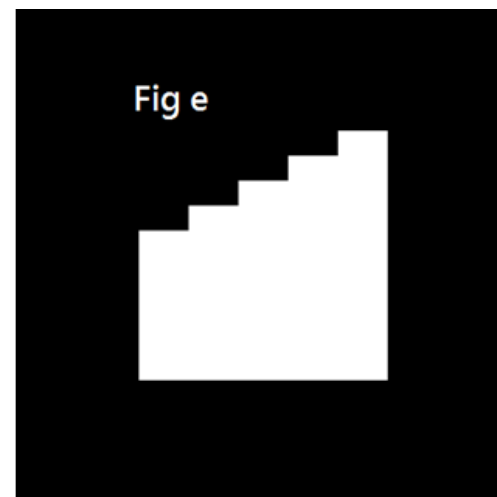
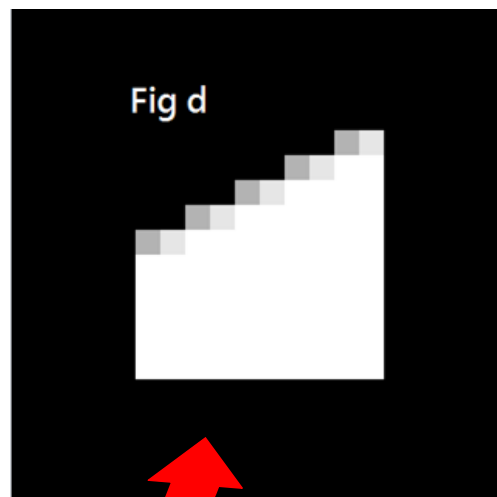
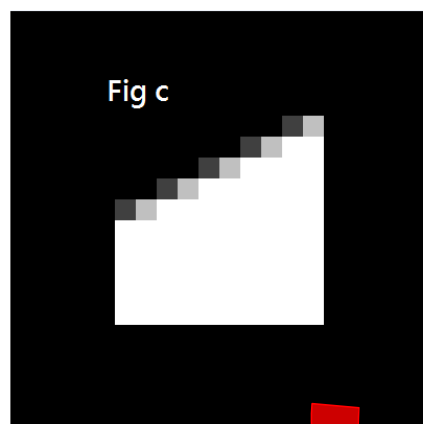
PRINTING SETTING (.MPS)

Anti-aliasing:	Max (default) ▼		
Image Pixel Offset:	0 (default) ▼		
Overlap(%):	50	Edge Enhance:	0 ▼
		Blur:	0 ▼

EDGE ENHANCE LEVEL 3

EDGE ENHANCE LEVEL 5

BLUR



PRINTING SETTING (.MPS)

Anti-aliasing: Max (default) ▼

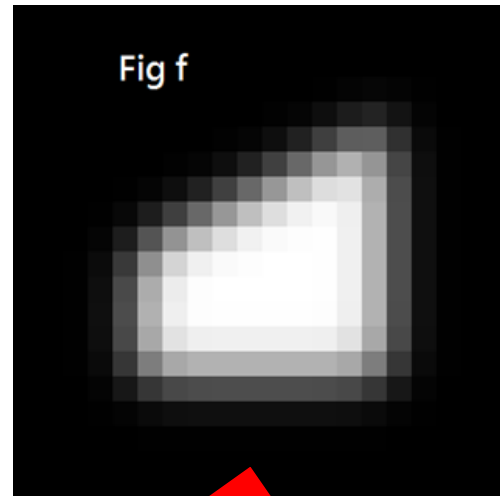
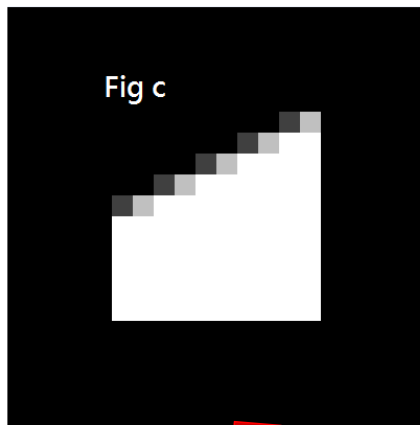
Image Pixel Offset: 0 (default) ▼

Overlap(%): 50 ▲▼

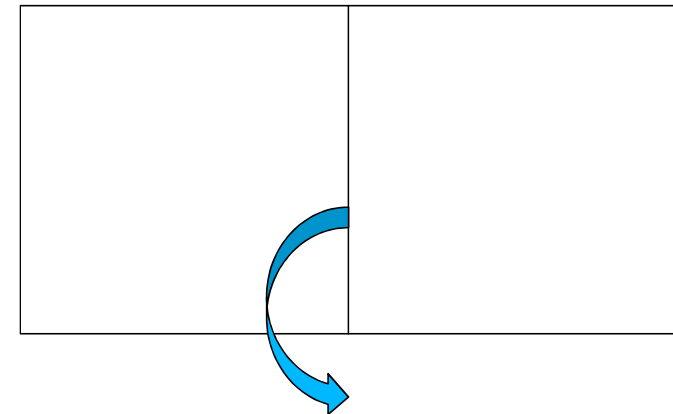
Edge Enhance: 0 ▼

Blur: 0 ▼

ONLY APPLY TO ADVANCE SERIES



BLUR



OVERLAP OF DUAL LIGHT ENGINE

OVERLAP % : TWO LIGHT ENGINE POWER PERCENTAGE. SUPPOSE BOTH LIGHT ENGINE HAVE SAME POWER, THE PERCENTAGE IS 50%

PRINTING SETTING (.MPS)

Contour Exposure

Pixels: 0
Exp(%): 200
Gap: 2

CONTOUR EXPOSURE : USER SET THIS FUNCTION TO EXPOSURE CONTOUR IMAGE FRST, THEN EXPOSURE INSIDE IMAGE. CAN PREVENT CONTOUR DEFORM

PIXELS : CONTOUR PIXEL

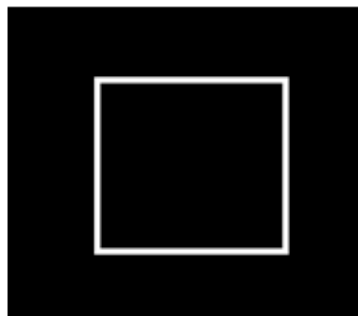
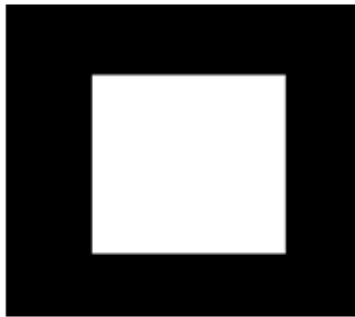
EXP (%) : CONTOUR EXPOSURE TIME

THE PERCENTAGE IS COMPARE TO CURING TIME (INSIDE IMAGE EXPOSURE TIME IS SAME AS CURING TIME)

FOR EXAMPLE:

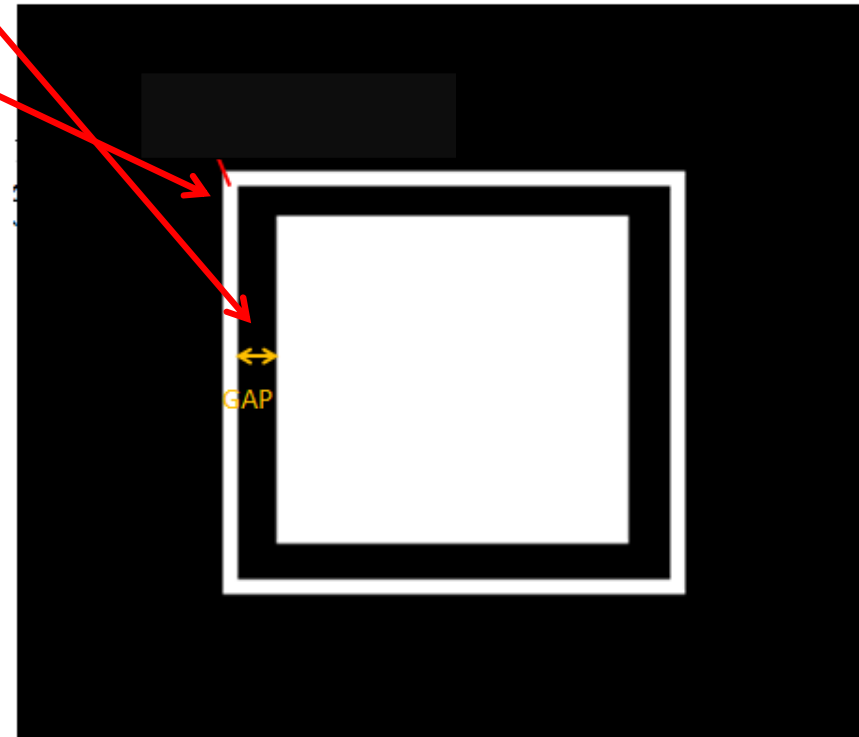
SQUARE

OBJECT



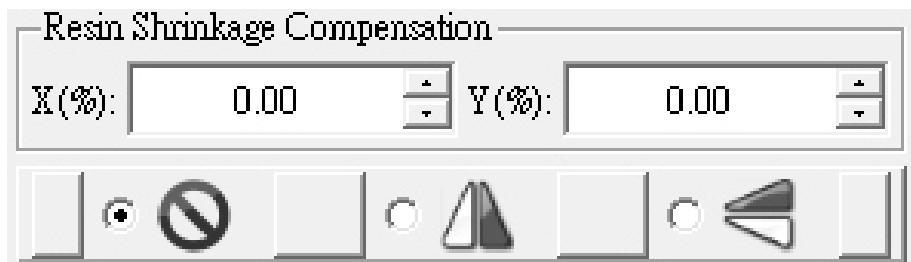
CONTOUR IMAGE

INSIDE IMAGE



IF USER SET CONTOUR PIXEL, ONE IMAGE WILL BECOME 2 IMAGE, CONTOUR AND INSIDE

PRINTING SETTING (.MPS)



