



BETTER SOFTWARE FOR LASER CUTTERS

*LightBurn Software*

© LightBurn Software, LLC

*For LightBurn 1.7*

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# 1. Home

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Welcome to the LightBurn documentation!

Use the search bar at the top of the page or click the closest match below to find information on the tool or topic you'd like to learn about.

You can make LightBurn feature requests on our [suggestion site](#).

## Get Started

If you're new to LightBurn or laser cutting in general, we'll walk you through installing LightBurn, setting up your laser, and creating your first project.

## Tools and Features

Information about using each of LightBurn's tools and features.

## Troubleshooting

If you're running into problems, you may find a solution here.

If you need to read our documentation in a different language, you can use [Google Translate](#) to translate this website into your preferred language.

For your convenience, we have shortcuts to Google translate for Spanish ([Español](#)), German ([Deutsch](#)), Italian ([Italiano](#)), Chinese ([漢語](#)), and French ([Français](#)).

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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[\\_index](#)

## License & FAQs

Information about LightBurn's pricing and licensing model.

## How-To Guides

Follow these step-by-step guides to learn how to do new things in LightBurn.

## Collections

Take a look at our collections based around common use cases for LightBurn.

## 2. Safety

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### WARNING

LASERS USE INTENSE BEAMS OF LIGHT, INCLUDING LIGHT THAT MAY NOT BE VISIBLE.

IMPROPER USE OF LIGHTBURN SOFTWARE WITH ANY DEVICE MAY BE DANGEROUS AND COULD RESULT IN PERSONAL INJURY, DEATH, OR PROPERTY DAMAGE. ALWAYS FOLLOW THE DEVICE MANUFACTURER'S INSTRUCTIONS AND GUIDELINES.

ALWAYS WEAR PROPER EYE PROTECTION WHEN USING YOUR LASER.

### WARNING

DO NOT LEAVE A LASER UNATTENDED WHILE IN OPERATION.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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safety

## 3. License & FAQs

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### 3.1 How the License Works

A LightBurn license is a digital key used to unlock the software for permanent use.

Every new license comes with a year of free updates from the date you first activate it. After a year, you'll still be able to use [any version](#) of LightBurn released before your license expired, but you'll need to [renew](#) your software update period in order to continue receiving updates for another year. If you renew *before* your key expires, you'll receive an additional two months on your one-year renewal.

The type of license you need depends on the controller used by your laser. LightBurn supports three [device types](#): GCode, DSP, and Galvo.

- [LightBurn Core](#) supports GCode-based devices.
- [LightBurn Pro](#) supports *both* DSP and Galvo devices, in addition to GCode-based devices.

If you're not sure what type of license you need, see [Identify Your Laser](#).

If you started with a license that supports one type of device, and now need to use LightBurn with a different type, you can [add support](#) for the new device type to your existing key. Please note that adding support for additional devices *does not renew your key*.

A LightBurn license automatically comes with 3 seats, meaning you can activate it on three computers at one time. You can use our [License Portal](#) to view and remove activations on your key, freeing up activations in use on old or inoperable computers so you can activate on new ones.

If you already have a key, you can purchase additional seats [here](#). If you would like to purchase a new key with more seats than the default of 3, or are interested in a *Floating* license setup, see our [Educational and Volume Licensing](#) page.

If you sell your laser and wish to sell your license along with it, that is permitted. Please note that it is *not permitted* to sell part of your license to someone else.

Have questions? Read our [FAQ](#) or contact us at [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com)

### 3.2 Additional License Information

#### **License Management Guide**

#### **System Locked and Floating Licenses**

#### **License Management Reference**

### 3.3 Frequently Asked Questions

#### **Is a LightBurn license a subscription?**

No. You pay once, and the software will work forever as long as you have your license key.

After a year, you'll need to renew your software update period in order to continue receiving updates.

#### **Which version do I need?**

The type of license you need depends on the controller used by your laser. LightBurn supports three [device types](#): GCode, DSP, and Galvo.

- [LightBurn Core](#) supports GCode-based devices.
- [LightBurn Pro](#) supports *both* DSP and Galvo devices, in addition to GCode-based devices.

If you're not sure what type of license you need, see [Identify Your Laser](#).

### Can I use the same license key on any operating system?

Yes, the same key can be used to activate LightBurn on Windows, macOS, or Linux.

### How many computers can I use it on?

A LightBurn License automatically comes with 3 seats, meaning you can activate LightBurn on 3 computers at one time. You can use our [License Portal](#) to manage your activations.

If you'd like to activate LightBurn on more than 3 computers, you can purchase additional seats for your license [here](#). The cost of each additional seats depends on your license type.

If you would like to purchase a new key with more seats than the default of 3, or are interested in a *Floating* license setup, see our [Educational and Volume Licensing](#) page.

### Does the license expire?

No, but your license's update period has an expiration date — a year from when you first activated it. When the update period ends, the key is still valid, but you won't be able to use any version of LightBurn released after the end of the update period. Any version released *before* the key expired will continue to work.

### My license expired, how do I revert to a compatible version of LightBurn?

To download and revert to a version of LightBurn compatible with your key, visit [Releases](#).

### How do renewals work?

If your key's update period has expired, a renewal will add a year of updates, starting from the date you purchase the renewal.

If you renew *before* your update period expires, the renewal period will be extended starting from the date your key was set to expire. You'll also receive an additional two months on your one-year renewal.

### How much is it to renew?

The price to renew your license's update period and receive another year of software updates is \$30.

Starting in 2025, the price to renew your license's update period will depend on when you purchased your key, and how long since you last renewed. A renewal is:

- \$50, if you're buying updates again after having lapsed (with a big exception for existing customers, see below)
- \$45, if you've been paying for software updates for at least a year, including the year that came with a new license purchase
- \$40, if you've been paying for software updates continuously for 2+ years

If your license key dates from 2024 or earlier, we will *always* allow you to buy another year of updates at the lowest offered price, even if you lapse.

Renew your license [here](#).

### Do renewals cost more if I have more than 3 seats on my license?

No. The price of a renewal is the same regardless of the number of seats on your license.

### Can I add support for a new type of laser to my existing key?

Yes. You can upgrade your license [here](#).

#### **Will I lose support for other devices when upgrading?**

No. A license upgrade adds supported device types to your key, but doesn't take any away.

#### **Does adding support for a different device type renew my key?**

No. Adding support for a different device type does not renew your key, or affect your key's update period in any way.

#### **I already have a LightBurn license. Can I try a different version before upgrading?**

Yes. If you are already have a LightBurn license, but would like to try it with a device type your key does not currently support, go to [Help → License Management](#) and click **Deactivate License**, then **Extend Trial**.

#### **How do I know when my upgrade has been applied?**

Our systems are fully automated, and all upgrades are processed promptly. However, LightBurn will need to contact our licensing server to register any upgrade, and it can take up to 24 hours for LightBurn to sync with the server. You can force LightBurn to check back in by deactivating and then reactivating your key in the License Management window.

#### **How do I know if my license supports my laser?**

If you've already activated your license, but aren't sure if it supports your type of laser, go to [Help → License Management](#) to see a list of device types supported by your license.

If you're unsure whether your laser is one of the types listed, see [Identify Your Laser](#).

If you're unable to connect to your laser even though it is supported by your license, see [Troubleshooting: Connection Problems](#).

#### **Can I transfer my key to another user?**

Yes. You are free to transfer your key to another user, or sell it along with your laser. The recipient will need to contact us with the key in order for us to transfer it to their email address, granting them access to our License Portal.

Please note that selling or sharing individual seats on your license key is *not permitted*. Keys must be transferred in their entirety, including all seats.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[FAQ](#) [license](#)

## 4. Get Started

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### 4.1 Getting Started

If you're new to LightBurn, the information here will help you learn to use LightBurn and your laser.

- [Identify Your Laser](#)
- [Install LightBurn](#)
- [Add a Laser](#)
- [First Project](#)
- [Next Steps](#)

**Next: Identify Your Laser ➔**

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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**get-started**

## 4.2 Identify Your Laser

You'll need to know what type of laser you're using in order to know which LightBurn license you need. Your laser type also affects what your laser is capable of, what the LightBurn UI looks like, and how you interact with your laser.

To get started with LightBurn, you'll need to know two things about your laser:

- What **controller** does your laser use?
- What **motion system** does your laser use?

### 4.2.1 Controllers and Firmware

The controller — and the firmware it runs — determines whether or not a machine is compatible with LightBurn, and what type of license you need.

A controller is essentially a computer within your laser, and the firmware it runs determines the type of instructions it can translate into signals it delivers to the motion system.

LightBurn needs to know what type of firmware your laser's controller is running to know what "language" to speak to the machine. In most cases, LightBurn can automatically identify the firmware if you set up your machine using [Find My Laser](#), but you'll need to be able to identify the controller yourself in order to complete a [manual setup](#).

LightBurn is currently compatible with three main categories of controllers: GCode, DSP, and Galvo.

- To connect to a GCode-based laser, you'll need a [LightBurn Core](#) license.
- To connect to a DSP or Galvo laser, you'll need a [LightBurn Pro](#) license. LightBurn Pro licenses *also support GCode-based lasers*.

Below is a brief description of each type, as well as a list of common controllers/firmware used by each. If you're not sure what controller or firmware your laser uses, consult your machine's manufacturer, or contact us at [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com).

#### GCODE

Most entry-level diode lasers use GCode-based controllers.

Supported controllers/firmware: GRBL, Smoothieware, Marlin, FluidNC, grblHAL, xTool

#### DSP

DSP controllers are common in more industrial-grade machines. If your machine is a CO2 laser in a metal case and has an LCD display, it is most likely a DSP model.

Supported controllers: Ruida, Trocen, TopWisdom

#### GALVO

Galvo lasers use a fixed scanning head mounted to an arm, and project the beam from above. If your laser uses EZCAD2 or SeaCAD as its default software, it is this type of laser.

Supported controllers: EZCAD2, EZCAD2 Lite, BSL

### 4.2.2 Motion System

The motion system consists of the mechanical components that direct the beam from the laser source to the material. These include parts such as motors, mirrors, lenses, axes.

The choice of motion system determines which LightBurn tools are available for your machine, as well as the maximum job size, and the speed of the laser.

#### Note

Many tools in LightBurn are only available for machines with a particular type of motion system.

There are two common forms of motion systems:

- **Gantry motion systems** have frames, wheels, and motors that move a laser head around a work area. Some Gantry lasers use a system of mirrors to reflect a beam from its source, while others hold the laser source and move it around directly. Gantry systems are relatively slow due to the mass of the components moving around, but can have very large working areas.
- **Galvo motion systems** use tiny moving mirrors to bounce the beam to different locations on a large lens, which focuses the beam and points it back down at the work. Because the mirrors are so lightweight, they can bounce the light around at very high speeds, but Galvos are limited by the size of the lens to relatively small jobs.

#### Note

All Gantry lasers supported by LightBurn have GCode-based or DSP controllers.

Almost all Galvo lasers supported by LightBurn use EZCAD2 or BSL controllers and require a LightBurn Pro license. However, there are a limited number of GCode-based Galvo lasers that are compatible with LightBurn Core, and require special setup — consult your laser's manufacturer for more information.

### 4.2.3 Additional Information

Knowing your laser's controller/firmware and motion system is enough to get you started, but there's a lot more to know about laser cutting and engraving. For additional information on the ins-and-outs of different types of lasers and accessories, see [Laser Types](#).

[← Previous: Getting Started](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[Next: Install LightBurn →](#)[get-started](#) [hardware](#) [laser-general](#)

## 4.3 Install LightBurn

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### 4.3.1 Computer Requirements

Current versions of LightBurn run on the following operating systems:

- 64-bit Windows 7.0 or later
- macOS 10.13 or later
- 64-bit Ubuntu Linux 20.04 or later

LightBurn does not require a powerful computer for most work, although more memory is helpful for designs with a lot of images. As with most things, a faster computer will make it easier to work with large images or complex graphics.

#### Support for older operating systems

Previous versions of LightBurn going back to version 0.6 are archived on [our website](#).

- macOS users running versions older than 10.13 should download [LightBurn 1.6.03](#), which supports macOS 10.11 or newer.
- Users limited to 32-bit versions of Windows should download [LightBurn 1.5.06](#), which is the final 32-bit release of LightBurn.
- Ubuntu 18.04 users unable to upgrade to a more recent operating system should download [LightBurn 1.2.01](#), which is the last release compatible with Ubuntu 18.04.
- LightBurn 1.7 will be the final LightBurn version available for both Linux and macOS versions prior to 11.

### 4.3.2 Download LightBurn

To ensure you get the most recent version of LightBurn, download LightBurn directly from the Download / Trial page at [lightburnsoftware.com](#). On this page, you'll find links to download the current version of LightBurn, as well as links to previous versions of the software and public beta versions.

When you've completed the download, you should see the file in your "Downloads" folder or a manually selected folder.

### 4.3.3 Installation Directions.

Choose your operating system below for additional installation help.



Click **Next**, then click **Install** to begin the installation process. When it completes, you'll see the following screen with options for installing drivers, viewing the change log, and launching LightBurn.



#### Installing Drivers

If you have never installed LightBurn on this computer before, you might need to install drivers. This is not necessary when updating an existing installation.

- The FTDI driver is mostly used by DSP controllers, like Ruida and TopWisdom.
- The EZCAD2 driver is used by supported Galvo devices using EZCAD2 boards. Read more on our [Galvo Installation](#) page.

Start LightBurn however you usually do to begin using the software.

## macOS Installation

### macOS Installation

#### Installing on M1 or newer Macs

To install LightBurn on an ARM-based Mac (using an M1 chip or later), you must have [Rosetta](#) installed.

In most cases, Rosetta is automatically installed on ARM-based Macs, and manual installation is unnecessary. If Rosetta is not installed, you'll be prompted to install it when you attempt to open LightBurn.

Installation works the same way as most macOS software. After downloading the DMG file, open the file and drag LightBurn into your Applications folder.



## Notarization bypass for LightBurn 1.1 and earlier



Versions before 1.2 were not notarized to be recognized by your computer as coming from a trusted developer. If you installed an older version, you'll need to follow the steps below the first time you run LightBurn:

1. Open a Finder window.
2. Browse to the **Applications** folder.
3. Right-click or two-finger tap the LightBurn icon.
4. Choose **Open** from the menu.
5. When macOS asks if it should open the program, say yes to add an exception allowing your computer to run LightBurn normally. Once this is done, you will not need to repeat the process unless you reinstall LightBurn.

*Video walkthrough*

## Ubuntu Linux Installation

### Linux Installation

#### ADDITIONAL COMPATIBILITY INFORMATION

LightBurn is tested on Ubuntu Linux, and current releases are officially supported on Ubuntu 20.04 and 22.04.

- Ubuntu 18.04 users unable to upgrade to a more recent version should download [LightBurn 1.2.01](#), the last release compatible with their operating system.
- Ubuntu 20.04 users can use any of the installation methods described below.
- Ubuntu 22.04 users will need to use the AppImage to run LightBurn.

## AppImage

#### USING APPIMAGE

LightBurn is now available as an AppImage for easier setup and increased compatibility. To use the LightBurn AppImage:

1. Download the AppImage file.
2. Add the user to the dialout and tty groups.
3. Make sure libfuse is installed.
4. Make the file executable.
5. Double-click the AppImage file to run it.

#### Add User to Dialout and TTY

### Info

In the command below, \$USER doesn't need to be replaced with your username. It's a standard system variable, and if entered exactly as shown below will automatically refer to the logged-in user's username.

Open a terminal and run the following command. When complete, be sure to log out and log back in to refresh permissions:

```
sudo adduser $USER dialout && sudo adduser $USER tty
```

#### Install libfuse

Ubuntu 22.04 does not have the FUSE library, which prevents AppImage from working as expected. To install the library, use the following command in the terminal:

```
sudo apt install libfuse2
```

#### Graphical method to make the AppImage file executable:

1. Right-click on the .appimage file.
2. Select **Properties**.
3. Go to the **Permissions Tab**.
4. Check the **Allow executing file as program** box.

#### Command line method:

Replace <AppImage File> with the actual .appimage file and run the following:

```
chmod u+x <AppImage File>
```

#### AppImage Troubleshooting

- Make sure you've logged out and back in after adding the current user to the dialout and tty groups.
- If you're having trouble with the AppImage, you may find this guide from itsfoss.com useful: [itsfoss.com/cant-run-appimage-ubuntu/](https://itsfoss.com/cant-run-appimage-ubuntu/).
- Our [support team](#) is also available to help. When reaching out to support, please include in your message that you're using AppImage on Linux, and which Linux version you're using.

## Traditional Installation

### USING .RUN OR .7Z INSTALLER



In step 1 below, \$USER doesn't need to be replaced with your username. It's a standard system variable, and if entered exactly as shown below will automatically refer to the logged-in user's username.

1. Open a terminal and run the following command:
2. `sudo adduser $USER dialout && sudo adduser $USER tty`
3. **IMPORTANT!** Log out and log back in (this refreshes the permissions we just added).
4. Download the Linux 64-bit version, either the `.run` file or the `.7z` file and follow the appropriate steps below.

`.run` installer

1. Open your terminal and `cd` to the directory you downloaded the file to.
2. Run `bash ./LightBurn-Linux64-v*.run`
3. It will now automatically install and create a program listing in your desktop environment.

`.7z` installer

1. Extract the folder wherever you want LightBurn to exist.
2. Right click `AppRun` → Properties → Permissions → "Allow executing file as program"
3. Double-click `AppRun` inside your LightBurn folder.

← Previous: Identify Your Laser

Next: Add a Laser →

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

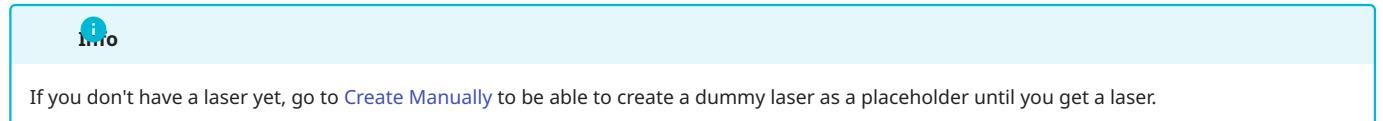
[get-started](#) [help-and-software-questions](#)

## 4.4 Find My Laser

### ⚠ Consult Manufacturer Instructions

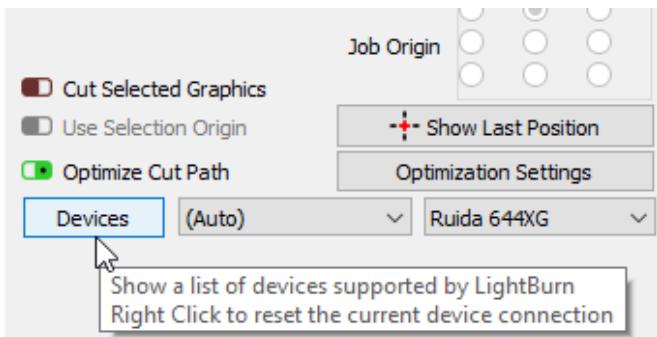
Always consult the documentation that came with your laser, or the manufacturer's online resources, before beginning the device setup process. Some manufacturers provide [settings bundles](#), [importable device profiles](#), or special setup instructions that are necessary to fully utilize their machines with LightBurn.

Quickly add a new laser to your list of devices with the **Find My Laser** wizard.

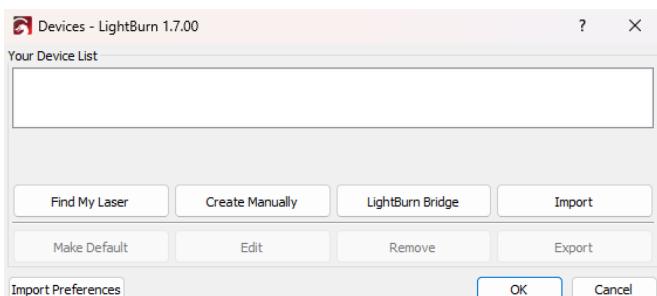


### 4.4.1 Automatically Add a Laser to LightBurn

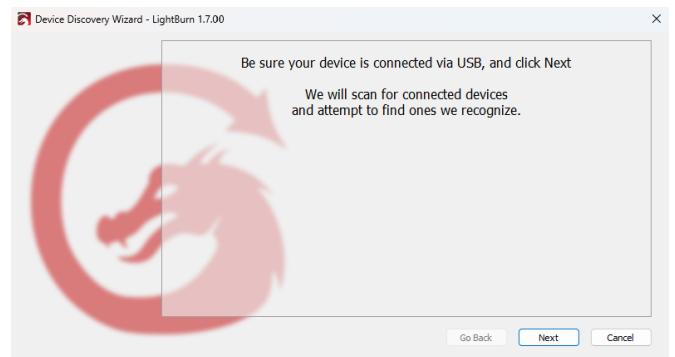
1. Make sure that your laser is powered on and connected by USB cable to a computer running LightBurn. Wait for the laser to complete any power-on moves, like homing, before continuing.
2. Click on the **Devices** button in the [Laser Window](#), found in the lower right-hand corner of the program window by default, to open the **Devices** window.



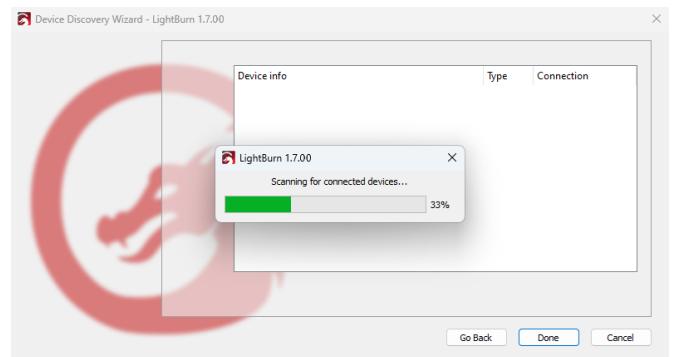
3. Click the **Find My Laser** button to launch the **Device Discovery Wizard**.



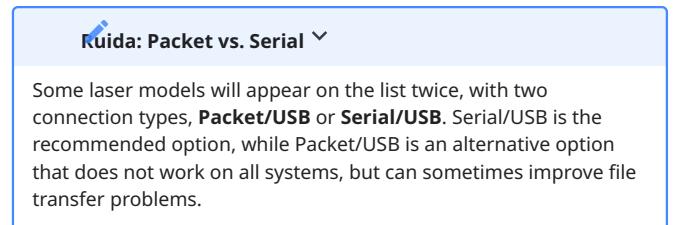
4. Click the **Next** button to begin scanning for connected devices.

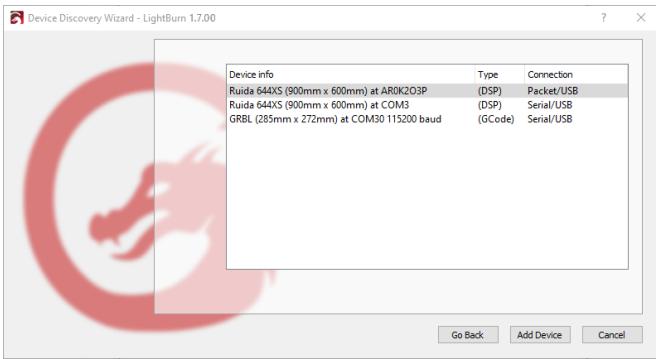


5. A new window will open showing the progress of scanning for USB-connected devices.



6. The Device Discover Wizard will display a list of recognized devices. Select your laser from the list and click **Add Device**.





### Warning

If your laser wasn't found automatically, see [Troubleshooting](#).

If you don't have a laser available to connect, you'll need to [manually create a device profile](#).

[Manually Create Profile ➔](#)

### Note

Some lasers require additional information in order to complete the setup process. Continue below.

## 4.4.2 Additional Hardware-Specific Instructions

### GCode Devices

#### GCode Devices

- Set the machine origin. Nearly all GCode systems use the **Front Left** corner as the origin, regardless of where they home to. If you select the incorrect origin, your output will be **flipped or mirrored** — you can correct the origin later in [Device Settings](#).
- Enable **Auto "home" your laser on startup** if your machine has homing or limit switches, to automatically send your laser a homing command each time the device has been connected.

