

Full Spectrum
L A S E R

Muse 3D

Operations Manual

Version 1.1

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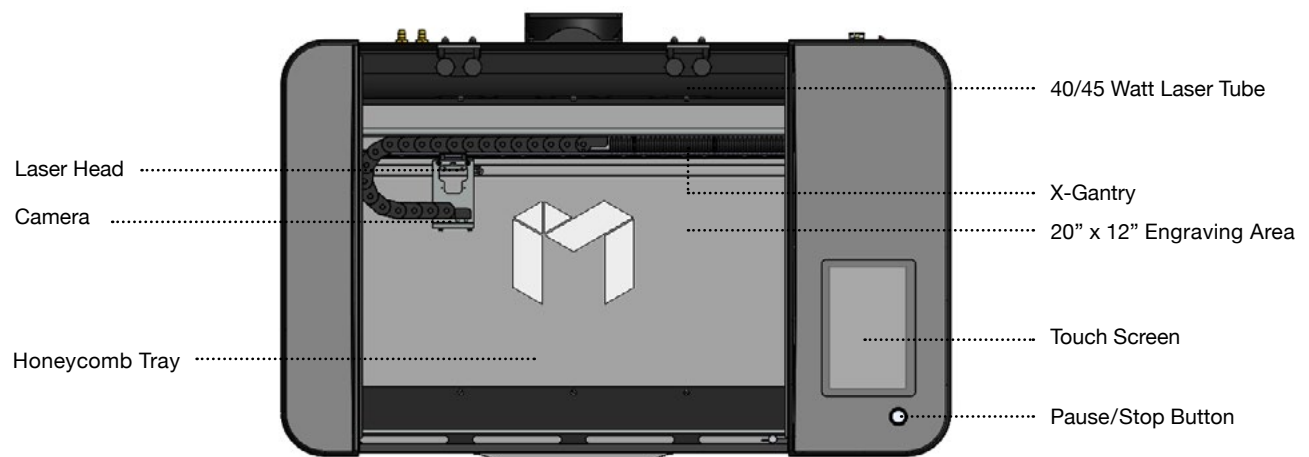
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Full Spectrum Laser Muse 3D Laser System

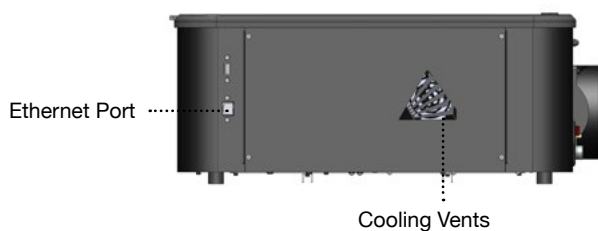
Congratulations on your purchase of a Full Spectrum Laser Muse 3D Laser System. With proper usage and upkeep, your laser cutter should provide years of productive output. This user manual will guide you through the safety guidelines and operation of your machine. It is recommended that you familiarize yourself with this manual before using your laser cutter.

For more information and product selection, please visit www.fslaser.com

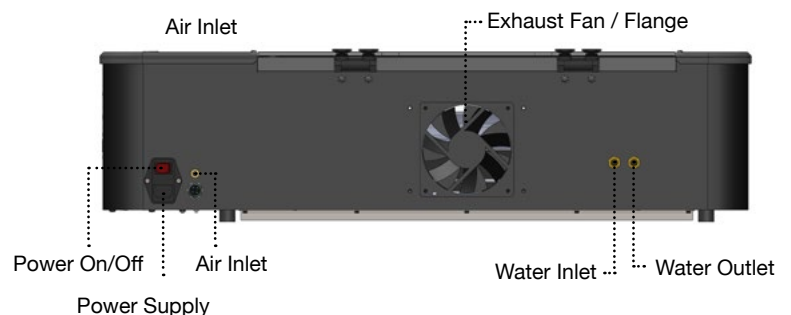
Top View



Side View



Back View



Compliance Statement The Full Spectrum Laser MUSE 3D Laser System is a class 3R laser product, as defined in International Standard IEC 608251. The Full Spectrum Muse 3D complies with 21 CFR 1040.10 and 1040.11, the Federal Performance Standards for Light Emitting Products, except for deviations pursuant to Laser Notice No. 50, dated July 16, 2001. The Center for Devices and Radiological Health of the US FDA issued Laser Notice No. 50 to permit manufacturers to classify and manufacture their products in accordance with the International Standard. 21 CFR 1040 and IEC 608251 require that certification, identification and warning labels be placed on laser products. Reproductions of the labels found on the Full Spectrum Hobby Advanced Laser System follow, with locations specified:

Symbols and Definitions

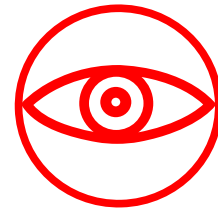
Red icons indicate dangerous situations that could result in death or serious injury.



Indicates a hazardous situation.



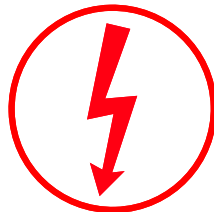
Indicates a risk of fire.



Warns of potential risk to eye-safety.



Indicates a respiratory hazard.



Indicates an electrical hazard.



Warns sharp edges that could cause injury via laceration.

Black icons indicate practices not related to personal injury.



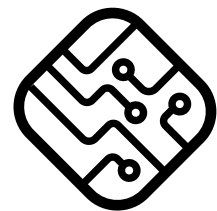
Calls attention to important information.



Warns of fragile parts or materials.



Calls attention to important details.



Indicates issues regarding software or network.

Section I. Safety

Setup Precautions

Follow all safety protocols and procedures before operating any machinery. It is the responsibility of the operator to ensure all safety precautions are correctly followed and the machine is properly assembled and in working order.

CAUTION



- **Always inspect the laser cutter for damage or breakage before each use.** Do not operate machinery that is damaged or defective in any way.
- **Always have a clean, level, and open work space to unbox and place your laser cutter.**
- **The laser tube is filled with CO2 gas. While carbon dioxide is a class 2.2 gas (nonflammable and nontoxic), release of this gas from the laser tube will render your laser inoperable.**
- **Never modify, disassemble, or in any way alter the construction of the laser and never start up a system that has been modified or disassembled.**
- **Never leave the laser system unattended during operation.**
- **Keep your laser system clean.** A buildup of cutting and engraving residue and debris is dangerous and can create a fire hazard. Keep your laser system clean and free of debris. Regularly remove the cutting grid to clean any small pieces that have gotten stuck or fallen through.
- **Do not disassemble the machine or remove any of its protective covers.**
- **Always have on hand a first-aid kit designed for the initial treatment of burns and smoke inhalation.** Be sure to store this kit in an area that is outside risk areas.
- **Never operate the machine with any of the panels removed.** Be aware that removal of any portion of the cabinet will expose the laser system and greatly increase the risk of injury and/or fire. Personal injury and fire risks are especially pronounced if the machine is operated with the bottom panel removed. Remember that the CO2 laser beam is invisible.

WARNING



- **Never place hands or fingers into moving parts such as cooling fans.**
- **The laser tube is made of glass and is therefore extremely fragile and can cause severe lacerations if broken.**

Safety During Operation

The output of the CO2 engraving laser is fully contained in a Class 1 enclosure during normal operation. The laser cabinet has a safety interlock switch that deactivates the laser if the door is opened during operation, and no special precautions are necessary to operate the high power laser safely. However, the output beam of the Alignment Laser (visible red diode laser) is accessible to the operator during normal operation, giving the total system an overall rating of Class 3R. Class 3R lasers have minimal safety concerns when used properly and handled with care.

Follow these Safety Guidelines at all times:

DANGER



- **Never engrave or cut any material containing PVC or vinyl under any circumstance. These materials (along with other chlorine/ chloride containing materials) produce a highly toxic, corrosive vapor that is lethal to humans and will destroy your machine.** Your warranty will be void if your machine is damaged by corrosion from engraving or cutting PVC or vinyl.

- **Never engrave or cut any unknown material.** The vaporization / melting of many materials, including but not limited to PVC and polycarbonates, can give off hazardous fumes. Please refer to the MSDS sheet from the material manufacturer to determine the response of any work material to extreme heat (burning/fire hazard).

- **Never operate the machine without a properly operating ventilation system.** Most materials produce an irritating smoke when engraved. Some materials, including but not limited to: paint, varnish, composition board, and plastics, produce compounds that are toxic.

WARNING



- **Always use the air assist, especially while vector cutting.** Vector cutting movements are relatively slow and apply an extremely large amount of heat to the workplace. This buildup of heat can create a significant fire risk.

- **Never run laser with lid open.** Always be sure the lid is closed and never tamper with lid safety mechanism.

DANGER



- **Never look into the beam of the Alignment Laser (visible red diode laser).**

- **Never aim any laser towards an aircraft or vehicle that is in motion.** The bright light can flash, blind, cause glare, or distract the pilot or driver.

Fire Safety

Laser cutting and engraving systems can present a significant fire hazard due to the extremely high temperatures generated by the laser beam. While the objective of most cutting and engraving operations is to vaporize material without burning, most materials capable of being cut or engraved are inherently combustible and can ignite. Usually this is a small flame of burning material issuing from the cut zone which self-extinguishes due to the air assist or depowering of the beam. However, it is possible for the flame to propagate and set fire to the machine and its surroundings.

CAUTION



- **Always keep a properly maintained and inspected 5lbs. or larger fire extinguisher on hand.** Full Spectrum Laser recommends a Halogen fire extinguisher or a multipurpose dry chemical fire extinguisher. Halogen extinguishers are more expensive than a dry chemical, but offer certain advantages should you ever need to use an extinguisher. The Halogen extinguisher discharges a clean, easily removable substance that is not harmful to the mechanics or wiring of the laser system. The dry chemical extinguisher discharges a sticky, corrosive powder that is very difficult to clean up.
- **Stacking materials (especially organic materials such as paper) can lead to increased risk of flame propagation or work piece ignition.**
- **Never operate your machine unattended.** There is a significant risk of fire if the machine is set improperly, or if the machine should experience a mechanical or electrical failure while operating.
- **Always use the air assist, especially while vector cutting.** Vector cutting movements are relatively slow and apply an extremely large amount of heat to the workplace. This buildup of heat can create a significant fire risk.
- **Never run laser with lid open.** Always be sure the lid is closed and never tamper with lid safety mechanism.
- **Always keep the area around the machine clean and free of clutter,** combustible materials, explosives, or volatile solvents such as acetone, alcohol, or gasoline.
- **Always use air assist when vector cutting.**
- **Be cautious when vector cutting.** Many materials have the potential to burst suddenly into flames – even materials that may be very familiar to the user. Always monitor the machine when it is operating
- **Vector cutting with the laser has the most potential to create an open flame.** Acrylic in all its different forms has been shown to be especially flammable when vector cutting with a laser.
- **Never cut pvc (polyvinyl chloride) under any circumstances:** fumes are highly toxic and potentially lethal.
- **Never store any flammable materials in the inside of the device or in the immediate vicinity of the device.** Debris and left over produced materials within the machine must be removed to prevent fire hazard.

Woodshop Dust Fire Safety Considerations*

Before processing materials, the user must verify whether harmful fumes will be generated and whether the filter equipment of the exhaust system is suitable for the harmful materials. We emphasize that it is the responsibility of the user to consider the national and regional threshold values for dust, fogs and gases when selecting the filters and the exhaust system.

(The values for the maximum workplace concentration must not be exceeded.)

Be mindful of large quantities of fuel in the form of wood and wood products, sawdust, and flammable materials such as paints, oil finishes, adhesives, solvents, and liquid propane for internal combustion engines.

Preventing the buildup of dust is one of the key means for controlling fire and explosion hazards. The principal engineering control technology for control of dust is exhaust ventilation. The primary work practice control is good housekeeping.

Dust collection is best accomplished at the source-at the point of operation of the equipment, if feasible. For many pieces of equipment, well-designed ducts and vacuum hoods can collect most of the dust generated before it even reaches the operator.

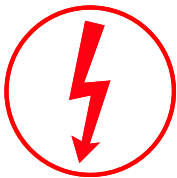
Very fine dust that manages to escape point-of-source collection can be captured from above by general exhaust points located along the ceiling. These control technologies are effective for most equipment, excepting machines that commonly produce the very finest dust or large quantities of dust.

*These guidelines come from the U.S. Department of Labor

Electrical Safety

The power supply is capable of outputting DC 20,000V at up to 20mA. This power is also provided to the discharge terminals on the laser tube itself. Your laser shipped with silicone terminal covers that prevent access to bare wiring—notify Full Spectrum Laser support and immediately cease operations if these covers ever slip and expose bare wire.

CAUTION



- **Do not open any of the machine's access panels while the unit is plugged in.** Opening a panel may expose the operator to the unit's AC input power. The AC input power is potentially lethal and is located on the far right within the cabinet.
- **Never make or break any electrical connections to the system while the unit is turned on.**
- **Never access the electronics area with hands or tools unless the unit is disconnected from power for at least one hour.**
- **Never replace the installed 10 amp fuse with a fuse of a higher rating.** This will void your warranty and the electronics will not be adequately protected from surges or short circuits.
- POWER ON/OFF is controlled by the switch at the back of the machine. To power the machine on, press the (-) side down. To turn power off, press the "o" side down.
- **In case of a blown fuse always contact Technical Support before replacing any fuses.**

The standard reference for laser safety is the American Standard for the Safe Use of Lasers, Z136.12000, developed by the American National Standards Institute (ANSI). This reference is the basis for many of the federal regulations for laser and laser system manufacturers, and for the Occupational Safety and Health Administration (OSHA) laser safety guidelines. It contains detailed information concerning proper installation and use of laser systems. While the ANSI standard itself does not have the force of law, its recommendations, including warning signage, training, and the designation of a laser safety officer, may be compulsory under local workplace regulations when operating laser systems above Class I. It is the operator's responsibility to ensure that the installation and operation of the Full Spectrum Laser Hobby Laser System is performed in accordance with all applicable laws. Copies of ANSI Standard Z136.12000 are available from: LASER INSTITUTE OF AMERICA 12424 RESEARCH PARKWAY, SUITE 125 ORLANDO, FL 32826 (407) 3801553.

Section II. Unboxing Your Muse

Your Muse will require careful unboxing and examination of parts. You will need two able-bodied adults to lift and place the machine.

Unboxing Steps

Follow these instructions for best results:

- 1. Prepare Work Space:** You will need an open, level work space to place your laser cutter. A solid table with adequate room for the machine is recommended (the machine's dimensions are 32" x 20" x 8.75"). Be sure the table is free of clutter and can support a minimum of 100 lbs. (the machine weighs 70 lbs. on its own).
- 2. Place Box:** Set the box on a flat space near where you will place the machine (such as the floor). Open the box carefully from the top. If you use a cutting tool to open the box, be careful not to allow the cutting edge to cut past the cardboard box. Always use all tools with caution and only as specified by the manufacturer.
- 3. Remove Packaging:** Gently remove the following from the box: the honeycomb table, the Quick Start Guide and the top (4) foam pieces securing the machine.
- 4. Remove Accessories:** Nestled in packing foam, inside the interior of the machine, are the following parts and accessories: a plastic bag with cords and small accessories, and the coolbox. Inspect these parts to ensure they are accounted for and intact.
- 5. Place Muse 3D:** This will require two adults as the machine weighs approximately 70 lbs. Standing on both ends, grip the machine from the bottom and gently lift the machine out of the box, leaving the bottom foam still inside the box. Place on the clean, flat table you plan on keeping it. Your Muse 3D is now unboxed.
- 6. Inspect your Muse 3D:** If have any questions, contact your sales representative or customersupport. Refer to your Muse 3D Quick Start Guide or download the Muse 3D User Manual for assembly instructions.

CAUTION



Fragile Parts! Be gentle in removing the foam packaging and accessories. Never pull or force the packaging loose from the laser cutter. Be particularly aware that the water inlet and outlet nodes protrude from the tube and are extremely fragile when unboxing your laser tube

NOTICE

Note that if you purchased a Coolbox with your Muse 3D, you will be directed to Appendix A: Coolbox Assembly for unpacking instructions

Section II. Unboxing Your Muse

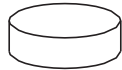
Parts & Accessories CheckList

Unpacking List

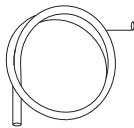
Your laser shipped with the following included parts and accessories:



(1) Air Assist Tube



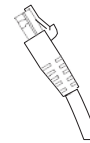
(1) Focus Billet



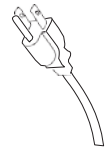
(2) Water Tubes



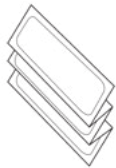
(1) 2.5mm Hex Key



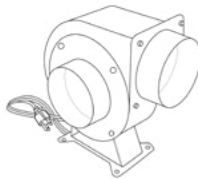
(1) Ethernet Cable



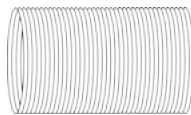
(1) Power Cord



(1) Thermal Paper



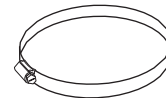
(1) Exhaust Fan



(1) 10' Ducting



(1) Honeycomb Table



(2) 4' Ducting Clamps



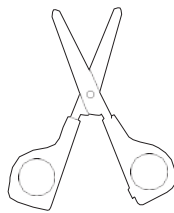
(1) Coolbox

Additional Required Items

In addition, you will need the following tools and accessories (not included with your machine purchase):



3-5 gallons of distilled water



(1) Small Scissors

WARNING



Never use unapproved ducting in the exhaust system. Unapproved ducting is potentially flammable and should not be used under any circumstance.

WARNING



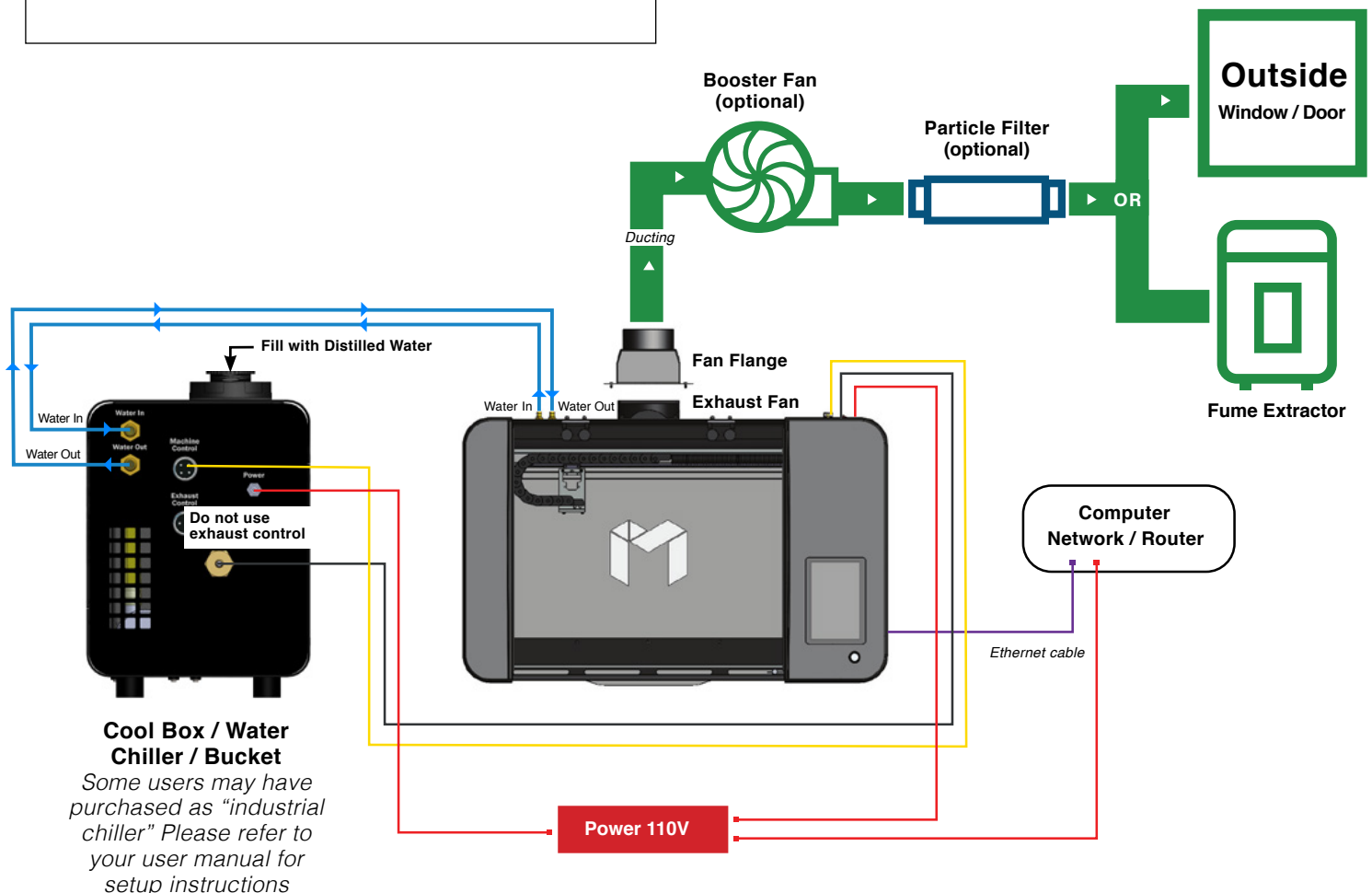
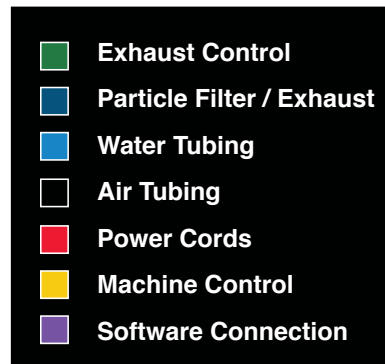
Never operate your laser without a working exhaust. Full Spectrum recommends exhaust systems capable of 232 CFM. Keep in mind that exhaust systems with high flow rates may require a particle filter for thin materials.

Section III. Installation & Assembly

With your laser cutter unboxed and placed in its permanent work space we can now prepare it for use. This is a simple process that should take less than half an hour to complete.

Assembly Stages

1. Locate & Remove Zip Ties
2. Connect the Exhaust System
3. Assemble the Water System
4. Assemble the Air Compressor
5. Connect Electrical Power
6. Connect the Ethernet Cable
7. Connect to RetinaEngrave v3.0 Software

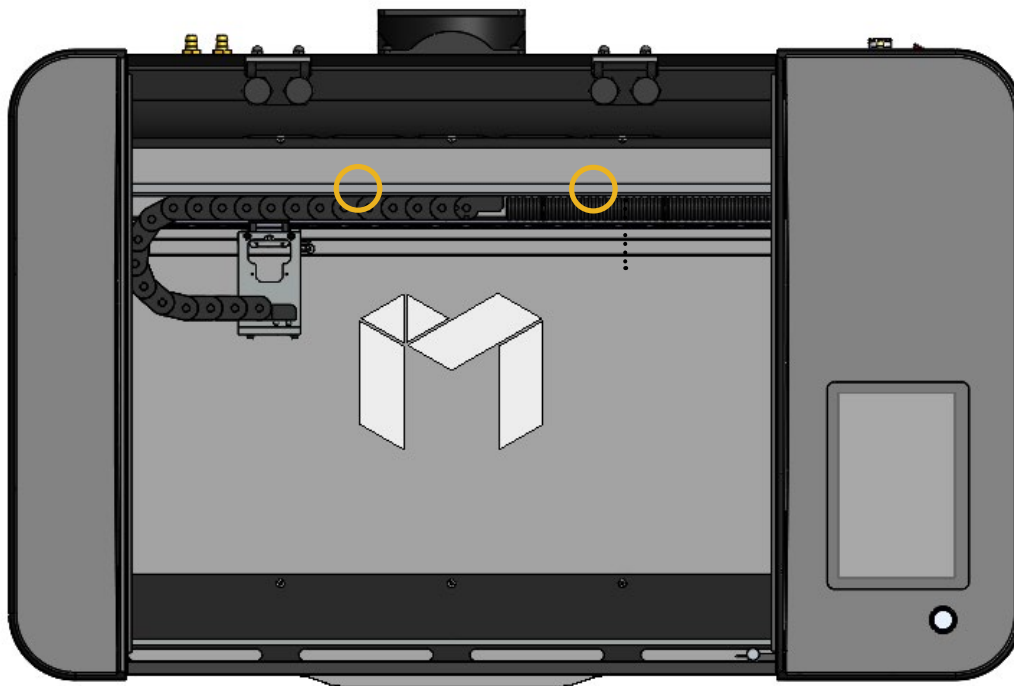


Section III. Installation & Assembly

1. Locate & Remove Zip Ties

Assembly Stage 1: Remove Zip Ties

To secure the machine during shipping, yellow zip ties are used to hold the laser head assembly and the x-gantry. These zip ties must be removed before operating your laser cutter for the first time.



1. Locate Yellow Zip Ties: Yellow zip ties secure the laser head and x-gantry during shipping. Open the lid and identify all yellow zip ties.

2 .Cut and Remove Yellow Zip Ties: Using a small pair of scissors (nail cutters work remarkably well), carefully cut and remove all yellow zip ties.

NOTICE

Do not cut any other cord or wire. Be aware that the glass laser tube is extremely fragile. Be careful NOT to damage any part of the machine during this process.

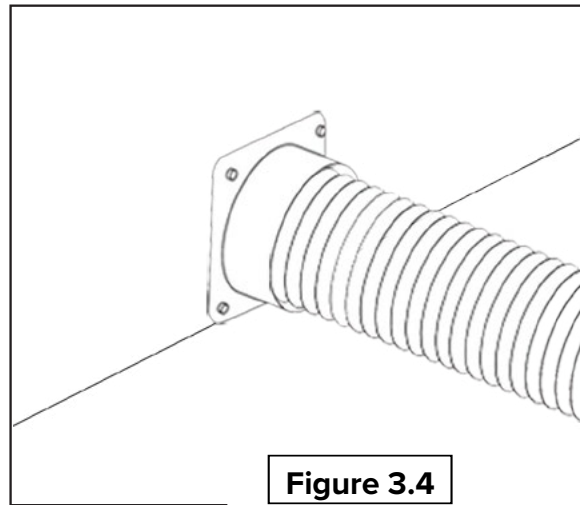
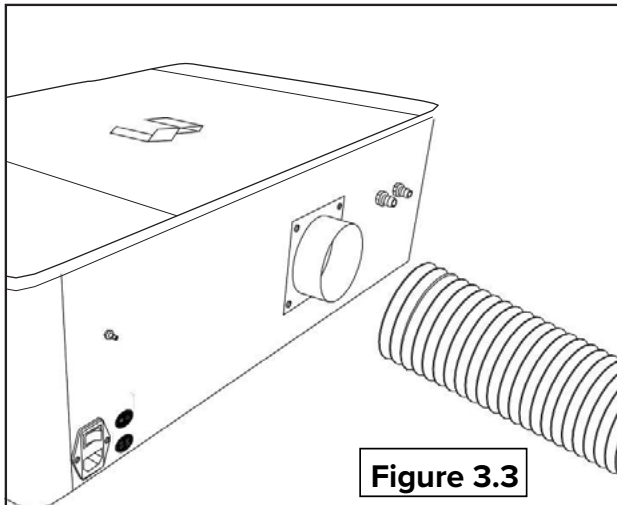
Section III. Installation & Assembly

2. Connect the Exhaust System

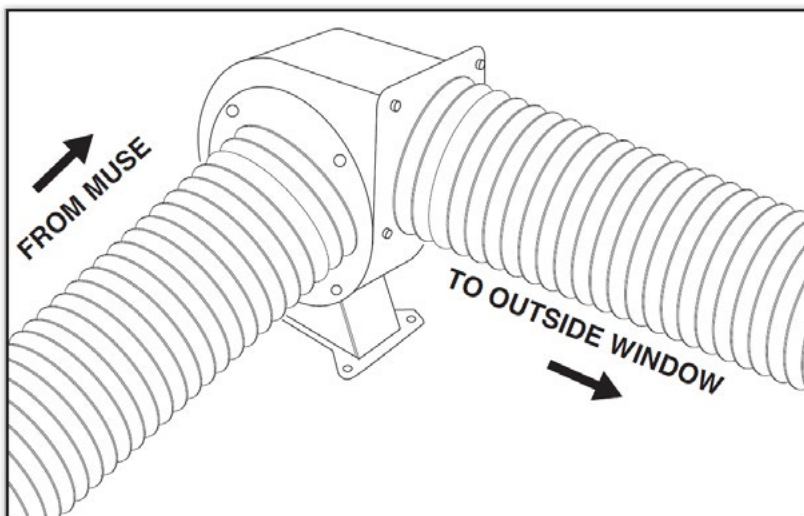
Assembly Stage 2: Connect the Exhaust System

It is required that an exhaust fan is connected and operating whenever you run a job on your laser. A properly installed exhaust fan removes smoke and fumes from the case and exhausts them to the outside of the building or a fume extractor.

1.Position Ducting: Place your 4" ducting over the Exhaust Port located at the back of the machine and hold. Secure with 4" ducting clamp.



2.Attach Exhaust Fan: Secure the other end of the ducting, connected to the machine, to the exhaust fan. Now repeat the ducting and clamping process on the other side of the exhaust fan, creating a sequence of machine to ducting to exhaust fan to second ducting. Now plug in the exhaust fan into the bottom power plug marked "exhaust" on the back of your Muse 3D machine.



3.Ventilate Outside: Set the open end outside of a window or an installed ventilation outlet. Check your system for leaks—most can be remedied with duct tape. Please be aware that the protective housing is not designed to be airtight; the front grill is designed to allow an exhaust system to draw fresh air through the work area.

4.Connect to Power: Plug the exhaust fan power cord into the lower power plug marked “exhaust fan” on the back of your Muse 3D. Note that accessories plugged into the back of your Muse 3D will only turn on when the laser is fired (as intended to save power).

5.Fume Extractor Upgrade (optional): You can also upgrade to a fume extractor. Fume extractors are air purifiers that clean the air through HEPA Filters. Fume extractors do not require outside ventilation. This is a great choice for workshops that do not have the option to ventilate outside.

Both the extractors and the filters are available on the Full Spectrum Laser website at

<http://fslaser.com/laser-accessories/>

Ask a customer support representative which fume extractor is right for your needs.



Small Fume Extractor



Large Fume Extractor

Fume Extractor filters require routine cleaning and replacement, dependent on use and materials cut. Generally, fume extractor suction will diminish and odors will be detected as filters clog.

NOTICE

Never use a fume extractor without all filters in place.

Maintenance guidelines:

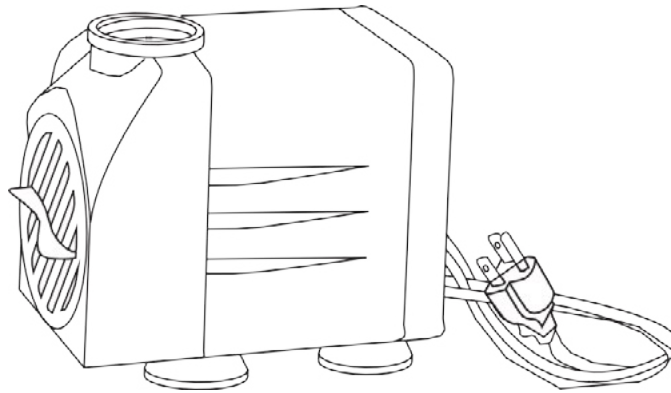
Pre-Filters: Clean often. Use a shop vacuum to clean as debris builds. Check weekly, especially if cutting a lot of wood. When accumulated debris remains over 70% after cleaning, replace Pre-Filter.

HEPA Filters: Clean immediately when suction is reduced. Use a shop vacuum to clean accumulated dust. When cleaning does not return optimal suction power, replace HEPA Filter.