+0% TO 9.9% → ENLARGE AN IMAGE

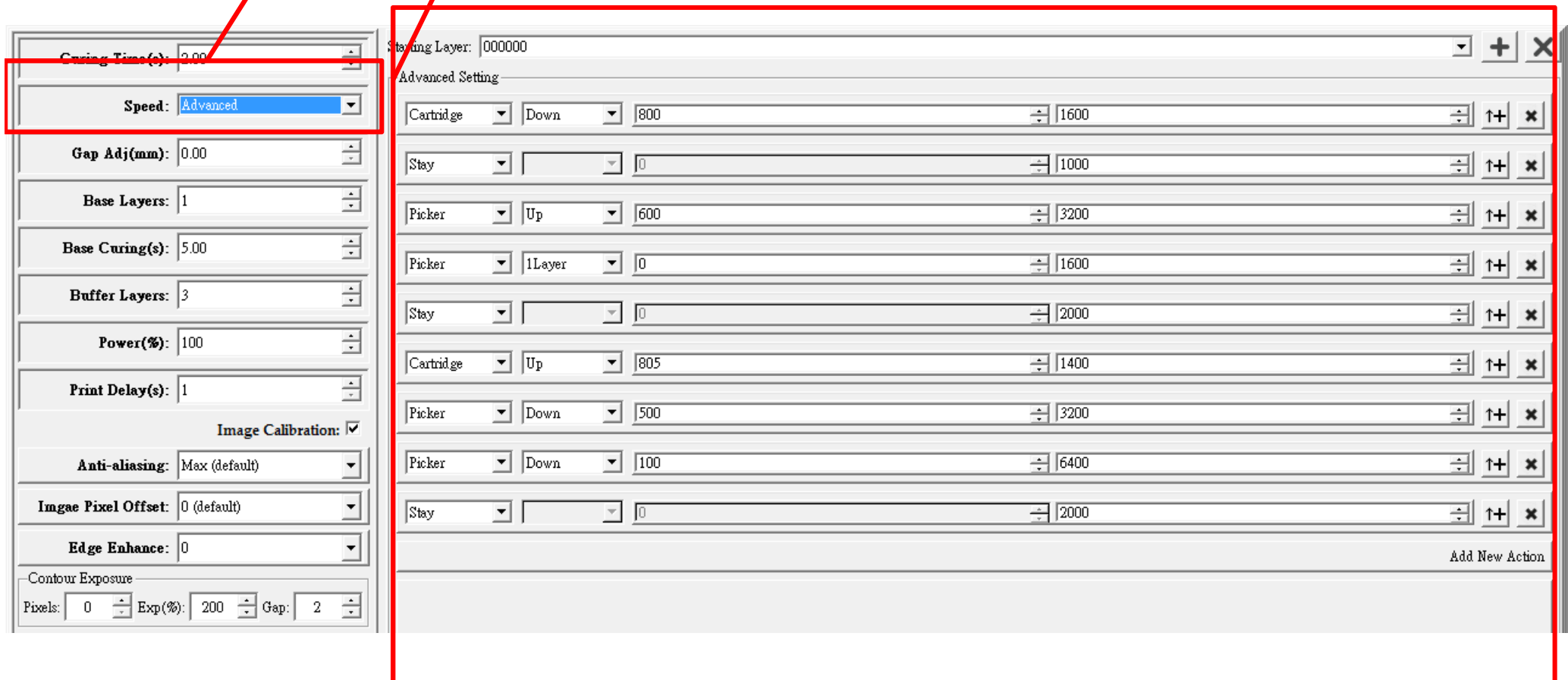
-0% TO -9.9% → SHRINK AN IMAGE

FLIP IMAGE BY X AXIS OR Y AXIS

PRINTING SETTING (.MPS) –ADVANCE SETTING

SPEED : SELECT ADVANCE

ENABLE FUNCTION: CUSTOMIZE PEELING MODE



Curing Time(s): 2.00

Speed: Advanced

Gap Adj(mm): 0.00

Base Layers: 1

Base Curing(s): 5.00

Buffer Layers: 3

Power(%): 100

Print Delay(s): 1

Image Calibration: ☒

Anti-aliasing: Max (default)

Image Pixel Offset: 0 (default)

Edge Enhance: 0

Contour Exposure

Pixels: 0 Exp(%): 200 Gap: 2

Starting Layer: 000000

Advanced Setting

Cartridge	Down	800	1600	1+	x
Stay		0	1000	1+	x
Picker	Up	600	3200	1+	x
Picker	1Layer	0	1600	1+	x
Stay		0	2000	1+	x
Cartridge	Up	805	1400	1+	x
Picker	Down	500	3200	1+	x
Picker	Down	100	6400	1+	x
Stay		0	2000	1+	x

Add New Action

PRINTING SETTING (.MPS) -ADVANCE SETTING



THE ADVANTAGE OF ADVANCED SETTING IS YOU CAN DECIDE PEELING MODE

TILT MODE : SET CARTRIDGE(TANK) UP AND DOWN FOR BIGGER AREA PEELING

DIRECT MODE : ONLY SET PICKER'S MOVEMENT, CARTRIDGE STAY, TO LET PEELING SPEED FASTER

SWEEP: SET RECOATER MOVEMENT

STARTING LAYER: FROM STARTING LAYER START TO USE ADVANCE SETTING PEELING MODE

Starting Layer: 000000

Advanced Setting

Items Movement Step (25um/step) Half step period (micro second)

1	Cartridge	Down	800	1600
2	Stay		0	1000
3	Picker	Up	600	3200
4	Picker	1Layer	0	1600
5	Stay		0	2000
...	Cartridge	Up	805	1400
	Picker	Down	500	3200
	Picker	Down	100	6400
	Stay		0	2000

Add New Action

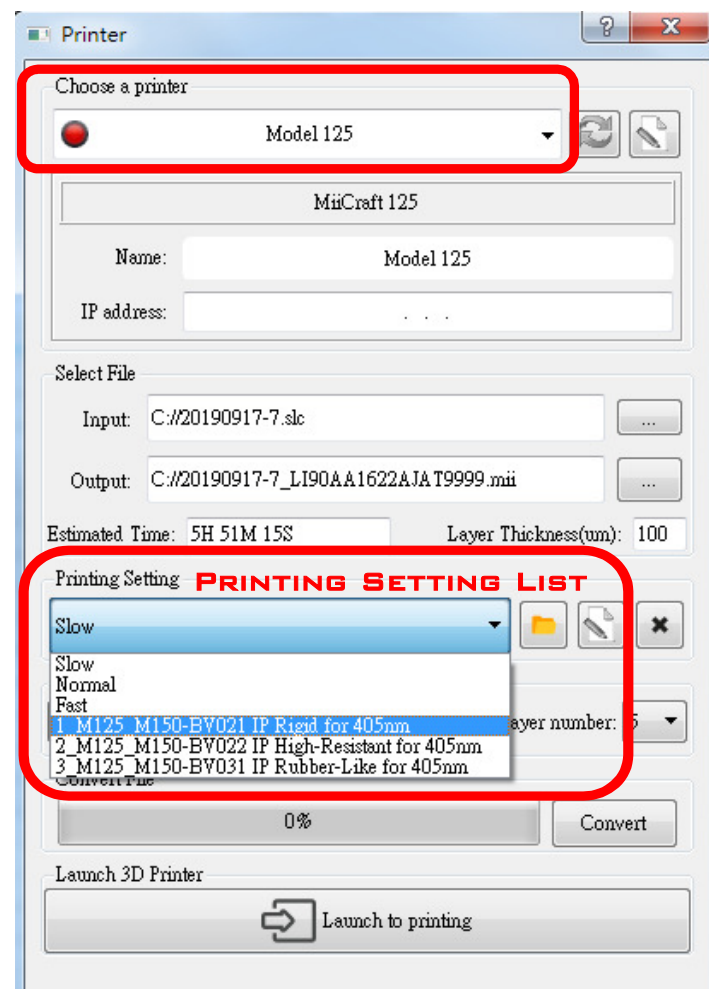
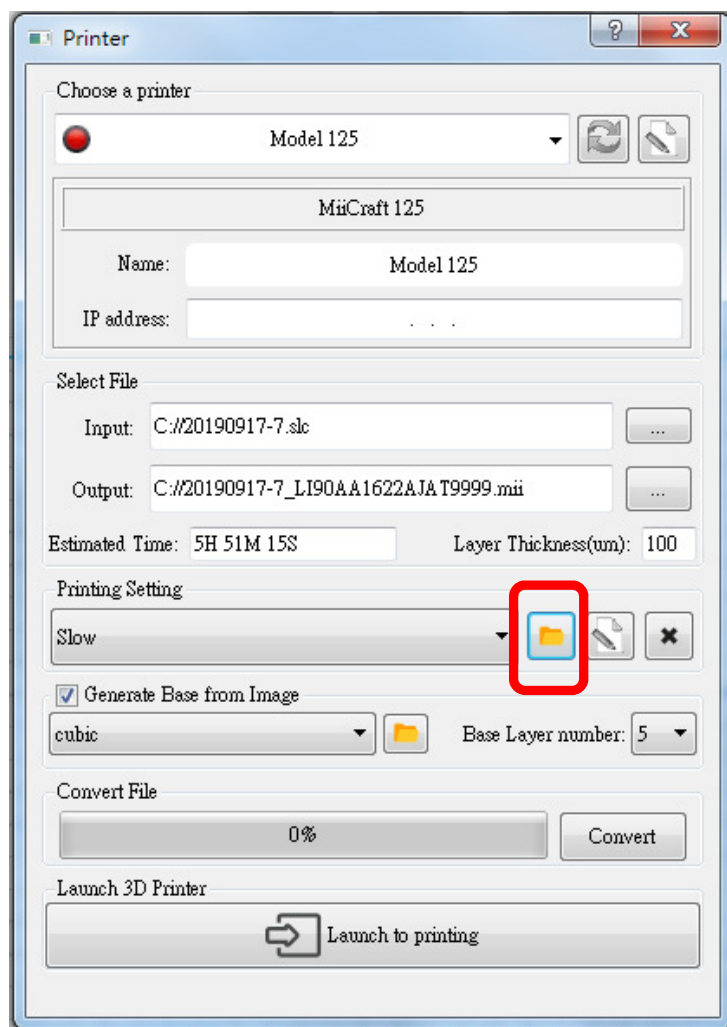
.MPS FILE USER MANAGEMENT

(1) ASSIGN .MPS USER MANAGEMENT FILE

THE PRINTER YOU CHOOSE WILL AFFECT THE .MPS YOU CAN SEE.