### Warning

If your laser does not have homing switches, leave **Auto-home** off.

If you see **Error: 9** in the [Console Window](#) later, it means you've enabled this feature but your machine is not equipped or configured for homing. You can disable Auto-Home later in [Device Settings](#).

- Select **Next** to continue.

Where is the origin of your laser?  
(Where is X0, Y0?)

Rear Left   Rear Right  
Front Left   Front Right

Auto "home" your laser on startup?

- Click **OK** in the [Devices](#) window to exit and save the new device profile.

### Note for X-Carve and Shapeoko Users

Some GCode controllers used on X-Carve or Shapeoko devices may need specific configuration settings. If your device is not listed, click **Other**, and refer to manufacturer documentation for machine-specific parameters.

[Next: Connecting to the Laser ➔](#)

**DSP Devices**

### DSP Devices

- Set the machine origin. For DSP lasers, the machine's origin is the same as the location it homes to when it first starts up. If unsure, select the **Rear Right** corner, as most DSP controllers follow this convention. If you select the incorrect origin, your output will be **flipped or mirrored** — you can correct the origin later in [Device Settings](#).
- Select **Next** to continue.
- Click **OK** in the [Devices](#) window to exit and save the new device profile.

**Next: Connecting to the Laser ➔**

**Galvo Devices**

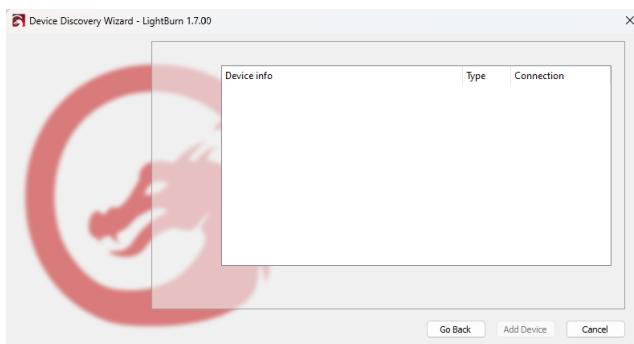
### Galvo Devices

When adding a Galvo device, LightBurn will ask you to import the machine-specific configuration file from your EZCAD2 setup or installation drive. Navigate to the location it's saved and select the file to import crucial device settings. See [Add a Galvo Laser](#) for more information, including what to do if the configuration file is not available.

**Video: Galvo Setup Guide**

**Next: Add a Galvo Laser ➔**

## 4.4.3 Troubleshooting



If LightBurn can't find your laser, it could be for a number of reasons:

- **Missing drivers:** Install your laser-specific drivers and software. Even if you don't plan to use their software, many device manufacturers include the necessary drivers that are not included with LightBurn.
- Ruida controllers use an FTDI driver available as part of the LightBurn [installation](#) process. Re-install LightBurn and select the box for the FTDI driver at the end of the process to install the driver — no LightBurn settings will be lost in the re-installation process.
- Galvo devices require a LightBurn-specific driver. Re-install LightBurn and select the box for the EZCAD2 driver at the end of the process to install the driver — no LightBurn settings will be lost in the re-installation process. See [Galvo Driver Installation](#) for more information.
- Most diode lasers require the CH340 driver, available [here](#).
- See [Troubleshooting: Drivers](#) for more information.
- **Can't connect:** Only one application can talk to your laser at a time. If you run other software, like RDWorks, Easel, Carbide Create, AutoLaser, or LaserCAD, make sure that software is not running when running LightBurn.
- **Networked device:** Network-connected lasers cannot be automatically connected. Follow the steps in [Create Manually](#) to set up your device.
- **Marlin controller:** Marlin controllers have a variety of baud rates and configuration options. They take significantly longer to reset than most other controllers, making them incompatible with [Find My Laser](#). Follow the steps in [Create Manually](#) to set up your device.

**◀ Previous: Install LightBurn ➔**

**Didn't work?**

**Next: Connect to the Laser ➔**

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[add-device](#) [beginner](#) [connection](#) [create-device](#) [devices](#)  
[hardware](#) [homing](#) [name](#) [new-device-wizard](#) [origin](#)  
[settings](#) [work-area](#) [work-size](#)

## 4.5 Create Manually

### ⚠ Consult Manufacturer Instructions

Always consult the documentation that came with your laser, or the manufacturer's online resources, before beginning the device setup process. Some manufacturers provide [settings bundles](#), [importable device profiles](#), or special setup instructions that are necessary to fully utilize their machines with LightBurn.

If you need to add a laser that isn't connected to your computer or is connected over a network, you can create a device profile manually.

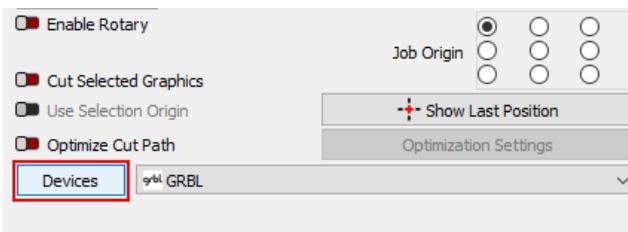
### ❓ What if I don't have a laser yet?

If you don't have a laser, use the **No Machine** device type to create a placeholder device of any size you want.

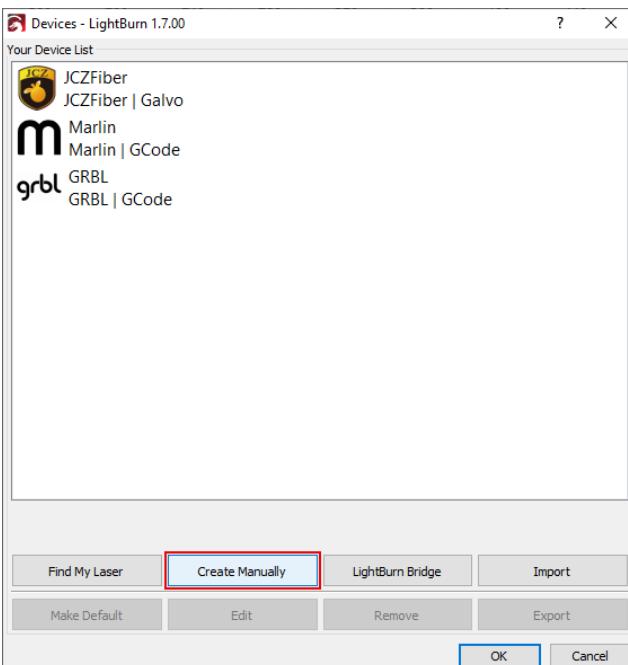
### 🔥 LightBurn Without a Laser

#### 4.5.1 First Steps

Start by clicking the **Devices** button in the [Laser](#) window to open the **Devices** window.



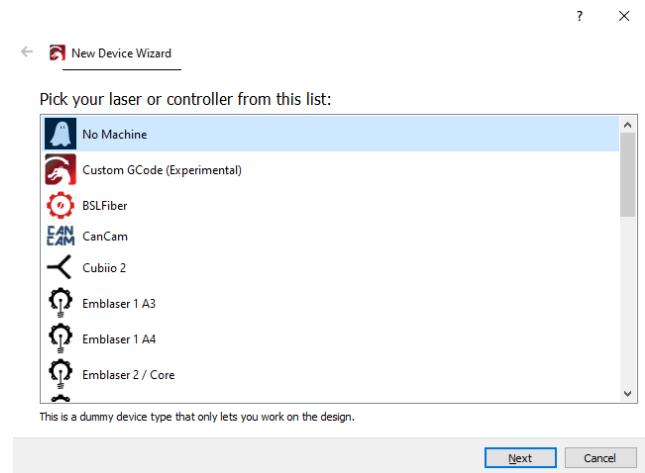
Click the **Create Manually** button in the Devices window to open the **New Device Wizard**.



#### 4.5.2 New Device Wizard

##### Device Type

On the first page of the **New Device Wizard**, you'll see a list of controllers and types of firmware supported by your version of LightBurn.

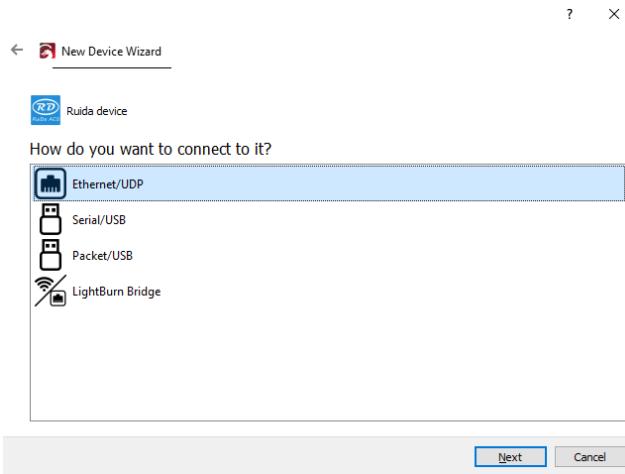


- If you don't have a device to connect yet, choose the **No Machine** type to move ahead with using the software.
- The **Custom GCode** device type allows you to create custom templates for generating GCode. This won't be necessary for most users, but if you have a custom machine or purchased a machine from a vendor using non-standard GCode, go to [Custom GCode](#) to learn more.
- All other options refer to specific controllers or types of firmware. If you are unsure what type of controller or firmware your laser is using, consult your laser's manufacturer.

After choosing the correct device type for your laser, click **Next**.

## Connection Type

The next step is choosing how you connect to your laser. The choices you see will depend on the type of connection methods supported by your controller and LightBurn.

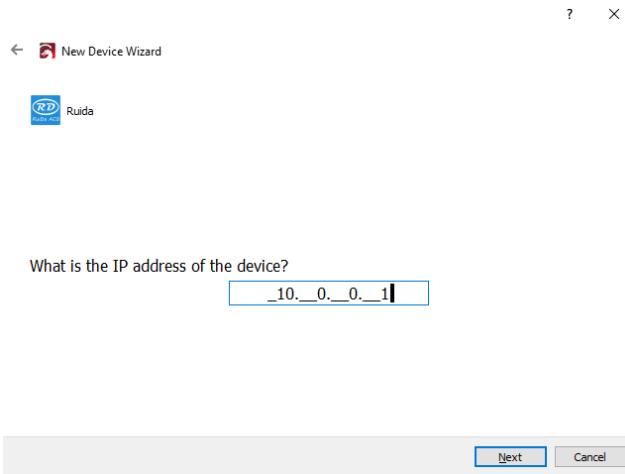


- **Ethernet/UDP or Ethernet/TCP** is used for both wired and wireless network connections.
- See [Connecting via Ethernet to Ruida Controllers or GRBL Network Connection](#) for more information.
- **Serial/USB** is the most common connection type, used for direct USB connections.
- **Packet/USB** is an alternative option for Ruida controllers only, which uses a built-in driver, similar to RDWorks. This option can be inconsistent on some systems, and is best not to use unless you're having issues with a Serial/USB connection.
- **LightBurn Bridge** is used to connect to a [LightBurn Bridge](#). This option is available for Ruida controllers only, and if this is your first time setting up a Bridge, it's best to use the [Bridge Discovery Wizard](#) instead of [Create Manually](#).

After selecting your connection method, click **Next**.

### ETHERNET AND LIGHTBURN BRIDGE — SET IP ADDRESS

If you selected **Ethernet/UDP**, **Ethernet/TCP**, or **LightBurn Bridge** as your connection type, you'll need to enter the device's IP address on your local network.

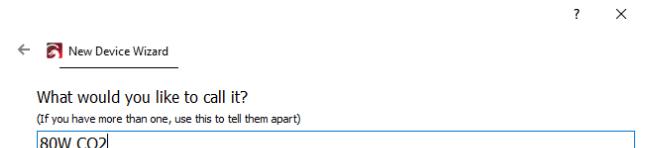


After setting the IP address, click **Next**.

## Name and Work Area Size

You can give your laser a custom name, which is often useful if you have more than one, or just leave it as is.

You *must* set the size of the work area for your laser so that LightBurn can customize the [Workspace](#) to match the laser's working dimensions. If you don't know the exact size, you can change this later in the [Device Settings](#) window.

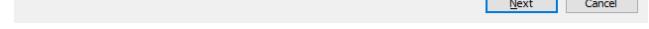


### What are the dimensions of the work area?

(The lengths, in mm, of the X and Y axis of your laser)

X Axis Length [800] mm

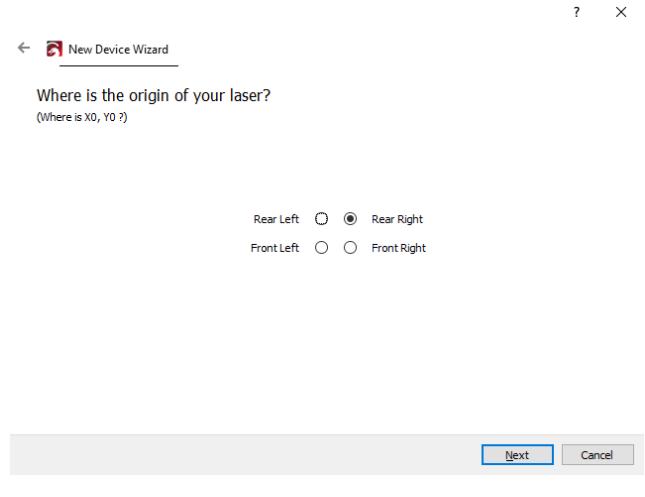
Y Axis Length [600] mm



After naming and entering your machine's dimensions, click **Next**.

## Laser Origin And Homing

The **Origin** setting is your laser's 0,0 point — where the X & Y Axis both meet and begin. If you get this wrong, you can change it later in the [Device Settings](#) window.



- With a few exceptions, the Origin for GCode lasers is almost always the bottom left.
- If you have a DSP laser, set the Origin to the location the laser homes to when it first powers on.
- If you are unsure about your laser's Origin point, consult your laser's manufacturer.

- The Origin also controls the orientation of output to your laser — if it's wrong, output to your laser may be [mirrored or upside down](#).

If you have a GCode based system, you'll see the option to send the homing command each time LightBurn first connects to your laser. You can change this setting later in the Device Settings Window.

Rear Left   Rear Right  
 Front Left   Front Right

Auto "home" your laser on startup?

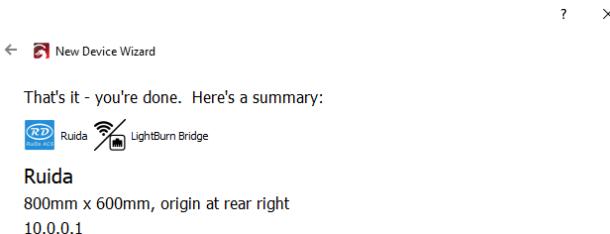
### Warning

If your laser does not have homing switches, leave this off.

After setting the Origin, click **Next**.

### Review Settings

The final page will show you a summary of your choices. You can click **Back** to return to a previous step and fix anything if necessary, or click **Finish** to create the new device entry.



Click "Finish" to add the new device.

### 4.5.3 Confirming Device Creation

Click **OK** to save and confirm the creation of the new device. You'll return to the **Devices** window once you've exited the **New Device Wizard**.

If you click **Cancel** or click the window close button, all the changes you have made in the Devices window will be discarded — including creating the new device.

[← Previous: Add a Laser](#)

[Next: Connect to the Laser →](#)

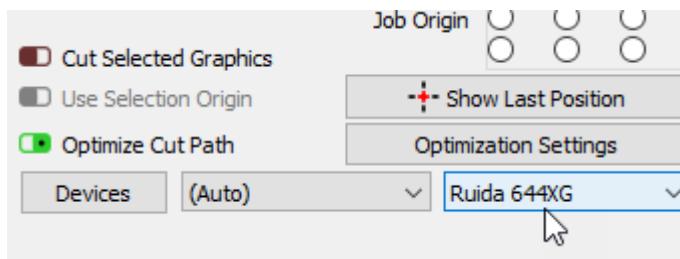
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

Ethernet LightBurn-Bridge add-device beginner  
 connection create-device devices hardware homing  
 ip-address name new-device-wizard origin settings  
 work-area work-size

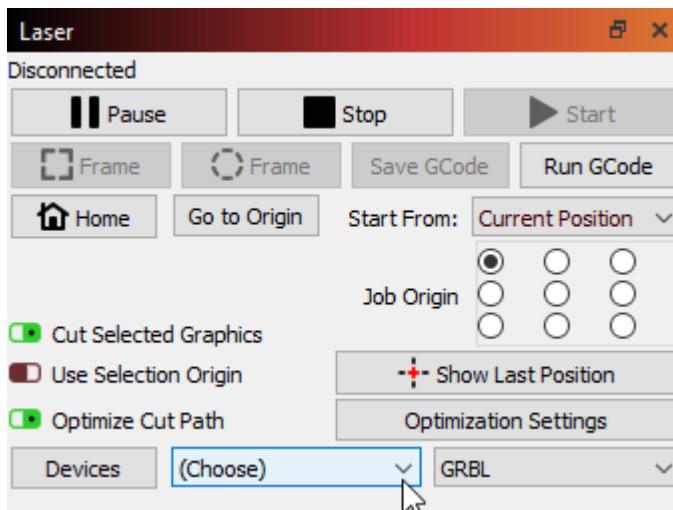
## 4.6 Connecting to the Laser

Once a laser has been added to LightBurn, it should appear in the list of devices to the right of the **Devices** button in the Laser Window. If you only have a single laser, it will be automatically chosen for you.

If you have more than one laser set up, you might need to select the one to connect to by clicking here:



Depending on the type of controller you have, you might have to manually choose the port that the laser is connected to, by clicking where you see **Choose** in the Laser Window:



As long as your laser is connected to the same communication port, LightBurn will reconnect when you re-start. If you reboot your computer, or plug the controller into a different USB port, you might need to re-select it.

If you see the *(Choose)* as shown above, you need to select the port. If no ports are listed in the drop-down, it means that no devices were found, which could mean that it is not plugged in correctly, isn't powered, or you're missing a driver.

If your laser disconnects for some reason, or enters an alarm state and needs to be reset, you can quickly re-connect by right-clicking the **Devices** button in the Laser Window.

### 4.6.1 Troubleshooting

If you're having trouble connecting to your laser, see [Connection Troubleshooting](#) for help. Linux users should also visit [Linux Troubleshooting](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[connection](#) [get-started](#)

[← Previous: Add a Laser](#)

[Next: First Project →](#)

## 4.7 Add a Galvo Laser

### ⚠ Consult Manufacturer Instructions

Always consult the documentation that came with your laser, or the manufacturer's online resources, before beginning the device setup process. Some manufacturers provide [settings bundles](#), [importable device profiles](#), or special setup instructions that are necessary to fully utilize their machines with LightBurn.



When adding a Galvo device, LightBurn will ask you to import the machine-specific configuration file from your EZCAD2 or SEACAD installation drive or an existing installation. If you don't have this file, you can also use [manual entry](#) to configure your laser with settings provided by the manufacturer.

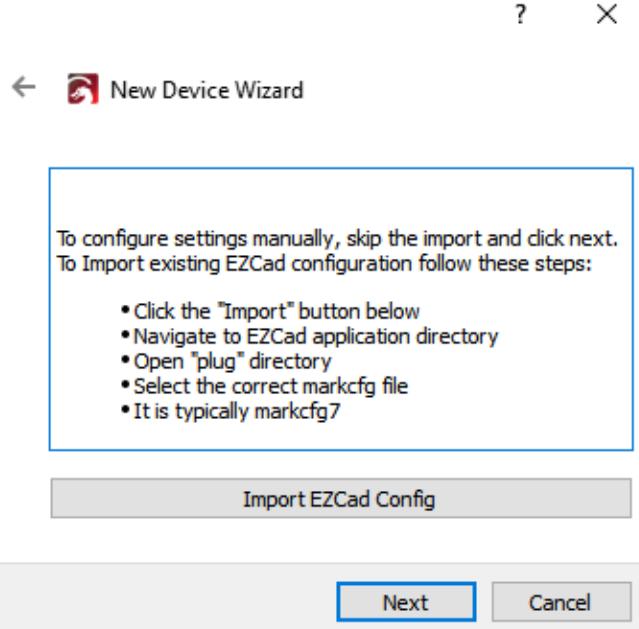
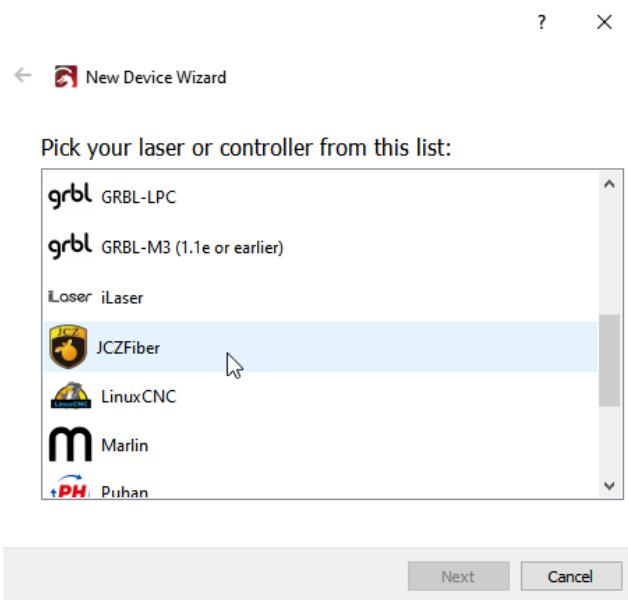
It's a good idea to set up a new device profile for each lens you have, because changing lenses will affect many parameters. You can duplicate a device after setting it up by right-clicking on it in the **Devices** window and choosing **Duplicate**. This is the easiest way to add a new profile while keeping the settings, so you only have to update parameters that change with the lens.

See [Changing a Galvo Laser Lens](#) for more information.

### 4.7.1 Import Settings

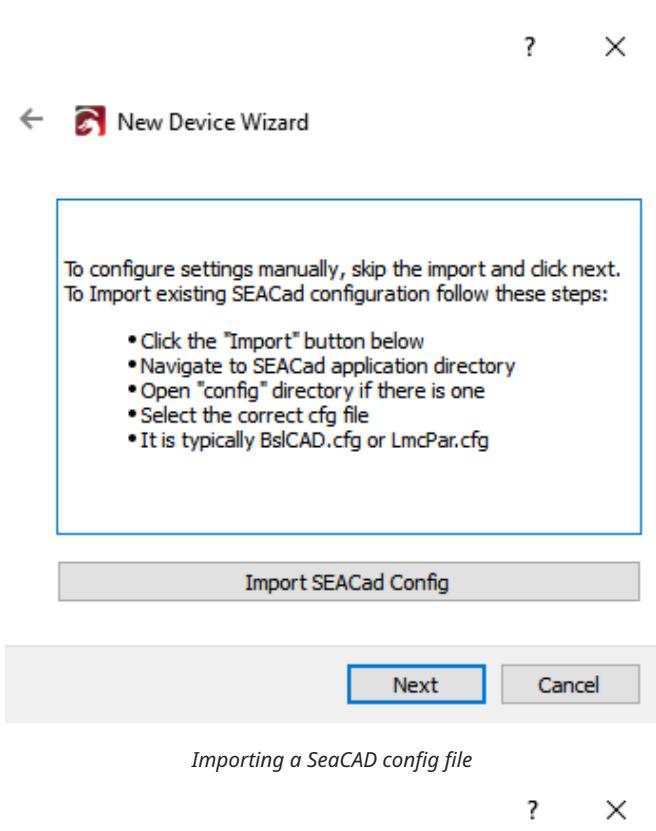
Follow the directions in [Find My Laser](#) to begin the process of adding your Galvo laser. Your laser should be detected as **JCZFiber** (for EZCAD2 devices) or **BSLFiber** (for SeaCAD devices). Select the appropriate device and connection type – USB is currently the only supported type for Galvo devices – and continue with the process.

See the window in LightBurn for additional details on where to look for the file.



