Keypad overview

Introduction - General overview

The Cyborg engraver is operated through the virtual keypad on your computer screen. To open the virtual keypad, you click the shortcut icon on your computer desktop. The virtual keypad is operated using your computer mouse and the numerical keypad of your computer's keybord:

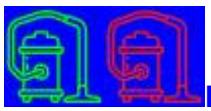
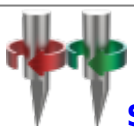
- The **function keys** will be activated by clicking with the **left mouse button**.
- To enter numerical **values**, you will be using the **numerical keypad**.
- The upper half of the virtual keypad displays a series of values referring to different settings.
- The lower half contains a 4 by 7 matrix of function keys. The row of green and/red icons just above this matrix are shortcut keys which send direct instructions to the machine controller. The 4 by 7 matrix keys enable you to operate the various functions of the engraving machine and to adjust the settings, like the home position, feed and speed rates, and other variables.
- In a mouse driven keypad, it is of course not possible to hold the shift key and simultaneously click another key. To show if the Shift key is active or not, it has two display modes which you can see hereunder. Clicking on the shift key alternates the status between "shift active" and "shift not active".

: Shift is not active.

: Shift is active.

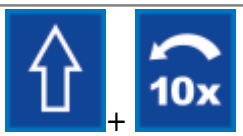
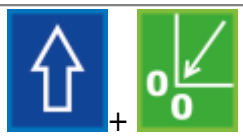
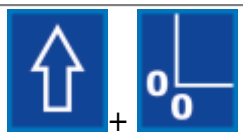
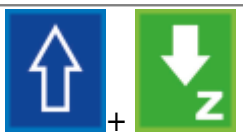
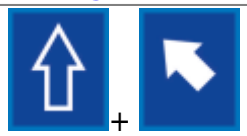
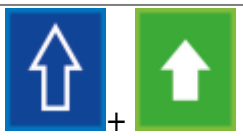
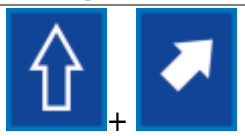
Keys

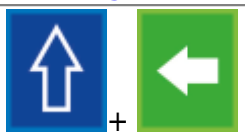
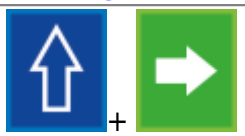
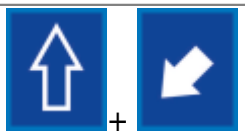
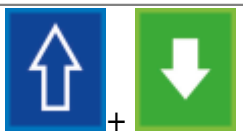
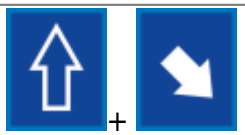
■ Shortcut icons

 **Dust extractor**	 **Auxiliary device**	 **Uni-/bidirectional**	 **Spindle rotation on/off**

■ Function keys

These are the actual function keys. Some of these keys can either be used separately, or combined with the **Shift** key  (see below). Clicking on each function key name will give you access to an explanatory page.

 Move back 1 vector	 Move back 10 vectors  hidden feature	 Move back 25 vectors	 DNC
 Move forward 1 vector	 Move forward 10 vectors	 Move forward 25 vectors	 Go home  Find machine origin
 Increase cut speed	 Move spindle up  Park spindle up	 Increase rotation speed	 Set home  Return to last home
 Decrease cut speed	 Move spindle down  Move Z down 1 mm	 Decrease rotation speed	 Set material surface
 Jog X-Y+	 Move Y+	 Jog X+Y+	 Shift not active
 Park X-Y+	 Park Y+	 Park X+Y+	 Shift active

 Jog X-	 Move to xyz	 Jog X+	 Cancel
 Park X-	 hidden feature	 Park X+	
 Jog X-Y-	 Jog Y-	 Jog X+Y-	 Spindle test
 Park X-Y-	 Park Y-	 Park X+Y-	

Settings screen

Continue to setting and saving origin points.
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