EX: CHOOSE MIICRAFT PROFESSION PRINTER, CAN ONLY SELECT .MPS FILE FOR MIICRAFT PROFESSION PRINTER

(2) PUT .MPS INTO USER ASSIGNED FILE, THE .MPS WILL SHOW UP IN THE PRINTING SETTING LIST AS BELOW PICTURE.



GENERATE BASE FROM IMAGE

Printer

Choose a printer

Advance 255

Advance 255

Name: Advance 255

IP address: . . .

Select File

Input: C://20190917-7.slc

Output: C://20190917-7_LK50HBA1731BBAT9999.3dp

Estimated Time: 14H 42M 47S Layer Thickness(um): 100

Printing Setting

Recoater

☒ Generate Base from Image

diamond Base Layer number: 5

Convert File

0% Convert

Launch 3D Printer

Launch to printing

STEP 3: PRINTING SETTING

1. SELECT IMAGE

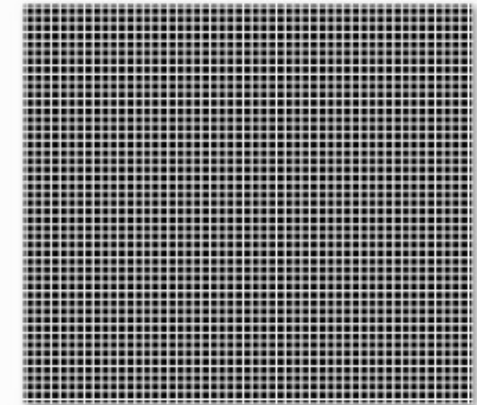
CUBIC

DIAMOND

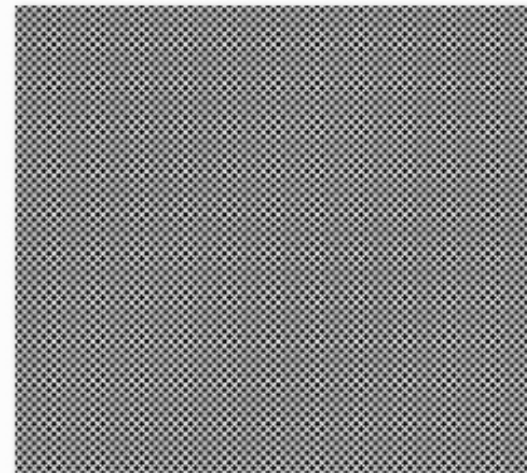
HEXAGON

2. OR DIY IMAGE FOR BASE

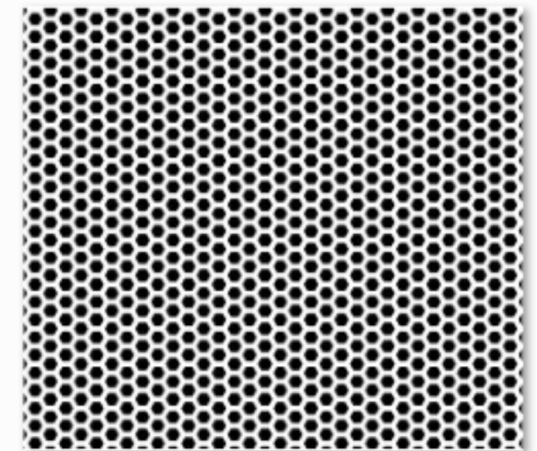
SET BASE LAYER THICKNESS
(FOR IMAGE BASE)