The **New Device Wizard** will ask you to import a configuration file. The name and expected location will vary depending on the type of Galvo laser you've selected:

- For JCZFiber devices based on EZCAD2, the file is typically `markcfg7`.
- For BSLFiber devices based on SeaCAD, the file is typically `BsLCAD.cfg` or `LmcPar.cfg`.



Select your configuration file – typically found on the USB drive you received from the manufacturer – and click **Next**. LightBurn will show you a preview of the settings to be imported.

If you *don't* have a configuration file, click **Next** without selecting a file and you'll be able to [enter settings manually](#). If your laser's manufacturer didn't provide the necessary settings, please contact them for assistance.



If your markcfg7 file includes information about [Lens Correction](#), LightBurn will attempt to automatically import this for you. If your configuration file doesn't include this info, you'll need to manually enter it in [Device Settings](#) after finishing the New Device Wizard.

After entering the size of the work area and setting the name of the laser, you're ready to connect to your laser.

**← Previous: Add a Laser**

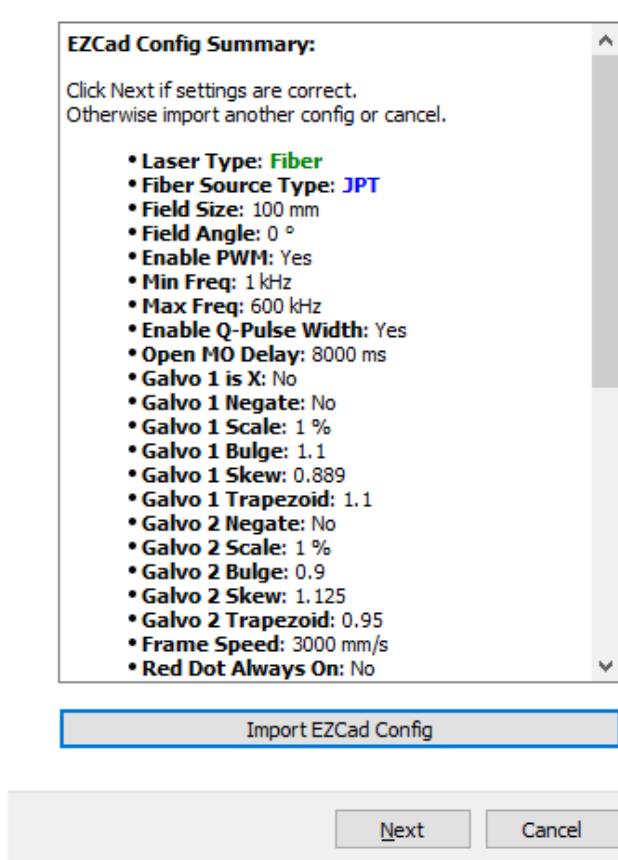
**Next: Next: Connect to the Laser →**

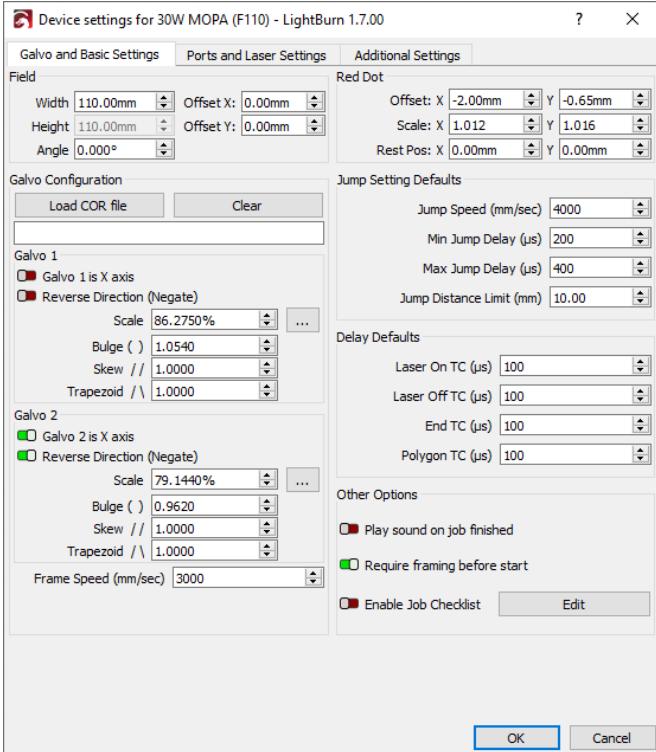
#### 4.7.2 Manual Add a Galvo

If your laser did not come with the settings on a USB drive or if you don't have the USB drive available, you may need to contact the manufacturer for settings. Galvo settings can't be found through trial and error, due to the complexity and variety of machine configuration. Settings that work on one laser may destroy another.

If your settings were provided on a card, in an email, or in any other way that doesn't work with the automatic importer, click **Next** when asked to import the EZCAD config to skip this step, and enter your settings manually after adding the laser.

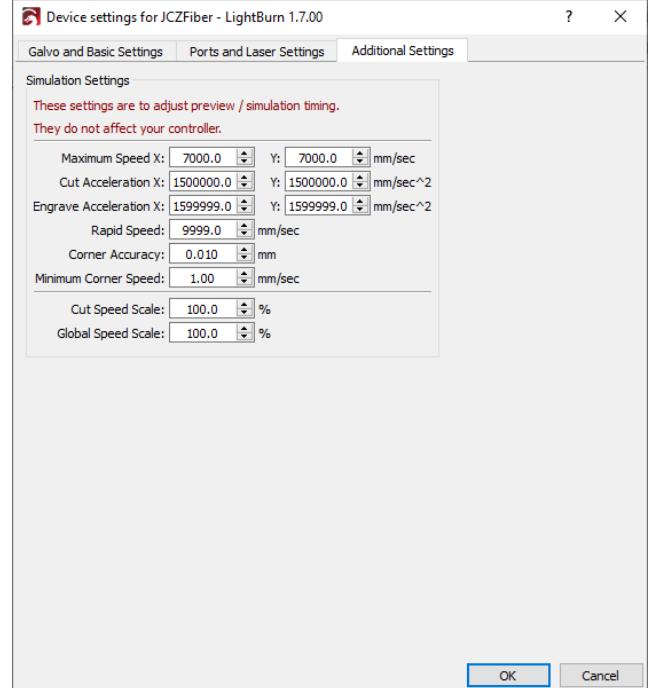
Go to [Edit → Device Settings](#) to open the **Device Settings** window. From here, you can manually enter the settings provided by the manufacturer in the [Galvo and Basic Settings](#) tab and the [Ports and Laser Settings](#) tab.





The Galvo and Basic Settings tab

Please note that when entering these settings manually, the Additional Settings tab needs to be updated with the correct information for the simulation in Preview to function correctly.

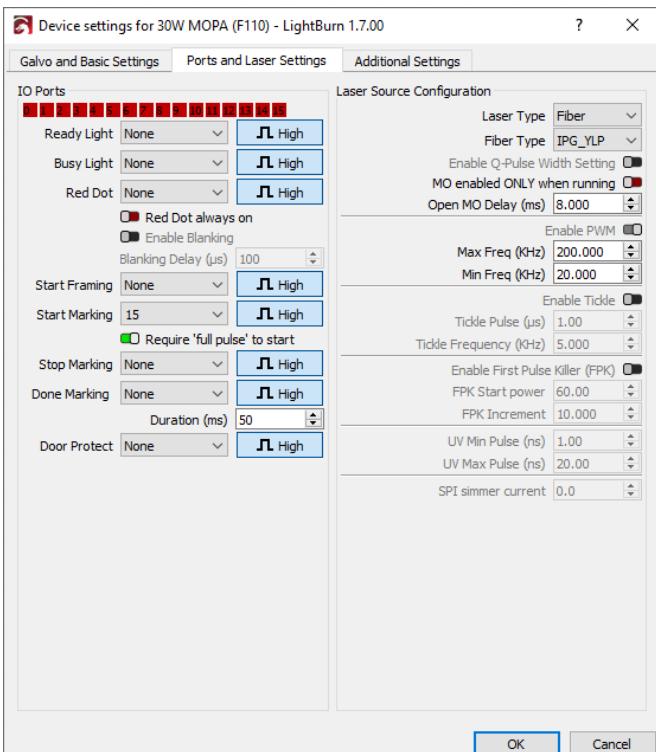


[← Previous: Add a Laser](#)

[Next: Next: Connect to the Laser →](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[LightBurn-Pro](#) [add-device](#) [configuration](#) [connection](#)  
[devices](#) [galvo](#) [hardware](#) [import](#)



The Ports and Laser Settings tab

## 4.8 First LightBurn Project

One of the best ways to learn to use Lightburn is to use it. We recommend following along with our laser-engraved QR Code WiFi coaster to start exploring LightBurn. By the end, you'll be familiar with LightBurn's user interface and general workflow, and you'll have a coaster your friends and family can scan to log into your WiFi network without needing to type anything in.

The video above shows the same project in an older version of LightBurn. The overall process is the same, but some tools will look a little different, and the QR Code tool is replaced by the [Bar Code](#) tool.

Before you begin, familiarize yourself with your laser and how to operate it safely according to manufacturer instructions. Never run your laser unsupervised.

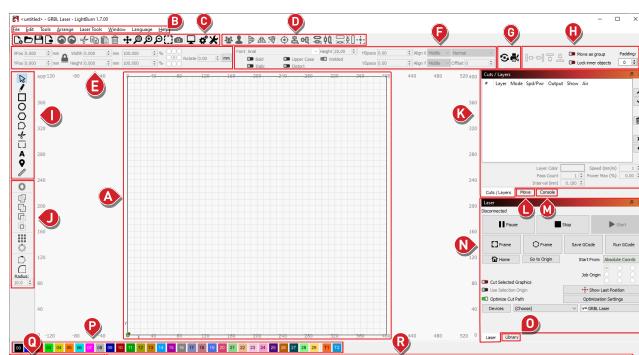
### 4.8.1 What You'll Need

- LightBurn [installed](#) on your computer.
- A laser [added to LightBurn](#).
- Suitable material for the coaster. Our video uses laser-safe plywood, but you can use any laser-safe material you have on hand if you don't have that available.
- Your WiFi information to enter into the QR Code.

### 4.8.2 LightBurn User Interface

Once LightBurn is installed and activated, you'll see LightBurn's [Main Window](#). You can click on the image below to find out more about any of the highlighted portions of the screen.

Before you begin, we recommend that you make sure [Beginner Mode](#) is active. If it is, you'll see ([Beginner Mode](#)) in the title bar of the LightBurn window. You can turn on Beginner Mode by going to [Edit → Settings](#) and turning on the setting for [Beginner Mode](#).



Your LightBurn window may not match the screenshot exactly. LightBurn's user interface changes depending on [what type of laser](#) is selected and whether [Beginner Mode](#) is active.

### 4.8.3 Designing Your Coaster

#### Moving Around the Workspace

As you're working on this project, you'll probably want to [Zoom In](#) occasionally to take a closer look at your design. Scroll up and down with the scroll wheel on a mouse – or use the equivalent gesture on a trackpad – to zoom in and out.

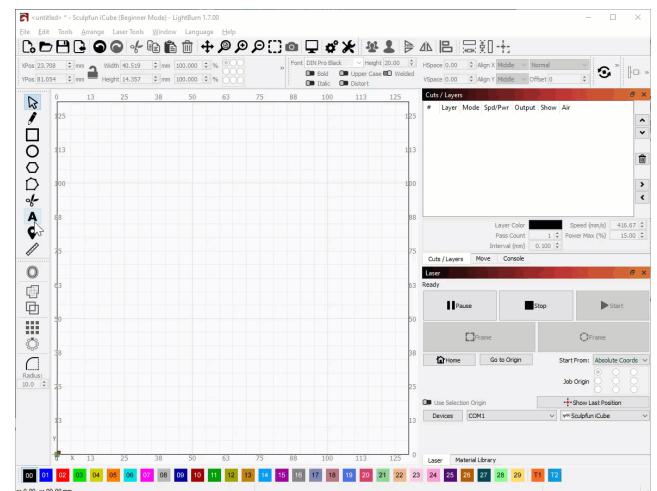
When you're zoomed in, you might not be able to see the entire workspace on your screen. You can [Pan](#) by holding down the scroll wheel or the [Space](#) bar while moving the mouse.

You can always use [Zoom to Page](#) with the shortcut [<sup>^ Ctrl</sup> /](#) [<sup>⌘ Cmd</sup> + 0](#) to reset the zoom level to show the entire [Workspace](#).

The [Zooming and Panning](#) page describes those tools in more detail.

#### Create Text

You're going to start by creating text to engrave onto your coaster.



1.



Click on the [Text](#) tool in the [Tools Toolbar](#).

2. Click in the [Workspace](#) to place a cursor and type something out. Our demo coaster will say "WiFi", since that's what the QR Code will be for.

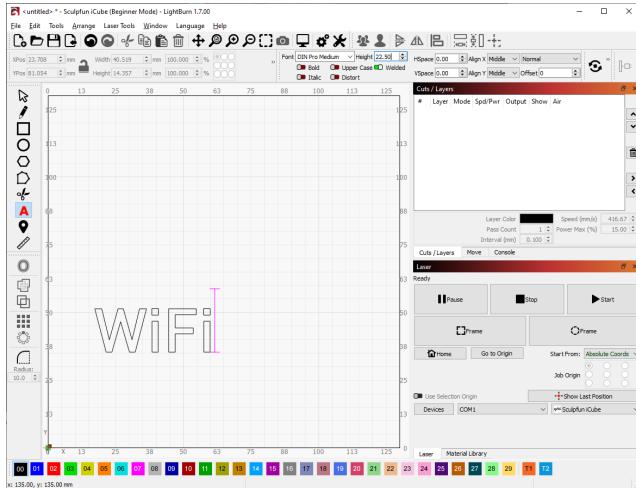
3. Find the **Text Options Toolbar** near the top of the screen above the Workspace. When you have text selected, this toolbar becomes active, and provides several options for modifying the selected text. For this project, try the following steps:

- Select a font you like from the **Font** dropdown. LightBurn can use any font installed on your computer.
- Adjust the size with the **Height** box.

4. When you're done typing, return to the **Select** tool by pressing

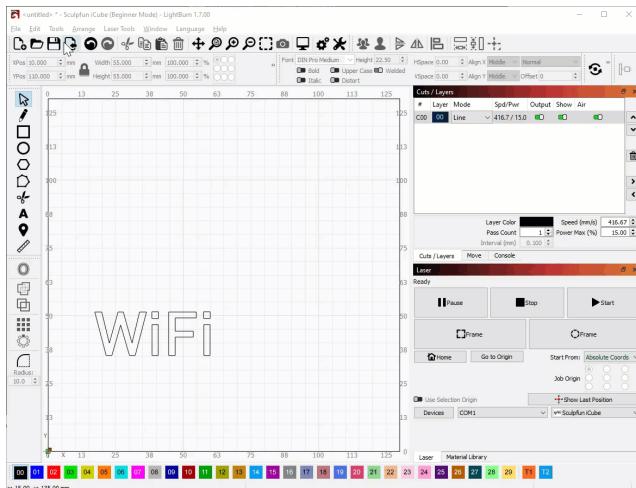


or clicking the cursor icon in the Tools Toolbar. You can come back and edit the text later by double-clicking it with the Select tool active.



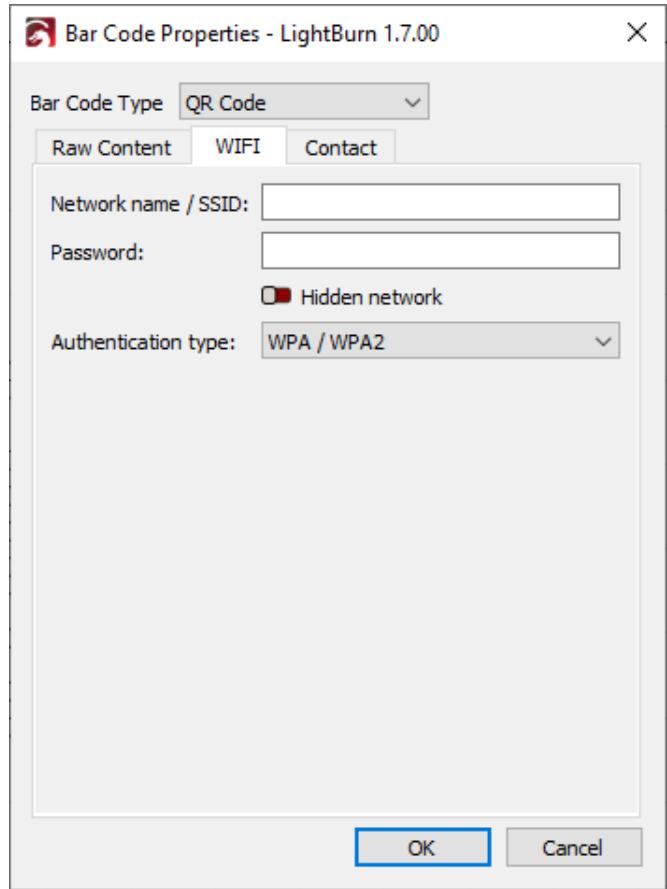
### Create a QR Code

LightBurn has a built-in **Bar Code** tool, which can generate QR Codes as well as a variety of other scannable codes. You'll use this to generate a QR Code that automatically logs someone into your WiFi network.



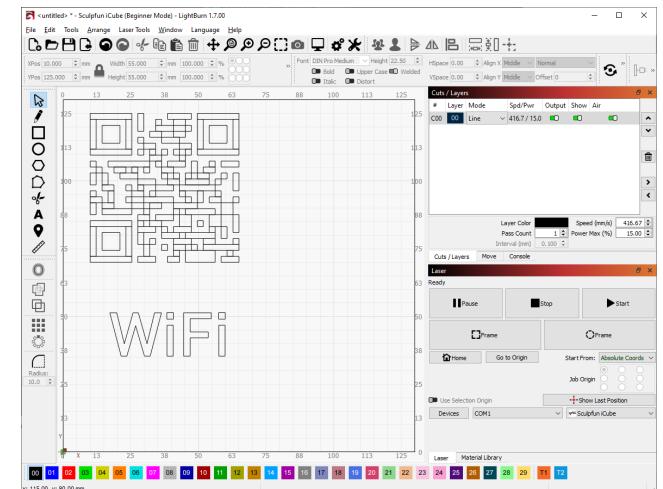
1. Go to **Tools** → **Create Bar Code** to open the Bar Code tool. You'll see the cursor change to a QR Code. Click and drag in the **Workspace** to set the initial size of your QR Code and start creating it. Put it somewhere near where you want it — you'll improve the placement in the next step.

2. Make sure the **Bar Code Type** is set to **QR Code** and click on the **WIFI** Tab.



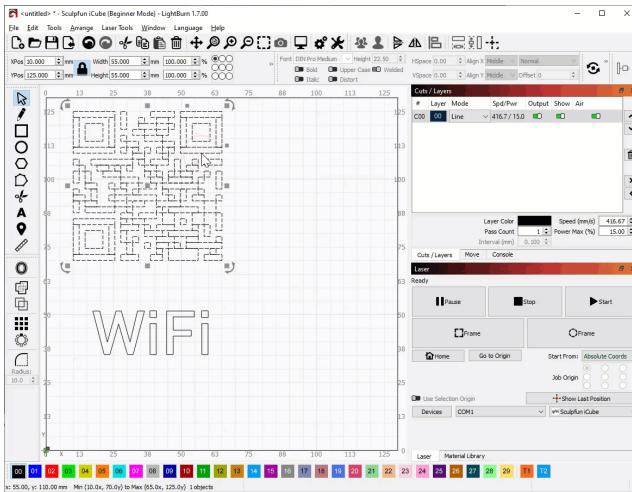
3. Enter your WiFi login info into the window – be very careful with your spelling and capitalization – and click **OK** to create the QR Code.

4. Adjust the size with the **Width** and **Height** boxes in the **Numeric Edits Toolbar**. Make sure the **lock icon** is closed so the code's aspect ratio is maintained as you make adjustments, and it doesn't get distorted. Enter a size into either Width or Height — somewhere between 40 and 60 mm is generally a good size.



## Aligning and Grouping

Now that you have text and a QR Code, you'll want them to line up nicely. This is a great opportunity to try out the [Align](#) and [Group](#) tools.



### Alignment Tools Option?

New LightBurn installations start in [Beginner Mode](#), which simplifies the user interface by hiding less-used options. Beginner Mode combines all of LightBurn's alignment tools into the [Align Tools Helper](#).

If you aren't in Beginner Mode, go to [Arrange](#) → [Align](#) → [Align V-Center](#) for this step, or enable Beginner Mode in your [Settings](#).

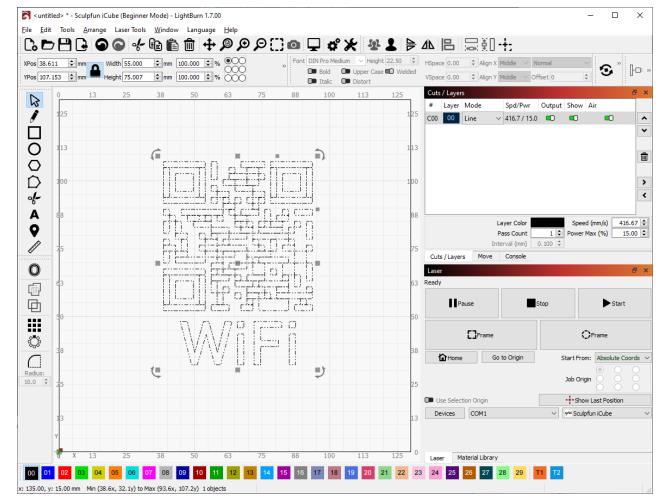
1. Make sure you have the [Selection](#) tool active by clicking on the

icon or pressing .

2. Select the QR Code by clicking on it. Drag to place it where you want it relative to the text. You can quickly spot selected objects by looking for the animated "marching ants" pattern on the outline of the shape.
3. With the QR Code still selected, hold down the key and click on the text to select that as well.
4. Go to [Arrange](#) → [Alignment Tools](#) to open the [Align Tools Helper](#), which will preview different alignment options as you hover over

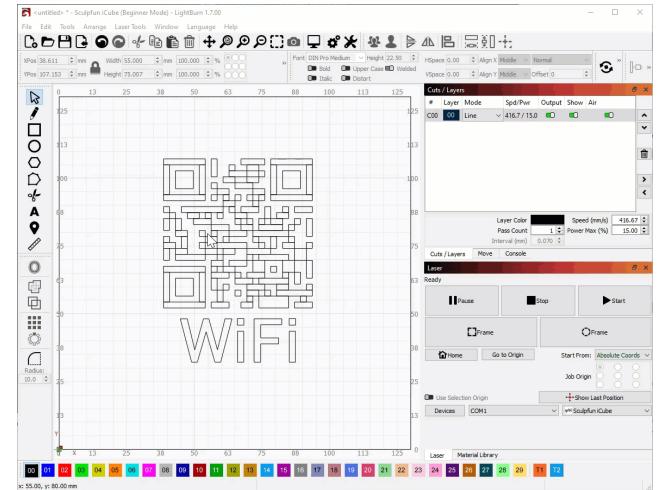
them. Use the bottom **Align Centers** button to vertically center both shapes.

5. With both objects still selected, press / + to [Group](#) them. This way both shapes will move together without having to remember to select them both. To move them individually, you'll need to [Ungroup](#) them by selecting them and pressing / + .



## Layer Modes

Now we'll preview your design and edit your cut settings. We'll be introducing the [Preview](#) function and the [Cuts / Layers Window](#).

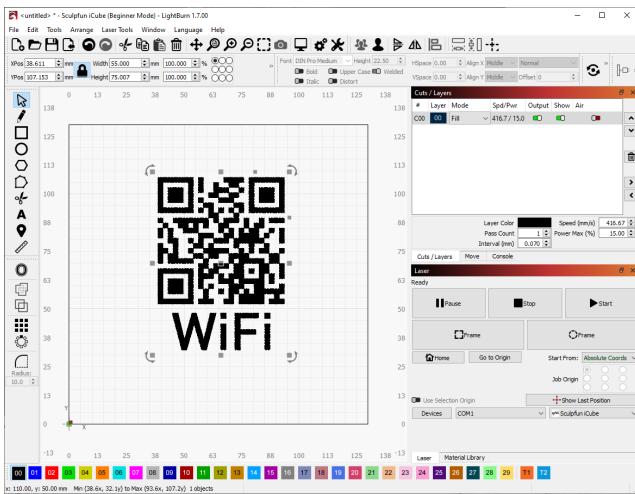


### View Styles

LightBurn offers **Wireframe** and **Filled** options for the **View Style**. After setting Layer 0 to Fill, if you don't see the shape filled in, you can use / + to toggle between Wireframe and Filled view styles. Read more at [View Style Types](#).