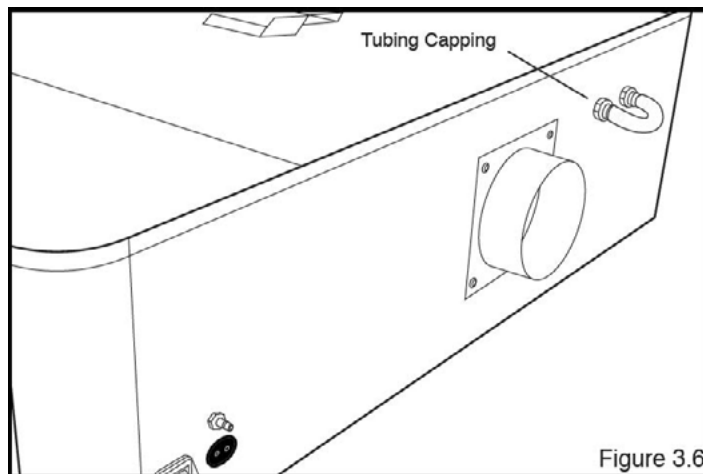
Activated Carbon Filters: Clean when odors are detected or suction is reduced. Gently shake excess dust and debris from carbon filter and follow with a shop vacuum. When cleaning no longer eliminates detectable odors, replace Activated Carbon Filters

Assembly Stage 3: Assemble the Water System

Muse 3D uses a water-cooled continuous beam CO2 laser tube. The tube requires a flow of room temperature water to regulate the temperature of the laser tube. Your purchase includes a water pump for cooling the laser tube. **For Coolbox users, skip this step and refer to Appendix A: Coolbox Assembly. Coolbox users will not need a bucket.**



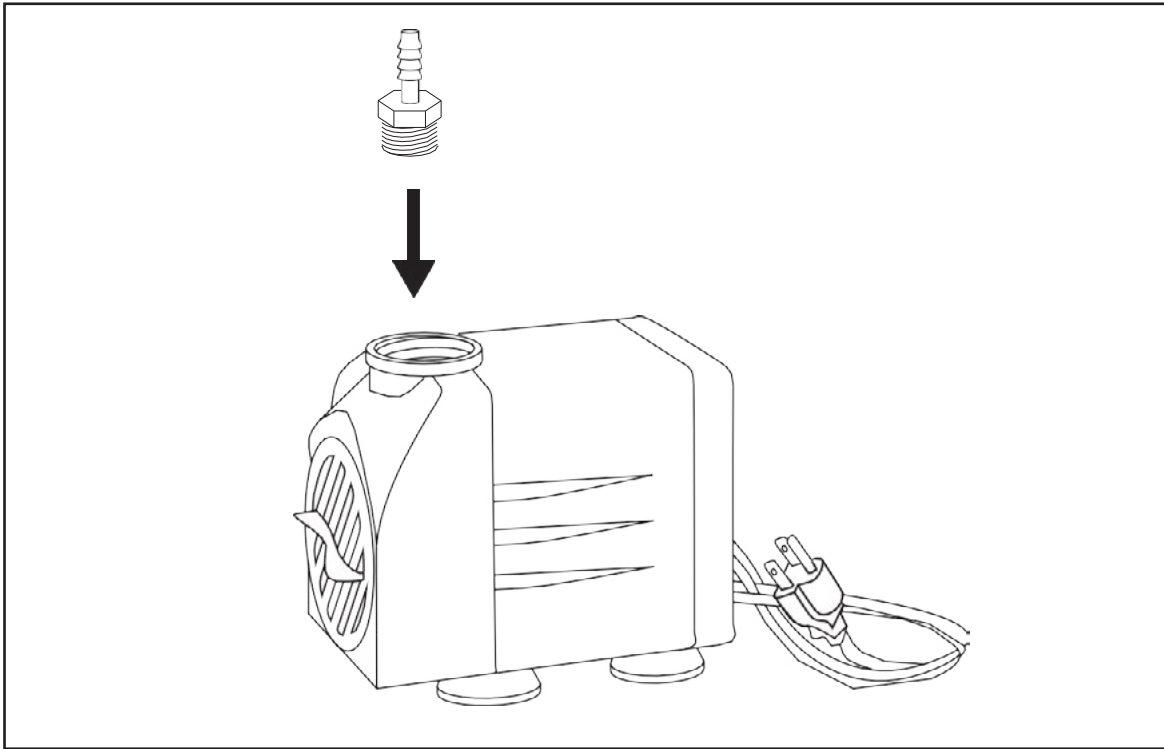
1. Remove Capping On Water Inlet / Outlet: Remove the short silicone tubing, capping the water inlet and outlet on the back of the machine.



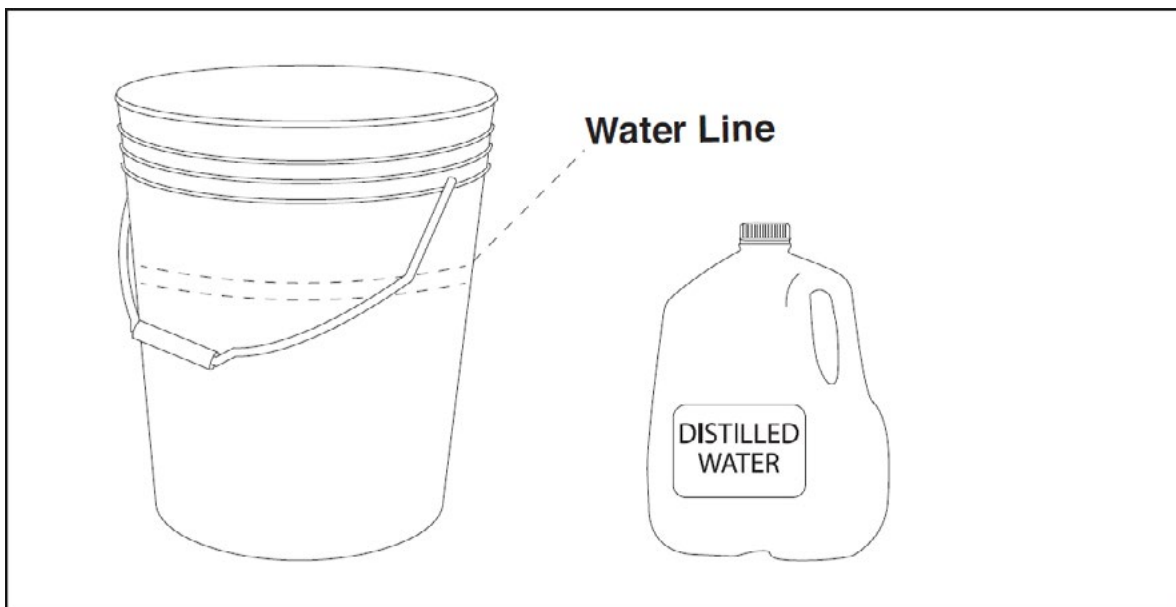
WARNING

Never Fire the Laser without a correctly connected and powered water pump. Firing the laser without turning the pump on or, worse, with no water in the system, will severely degrade or destroy your laser tube and void your warranty

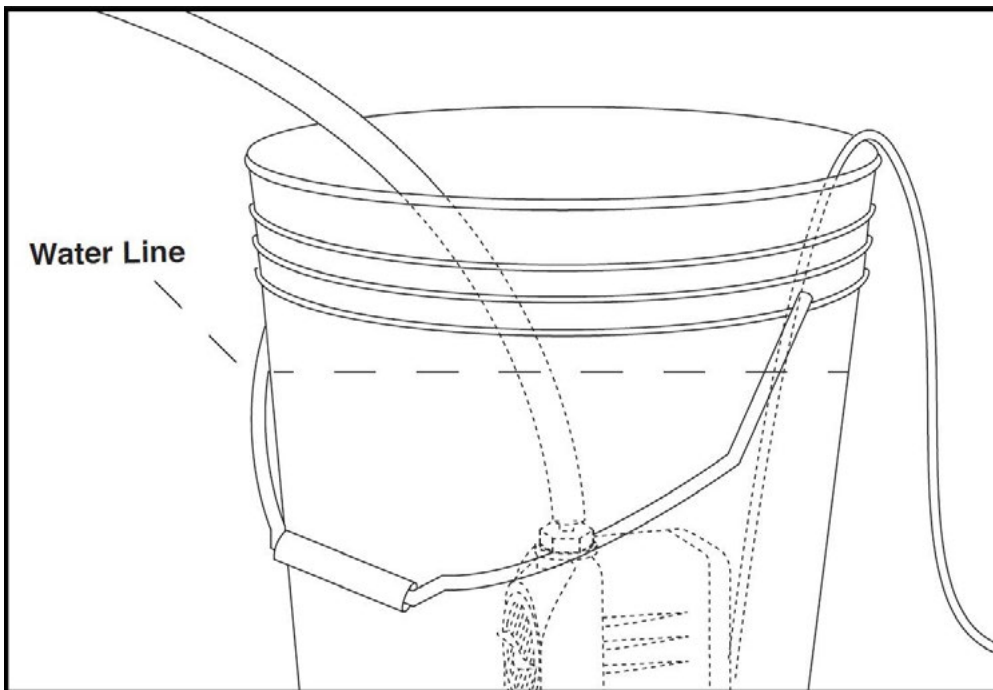
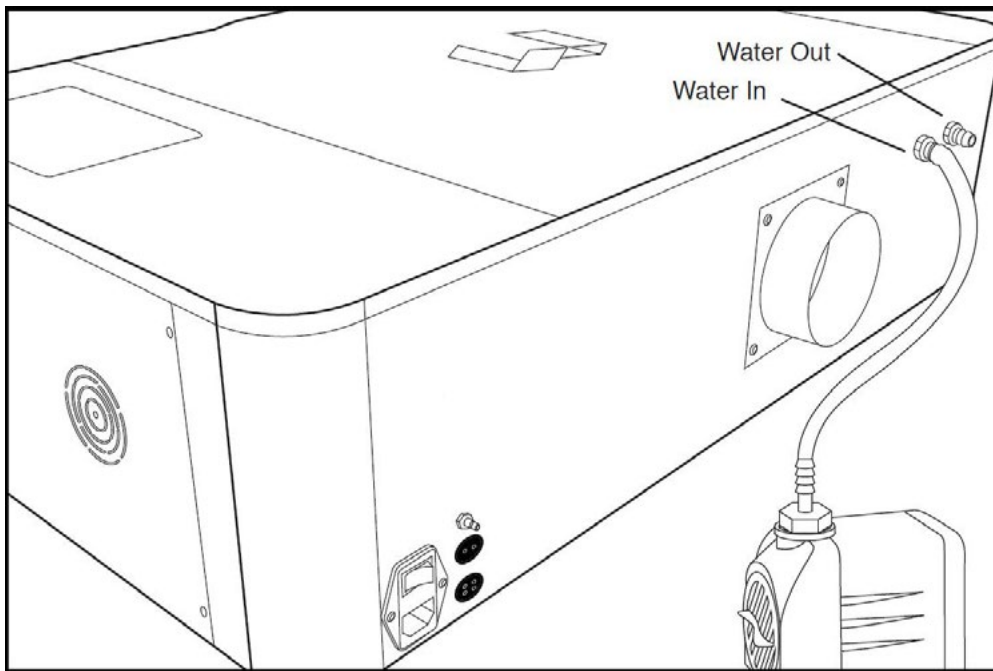
2. Attach Water Pump Fitting: Remove the water pump from its packaging. Attach the plastic fitting to the water pump by gently screwing it on.



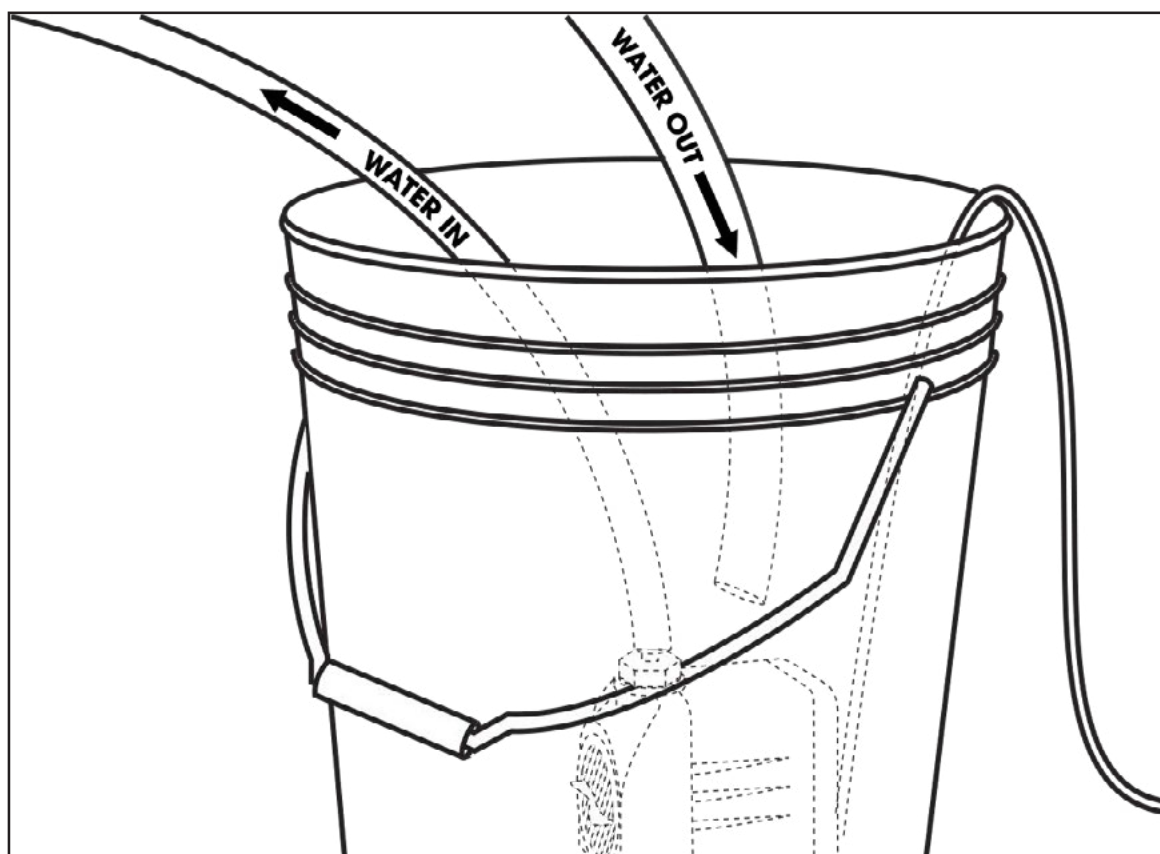
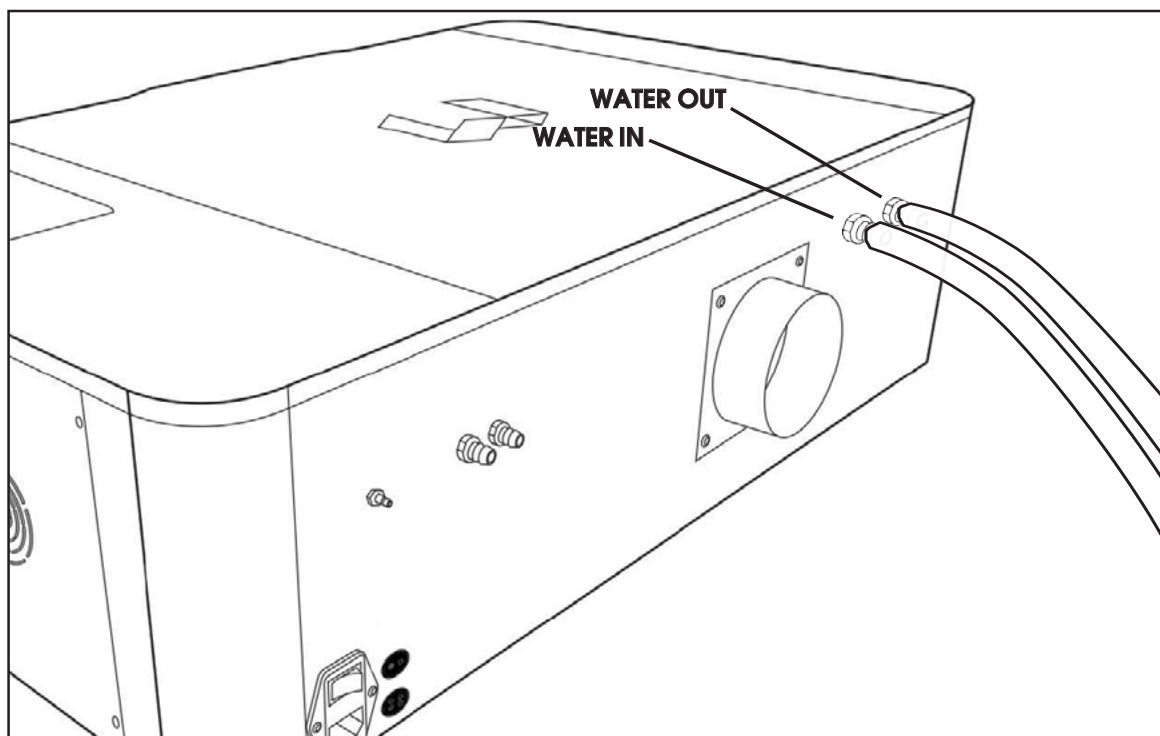
3. Prep Water Bucket: Fill a clean 5-gallon bucket (not included) with 3 - 4 gallons of distilled water (not included). Only use distilled water and replace often. It is recommended that you choose a bucket with a lid and cut holes to allow the tubes to fit. This will prevent debris falling into your water bucket.



4. Attach Inlet Water Tubing: Push one end of one of the two (2) silicone water tubes onto the water pump fitting. Now attach the other end of that tubing to the “water inlet” located at the back of machine. Completely submerge the assembled water pump in the bucket of distilled water.



5. Attach Outlet Water Tubing: Push one end of the other silicone water tubing onto the “water outlet”. Place the other end of the water tubing into bucket of distilled water.



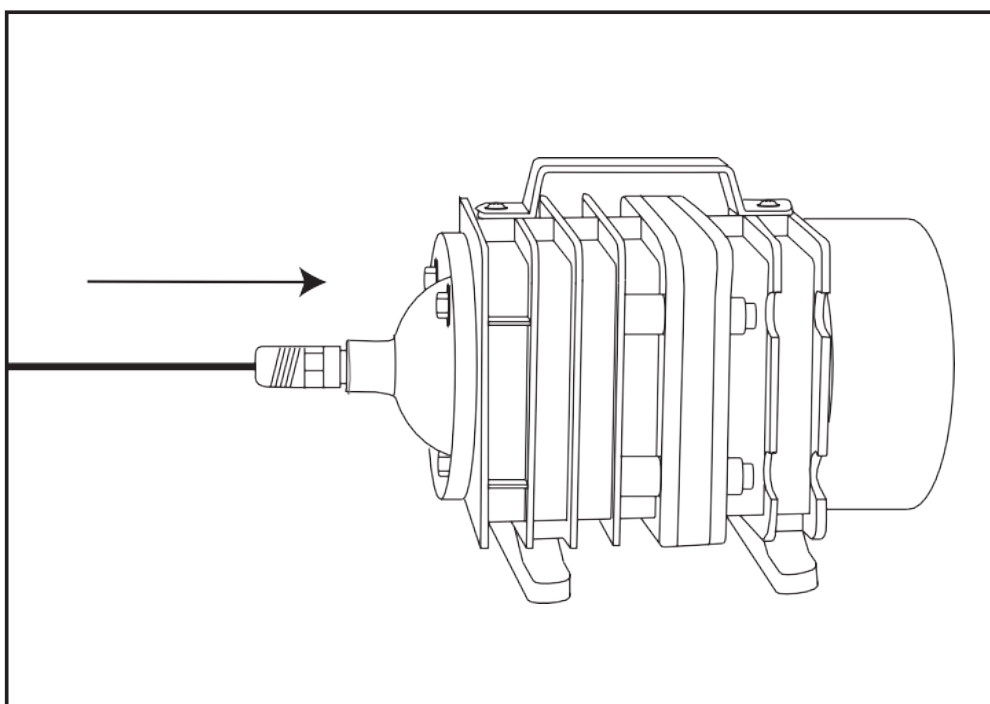
Section III. Installation & Assembly

4. Assemble the Air Compressor

Assembly Stage 2: Connect the Air Compressor

Air is used as a pressurized gas to assist in cutting and engraving operations. This pressurized air is critical to safe and efficient cutting operations as it not only helps cut through material more quickly, but also helps prevent the formation of flames. For Coolbox users, skip this step and refer to Appendix A: Coolbox Assembly.

1. Attach Push Fitting: Remove the air compressor from its packaging. Gently attach the air hose, push fitting to air compressor.



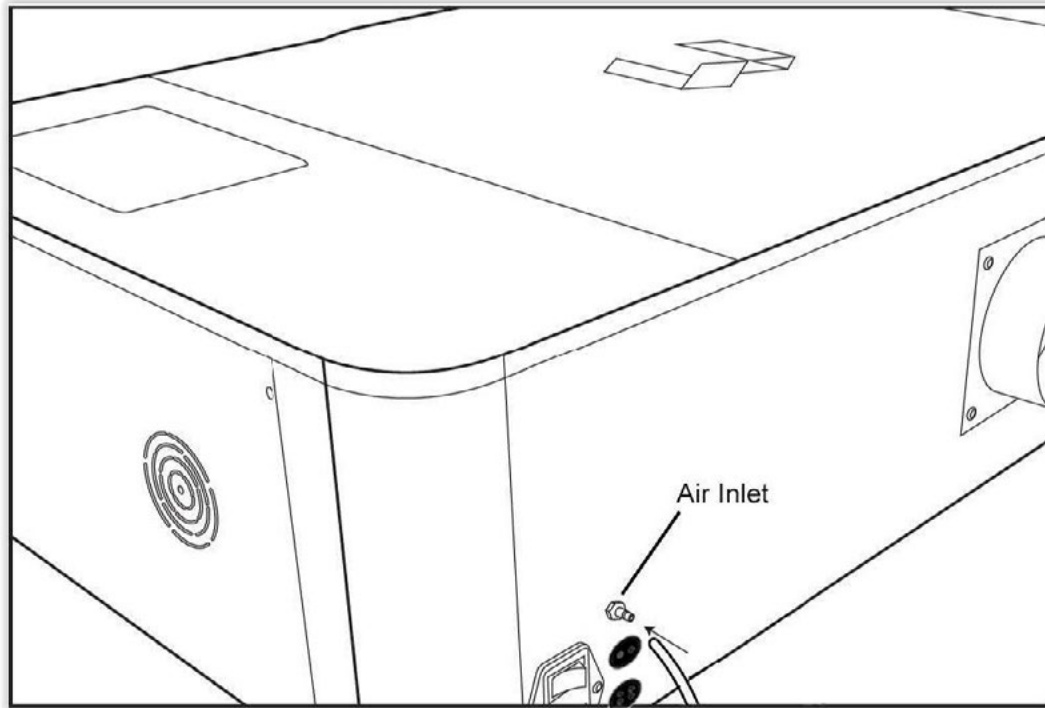
2. Attach Air Hose to Air Compressor: Push one end of the black air inlet hose into the air compressor push fitting until it is snug.

NOTICE

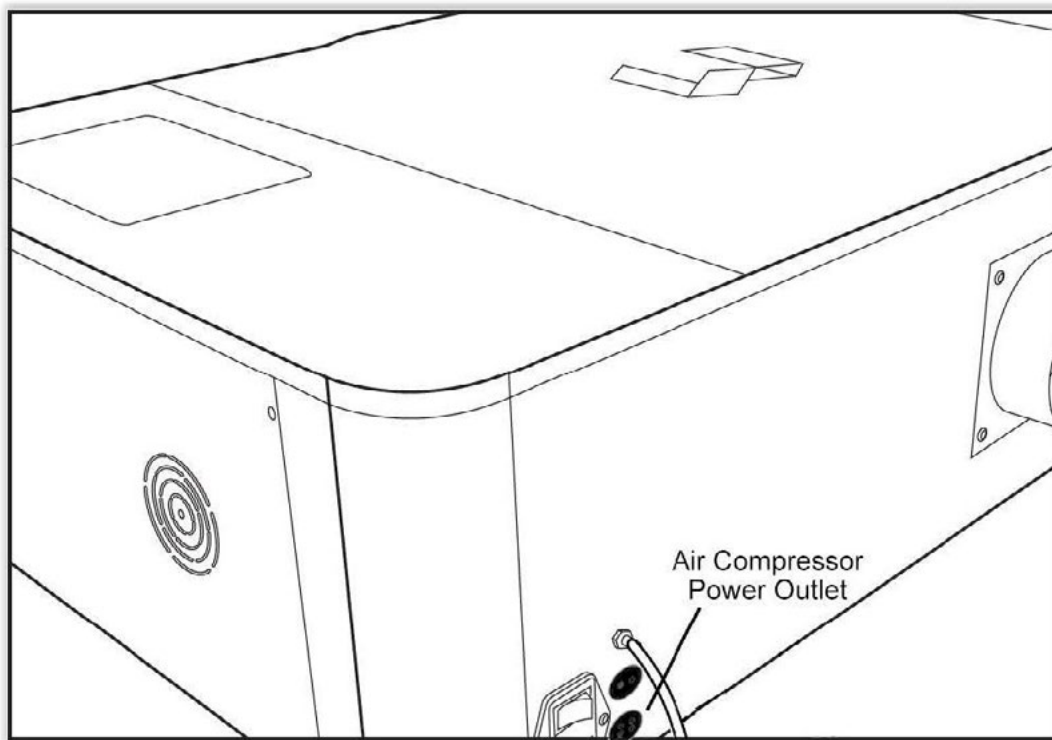
- We recommend that you attach the laser and water pump to a power strip and use that to control the main power to the unit - this ensures that the water pump is always on when the laser is powered.

- **Make sure that there are no air bubbles inside of the water jacket of the laser tube. Air bubbles can create local hot spots in the lasing chamber and reduce the lifetime of your tube.** If present, water bubbles typically migrate to the electrodes on either end of the tube. You should visually inspect the laser tube to make sure that bubbles are not present; slightly tilting the laser while powering on the circulation pump is usually sufficient to remove bubbles.

3. Attach Air Hose to Laser Cutter: Insert the other end of the black air inlet hose into the “air inlet” nozzle in the back of laser cutter via the barbed air connect fitting.



4. Connect to Power: Plug the air compressor into the upper power plug marked “air compressor” on the back of your Muse 3D. Note that air compressor will only turn on when the laser is firing.



Section III. Installation & Assembly

5. Connect Electrical Power

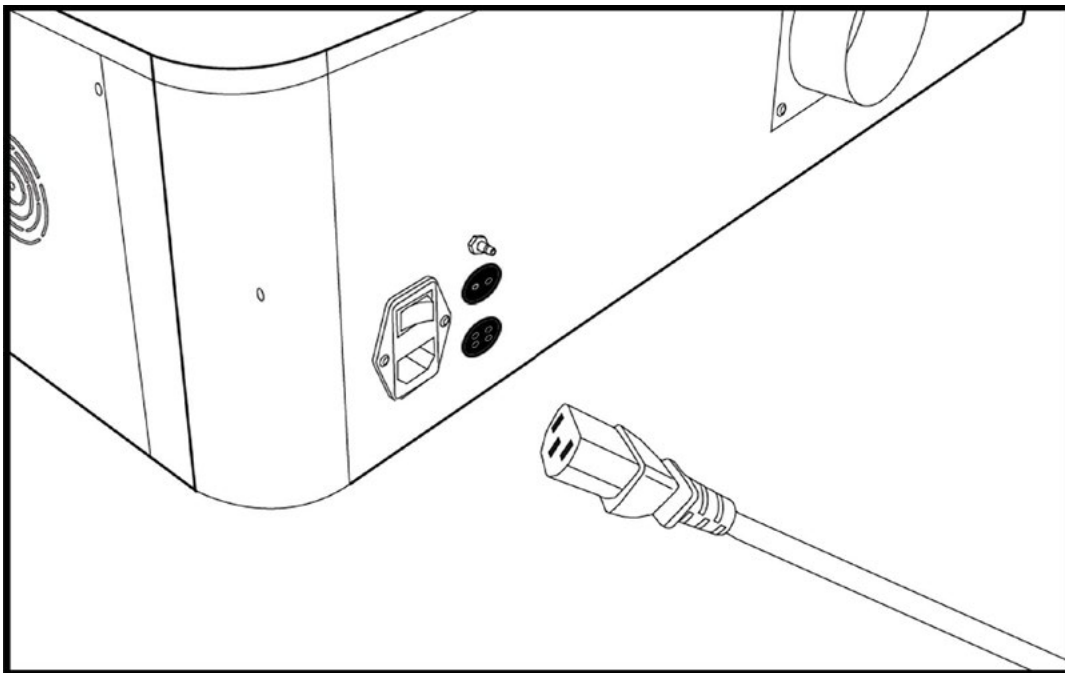
Assembly Stage 2: Connect Electrical Power

Muse's Laser System, and available accessories, are configured to accept 110VAC at 60Hz. 220VAC units connect to power through an included converter (single-phase 220VAC).

1.Prepare Power Cord: Remove the electrical cord from its packaging.

2.Plug in Power Cord To Laser Cutter: The power cord plugs into a "C14" power receptacle located on the right side of the machine.

3.Plug in Power Cord to Outlet: Plug the power cord into any proper outlet socket in your workspace.



NOTICE

• **Please be aware that the accessories will increase the circuit load.**

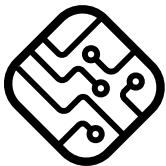
The most significant power draw usually comes from the blower/ exhaust system. Consult the manufacturer's information and manual for the operating parameters of your exhaust system.

• **In case of blown fuse, the laser system is equipped with a fuse on the power inlet to protect the machine from surges or short circuits. If this fuse ever needs replacement, please contact Full Spectrum Laser technical support.**

Assembly Stage 6: Connect the Ethernet Cable

Muse 3D software is browser-based, which means there is nothing to download. With any Mac or PC, you only need an internet browser (such as Google Chrome) to access the latest version of RetinaEngrave v3.0. The easiest method is to connect the Ethernet cable that came with your Muse 3D.

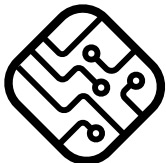
- 1. Identify the Ethernet Cable:** Locate and remove the included Ethernet cable from its packaging.
- 2. Plug Ethernet Cable into Laser Cutter:** Plug in the Ethernet cable into the Ethernet slot on the Muse 3D.
- 3. Plug Ethernet Cable into Computer:** Plug the other end of the Ethernet cable into your computer's Ethernet slot.
- 4. Connect Via Router (Recommended):** Router connectivity is more reliable than directly connecting via Ethernet and should be the primary way of connecting. Direct connect from laser to computer should be a secondary choice, if possible. If direct connecting to router is not available (i.e. due to location of router) then we recommend using an Ethernet to Wi-Fi adapter that is connected to the router. If both of those are not possible then direct connection to computer can be utilized via the Ethernet cable.



- Muse 3D can connect to your computer via either Ethernet or USB (but not both simultaneously). Full Spectrum includes an Ethernet cable in the laser accessories and recommends the use of Ethernet cables as USB is more prone to electrical interference.



- Your laser must be connected to your computer in order to download jobs. The laser can store jobs in its on board memory while powered, however loss of power will cause stored jobs to be lost. If you purchase and install a USB device, you can download jobs to your laser and run them without a computer attached (however you will not be able to alter the job settings from the laser control panel). Because a USB device is not volatile memory, jobs are stored between power cycles.



- If your laser is located more than 6ft from your computer, you will need to use the Ethernet connection. Connecting via Ethernet while the power is on requires you to power cycle your machine in order to obtain an IP address.

Assembly Stage 7: Connect to Software

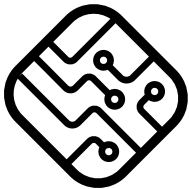
RetinaEngrave v3.0 is a combination of a print driver and control software that communicates with, downloads jobs to, and controls the laser system. There is no download required for RetinaEngrave v3.0. With a local connection (achievable with Wi-Fi or the included Ethernet cable) your Muse 3D will link with the software's IP address.

1. Turn On Muse 3D: Turning on your Muse 3D will automatically boot up your Muse Touch Screen interface. Allow 30 seconds or so for the machine and touch screen to boot up.

2. Go To Settings: On the Touch Screen interface, push the gear icon to go to Settings.

3. Choose Network: Push "Network" at the top center of the screen.

4. Type IP Into Browser: On the Network Screen you will see a "Wired IP" number. Using your computer, type this IP number into your favorite browser (Google Chrome is recommended). This will link you to the RetinaEngrave v3.0 interface. You now have full access to the software. There is no need to install or download anything. You must, however, keep a local connection, either through Wi-Fi or the Ethernet cable.



- Occasionally, RetinaEngrave v3.0 software will run an update. This is an automatic process that can happen when you first boot up the machine. Typically, updates are quick, however, there may be some occasions where updates can take longer. You will know the machine is updating when the interior lights of the Muse 3D turn off. When this happens, Do not turn off your machine. Allow the update to complete and the machine lights will turn back on.



- The laser must be powered on when operating the software or when connecting the laser via the Ethernet cable. You will need uninterrupted Internet access for this process.

Section IV. Tests & Adjustments

Before you start your first job, it is important that your laser is tested in case it needs to be adjusted. Follow the following steps to test and adjust your laser:

1. Alignment Test

2. Mirror Alignment Procedure

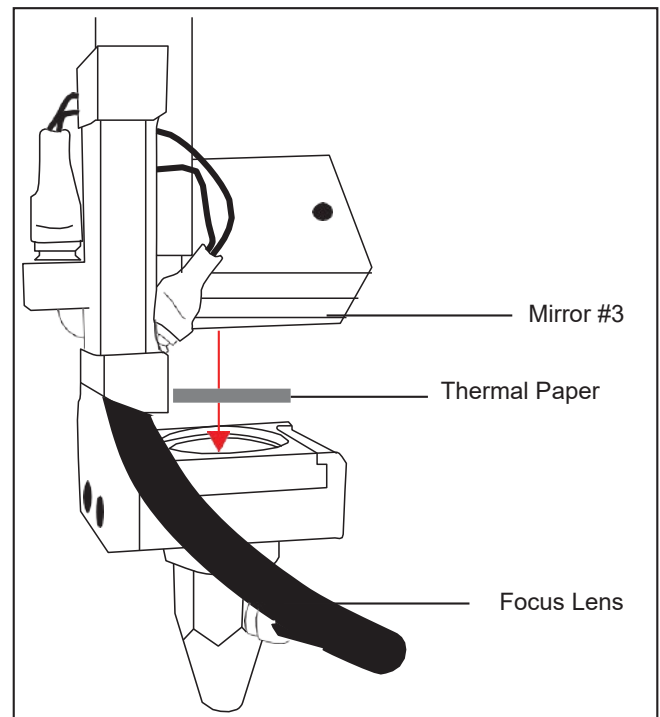
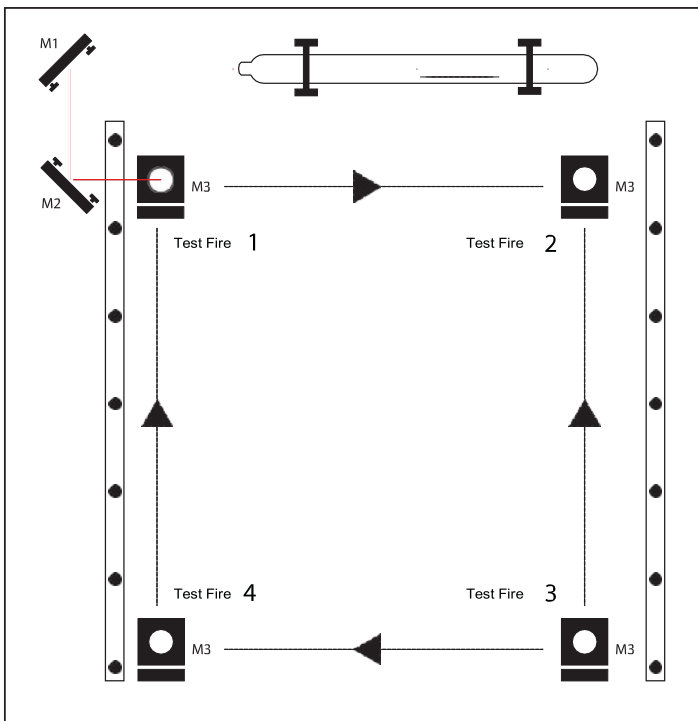
1. Alignment Test

The laser tube that came pre-installed in your Muse 3D was carefully aligned in our facilities in Nevada. When you first turn on your machine, the mirror alignment should be perfect. It is possible, however, that sometimes mirrors may come out alignment during shipping. Before running your first job, you will want to check and make sure the mirrors are properly aligned using this simple test. Once the mirror alignment is confirmed, you are ready to use your laser cutter. If your mirrors are out of alignment, or if you have installed a new laser tube, you must align the laser using the procedure provided. For this alignment test we will test fire the laser once in each corner of the machine to make sure the laser is following the right path to the focus head, and ultimately to the cutting material.