cubic.png



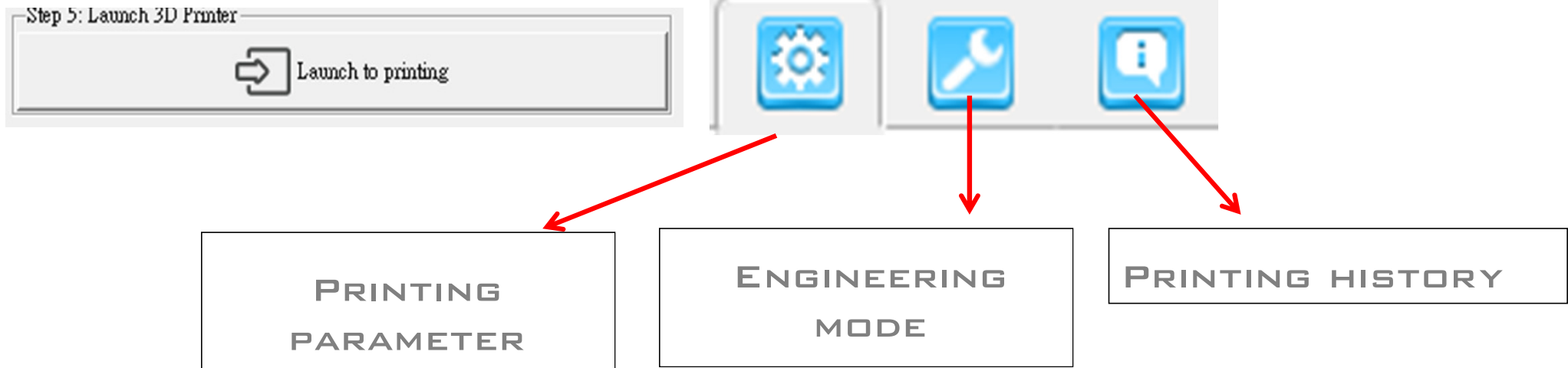
diamond.png



hexagon.png

PRINT VIA COMPUTER

STEP 5: LAUNCH TO PRINTER



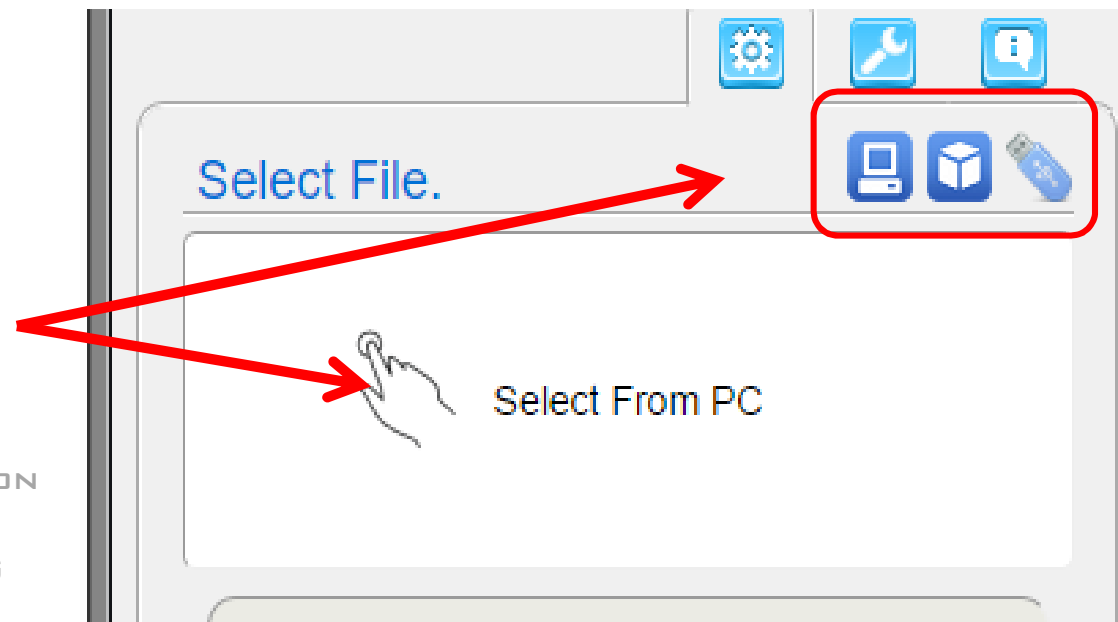
SELECT .3DP FILE

FROM PC

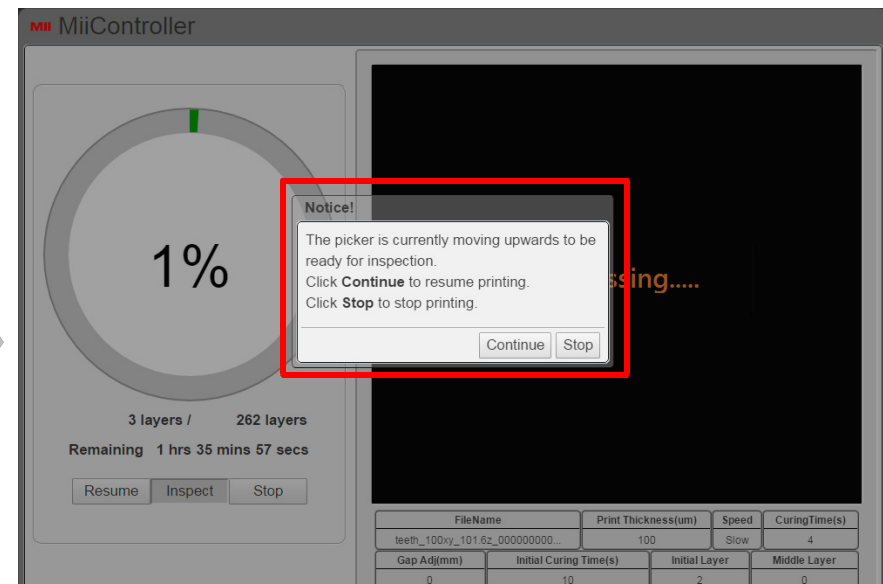
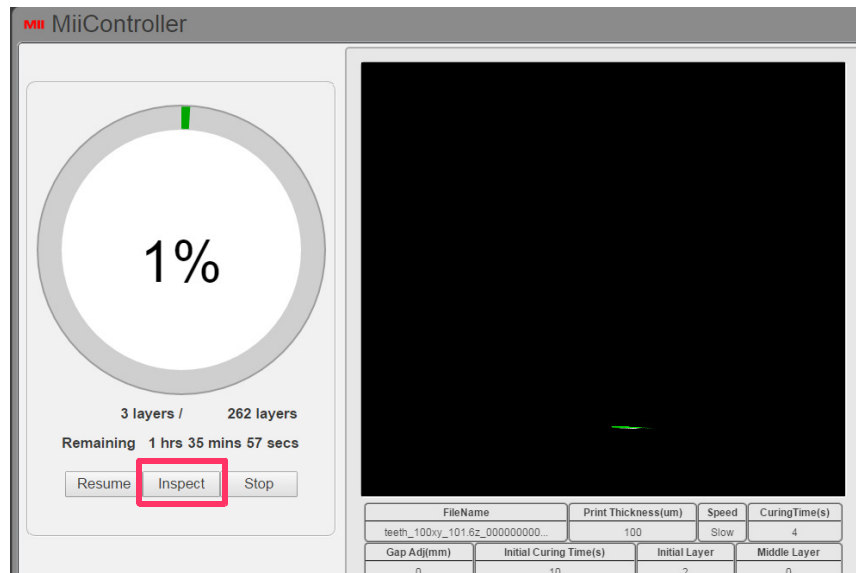
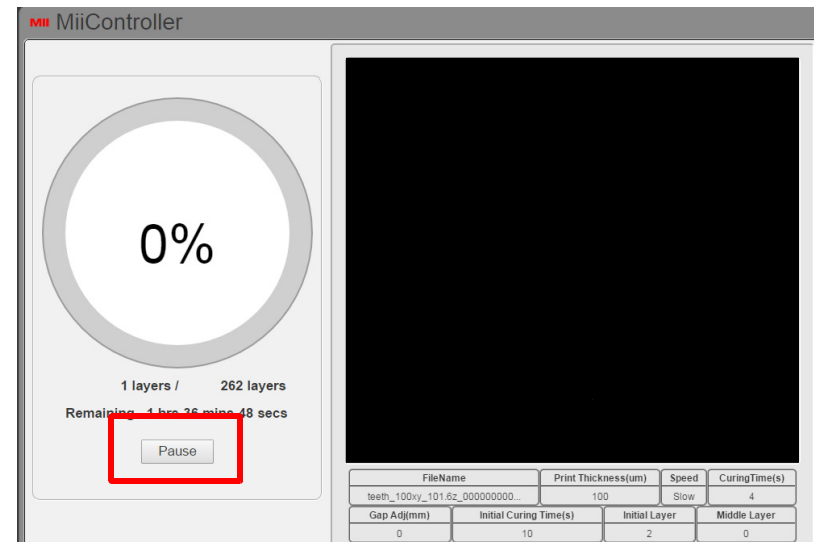
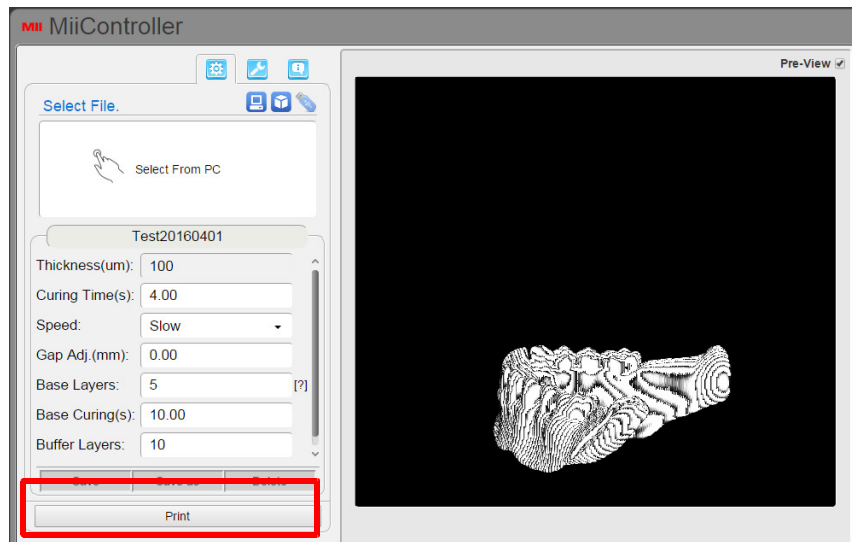
FROM MACHINE (FILE SAVED IN
PRINTER) FROM USB (USB INSERT
INTO PRINTER)

FILE INPUT SIZE LIMITATION:

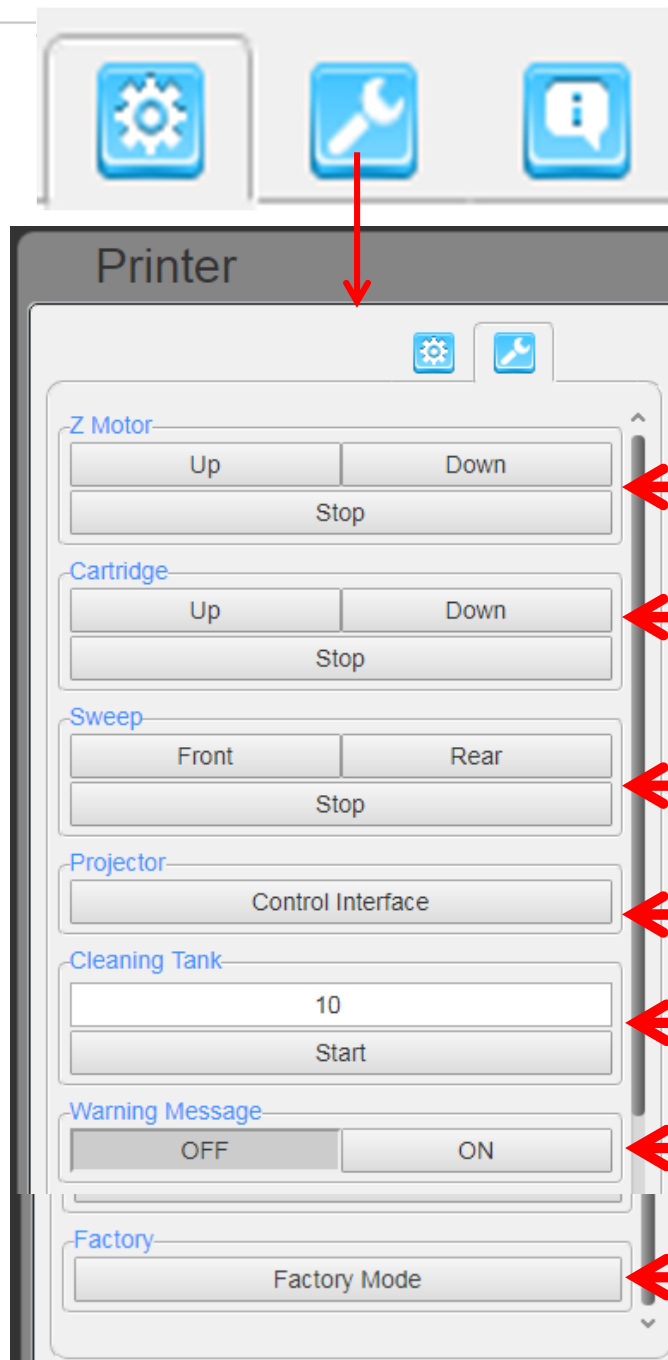
1. UPLOAD FILE FROM COMPUTER, FILE LIMITATION 500MB
2. UPLOAD FILE FROM USB, FILE LIMITATION 1G



PRINT VIA COMPUTER



ENGINEERING MODE (COMPUTER)



CONTROL Z-PLATFORM (BUILD PLATFORM)

CONTROL TEFDN MODULE

CONTROL RECOATER BLADE

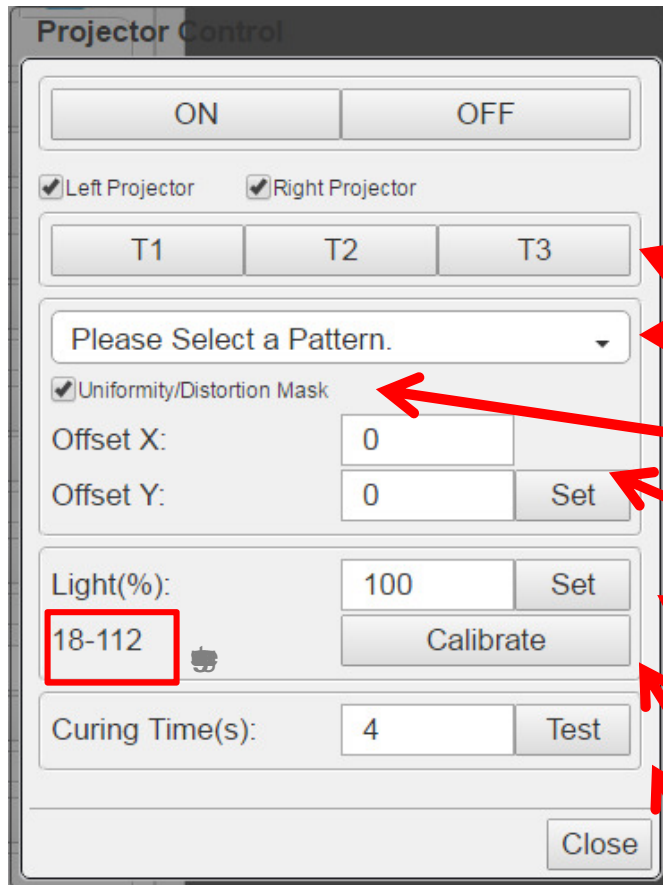
INTRODUCE IN THE NEXT PAGE

PROJECT A COMPLETE PATTERN, THE RESIDUAL WILL
BE TRANSFORMED INTO A SOLID LAYER

ON/OFF OF WARNING MESSAGE SHOWS BEFORE
PRINT

KEY IN PASSWORD TO USE FACTORY
MODE (FOR DISTRIBUTOR USE)

ENGINEERING MODE (COMPUTER)



The screenshot shows the 'Projector Control' window. It includes an 'ON/OFF' toggle, checkboxes for 'Left Projector' and 'Right Projector', a 'T1/T2/T3' selector, a 'Please Select a Pattern.' dropdown, a 'Uniformity/Distortion Mask' checkbox, 'Offset X' and 'Offset Y' input fields with 'Set' buttons, a 'Light(%)' input field with a 'Set' button and a 'Calibrate' button, and a 'Curing Time(s)' input field with a 'Test' button. A 'Close' button is at the bottom right. Red arrows point from the text descriptions on the right to the corresponding controls in the interface.