1. Open the [Preview](#) window with / + . This window shows your design as it will be sent to the laser, and can even simulate the engraving to estimate time and visualize what the laser will be doing. Try pressing play to see how it works.
2. By default, your design will be on Layer 00 and set to **Line Mode**, which means the laser will trace the outside of the shapes rather than filling them in. Click on the dropdown under **Modes** and select **Fill**. Next to **Speed** and **Max Power**, set appropriate speed and power settings for the material you're using. Check your laser's user guide for recommended settings.
3. Turn off the **Air** toggle to disable air assist for this layer. It's helpful for cutting, but less useful for engraving.

4. Prévisualisez à nouveau la conception et vous devriez voir la conception remplie au lieu d'être soulignée.

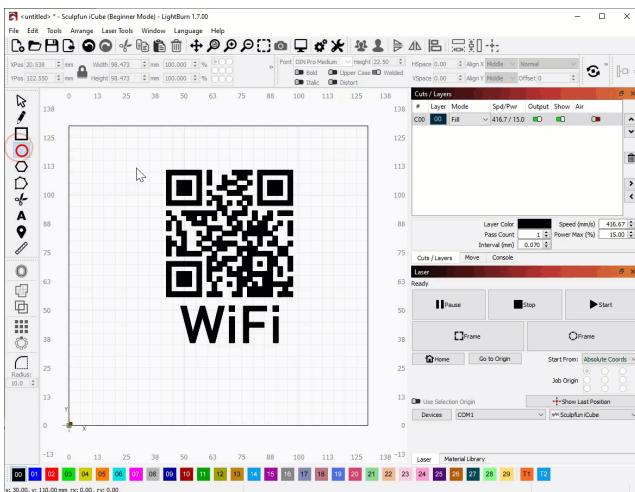


### Create a Decorative Border

With the QR Code and text ready to engrave, we'll move onto a different style of engraving.

When you set Layer 00 to **Fill**, the preview shows that the laser will move back and forth over the area to engrave, very much like printing on paper. A raster engraving like this is the most common way to engrave, but you can also engrave (or score) in **Line Mode** by using a lower power and higher speed than you would use to cut through the material. This tends to be faster and produce cleaner results on thin lines than a raster engraving. It's particularly effective with [single line fonts](#).

### DRAW AND POSITION THE CIRCLE



- Select the **Ellipse tool** from the **Tools Toolbar**.
- Click near the top left of your QR Code and text to start drawing the circle. Drag toward the bottom right, holding down the **Shift** key as you go to keep the width and height the same, and then release to draw the circle. Don't worry too much about the exact size and position yet.

3. Press **Esc** to exit the Ellipse tool. This should leave the circle you just drew selected. Hold down the **Shift** key and click to select the Grouped text and QR Code as well.

4. Center the circle around the rest of your design by going back to **Arrange** → **Alignment Tools** and choosing **Align Center**.

5. If you need to adjust the size of the circle, use the **Width** and **Height** boxes in the **Numeric Edits Toolbar** to adjust. You may need to repeat Step 4 after doing this.

### LAYERS AND CUT SETTINGS

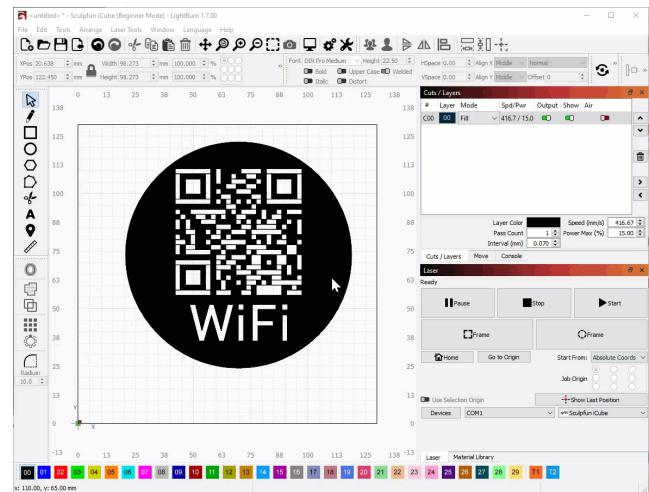
#### Always pay attention to units of distance and time when entering Speed settings

When entering **Speed** values recommended by your laser's manufacturer or other LightBurn users, make sure to use the *same units of distance and time as those from the recommendation*, or to convert the values to your preferred units.

A given number of **millimeters per second** is *much* faster than that same number in **millimeters per minute**. Mixing up units can lead to [reduction in power output](#) due to unexpectedly high speeds, or excessive power output — and even fire — due to unexpectedly slow speeds.

Change your [displayed units](#) in the **Units and Grids** tab of the **Settings** window. LightBurn automatically converts any existing values when you switch between units.

Right now, your circle is on the same layer as the QR Code and text. This means it'll be filled in like them as well. We'll need to move it to a different layer and give it its own cut settings.



#### My design is reversed!

A filled shape inside of another filled shape will act as a cutout, similar to a donut hole. We'll fix this in a moment.

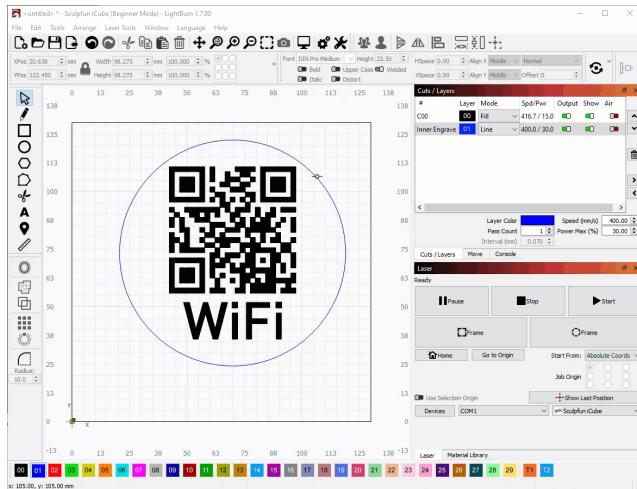
- Make sure the circle – but nothing else – is selected.
- At the bottom of the main window, look for the **Color Palette**. Select a layer other than Layer 00 or the **Tool Layers**, T1 and T2.
- In the **Cuts / Layers Window**, adjust the **Speed** and **Max Power** settings to a higher speed and lower power than your manufacturer recommends for cutting through the material you're

using. This will let you engrave (or *score*) a line without cutting through.

4. **Preview** your design. Your QR Code and text should still be filled in, but the circle should be just a line that the laser travels along.

### Creating the Cut Line

The last piece of the design is the circle to cut out. You could do the same thing we did for the previous step – draw a circle and center it with the Alignment tools – but this is a wonderful opportunity to get familiar with the **Offset Shapes** tool.



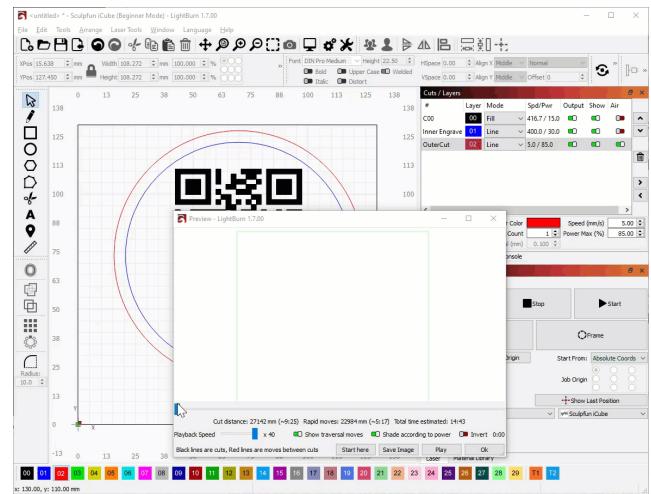
1. Make sure the circle is selected.
2. Go to **Tools** → **Offset Shapes** or press **Alt** / **Option** + **O** to open the **Offset** window.
3. Make sure the **Direction** is set to **Outward** and **Optimize / Simplify results** is enabled. Adjust the **Distance** so that it looks good to you – LightBurn will give you a live preview as you adjust it. Somewhere around 6 mm or  $\frac{1}{4}$ " should work well, but this is your coaster and it's up to you. Press **OK** to create the new circle.
4. As you did before with the first circle, move this circle to a different layer and adjust the cut settings. See your laser's user guide for recommended speed and power settings to cut through the material you're working with.

### 4.8.4 Previewing Your Design



It can be tempting to start a design without previewing it, especially when you're in a rush, but it's one of the best ways to catch errors *before* you start burning your material.

Now that your design is complete, preview it one more time. Remember that you can open the **Preview** window with **Alt** / **Option** + **P**. Press play to preview what your laser will do. You can use the slider at the bottom to speed up or slow down the simulation.



In the simulation, you should see the following happen in order:

1. Raster engraving to fill in the text and QR Code.
2. Vector engraving the decorative border — the laser should follow the outline of the circle.
3. Vector cutting the outer circle.

It's generally best to do engravings before cutting out your design. If you followed along with the steps above, your layers should already be in the right order. If they aren't, you can drag them around in the **Cuts / Layers Window** to change the order – by default, LightBurn will run each layer in order from top to bottom.

If you make changes, preview them again *before* moving on to cutting your design.

### 4.8.5 Engraving and Cutting Your Design

Now that you've created and previewed your design, it's time to load material into your laser and begin cutting.

#### Avoid damaging your work area

Since you'll be cutting through the material, make sure that whatever is underneath your material is either scrap that you don't mind burning into or won't be damaged by lasering. This might be a thin sheet of aluminum, a honeycomb bed, or a piece of scrap wood.

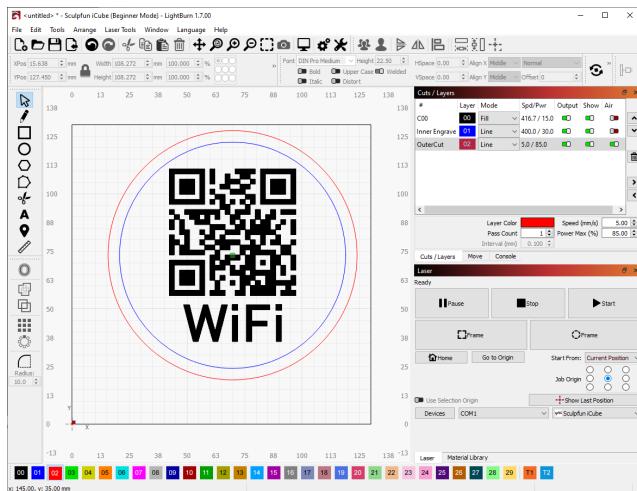
#### Focusing the Laser

Lasers need to be focused correctly to achieve good results.

1. Place the material in the laser and move the head over the material. LightBurn has **jog** controls in the **Move Window** to make this easier.
2. Focus the laser according to your laser's user guide:
  - Diode lasers have a focusing spacer to set the distance between the laser and the material.
  - CO<sub>2</sub> lasers may require manual focusing with a focusing spacer or may support auto-focus with the **Focus Z** button.

## Start From

LightBurn has three different **Start From** modes: **Current Position**, **User Origin**, and **Absolute Coordinates**. For this project, you'll be using Current Position.



To learn more about the different Start From modes in LightBurn, check out the video below or go to [Start From and Job Origin](#).



1. Set **Start From** to **Current Position** using the dropdown in the **Laser Window**.
2. Set the **Job Origin** in the Laser Window to the center of the artwork.

With these two settings, your engraving will be centered wherever the laser is positioned when you start the job.

## Framing

Framing allows you to more accurately see where the design will be engraved. Using either of the two **Frame** buttons commands the laser head to travel around the outside of your design to indicate where it will be engraved. The **Frame** button with a rectangle will show the bounding box of the artwork, while the other Frame button will travel in an irregular "rubber band" border around the shape, following more closely around complex shapes.

If your laser has a red dot pointer, it makes framing easier to see. Otherwise, your laser will travel around with the laser turned off. LightBurn does offer the ability to run diode lasers at a very low power for the purpose of framing. To do this:

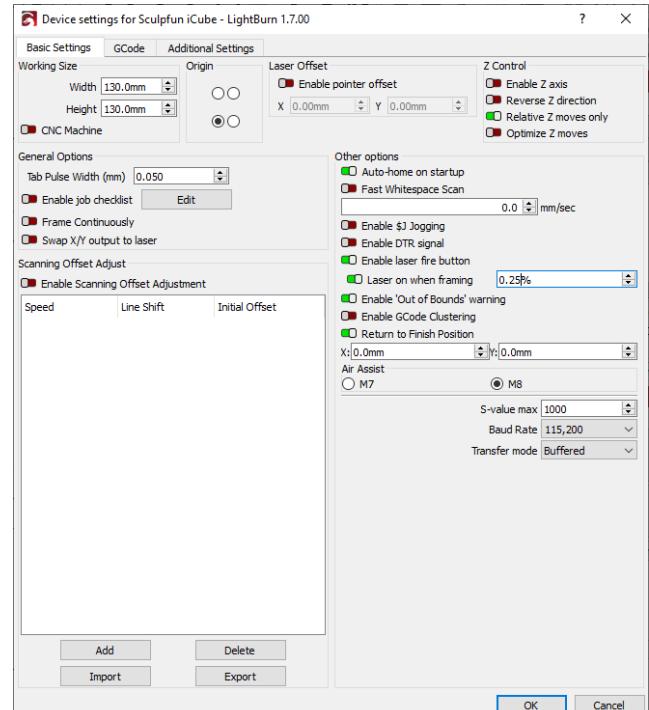
1. Go to [Edit → Device Settings](#) to open the Device Settings window.
2. In the **Basic Settings** tab, toggle on the **Enable laser fire button** and **Laser on when framing** settings. Click **OK** to apply.
3. The **Move Window** should now have a **Fire** button and a box to enter a power level. In our example we used 0.25% power. Keep this value very low to avoid burning the material.
4. The **Fire** button will toggle the laser on and off. Now you can use the **Frame** command with the laser visible.
5. Adjust the position of the material and/or the laser head until you're happy with the layout of the design.

**Danger**

The Fire button should only be used for diode lasers, which generally don't have a red dot pointer for Framing.

Always wear proper eye protection when Firing your laser. Consult your laser's manufacturer for information on the proper eye protection required for your laser.

This should never be used for a CO<sub>2</sub> laser, which has an invisible beam that could blind you or start a fire.



## 4.8.6 Running the Job

1. Press the **Start** button in the **Laser Window** to tell your laser to begin running your project.
2. If all goes well, you'll have a new coaster in a few minutes.
3. Go and make more stuff!



If the result isn't what you were expecting, revisit previous steps to make sure you followed them all, visit our [Troubleshooting](#) section, join our forum to look for advice, or email us at [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com).



← Previous: Connect to the Laser

Next: Next Steps →

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[get-started](#) [project](#)

## 4.9 Next Steps

If you've been following along, you've installed LightBurn, added a laser, and created your first project. At this point, you know enough to explore LightBurn on your own, but we have some additional resources to help you continue getting familiar with LightBurn.

### Collections

Collections of pages to help you find the right tools for your unique goals.

### LightBurn's YouTube Channel

Our YouTube channel has a variety of videos to help you get familiar with what LightBurn can do and how to make it happen.

### LightBurn Forum

Talk with other users and LightBurn staff, see and share finished projects, and ask questions on our forum.

 [Previous: First LightBurn Project](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[get-started](#)

## 5. Tools & Features

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### 5.1 Tools and Features

Our reference pages are here to help you use all of LightBurn's tools and features.

If you know what tool you're looking for, you can search for it or use the navigation list on the left side of the page. If you know what you want to do but not what tool you need, try looking through the collections below.

#### 5.1.1 Essential Functions

##### Editing

<b>File Management</b>	<b>Selection</b>	<b>Zoom and Pan</b>	<b>Numeric Edits Toolbar</b>	<b>Edit Nodes</b>	<b>Scissor/Trim Tool</b>
<b>Undo and Redo</b>	<b>Clipboard</b>	<b>Transform Controls</b>	<b>Convert to Path</b>	<b>Auto-join Selected Shapes</b>	<b>Close Path</b>
<b>Grouping</b>	<b>Preview</b>				

#### 5.1.2 Layout and Design

##### Creation Tools

<b>Draw Lines</b>	<b>Create Primary Shapes</b>	<b>Create and Edit Text</b>	<b>Modifying and Combining</b>		
<b>Variable Text</b>	<b>Create Bar Code</b>	<b>Shape Properties</b>	<b>Mirror</b>	<b>Offset Shapes</b>	<b>Boolean and Weld Operations</b>
			<b>Cut Shapes</b>	<b>Grid Array</b>	<b>Circular Array</b>
<b>Measure</b>	<b>Art Library</b>		<b>Copy Along Path</b>	<b>Apply Path to Text</b>	<b>Radius/ Fillet</b>

<b>Make Same Width/ Height</b>	<b>Resize Slots</b>		<b>Tabs</b>	<b>Kerf Offset</b>	<b>Perforation Mode</b>
<b>Arrangement</b>			<b>Lead In/Out</b>	<b>Galvo Timing</b>	<b>Dot Width Adjustment</b>
<b>Align</b>	<b>Distribute</b>	<b>Docking</b>	<b>Output and Positioning</b>		
<b>Move Selected Objects</b>	<b>Nest Selected</b>		<b>Laser Window</b>	<b>Coordinates, Origin, and Start From</b>	<b>Move/ Jog</b>
<b>Image Tools</b>			<b>Framing</b>	<b>Optimization Settings</b>	<b>Cut Selected/ Use Selection Origin</b>
<b>Adjust Image</b>	<b>Masking</b>	<b>Convert to Bitmap</b>			
<b>Save Processed Bitmap</b>	<b>Trace Image</b>	<b>Image Options</b>	<b>Position Laser</b>	<b>Set Start Point</b>	
			<b>Quality Optimization</b>		
<b>5.1.3 Laser Control</b>			<b>Material Test</b>	<b>Focus Test</b>	<b>Interval Test</b>
<b>Cuts/ Layers Window</b>	<b>Cut Settings Editor</b>	<b>Line</b>			
			<b>Material Library</b>		
<b>Fill</b>	<b>Offset Fill</b>	<b>Image</b>			

[\\_index](#)**Modes and Advanced Control**

<b>Print and Cut</b>	<b>Rotary Mode</b>	<b>Repeat Marking</b>
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<b>Feeder Setup</b>	<b>Center Finder</b>	<b>Cylinder Correction</b>
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<b>Taper Warp</b>	<b>Galvo Lens Calibration</b>
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**Machine Management**

<b>Machine Settings</b>	<b>Console Window</b>	<b>File List Window</b>
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**5.1.4 Camera**

<b>Camera Selection Helper</b>	<b>Camera Installation and Focusing</b>	<b>Camera Window</b>
----------------------------------------	-------------------------------------------------	--------------------------

<b>Camera Calibration</b>	<b>Camera Alignment</b>	<b>Save Background Capture</b>
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<b>Head Mounted Camera</b>	<b>Camera Troubleshooting</b>
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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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## 5.2 User Interface

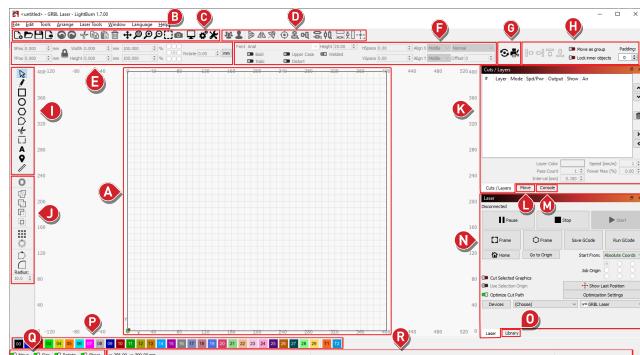
### 5.2.1 Main Window

Below is the default layout of the full LightBurn window, for a GCode-based device. This layout will be slightly different depending on the [type of laser](#) you're working with.

For information on rearranging the layout, see [Customizing the LightBurn Window](#).

For a full list of available windows and toolbars, see [Window Menu](#).

Click any UI element in the image below to go directly to the relevant page for that element, or scroll down for a list of elements.



#### Workspace / Edit Window

The area where you [create](#), [adjust](#), [modify](#), and [arrange](#) artwork in LightBurn.

See [Workspace](#) for more information.

#### Menus

Contains all of LightBurn's top-level menus. Individual menus contain a wide range of tools and features.

See [Menu Toolbar](#) for a full list of top-level menus.

#### Main Toolbar

Contains functions for [opening](#) or [importing](#) files, [saving](#), using the [clipboard](#) (copy and paste), moving or [zooming](#) the view.

See [Main Toolbar](#) for more information.

#### Arrange Toolbar

Contains tools for positioning objects, both on an individual basis, and in relation to each other.

See [Arrange Toolbar](#) for more information.

#### Numeric Edits Toolbar

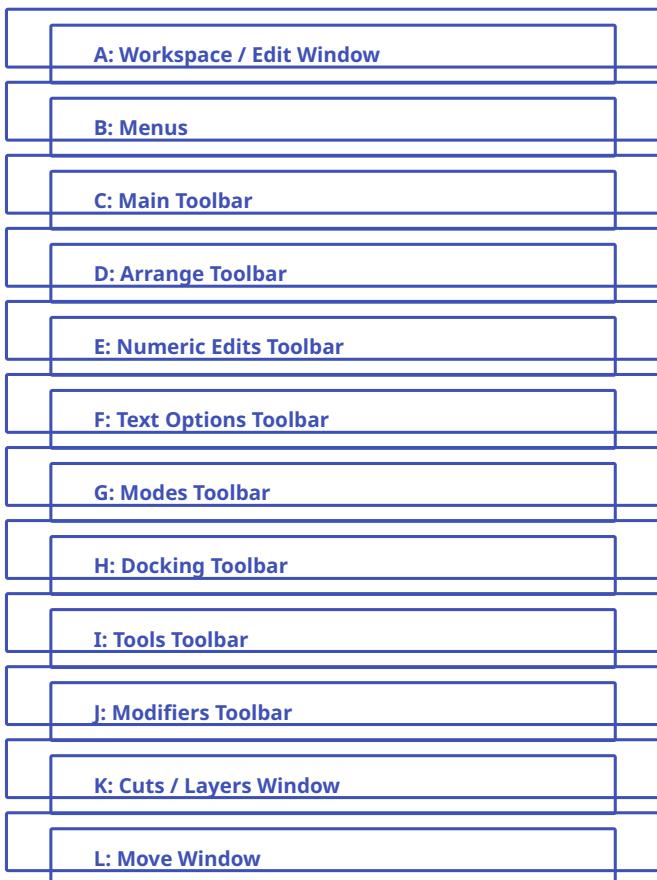
Contains options for adjusting the size, position, and orientation of shapes or groups of shapes in your project.

See [Numeric Edits Toolbar](#) for more information.

#### Text Options Toolbar

Contains options for adjusting attributes of Text Objects, including, **Font**, size (**Height**), spacing (**HSpace** and **VSpace**), and more.

See [Create and Edit Text — Text Options Toolbar](#) for more information.



## Modes Toolbar

Contains buttons to open dialog windows or wizards for advanced lasering processes.

See [Modes Toolbar](#) for more information.

## Docking Toolbar

Contains tools to move [selected](#) objects left, right, up, or down, until they meet the edge of the [Workspace](#) or another object.

See [Docking](#) for more information.

## Tools Toolbar

Contains tools for selecting objects in your [Workspace](#), or creating [Primary Shapes](#), [text](#), [lines](#), and more.