1. Open the Safety Lid: You will need to access the interior of the machine.

2. Place Thermal Paper: Take a small piece of thermal paper (approx. 15 mm should be plenty) and place it over the focus lens under Mirror #3.

3. Position Laser Head: Move the laser head into the upper left corner of the workspace.



Section IV. Tests & Adjustments

1. Alignment Test

4. Close Safety Lid: Safety measures should make it impossible to fire the laser with the safety lid open. Regardless, never attempt to fire the laser with safety lid open.

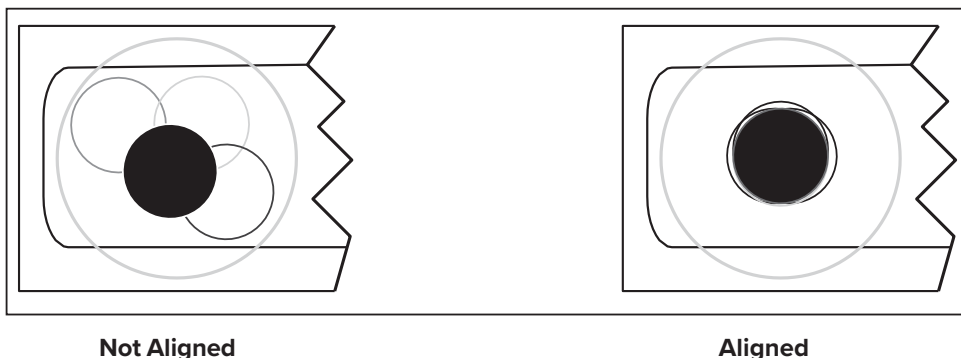
5. Test Fire the Laser: Press the Fire Laser Icon Button on the touch screen.



Find and push this icon on your Muse 3D touch screen to test fire the laser.

6. Repeat Test Fire in Other Three Corners: Without removing the thermal tape, repeat firing the laser once in each of the other corners of the machine (Upper Right, Lower Right, and Lower Left).

7. Check Results: With the forth corner test fire complete, open the lid and remove the thermal tape. The four burn marks should overlap each other perfectly (see illustration). If they do not overlap perfectly, you will need to align the mirrors.



Not Aligned

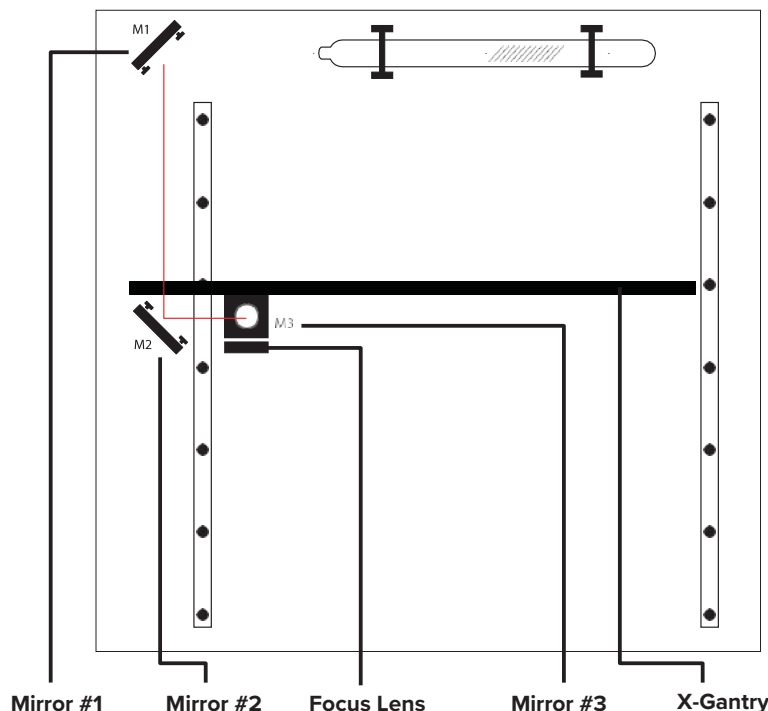
Aligned

NOTICE

When the laser is not aligned, you will have two black dots from the test fires in the top and bottom positions. The red laser pointer is aligned with the invisible laser pointer so gives you immediate feedback on the mirror adjustment. By adjusting it into the middle of the two black dots, you are splitting the error difference. Usually after 1 or 2 iterations, the black dots will be exactly on top and this axis is aligned. The goal is to have the two black dots overlap exactly.

2. Mirror Alignment Procedure

The mirror alignment procedure goal is to first align the visible red beam with the invisible CO2 laser beam then use the red beam as the primary indicator for mirror alignment. The idea is that when the laser is not aligned, you will have two black dots from the test fires in the top and bottom positions. The red laser pointer is aligned with the invisible laser pointer to give you immediate feedback on the mirror, the black dots will be exactly on top and this axis is aligned. The goal is to have the two black dots overlap exactly. It is not necessary that the dots be in the center of the mirror but they should be somewhere on the mirror.



Process

1. Prep
2. Align Laser Output to Mirror 1
3. Align Mirror #1 to Mirror #2
4. Align Mirror #2 to Mirror #3
5. Focus Lens Alignment

Tools Required

- Thermal Paper
- 2.5mm Hex Wrench

Section IV. Tests & Adjustments

2. Mirror Alignment Procedure

Stage 1: Prep

Prepare your tools and workspace.

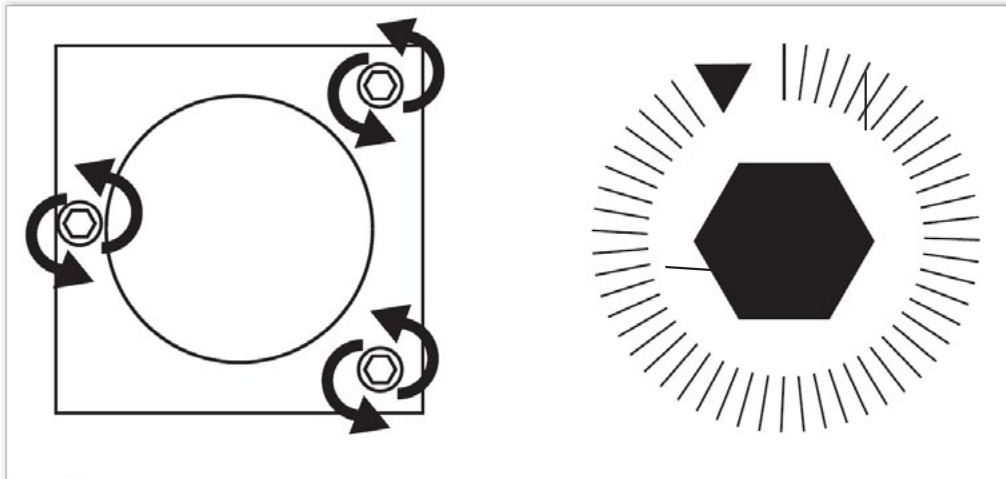


Before starting any project, be sure you are aware of all safety issues. Be sure you read and understand all safety warnings presented in Section I.

1.Power On Laser Cutter: Turn on the machine by hitting the power switch. Allow the machine time to boot up the touch screen operating system.

2.Unlock Driver Motor: On the touch screen, press the “Locked” icon to switch to “Unlocked” position. The button will now display the “Unlocked” icon.

3 .Gather Tools: A 2.5 mm hex wrench and a supply of thermal paper are required to perform the mirror alignment procedure (if required).



NOTICE

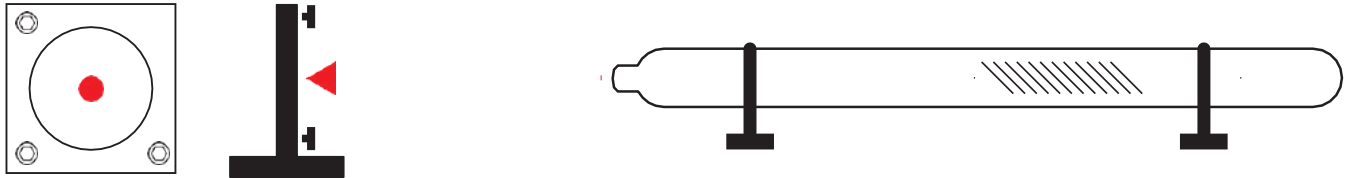
Do not over-tighten or over-loosen adjustment screws. Tightening or loosening any of the three adjustment screws on the mirrors or the red dot diode will move the position in a particular direction depending on the positioning of the other screws. Some experimenting is required to understand the relationship of each screw and how adjusting one affects the red dot's positioning. When adjusting the screws, use the absolute minimum turn of the hex wrench to move the red dot or the mirror into position.

Section IV. Tests & Adjustments

2. Mirror Alignment Procedure

Stage 2: Align Laser Output to Mirror #1

Align the invisible cutting beam with the visible red beam diode and make sure they hit each mirror precisely. Remember to check your mirror alignment before starting this procedure; it is probably unnecessary if the laser tube was pre-installed in your Muse 3D.



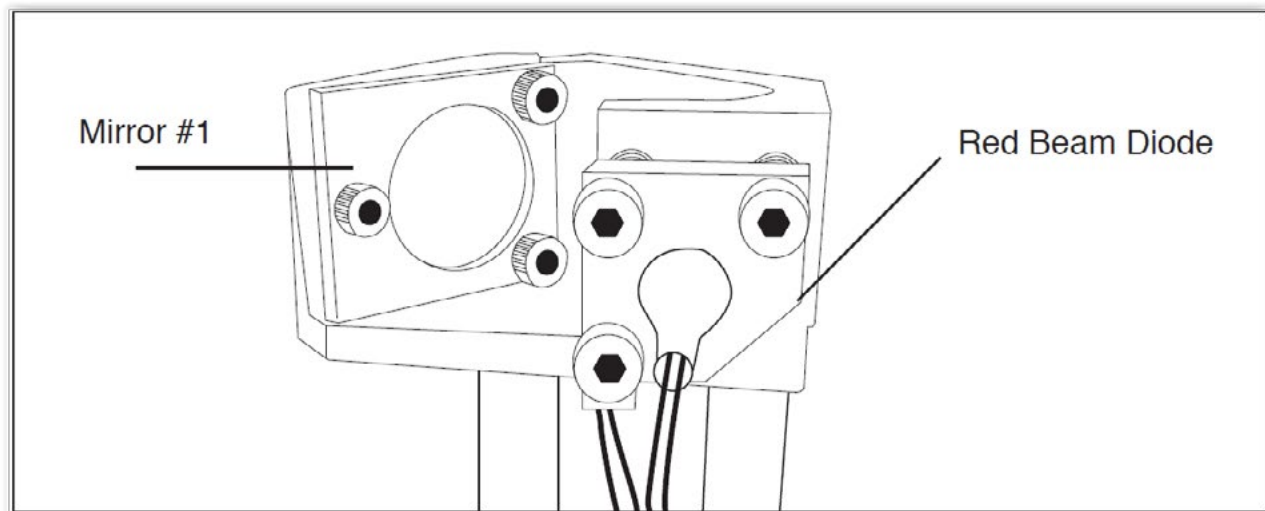
1. Open the Safety Lid: You will need to access the interior of the machine.

2. Place Thermal Paper: Take a small piece of thermal paper (approx. 15 mm should be plenty) and place it firmly over Mirror #1.

3. Close Safety Lid: Safety measures should make it impossible to fire the laser with the safety lid open. Regardless, never attempt to fire the laser with safety lid open.

4. Test Fire the Laser: Press the Fire Laser Icon Button on the touch screen. You will see a burnmark on the thermal paper. It should hit the mirror in the middle.

5. Adjust Red Beam: Using your 2.5mm hex wrench, make micro adjustments to the three adjustment screws of the red beam diode, and position the red dot exactly over the burn mark.



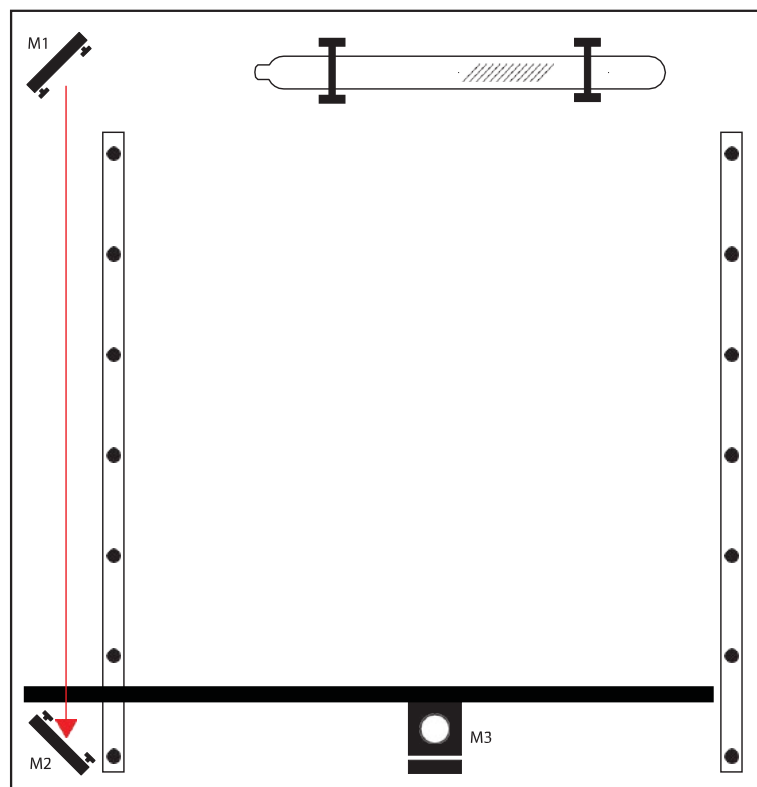
Section IV. Tests & Adjustments

2. Mirror Alignment Procedure

Stage 3: Align Mirror #1 to Mirror #2

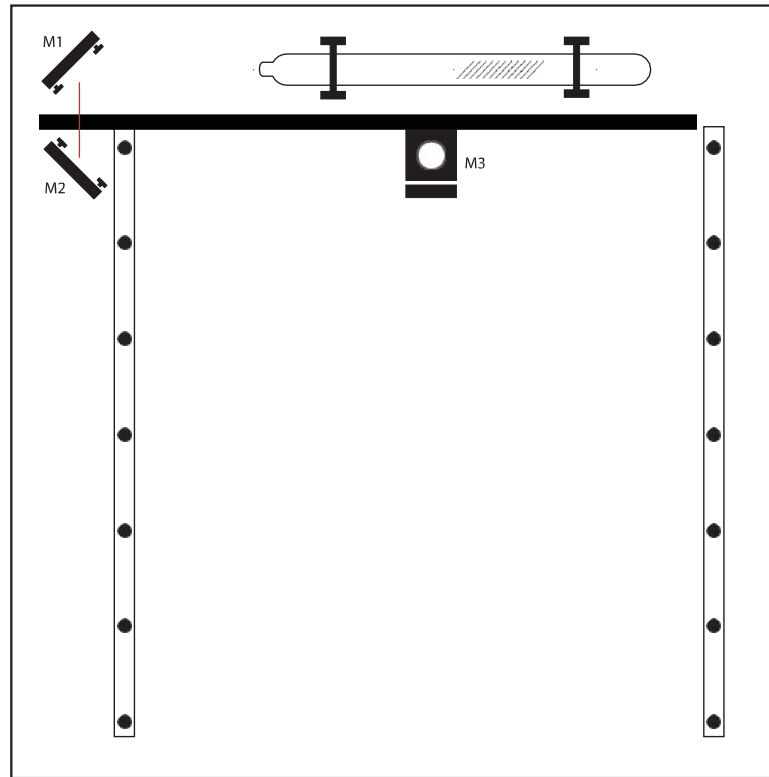
Because the 2nd mirror moves along with the X-gantry, alignment must be checked between mirrors #1 and #2.

- 1. Open Safety Lid:** You will need to access the interior of the machine.
- 2. Place Thermal Paper:** Take a small piece of thermal paper (approx. 15 mm should be plenty) and place it firmly over Mirror #2.
- 3. Position X-Gantry "Far":** Jog or manually position the X-Gantry to the lowest position (as shown in Figure 4.7).



- 4. Close Safety Lid:** Safety measures should make it impossible to fire the laser with the safety lid open. Regardless, never attempt to fire the laser with safety lid open.
- 5. Test Fire the Laser:** Press the Fire Laser Icon Button on the touch screen. You will see a burn mark on the thermal paper.
- 6. Adjust Red Beam:** Using your 2.5mm hex wrench, make micro adjustments to the three adjustment screws of the red beam diode, and position the red dot exactly over the burn mark. Do not worry if this places the red dot away from the center of the mirror, we will adjust to center in the next step.

7. Reposition the X-Gantry to “Close” Position: Now that we have a burn mark on our thermal paper from a “far” firing of the laser, we want to fire the laser from the closest position. Move the X-Gantry to the upper most position in the machine and test fire again.



8. Re-Position X-Gantry back to “Far”: Jog or manually position the X-Gantry to the far position where you did the first test fire. (as shown in Figure 4.7).

9. Check Results: There should be two observable burn marks on the thermal paper. If they overlap perfectly you can move on to the next mirror. If they are apart, adjust the three 2.5mm hex screws on Mirror #1 (not the red beam diode) to move the second burn mark over the red beam.

10. Repeat Until Aligned: Check your results by repeating this process until the two burn marks are both center and perfectly overlapping each other. Once aligned, you will repeat this procedure on the next mirror.

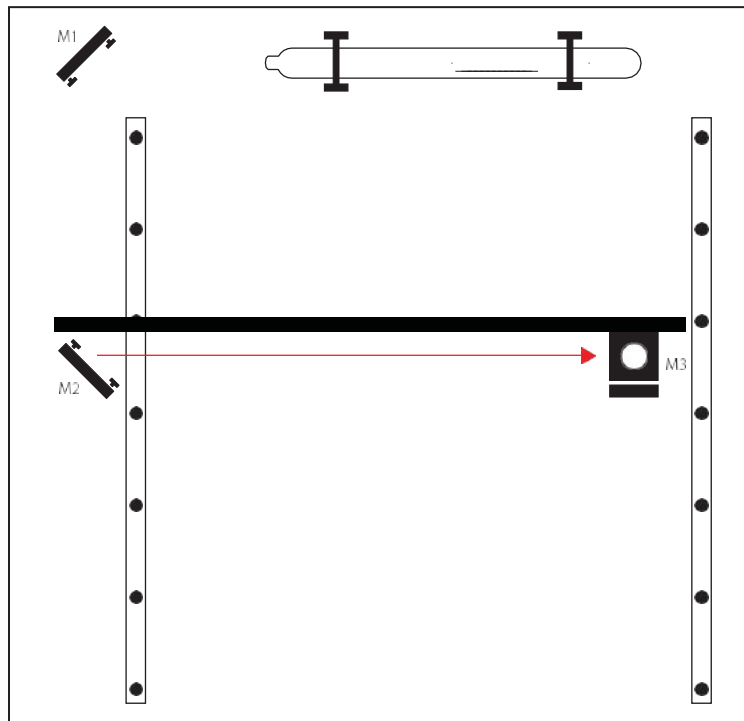
Section IV. Tests & Adjustments

2. Mirror Alignment Procedure

Stage 4: Align Mirror #2 to Mirror #3

The 3rd mirror is mounted on the laser head assembly and slides along the X-gantry rail.

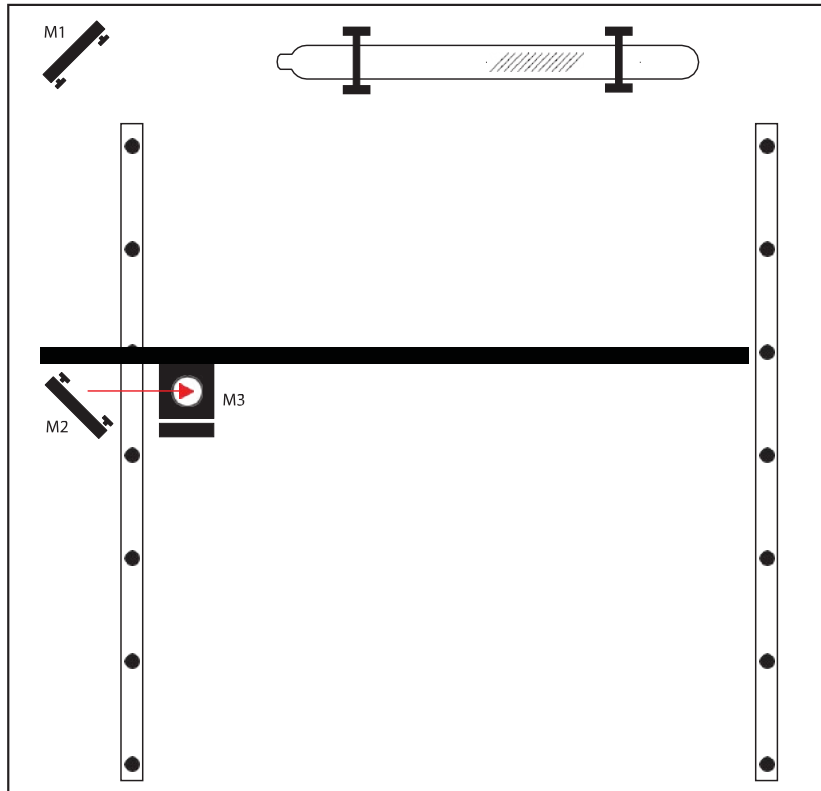
- 1. Open Safety Lid:** You will need to access the interior of the machine.
- 2. Place Thermal Paper:** Take a small piece of thermal paper (approx. 15 mm should be plenty) and place it firmly over Mirror #3.
- 3. Position the Gantry Bar:** Place the gantry bar in the center of the work bed, as shown in the diagram below.
- 4. Position Laser Head “Far”:** Jog or manually position the laser head to the far right (as shown in diagram). This is the farthest position of the Mirror #3 from Mirror #2.



- 5. Close Safety Lid:** Safety measures should make it impossible to fire the laser with the safety lid open. Regardless, never attempt to fire the laser with safety lid open.
- 6. Test Fire the Laser:** Press the Fire Laser Icon button on the touch screen. You may need to fire the laser twice to see the burn mark on the thermal paper.

7. Adjust Red Beam: Using your 2.5mm hex wrench, make micro adjustments to the three adjustment screws of the red beam diode, and position the red dot exactly over the burn mark.

8. Reposition the Laser Head to “Close” Position: Now that we have a burn mark on our thermal paper from a “far” firing of the laser, we want to fire the laser from the closest position. Move the laser head to the far left of the machine and test fire again.



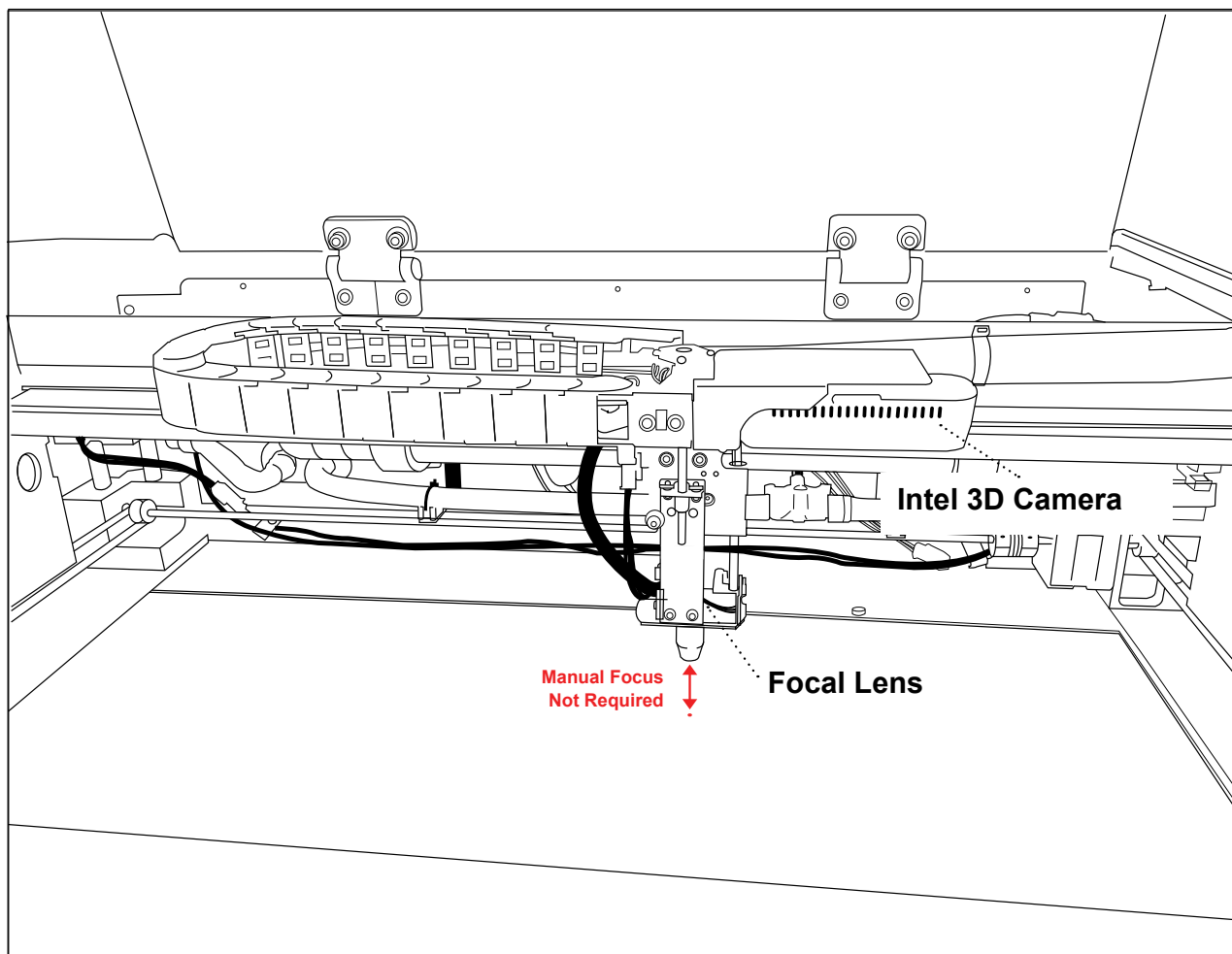
9. Re-Position X-Gantry back to “Far”: Jog or manually position the laser head to the far right where you did the first test fire.

10. Check Results: There should be two observable burn marks on the thermal paper. If they overlap perfectly you can move on to the next mirror. If they are apart, adjust the three 2.5mm hexscrews on Mirror #2 (not the red beam diode) to move the burn mark over the red beam.

11. Repeat Until Aligned: Check your results by repeating this process until the two burn marks are both center and perfectly overlapping each other.

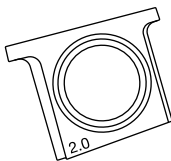
Focus Lens & Camera

The focal lens does not require alignment; it automatically detects surface distance via the Intel 3D Camera.

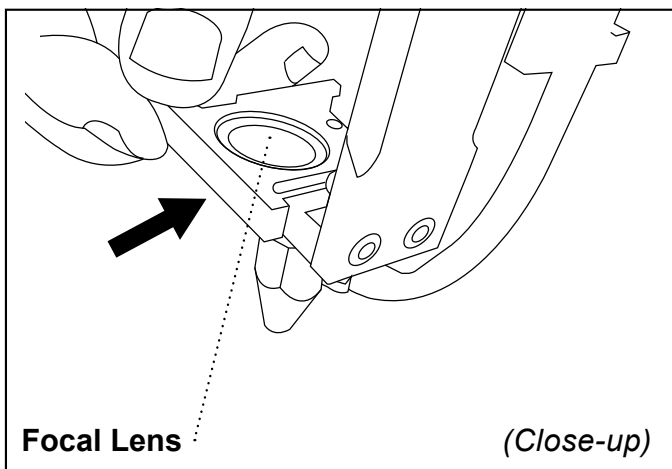
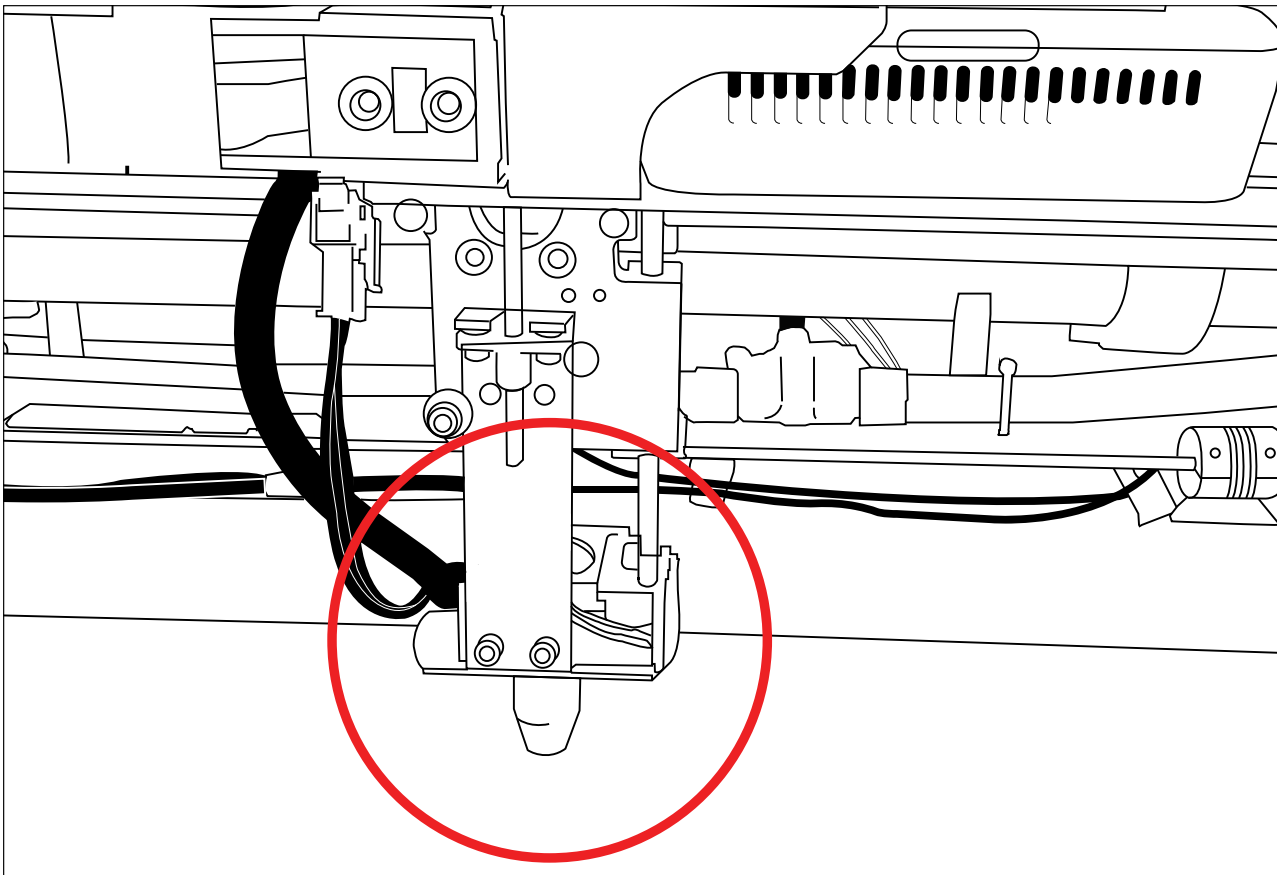


The focal lens is located towards the bottom of the laser head assembly.

The default lens for the Muse is 2.0.