CONTROL THE PROJECTOR

IF MACHINE IS ADVANCE SERIES, YOU CAN CHOOSE LEFT OR RIGHT PROJECTOR TO CONTROL.

T1/T2/T3 : USE TEST PATTERN INSIDE THE PROJECTOR, OR SELECT A PATTERN FROM MENU

TICK THIS OPTION TO APPLY PRINTER CALIBRATION FUNCTION

FIX THE LEFT PROJECTOR, AND MOVE RIGHT PROJECTOR THROUGH X AXIS OR Y AXIS.

LIGHT(%): AT 100% IS THE EXISTING BRIGHTNESS OF LIGHT ENGINE. THE SUGGEST RANGE IS BASE ON THE PRINTER'S CONDITION, USER CAN ONLY SET THE % WITHIN THE SUGGEST RANGE.

CALIBRATE: RETURN TO DEFAULT SETTING OF BRIGHTNESS

CURING TIME(S): TEST PRINT CURING TIME.

ENGINEERING MODE (COMPUTER)

Projector Control

ON OFF

☒ Left Projector ☒ Right Projector

T1 T2 T3

Please Select a Pattern. ▼

☒ Uniformity/Distortion Mask

Offset X: 0

Offset Y: 0 Set

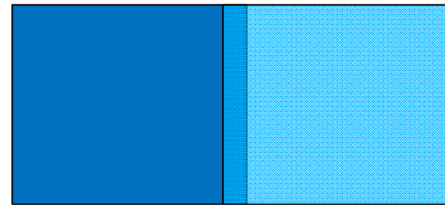
Light(%): 100 Set

18-112 Calibrate

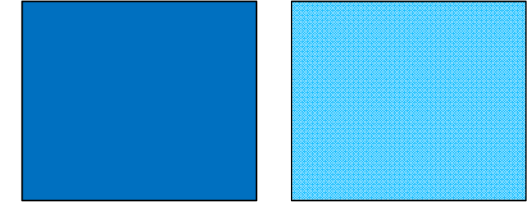
Curing Time(s): 4 Test

Close

FIX THE LEFT PROJECTOR IMAGE, AND MOVE RIGHT PROJECTOR IMAGE THROUGH X AXIS.

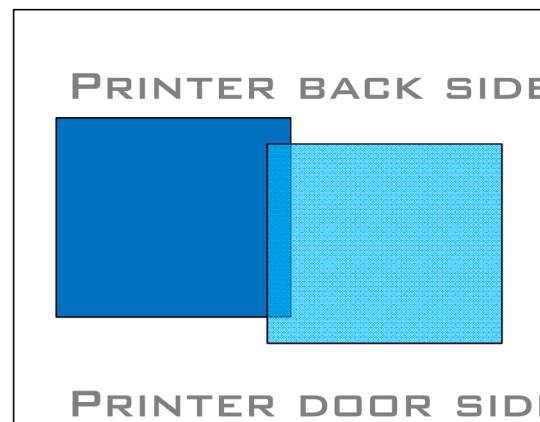


OFFSET X : -9

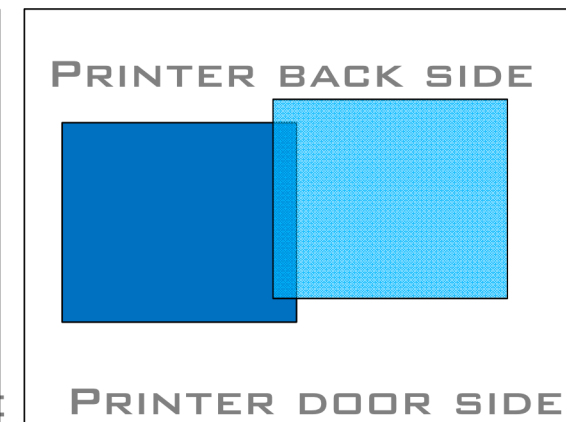


OFFSET X : 9

FIX THE LEFT PROJECTOR IMAGE, AND MOVE RIGHT PROJECTOR IMAGE THROUGH Y AXIS.



OFFSET Y : -9



OFFSET Y : 9

PRINTING RECORD AND UPDATE FRMWARE



PRINTING HISTORY

Printer

Printer.

Advance 205

Name: Test#1

SN: LK50HAA1800BAAT0001

FW: 2.0.3.t17

Upgrade FW

Interval: 2019/04/18 ~ 2019/05/18 Reload

Total Printed Layers : 101997

Total Printed Time : 288h-29m-45s

File Name		Print Thickness(um)	Curing Time(s)
DUAL_RUNIN		50	1.50
Gap Adj.(mm)	Base Curing Time(s)	Base Layers	Buffer Layers
0.000	5.00	1	3
Speed	Print Delay(s)	Start Time	Power Ratio
file	1	2019/05/17 19:55:10	1.00(L:810,R:761)
End Time		Total Layer	
2019/05/18 05:19:38		3788	

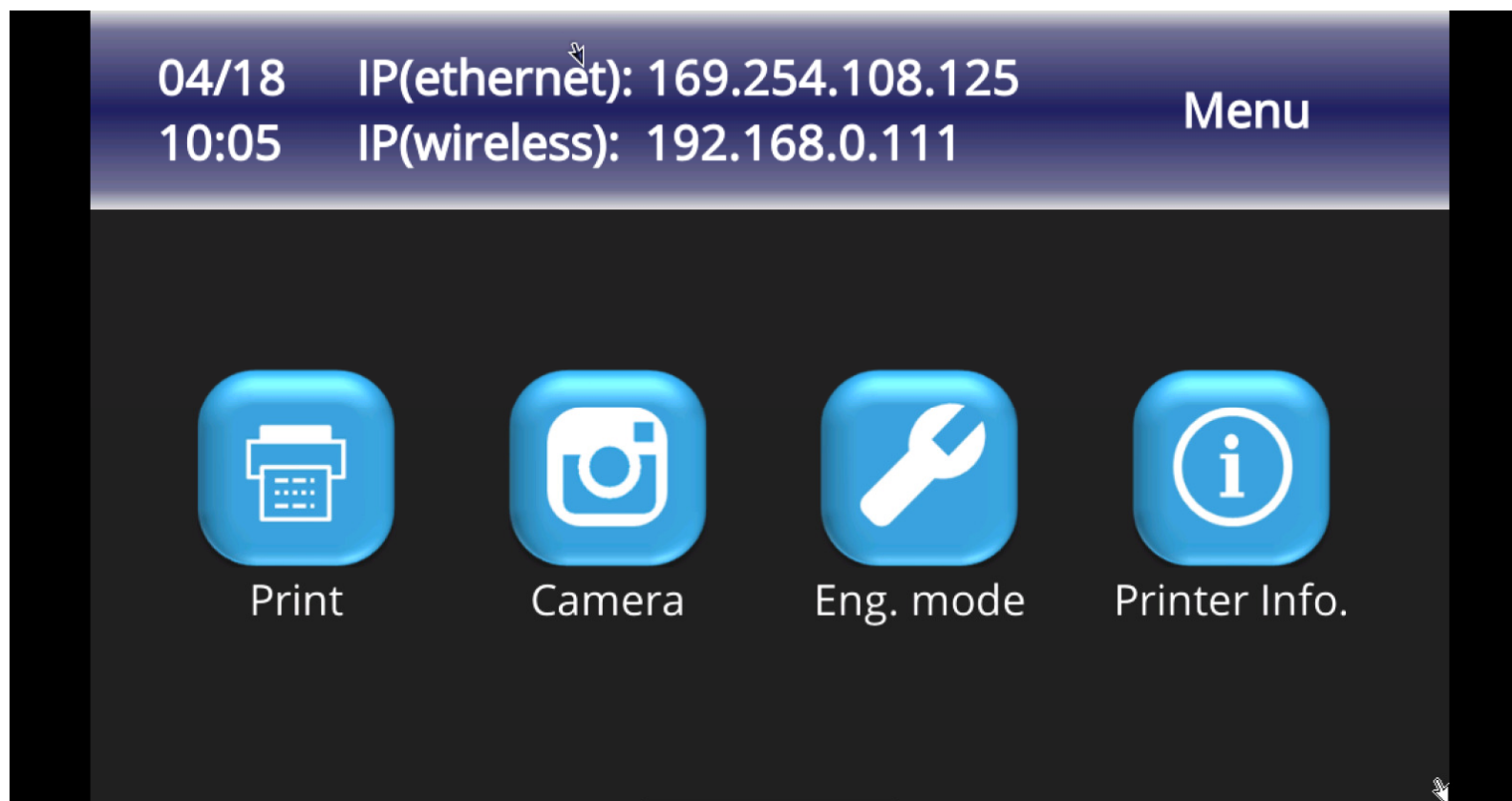
File Name		Print Thickness(um)	Curing Time(s)
DUAL_RUNIN		50	1.50
Gap Adj.(mm)	Base Curing Time(s)	Base Layers	Buffer Layers
0.000	5.00	1	3
Speed	Print Delay(s)	Start Time	Power Ratio
file	1	2019/05/17 09:17:02	1.00(L:810,R:767)
Stop Time		Total Layer	
2019/05/17 17:37:22		3392(3788)	