See [Tools Toolbar](#) for a full list of tools.

## Modifiers Toolbar

Contains tools for combining, altering, and producing arrayed duplicates of graphics.

See [Modifiers Toolbar](#) for a full list of tools.

## Cuts / Layers Window

Shows the layers currently assigned to graphics in your design, and lets you alter common [Cut Settings](#), or double-click to access additional settings.

See [Cuts / Layers Window](#) for more information.

## Move Window

Provides buttons to jog and position your laser, along with additional options for users with GCode-based lasers.

See [Move Window](#) for more information.

## Console Window

### Note

Available for GCode-based lasers only.

**Displays messages from your laser's controller and commands sent to it by LightBurn. You can also input direct commands to your laser through this window.**

See [Console Window](#) for more information.

## Laser Window

**The hub for setting up and selecting a laser, [Framing](#) and [Starting](#) jobs, [determining job positioning](#), and more.**

See [Laser Window](#) for more information.

## Material Library

**Provides a place to store, organize, and apply preset [Cut Settings](#) for different operations and materials.**

See [Material Library](#) for more infomration.

## Color Palette

**Contains the colors/layers that you can assign to individual graphics in LightBurn. Use these colors/layers to assign different kinds of operations and settings to the shapes in your design.**

See [Color Palette](#) for more information.

## Transform Control Toggles

**Switches that enable and disable specific types of editing across an entire project, in order to prevent accidental edits, such as inadvertently scaling a design that contains strict sizing, or moving tightly nested parts.**

See [Transform Control Toggles](#) for more information.

## Status Bar

**Provides contextual information related to the active tool or process being performed.**

See [Status Bar](#) for more information.

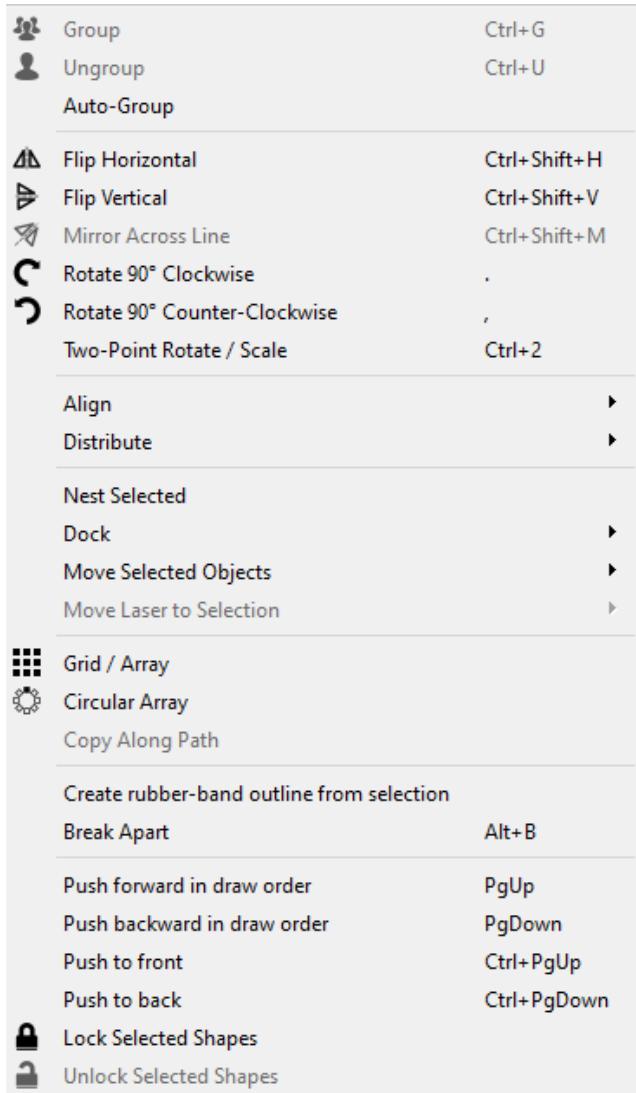
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI default-layout first-steps main-window  
windows-and-toolbars

## 5.2.2 Arrange Menu

The **Arrange Menu** contains tools for positioning objects, both on an individual basis, and in relation to each other. It also contains tools for moving the physical laser in relation to objects within your project.

Click any option in the image below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



### Group

`^ Ctrl / ⌘ Cmd + G`

Combines multiple objects into a single entity, allowing you to move, resize, and manipulate them as though they were one object.

See [Grouping](#) for more information.

### Ungroup

`^ Ctrl / ⌘ Cmd + U`

Splits **Groups** back into the individual objects that make them up.

See [Grouping](#) for more information.

#### AUTO-GROUP

Groups objects that fall within the boundaries of a closed shape together with the outermost shape.

See [Auto-Group](#) for more information.

### Flip Horizontal / Vertical

- **Flip Horizontal** — Mirrors objects along the X Axis.

`^ Shift + ^ Ctrl / ⌘ Cmd + H`

- **Flip Vertical** — Mirrors objects along the Y Axis.

`^ Shift + ^ Ctrl / ⌘ Cmd + V`

See [Mirror Tools](#) for more information.

### Mirror Across Line

`^ Shift + ^ Ctrl / ⌘ Cmd + M`

Flips objects along a selected line.

See [Mirror Tools — Mirror Across Line](#) for more information.

### Rotate 90° Clockwise / Counter-Clockwise

- **Rotate 90° Clockwise** — Rotates the object to the right by 90°.

`[ ]`

- **Rotate 90° Counter-Clockwise** — Rotates the object to the left (anti-clockwise) by 90°.

`[ ]`

See [Transform Controls — Rotate](#) for more information.

### Two-Point Rotate / Scale

`^ Ctrl / ⌘ Cmd + 2`

Rotates and resizes objects around custom pivot points in your [Workspace](#).

See [Two-Point Rotate / Scale](#) for more information.

### Align

Repositions objects according to their edges or centers.

See [Align](#) for more information.

### Distribute

Evenly spaces objects either vertically or horizontally, spaced from their centers or edges.

See [Distribute](#) for more information.

**DISTRIBUTE → MOVE TOGETHER**

Arranges objects so that their edges abut along horizontal or vertical planes.

See [Distribute — Move Together](#) for more information.

**Nest Selected**

Arranges objects to minimize material waste using an online service.

See [Nest Selected](#) for more information.

**Dock**

Moves selected objects left, right, up, or down, until they meet the edge of the [Workspace](#) or another object.

See [Docking](#) for more information.

**Move Selected Objects**

Moves objects to a corner, midpoint, or center of your [Workspace](#). If you have a Gantry style laser, it can also move selected objects to the last reported position of your laser head.

See [Move Selected Objects](#) for more information.

**Move Laser to Selection**

Moves your laser in its physical work area to a location that corresponds to a position on your current selection in your LightBurn [Workspace](#).

See [Move Laser to Selection](#) for more information.

**MOVE LASER TO SELECTION → JOG LASER**

Moves the laser by the amount specified in the [Move Window](#), in a chosen direction.

See [Move Window — Jogging](#) for more information.

**Grid Array**

Creates copies of an object (or objects) in regularly spaced rows and columns, and includes options to adjust spacing, mirror the shapes, randomize orientation, and more.

See [Grid Array](#) for more information.

**Circular Array**

Arranges multiple copies of an object — or multiple objects — in a radial pattern around either a point in space, or a central object.

See [Circular Array](#) for more information.

**Copy Along Path**

Creates duplicates of an object that follow the contour of a path.

See [Copy Along Path](#) for more information.

**Create Rubber-Band Outline from Selection**

Makes a new shape outlining the graphics in your current selection. The new shape is defined as the shortest possible path that can contain all graphics in your selection, as if a rubber band were stretched around them.

See [Create Rubber-Band Outline](#) for more information.

**Break Apart**

`[Alt] / [Option] + [B]`

Separates paths into their constituent lines and curves.

See [Break Apart](#) for more information.

**Push in Draw Order**

Changes the order of objects in the *draw order*, which affects the visual appearance of graphics in your [Workspace](#), when using a [Wireframe View Style](#).

See [Push in Draw Order](#) for more information.

**Lock Selected Shapes / Unlock Selected Shapes**

- **Lock Selected Shapes** prevents editing of selected objects.
- **Unlock** allows them to be edited once again.

See [Lock Shapes](#) for more information.

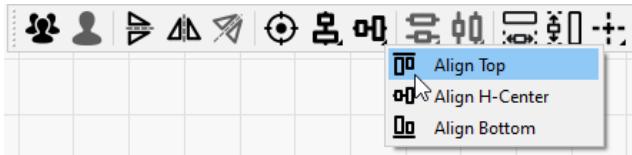
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI arrangement layout-and-design

### 5.2.3 Arrange Toolbars

The **Arrange Toolbars** each contain a selection of tools found in the [Arrange](#) menu, that are broadly used for positioning objects.

The toolbars come in a long version, for high-resolution screens, and a shorter one, with sub-menus to fit on smaller screens.



#### Accessing the Arrange Toolbars

The **Arrange Toolbar** is located near the center of the top toolbar in LightBurn by default, to the right of the [Main Toolbar](#).



If you have closed the Arrange Toolbar, go to [Window](#) → [Arrange](#) to re-enable it.

To restore it and all other toolbars and windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).

To enable the **Arrange (long) Toolbar**, go to [Window](#) → [Arrange \(long\)](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### Arrange Toolbar Options

Click any button in the images below to jump to information on that tool, or scroll down for a list of options and descriptions.



**GROUP AND UNGROUP**

Combines multiple objects into a single entity, allowing you to move, resize, and manipulate them as though they were one object.

See [Grouping](#) for more information.



**FLIP OR MIRROR**

Flips objects across their vertical or horizontal centers, or a custom-selected line.

See [Mirror Tools](#) for more information.



Repositions multiple objects in relation to the last object selected, according to their edges or centers.

See [Align](#) for more information.



Resizes the selected object to match the width or height of the last object selected.

See [Make Same Width or Height](#) for more information.



Evenly spaces objects either vertically or horizontally, spaced from their centers or edges.

See [Distribute](#) for more information.



Moves objects to a corner, midpoint, or center of your [Workspace](#). If you have a Gantry style laser, it can also move selected objects to the last reported position of your laser head.

See [Move Selected Objects](#) for more information.



**MOVE SELECTED OBJECTS / MOVE LASER TO SELECTION DROPODOWN**

This button opens a dropdown menu containing all the [Move Selected Objects](#) and [Move Laser to Selection](#) options.

- + Move to Page Center
  - ↶ Move to Upper Left
  - ↷ Move to Upper Right
  - ↶ Move to Lower Left
  - ↷ Move to Lower Right
  - ✖ Move to Laser Position
  - ↶ Move to Left
  - ↷ Move to Right
  - ↑ Move to Top
  - ↓ Move to Bottom
- 
- + Move Laser to Selection Center
  - ↶ Move Laser to Upper Left of Selection
  - ↷ Move Laser to Upper Right of Selection
  - ↶ Move Laser to Lower Left of Selection
  - ↷ Move Laser to Lower Right of Selection
  - ↑ Move Laser to Top of Selection
  - ↓ Move Laser to Bottom of Selection
  - ↶ Move Laser to Left of Selection
  - ↷ Move Laser to Right of Selection

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI arrangement layout-and-design

## 5.2.4 Color Palette

In LightBurn, different colors indicate different layers. These colors don't represent the final product's colors but instead differentiate each operation needed to complete the job.

Use the **Color Palette** to assign colors/layers to graphics in your **Workspace**. A common convention is to use bright red for cuts and black for engravings, but how you use the colors/layers is up to you.

After assigning colors to your graphics, you can adjust their layer settings in two places:

- **Cuts / Layers Window** — where you can re-order layers and change critical settings.
- **Cuts Settings Editor** — which contains the full suite of settings available for adjustment.

### Accessing the Color Palette



The Color Palette is located along the bottom of the **Main Window** by default, though a common alternative is docking it along the left side of the **Workspace**.

The colors currently used in your design will also appear as entries in the **Cuts / Layers Window**, where you can choose the operations that each color represents.

If you have closed the Color Palette, go to **Window** → **Color Palette** to re-enable it.

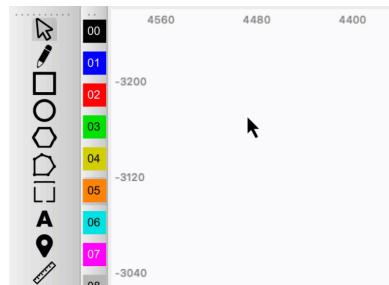
To restore it and all other toolbars and windows to their default positions, go to **Window** → **Reset to Default Layout**.



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

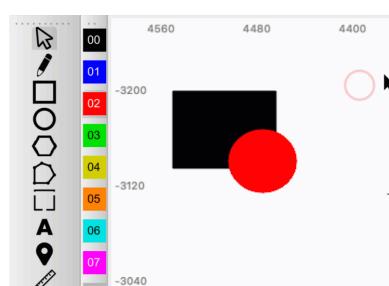
### Change the Color for New Objects

With nothing selected in your **Workspace**, click a color entry. Subsequent new shapes will be created in that color, and assigned to the corresponding layer in the **Cuts / Layers Window**.



### Change the Color of Existing Objects

With the objects already selected, click a color



entry to switch them to that color, and assign them to the corresponding layer in the **Cuts / Layers Window**.

### Tool Layers

There are two colors/layers at the end of the palette labeled **T1** and **T2**. These refer to **Tool** layers — special layers that have no cut parameters and will never be output to the laser.

Use Tool layers to create non-output shapes in your designs. For example you can use them to:

- Describe the boundary of your material
- Create guidelines for aligning shapes
- [Apply a Path to Text](#) without the path being output
- [Apply a Mask to an Image](#)

### Importing Graphics from Other Software

When importing graphics, LightBurn will attempt to match the colors used in that file to the default LightBurn **Color Palette**. Use exact matches for the colors used by LightBurn to ensure layers are assigned properly.

#### DOWNLOADABLE COLOR PALETTES

We have color palettes available for Inkscape, CorelDRAW, Affinity Designer, and Adobe Illustrator. The **.ase** file provided for Adobe and Affinity products can be imported into many other programs as well.

[Download .gpl for Inkscape/GIMP](#)

[Download .xml for Corel Products](#)

[Download .ase for Adobe and Affinity](#)

Please see your preferred program's documentation for directions on installing color palettes.

#### RGB AND HEX CODES FOR THE LIGHTBURN COLOR PALETTE

The table below contains RGB and hex values for each of LightBurn's layer colors. You can use it to assign the right color for any software that doesn't support the above files.

Layer	RGB Values	Hex Values
00	rgb( 0, 0, 0)	#000000
01	rgb( 0, 0, 255)	#0000FF
02	rgb( 255, 0, 0)	#FF0000
03	rgb( 0, 224, 0)	#00E000
04	rgb( 208, 208, 0)	#D0D000
05	rgb( 255, 128, 0)	#FF8000
06	rgb( 0, 224, 224)	#00E0E0
07	rgb( 255, 0, 255)	#FF00FF
08		#B4B4B4

	rgb( 180, 180, 180)	
<b>09</b>	rgb( 0, 0, 160)	#0000A0
<b>10</b>	rgb( 160, 0, 0)	#A00000
<b>11</b>	rgb( 0, 160, 0)	#00A000
<b>12</b>	rgb( 160, 160, 0)	#A0A000
<b>13</b>	rgb( 192, 128, 0)	#C08000
<b>14</b>	rgb( 0, 160, 255)	#00A0FF
<b>15</b>	rgb( 160, 0, 160)	#A000A0
<b>16</b>	rgb( 128, 128, 128)	#808080
<b>17</b>	rgb( 125, 135, 185)	#7D87B9
<b>18</b>	rgb( 187, 119, 132)	#BB7784
<b>19</b>	rgb( 74, 111, 227)	#4A6FE3
<b>20</b>	rgb( 211, 63, 106)	#D33F6A
<b>21</b>	rgb( 140, 215, 140)	#8CD78C
<b>22</b>	rgb( 240, 185, 141)	#F0B98D

<b>23</b>	rgb( 246, 196, 225)	#F6C4E1
<b>24</b>	rgb( 250, 158, 212)	#FA9ED4
<b>25</b>	rgb( 80, 10, 120)	#500A78
<b>26</b>	rgb( 180, 90, 0)	#B45A00
<b>27</b>	rgb( 0, 71, 84)	#004754
<b>28</b>	rgb( 134, 250, 136)	#86FA88
<b>29</b>	rgb( 255, 219, 102)	#FFDB66
<b>T1</b>	rgb(243, 105, 38)	#F36926
<b>T2</b>	rgb(12,150, 217)	#0C96D9

**Related Topics**

- [Cuts Settings Editor](#)
- [Cuts / Layers Window](#)

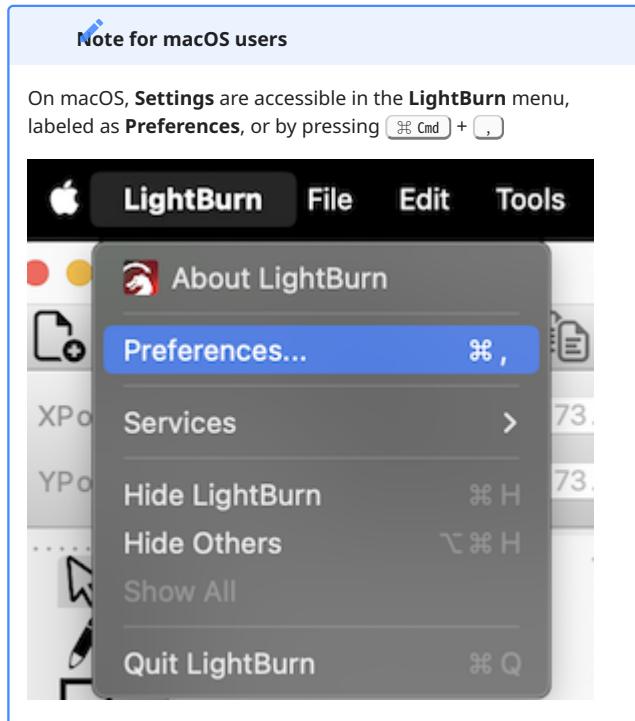
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI

## 5.2.5 Edit Menu

The **Edit Menu** contains tools for selecting and manipulating objects, in addition to program, device, and machine settings.

Click any option in the image below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



	<b>Undo</b>	<b>Ctrl+Z</b>
	<b>Redo</b>	<b>Ctrl+Shift+Z</b>
	<b>Select All</b>	<b>Ctrl+A</b>
	<b>Invert Selection</b>	<b>Ctrl+Shift+I</b>
	<b>Cut</b>	<b>Ctrl+X</b>
	<b>Copy</b>	<b>Ctrl+C</b>
	<b>Duplicate</b>	<b>Ctrl+D</b>
	<b>Paste</b>	<b>Ctrl+V</b>
	<b>Paste in place</b>	<b>Alt+V</b>
	<b>Delete</b>	
	<b>Convert to Path</b>	<b>Ctrl+Shift+C</b>
	<b>Convert to Bitmap</b>	<b>Ctrl+Shift+B</b>
	<b>Close Path</b>	
	<b>Close selected paths with tolerance</b>	
	<b>Auto-Join selected shapes</b>	<b>Alt+J</b>
	<b>Optimize selected shapes</b>	<b>Alt+Shift+O</b>
	<b>Delete Duplicates</b>	<b>Alt+D</b>
	<b>Select open shapes</b>	
	<b>Select open shapes set to fill</b>	
	<b>Select all shapes in current cut layer</b>	
	<b>Select contained shapes</b>	
	<b>Select shapes smaller than selected</b>	
	<b>Image options</b>	▶
	<b>Settings</b>	
	<b>Device Settings</b>	
	<b>Machine Settings</b>	
	<b>Get Controller Info</b>	

### Undo

**^ Ctrl / ⌘ Cmd + [Z]**

Reverses previous actions taken, starting with the most recent action taken, and proceeding to previous actions with successive Undos.

See [Undo/Redo](#) for more information.

### Redo

**^ Ctrl / ⌘ Cmd + [↑ Shift + [Z]**

Restores actions previously reversed using Undo, starting with the most recent action Undone, and proceeding to previous reversed actions with successive Redos.

See [Undo/Redo](#) for more information.

**Select All****  /  + **Selects all objects in your [Workspace](#).See [Selection Tools](#) for more information.**Invert Selection****  /  +  + **

Deselects all objects that are currently selected and selects all objects that are not currently selected.

See [Selection Tools](#) for more information.**Cut****  /  + **

Deletes selected objects while copying them to clipboard at the same time.

See [Clipboard Tools](#) for more information.**Copy****  /  + **

Saves a copy of selected objects to your computer's clipboard (temporary storage location).

See [Clipboard Tools](#) for more information.**Duplicate****  /  + **

Create duplicates of selected objects directly on top of the existing objects.

See [Clipboard Tools](#) for more information.**Paste****  /  + **Inserts objects that are copied to your clipboard (temporary storage location) into your [Workspace](#). Pasted objects are centered at the location of the cursor at the time of pasting.See [Clipboard Tools](#) for more information.**Paste in Place**Inserts objects copied to your clipboard (temporary storage location) into your [Workspace](#), and positions them according to their location in the project they were copied from.See [Clipboard Tools](#) for more information.**Delete******Deletes selected objects, removing them from your [Workspace](#).See [Clipboard Tools](#) for more information.**Convert to Path****  /  +  + **

Converts squares, ellipses, polygons, text, or QR codes created using LightBurn's Creation Tools into editable paths made up of lines, curves, and nodes.

See [Convert to Path](#) for more information.**Convert to Bitmap****  /  +  + **

Converts selected vector graphics into a bitmap image.

See [Convert to Bitmap](#) for more information.**Close Path**

Connects a shape with one start and one end node by creating a new line between them. The existing start and end nodes must be within .5 mm of one another.

See [Close Path](#) for more information.**Close Selected Paths With Tolerance**

Opens a dialog window to close selected paths with one start and one end node within a specified distance apart from one another, and to move their ends together or join them with lines.

See [Close Selected Paths with Tolerance](#) for more information.**Auto-Join Selected Shapes****  /  + **

Joins many disconnected line segments together at once, if the segments' end points are almost touching (within .05 mm of one another).

See [Auto-Join Selected Shapes](#) for more information.**Optimize Selected Shapes****  /  +  + **

Smooths selected shapes or fits them to arcs or lines. The dialog box allows you to set your tolerance for how much deviation from the original shape is acceptable.

See [Optimize Selected Shapes](#) for more information.

## Delete Duplicates

`⌘ Alt ⌘ Option + D`

Deletes duplicated objects (objects with identical shapes, sizes, and positions) in your [Workspace](#).

See [Delete Duplicates](#) for more information.

## Select Open Shapes

Selects all shapes in the [Workspace](#) that are open, meaning they are not paths that form a closed, continuous loop but, instead, have start and end points that are different from one another.

See [Selection Tools](#) for more information.

## Select Open Shapes Set to Fill

Selects all shapes assigned to a layer set to [Fill](#) or [Offset Fill](#) mode that are open, meaning they are not closed, continuous loops but, instead, have start and end points that are different from one another.

See [Selection Tools](#) for more information.

## Select All Shapes in Current Layer

Selects all shapes in the active layer in the [Cuts / Layers](#) window.

See [Selection Tools](#) for more information.

## Select Contained Shapes

Selects all shapes contained by the currently selected shape. The currently selected shape remains in the resulting selection.

See [Selection Tools](#) for more information.

## Select Shapes Smaller Than Selected

Selects all shapes that are smaller than the currently selected shape. Currently selected shape remains in the resulting selection.

See [Selection Tools](#) for more information.

## Image Options

Provides a set of tools for updating and changing imported images.

See [Image Options](#) for more information.

## REFRESH IMAGE

Reloads the selected image file. Useful if an imported image file has been updated.