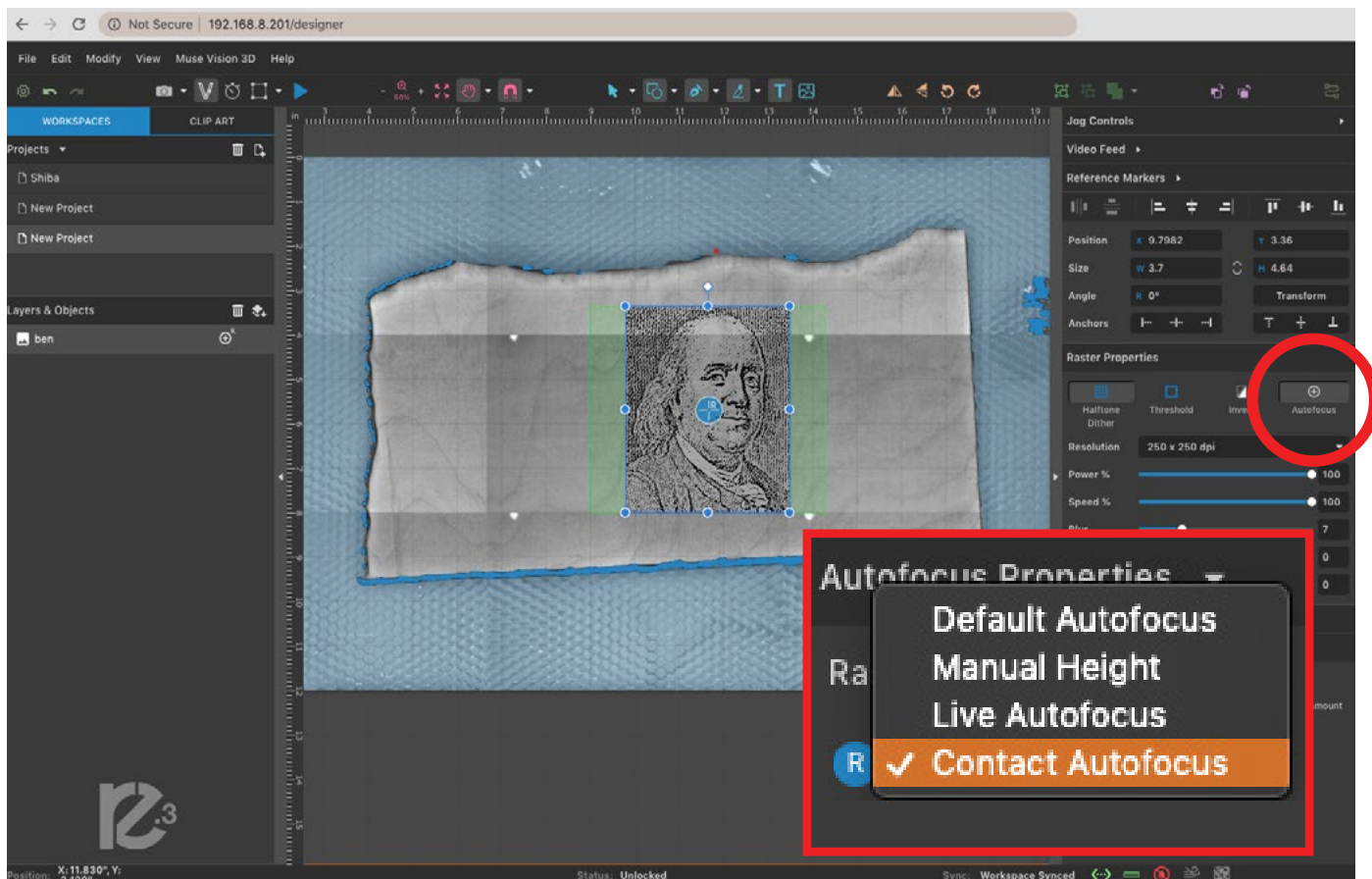
The following lenses are compatible with Muse 3D: **1.0, 2.0, 2.5, and 5.0**



To install lens; simply slide lens fitting into holder.

Autofocus Properties

Focus settings can be customized via the *Autofocus Properties Window*.



Default Autofocus

Autofocus using the Intel 3D Camera

Contact Autofocus

This setting utilizes distance; The z-motor makes physical contact with your material's height.

Manual Height

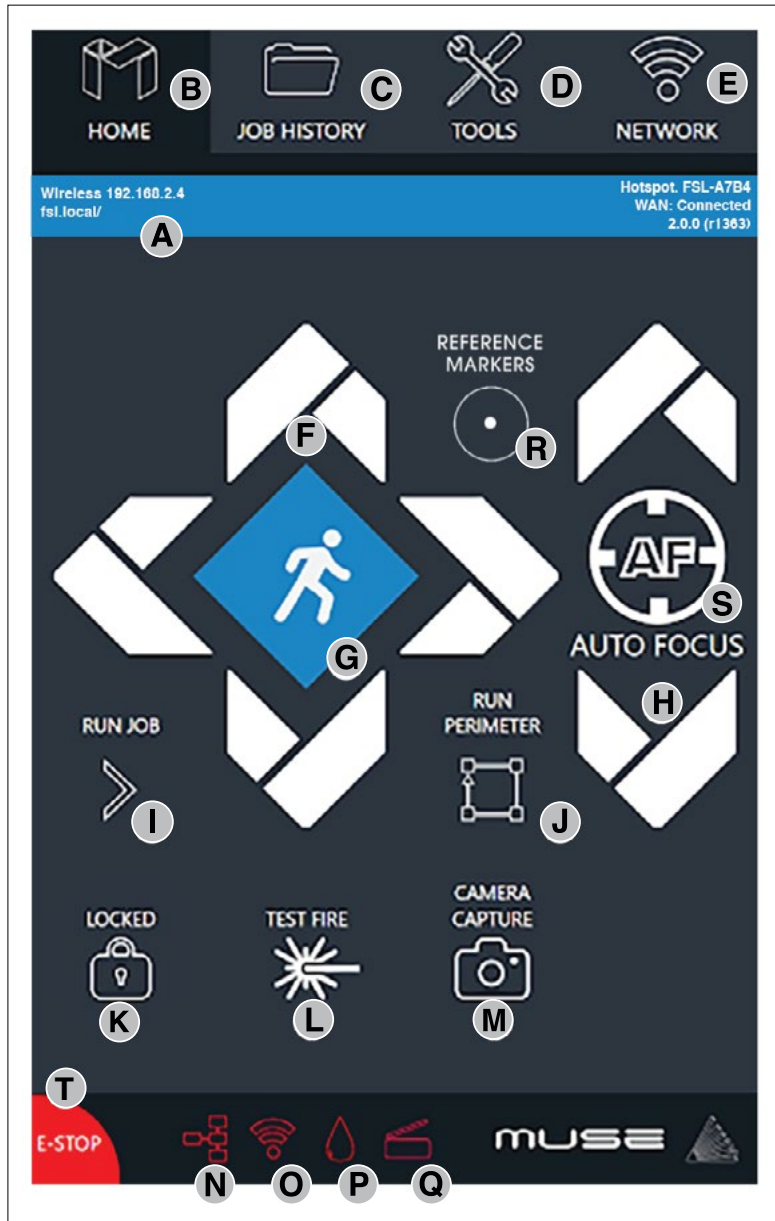
Use measurement tool to set the distance of the lense manually.

Live Autofocus

This setting utilizes the Intel 3D Camera to detect surface height in real time.

Section V. Touch Screen Interface

Muse's touch panel allows you to control the basic functions of your laser without needing to connect to a computer. This is very convenient during alignment and testing procedures. To actually run jobs, you will need to access the RetinaEngrave v3.0 software (see Installations and Assembly Section.)

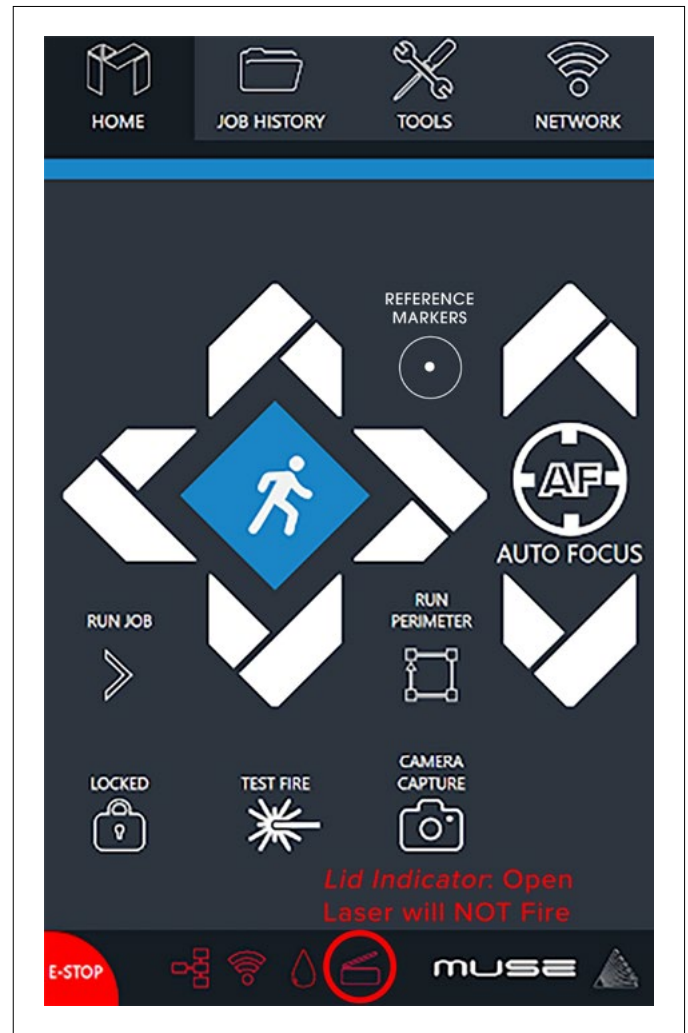
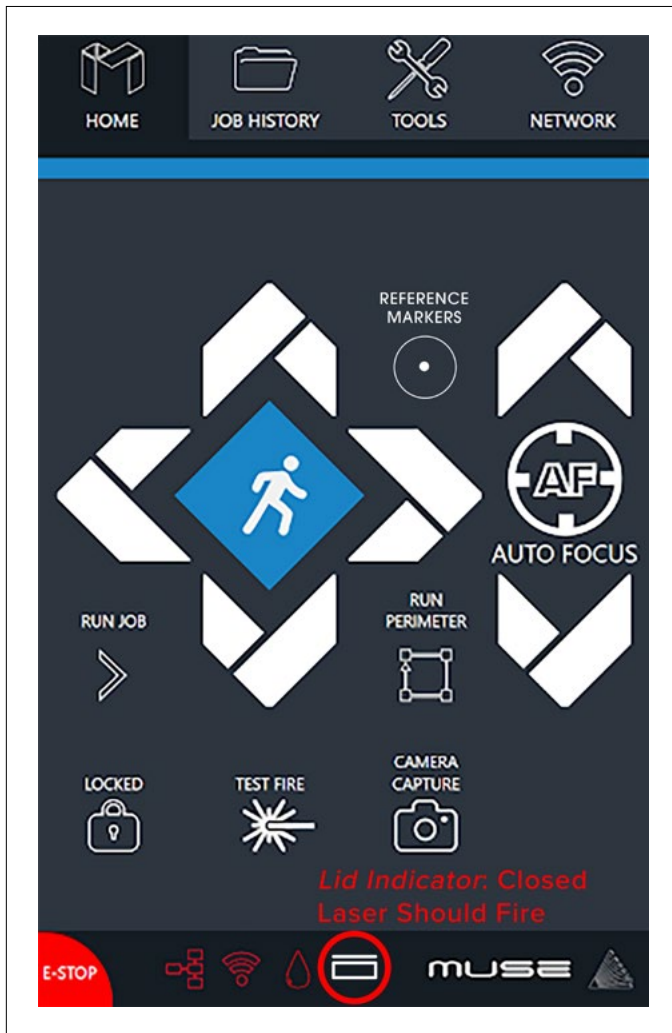


- A IP Address**
Muse's IP Address. Type this into address bar of web browser
- B Home**
Returns to the main Home Screen from any sub-screen
- C Job History**
Accesses Job History sub-screen
- D Tools**
Accesses About Muse, Update Status, Factory Reset, Device Settings, Camera Calibration, and Home Laser
- E Network**
WIFI settings, Static IP settings
- F Directional Jog**
Jog gantry left, right, up or down
- G Jog Speed**
Switch from Slow jog to fast jog
- H Adjust Autofocus**
Manually adjust focus height
- I Run Job**
Start current job in workspace
- J Run Perimeter**
Laser automatically JOGs the extent of the current project
- K Locked / Unlocked**
Lock or unlock the gantry for auto or manual homing
- L Test Fire**
Test fire the laser. Used for mirror alignment and testing,
- M Camera Capture**
Captures the laser bed.
- N Wired Connection**
Indicates connection status from the machine to wired network.
- O WIFI Connection**
Indicates connection sa from the machine to wired network.
- P Water Indicator**
Indicates water system is running properly
- Q Lid Open / Close**
Indicates lid is opened or closed
- R Reference Marker**
Used only in absolute mode, this is a way to align objects without the camera
- S Auto Focus**
Automatically focuses laser to material
- T E-Stop**
Instantly stop any action. Opening the lid will also stop the laser firing, but not from moving

Section V. Touch Screen Interface

Safety Override Lid Failsafe

As a safety feature, the lid has a magnetic failsafe that disconnects the laser when the lid is open. this will be indicated by your touch screen display like so.

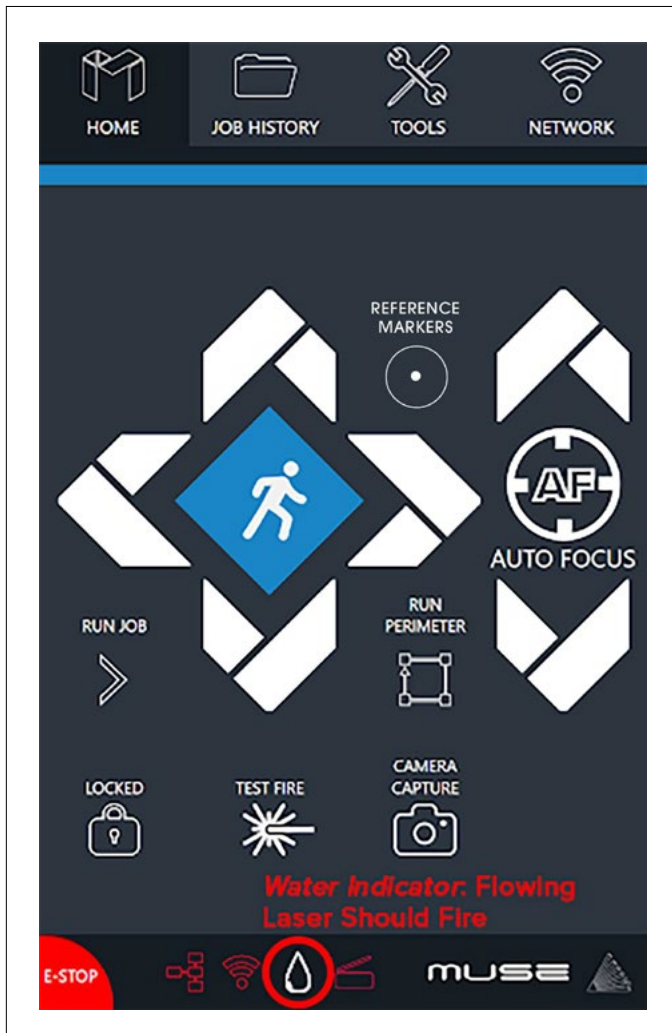


Be sure your lid is closed when you try to fire the laser. If the lid is closed and the laser still does not fire, check that the lid magnet is touching the proper base magnet and that wires are connected.

Section V. Touch Screen Interface

Safety Override Waterflow Failsafe

The laser will not fire unless water is flowing through the laser tube. The following indicator informs Muse 3D operators if water is not flowing.



If your touch screen indicates water is not flowing through the laser tube, check your water tube connections and make sure your tubes and water chiller are assembled correctly. More than likely, you have the water tubes reversed.

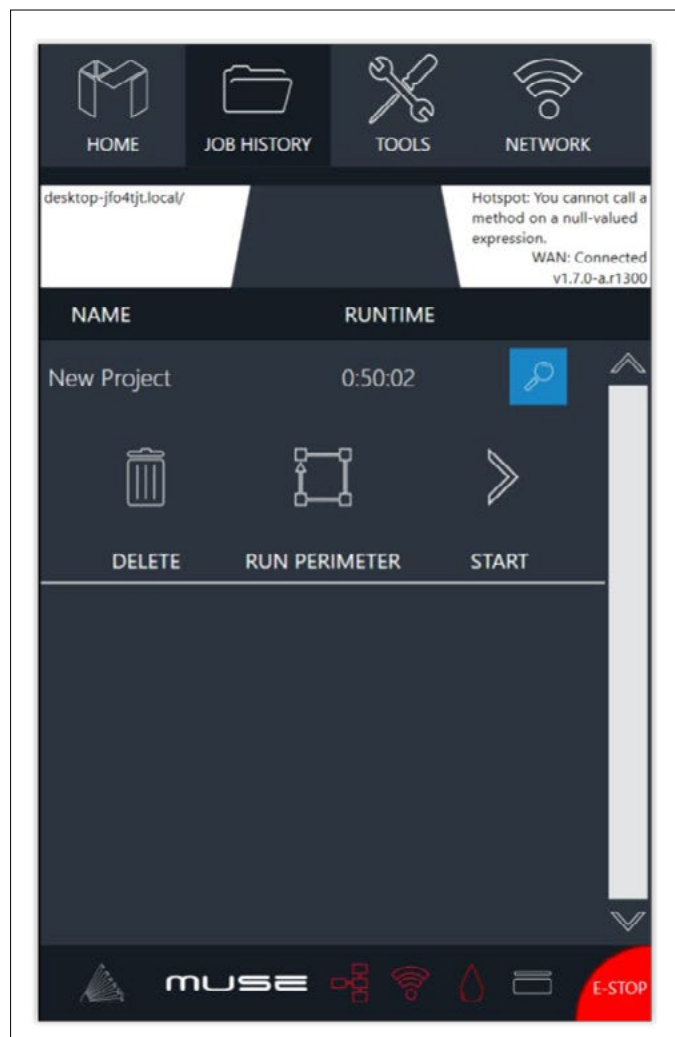
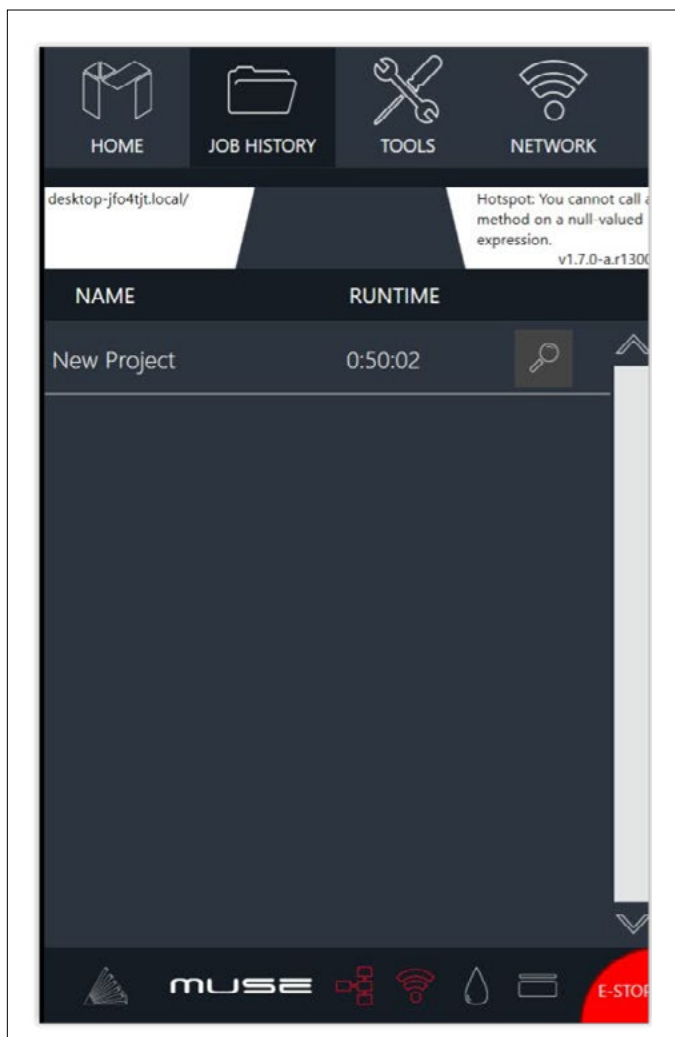
History Options

Search: Opens History Options.

Delete: Delete Project from History.

Run Perimeter: Laser automatically JOGS the extent of the current project's border.

Start: Run selected Project.



Main Tools Screen

Search: Opens History Options.

Delete: Delete Project from History.

Run Perimeter: Laser automatically JOGS the extent of the current project's border.

Start: Run selected Project.

About Sub-Screen

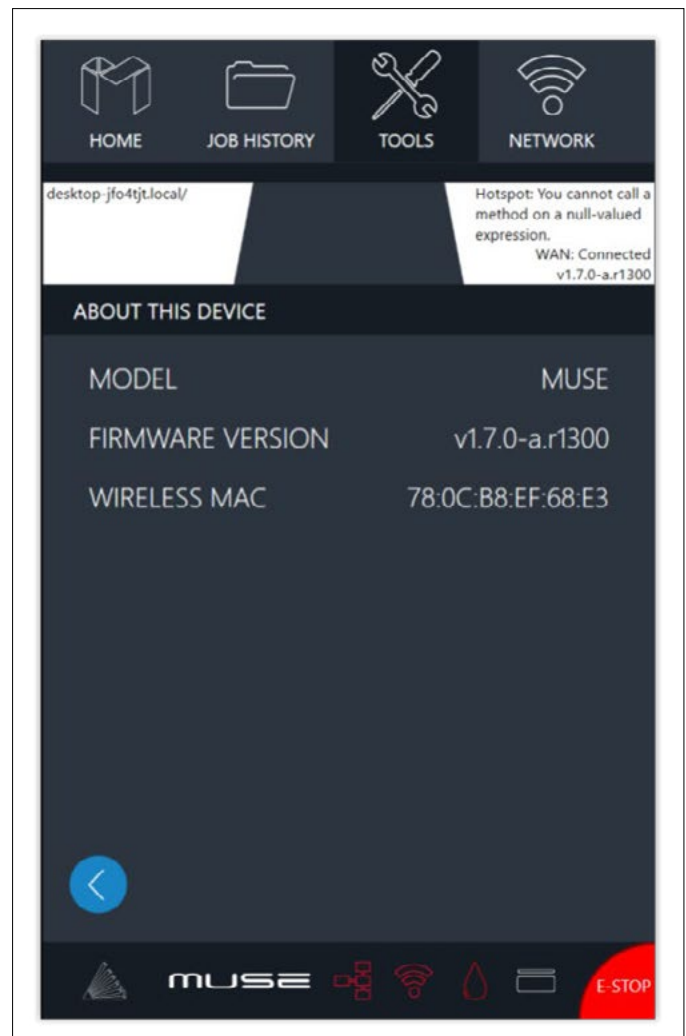
Model: Indicates Laser Model.

Firmware Version: Current Version of Touchscreen

Wireless MAC: MAC wireless Information.



Main Tools Screen

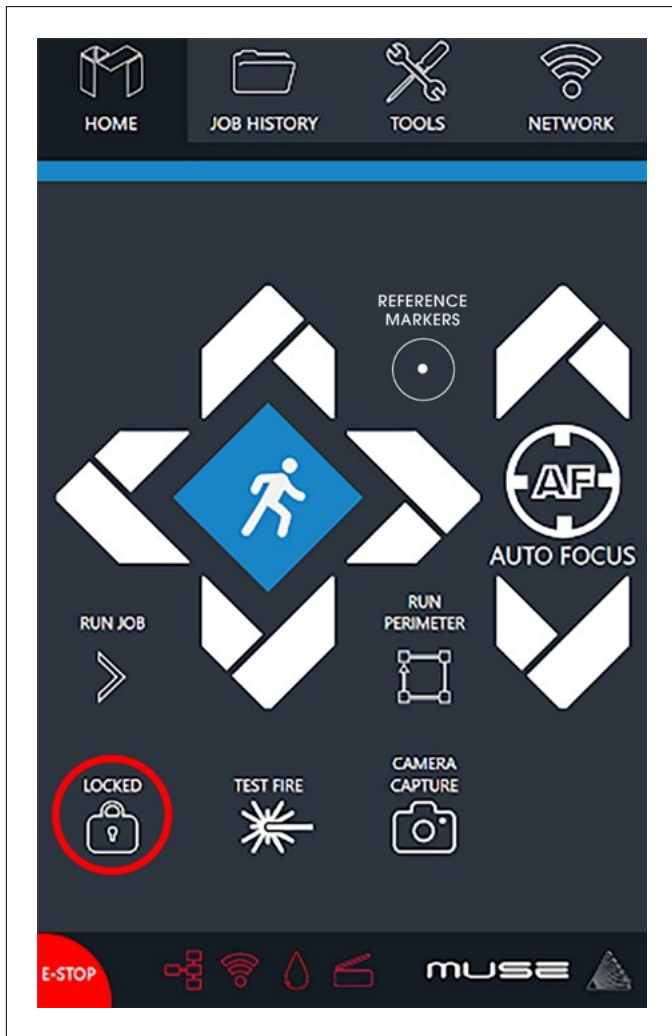


About Sub-Screen

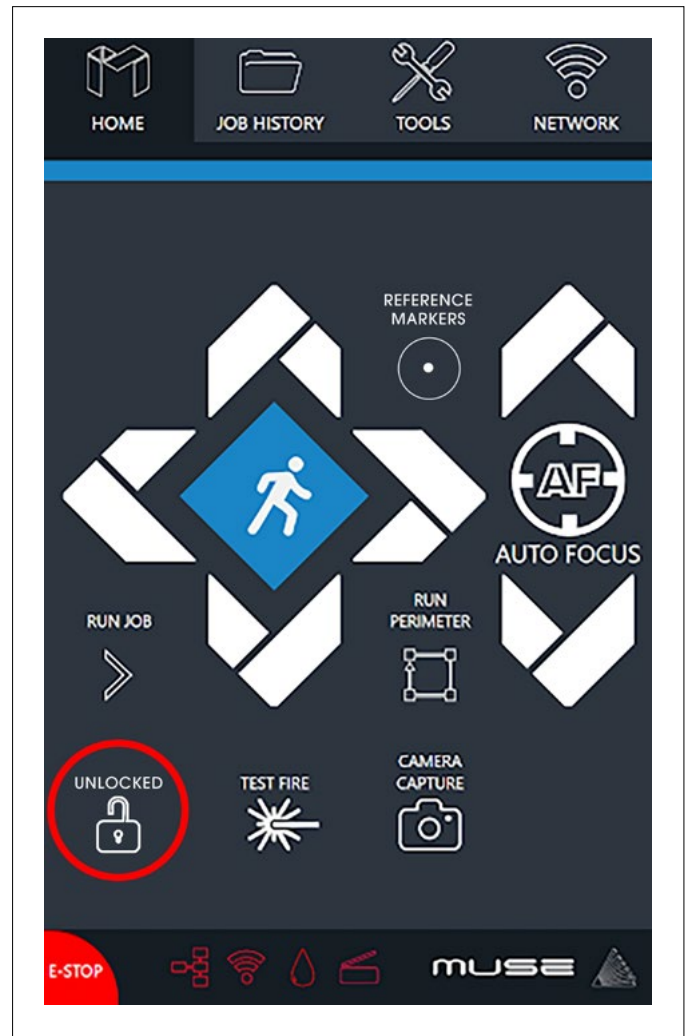
Lock / Unlock Indicator

Locked Icon: Indicates the gantry is locked. When locked, user must move gantry using JOG controls.

Unlocked Icon: Indicates the gantry is unlocked. When unlocked, user must manually move the gantry.



Locked

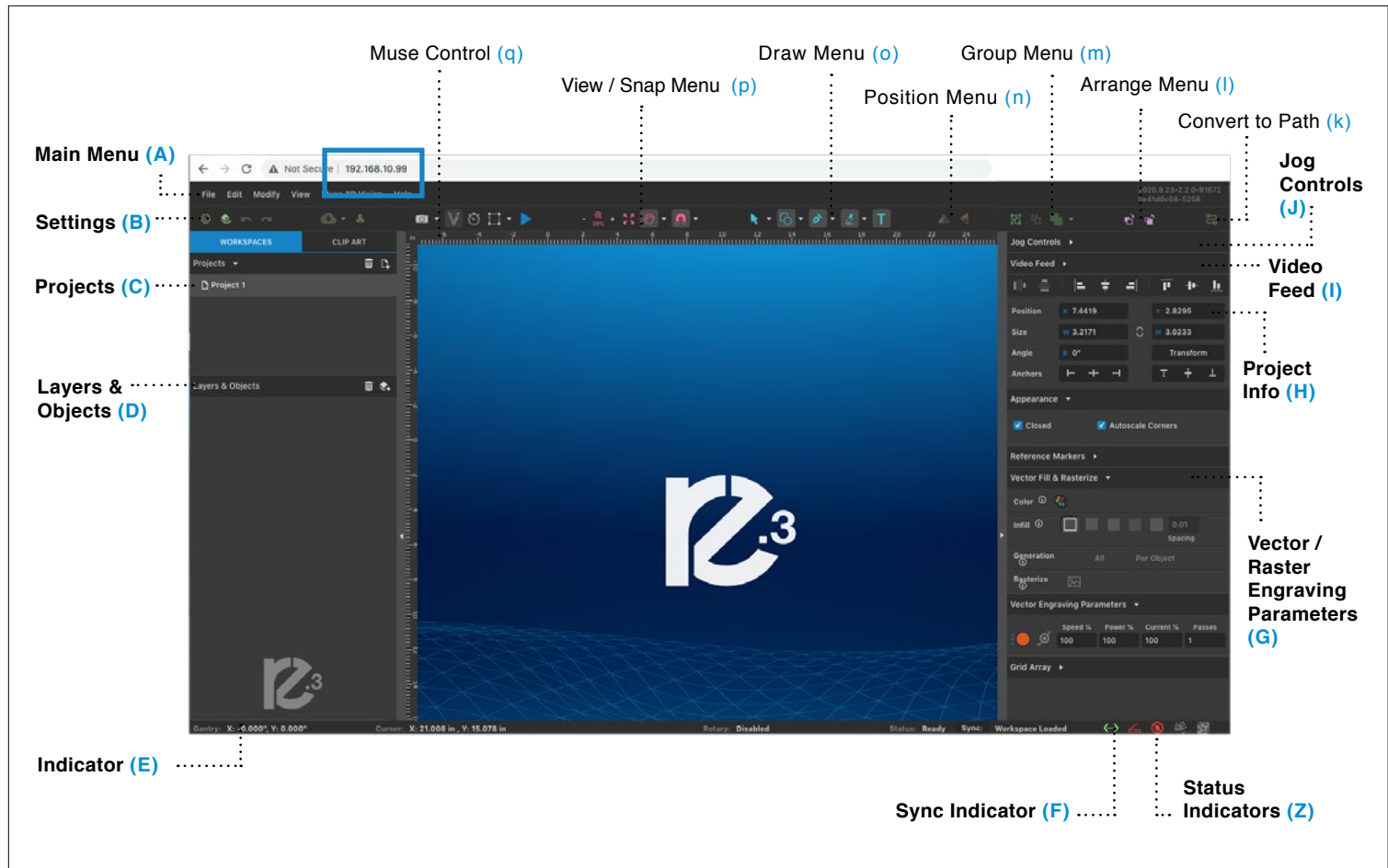


Unlocked

Section VI. RetinaEngrave v3.0 Software



In this section you will be introduced to the major interface features of RetinaEngrave v3.0



Menu Menu (A)

File Edit Modify View Galvo Fiber Help

File

New Project (Alt+N): Start a new project.

New From Clipboard (Shift+Ctrl+Alt+N): Start a new project from the clipboard.

Load Project from File (Ctrl+O): Load a project from a saved file.

Place/Import: Import and place a file.

Import fonts: Add fonts from outside source.

Export Project to File (Shift+Ctrl+E): Export the project to a file.

Submit Support Ticket: Auto send a support request ticket.

Edit

Undo Delete Layer or Item (Ctrl+Z): Reverse previous project command.

Redo (Shift+Ctrl+Z): Reverse your last undo.

Edit (Continued)

- Cut (Ctrl+X):** Selected object or item is removed.
- Copy (Ctrl+C):** Copy some portion of an object or item.
- Paste (Ctrl+V):** Paste a copied or cut portion of an object or item.
- Delete (Del):** Delete selected object or item.
- Paste In Place (Shift+Ctrl+V):** Paste a copied object or item in same location.
- Paste Inside Selection:** Paste a copied object or item inside selected area.
- Paste Style (F4):** Paste and match style.
- Duplicate (Ctrl+D):** Create a copy of a selected object.
- Clone (Shift+Ctrl+D):** Create an exact copy or 'clone' of an object.
- Select All (Ctrl+A):** Select all items in work screen.
- Deselect All (Shift+Ctrl+D):** All items in work screen are deselected.
- Invert Selection (Ctrl+I):** Items previously selected are now unselected and items unselected are selected.
- Select by Font Type:** Select item by font type.
- Settings:** Displays settings menu.
- Materials...**
- Activate user profiles**

Modify

Arrange

- Send to Front (Shift+Ctrl+Up):** Send an object to the front layer.
- Bring Forward (Ctrl+Up):** Send an object one layer forward.
- Send Backward (Ctrl+Down):** Send an object one layer backwards.
- Send to Back (Shift+Ctrl+Down):** Send an object to the back layer.

Align

- Align Left:** Align object to the left.
- Align Center:** Align object to center.
- Align Right:** Align object to right.
- Align Top:** Align object to top.
- Align Middle:** Align object to middle.
- Align Bottom:** Align object to bottom.
- Same Width:** All selected objects convert to same width.
- Same Height:** All selected objects convert to the same height.
- Distribute Horizontally:** Evenly arrange selected objects horizontally.
- Distribute Vertically:** Evenly arrange selected objects vertically.
- Snap to Full Units:** Snap to grid as full units.
- Snap to Half Units:** Snap to grid as half units.

Transform

- Rotate 45° Left:** Rotate selected object left 45°.
- Rotate 90° Left:** Rotate selected object left 90°.

(Continued)

Rotate 180° Left: Rotate selected object left 180°.

Rotate 45° Right: Rotate selected object right 45°.

Rotate 90° Right: Rotate selected object right 90°.

Rotate 180° Right: Rotate selected object right 180°.

