June 18th, 2013

1. All calls made to the Marker Library referencing a JobObject or MarkObject use the current ActiveJob index.
2. **MarkSpeed:** the speed of the lase spot while marking.
3. **JumpSpeed:** the speed at which the mirrors jump to the next marking vector.
4. **JumpDelay:** the delay after a jump and before the next marking vector starts.
5. **Markdelay:** the delay between a marking vector and a jump vector.
6. **Polygondelay:** the delay between contiguous marking vectors.
7. **Laserpower:** the programmed laser power.
8. **Laseroffdelay:** the delay after the last marking vector finishes and the laser is turned off.
9. **Laserondelay:** the delay after a marking vector starts and the laser is turned on.
10. **Varijumpdelay:** the delay after a jump and before the next marking vector starts if available jump delay is in effect.
11. **Varijumplength:** the length of a vector, at which any vector that is longer will use the Varijumpdelay parameter, and any vector that is shorter will use the Jumpdelay parameter.
12. **Wobblesize:** the diameter of the circle created when the spot is dithered.
13. **Wobblefrequency:** the frequency of the laser spot as it dithers around the circle defined in Wobblesize.
14. **FillSpacing:** the distance between adjacent fill lines.
15. **PassCount:** the number of times to mark the object.
16. **StartAngle:** the starting angular location of the polygon.
17. **EndAngle:** the ending angular location of the polygon.
18. **Orientation:** an integer value representing bit flags that control the physical orientation of the text.
19. **Kerning:** the added spacing between each character.
20. **Leading:** the added spacing between each line in the paragraph text.
21. **PulseCount:** the number of laser pulses fired at each dot using the current lase frequency and pulse width settings.
22. **NumSides:** the number of straight line segments in the polygon.
23. **Segments:** the number of straight line segments used to draw the corners.
24. **Angle:** the relative amount to rotate the object.
25. **NarrowToWide:** the change in width ratio of the narrow and wide bars from default.
26. **QuietZone:** when inverting a barcode, the amount of quiet space to surround the code.
27. **WidthReduce:** the amount of reduction I the width of all bars.
28. **PixelSep:** distance between adjacent pixels.
29. **Contrast:** a relative value affecting the range between the darkest and lightest pixel.
30. **Brightness:** a relative value affecting the overall brightness of all pixels.
31. **InvertPixels:** flag indicating whether the pixels are jumped over when marking the bitmap.
32. **SkipBlack:** flag indicating whether black pixels are jumped over when marking the bitmap.
33. **BlackCorners:** flag indicating what color to make pixels in the corners if the pixel has been rotated to an angle other that 90, 180 or 270.
34. **ErrorDiffusion:** flag indicating whether the Error Diffusion algorithm has been applied to the bitmap.