## REPLACE IMAGE

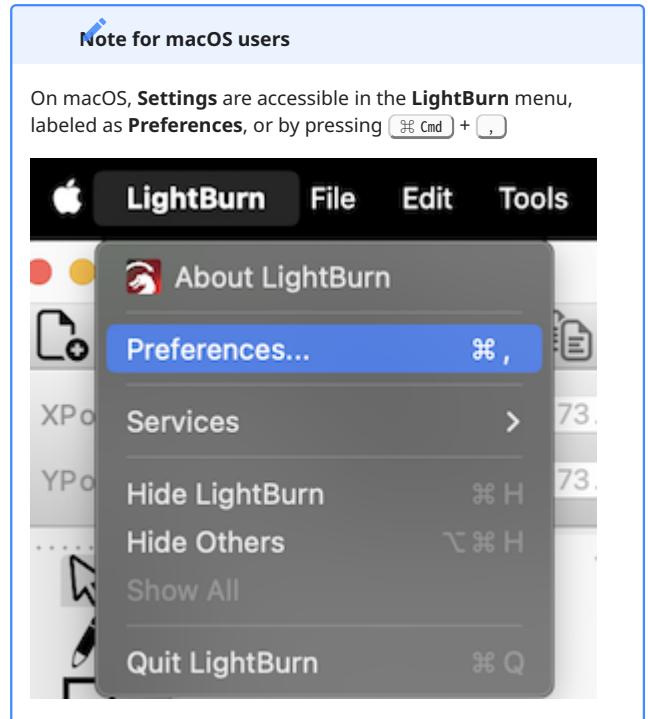
Replaces the selected image with a different image file.

## REPLACE IMAGE TO FIT

Replaces the selected image with a different image file, adjusting the size of the new image to fit in the same space as the original image.

## Settings

View and edit general, device-independent LightBurn settings.



See [Settings/Preferences](#) for more information.

## Device Settings

View and edit device-specific settings for the currently active device. The contents of this window vary depending on the device in use.

See [Device Settings](#) for more information.

## Machine Settings

View and edit device parameters for lasers with supported controllers.

See [MachineSettings](#) for more information.

## Get Controller Info

Reads firmware version and usage statistics from supported laser controllers and displays the information.

See [Get Controller Info](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

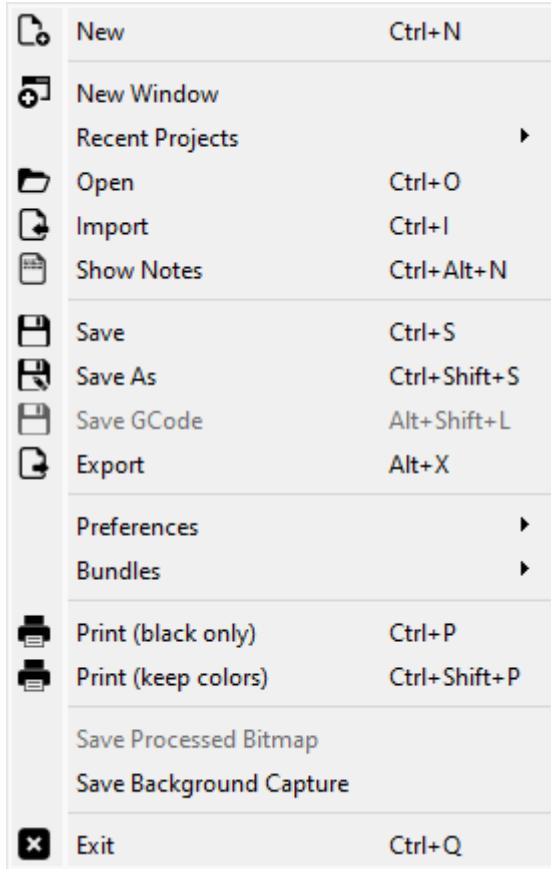
---

UI customization editing fixing-designs image  
image-editing image-raster-bitmap image-tools  
layout-and-design modifying-and-combining node-editing  
object-manipulation object-repair optimization path  
path-editing path-tools troubleshooting vector  
vector-editing vector-path-curve-lines vector-tools  
workflow workflow-optimization

## 5.2.6 File Menu

The **File Menu** contains tools for [creating](#), [opening](#), and [saving](#) projects; importing designs and images; and [changing](#), [saving](#), [exporting](#), or [importing](#) your LightBurn preferences.

Click any option in the image below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



### New

[^ Ctrl / ⌘ Cmd + N](#)

Clears your current LightBurn project and starts a new, blank project.

See [File Management — New](#) for more information.

### New Window

Opens a separate instance of LightBurn in a new window, allowing you to edit multiple projects at once, or edit one file while cutting a different one.

See [New Window](#) for more information.

### Note

LightBurn will automatically save the current preferences and settings of the most recently closed window — overriding any changes made in other windows.

See [Multiple Independent LightBurn Instances](#) for more information on running two completely independent LightBurn instances.

### Recent Projects

View a running list of up to 24 projects recently opened in LightBurn.

See [File Management — Recent Projects](#) for more information.

### Open

[^ Ctrl / ⌘ Cmd + O](#)

Opens LightBurn project files saved in .lbrn or .lbrn2 format.

Click on the dropdown in your system's file browser to show all supported file types, including supported image and vector file types.

### Warning

Selecting a supported image or vector file instead of a project file will create a *new LightBurn project*, replacing the currently loaded project. Use [Import](#) to bring artwork files or designs into an existing project.

See [File Management — Open](#) for more information.

### Import

[^ Ctrl / ⌘ Cmd + I](#)

Adds additional artwork, designs, and objects stored in a range of file formats to an existing, open project.

File Type	Files
LightBurn Project Files	.lbrn2, .lbrn
MillMage Project Files	.mage
Image Files	.bmp, .jpg, .pg, .gif, .tif, .tiff, .tga, .webp
Vector Files	.ai, .pdf, .dxf, .nc, .hpgl, .svg
Additional Files	.gc, .gcode, .plt, .rd, .sc, .scpro2,

See [File Management — Import](#) for more information.

### Show Notes

[^ Ctrl / ⌘ Cmd + ⌘ Alt / ⌘ Option + N](#)

Store and view project-specific notes and comments.

See [Show Notes](#) for more information.

## Save

+

Saves the current project for later editing and production. Saving a file saves it under the current file name. Saving a file without an existing name will open a Save Project window.

See [File Management — Save](#) for more information.

## Save As

/ + +

Saves the current project under a different file name.

See [File Management — Save As](#) for more information.

## Save Machine Files

/ + +

This option will change depending on the type of laser you're using — it may say Save GCode (for GRBL, Smoothieware, or Marlin controllers), Save RD File (Ruida), Save OUT File (TopWisdom), or Save UD5 File (Trocen).

All options save your current project as a machine-ready file, in the appropriate format for your type of laser. You can transfer this file to your machine to run it without ever having to directly connect using LightBurn.

See [Laser Window — Save Machine Files](#) for more information.

## Export

/ +

Exports currently selected graphics in `.ai`, `.svg`, or `.dxf` format. If there is nothing in your current selection, the entire contents of your current project will be Exported.

See [File Management — Export](#) for more information.

## Preferences

See [Preferences Submenu](#) for more information.

### IMPORT PREFS

Import previously copied or exported `.lbprefs` LightBurn preference files.



A new project is required to import `.lbprefs` LightBurn preference files.

### EXPORT PREFS

Export the current LightBurn preferences.

### OPEN PREFS FOLDER

Opens the folder on your computer containing the LightBurn preferences files, created automatically at program close or when settings are changed. Only the latest 50 preference backup files are preserved.

### Windows LightBurn Preferences Folder

`%localappdata%\LightBurn\ C:\Users\username\AppData\Local\LightBurn`

### LOAD PREFS BACKUP

Import a built-in LightBurn preferences back up file.

### Windows LightBurn Preferences Backup Folder

`%localappdata%\LightBurn\backup\ C:\Users\username\AppData\Local\LightBurn\backup`

### EDIT HOTKEYS

Create and change the keyboard shortcuts of many LightBurn functions and commands in the [Hotkey Editor](#).

See [Hotkey Editor](#) for more information.

## Bundles

Bundles simplify the process of [migrating LightBurn](#) by bundling everything that needs to be moved into a single `.lbzip` file.

Bundles can include:

- [LightBurn Settings](#)
- [Custom Hotkeys](#)
- [Image Presets](#)
- [Devices](#)
- [Material Libraries](#)
- [Art Libraries](#)

See the [User Bundles](#) for more information.

### IMPORT BUNDLES

Load previously exported Bundles into the current instance of LightBurn. Any component contained within the bundle that your computer detects is already present will be grayed out and unavailable on import. Devices can be imported even if already present, and will create a new copy of the device. Bundles can also be imported by dragging the `.lbzip` file into LightBurn.

### EXPORT BUNDLE

Create a Bundle of [LightBurn settings](#), laser [devices](#), Material and Art libraries, and more.

## Print (black only)

/ +

Output a black and white document to a printer or built-in "Print to PDF" tool. This document is saved exclusively in black and white.

See [Print](#) for more information.

### Print (keep colors)

`^ Ctrl / ⌘ Cmd + ⌂ Shift + P`

Output a document to a printer or built-in "Print to PDF" tool. This document is saved with the assigned colors in the current Color Palette.

See [Print](#) for more information.

### Saved Processed Bitmap

Exports a copy of an [adjusted](#) bitmap.

See [Save Processed Bitmap](#) for more information.

### Save Background Capture

Saves a bitmap image of a Workspace [Overlay](#) produced by a camera affixed over your laser's work area.

See [Save Background Capture](#) for more information.

### Exit

`^ Ctrl / ⌘ Cmd + Q`

Completely close and exit LightBurn. You will be prompted to save the current project if there are any unsaved changes, discard any changes and close without saving them, or cancel the process of closing LightBurn.

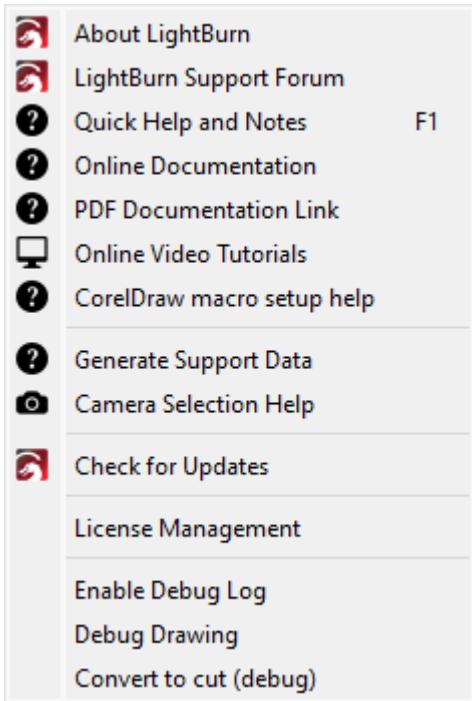
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[UI](#) [file-management](#) [file-menu](#) [migration](#)  
[settings-and-preferences](#) [user-bundles](#)

## 5.2.7 Help Menu

The **Help Menu** contains links to documentation and instructional videos; information on your LightBurn license and version; and tools for troubleshooting software issues.

Click any option in the image below to jump to more information, or scroll down for a list of options and descriptions.



### About LightBurn

Opens the **Help and Notes** window, where additional information on keyboard shortcuts, a few general LightBurn tips, and important program build/version data is listed.

See [Help and Notes](#) for more information.

### LightBurn Support Forum

Get help with LightBurn from the developers, support staff, and other users. Join the community to share projects, discuss hardware and software settings, and learn how to get the most out of LightBurn.

Access the LightBurn forum at: [Forum.LightBurnSoftware.com](http://Forum.LightBurnSoftware.com).

### Quick Help and Notes



Opens the **Help and Notes** window, directly to the **Hotkeys** tab, which features a small partial list of mouse gestures, keyboard shortcuts, and other hotkey tips.

See [Help and Notes](#) for more information.

### Online Documentation

Find guides and detailed information on getting the most out of LightBurn. If you're reading this, you're already here!

### PDF Documentation Link

View the current printable PDF of the LightBurn documentation.

This menu entry will always point to the [latest copy of the LightBurn documentation PDF](#).

### Online Video Tutorials

Access a curated list of tutorial videos from a library of over a hundred helpful guides at [LightBurnSoftware.com](http://LightBurnSoftware.com).

View the full library of LightBurn tutorial videos on [YouTube](https://www.youtube.com/user/LightBurnSoftware).

### CorelDRAW Macro Setup Help

Simplify and speed up the process of sending work out of CorelDRAW to LightBurn on Windows-based computers.

See [CorelDRAW Macro Setup](#) for more information.

### Generate Support Data

Generates encoded data that helps the [LightBurn support](#) team answer your questions.

See [Generate Support Data](#) for more information.

### Camera Selection Help

Opens a window to help select an appropriate camera for your laser based on machine size and mounting height.

See [Camera Selection Help](#) for more information.

### Check for Updates

Checks whether there is a more recent version of LightBurn available than the version currently running, and whether it was released within your license's valid update period.

See [Check for Updates](#) for more information.

### License Management

Opens the **License Page**, where you can activate or deactivate your license, and see the number of days remaining in your license's update period.

See [License Management](#) for more information.

### Enable Debug Log

Begins recording a log saved to the **My Documents** folder on Windows or **Documents** on macOS, to aide in troubleshooting and bug fixing when communicating with [LightBurn support](#).

See [Enable Debug Log](#) for more information.

## Debug Drawing

Activates the internal tool that shows the bounds of shapes being drawn in the [Workspace](#), to aid LightBurn developers in troubleshooting and debugging.

See [Debug Drawing](#) for more information.

## Convert to Cut (Debug)

Activates the internal tool that converts selected shapes into the cuts that would be sent to a laser, and makes a new shape from the result.



Do not use this tool unless directed to do so by a LightBurn developer or support agent.

See [Convert to Cut](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

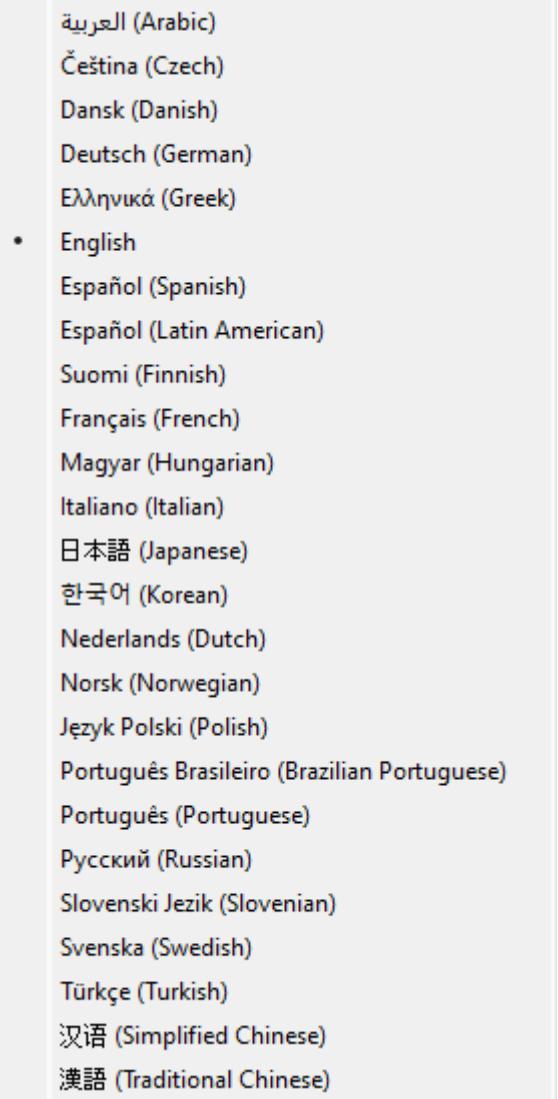
CorelDRAW UI build-date convert-to-cut debug  
documentation forum help help-and-notes  
help-menu hotkeys keyboard-shortcuts  
license-management support support-data version  
video-tutorials

## 5.2.8 Language Menu

Change the LightBurn program interface language by selecting between 25 supported translations. The currently selected language is indicated by a dot next to the language in the list. English (United States) is enabled by default.

See [Create and Edit Text — Text Settings](#) for information on additional text settings. The Right-To-Left setting will automatically be enabled when the current program language is set to Arabic or Hebrew.

The Right-To-Left text setting will automatically be enabled in your [Settings](#) when the current program language is set to Arabic or Hebrew.



For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[RTL](#) [UI](#) [languages](#) [localization](#) [preferences](#)  
[right-to-left-text](#) [settings](#)

## 5.2.9 Laser Tools Menu

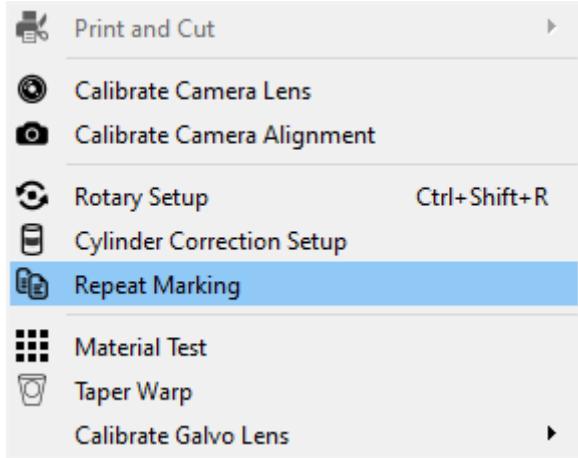
The **Laser Tools** menu contains tools, tests, and step-by-step wizards for performing advanced lasering operations, dialing in settings to optimize product quality, and setting up accessory hardware.

You'll see different menu options depending on the [type of laser](#) you have selected.

Click any option in the images below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



*The Laser Tools Menu for Gantry style lasers (GCode and DSP)*



*The Laser Tools Menu for Galvo style lasers*

### Print and Cut

Aligns your current LightBurn project to target locations in a previously output design. Using Print and Cut requires a properly homed Gantry style laser with an accurate motion system.

See [Print and Cut](#) for more information.

### Calibrate Camera Lens

Corrects for camera lens distortion when producing a camera overlay for the LightBurn [Workspace](#).

See [Camera Lens Calibration](#) for more information.

### Calibrate Camera Alignment

Aligns a pre-processed camera capture to the LightBurn [Workspace](#) and laser coordinate system by engraving and tagging target markers.

See [Calibrate Camera Alignment](#) for more information.

### Rotary Setup

`^ Ctrl / ⌘ Cmd + ⌄ Shift + R`

Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion and adjust the output sent to your laser.

For more information on using a rotary with your type of laser, see:

- [Rotary Mode \(DSP\)](#)
- [Rotary Mode \(GCode\)](#)
- [Rotary Mode \(Galvo\)](#)

### Feeder Setup

Opens the Auto-feed settings dialog to set up auto-feeder controls for lasers with Ruida or Trocen controllers and auto-feed devices.

See [Feeder Setup](#) for more information.

### Cylinder Correction Setup

Wraps the output of your design to correct for the expansion that happens when you mark on a cylindrical object, like a cup or tumbler, allowing you to mark cylindrical objects with a Galvo style laser, without using a rotary.

See [Cylinder Correction](#) for more information.

### Repeat Marking

Enables the use of a **Rotating** or **Linear** axis table with Galvo lasers, to move parts past a laser while running repetitions of identical jobs.

See [Repeat Marking](#) for more information.

### Focus Test

Use the Focus Test setup dialog to set parameters and generate a test pattern to identify optimal focal height. Requires a machine with a mechanized, controllable Z Axis.

See [Focus Test](#) for more information.

### Interval Test

Generates a test pattern to identify the optimal **Line Interval** for engraving at a given combination of **Speed** and **Power**.

See [Interval Test](#) for more information.

### Material Test

Generates a test grid of varying combinations of two selected variables. Testable variables are device-dependent, and include **Speed**, **Power**, **Interval**, **Passes**, **Frequency**, and **Q-Pulse**.

See [Material Test](#) for more information.

### Center Finder

Finds the center of a circular object in the laser's physical work area, by aligning the laser to three points on the object. Can also be used with any object whose shape can be described with a circle diameter.

See [Center Finder](#) for more information.

### Taper Warp

Adjusts a design to compensate for the difference in diameter between the top and bottom of a cylindrical object, when engraving using [Rotary Mode](#) or [Cylinder Correction](#).

See [Taper Warp](#) for more information.

### Calibrate Galvo Lens

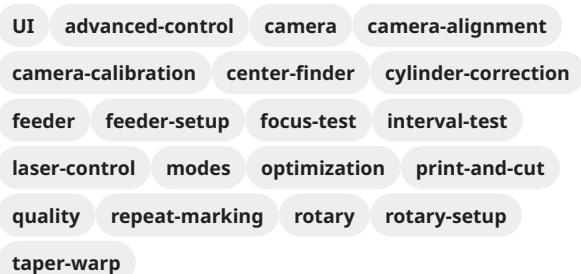
Marks a test pattern that is then measured and input into LightBurn, to compensate for distortion effects from a new or uncalibrated Galvo lens.

See [Calibrate Galvo Lens](#) for more information.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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## 5.2.10 Main Toolbar

The **Main Toolbar** contains tools for [creating, opening, and saving](#) projects; [copying, pasting, and deleting](#) graphics; accessing your LightBurn [preferences](#) and [Device Settings](#); and more.

### Accessing the Main Toolbar

The **Main Toolbar** is located on the left side of the top toolbar in LightBurn by default, to the left of the [Arrange Toolbar](#).



If you have closed the Main Toolbar, go to [Window](#) → [Main](#) to re-enable it.

To restore it and all other toolbars and windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### Main Toolbar Options

Click any option in the image below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



#### FILE MANAGEMENT

See [File Management](#) for more information on [New](#), [Open](#), [Save](#), and [Import](#).



[^ Ctrl / ⌘ Cmd + N](#)

Creates a [new](#) file. A new, unnamed project will replace any existing projects loaded in the LightBurn workspace.



[^ Ctrl / ⌘ Cmd + O](#)

[Opens](#) a file. The dialog box filters for [.lbrn](#) and [.lbrn2](#) LightBurn files by default. Click on the dropdown to show all supported file types, including supported image and vector file types.



Selecting a supported image or vector file instead of a project file will create a [new LightBurn project](#), replacing the currently loaded project. Use [Import](#) to bring artwork files or designs into an existing project.



Save

[^ Ctrl / ⌘ Cmd + S](#)

[Saves](#) your current project in [.lbrn](#) or [.lbrn2](#) format.



Import

[^ Ctrl / ⌘ Cmd + I](#)

[Loads](#) graphics from a variety of file formats into LightBurn.



UNDO AND REDO

Reverse or reapply past actions and design changes in LightBurn.

See [Undo/Redo](#) for more information.

#### CLIPBOARD TOOLS

See [Clipboard Tools](#) for more information on [Copy](#), [Cut](#), [Paste](#), and [Delete](#).



Copy

[^ Ctrl / ⌘ Cmd + C](#)

Saves a copy of selected objects to your clipboard.



Cut

[^ Ctrl / ⌘ Cmd + X](#)

Deletes selected objects in your [Workspace](#) while saving a copy of them to your clipboard at the same time.



Paste

[^ Ctrl / ⌘ Cmd + V](#)

Inserts objects copied to your clipboard into your [Workspace](#). Pasted objects are centered at the location of your cursor at the time of pasting.



Delete

[⌘ Del](#)

Deletes selected objects.



PAN / DRAG VIEW  
Click to drag the [Workspace](#) around. Mouse users can click the mouse wheel or third button and drag.

See [Panning](#) for more information.

#### ZOOM TOOLS

See [Zoom](#) for more information on **Zoom to Page**, **Zoom In**, **Zoom Out**, and **Zoom to Frame Selection**.



Zoom to Page

Adjusts the view in your [Workspace](#) to center and show the grid as large as possible.



Zoom In and Zoom Out

Adjusts the view in your [Workspace](#) in to get a closer view, or out to see more at once.



Zoom to Frame Selection

Zooms in or out to show all [selected](#) objects as large as possible, centered within your view. If no objects are selected, it will instead zoom to show all objects in the [Workspace](#).



UPDATE THE BACKGROUND FROM THE CAMERA

Captures a new image to use as an Overlay for your [Workspace](#). This button is only selectable when a camera is in use.

See [Camera Control Window](#) for more information.



PREVIEW  
Opens the **Preview** window, which displays the simulated movements and lasering operations for the project in your [Workspace](#).