Flip Vertical: Reverse selected object's orientation along vertical axis.

Flip Horizontal: Reverse selected object's orientation along horizontal axis.

Group Selection (Ctrl+G): Select a group of objects.

Merge Selection (Ctrl+M): Merge a selected group of objects.

Split Selection (Shift+Ctrl+M): Split up a compound shape or object.

Create Compound Shape:

Union: Combine layers into a single compound layer.

Intersection: Combine overlapping layers into a single compound layer.

Subtract: Remove and combine non-overlapping layers into a single compound layer.

Difference: Combine non-overlapping layers into a single compound layer.

Create Nested Compound: Combine compound shapes into a single compound shape.

Path

Join Paths (Ctrl+J): Combine 2 or more selected paths into one compound path.

Split Paths (Shift+Ctrl+J): Split a compound path into its original separate paths.

Convert to Path (Shift+Ctrl+P): Convert a non path to a layer path.

Convert to Raw Path: Convert a path or non path layer to a new path.

Convert to Outline: Create an outline path of a specified size around an object.

Expand/Shrink: Scale an object up or down by a specified amount.

Vectorize Border: Create a vector path of the border of an object.

Rasterize: Convert object to raster

Vectorize Image: Create vector paths of each separate element in an image.

Attach Text to Path: Attach and conform text to a path.

Detach Text from Path: Detach text that is attached to a path.

Simplify Path (Ctrl+Alt+S): Simplify (and smooth) a path to varying degrees of tolerance.

Connect Path Lines: Connect together the ends of 2 or more paths.

Break Curve: Break apart a path at a specified node.

Reverse Order: Reverse the order of nodes in a path.

Pack Objects

Generate Barcode

View

Original View (Ctrl+0): Return the workspace back to the original view state prior to zooming or panning.

Fit Selection: Fit the current selection to the viewable page area.

Fit Layer: Fit the currently selected layer to the viewable page area.

Fit All (Alt+Ctrl+0): Fit all layers, whether or not selected, to the viewable page area.

Magnification: Increase or decrease magnification.

(Continued)

Zoom In (Ctrl++): Enlarges workspace screen detail and size.

Zoom Out (Ctrl+-): Reduces workspace screen detail and size. View Mode

Outline View: Set to outline view mode.

Canvas

Show Rulers: Toggle guidelines on and off.

Show Guide Lines (Ctrl+,): Toggle guidelines on and off.

Show Grid (Ctrl+Alt+G): Toggle grid on and off.

Snap To:

Use Snapping (Shift+F10): Enable or disable the snapping feature.

Use Snap Zones: Enable or disable the snap zone feature.

Snap to Grid: Enable or disable the Snap to Grid feature.

Snap to GuideLines: Enable or disable the Snap to GuideLines feature.

Snap to Full Pixels: Enable or disable the Snap to Full Pixels feature.

Snap to Anchor Points: Enable or disable the Snap to Anchor Points feature.

Snap to Shapes: Enable or disable the Snap to Shapes feature.

Snap to Pages: Enable or disable the Snap to Pages feature.

Toggle fullscreen: Causes window occupy the entire screen.

Video Feed : Allows user to access video feed

Galvo Fiber

Camera

Capture Workspace: Initiates camera functions.

Clear Last Workspace Capture: Remove last camera image.

Trace Background: Used with camera functions to apply vectors to selected area of image.

Estimate Job Time: Give approximate time for job to complete.

Run Job: Run your project. When running, "Play" button is replaced with "Pause" and "Cancel".

Diagnostics

Galvo Calibration

Help

User guide

Support

Contact us

Submit Support Ticket

Tutorials

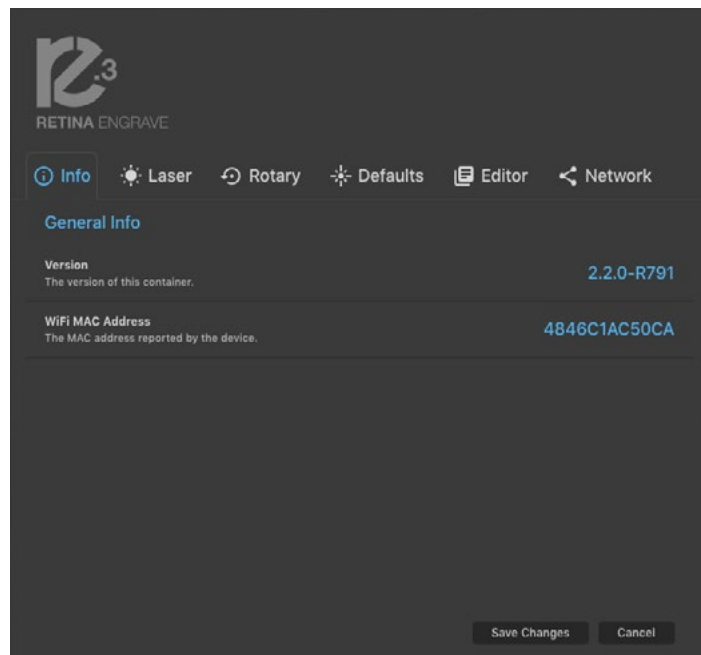
Importing PDF

Vector Colors

Settings (B)



Info: Information regarding your machine.



RETINA ENGRAVE

Info Laser Rotary Defaults Editor Network

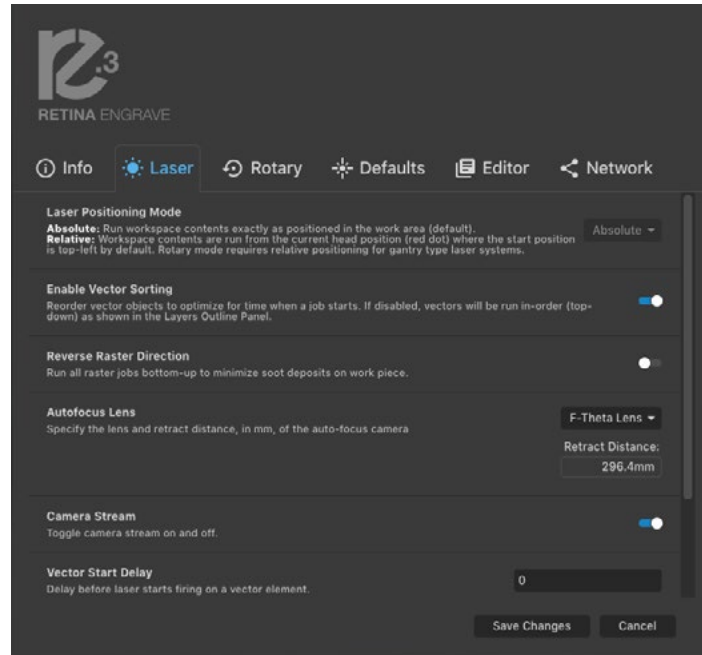
General Info

Version
The version of this container. **2.2.0-R791**

WiFi MAC Address
The MAC address reported by the device. **4846C1AC50CA**

Save Changes Cancel

Laser: Information regarding device options.



RETINA ENGRAVE

Info Laser Rotary Defaults Editor Network

Laser Positioning Mode
Absolute: Run workspace contents exactly as positioned in the work area (default).
Relative: Workspace contents are run from the current head position (red dot) where the start position is top-left by default. Rotary mode requires relative positioning for gantry type laser systems. **Absolute**

Enable Vector Sorting
Reorder vector objects to optimize for time when a job starts. If disabled, vectors will be run in-order (top-down) as shown in the Layers Outline Panel. ☒

Reverse Raster Direction
Run all raster jobs bottom-up to minimize soot deposits on work piece. ☐

Autofocus Lens
Specify the lens and retract distance, in mm, of the auto-focus camera. **F-Theta Lens**
Retract Distance: **296.4mm**

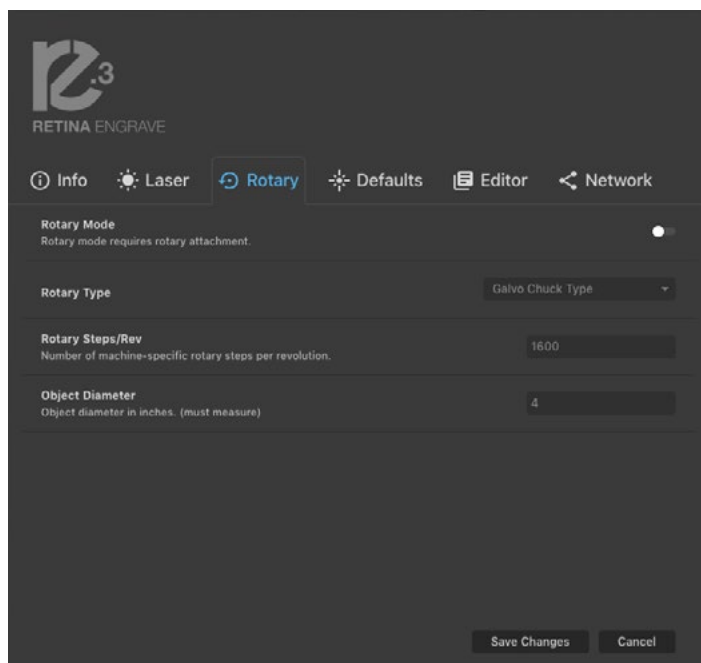
Camera Stream
Toggle camera stream on and off. ☒

Vector Start Delay
Delay before laser starts firing on a vector element. **0**

Save Changes Cancel

Interface

Show or hide tooltips and other modes.



RETINA ENGRAVE

Info Laser Rotary Defaults Editor Network

Rotary Mode
Rotary mode requires rotary attachment. ☐

Rotary Type
Galvo Chuck Type

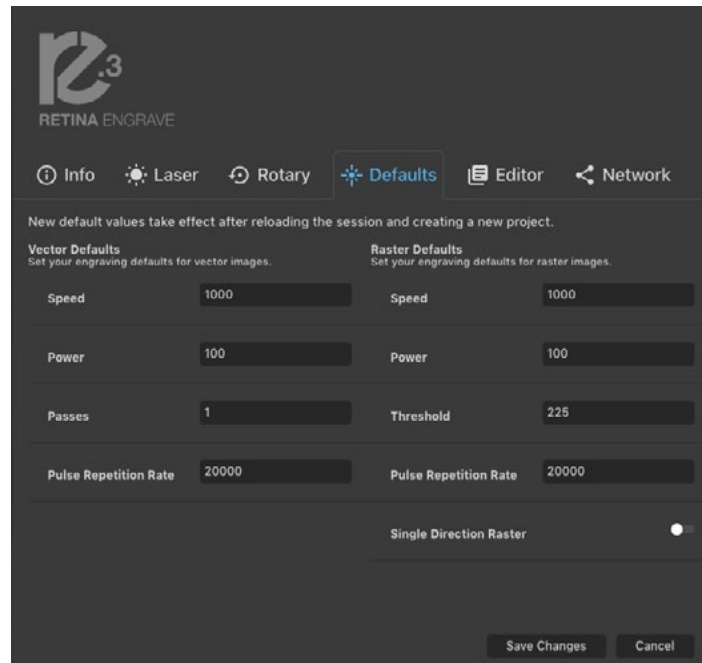
Rotary Steps/Rev
Number of machine-specific rotary steps per revolution. **1600**

Object Diameter
Object diameter in inches. (must measure) **4**

Save Changes Cancel

Defaults

Set image defaults with dither options.



RETINA ENGRAVE

Info Laser Rotary Defaults Editor Network

New default values take effect after reloading the session and creating a new project.

Vector Defaults
Set your engraving defaults for vector images.

Speed **1000**

Power **100**

Passes **1**

Pulse Repetition Rate **20000**

Raster Defaults
Set your engraving defaults for raster images.

Speed **1000**

Power **100**

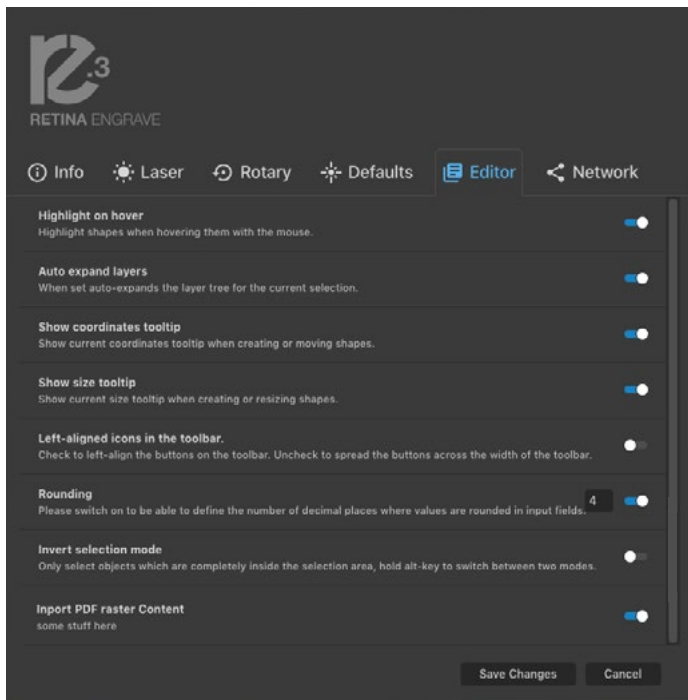
Threshold **225**

Pulse Repetition Rate **20000**

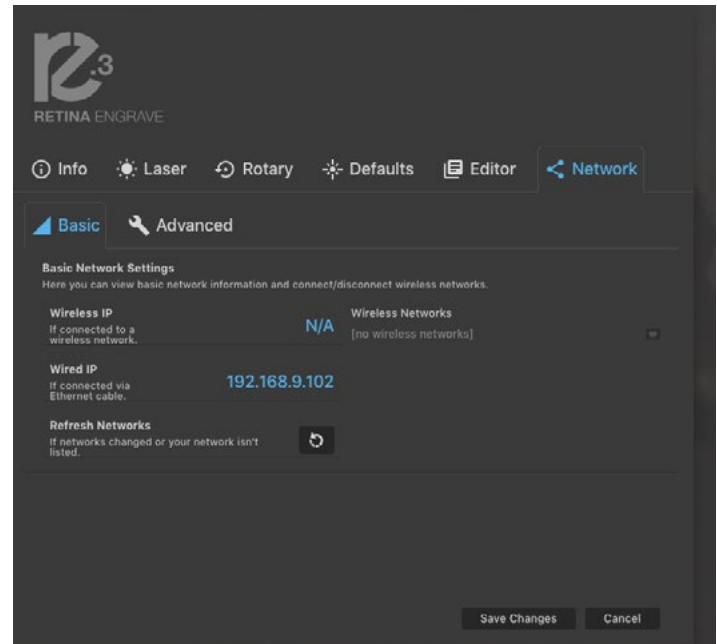
Single Direction Raster ☐

Save Changes Cancel

Editor



Network



Settings (B)



Save: Save project.

Undo: Reverse your last action.

Redo: Reverse your last undo.

Muse Control (q)



Capture Workspace: Takes images of workspace

Clear Last Workspace Capture: Clears previous workspace image.

Estimate Job Time: Amount of time the job will take.

Preview Contour of All Objects: Shows laser tracing of job.

Show Bounding Perimeter of all Objects: Shows the space the job will occupy.

Run Job: Start Engraving

View Snap Controls (p)



View options or position items on workspace grid.

Zoom (-/+): Enlarges/Reduces workspace screen detail and size.

Fit All: Fits entire captured image on screen.

View

Pan (H): Manually pan project window using mouse.

Zoom (Z): Zoom project window using mouse.

Snap

Use Snapping (Shift+F10): Enable or disable the snapping feature.

Use Snap Zones: Enable or disable the snap zone feature.

Snap to Grid: Enable or disable the Snap to Grid feature.

Snap to Guide Lines: Enable or disable the Snap to Guide Lines feature.

Snap to Full Pixels: Enable or disable the Snap to Full Pixels feature.

Snap to Anchor Points: Enable or disable the Snap to Anchor Points feature.

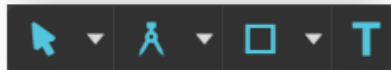
Snap to Shapes: Enable or disable the Snap to Shapes feature.

Snap to Pages: Enable or disable the Snap to Pages feature.

Show Grid: Toggle grid on and off.

Show Guidelines: Toggle guidelines on and off.

Draw Menu (o)



Select (Pointer): Instantly initiate mouse pointer.

Subselect

Pointer (V): Initiates mouse pointer.

Subselect (D): Initiates "subselect" mouse pointer.

Lasso (O): Initiates "lasso" mouse pointer.

Layer (M): Initiates "layer" mouse pointer.

Path

Pen (P): Initiates "pen" mouse pointer for creating custom paths.

Bezigon (B): Initiates "bezigon" mouse pointer for creating custom path points.

Freehand: Initiates "freehand" mouse pointer for creating freehand paths.

Magic Hand: Initiates "magic hand" mouse pointer for creating paths.

Knife(K): Initiates "knife" for cutting out objects

Line (L): Create a line with the drawing tool.

Rectangle: Create a rectangle with the drawing tool.

Ellipse (E): Create an ellipse with the drawing tool.

Polygon: Create a polygon with the drawing tool.

Triangle: Create a triangle with the drawing tool.

Star: Create a star with the drawing tool.

Text: Create an object made of text.

Position Menu (n)



Flip Horizontally: Flip object along horizontal axis.

Flip Vertically: Flip object along vertical axis.

Bring Forward: Moves object to an upper layer.

Send Backward: Moves object to a lower layer.

Group Menu (m)



Group: Group objects

Merge

Union: Combine layers into a single compound layer.

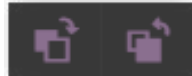
Difference: Combine non-overlapping layers into a single compound layer.

Intersection: Combine overlapping layers into a single compound layer.

Subtract: Remove and combine non-overlapping layers into a single compound layer.

Split: Split up a compound shape or object.

Arrange Menu (l)



Bring Forward: Send an object one layer forward.

Send Backward: Send an object one layer backward.

Convert to Path (k)



Convert objects to paths.

Projects Menu (C)

Displays information about projects.

Reduce Window: Reduce or expand projects window.

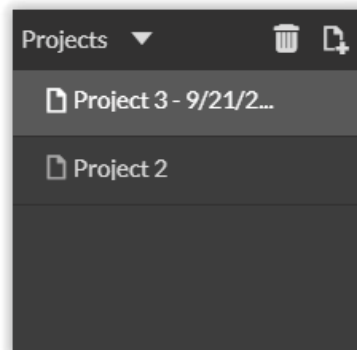
Delete: Delete selected project.

Create New Project: Begin a new project.

Project Name: Displays project's name.

Toggle Lock: Lock or unlock project in current order.

Toggle Visibility: Turn visibility of project on or off.



Layers & Objects Menu (D)

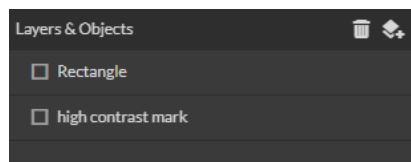
Displays information on layers.

Delete: Delete selected layer.

New Layer: Add a new layer.

Layer Name: Displays name of project.

Toggle Lock: Lock or unlock layer in current order.



Toggle Visibility: Turn visibility of layer on or off.

Toggle Outline: Turn displayed outline of layer on or off.

Project Info (H)

This window displays information regarding the active project.

Active Project Name: Displays name of active project.

Modified: Displays last date project was modified.

Job Time Estimate: Displays estimated time until job is complete.

Unit: Choose unit of measurement from the following

Pixels: Sets unit of measurement to pixels. **Centimeters:** Sets unit of measurement to centimeters.

Millimeters: Sets unit of measurement to millimeters.

Inches: Sets unit of measurement to inches.

Picas: Sets unit of measurement to picas.

Points: Sets unit of measurement to points.

Grid: Toggles grid on/off/isometric.

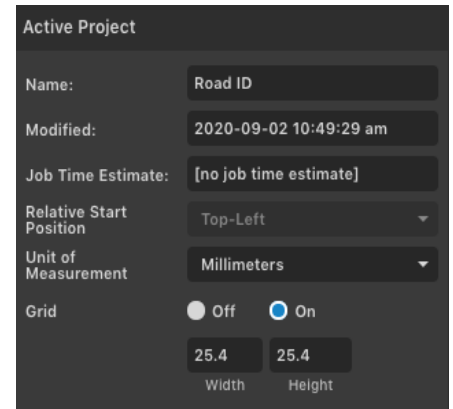
On: When "on" grid displays in workspace.

Off: When off, grid does not display in workspace.

Isometric: Toggles grid from squares to isometric grid.

Width: Displays width of item according to chosen unit of measurement.

Height: Displays height of item according to chosen unit of measurement



Vector Engraving & Parameters (G)

Window appears when vector file is detected and is used to input vector settings.

Hide Window: Click to hide vector engraving parameters window.

Show All Parameters: Toggle to show or hide all parameters.

Change Position: Drag with mouse to reorder any color.

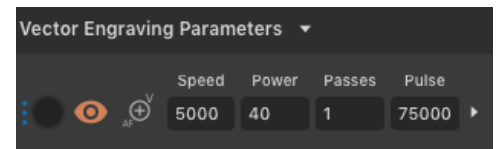
Color Indicator: Separates vector cuts with color indicators.

Speed: Input speed settings.

Power: Input power settings.

Current: Input current settings.

Passes: Input the number of passes for the laser.



Raster Properties Window (G)

Halftone Dither: Apply Halftone Dither.

Intensity: Adjust intensity from -255 to 255.

Blur: Adjust blur filter radius from 0 to 30.

Edge: Adjust edge enhancement threshold from 0 to 30.

Threshold: Apply Threshold; adjust from 0 to 255.

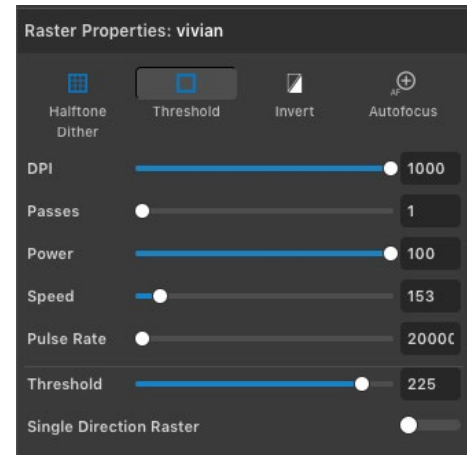
Invert: Reverse Black and White elements.

Power%: Select power percentage from 1 to 100.

Speed: Select speed from 1 to 2000.

Pulse Rate: Select pulse rate from 20,000 to 80,000.

Autofocus: Allows user to autofocus to the selected point.

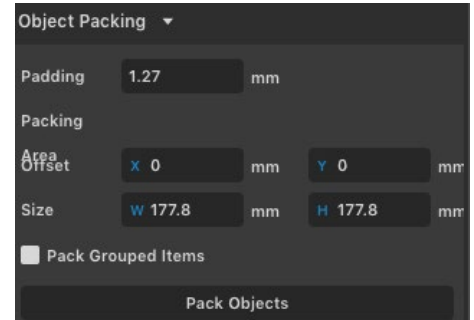


Object Packing (Appears when an object is selected)

Allows the user to arrange multiple designs relative to the top-left corner with customized spacing.

Padding: Spacing between objects.

Size: Determine packing space.



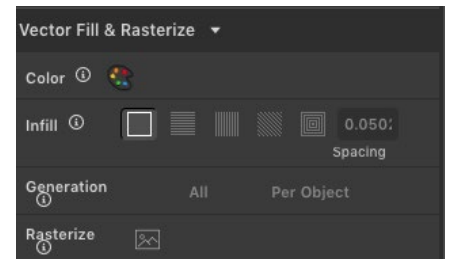
Vector Fill & Rasterize (G)

Use the this Window to set an infill for shapes and designs.

Infill: Set the pattern of your fill.

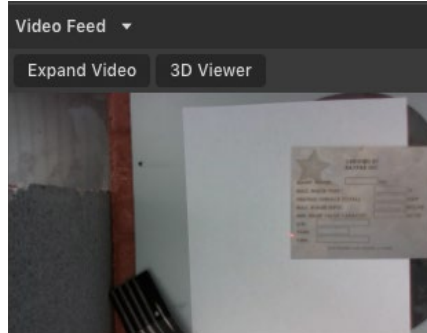
Generation: Generates raster lines based off all objects or for each.

Rasterize: Clicking icon opens raster menu.



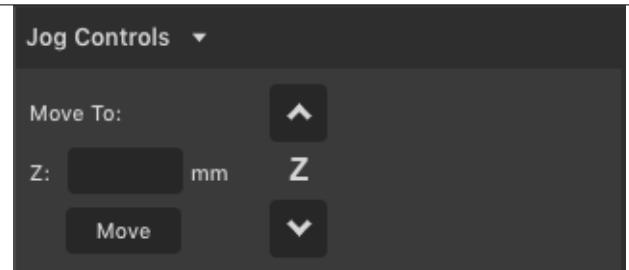
Video Feed (I)

Use this window to view realtime display.



Jog Controls (J)

This tool is for moving the culminator and camera along the Z-Axis (up and down)



Indicators (Bottom Row) (E)

Position: X: 6.890", Y: 3.937"

Position Indicator: Displays current position of the laser on the grid.

Remaining: 3 Min, 36 Sec 41%

Time Remaining Indicator: Displays the time remaining to complete the current job

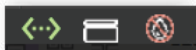
Status: Ready

Status: Executing job

Status Indicator: Displays whether laser is ready to initiate a job or is currently executing a job.

Sync: Workspace saved

Sync Indicator: Notifies you of the last workspace update operation results. "Press Sync" to sync immediately. The workspace will update automatically, periodically.



Machine Indicators: Displays information on connected devices.

Device Connection Available: Indicates connection to machine is successful.

Engraving / Rastering

Engraving, also called Rastering, is the process of creating a surface image on material without cutting through the material entirely.

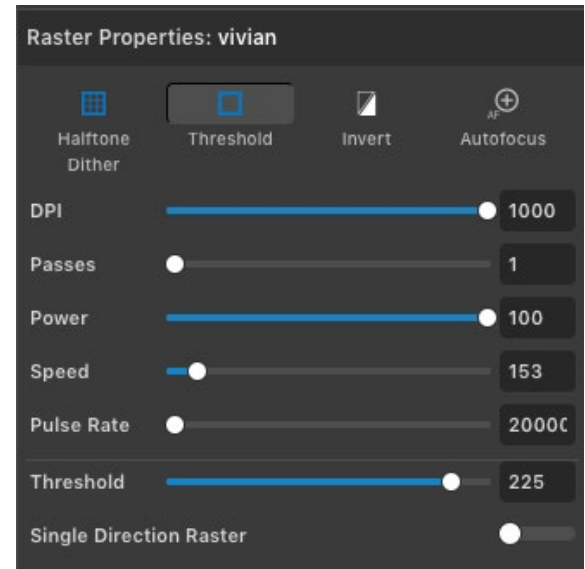
Setting Engraving Properties

Clicking an object (design image) in the workspace will allow you to access that object properties tab. The Raster Properties will automatically open. For vector objects (basic shapes), it will open up the Vector Fill & Rasterize tap. Select the icon next to Rasterize to open the Raster Properties.

Setting DPI

DPI can be adjusted using the slider or entering a number into the adjacent box. It ranges from 1 to 1000. A higher DPI means better precision and quality of your images, while a lower DPI will provide faster processing and engraving speeds.

Remember that with a higher DPI (1000), the laser is in contact with the material for a longer period of time and may result in deeper engravings than with a lower DPI (250). Speed and power should be compensated for different DPI settings.



Setting Passes

The passes setting dictates the amount of times the selected shape is engraved. The passes range from 1 to 999. Increasing the number of passes will increase the amount of times the shape is rastered.

Setting Raster Speed

Speed settings determine how quickly the object will be engraved. Lowering speed allows you to create deeper engravings, as it allows the laser beam to be in contact with the material for a longer period of time.

Setting Pulse Rate

This allows you to set the pulse rate of the laser which is the number of emitted pulses per second. The pulse rate ranges from 20000 to 80000. Lower pulse rates result in deeper engravings while higher pulse rates result in shallower marks.

Applying B/W Threshold

At this moment, the image is still displayed in threshold. The black and white raster feature is great for tracing logos, text, or simple high contrast images that only appear in a single color. You can adjust the threshold of what's considered black, and what's considered white by selecting your image and clicking "Threshold". This will bring up a B/W Threshold slide bar, from which you can adjust B/W threshold to your liking.

Applying Single Direction Raster

Toggling this on will cause the machine to raster in one direction for the entire object.

Halftone Dither

For images that have shadows and depth, it's ideal to use Halftone Dithering. Halftone Dithering creates a series of dots similar to newsprint. This effectively creates a grayscale that is ideal for photorealistic engravings. To Halftone Dither an object, click the Halftone Dither button. You can then adjust the Halftone Dithering with the Blur, Edge and Intensity slide bars.

Setting Vector Properties

When a PDF file is imported into RetinaEngrave v3.0, the program automatically detects it as both a vector file and a raster file. When a vector object (basic shapes) is selected the Vector Fill & Rasterize property tab will open on the right side. For vector engravings, this tab will allow you to set the infill for the object.

Infill

This section fills in the selected object. The way the fill will appear is based on which option is selected. You can enter the spacing between each infill line.

Generation

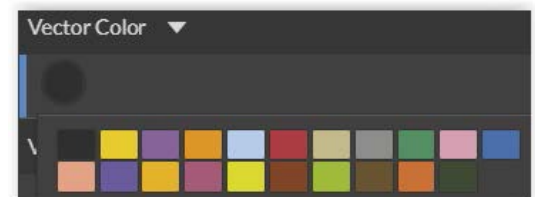
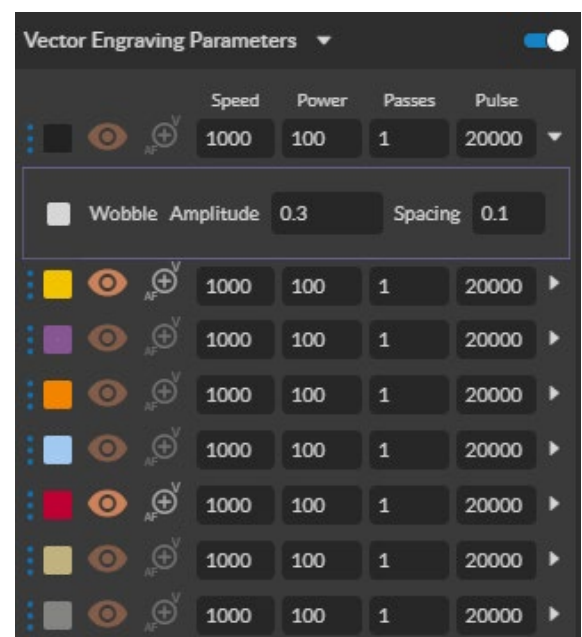
This feature decides how the infill is generated. Per Object generates the infill pattern for each individual drawing object at a time. All generates the infill pattern based on the location of all of the objects. Using All is usually preferred since it leads to all of the lines of the infill being even across all the patterns whereas Per Object would cause the infill lines of each object to not match up.

Vector Color

Tags allow you to create separate vector layers and keep track of them with a unique color. Each color will match an object in the workscreen. You can set the order of operations by clicking on the "three dots" and then dragging the layer up or down. Objects are then processed from top to bottom.

Setting Vector Power

Power will determine how much power the laser delivers. As with speed, power will vary depending on the wattage of the laser tube and the material itself. You will need to experiment with material testing to find the right speed for your vector cuts.



Setting Vector Speed

Speed settings determine how quickly the object will be engraved. Lowering speed allows you to create deeper engravings, as it allows the laser beam to be in contact with the material for a longer period of time.

Passes

This allows the operator to assign how many times the laser will complete a full cycle. Adding passes creates deeper cuts. Setting passes to "0" will disable the respective color layer.

Setting Pulse Rate

This allows you to set the pulse rate of the laser which is the number of emitted pulses per second. The pulse rate ranges from 20000 to 80000. Lower pulse rates result in deeper engravings while higher pulse rates result in shallower marks.

Wobble

Widens the beam path by running vectors along concentric circles.

Amplitude

Affects the diameter of the wobble. Bigger amplitude means a larger diameter wobble.

Spacing

Affects the spacing of the wobble. Higher values means the wobbles are spaced further apart.

Show All Parameters

This toggle switch displays or hides all possible vector tags as a series of color options. Often when performing both vector cuts and raster engraving, it is a good idea to change the color of the vector cut to something other than black. This will avoid the laser detecting the vector cut as part of the raster.

We can outline (as opposed to fill) parts of the pattern for a second design option. Again, we will instruct the laser using our vector properties. In this design, the blue lines will not be cut through on our material, but instead will be marked, as the red outline still cuts.

Engravings can be combined with vector cuts to create a variety of outcomes. A simple example is to engrave an image, and then cut the image out with a vector outline. In this case the laser will raster in the black fill and cut the red line.

Adding Text

Click the “T” icon and then click anywhere in the view window. You can now write your text. To customize your text, click on the text object you created and a new window will appear with options to adjust the positioning, size and font of your text.

Text Positioning

Text position can be quickly adjusted by clicking on one of the following options:



Distribute Horizontally: Evenly arrange selected Text horizontally.

Distribute Vertically: Evenly arrange selected text vertically.

Align Left: Align text to the left.

Align Center: Align text to center.

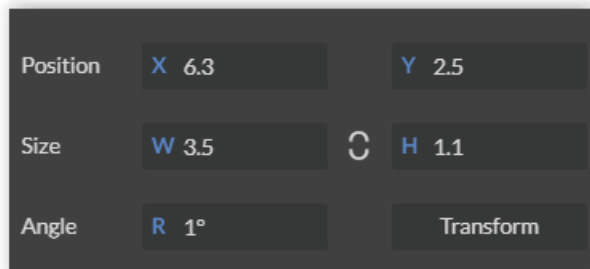
Align Right: Align text to right.