SEARCH INTERVAL

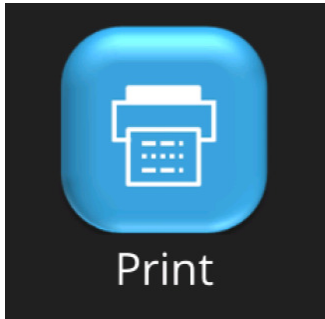
RECORD

UPLOAD THE
LATEST FIRMWARE
PACKAGE TO
UPGRADE PRINTER
FRMWARE

PRINT VIA TOUCH SCREEN PANEL



PRINT VIA TOUCH SCREEN PANEL



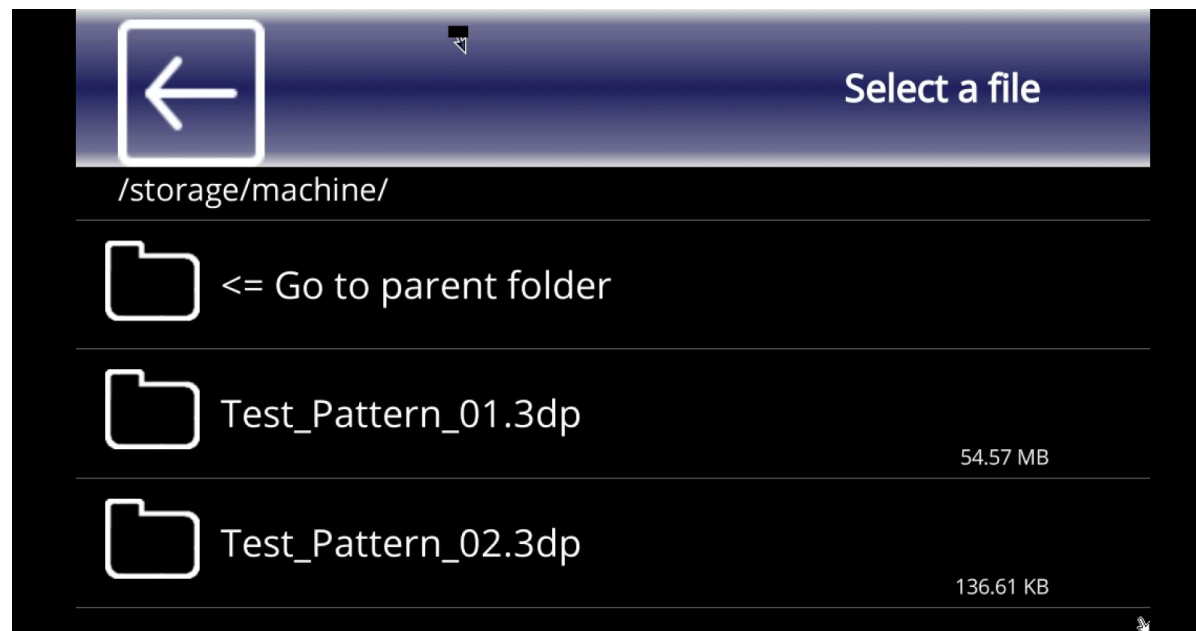
TO PRINT:

SELECT .3DP FILE FROM

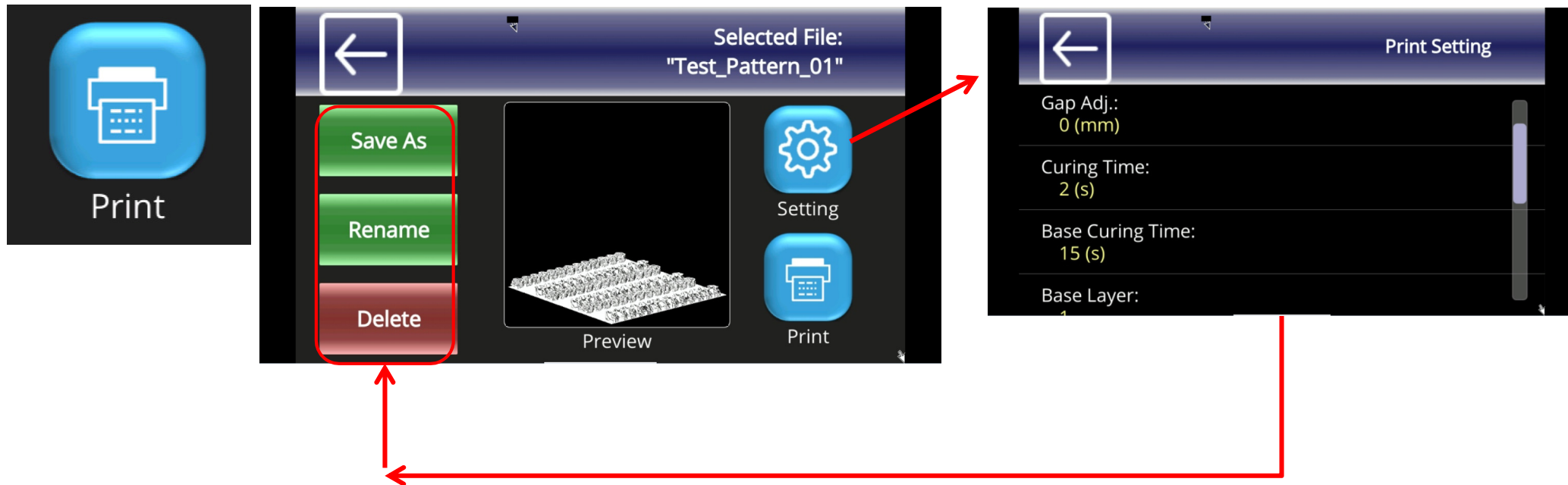
- 1. MACHINE (FILE SAVED IN PRINTER) OR**
- 2. USB (INSERT INTO PRINTER)**

FILE INPUT SIZE LIMITATION:

- A. UPLOAD FILE FROM COMPUTER, FILE LIMITATION 500MB**
- B. UPLOAD FILE FROM USB, FILE LIMITATION 1 G**



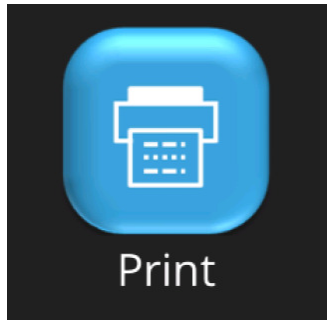
PRINT VIA TOUCH SCREEN PANEL



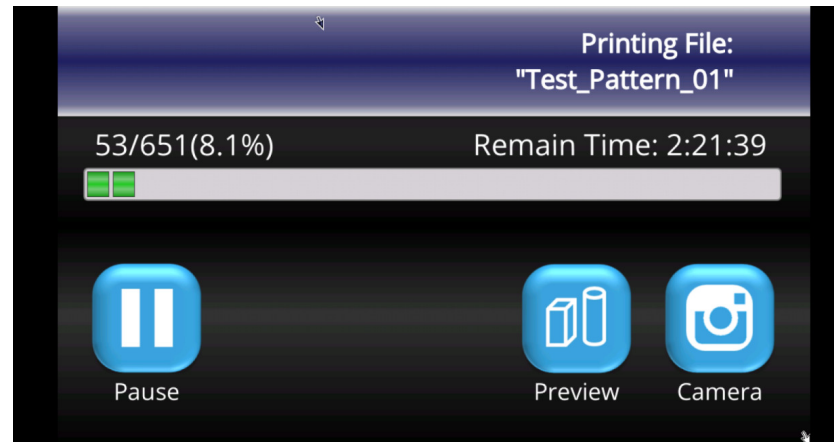
.3DP FLE

- A. SAVE AS : SAVE PRINTING SETTING AS ANOTHER .3DP FLE
- B. RENAME : RENAME .3DP FLE
- C. DELETE : DELETE .3DP FLE

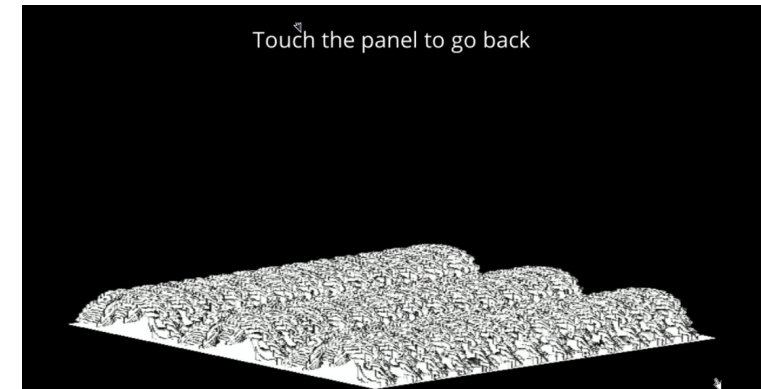
PRINT VIA TOUCH SCREEN PANEL



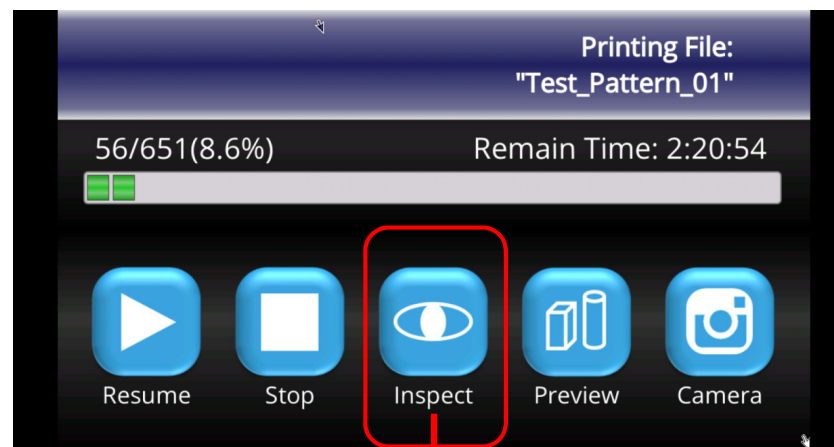
PRINTING



PREVIEW

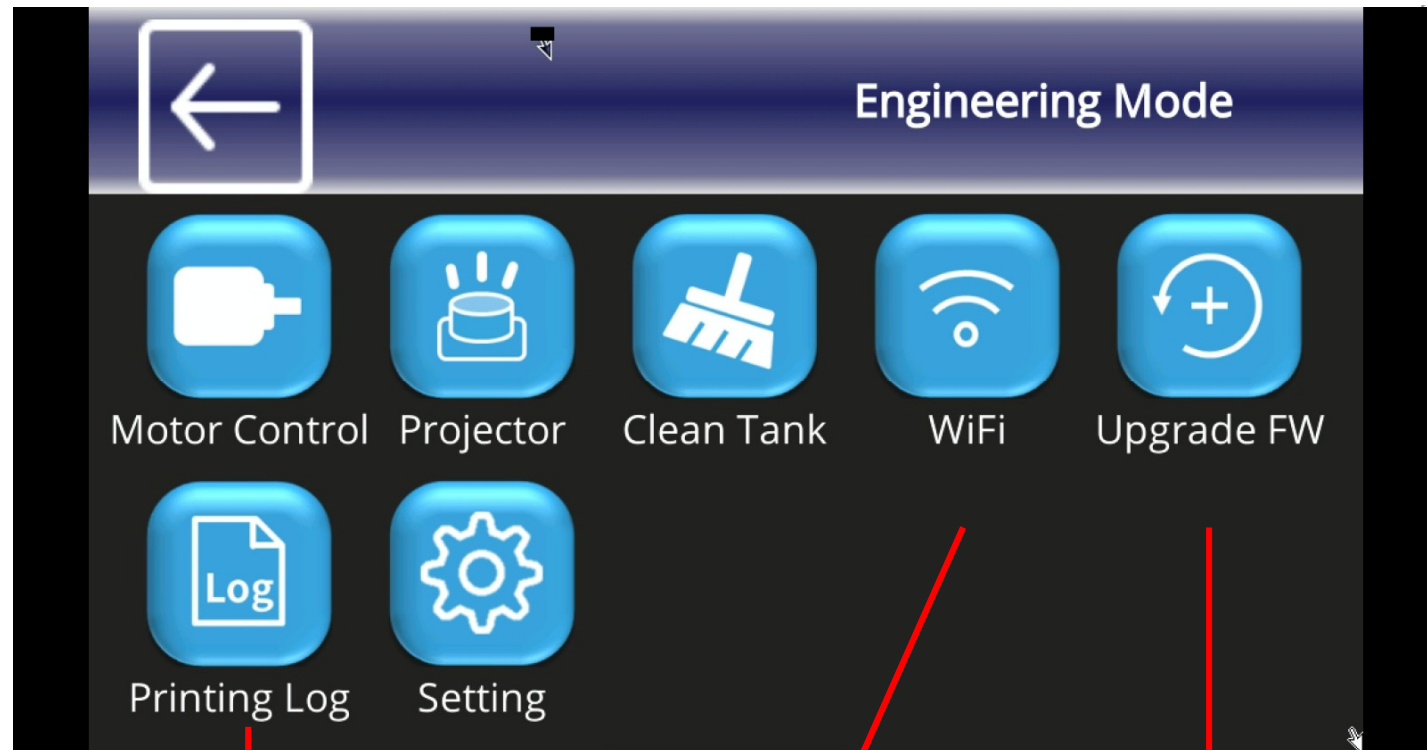
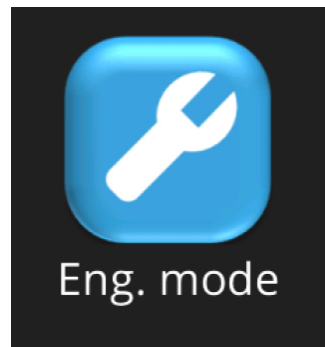


