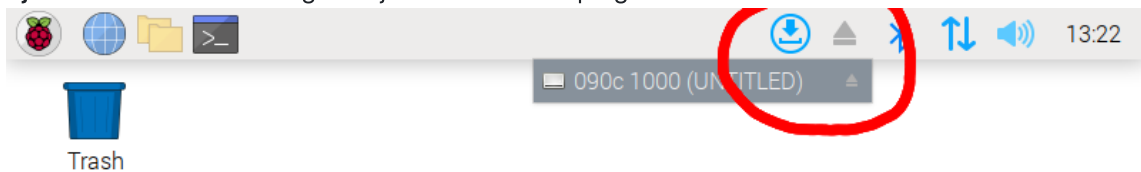


AxiDraw RPi Instructions (2025)

How to plot with AxiDraws using the RPi kiosks.

1. Move your SVG file onto the RPi:

- **Insert** the thumbdrive with your SVG file into the RPi. You'll see a window ("Removable medium is inserted"). Select "Open in File Manager" and click OK .
- To **copy** your SVG file onto the RPi Desktop, **drag** it from the thumbdrive window.
- **Eject** the thumbdrive using the eject icon in the top right of the menu bar:



2. Plotting your work:

- If needed, **open** a Terminal window by clicking the black icon `>_` in the top left.
- In the Terminal, **type** `axicli -m align` to unlock the motors.
- **Move** the plotter's pen to the top left corner, to set your plot's origin.
- **Locate** your paper so that the paper's top left corner is under the pen. **Affix** the paper with magnets or painter's tape.
- **Put** some painter's tape on the paper under the pen. **Type** `axicli -m toggle` to raise and lower the pen. **Ensure** the pen is touching the paper when it's in the *down* position. (The tape keeps you from accidentally marking the paper at the origin.)
- On the AxiDraw V3, **type** `axicli filename.svg` to plot the SVG called *filename.svg*. If you're using the larger SE/A3, type `axicli --model 2 filename.svg` instead.
- **Delete** your file when you're done: **right-click** on your file and select "Move to Trash".

Summary of axicli Commands

- `axicli -m align` — unlocks the motors so you can home the device
- `axicli -m toggle` — moves the pen up and down
- `axicli filename.svg` — plots *filename.svg* on the AxiDraw V3
- `axicli --model 2 filename.svg` — plots *filename.svg* on the SE/A3
- `axicli --help` — for all other help
- To **Terminate** an active plot: `Control-C`
- To **Pause** an active plot: `Control-Z`
- To **Resume** a paused plot: type `fg` and press `Enter`