Align Top: Align text to top.

Align Middle: Align text to middle.

Align Bottom: Align text to bottom

Text Positioning Coordinates



This window displays the coordinates and other specs of the selected text. Coordinates can be changed manually by entering the desired specifics directly into the software.

Position: Displays position of text in X/Y coordinates in the workspace. Click box to directly input X/Y coordinates.

Size: Displays size of text according to width and height. Click box to directly input desired width and height of text.

Angle: Displays angle of text as a degree. Click box to directly input angle degree of text.

Transform: Clicking the transform button brings up the Transform Window options.

Text Transform Options

Transform options allow the operator to alter the shape and skew of text.

Move: Set X/Y coordinates.

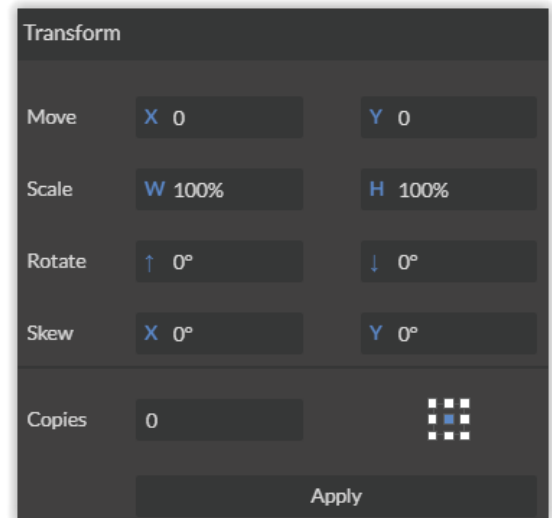
Scale: Manipulate the scale of text, separately, in width and height.

Rotate: Rotate text a set number of degrees, up or down.

Skew: Skew the angle of text by a set number of degrees on the X and Y axis.

Copies: Create duplicates of the selected text.

Apply: Click to apply all transform changes.



The Transform panel contains the following controls:

- Move:** X 0, Y 0
- Scale:** W 100%, H 100%
- Rotate:** ↑ 0°, ↓ 0°
- Skew:** X 0°, Y 0°
- Copies:** 0, with a grid icon showing 3x3 cells.
- Apply** button.

Text Appearance

Transform options allow the operator to alter the shape and skew of text.

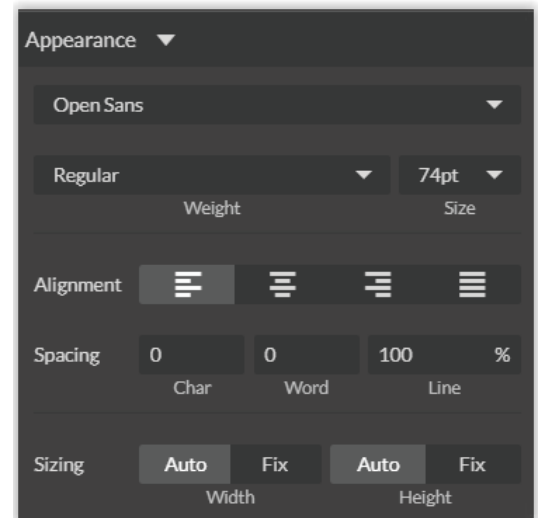
Select Font: Choose or change selected text font. Weight: Choose bold and italic options for selected text.

Font Size: Choose font size for selected text.

Alignment: Align or justify selected text left, right or center.

Spacing: Set pacing or characters, word blocks and line spacing.

Sizing: Lock all sizing options (Fixed) or allow custom alterations (Auto). When set to auto, click on text and use mouse to manipulate corner nodes to change size.



The Appearance panel contains the following controls:

- Font:** Open Sans (dropdown)
- Weight:** Regular (dropdown)
- Size:** 74pt (dropdown)
- Alignment:** Four icons for left, center, right, and justified alignment.
- Spacing:** Char (0), Word (0), Line (100%)
- Sizing:** Width (Auto, Fix), Height (Auto, Fix)

Text Path Options

Attach Text to Path: This function allows the user to attach text to a shape and contour the text to that shape. As an example, user creates an ellipse design and a text element separately. With the mouse, drag a square over both. By clicking Attach Text to Path, the text is merged with the ellipse and the text conforms to the contour of the shape. The user can then drag the text element to the desired position, using the mouse.

Detach Text from Path: This function reverses the Attach Text to Path option. Select the object and text with the mouse by dragging a square to highlight both. Then, click Detach Text from Path. The shape and the text will now be separated.

Convert to Path (Shift+Ctrl+P) Convert a non-path to a layer path. If a layer is composed of elements that are treated like paths, internally, or the layer is a Text object, the existing paths that make up the object are simply extracted from the object as they are already defined. The result is a compound path containing all of the separate paths. Any transform information from the original layer is not retained in the individual paths. For all other types of layers a new path is created, preserving any transforms. The user creates a text layer then converts to a path. Because the text was comprised of more than one distinct element a compound path is created. The compound path can then be split into separate paths for each distinct element in the text.

Convert to Raw Path: Convert a path or non-path layer to a new path. This is similar to Convert to Path with some important differences. With Convert to Raw Path new path objects are always created regardless of the type of the original layer and transforms are preserved. The user creates a text layer then attaches it to an ellipse path so that it follows the curvature of the ellipse, then converts the text to a raw path. The text retains its curvature because the transforms of the separate text paths are preserved.

The easiest way to create an object is to select a shape from the tools menu. For example, you want to make a circle. Select the circle tool, then click and drag to create a circular shape. By holding shift while dragging, you can constrain the proportions so that the circle is perfectly round. Design view has hundreds of shapes that can be selected and manipulated to endless choices. Click the “Star” icon to access shape library.

Creating Shapes

Click the Square Icon and then click and hold anywhere in the view window. By moving the mouse, you can expand and manipulate the square you want to create. By clicking the drop-down arrow next to the Square Icon, you can choose other base shapes and expand them just like with a square. The basic shape library includes line, rectangle, ellipse, polygon, triangle and star. You can modify any shape by clicking on it and then adjusting the interface data appearing on the right side of the screen. Each shape will have slightly different options as follows:

Line (L)

Creates Lines

Rectangle (R)

Round: Create rounded corners.

Round2: Create inverted rounded corners.

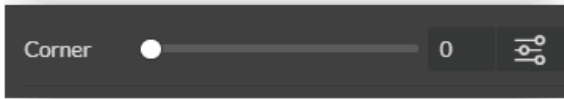
Bevel: Create beveled corners.

Inset: Create inset corners.

Fancy: Create fancy corners

Autoscale Corners: Toggle autoscale corners on and off.

Uniform Corners: Click to ensure all corners have the same parameters.



Ellipse (E)

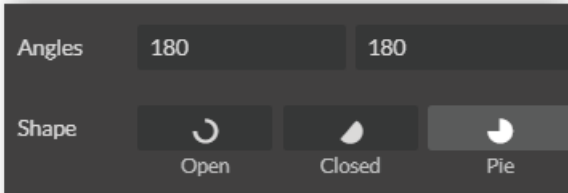
Angles: Input custom angles

Shape:

Open: Click for open ellipse.

Closed: Click for closed ellipse.

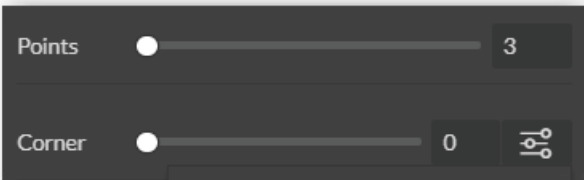
Pie: Click for pie shaped ellipse.



Triangle, Polygon & Star

Points: Slide bar to create polygons with multiple points (3 to 25).

Corner: Slide bar to curve corners



Advanced Settings

Round: Create rounded corners.

Round2: Create inverted rounded corners.

Bevel: Create beveled corners.

Inset: Create inset corners.

Fancy: Create fancy corners

Autoscale Corners: Toggle autoscale corners on and off.

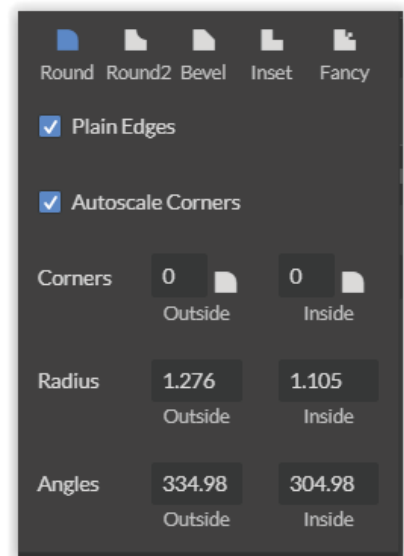
Uniform Corners: Click to ensure all corners have the same parameters.

Plain Edges: Toggle plain edges on and off.

Corners: Input outside and inside corner curvature.

Radius: Input outside and inside corner radius.

Angles: Input outside and inside corner angles.



Creating, Manipulating Compound Shapes & Objects

Compound Shapes & Objects Operators can combine and modify shapes and objects to create unique compound shapes and objects with these functions (see also Modify):

Split Selection (Shift+Ctrl+G) Split up a previously created compound shape or object that has been Unioned with other shapes. Select the compound shape and choose Split Selection. The different objects are split back up into individual layers that can be moved independently.

Create Compound Shape->Union Combine multiple layers into a single compound layer. Union will create a compound shape containing all of the selected layers, retaining their relative positions. Union together several different object and create a compound shape so they can all be moved and manipulated as one. To reverse, select the compound shape and choose Split Selection. The different objects are split back up into individual layers so you can move one of them independently.

Create Compound Shape->Intersection Combine overlapping layers into a single compound layer. Intersection will create a compound shape containing the areas where the selected layers overlap. Intersect together part of an ellipse and part of a rectangle to create a new compound shape with curved and straight lines.

Create Compound Shape->Subtract Remove and combine non-overlapping layers into a single compound layer. Subtract will create a compound shape containing only the areas of the last selected layer where the other selected layers do not overlap. For example, users can create an ellipse and subtract a rectangular area so the ellipse can be placed over another layer and not obstruct part of it. Or use to make a design that is made up of standard shapes by subtracting certain areas

Create Compound Shape->Difference Combine non-overlapping layers into a single compound layer. Difference is the opposite of Intersection. It will create a compound shape containing only the areas where the layers do not overlap. For example, the user can create a large circle ellipse, then create a smaller circle ellipse. Place the smaller circle ellipse over the large circle ellipse and center it. Select both layers and choose Difference. A hole is created in the large circle ellipse and a donut design is formed.

Create Nested Compound Combine compound shapes into a single compound shape. All of the selected compound shapes will be nested within the compound shape that was selected last. For example, if user has created compound shapes and created the layout with the desired spacing but would like to move them all while retaining the existing layout, creating a nested compound shape that includes them all works best.

Convert to Outline Create an outline path of a specified size around an object. If the original object is not continuous, such as a line, an outline is created around the line and the original line is replaced. If the original object is continuous, such as a rectangle, an outline is created around the rectangle and the original rectangle is preserved, resulting in a compound path with two rectangles. The user creates a curved line then converts it to an outline of size 10. The result is a continuous curved polygon that looks like a wet noodle.

Expand/Shrink Scale an object up or down by a specified amount. The user creates an object and wants to grow it a few pixels but trying to scale it with a selection box is too difficult. The user can expand the object by specifying the exact amount.

Creating & Converting Vector Paths

A vector path indicates the line the laser moves along while cutting. For a simple line, the path is a clear route from Point A to Point B. More complicated paths, and shapes, can be created using the following options in the Modify drop-down window:

Vectorize Border: Use to create a vector path of the border of an object. For example, the user creates an object, such as a rectangle, and wants to have a vector path of just the border of the triangle.

Vectorize Image: Use to create vector paths of each separate element in an image. For example, the user first imports an image. User then wants certain parts of the image to be vectors so they can be cut. User vectorizes the image and then moves some of the resulting vectors out of the image object. The vectors can then be edited.

Join Paths (Ctrl+J): Combine 2 or more selected paths into one compound path. The result is a single layer titled 'Compound Path'. It does not connect them into one continuous path but rather a single object with breaks between the individual paths that were joined. The user joins together multiple path objects so that they can be transformed more easily and change their properties as a single object.

Split Paths (Shift+Ctrl+J): Split a compound path into its original separate paths. The result is a path layer for each separate path in the Compound path.

Simplify Path (Ctrl+Alt+S) Simplify (and smooth) a path to varying degrees of tolerance. The user creates a freehand line or compound curve but the resulting curve has some sharp turns and jagged edges. Next, select the path and simplifies it with a tolerance (start with 20%). The resulting path has fewer vertices and smoother turns.

Connect Path Lines Connect together the ends of 2 or more paths. The user vectorizes an image containing text. Due to the low quality of the image some, of the text characters have breaks in their paths, so the user selects the lonely paths and uses the "Connect Paths Lines" feature to connect the paths.

Break Curve Break apart a path at a specified node. The user creates a path but would like to separate it and add space at certain vertices to add another artistic element in between. Or maybe to specify different engraving parameters for different parts of the path. To do so, the user selects a node and chooses "Break Curve". The path is separated into two separate paths.

Reverse Order Reverse the order of nodes in a path. When the user creates several paths and uses the "Connect Paths Lines" feature, they are connected but not at the desired ends. This is because the paths are connected from the last node of one path to the first node of the next. Undo the previous action and chooss "Reverse".

Mouse Controls

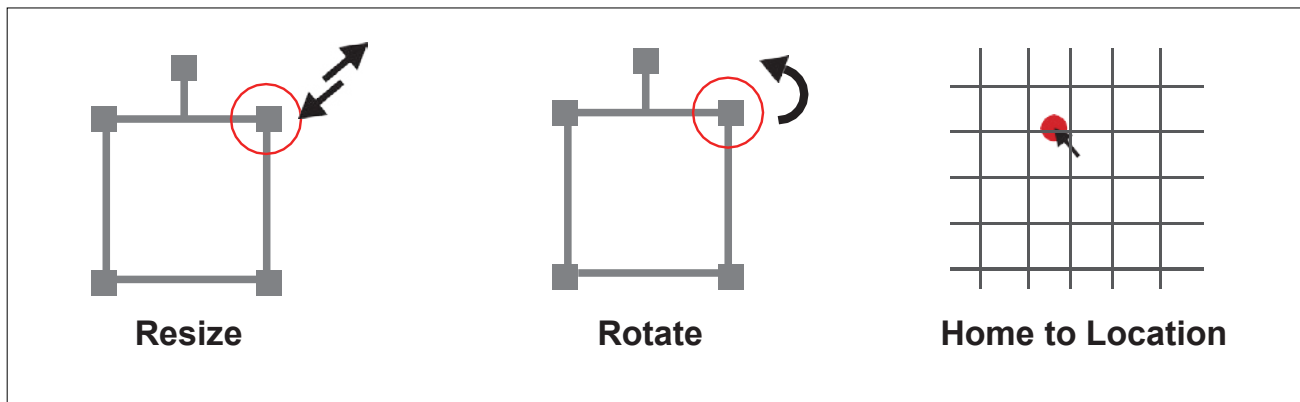
1. Drag 'n Drop. Click and hold a design file and then drag it into the workspace. You will be invited to “Drop anywhere!”. Once uploaded, click and hold the left mouse button and drag the mouse to move the object in the workspace.

2. Resize / Rotate. Clicking on the object with your mouse will highlight the square adjusters for size and orientation. Use the mouse to manipulate the object's size by expanding or constricting the square adjusters or turning the rotation node to rotate object.

3. Left Click to Rotate. Hold the Alt button on your keyboard, then left click and hold your mouse over the rotation node. By moving the mouse, you can resize the object from center rather than the corner.


4. Left Click to Resize. Hold the Alt button on your keyboard, then left click and hold your mouse over one of the four corner “resizing” nodes. By moving the mouse, you can rotate the object from the opposing node.

5.Home to Location. Instantly home the laser to any location in the work bed by simultaneously holding the Ctrl key and left-clicking the mouse.



Section VII. Operations

This section will guide you through using your Muse 3D laser cutter. To get started, it is important to understand the meanings of “Vector Cutting” and “Raster Engraving” and their associated file types.



VECTOR	RASTER
Project Examples	
Signs, Logos, Parts, Gears	Image Engraving, Surface Marking
File Types	
PDF, SVG	JPEG, GIF, PNG, TIF
Preferred File Type	
PDF	JPEG
File Composition	
Geometric Formulas	Pixels

General Functions

Vector cutting

The most common feature of a laser cutter. Vector cutting with a laser means “to cut a line or shape”. When vector cutting, the laser follows the “vector lines” embedding in the vector image to cut out the design. The laser starts at a designated location and follows the vector lines until the shape is cut out. This process is highly accurate and requires no resolution adjustments because of the properties of a vector image.

Vector Images

In Vector Cut mode, the software receives information from the print stream and interprets it as a series of paths for the laser head to follow. For the print stream to have vector information, the file being printed must be a vector image. Vector images are more flexible than raster images. These images are created using mathematical equations rather than pixel blocks. PDF’s work great as vector files and are easy to resize without losing resolution. Company logos and branded graphics are usually vector images.

Engraving

Engraving is the process by which complex designs are etched into a workpiece. Engraving can range from a simple surface mark all the way through deep material removal. Engraving is differentiated from cutting in that cutting is the process of burning a closed contour completely through a workpiece. Engraving is also known as “Raster Engraving” or “Rastering”. For engraving, a laser has two states: on and off. Every black pixel or “laser dot” is the result of the laser turning on and firing at that location. This location is controlled by the input image, which can be thought of as a “map” of on and off pixels. The laser fires individual pulses corresponding to pixels in an image. When the laser is operating in raster mode the head moves rapidly from left to right and slowly from top to bottom, engraving your image pixel by pixel and line by line.

Images and Engraving

Engravable images use multiple colored pixels to form an image. JPEGs and PNGs are common engraving image types. Most of the photos found on the Internet and photo prints are raster images. Raster images are created using a fixed number of colored pixels, so they can't be dramatically resized without distorting their resolution. When sized to fit a space they weren't designed to, the pixels become visibly grainy and the image becomes distorted. When this happens, altered photos may appear pixelated or low resolution compared to the original source. Because of this, it is important that you save raster files at precisely the dimensions needed to eliminate possible resolution issues.

PDF Files

Engraving works with both vector and pixel-based source files, allowing you to engrave anything from a simple block logo all the way to high-resolution photographs. A PDF file type is generally treated as a vector file, however, RetinaEngrave v3.0 can read PDF files as either a vector or an engraving file when you import the image. This allows operator great freedom in converting any image file to a PDF.

Direct Printing PDF Files

The easiest way to import any file type to RetinaEngrave v3.0 is to "drag 'n drop" it directly into the workspace window. If there are ever any problems importing files in this manner, direct printing a converted PDF file is the next method to try. Most design software have a simple method for converting files to PDF and then directly printing them to the RetinaEngrave v3.0 software.

Designing in RetinaEngrave v3.0

RetinaEngrave v3.0 includes a robust set of design tools, allowing users to design in the software without needing outside design software. Third party design software, however, is still an option for RetinaEngrave v3.0 users. Just about any design software will work (You can choose the software you are most comfortable with, as long as you can convert files to PDF (which most can). You can also "direct print" to the software. Each operating system does this in a slightly different way, so check the instructions for your particular program.

If you use third party design software and run into a problem with the print interface, we recommend printing to the XPS Document Image Writer or saving as a PDF. PDF files save vector information and are the best way to carry artwork from a non-compatible operating system (Mac or Linux) onto your Windows PC.

Compatible design packages include: CorelDraw, Adobe Illustrator, Inkscape and Google's free online vector drawing application. Additionally, most CAD packages are able to output drawings in a vector format for printing; Autodesk 123D is particularly interesting for its cost (free) and built-in 3D slicing capabilities.

From Concept to Design

The RetinaEngrave v3.0 software works with your Muse 3D to create a simple and intuitive set of operations that is easy to learn and use. With experience, you will find your Muse 3D achieving amazing results following this procedure. Use this Project Workflow List for the “best practice” sequence for any project and follow the step-by-step instructions from start to finish.



Section VII. Operations

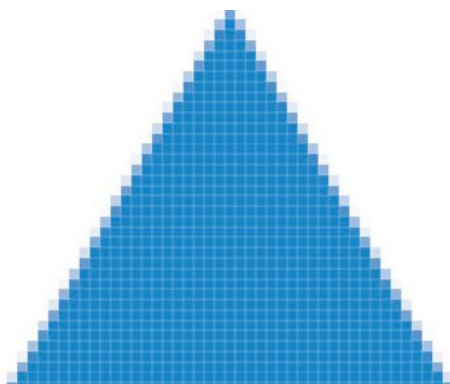
Project Workflow



Before starting any project, be sure you are aware of all safety issues. Be sure you read and understand all safety warnings presented in Section I: Safety First and that all safety requirements are being upheld. This is a good time to check your machine's power connections and that the accessories are properly attached and are operating normally.

1. Create Design

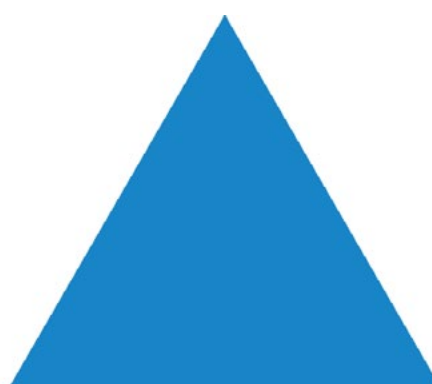
Typically, projects are created in design software and then imported to RetinaEngrave 3.0. Generally, a PDF file is optimal for most vector cuts, as PDF files are easy to convert to and most design software has “convert to PDF” as a standard feature. For rastering (engraving), a JPEG file is best as these are bitmap files perfect for pixel-based images. It is important to know, at this stage, if you intend to do a vector cut or an engraving and choose the most appropriate file type (PDF or JPEG). This will greatly aid the software to run the job smoothly and quickly. RetinaEngrave v3.0 includes a robust set of design tools, allowing users to design in the software without needing outside design software. Third party design software, however, is still an option for RetinaEngrave v3.0 users. Just about any design software will work (You can choose the software you are most comfortable with, as long as you can convert files to PDF (which most can). You can also “direct print” to the software. Each operating system does this in a slightly different way, so check the instructions for your particular computer.



Raster Image (bitmap)

Pixel based image.

Examples: JPEG, PNG



Vector Image (bitmap)

Vector File Geometric based image.

Example: SVG, AI, PDF

2. Connect to Software Retina Engrave v3.0

Follow the instructions presented in Section III: Installation & Assembly. As a recap, you will turn on your computer and your Muse 3D laser cutter and wait for both to finish their boot cycle. Then, using the Muse 3D touch screen, touch the “Settings” button and then touch “Network”. Copy the IP address on the touch screen into your computer’s browser and the program will appear, ready to use. For best results, we recommend using Google Chrome as this is the most compatible with RetinaEngrave v3.0 technology

3. Import Design

Import your designs by selecting the “Open File” icon, or by dragging and dropping your file into the workspace. This software detects a wide variety of file types, however, for vector cuts PDF files work best and are simple to convert on most design software. For raster engraving, the JPEG file format is widely used and can easily be taken from a cellphone photo or an image found online. It is important to know what files work best with vector or raster images. A raster image is a pixel-based image (bitmap) and works well as a JPEG file. When you import a JPEG file, the software will automatically detect it as a raster file and will setup the project accordingly by presented raster options in the properties tab menu.

4. Place Material

At this stage you will place your material into the laser bed workspace. The material can be placed anywhere within the work bed; however, we recommend placing material close to center. Once the material is placed, close the lid. Your material is what you will be cutting or engraving. Typical materials include wood, acrylic, cardboard, fabric, etc. Note that is the user’s responsibility to know the components of any material used and the limitations of utilizing that material (thickness, chemical residues, etc.) with a 45W laser tube. Always check with the material manufacturer, or MSDSonline.com, if there are any questions to its usage. We recommend using a Materials Log to keep track of the different materials you use.

5. Align Laser to Material

Alignment of the material ensures the design to be cut is contained within the material in the workspace. This process also makes sure the design is aligned to the material so the cut is positioned straight. Typically, this can be done with a simple vision check while “jogging the perimeter”.

By using the directional arrows on the touchscreen or the arrow keys on your computer, move the laser dot to the top left corner of your material. When placing an engraving image, leave at least ½” inch of space on the left and right side. When creating engravings, you must compensate for the left and right overshooting of the laser head. Once the material looks aligned, click the “Jog Perimeter” button. The laser head will automatically outline the material with the red beam diode. You can then adjust the material as needed. Note the laser head will continue to outline the material until stopped manually by clicking the “Run Perimeter” button a second time. See Positioning below for more options.

7. Adjust Object Properties

It is again important to know if you intend to raster, vector cut or both. Once the file is imported, and the image is clicked with your mouse, you will have access to the Properties Tab. Click this tab and select the parameters for your cuts and/or engravings. For details on setting these parameters, see below.

8. Run Job

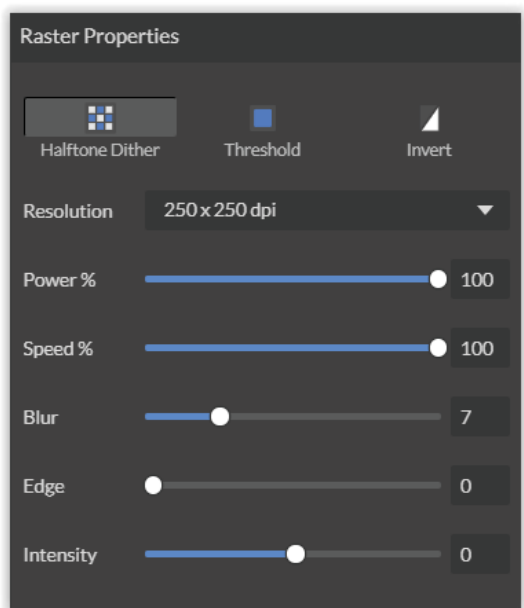
Clicking the “Start Job/Play” button begins the laser cutting process. Before doing so, double check your safety protocol and that your system accessories are connected properly. Be sure to monitor the job while the laser is firing. If there is a problem, stop the laser using one of the methods mentioned below.

Engraving “Rastering”

Engraving, also called Rastering, is the process of creating a surface image on material without cutting through the material entirely (aka vector cutting).

Setting Engraving Properties

Clicking an object (design image) in the workspace will allow you to access that object properties tab. The software will identify if the object is a vector or an engravable object and present the appropriate properties window. To show the properties of an engravable object, click the object.



Setting Resolution

The resolution of your engravings can be controlled by the DPI (Dots Per Inch). DPI options include 250, 500, and 1000. The more dots per inch, the higher precision and quality of your images, while a lower DPI will process and engrave faster.

Remember that with a higher DPI (1000), the laser is in contact with the material for a longer period of time and may result in deeper engravings than with a lower DPI (250). Speed and power should be compensated for different DPI settings. The software's default resolution is set to 250 DPI.

Setting Raster Power

The power settings determine the output of the laser tube. A 100% power setting will create a deeper engraving while lower settings will create more surface level engravings.

Setting Raster Speed

Speed settings determine how quickly the laser head will move. For faster engravings, 100% is ideal. Lowering the speed will allow you to create deeper engravings, as it allows the laser beam to be in contact with the material for a longer period of time.

Applying B/W Threshold

At this moment, the image is still displayed in black and white. The black and white raster feature is great for tracing logos, text, or simple high contrast images that only appear in a single color. You can adjust the threshold of what's considered black, and what's considered white by selecting your image and clicking "Threshold". This will bring up a B/W Threshold slide bar, from which you can adjust B/W threshold to your liking.

3D Engraving Options

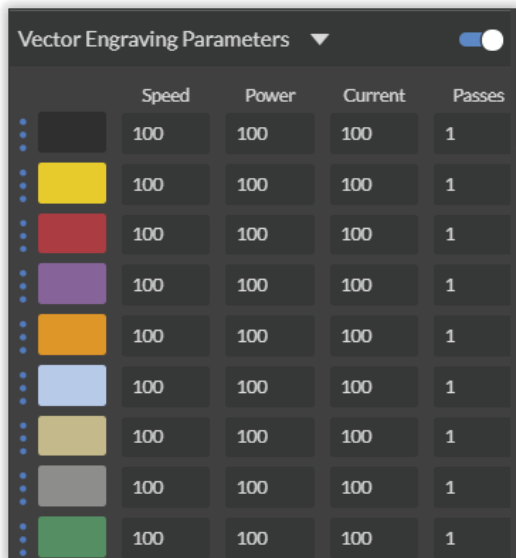
For images that have shadows and depth, it's ideal to use 3D engraving. 3D engraving creates a series of dots similar to newsprint. This effectively creates a grayscale that is ideal for photorealistic engravings. To 3D engrave an object, click the 3D engraving button. You can then adjust the 3D engraving with the Blur, Edge and Intensity slide bars.



Photo Engraving Example

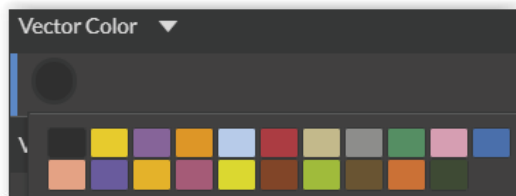
Setting Vector Properties

When a PDF file is imported into RetinaEngrave v3.0, the program automatically detects it as both a vector file and a raster file.



Vector Color

Tags allow you to create separate vector layers and keep track of them with a unique color. Each color will match an object in the workscreen. You can set the order of operations by clicking on the “three dots” and then dragging the layer up or down. Objects are then processed from top to bottom.



Setting Vector Power

Power will determine how much power the laser tube delivers. As with speed, power will vary depending on the wattage of the laser tube and the material itself. You will need to experiment with material testing to find the right speed for your vector cuts.

Setting Vector Current

Vector current is a control unique to vector files. Vector current controls the pulse of the laser. 100% will create constant power for smooth cutting, while lower percentages will add increasingly more off time between pulses. As always, settings will vary with your tube wattage and type of material. It's best to test on an inconspicuous part of your material before creating your final piece. Once optimal results are discovered for speed, power and current, through material testing, record the settings for each in a materials log.

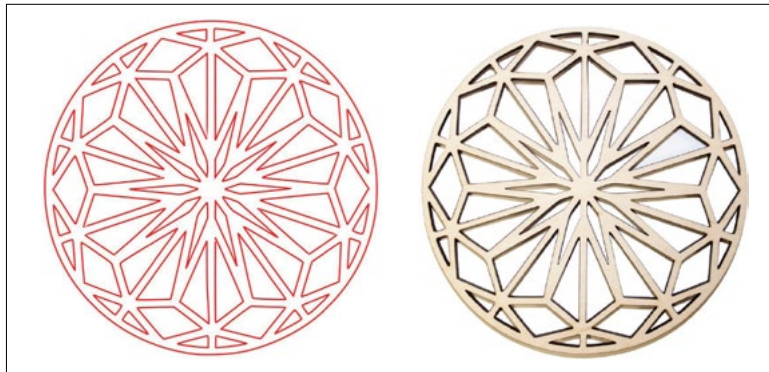
Passes

This allows the operator to assign how many times the laser will complete a full cycle. Adding passes creates deeper cuts. Note that if you delete a vector line (by clicking “-”), set passes to “0” first.

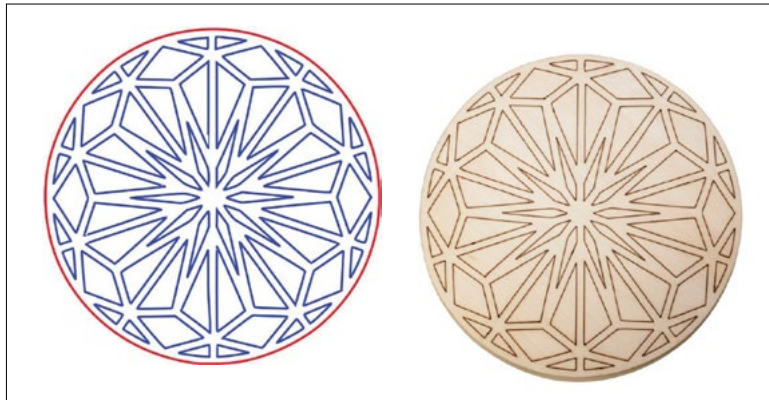
Show All Parameters

This toggle switch displays or hides all possible vector tag as a series of color options. Often when performing both vector cuts and raster engraving, it is a good idea to change the color of the vector cut to something other than black. This will avoid the laser detecting the vector cut as part of the raster.

Basic Vector Cutting Example

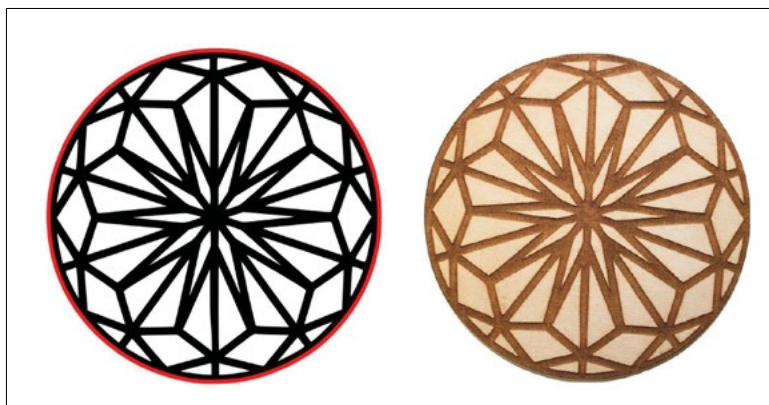


Vector Marking Example



We can outline (as opposed to fill) parts of the pattern for a second design option. Again, we will instruct the laser using our vector properties. In this design, the blue lines will not be cut through on our material, but instead will be marked, as the red outline still cuts.

