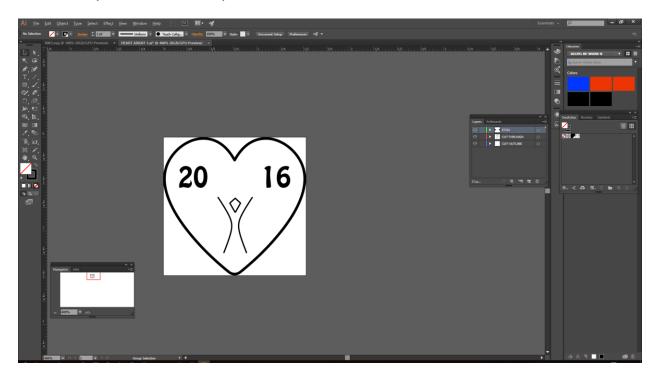
Setting up a Multi-Step Job with Illustrator & LaserWeb 3

Scope: create a workflow that leads to an automated multi-step laser job using a vector authoring program and LaserWeb3.

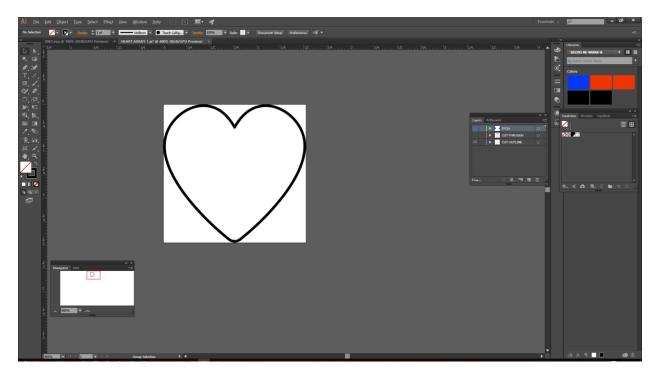
In Illustrator or other vector program (Inkscape..) plan out the object you want to make. Think about it in steps and each step will be on it's own layer. For the example shown I have used 3 layers. Layer for ETCH, Layer for CUT & Layer for CUT.

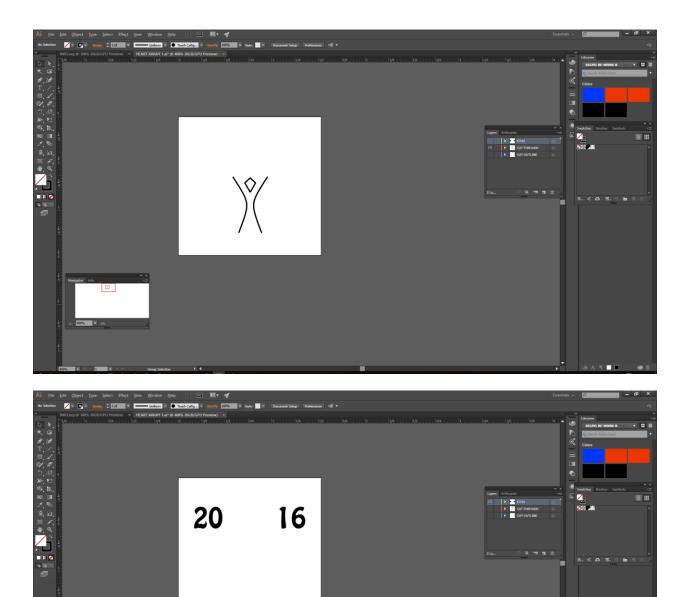
I want to etch the "2016" into the surface. I want to cut-through the logo and then finally cut out the shape.





Then I turn off the 1st 2 layers and leave CUT-OUTLINE visible. I save this as a .svg file called outline. Then III shut that layer off and turn on CUT-THROUGH and save that as a .svg or .bmp file. I turn that layer off and turn on the final layer ETCH. I save this as a .bmp file. Now I have 3 saved files.





Now the directory should have 3 files in it like this. (could have more depending on your particular job).

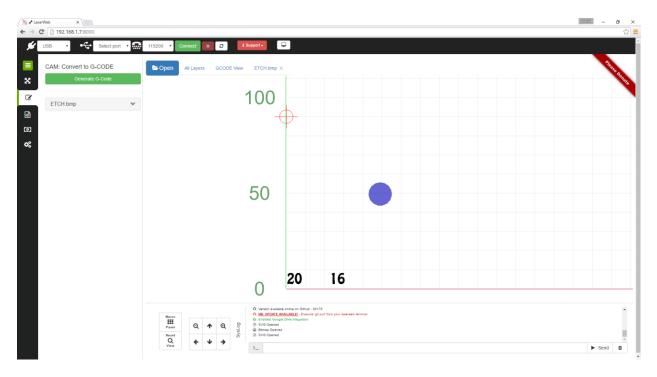
		×
Multi-Step-Job 🗸 🗸	Search LW3 Multi-Step-Job	Q
	• • •	?
CUT-OUTLINE.sv CUT-THROUGH. 20 16 g		
👯 O 🗇 🤤 📾 🖬 🖸 🔗 🏦 📾 🧐 🕘 🖩 🕎 🔼 🐠 🔤		