PAUSE



LET BUILD PLATFORM MOVING UPWARDS
FOR INSPECT

TOUCH SCREEN PANEL- ENGINEERING MODE

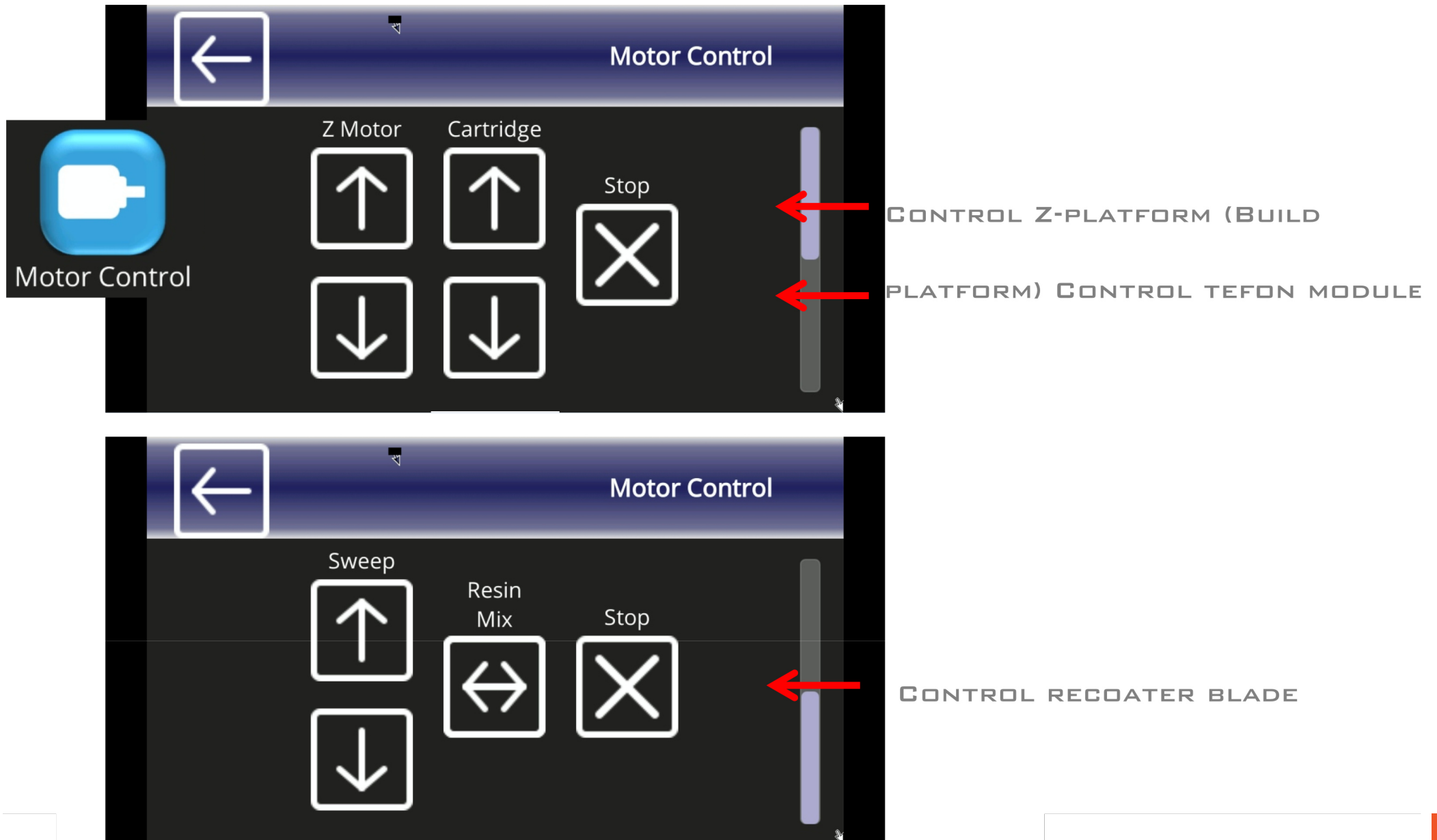


PRINTING RECORD

SEARCH WIFI
PRINTER CONNECT TO
WIFI

UPLOAD THE
LATEST FIRMWARE
PACKAGE TO
UPGRADE PRINTER
FRMWARE

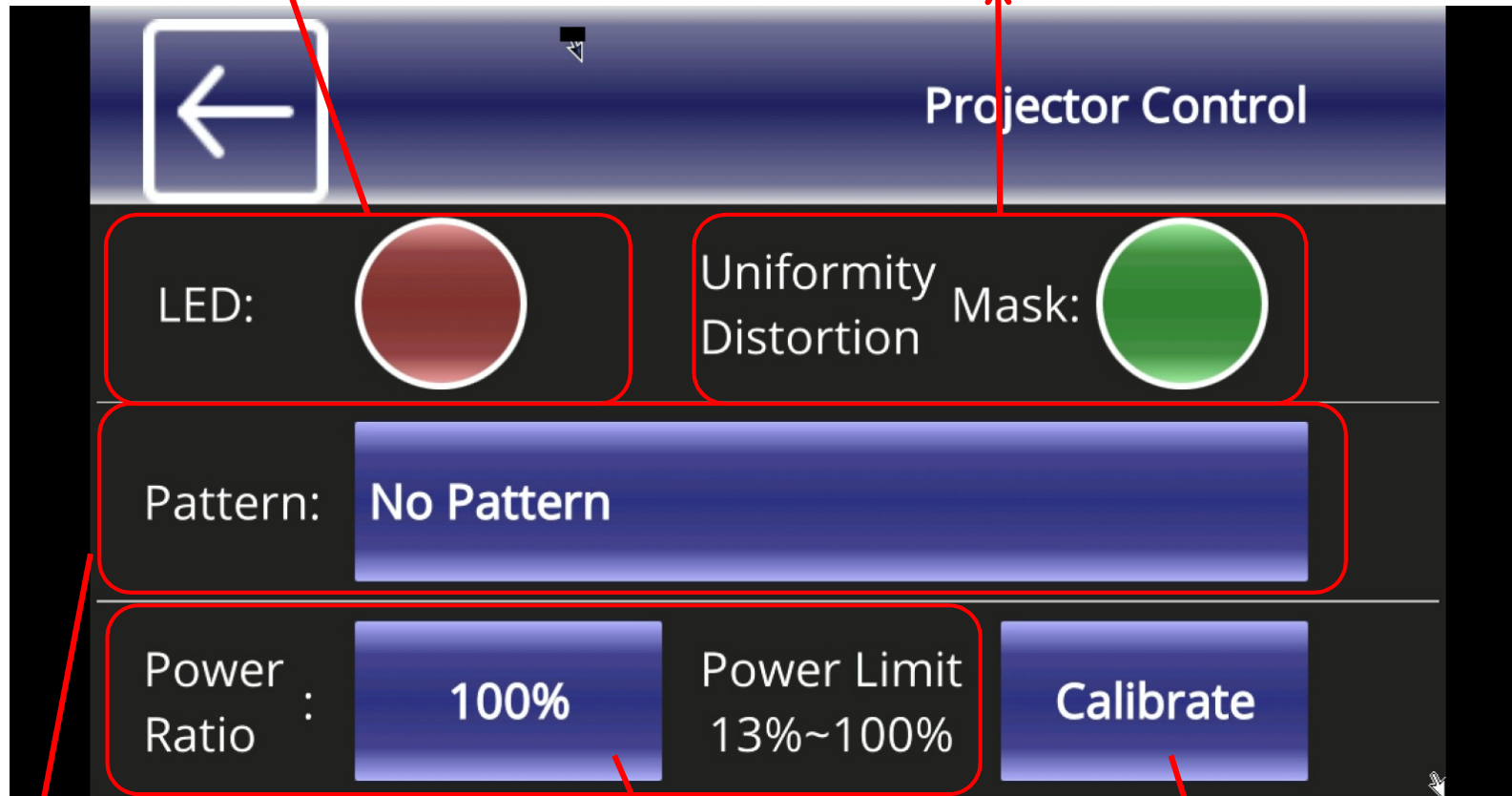
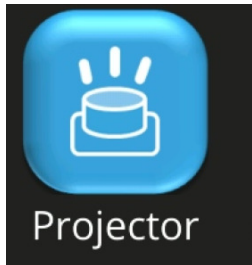
TOUCH SCREEN PANEL -ENGINEERING MODE



TOUCH SCREEN PANEL -ENGINEERING MODE

CONTROL THE PROJECTOR

TICK THIS OPTION TO APPLY PRINTER
CALIBRATION FUNCTION

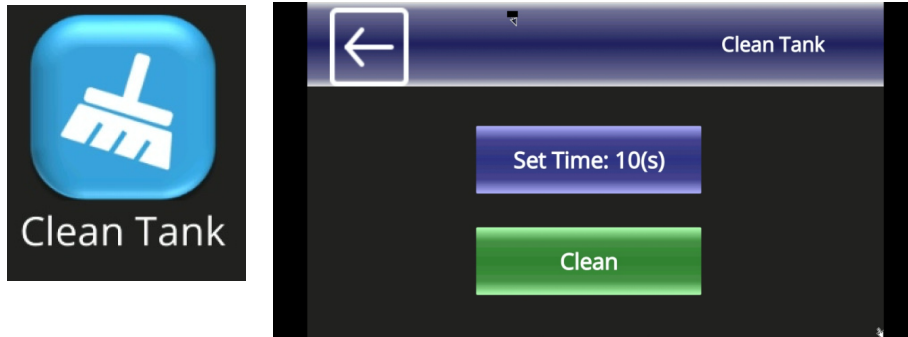


SELECT A PATTERN TO
PROJECT

LIGHT(%): AT 100% IS THE
EXISTING BRIGHTNESS OF
LIGHT ENGINE. THE SUGGEST
RANGE IS BASE ON THE
PRINTER'S CONDITION, USER
CAN ONLY SET THE % WITHIN
THE SUGGEST RANGE.

RESET TO DEFAULT SETTING OF
BRIGHTNESS

Touch screen panel -Engineering mode

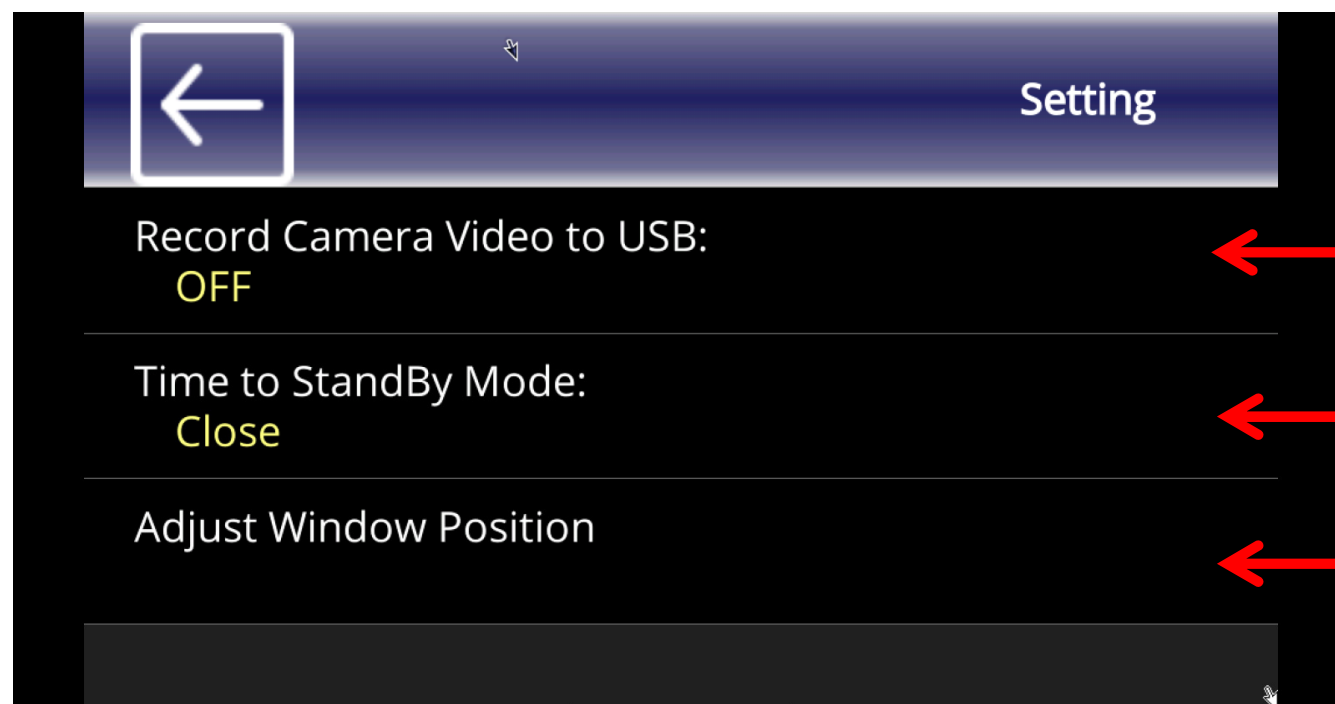
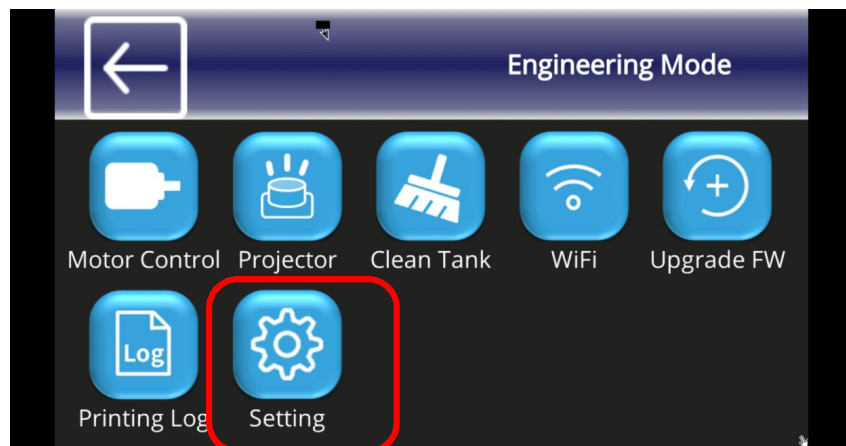


WHEN PRINTING FAILURE HAPPEN, THERE MAY HAVE SOME PRINTING RESIDUAL LEFT AND STICK ON TEFDN MODULE.

BEFORE TO START ANOTHER PRINTING JOB, BE SURE TO CLEAN THE PRINTED RESIDUAL OUT OF TEFDN MODULE.

1. USE “CLEAN TANK” FUNCTION VIA TOUCH PANEL, IT PROJECT A COMPLETE PATTERN, THE RESIDUAL WILL BE TRANSFORMED INTO A SOLID LAYER. USING THE SCRAPE, SCOOP UP ONE SIDE OF THE LAYER.
2. THEN CAREFULLY LIFT TO REMOVE SOLID LAYER FROM THE TEFDN MODULE.

TOUCH SCREEN PANEL -ENGINEERING MODE



← SAVE VIDEO OR NOT
SAVE IN WHICH DEVICE

← ENABLE STAND BY MODE
OR NOT DURATION

← ADJUST PANEL'S WINDOW
POSITION



FOR FURTHER SUPPORT, CONTACT US
VIA THE METHODS BELOW!