Combining Vector and Raster



Engravings can be combined with vector cuts to create a variety of outcomes. A simple example is to engrave an image, and then cut the image out with a vector outline. In this case the laser will raster in the black fill and cut the red line.

Section VII. Operations

Designing with RetinaEngrave v3.0

RetinaEngrave v3.0 contains design tools to allow for custom designs within the software itself. Here you can design and create objects without accessing third-party design software.

Adding Text

Click the “T” icon and then click anywhere in the view window. You can now write your text. To customize your text, click on the text object you created and a new window will appear with options to adjust the positioning, size and font of your text.

Text Positioning

Text position can be quickly adjusted by clicking on one of the following options:



Distribute Horizontally: Evenly arrange selected Text horizontally.

Distribute Vertically: Evenly arrange selected text vertically.

Align Left: Align text to the left. **Align Center:** Align text to center. **Align Right:** Align text to right.

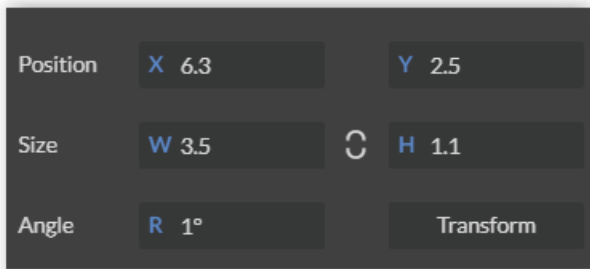
Align Top: Align text to top.

Align Middle: Align text to middle.

Align Bottom: Align text to bottom

Text Positioning Coordinates

This window displays the coordinates and other specs of the selected text. Coordinates can be changed manually by entering the desired specifics directly into the software.



Position: Displays position of text in X/Y coordinates in the workspace. Click box to directly input X/Y coordinates.

Size: Displays size of text according to width and height. Click box to directly input desired width and height of text.

Angle: Displays angle of text as a degree. Click box to directly input angle degree of text.

Transform: Clicking the transform button brings up the Transform Window options.

Text Transform Options

Transform options allow the operator to alter the shape and skew of text.

Move: Set X/Y coordinates.

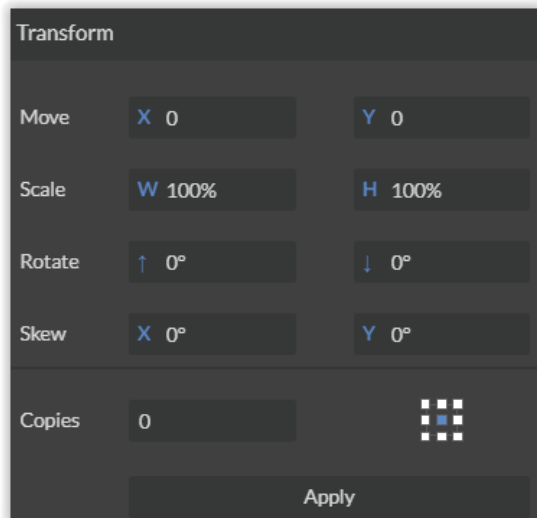
Scale: Manipulate the scale of text, separately, in width and height.

Rotate: Rotate text a set number of degrees, up or down.

Skew: Skew the angle of text by a set number of degrees on the X and Y axis.

Copies: Create duplicates of the selected text.

Apply: Click to apply all transform changes.



Text Appearance

Transform options allow the operator to alter the shape and skew of text.

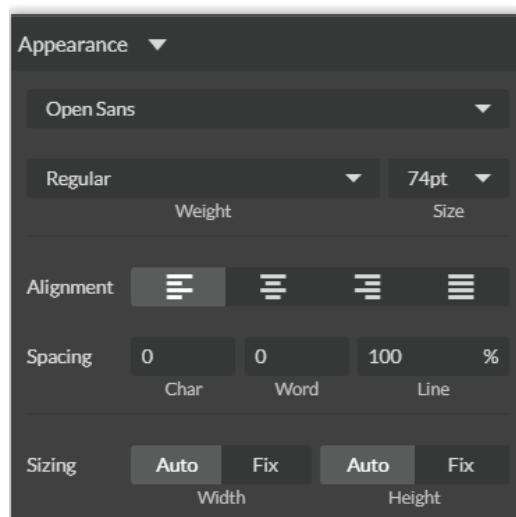
Select Font: Choose or change selected text font. **Weight:** Choose bold and italic options for selected text.

Font Size: Choose font size for selected text.

Alignment: Align or justify selected text left, right or center.

Spacing: Set pacing or characters, word blocks and line spacing.

Sizing: Lock all sizing options (Fixed) or allow custom alterations (Auto). When set to auto, click on text and use mouse to manipulate corner nodes to change size.



Text Path Options

Attach Text to Path: This function allows the user to attach text to a shape and contour the text to that shape. As an example, user creates an ellipse design and a text element separately. With the mouse, drag a square over both. By clicking Attach Text to Path, the text is merged with the ellipse and the text conforms to the contour of the shape. The user can then drag the text element to the desired position, using the mouse.

Detach Text from Path: This function reverses the Attach Text to Path option. Select the object and text with the mouse by dragging a square to highlight both. Then, click Detach Text from Path. The shape and the text will now be separated.

Convert to Path (Shift+Ctrl+P) Convert a non-path to a layer path. If a layer is composed of elements that are treated like paths, internally, or the layer is a Text object, the existing paths that make up the object are simply extracted from the object as they are already defined. The result is a compound path containing all of the separate paths. Any transform information from the original layer is not retained in the individual paths. For all other types of layers a new path is created, preserving any transforms. The user creates a text layer then converts to a path. Because the text was comprised of more than one distinct element a compound path is created. The compound path can then be split into separate paths for each distinct element in the text.

Convert to Raw Path: Convert a path or non-path layer to a new path. This is similar to Convert to Path with some important differences. With Convert to Raw Path new path objects are always created regardless of the type of the original layer and transforms are preserved. The user creates a text layer then attaches it to an ellipse path so that it follows the curvature of the ellipse, then converts the text to a raw path. The text retains its curvature because the transforms of the separate text paths are preserved.

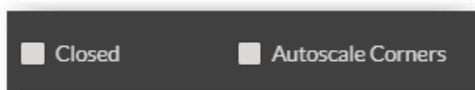
The easiest way to create an object is to select a shape from the tools menu. For example, you want to make a circle. Select the circle tool, then click and drag to create a circular shape. By holding shift while dragging, you can constrain the proportions so that the circle is perfectly round. Design view has hundreds of shapes that can be selected and manipulated to endless choices. Click the “Star” icon to access shape library.

Creating Shapes

Click the Square Icon and then click and hold anywhere in the view window. By moving the mouse, you can expand and manipulate the square you want to create. By clicking the drop-down arrow next to the Square Icon, you can choose other base shapes and expand them just like with a square. The basic shape library includes line, rectangle, ellipse, polygon, triangle and star. You can modify any shape by clicking on it and then adjusting the interface data appearing on the right side of the screen. Each shape will have slightly different options as follows:

Line (L)

Creates Lines



Rectangle (R)

Round: Create rounded corners.

Round2: Create inverted rounded corners.

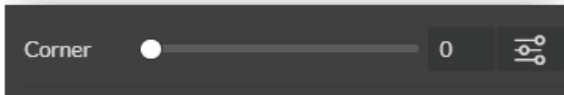
Bevel: Create beveled corners.

Inset: Create inset corners.

Fancy: Create fancy corners

Autoscale Corners: Toggle autoscale corners on and off.

Uniform Corners: Click to ensure all corners have the same parameters.



Ellipse (E)

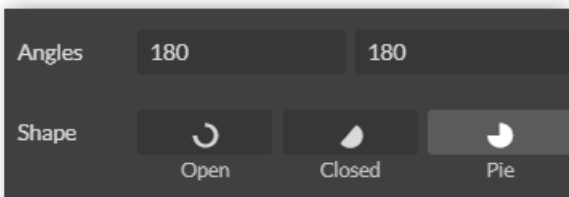
Angles: Input custom angles

Shape:

Open: Click for open ellipse.

Closed: Click for closed ellipse.

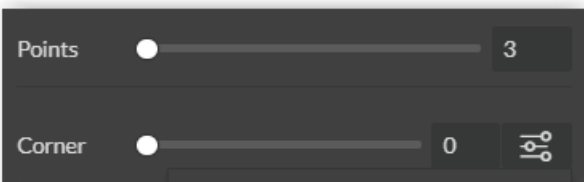
Pie: Click for pie shaped ellipse.



Triangle, Polygon & Star

Points: Slide bar to create polygons with multipoints (3 to 25).

Corner: Slide bar to curve corners



Advanced Settings

Round: Create rounded corners.

Round2: Create inverted rounded corners.

Bevel: Create beveled corners.

Inset: Create inset corners.

Fancy: Create fancy corners

Autoscale Corners: Toggle autoscale corners on and off.

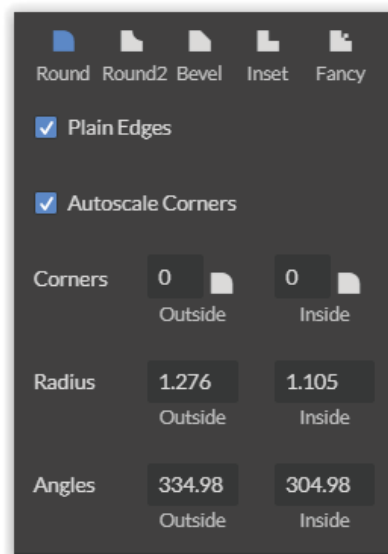
Uniform Corners: Click to ensure all corners have the same parameters.

Plain Edges: Toggle plain edges on and off.

Corners: Input outside and inside corner curvature.

Radius: Input outside and inside corner radius.

Angles: Input outside and inside corner angles.



Creating, Manipulating Compound Shapes & Objects

Compound Shapes & Objects Operators can combine and modify shapes and objects to create unique compound shapes and objects with these functions (see also Modify):

Split Selection (Shift+Ctrl+G) Split up a previously created compound shape or object that has been Unioned with other shapes. Select the compound shape and choose Split Selection. The different objects are split back up into individual layers that can be moved independently.

Create Compound Shape->Union Combine multiple layers into a single compound layer. Union will create a compound shape containing all of the selected layers, retaining their relative positions. Union together several different object and create a compound shape so they can all be moved and manipulated as one. To reverse, select the compound shape and choose Split Selection. The different objects are split back up into individual layers so you can move one of them independently.

Create Compound Shape->Intersection Combine overlapping layers into a single compound layer. Intersection will create a compound shape containing the areas where the selected layers overlap. Intersect together part of an ellipse and part of a rectangle to create a new compound shape with curved and straight lines.

Create Compound Shape->Subtract Remove and combine non-overlapping layers into a single compound layer. Subtract will create a compound shape containing only the areas of the last selected layer where the other selected layers do not overlap. For example, users can create an ellipse and subtract a rectangular area so the ellipse can be placed over another layer and not obstruct part of it. Or use to make a design that is made up of standard shapes by subtracting certain areas

Create Compound Shape->Difference Combine non-overlapping layers into a single compound layer. Difference is the opposite of Intersection. It will create a compound shape containing only the areas where the layers do not overlap. For example, the user can create a large circle ellipse, then create a smaller circle ellipse. Place the smaller circle ellipse over the large circle ellipse and center it. Select both layers and choose Difference. A hole is created in the large circle ellipse and a donut design is formed.

Create Nested Compound Combine compound shapes into a single compound shape. All of the selected compound shapes will be nested within the compound shape that was selected last. For example, if user has created compound shapes and created the layout with the desired spacing but would like to move them all while retaining the existing layout, creating a nested compound shape that includes them all works best.

Convert to Outline Create an outline path of a specified size around an object. If the original object is not continuous, such as a line, an outline is created around the line and the original line is replaced. If the original object is continuous, such as a rectangle, an outline is created around the rectangle and the original rectangle is preserved, resulting in a compound path with two rectangles. The user creates a curved line then converts it to an outline of size 10. The result is a continuous curved polygon that looks like a wet noodle.

Expand/Shrink Scale an object up or down by a specified amount. The user creates an object and wants to grow it a few pixels but trying to scale it with a selection box is too difficult. The user can expand the object by specifying the exact amount.

Creating & Converting Vector Paths

A vector path indicates the line the laser moves along while cutting. For a simple line, the path is a clear route from Point A to Point B. More complicated paths, and shapes, can be created using the following options in the Modify drop-down window:

Vectorize Border: Use to create a vector path of the border of an object. For example, the user creates an object, such as a rectangle, and wants to have a vector path of just the border of the triangle.

Vectorize Image: Use to create vector paths of each separate element in an image. For example, the user first imports an image. User then wants certain parts of the image to be vectors so they can be cut. User vectorizes the image and then moves some of the resulting vectors out of the image object. The vectors can then be edited.

Join Paths (Ctrl+J): Combine 2 or more selected paths into one compound path. The result is a single layer titled 'Compound Path'. It does not connect them into one continuous path but rather a single object with breaks between the individual paths that were joined. The user joins together multiple path objects so that they can be transformed more easily and change their properties as a single object.

Split Paths (Shift+Ctrl+J): Split a compound path into its original separate paths. The result is a path layer for each separate path in the Compound path.

Simplify Path (Ctrl+Alt+S) Simplify (and smooth) a path to varying degrees of tolerance. The user creates a freehand line or compound curve but the resulting curve has some sharp turns and jagged edges. Next, select the path and simplifies it with a tolerance (start with 20%). The resulting path has fewer vertices and smoother turns.

Connect Path Lines Connect together the ends of 2 or more paths. The user vectorizes an image containing text. Due to the low quality of the image some, of the text characters have breaks in their paths, so the user selects the lonely paths and uses the "Connect Paths Lines" feature to connect the paths.

Break Curve Break apart a path at a specified node. The user creates a path but would like to separate it and add space at certain vertices to add another artistic element in between. Or maybe to specify different engraving parameters for different parts of the path. To do so, the user selects a node and chooses "Break Curve". The path is separated into two separate paths.

Reverse Order Reverse the order of nodes in a path. When the user creates several paths and uses the "Connect Paths Lines" feature, they are connected but not at the desired ends. This is because the paths are connected from the last node of one path to the first node of the next. Undo the previous action and chooses "Reverse".

Vector Paths

A vector path indicates the line the laser moves along while cutting. For a simple line, the path is a clear route from Point A to Point B. More complicated paths, and shapes, can be created using the following options in the Modify drop-down window:

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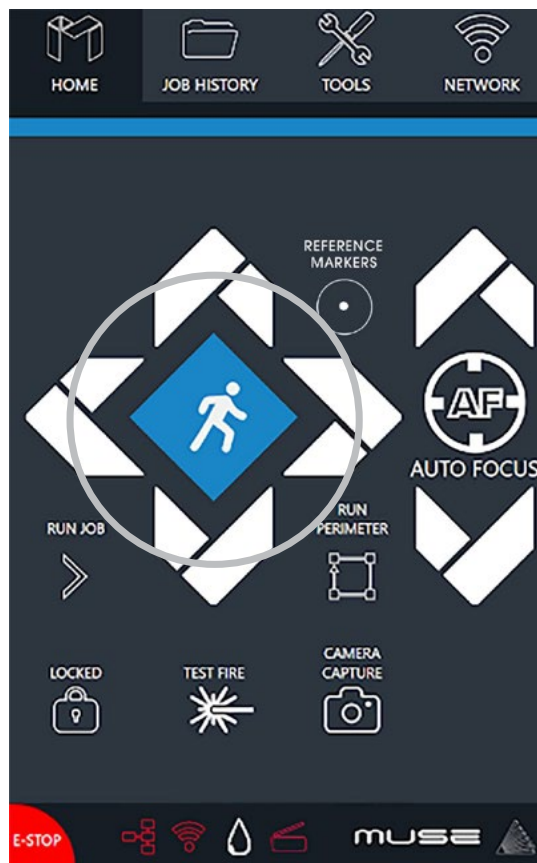
Break Curve Break apart a path at a specified node. The user creates a path but would like to separate it and add space at certain vertices to add another artistic element in between. Or maybe to specify different engraving parameters for different parts of the path. To do so, the user selects a node and chooses "Break Curve". The path is separated into two separate paths.

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Positioning the Laser Head (Jog)

Operators will want to become accustomed to moving the laser head, in order to position the laser. This can be done in one of two methods: manual and jog control. Manually moving the laser head requires that the laser head be in the “Unlocked” position. To unlock the laser head, push the “Lock” icon, on the touch screen, so that the icon has an open lock icon. The laser head can now be freely moved to any position in the workspace by hand.

Jogging is when the operator uses the touch screen “jog” buttons, or Ctrl + Left Mouse Button within the web application workspace, to move the laser head. To use the jog feature, the laser head must be in the “Locked” position. To lock the laser head, push the “Lock” icon so that the icon has a closed lock icon.



Positioning Material

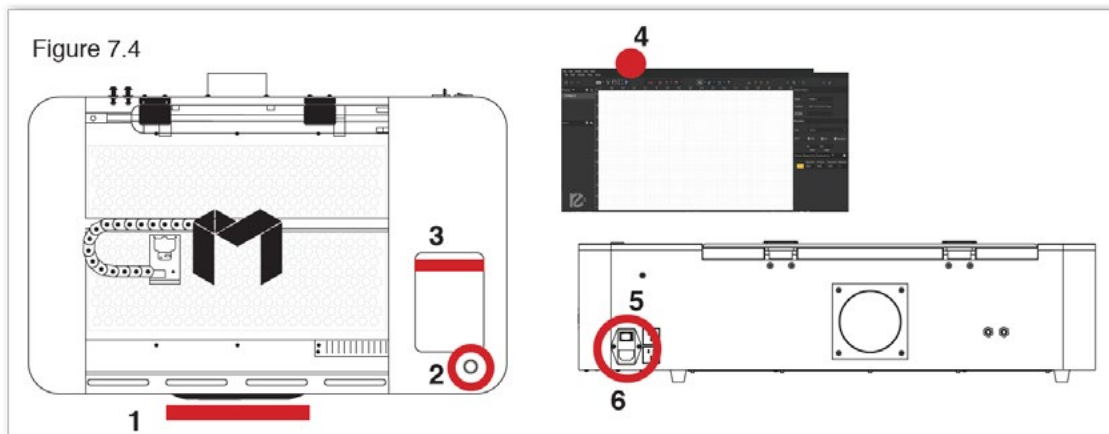
Relative positioning is relative to the laser head. The red dot from the laser will be considered the top left corner of an image. This makes positioning easier without the use of the Muse 3D camera system. Absolute positioning is the default mode and will directly translate the object's location on the computer workspace to the respective location on the laser bed. Absolute positioning is ideal when using the camera system.

You can switch from Relative Positioning to Absolute Positioning by going to Settings, within the Edit drop-down options. Click Settings > Device. Next, choose Absolute Positioning or Relative Positioning on the slide bar across from Laser Positioning. Click Save Changes when you are done.

Section VII. Operations

Stopping the laser

Once a project has begun, the laser will continue until the project is complete. If for any reason an operator needs to stop the laser immediately, choose one of these options:



1. Open the Lid. The large workbed access lid is installed with a device that automatically (and instantly) cuts off the laser if it is opened even slightly. This should be your first method of stopping the laser during an emergency. This is a safety feature of Muse 3D and under no circumstances should this safe lid auto-shutoff device be tampered with or removed. Doing so will void your machine's warranty. If the machine ever fails to shut off the laser when the safety lid is open, immediately unplug the machine and contact customer service.

2. Touch Screen Pause Button. Top of Machine Pause Button. On the top of Muse 3D machines there is a button that can pause or stop the laser. Press once to pause the job. Press and hold to stop the job. Once a job is stopped, starting again will start the project from the beginning.

3. E-Stop. On the touch screen, in the lower right corner, is an "Emergency" stop button (E-Stop). Pushing this button will instantly cut power to the laser. Be aware this is still part of the touch screen and is fragile. Do not slam this button.

4. Software Pause Button. In the software, on your computer, you can click the Pause Button (converted Play button when laser is running a job) to halt the laser. This may take a second to process, so it is not recommended as a method of stopping the laser in an emergency.

5. Power Switch. At the back of the machine is the power on/off switch. Flipping this switch to the off position instantly cuts power from the laser head (and the entire machine). Using this option will completely cut power from the laser, the touch screen and all other Muse 3D systems.

6. Unplug Power. You can also simply unplug the power cord of the main Muse 3D unit. This should be a last resort method for emergencies as the other methods are quicker to access and prevent pulling on cords and connections.

Section VII. Operations

Mouse Controls

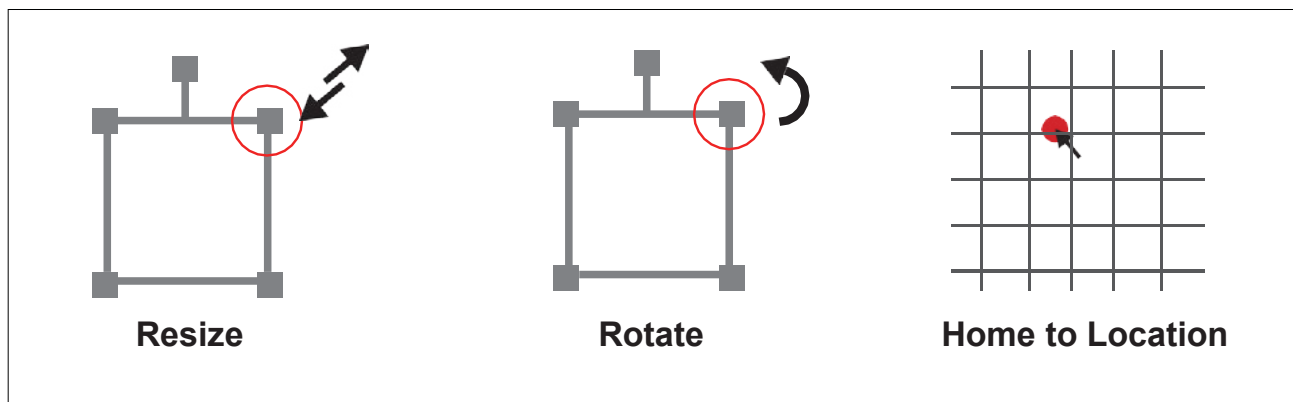
1. Drag 'n Drop. Click and hold a design file and then drag it into the workspace. You will be invited to “Drop anywhere!”. Once uploaded, click and hold the left mouse button and drag the mouse to move the object in the workspace.

2. Resize / Rotate. Clicking on the object with your mouse will highlight the square adjusters for size and orientation. Use the mouse to manipulate the object's size by expanding or constricting the square adjusters or turning the rotation node to rotate object.

3. Alt + Left Click to Rotate. Hold the Alt button on your keyboard, then left click and hold your mouse over the rotation node. By moving the mouse, you can resize the object from center rather than the corner.

4. Alt + Left Click to Resize. Hold the Alt button on your keyboard, then left click and hold your mouse over one of the four corner “resizing” nodes. By moving the mouse, you can to rotate the object from the opposing node.

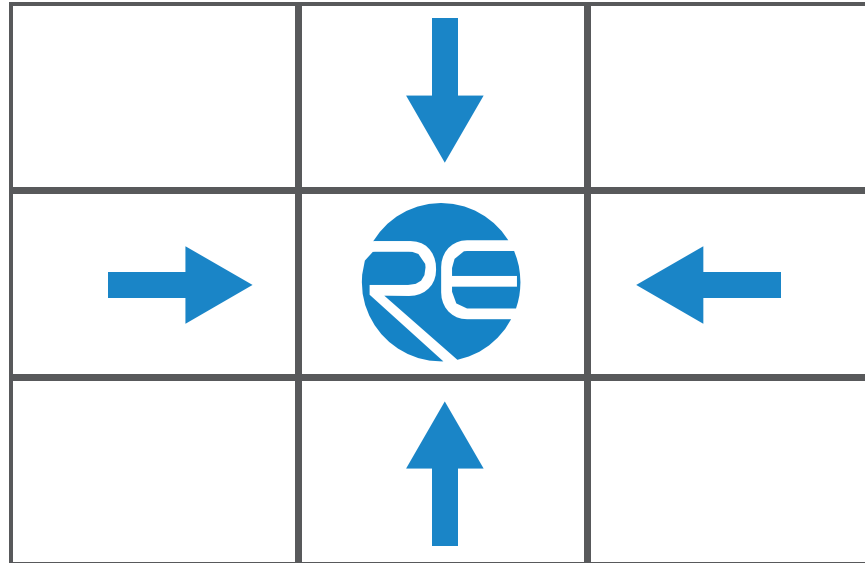
5. Home to Location. Instantly home the laser to any location in the work bed by simultaneously holding the Ctrl key and left-clicking the mouse. This allows you to choose where the laser starts the job.



Section VII. Operations

Camera: Capture Workspace

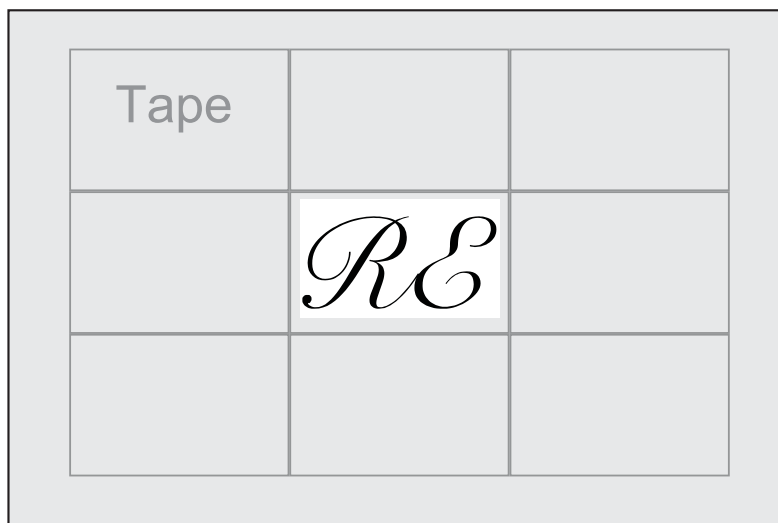
Use the onboard camera to capture your workspace to align your design.



1. Place material in center of laser bed.
2. Position the laser head above the material and use the focus billet to focus the cone above the material surface. Ensure your material does not impede the movement of the laser head. *NOTE: If 3D Autofocuses.
3. Initiate Camera Sequence - Press the Camera Icon on your RE2 software, or on the LCD touch screen (for touch screen controls, see user manual) - Note that you 1) use the camera button, 2) position the head, and 3) press the camera button again (this initiates sequence with no indication on software). Follow the steps on the screen. Click "New Height Measurement". The laser head will shift back and measure the height of your material using the secondary red beam laser. You can repeat this step several times for more accurate results. If results don't improve, it may be that your material is an uneven surface. Click Continue when focused.
4. After 9 photos are taken and stitched, your workspace should now represent your laser bed. Position your design as needed (for help importing, see the Work-Flow Section), and adjust setting.
5. You are now ready to run your job. To double check a position on your workspace, CTRL-Click anywhere on the work space to position the laser head there

Vector Trace

Use the onboard camera to capture your workspace to align your design.



MASKING TAPE OVER WORK AREA

1. Choose your material, and prep. Flat objects work best, and we suggest you place masking tape (paper tape) on the surface before marking with a pen (sharpie). Don't allow the masking to tape to overlay on the material when applying more than one strip.
2. Using a thick black marker or pen, draw on your material. Thick solid lines will be read the best. If coloring in a space, ensure completely filled in.
3. Capture the workspace as shown in steps 3 & 4 in the "Capture Workspace" instructions.
4. Click on the "Vectorize" icon in the top menu bar (show with label). This will bring up a sub-menu. Using your mouse, select the section you want to vectorize and press ok. You can repeat this step as many times as you like. Place a white piece of paper behind your self-drawn design to help aid if having trouble capturing the area you want to vectorize.
5. You now have Bitmap and Vector data for your object available. They should appear in the Object Manager box. Delete data not needed. If just engraving, delete vector data, if just cutting or marking, delete bitmap data.
6. You are now ready to run your job.

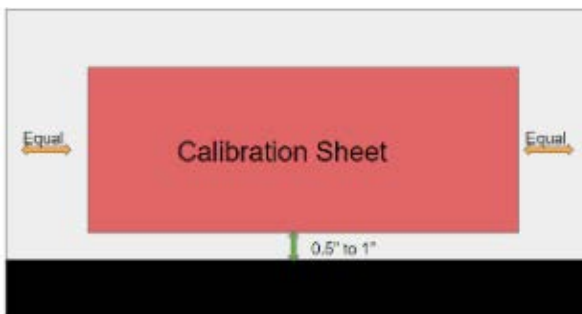
Maintaining Your Camera

Follow these simple tips to keep your camera clean and functioning at peak performance: Just like with mirrors, you will need to clean the camera lens periodically. Use lens wipes to gently clean the camera lens as needed. Your camera system comes with a lens cap. When using the camera, remove this lens and keep in a safe place. It is recommended that this cap be placed on the camera lens when the camera is not in use. Just like with mirror alignment, it may occasionally be necessary to correct the camera offset if the camera is bumped or jostled. Follow the “Correcting Offset Camera Calibration” instructions below.

3D Camera Calibration

Muse 3D can detect the height of the material using the camera features. It is possible, however, that the height calibration can be jarred out of alignment. To check height calibration, follow these instructions:

- 1. Power on Machine:** Power on your Muse unit and verify all the connections.
- 2. Align laser:** Go through the alignment process to ensure that the laser and red diode are aligned. If the laser is out of alignment, the recalibration process will not be effective and have to be repeated.
- 3. Remove Honeycomb and materials:** Carefully take out the honeycomb and any materials and set it aside.
- 4 .Place calibration sheet on bottom plate:** Take your laminated calibration sheet and place it on the bottom plate of the machine. Make sure the sheet is perfectly flat and not damaged. Use clear tape if necessary, but take care not to cover the printed pattern. Locate the sheet equally with respect to the left and right of the bottom plate. The bottom edge of the calibration



NOTICE

Pay Close attention to the orientation of the calibration sheet. Camera Calibration will not work if orientation is incorrect.

Section VII. Operations

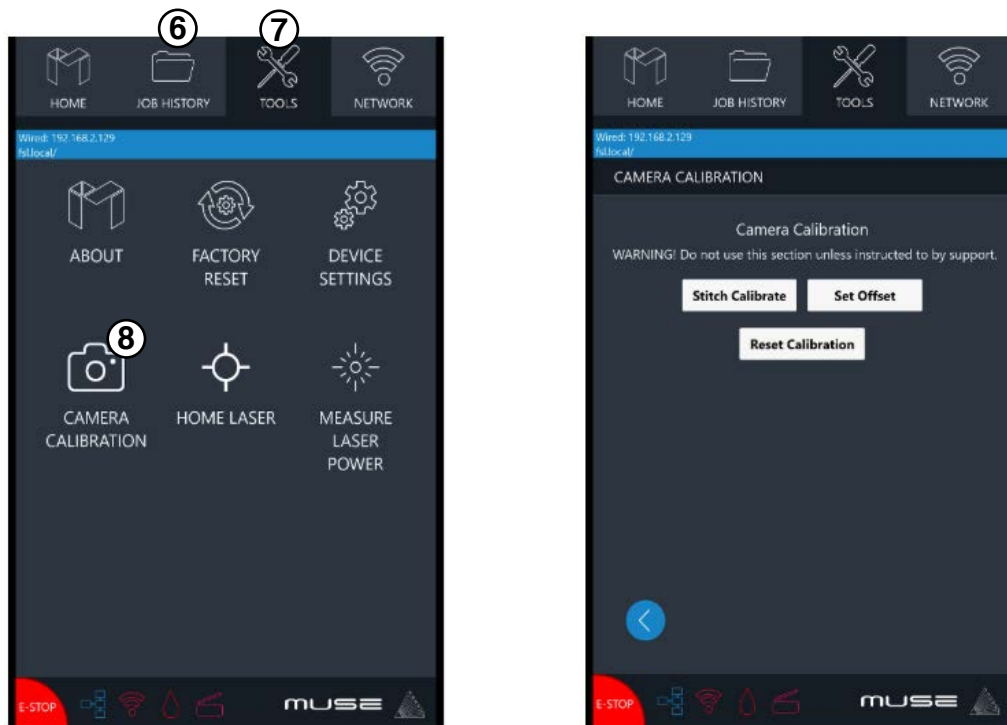
Camera Calibration

5. Close the lid: Close the lid of the machine.

6. Verify no jobs: Ensure that there are no jobs actively on your machine or remove the water supply from the machine so that the machine will not cut the calibration sheet. If the calibration sheet is damaged, the recalibration process may not be effective.

7. Enter tools tab: Touch the Tools tab on the LCD screen of your machine.

8. Select Camera Calibration: Touch the Camera Calibration button under the tools tab and select Stitch Calibration. This process should take about 5 minutes.



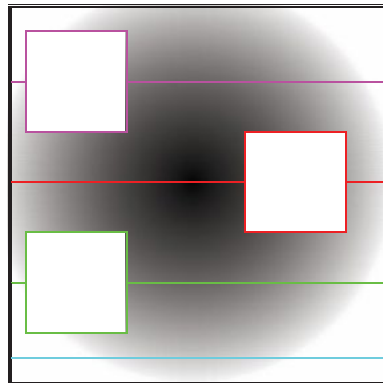
NOTICE

The camera will take multiple images of the calibration sheet and use the data to calibrate the camera to the work space. Avoid opening the lid during the calibration process.