See [Preview](#) for more information.



SETTINGS  
Opens the **Settings** window, which contains global user preferences for LightBurn — these settings apply regardless of what lasers you have set up, and which one you currently have [selected](#).

See [Settings/Preferences](#) for more information.



DEVICE SETTINGS

Opens the **Device Settings** window, which contains device-specific settings for your laser. The settings available change based on the device [selected](#).

See [Device Settings](#) for more information.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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[UI](#) [clipboard](#) [device-settings](#) [essential-functions](#)  
[file-management](#) [pan](#) [preview](#) [settings](#)  
[settings-and-preferences](#) [zoom](#)

## 5.2.11 Menu Toolbar

The **Menu Bar** contains all of LightBurn's top-level menus.

Click any menu in the image below to go directly to the relevant page for that menu, or scroll down for a list of menus and descriptions.

[File](#) [Edit](#) [Tools](#) [Arrange](#) [Laser Tools](#) [Window](#) [Language](#) [Help](#)

### Note

On macOS, the menus will be shown at the top of the screen, rather than as part of the LightBurn window.

### File

Contains options for saving, opening, importing, and exporting files, as well as accessing and exporting your LightBurn settings.

See [File Menu](#) for a full list of options in the File Menu.

### Edit

Contains tools for selecting and manipulating objects, in addition to program, device, and machine settings.

See [Edit Menu](#) for a full list of options in the Edit Menu.

### Arrange

Contains tools for positioning objects, both on an individual basis, and in relation to each other. It also contains tools for moving the physical laser in relation to objects within your project.

See [Arrange Menu](#) for a full list of options in the Arrange Menu.

### Laser Tools

Contains tools, tests, and step-by-step wizards for performing advanced lasering operations, dialing in settings to optimize product quality, and setting up accessory hardware.

See [Laser Tools Menu](#) for a full list of options in the Laser Tools Menu.

### Window

Use the **Window Menu** to control and customize your [Workspace](#) view, enable and disable Windows and Toolbars, or reset LightBurn's layout to its original state.

See [Window Menu](#) for a full list of options in the Laser Tools Menu.

### Language

Use **Language Menu** to switch the LightBurn interface into 1 of 24 different languages.

See [Language Menu](#) for a full list of languages.

### Help

Contains links to LightBurn resources, access to the [License Management](#) window, and a handful of diagnostic tools.

See [Help Menu](#) for a full list of options in the Help Menu.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



## 5.2.12 Modes Toolbar

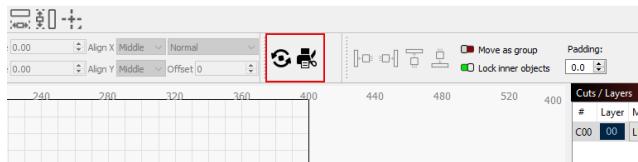
The **Modes Toolbar** contains buttons to open dialog windows or wizards for advanced lasering processes.

The Modes Toolbar appears differently depending on the [type of laser](#) you have selected.

- For Gantry style lasers, you'll see buttons for [Rotary Mode](#) and [Print and Cut](#).
- For Galvo style lasers, you'll see buttons for [Rotary Mode](#) and [Cylinder Correction](#).

### Accessing the Modes Toolbar

The **Modes Toolbar** is located near the top right of the top toolbar in LightBurn by default, between the [Text Options Toolbar](#) and the [Docking Toolbar](#).



If you have closed the Modes Toolbar, go to [Window](#) → [Modes](#) to re-enable it.

To restore it and all other toolbars and windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### Modes Toolbar Options

Click any button in the images below to jump to information on that option, or scroll down for a list of options and descriptions.



*The Modes Toolbar for Gantry style lasers (GCode and DSP)*



*The Modes Toolbar for Galvo style lasers*



Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion and adjust the output sent to your laser.

For more information on using a rotary with your type of laser, see:

- [Rotary Mode \(DSP\)](#)
- [Rotary Mode \(GCode\)](#)
- [Rotary Mode \(Galvo\)](#)



PRINT AND CUT

**Print and Cut** aligns a current project to existing **Target Positions** — also called registration marks — in a previously output design.

Print and Cut works by measuring the difference in location, orientation, and scale between two Target Positions in your laser's physical work area and the positions of two corresponding graphics in your LightBurn [Workspace](#).

See [Print and Cut](#) for more information.



This option is available for Gantry style lasers only.



CYLINDER CORRECTION

**Cylinder Correction** (called ProjectMark in EZCAD) warps the output of your design to correct for the expansion that happens when you mark on a cylindrical object, like a cup or tumbler, without using a rotary.

See [Cylinder Correction](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI advanced-control cylinder-correction galvo gantry  
laser-control modes print print-and-cut rotary  
rotary-mode

## 5.2.13 Modifiers Toolbar

The **Modifiers Toolbar** contains tools for combining, altering, and producing arrayed duplicates of graphics.

### Accessing the Modifiers Toolbar

By default, the **Modifiers Toolbar** is located in the bottom half of the left-side toolbar in the main LightBurn window.

If you have closed the Modifiers Toolbar, go to [Window](#) → [Modifiers](#) to re-enable it.

To restore it and all other toolbars and windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### Modifiers Toolbar Options

Click any button in the image below to jump to information on that tool, or scroll down for a list of options and descriptions.



The Modifiers Toolbar is normally vertical, but can also be removed from the left-side toolbar and oriented horizontally, as presented below. See [Customizing the LightBurn Window](#) for more information.

### OFFSET SHAPES

[<sub>Alt</sub>](#) / [<sub>Option</sub>](#) + 0

Creates a new shape by outlining the shapes in your [selection](#) at a distance you specify, either inward, outward, or in both directions at once.

See [Offset Shapes](#) for more information.



BOOLEAN TOOLS

Modify two overlapping shapes (or two [Groups](#) of shapes) to create new shapes.

- **Boolean Union** merges two shapes.
- **Boolean Subtract** removes one shape from another.
- **Boolean Intersection** leaves only the area covered by both shapes.
- **Weld** can merge more than two shapes at once.

See [Boolean Tools](#) for more information.



GRID ARRAY

Creates copies of an object (or objects) in regularly spaced rows and columns, and includes options to adjust spacing, mirror the shapes, randomize orientation, and more.

See [Grid Array](#) for more information.



CIRCULAR ARRAY

Creates copies of an object (or objects) in a regularly spaced circular (radial) pattern, with options to adjust spacing, rotate copies, and more.

See [Circular Array](#) for more information.



SET START POINT

Allows you to specify where on a shape your laser will begin cutting, and in which direction it will cut.

See [Set Start Point](#) for more information.



Fillets (rounds over) sharp corners, takes a round bite out of a corner (using a negative radius value), or turns a radius back into a sharp corner (removes a radius).

See [Radius/Fillet](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



## 5.2.14 Status Bar

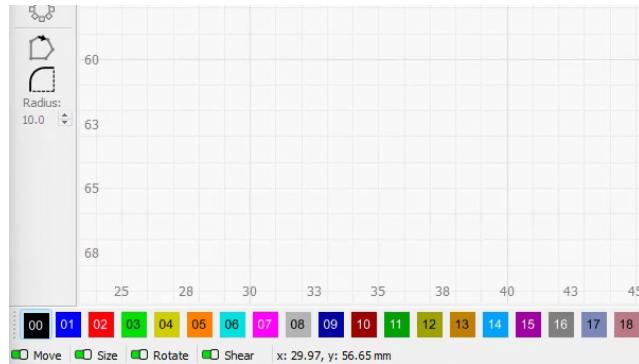
The **Status Bar** provides contextual information related to the active tool or process being performed. Check the Status Bar for related information, instructions on the next steps, or options available.

### Locating the Status Bar

The Status Bar is located in the bottom left-hand portion of the LightBurn window directly to the right of the **Transform Control Toggles**, and shows the **precise location of the mouse cursor/pointer**; the **dimensions and status of items selected**; the **Notification Area** where important tool, program, and laser messages are displayed; and the special **Modes indicator**.



### Cursor Coordinates



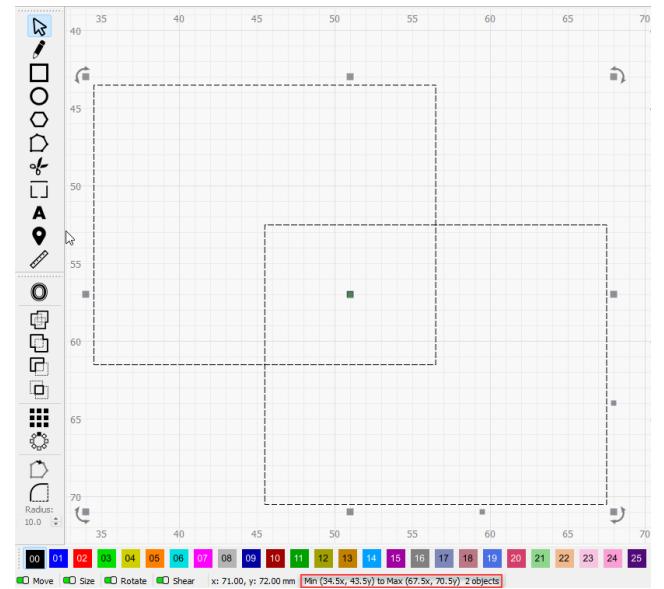
View the live and precise X and Y Axis coordinates of the mouse cursor within and around the LightBurn **Workspace** on the left side of the **Status Bar**. The displayed coordinates will stop updating when the mouse cursor leaves the area around the Workspace — for example when choosing tools, working within **windows** and **toolbars**, or interacting with **menus**.

### Tool Status

The **Tool Status** section to the right of **Cursor Coordinates** displays information on the currently selected object(s) or tool.

### EXAMPLE TOOL STATUSES

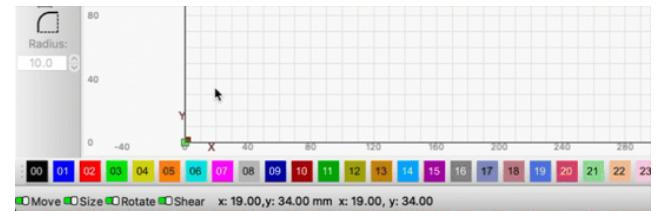
#### Selection Tool



**Message:** Min (34.5x, 43.5y) to Max (67.5x, 70.5y) 2 objects

**Meaning:** The rectangular selection bounding box has the corner closest to the origin at (34.5, 43.5) and the corner the farthest away from the origin at (67.5, 70.5), with two objects included and selected.

#### Draw Lines Tool



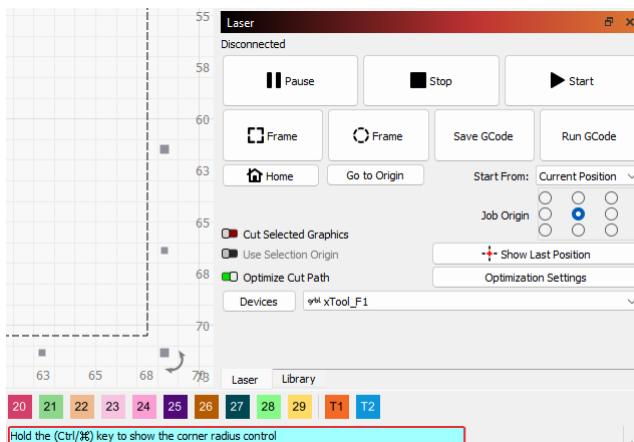
**Message:** x: 258.00, y: 66.00 (dx: 239.00, dy: 32.00, len: 241.13)

**Meaning:** Current cursor coordinates (difference in travel from the start of the line in the X and Y Axis, length of line)

#### Note

The Cursor Coordinates are always displayed to the left of Tool Status, and are displayed twice with this tool.

## Notification Area



The **Notification Area** on the right-hand side of the **Status Bar** displays tool-specific messages, in addition to important information from the program. The exact message that's displayed will change depending on the tool you're currently using, or the last action you took.

### CONNECTION STATUS

If you've set up and selected a DSP or Galvo [device](#) profile, the connection status of your device will be shown in the **Notification Area**.

#### DSP

If you've selected a DSP profile, and your laser is not connected, you'll see a **No device found** message.

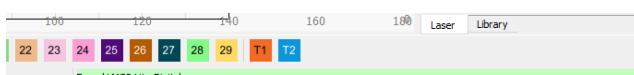
If it is found and connected, you'll see a message identifying the laser's controller, and indicating that the device has been found.



#### Galvo

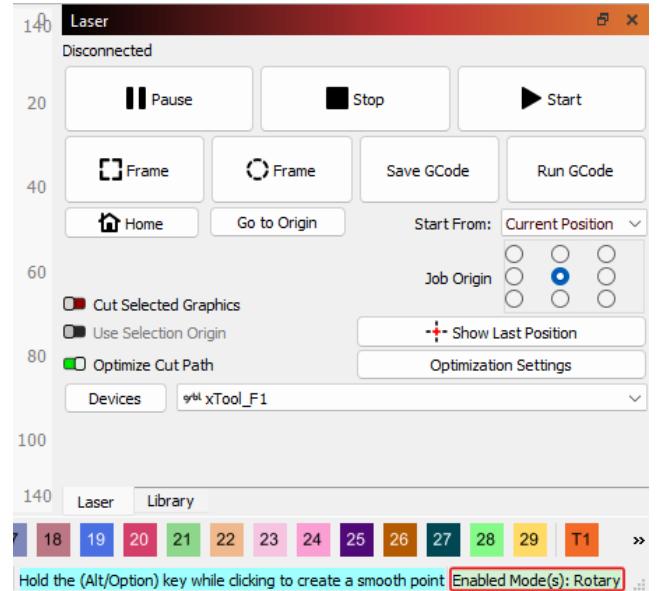
If you've selected a Galvo profile, and your laser is not connected, you'll see a **Waiting for connection...** message.

If the connection is established, you'll see message identifying the laser's controller, and indicating that it is connected.



If you are unable to connect to your laser, see [Troubleshooting: Connection Problems](#).

## Modes Indicator



The last section of the Status Bar displays the name of any active special [Modes](#), including [Rotary Mode](#), [Print and Cut](#), and [Cylinder Correction](#).

## Related Topics

- [Workspace / Edit Window](#)
- [Transform Control Toggles](#)
- [Color Palette](#)
- [Rotary Mode](#)
- [Print and Cut](#)
- [Cylinder Correction](#)

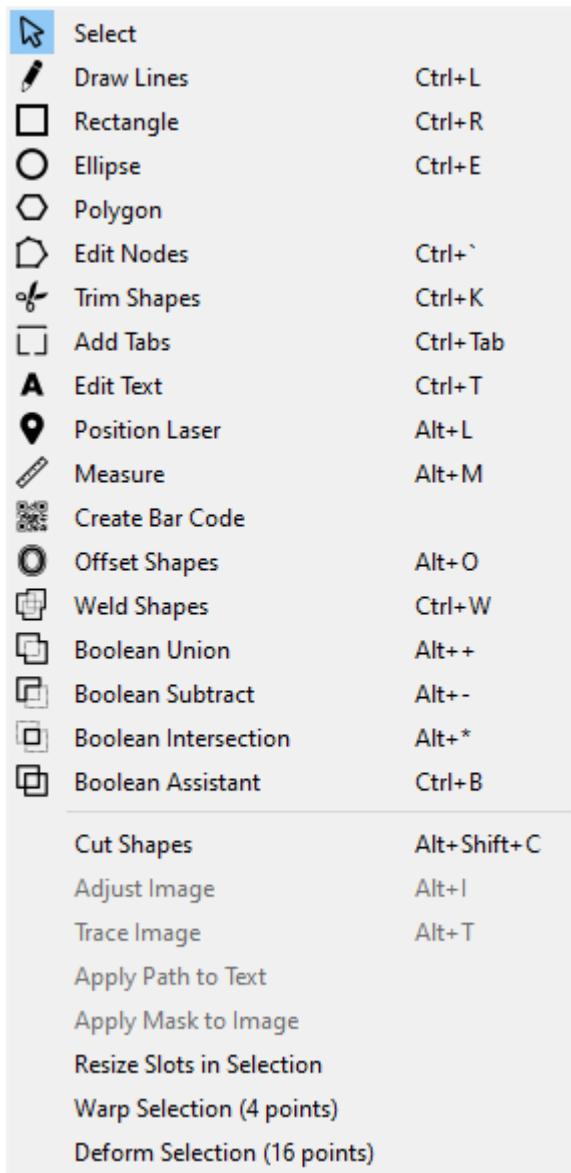
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[UI](#) [messages](#) [notifications](#) [selection-status](#) [status](#)

## 5.2.15 Tools Menu

The **Tools Menu** contains an array of options for selecting, creating, editing, and modifying graphics.

Click any option in the image below to go directly to the relevant page for that tool, or scroll down for a list of options and descriptions.



### Select

Esc

The primary means of selecting and deselecting objects.

See [Selection Tools](#) for more information

### Draw Lines

^ Ctrl / ⌘ Cmd + L

Allows you to create custom shapes by placing points, with lines or curves between them.

See [Draw Lines](#) for more information.

### Rectangle

^ Ctrl / ⌘ Cmd + R

Creates rectangles or squares.

See [Rectangles, Ellipses, and Polygons](#) for more information.

### Ellipse

^ Ctrl / ⌘ Cmd + E

Creates ovals or circles.

See [Rectangles, Ellipses, and Polygons](#) for more information.

### Polygon

Creates regular polygons — hexagons by default — with an adjustable number of sides.

See [Rectangles, Ellipses, and Polygons](#) for more information.

### Edit Nodes

^ Ctrl / ⌘ Cmd + `

Allows you to edit vector graphics by adding, deleting, or moving their points, or altering the shape of the lines/curves between.

See [Edit Nodes](#) for more information.

### Trim Shapes

^ Ctrl / ⌘ Cmd + K

Cuts lines back to the next point at which they intersect with another line.

See [Trim Shapes](#) for more information.

### Add Tabs

^ Ctrl / ⌘ Cmd + Tab ↩

Specifies small sections of cuts that the laser is commanded to skip, used to prevent objects that you are cutting from immediately falling out of the base material.

See [Add Tabs](#) for more information.

### Edit Text

^ Ctrl / ⌘ Cmd + T

Activates the **Create / Edit Text** tool, allowing you to add, edit, and format text.

See [Create and Edit Text](#) for more information.

## Position Laser

 **Alt** / **Cmd** + **L**

Commands your laser to jog to a location in its physical work area, by clicking in your LightBurn [Workspace](#).

See [Position Laser](#) for more information.

## Measure

 **Alt** / **Cmd** + **M**

Allows you to hover over any shape in your [Workspace](#) and display an array of useful information about it, including perimeter and overall dimensions.

See [Measure](#) for more information.

## Create Bar Code

Generates a Bar Code or QR Code which stores data that's visible when the Code is scanned.

See [Bar Code](#) for more information.

## Offset Shapes

 **Alt** / **Option** + **O**

Creates a new shape by outlining the shapes in your [selection](#) at a distance you specify, either inward, outward, or in both directions at once.

See [Offset](#) for more information.

## Weld Shapes

 **Alt** / **Cmd** + **W**

Combines two or more overlapping vector graphics into a single shape.

See [Boolean Tools](#) for more information.

## Boolean Union

 **Alt** / **Option** + **+**

Combines two overlapping vector graphics into a single shape.

See [Boolean Tools](#) for more information.

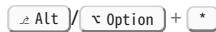
## Boolean Subtract

 **Alt** / **Option** + **-**

Removes one vector graphic from a second graphic where they overlap, creating a new shape from the area that remains of the second.

See [Boolean Tools](#) for more information.

## Boolean Intersection

 **Alt** / **Option** + **\***

Creates a new shape from the area where two vector graphics overlap.

See [Boolean Tools](#) for more information.

## Boolean Assistant

 **Ctrl** / **Cmd** + **B**

Opens a dialog window that shows a preview of what each of the Boolean operations will do to your selected shapes and gives you the option to click **OK** to confirm the change, or **Cancel** to discard it.

See [Boolean Tools](#) for more information.

## Cut Shapes

 **Alt** / **Option** + **Shift** + **C**

Cuts vector shapes — dividing them into new shapes — using a [Closed Shape](#) as the cutting tool.

See [Cut Shapes](#) for more information.

## Adjust Image

 **Alt** / **Option** + **I**

Opens a window where you can alter image properties such as Contrast, Brightness, and Gamma while also changing Layer Settings.

See [Adjust Image](#) for more information.

## Trace Image

 **Alt** / **Option** + **T**

Outlines the content of a bitmap image, turning the outlines into vector graphics.

See [Trace Image](#) for more information.

## Apply Path to Text

Attaches text to a vector object, reshaping it to follow the contour of the chosen path.

See [Apply Path to Text](#) for more information.

## Apply Mask to Image

Cuts a bitmap image using a [closed](#) vector graphic, leaving only the area of the image that is contained within the vector.

See [Apply Mask to Image](#) for more information.

## Resize Slots in Selection

Adjusts the dimensions of slots or tabs in selected objects, based on user specifications.

See [Resize Slots](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



## Warp Selection (4 Points)

Allows you to modify text, shapes, or images by dragging 4 handles — one on each corner of your selection.

See [Warp/Deform Selection](#) for more information.

## Deform Selection (16 Points)

Allows you to modify text, shapes, or images by dragging 16 handles spread out in a 4 x 4 grid across your selection.

See [Warp/Deform Selection](#) for more information.

## 5.2.16 Tools Toolbar

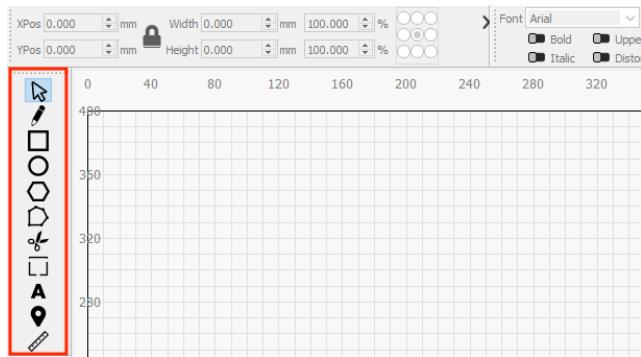
The **Tools** toolbar contains tools for selecting, creating, and editing objects.

### Accessing the Tools Toolbar

By default, the **Tools Toolbar** is the upper toolbar on the left-hand side of the screen.

If you have closed the Tools Toolbar, select [Window](#) → [Tools](#) to re-enable it.

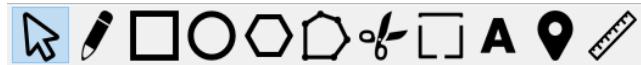
To restore it and all other toolbars and windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### Tools Toolbar Options

Click any button in the image below to jump to information on that tool, or scroll down for a list of options and descriptions.



The Tools Toolbar is normally vertical, but can also be removed from the left-side toolbar and oriented horizontally, as presented above. See [Customizing the LightBurn Window](#) for more information.



[Esc](#)

Objects in LightBurn must be selected before they can be modified. With the **Select** tool active, you can click on objects to select them, or click, hold, and drag to select objects contained or crossed by a selection box.

See [Selection](#) for more information.



DRAW LINES

[^ Ctrl](#) / [⌘ Cmd](#) + [L](#)

Creates vector paths out of straight and curved lines. With the tool active, click to place points.

See [Draw Lines](#) for more information.



CREATE RECTANGLE

[^ Ctrl](#) / [⌘ Cmd](#) + [R](#)

With **Create Rectangle** active, click and drag to create a rectangle.

See [Primary Shapes](#) for more information.



CREATE ELLIPSE

[^ Ctrl](#) / [⌘ Cmd](#) + [E](#)

With **Create Ellipse** active, click and drag to create an ellipse.

See [Primary Shapes](#) for more information.



CREATE REGULAR POLYGON

With **Create Regular Polygon** active, click and drag to create a polygon. Change the number of sides in the [Shape Properties](#) window.

See [Primary Shapes](#) for more information.



EDIT NODES

[^ Ctrl](#) / [⌘ Cmd](#) + [N](#)

Use the **Edit Nodes** tool to edit the nodes, or points, that make up vector paths. This only works on [Ungrouped](#) vector paths.