Fire up LaserWeb3

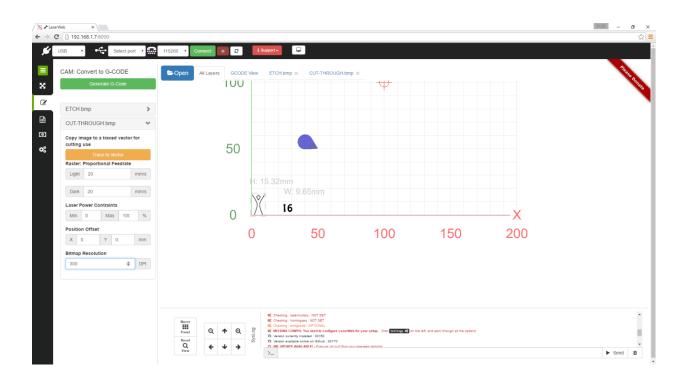
Command Prompt - node server-smoothie.js		_		×	
<pre>public/js/smoothie.js public/js/tabs.js public/js/threegcode.js public/js/viewer.js server-smoothie.js version.txt 10 files changed, 186 inser C:\Users\David\LaserWeb3>nod</pre>				^	
• Not					
<pre>Remember to update (: !!! 1. Run ./update.sh or git pull 2. or check the commit log on</pre>					
<pre>* 1. Open Chrome * 2. Go to : * http://192.168.1.7:800</pre>	3/				
				~	

 ✓ LaserWeb × × ✓ 3 C 192.168.1.7:8000 		©== or × ☆≡
USB •••• Select port •••• E ••••• Select port ••••• X: 0.000 ••••• •••••• X: 0.000 ••••• •••••• Z: 0.000 ••••• •••••• ••••••••••••••••••••••••••••••••••••	Connect X C Lapert C	
CD 7* 2* 4 5 mm 2* 2* 4 5 mm 2* 2* 4 5 mm 2* 2* 4 6 mm 2* 2* 4 6 mm 2* 2*	150	
X/Y 30 Z 5 mm/s Irea V Irea V<	100	
View Log →	50	
	0 X	
	Marring Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Familier Famil	► Send 0

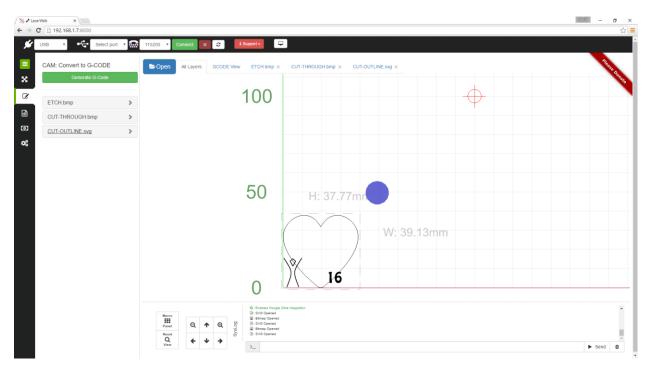
Now load each of the files into it. The order you open them determines the order of work. I open the ETCH first.



Then I open CUT-THROUGH



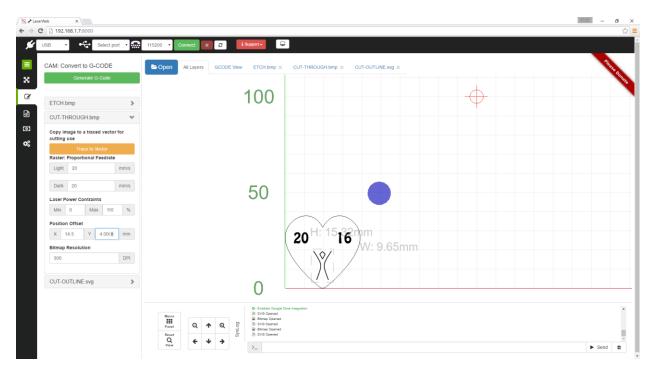
And finally I open CUT-OUTLINE



And now that all 3 layers/ steps are loaded I will edit each layers parameters for the end result I want.

/ <mark>%</mark> ≯Las ← ⇒ (erWeb × C 192.168.1.7:8000		©= o ×
* = * *	USB CAM: Convert to G-CODE Generate G-Code	I15200 Connect It Busent Issue of the second secon	
0 ¢	Copy image to a traced vector for cutting uses Raster Proportional Feedrate Light 200 mm/s Dark 200 mm/s Laser Power Contraints Min 0 Max 6 % Position Offset X 2903 Y 121.04 mm Bitmap Resolution	50 H: 8_13mm 20 16	
	300 DPI CUT-THROUGH bmp > CUT-OUTLINE.svg >	0	► Send Ø

I am manually positioning the 3 items using the offset functions.



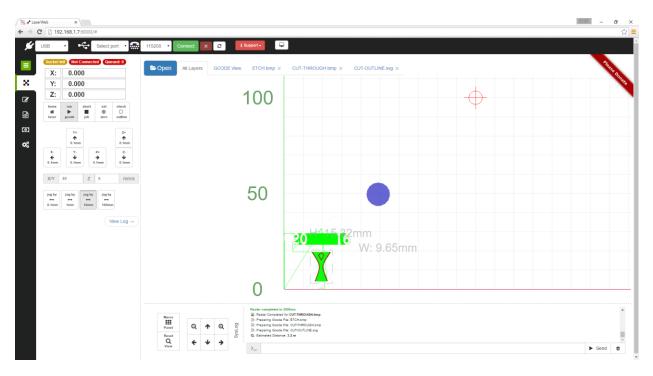
Then when everything is where you want it, and the layer order starting from left to right at the top of the page is what you are expecting press Generate G Code



You can see that it created 3 sections of GCODE.

Now you are ready to save the file and or run the job.

Press the process button at the bottom of the End GCODE window or press the X icon on the left menu.



Now press RUN GCODE >



That's it. That is a simple way to set up a multi-step job.