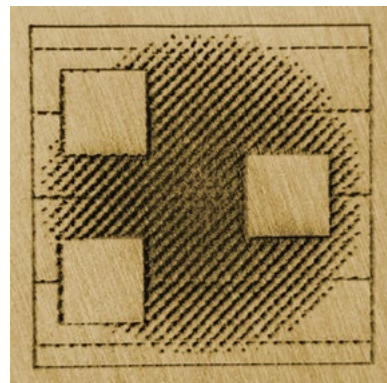
Section VII. Operations

Materials Testing

Muse 3D is capable of cutting a wide range of materials. Common materials include wood, cardboard, paper, fabric, acrylic, leather, and many more. Muse 3D can also engrave on tile, stone, glass, and other hard surfaces. Muse 3D is not designed to cut metal of any type. If you have any questions whether a material is suitable for a CO2 laser, contact the material manufacturer before use.



Sample File



Dithered Example



Vector Examples from Dark to Light

Using suitable materials will still have wide variance in power, current and speed settings depending on the properties of that material, such as density and thickness. For example, wood can be soft (pine) or hard (oak), depending on the source. Settings will also be determined by vector or raster choices, depth of the cut and overall desired outcomes. This makes it difficult to provide operators with exact settings for each type of material. Instead of giving inaccurate data, operators should become accustomed to material testing.

Full Spectrum Laser provides a free materials test template with suggested starting points in power and speed settings. From there, you can experiment with your own materials testing. Once the perfect settings are determined, we recommend recording those results in a Materials Log. To access the material test templates, complete material testing instructions and a free materials log, go to <http://laser101.fslaser.com/materialtest>

Section VIII. Hardware & Maintenance

With a little care and maintenance, your Muse 3D Laser Cutter will remain clean and continue to run at top efficiency for years to come. Be aware of all safety and maintenance issues with your machine by following all the safety instructions in this manual.

Replacing the Laser Tube

This section provides procedures and a walkthrough to replace the laser tube on your Muse 3D. Although it should last for hundreds of projects, the laser tube is considered a consumable and will eventually need to be replaced. Please carefully read all instructions before beginning the replacement procedure as there are several critical steps which must be properly followed to avoid breaking the laser tube. The included pictures show how to properly connect wires to the tube's electrodes and secure the connections.

Required Parts and Tools

- 45W Replacement Tube
- 2.5 mm Hex Wrench



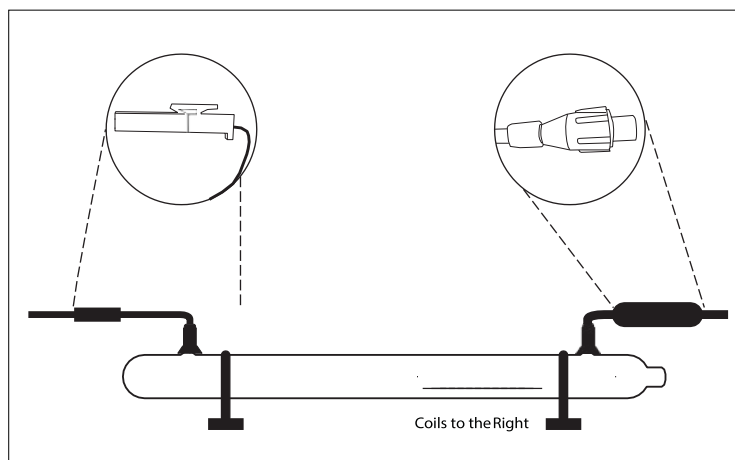
The capacitors in the power supply retain power even after turning the laser off. To ensure your safety, turn off the laser, remove the power cord and wait at least 1 hour before accessing the power supply.



The Laser Tube Glass is fragile. Pulling on the tube wires will break your laser tube at the neck. The water connections are very fragile. Do not pull or force the connection tubes— gently work the tubes off of the connectors

Laser Tube Replacement Steps

- 1. Power Off Machine:** Power off and unplug your unit. Wait at least 1 hour for capacitors to discharge.
- 2. Disconnect Water:** Detach the water tubes from their connectors on the laser tube and drain the water into a bucket.
- 3. Remove Water Tubes (Step One):** Remove the two (2) water tubes from the bulkheads on the back of the machine and carefully drain any water into a bucket. Use the small piece of tubing that shipped with your laser to shunt the two water bulkheads in the back of the machine together.
- 4. Remove Water Tubes (Step Two):** Gently remove the water tubes from the laser glass bulkhead. Be careful not to let any excess water in the tubes spill onto the machine's components.
- 5. Remove Tube Retainer Straps:** Using a 2.5mm hex wrench (included with your purchase), remove the four (4) M5 hex nuts from the two (2) tube retainer straps that hold the laser tube in the rubber restraints.
- 6. Remove Old Laser Tube:** Remove the tube from the rubber holders and carefully set it on top of the machine. Be aware the laser tube is still connected to the machine's wiring. **Do not pull on the wiring.**
- 7. Remove Universal Laser Pin Connector:**
Carefully unscrew the universal laser pin connector off the aperture end of the laser tube. Next unclip the connector on the other side of the laser tube. You can now place the old laser tube aside for later disposal.
- 8. Reattach Universal Laser Pin Connector:**
Reverse step 8. Screw the universal laser pin connector on to the aperture end of new laser tube and clip the connector back to the other end of the laser tube.
- 9. Place New Laser Tube:** Place the new tube into the rubber holders in the same orientation as the old tube was in when it was removed (with the glass coils oriented to the RIGHT when facing the machine).
- 10. Re-Attach Tube Retainer Straps.** Gently place the tube restraining straps back into position over the rubber holders and secure the new laser tube in place.
- 11. Re-Thread Hex Nuts.** Carefully re-thread the M5 hex nuts onto the U-bolt posts and make snug (but not yet tight) with the rear panel.
- 12. Re-Attach Water Tubes.** Carefully re-attach the water tubes to the proper laser connection bulkheads. Make sure that the water tube routing and locations match the original configuration.



NOTICE

Now that you have switched the old laser tube for the new laser tube. You will need to retest the mirror alignment and possibly go through the mirror alignment procedure again.

Section VIII. Hardware & Maintenance

Belt Installation

The belts on your laser system are a consumable item and will eventually stretch beyond a usable length or break. You can contact Full Spectrum Laser support for replacements.

WARNING



- The capacitors in the power supply retain power even after turning the laser off. To ensure your safety, turn off the laser, remove the power cord and wait at least 1 hour before accessing the power supply.
- You will be disconnecting the water system and working with the laser upside down. Be sure the machine is dry before proceeding with this process.

Required Parts and Tools

- 2.5mm Hex key (*included with accessories*)

Belt Installation Instructions

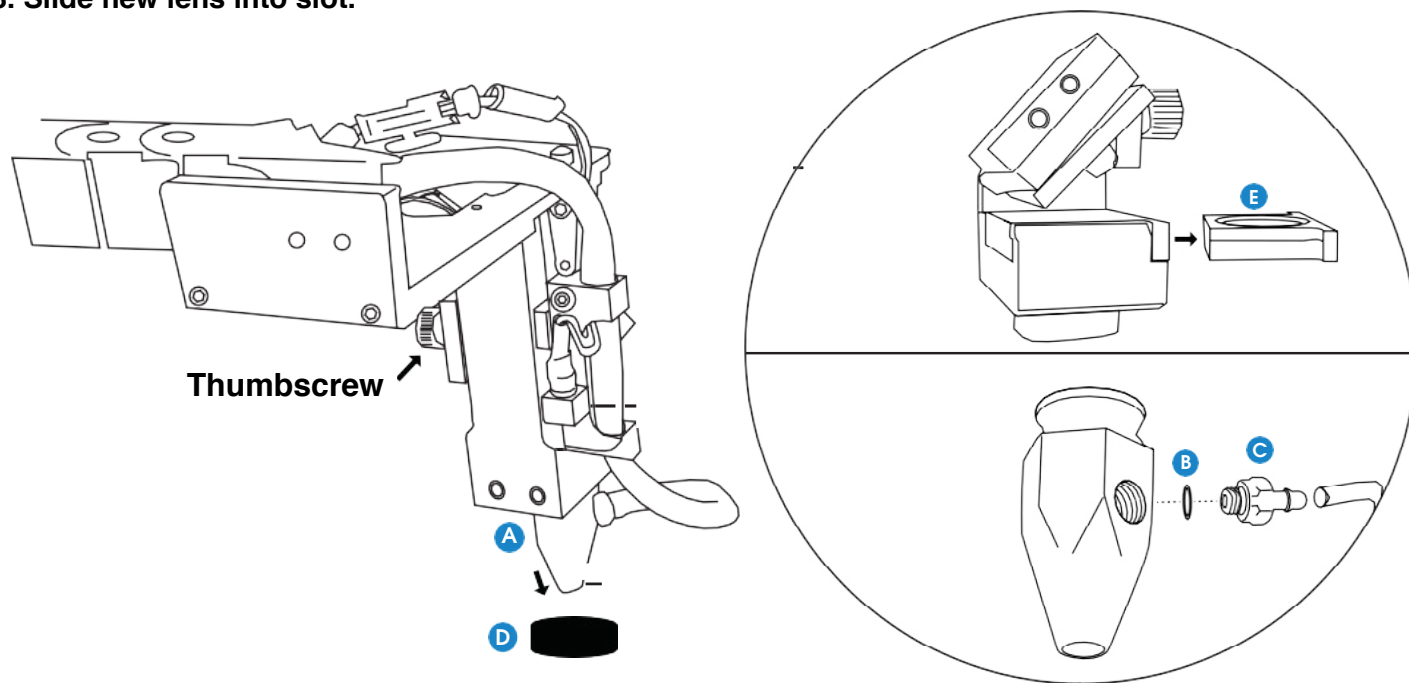
- 1. Power Off Machine.** Power off and unplug your unit. Wait at least 1 hour for capacitors to discharge.
- 2. Disconnect Water:** Detach the tubes from the rear connectors. Use the small piece of tubing that shipped with your laser to shunt the two water bulkheads together.
- 3. Loosen Retaining Screws:** Loosen or remove the M3 retaining screws and washers so that the old belt can be removed and discarded.
- 4. Mount Belt:** Run each end of the new belt through the mounting slot with the teeth on the inside of the closed loop. The ends of the belt should protrude by approximately 3 teeth (6mm) through the slot. Make sure that the belt forms a flat, closed loop.
- 5. Tighten Retaining Screws:** Tighten the M3 retaining screws to secure and retain the belt. Starting the thread with your fingers can speed the process up.
- 6. Loosen the idler pulley mount:** Once the belt has been installed on the riser, loop over the drive and idler pulleys.
- 7. Tension the belt:** Pull on the Y idler pulley mount with your hand. Moderate to strong force is recommended. If the motors do not jog, verify that the motors are connected to the control card.

Parts

Parts: Air Assist Cone (A) – Fitting O-Ring (B) – Air Assist Fitting (C) – Focus Billet (D) –Focus Lens w/ case (E)

Focus Lens Replacement Instructions

1. **Loosen the focus head thumbscrew.** Slide the focus head to the uppermost position and tighten thumbscrew.
2. **Disconnect air hose by gently pulling it.**
3. **Using a 1.5 hex wrench (not included), loosen the “set” screw, but do not remove.**
4. **Remove the current air assist cone.**
5. **Place the fitting O-ring on the air assist fitting and attach to new air assist cone.**
6. **Place new air assist cone under focus lens and into slot.** Tighten “set” screw with a 1.5hex wrench. Reattach air hose.
7. **Slide the current focus lens out of the slot.** This does not require tools.
8. **Slide new lens into slot.**



See Page 96 “Appendix B” for information regarding different types of lens FSL supplies

NOTICE

The Focus Lens will need, at minimum, weekly cleaning, depending on usage and types of materials used. Only use optical grade lens wipes and gently wipe the surface of the lens clean. Save the case the lens came for storage when switching to a different lens. With any lens, always use the correct focus billet and air assist cone.

Before Every Job:

Daily

- Always be sure your water, air, exhaust, and power systems are properly assembled and operating normally.
- Be sure that the machine and workspace are clutter-free.
- Be aware of any material warnings and that you are working in a well-ventilated workspace.
- Check that your fire extinguisher is up to regulation and is easily accessible.
- Always follow all safety protocol.

Weekly

- Wipe down the walls of the machine with a clean rag.
- Use optical grade lens wipes to clean both sides of the beam combiner, all mirror surfaces, the focus lens, and the tube aperture. Optic surfaces may need to be cleaned more often if cutting materials produce excessive residue (possibly daily).
- Clean fallen debris from the catch tray of the machine. Less excess material will reduce fire risk, and provide for better exhausting.
- Always keep rails, motors and moving parts free from excess material as it can obscure movement and cause damage.

Monthly

- Check rail lubrication. When the laser arrives, you should be able to visibly see the lubricant on the X and Y rails. These rails will not need to be re-lubricated often, but check monthly to be sure that the rails are properly lubricated and aren't grinding or catching.
- Check your fume extractor filters. Depending on your output and the materials being cut, your fume extractor filters may need to be replaced as often as every month (or sooner).

Quarterly

- Change water in cooling system. This will keep your tube safe from unwanted debris, mold or evaporation.
- A chiller system is enclosed and will stay relatively clean and undisturbed, but it is good practice to check and change the water as needed.
- Check for wear on belts. Well lubricated belts should last, however, eventually they may wear and crack and need replacement.

Appendix A. Coolbox

Unboxing

Carefully remove the items from the box as directed.

- 1. Remove the Top Foam :** Beneath the top foam, you will see the Coolbox and all needed accessories.
- 2. Remove Right Packaging Box:** Remove the larger box to the right and check that all the following parts are included: *2-Pin Cable (1), 4-Pin Cable (1) and AC Power Cable (1).*
- 3. Remove Right Packaging Box:** Remove the smaller box to the left and check that all parts are included. *Cooling Fan (1), 4-Pin Molex to 4-Pin Terminal Connector (1) and a small plastic bag containing: 2mm Hex Key (1), 2.5mm Hex Key (1), 5.5/7mm Wrench (1), two M3 Nuts (2) and four Acorn Nuts (4).*
- 4. Remove Coolbox:** Start by removing the three pieces of side foam, securing the Coolbox. Then, gently lift the Coolbox from the box. You can lift and remove the adapter plate and the foamsheet at the same time as the Coolbox.
- 5. Remove Exhaust Fan Cowling:** Remove the exhaust fan cowling and its support foam.
- 6. Remove Muse 3D Side Panel:** Remove foam covering the side panel. Remove the new Muse 3D side panel from the box. Your Coolbox is unboxed.

Parts Checklist

Coolbox Unit (1)	4-Pin Cable (1)	2.5mm Hex Key (1)
Exhaust Fan Cowling (1)	AC Power Cable (1)	5.5/7mm Wrench (1)
Adapter Plate (1)	Cooling Fan (1)	M3 Nuts (2)
2-Pin Cable (1)	Connector (1)	M4 Acorn Nuts (4)

Coolbox Installation Steps

- 1. Safety First:** Before starting this procedure, turn off your Muse 3D and unplug it from all power sources. We recommend to wait at least 20 minutes to ensure no residual electricity remains.
- 2. Remove Existing Exhaust Plate:** Using the provided 2.5mm hex key, remove the four (4) screws from the existing exhaust plate and set them aside in a secure location. Then remove the existing exhaust plate. You will no longer need the old exhaust plate, however, hold on to two (2) of the screws to secure the new adapter plate, in the next step.
- 3. Attach Adapter Plate:** Using the 2.5mm hex key and the two (2) screws saved from removing the exhaust plate (see step 2), attach the adapter plate on the back of your Muse 3D, where the old exhaust plate was.
- 4. Attach Exhaust Fan:** Using the 5.5/7mm wrench, attach the exhaust fan to the adaptor plate with the two (2) M3 Nuts. Note that the arrow on the fan needs to be pointing out the case. Do not force the connection. The connectors only fit one way and should gently slide together and secure.
- 5. Connect Exhaust Fan to Cowling:** Carefully connect exhaust fan connector to exhaust fan cowling connector. Do not force the connection. The connectors only fit one way and should gently slide together.
- 6. Attach Fan Cowling to Adapter Plate:** Carefully slide the fan cowling onto the adapter plate by aligning it straight and then pushing forward. Hold the cowling steady and secure with the four (4) acorn nuts. Tighten until secure using your fingers or the provided 5.5/7mm wrench.
- 7. Connect Air Assist Hose to Coolbox:** Disconnect the air assist hose from your existing air pump. Do not disconnect the other end of the air assist hole from your Muse 3D. Next, attach the air assist hose to the "Air Out" port on your Coolbox.

NOTICE

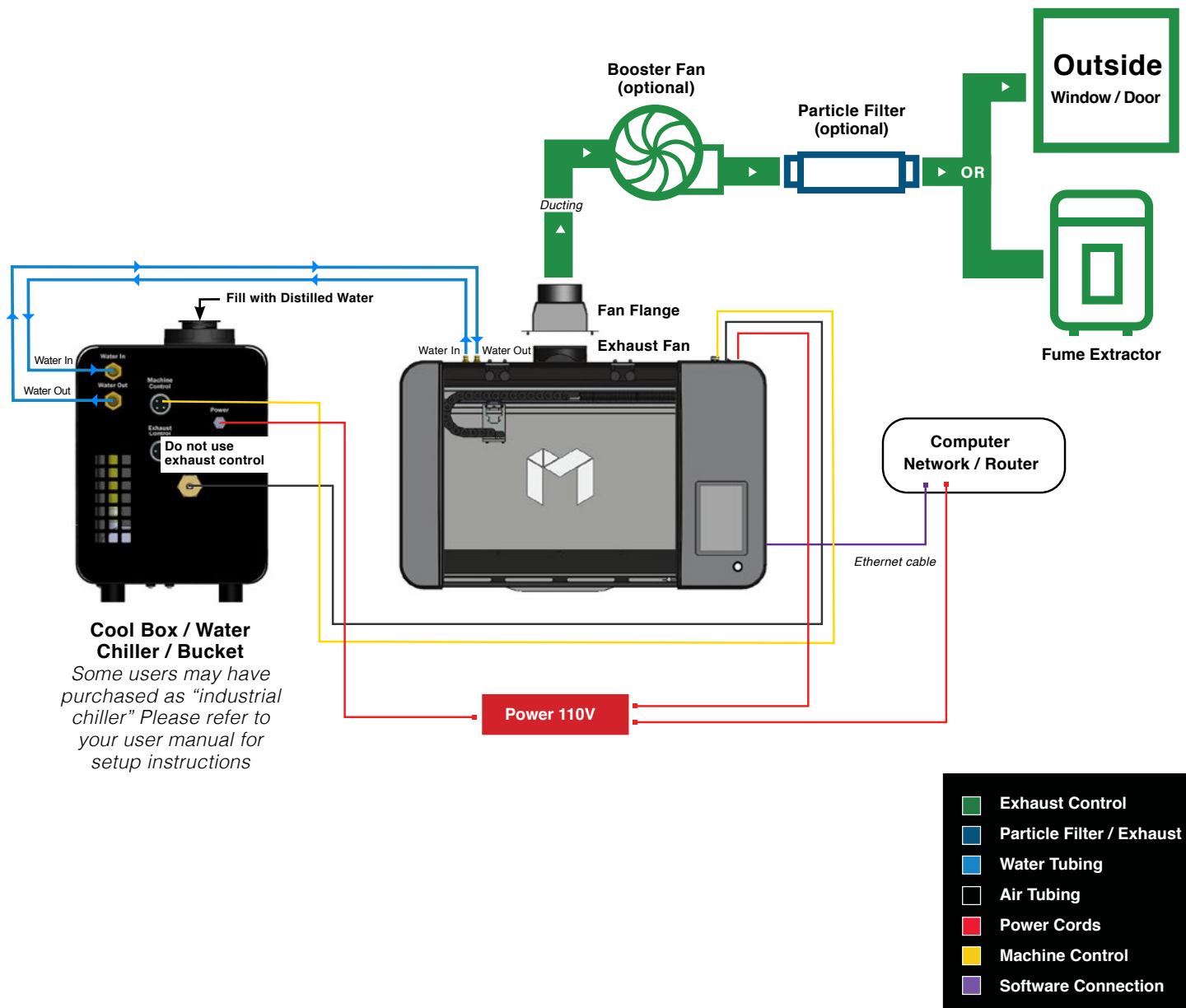
Once cowling is attached, make sure the wires are not interfering with the fan. Inspect visually and then spin the fan by hand from the inside of the Muse 3D to ensure it is unobstructed.

- 8. Connect Exhaust Fan to Coolbox:** Using the provided 2-Pin Cable attach one end to the slot on the fan cowling and the other to the back of the Coolbox, in the slot labeled "Exhaust Control". Once each is snug in the slot, gently turn the metal rings on each end of the connector and tighten.
- 9. Connect Side Panel to Coolbox:** Using the provided 4-Pin Cable attach one end to the slot on the new side panel and the other to the back of the Coolbox, in the slot labeled "Machine Control". Once each is snug in the slot, gently turn the metal rings on each end of the connector and tighten.
- 10. Connect Water Tubing to Coolbox.** WARNING: The water tubes may contain water if you have used the machine. Have a towel ready to catch any excess water that may pour out of your tubing and avoid spilling on electronic components or sources of electricity. Detach the "Water In" water tube from the existing water pump and securely attach it to the "Water Out" slot on the back of the Coolbox. Next, take the unconnected "Water Out" tube (the end that went to your water bucket) and securely attach it to the "Water In" slot on the back of your Muse 3D. This will create the proper circulation of water through the laser tube and back to the Coolbox.
- 11. Connect Ducting to Exhaust Port:** Place your 4" ducting over the Exhaust Port located at the back of the machine and hold. Secure with 4" ducting clamp or industrial ducting tape.
- 12. Connect Power Cord:** Insert the Non-Outlet end of the power cord to the back of the Coolbox, in the AC power slot just above the power switch. Next, plug the other end.

Using Your Coolbox

1.Add Distilled Water: Unscrew water cap. Fill tank with distilled water (approx. 1250 ml). Put cap back on and tighten.

2.Power On Coolbox: Flip the red power switch to the “On” position. Remember to always run your Coolbox when the laser is operating.



Appendix B. Rotary Attachment

The Full Spectrum Laser Hobby Advanced Rotary Attachment is an accessory to the Muse 3D Laser System and is not included with the base purchase. The rotary attachment is capable of engraving on objects from 0.25in diameter. You can order the rotary attachment from the Full Spectrum Laser website at :

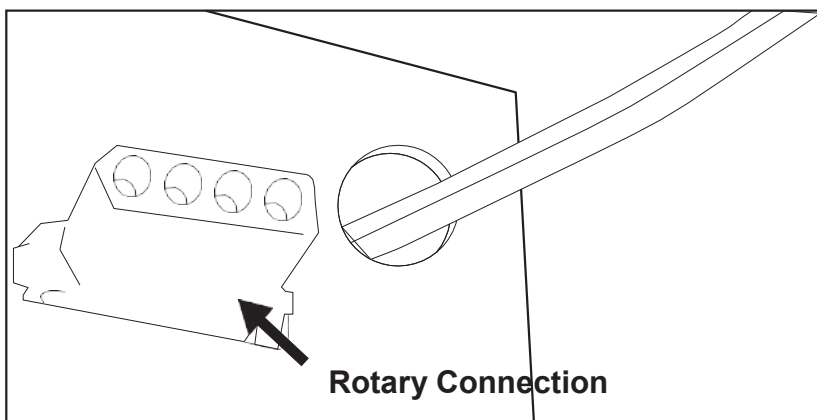
<https://fslaser.com/laser-accessories/>

The rotary attachment is a friction-wheel type—objects rest on two driven and two idling wheels and are turned to engrave an image onto the surface of a cylindrical object. The rotary attachment works by translating Y motion along a cylindrical surface.

Rotary Attachment Installation Steps

- 1. Power Off Machine:** Power off and unplug your unit. Wait at least 1 hour for capacitors to discharge.
- 2. Position Rotary:** Place the rotary attachment into your laser's work area.
- 3. Connect Rotary:** Find the rotary connector inside the machine under the LCD display. Connect the rotary attachment motor keeping the same orientation as in the diagram below.
- 4. Switch to Rotary Mode in Software:** The final step is to inform the software you are using the rotary. To do this, Click the Edit button, then click Settings. This will bring up the Settings menus. Click Device. Under device options there is a slide bar across from "Rotary Mode". Click the slide bar and make the bar blue. Next, below Rotary Mode, there is a bar for Laser Positioning. The rotary requires this to be set to Relative Positioning. Finally, click Save Changes at the bottom of the screen. The rotary is now ready for use.

You can switch from Relative Positioning to Absolute Positioning by going to Settings, within the Edit drop-down options. Click Settings>Device. Next, choose Absolute Positioning or Relative Positioning on the slide bar across from Laser Positioning. Click Save Changes when you are done



NOTICE

Once you have connected your rotary attachment, you can activate your laser and move the rotary attachment and laser head into a position to engrave on your workpiece. The red dot should be in the same vertical (X-Z) plane as the center axis of the workpiece.

Appendix B. Rotary Attachment

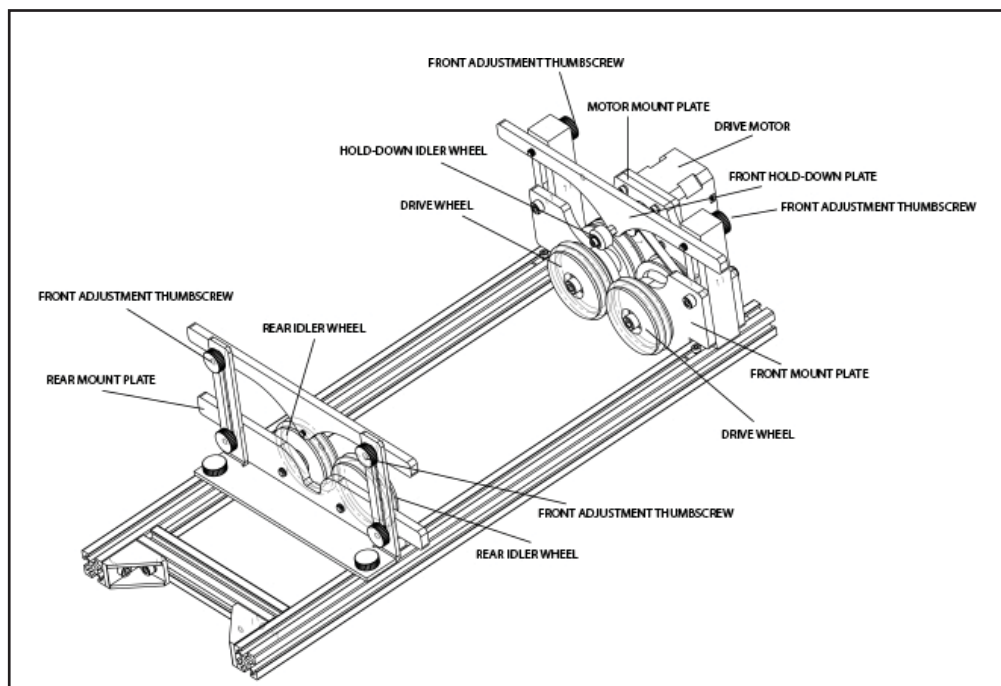
Using the Rotary Attachment

The rotary attachment is designed to be used within the laser case, however its maximum engraving diameter can be increased by modifying your laser system's bottom panel. Please be aware that any system modifications must be performed by an authorized technician and in accordance with all applicable state and federal laws.

Aligning Your Rotary Attachment

The best way to align your rotary attachment with the laser head is to build a jig that uses the frame as a reference. This is a very quick process.

- 1. Starting Position:** Focus the laser head onto the rear frame of the rotary attachment on the far left when facing the machine from the front.
- 2. Slide:** With the red dot visible, slowly slide the laser head to the right.
- 3. Align:** Adjust the positioning of the rotary until the red dot tracks back and forth evenly down the center. Note that the rotary is not assembled to the body of the machine but is free standing. You may need to re-align your rotary each time you use it.



NOTICE

Rotary engraving is best performed along the topmost area of the project. **It is crucial that the rotary be level.** Use a small carpenter's level to be sure your rotary is flat within the interior of the laser cutter.

Appendix C. Focus Lenses

There are a variety of lenses available for your Muse 3D, each specializing in a different cutting thickness or level of engraving detail. The lenses are listed by “inches” v which is not an indication of the lenses’ physical size, but rather the focus distance from the material. See below for the recommended lens for different needs. You can order new or replacement lenses at <https://fslaser.com/laser-accessories/>

2.5” Focus Lens

Full Spectrum Laser’s Pro-Series comes standard with a 2.5” lens which is good for cutting up to ¼ of material and engraving detail to around 8pt fonts with a 90w tube. Other lenses are also available that offer different levels of precision, depending on the goals of the project.

2” Focus Lens

If you are requiring finer engraving and thinner cutting, such as fonts below 8pts, we recommend the 2” lens. The 2” lens has a good combination of fine engraving and thin cutting. A short focus lens has a smaller minimum spot size but spreads out more quickly after reaching the focus making them better for fine detail but not good for thick cutting. A long focus lens keeps the focus longer allowing for straighter edges but does not focus down to as small a minimum spot.

1.5” Focus Lens

If you are requiring extra fine engraving such as fonts below 6pts, we recommend the 1.5” lens. This is a short focus lens has a smaller minimum spot size but spreads out more quickly after reaching the focus making them better for fine detail but not good for thick cutting.

5” Focus Lens

This optic is appropriate for cutting thick foam. The 5” lens has a large spot size, when focused, which prevents it from being ideal for cutting wood and acrylic. it is also a good lens for engraving into deep bowls, where you need more working space.

Appendix D. Warranty

Within the first 30 days, Full Spectrum Laser will replace or repair any defective parts free of charge and pay for ground shipping of parts. Overnight shipping is available at extra charge.

Outside the first 30 days, Full Spectrum Laser will replace or repair any defective part within the warranty period free of charge but shipping charges are the responsibility of the customer. The warranty includes parts and labor only. Shipping of defective and replacement components is excluded by the warranty. The customer may arrange their own shipping or drop parts off to exchange parts at our warehouse free of charge. Typically, Full Spectrum Laser has most replacement parts on hand for immediate shipment of under warranty parts.

All defective parts must be returned to Full Spectrum Laser postage paid for evaluation before replacements are issued unless otherwise authorized. The warranty is valid for normal use only and excludes Acts of God, user error and use outside of normal parameters. Parts damaged by fires are considered user error if the machine is left unattended. Just like operating a household gas stove, always stand next to the machine with a fire extinguisher and be ready to turn it off in case of a fire and never operate the machine unattended.

Prior to 8/7/2012, the extended warranty was charged separately and the Hobby Lasers had a 60-day base warranty on all items excluding shipping unless an extended warranty was purchased.

After 8/7/2012, the Hobby lasers have a 60-day warranty on all items and a free extended limited 1- year warranty which excludes consumable items/shipping included in their price. The limited warranty excludes shipping and consumables and other normal wear and tear items. All electronic items (control cards, power supplies, motors) and most mechanical items are covered under the extended warranty unless damaged by abuse/fires. Consumables not covered include, but are not limited to, rubber parts such as tubing, belts, plastic wheels, lenses, mirrors, other optics, and laser tubes. Within the first 30 days the original purchaser may transfer the balance of your warranty to anyone else free of charge provided you notify us in writing. Outside of the first 30 days, we will only provide warranty and tech support services to the original purchaser unless a warranty transfer fee is paid as there is a cost involved with initial tech support of new users and accounting fees. If you sell your machine, the warranty remains valid but the buyer must arrange with the original purchaser to request RMAs and send in the machine for repairs unless a warranty transfer fee is paid.

Please Note: Full Spectrum Laser DOES NOT offer warranties or customer support for 3rd Party replacement parts, including replacement laser tubes. Use of such parts may not be compatible with Full Spectrum Laser machines and can cause damage to your laser system.

Visit <https://laser101.fslaser.com/support> for most currently warranty postings.

Appendix E. Customer Support

Full Spectrum Laser provides the best customer support in the industry. Contact us if you have any questions or issues with your Muse 3D Laser Cutter. We can also offer convenient purchasing of accessory upgrades and replacement of consumable items. Refer to this sheet for all your customer support and reordering needs.

PLEASE CONTACT OUR TEAM:



SUPPORT

M-F 8am to 5pm (PMT)
support@fslaser.com
702.802.3103



MANUALS

For a PDF of the user manual,
warranty & video tutorials:
fslaser.com/support



SALES

M-F 8am to 5pm (PMT)
sales@fslaser.com
702.802.3101



SOFTWARE

Access RetinaEngrave v3.0 by typing
IP address displayed on the touch
screen into your browser

ORDER ACCESSORIES & UPGRADES

LASER TUBES

45W Laser Tube

FOCUS LENSES

1.5" Lens, 2" Lens, 2.5" Lens, 5" Lens

EXTRACTORS & FILTERS

Large Fume Extractor

Large Filter Replacements

Small Fume Extractor

Small Filter Replacements

ROTARY ATTACHMENTS

Friction Rotary

WATER ASSIST

Water Chiller, Advanced Water Chiller

AIR ASSIST

Air Compressor, Exhaust Fan, Large Exhaust Fan

COOLBOX

Combines water assist, air assist & exhaust into one system

Join the Full Spectrum Laser Community

Full Spectrum Laser invites you to join our community of hobby makers and professional manufacturers through our social media channels (Facebook, Instagram, Twitter, YouTube). We always have something positive to say about hobby maker culture or the industry we work in. You can follow us as we cross the country going to conventions and maker events or just check out all the awesome stuff we make. Best of all, we offer all those designs for all those projects we make with our laser cutters and 3D printers for FREE. Join our community and see what all the excitement is about.



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Full Spectrum
LASER

Ready to go Professional?

Have you gotten the most out of your hobby laser? Have you hit the limits of your output quotas and want to see how the professionals do it? Step up to Professional Grade with Pro-Series by Full Spectrum Laser.

Our Pro-Series CO2 and Fiber Laser Cutters take your production to the next level. Industrial grade components give you faster movement, better precision and increased laser power. All Pro-Series lasers come with our RetinaEngrave software, motorized z-stage, autofocus, knife edge and honeycomb tables and all necessary accessories, included standard.



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