See [Edit Nodes](#) for more information.



TRIM SHAPES

[^ Ctrl](#) / [⌘ Cmd](#) + [K](#)

Use the **Trim Shapes** tool to remove sections of vector graphics that lie between intersections.

See [Trim Shapes](#) for more information.



ADD TABS

[^ Ctrl](#) / [⌘ Cmd](#) + [Tab](#) →

Use **Add Tabs** to add tabs – small sections of material deliberately left uncut – to your project. Tabs prevent cut objects from immediately falling out of the base material.

See [Add Tabs](#) for more information.



CREATE / EDIT TEXT

/ +

Use **Create / Edit Text** to create or change Text Objects in your design.

See [Create and Edit Text](#) for more information.



POSITION LASER

/ +

With **Position Laser** active, click the [Workspace](#) to move the laser to the corresponding location in its physical work area. Make sure nothing is in the path of your laser before using this tool.

See [Position Laser](#) for more information.



MEASURE

/ +

With the **Measure** tool active, hover over an object to see measurements and node information, or click and drag to measure the distance between any two points.

See [Measure](#) for more information.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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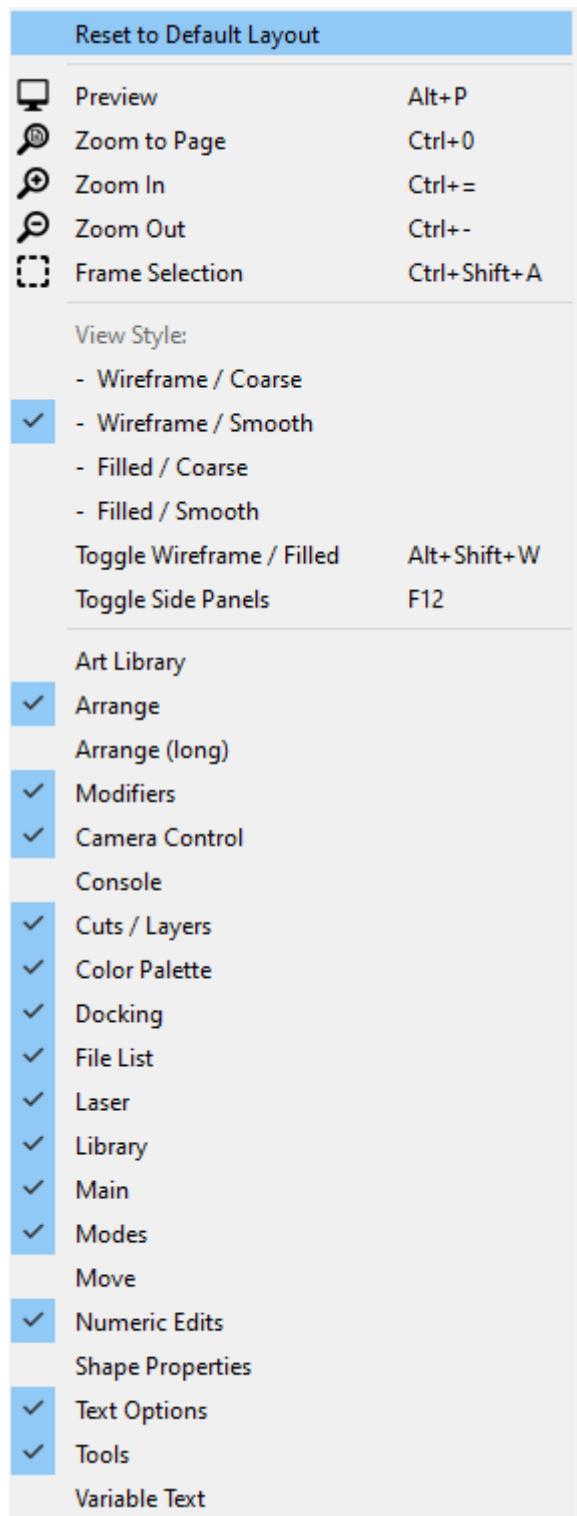
## 5.2.17 Window Menu

Use the **Window Menu** to control and customize your [Workspace](#) view, enable and disable windows and toolbars, or reset LightBurn's layout to its original state.

Any window or toolbar that is currently enabled will have a check mark next to it. Click unchecked windows or toolbars to enable them, and click again to disable them.

For more information on enabling, disabling, and customizing the position of windows and toolbars, see [Customizing the LightBurn Window](#).

Click any option in the image below to go directly to the relevant page for that tool or window, or scroll down for a list of options, toolbars, windows, and descriptions.



### Reset to Default Layout

Restores the layout of the full LightBurn window to the same format when first installed.

See [Reset to Default Layout](#) for more information.

## Preview

+

Displays a simulation of movements and lasering operations before a project is sent to the machine.

See [Preview](#) for more information.

## Zoom

The Zoom options allow you to increase or decrease the visual size of your design on your screen, without changing the actual dimensions in the final output to the laser.

See [Zoom and Pan](#) for more information.

## View Style

Changing the **View Style** alters the appearance of vector graphics in your [Workspace](#), which can be useful for spotting potential design issues and visualizing the final output from a project.

See [View Style](#) for more information.

## Toggle Side Panels

Toggle off to automatically disable all currently-enabled windows. Toggle back on to re-enable the same set of windows.

See [Customizing the LightBurn Window](#) for more information.

## Windows and Toolbars

### ART LIBRARY

Stores artwork, to enable quick access when designing.

See [Art Library](#) for more information.

### ARRANGE AND ARRANGE (LONG)

Provide tools for positioning graphics, relative to other graphics or positions in your [Workspace](#).

See [Arrange Menu](#) for more information.

### MODIFIERS

Contains tools for adjusting, combining, and arraying graphics.

See [Modifiers Toolbar](#) for more information.

### CAMERA CONTROL

Provides options for capturing, adjusting, and displaying an overlay image of your laser's work area in the LightBurn [Workspace](#).

See [Camera Control Window](#) for more information.

## CONSOLE

Displays messages from your laser's controller and commands sent to it by LightBurn. You can also input direct commands to your laser through this window.

The Console window functions are only available when LightBurn is directly connected to a GCode-based laser.

See [Console Window](#) for more information.

## CUTS / LAYERS

Shows the list of layers and operations in your design. Select an entry on this list to edit select settings for that layer directly in the [Cuts / Layers Window](#), or double-click to open the [Cut Settings Editor](#), where additional options are presented.

See [Cuts / Layers Window](#) for more information.

## COLOR PALETTE

Contains colors representing twenty-nine different layers, and two tool layers, which you can select and assign to objects in your [Workspace](#).

See [Color Palette](#) for more information.

## DOCKING

Provides tools to move selected objects left, right, up, or down, until they meet the edge of the [Workspace](#), or another object.

See [Docking](#) for more information.

## FILE LIST

Lists the jobs and estimated run times of files physically hosted on DSP controllers.

See [File List Window](#) for more information.

## LASER

Serves as the hub for setting up and selecting a laser, **framing** and **starting** jobs, determining job positioning, and more.

See [Laser Window](#) for more information.

## MATERIAL LIBRARY

Stores preset cut settings for different operations and materials, so you can quickly reapply them later.

See [Material Library](#) for more information.

## MAIN

Contains tools for **saving** and **opening** files, **importing** artwork, **copying** and **pasting** graphics, adjusting view, and more.

See [Main Toolbar](#) for more information.

## MODES

Contains buttons to open dialog windows or wizards for advanced lasering processes.

See [Modes Toolbar](#) for more information.

## MOVE

Provides tools to jog your laser, set a custom [User Origin](#), or view, save, and recall machine coordinates.

See [Move Window](#) for more information.

#### NUMERIC EDITS

Contains fields to adjust the scale, position, and rotation of selected objects.

See [Numeric Edits Toolbar](#) for more information.

#### SHAPE PROPERTIES

Displays editable properties of selected objects. Properties vary based on the type of object currently selected.

See [Shape Properties Window](#) for more information.

#### TEXT OPTIONS

Presents options to adjust attributes of **text objects**, including, **font**, size (**height**), spacing (**HSpace** and **VSpace**), and more.

See [Create and Edit Text — Text Options Toolbar](#) for more information.

#### TOOLS

Contains tools for creating and editing graphics.

See [Tools Toolbar](#) for more information.

#### VARIABLE TEXT

Provides options for controlling and incrementing **Variable Text** output. Variable Text allows you to use special codes in text entries that will be substituted for something else when a project is sent to your laser.

See [Variable Text](#) for more information.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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## 5.2.18 Workspace / Edit Window

The **Workspace**, or **Edit Window**, is the area where you **create**, **adjust**, **modify**, and **arrange** artwork in LightBurn.

LightBurn sets the size of the border and grid within the Workspace to the **machine-specific** laser cutting and marking area. Machines equipped with a **camera** can capture the machine's working area and update the Workspace background image.

The objects **arranged** and displayed within the Workspace will be processed based on user-configured operations that are established for each artwork element using the **Color Palette**, **Cuts / Layers Window**, and **Cut Settings Editor**.

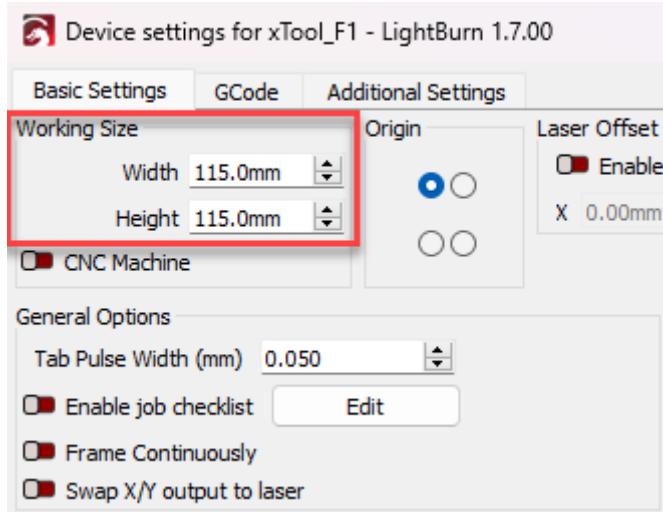
### Customizing the Workspace Appearance

#### CHANGING THE SIZE OF THE WORKSPACE

Change the size of the Workspace in the **Device Settings** window by



clicking on the icon in the **Main Toolbar** or going to **Edit → Device Settings → Basic Settings → Working Size**. Adjust the Working Size **Width** and **Height** entries to match the manufacturer-provided values.

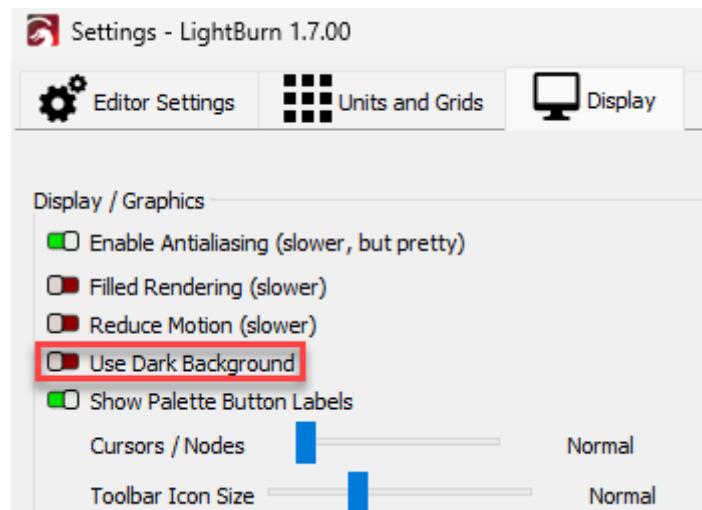


#### ENABLING DARK BACKGROUND

Switch from the default light background to a dark background in the



**LightBurn Settings** window by clicking on the icon in the **Main Toolbar** or by going to **Edit → Settings → Display → Display / Graphics** → **Use Dark Background**.



Background Examples

Default Light Color Background

Dark Color Background

## CUSTOMIZING THE WORKSPACE BACKGROUND

 **LightBurn Camera Setup**

Machines equipped with a [camera](#) can capture an image of the work area and display that behind the Workspace grid to aid in artwork positioning.

Alternatively, the material being cut or marked can be drawn within the Workspace as a [Tool layer](#) with the available LightBurn design [Creation](#) tools for similar element alignment and [laser framing](#) operations.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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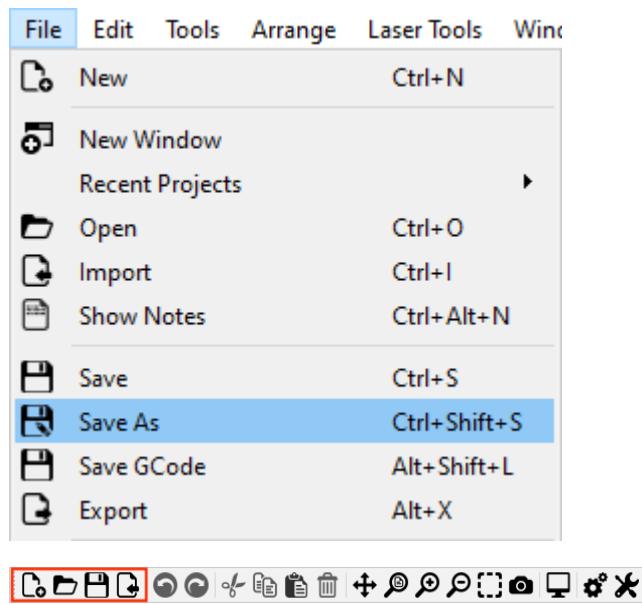
[UI](#) [background-image](#) [camera](#) [edit-window](#) [first-steps](#)  
[grid](#) [workspace](#)

## 5.3 Essential Functions

### 5.3.1 File Management

Use the file management tools to start **New** projects, **Save** projects you're working on, **Open** previously saved projects, and **Import** or **Export** artwork in alternative file formats.

Most file management options are available in the [Main Toolbar](#), with a few additional options available in the [File Menu](#).



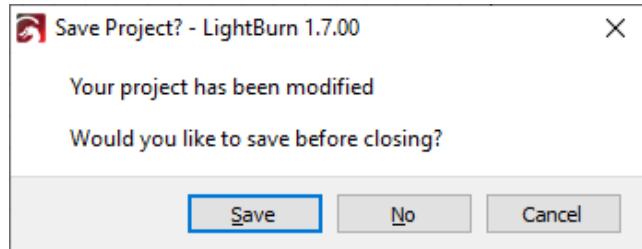
**New**

(^ Ctrl L) / (⌘ Cmd) + [N]

Clears your current LightBurn project and starts a new, blank project.

Opening a new project does not change any [Settings](#), [window customizations](#), and [special modes](#) active from the last opened project.

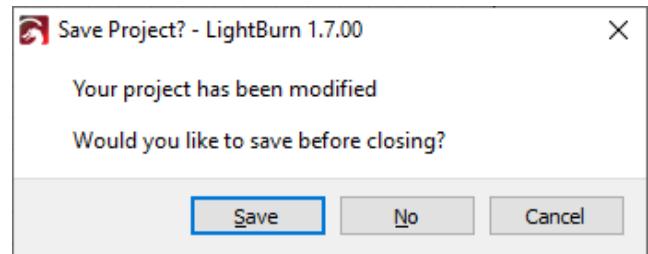
If you have an existing project open with unsaved changes, LightBurn will ask you if you'd like to [Save](#) before starting the new project, click **No** to discard the changes, or **Cancel** to abort the process.



(^ Ctrl L) / (⌘ Cmd) + [O]

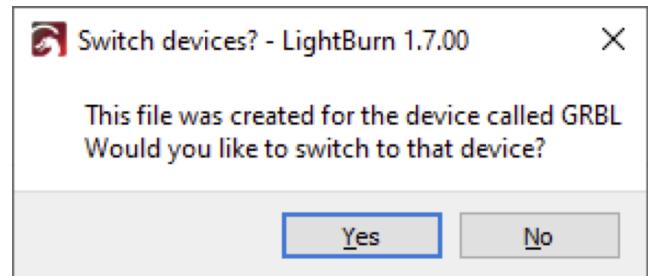
**Opens** a **.lbrn** or **.lbrn2** project file previously stored on your computer.

If you have an existing project open with unsaved changes, LightBurn will ask you if you'd like to [Save](#) before Opening the project, click **No** to discard the changes, or **Cancel** to abort the process.



If you have multiple [device profiles](#), and the device you were using when you [Saved](#) the file is not currently selected, LightBurn will ask if you'd like to automatically switch to that device profile.

Click **Yes** to switch or **No** to open the file with your current device.



Click on the dropdown in your system's file browser to show all supported file types, including supported image and vector file types.

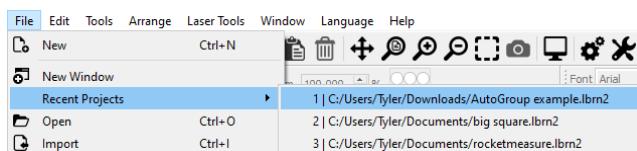


Selecting a supported image or vector file instead of a project file will create a *new LightBurn project*, replacing the currently loaded project. Use [Import](#) to bring artwork files or designs into an existing project.

#### RECENT PROJECTS

Hover over **Recent Projects** in the [File Menu](#) to open a submenu containing a list of projects you've recently worked on and [Saved](#).

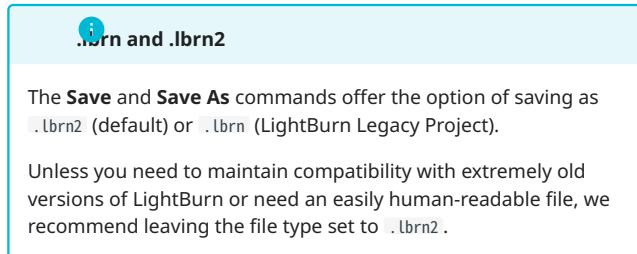
Click any file in the list to [Open](#) it.



## Save

**Save** 

**Save** 



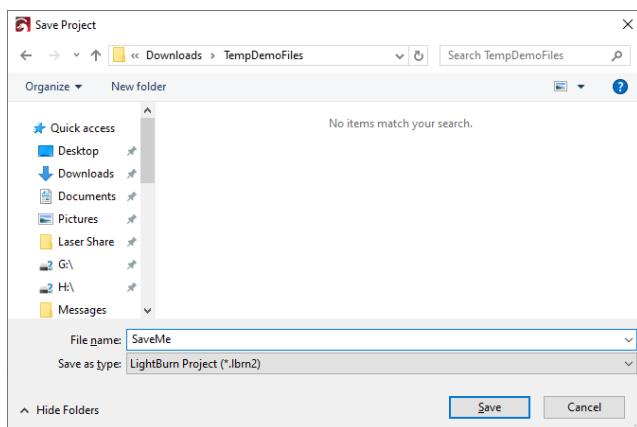
**Saves** your current project in **.lbrn** or **.lbrn2** format.

- If you haven't Saved it previously, a dialog window will open where you can name it and choose the location to Save it.
- If you have already Saved a copy, the existing copy will be immediately overwritten with any new changes you've made.

## Save As

**Save As** 

Rather than immediately overwriting your existing file, **Save As** opens a dialog window where you can save a renamed copy to a new file, leaving the current file unchanged.



## Save Machine File

This option will change depending on the **type of laser** you're using — it may say **Save GCode** (for GRBL, Smoothieware, or Marlin controllers), **Save RD File** (Ruida), **Save OUT File** (TopWisdom), or **Save UD5 File** (Trocen).

All options save your current project as a machine-ready file, in the appropriate format for your type of laser. You can transfer

this file to your machine to run it without ever having to directly connect using LightBurn.

See [Laser Window — Save Machine Files](#) for more information.

## Import



**Import** 

**Import** 

Loads graphics from a variety of file formats into LightBurn. Click on the dropdown in your system's file browser to filter for supported image and vector file types.

LightBurn can **Import** the following formats:

### Vector / mixed formats:

- .ai** - Adobe Illustrator
- .svg** - Scalable Vector Graphics
- .dxf** - AutoCAD Drawing Exchange Format
- .pdf** - Adobe Portable Document Format
- .plt / .hpgl** - Plotter / Hewlett-Packard Graphics Language

### Quick Tip: Drag and drop directly into LightBurn

### Image formats:

- .png** - Portable Network Graphics
- .jpg / .jpeg** - Joint Photographic Experts Group format
- .bmp** - Windows Bitmap
- .gif** - Graphics Interchange Format
- .tif / .tiff** - Tagged Image File Format

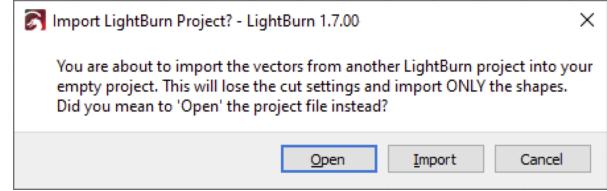
## Importing .lbrn or .lbrn2 files

It is also possible to **Import** **.lbrn** or **.lbrn2** files — however, Importing these types of files *does not* load the cut settings or any other project-specific information saved to the file. Only the graphics will be loaded.

In order to load graphics along with all other settings, you must use **Open** instead.

LightBurn will warn you if you attempt to Import a **.lbrn** or **.lbrn2** file.

Click **Open** to load the graphics and all other settings, **Import** to load only the graphics, or **Cancel** to abort the process.



## Export



**Export** 

**Export** 

**Exports** currently [selected](#) graphics in `.ai`, `.svg`, or `.dxf` format. If there is nothing in your current selection, the entire contents of your current project will be Exported.

Exporting in one of these formats *does not* save cut settings or any other project-related settings.

#### Related Topics

- [Clipboard Tools](#)
- [Undo/Redo](#)

#### • [File Menu](#)

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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[beginner](#) [essential-functions](#) [export](#) [import](#)  
[machine-file](#) [recent-projects](#) [save](#)

## 5.3.2 Selection Tools

In order to modify graphics, you must first select them. The **Select** tool is the primary means of selecting objects, but LightBurn also includes several [additional options](#) for making selections based on their type, size, layer, and more.

### Making Selections

The **Select** tool is active by default. To reactivate it after using a different tool, click the cursor icon in the [Tools Toolbar](#), or press the `Esc` key.

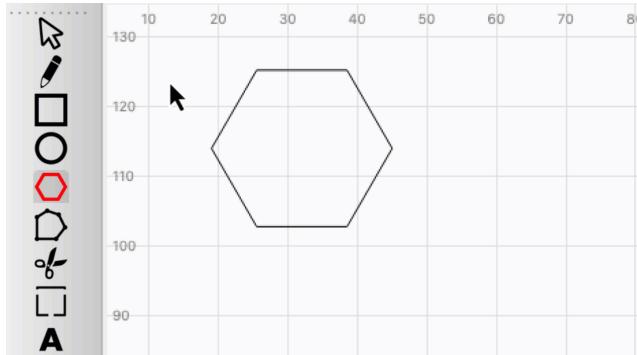


#### CLICK SELECTION

With the **Select** tool enabled, click any object in your [Workspace](#) to select it.



To increase or decrease the distance your cursor must be from an object in order to select it when you click, adjust [Click-Selection Tolerance](#) in your [Settings/Preferences](#).

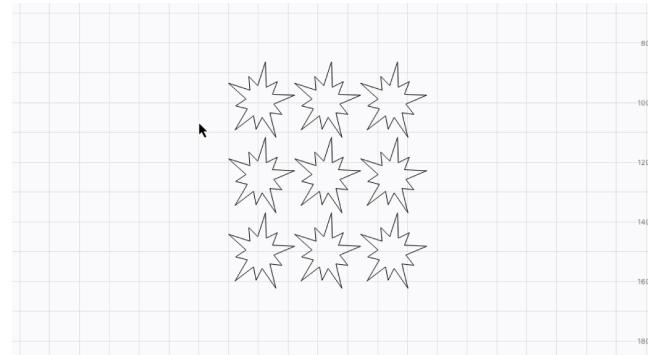


#### BOX SELECTION

Select several shapes at once using one of two box selection options.

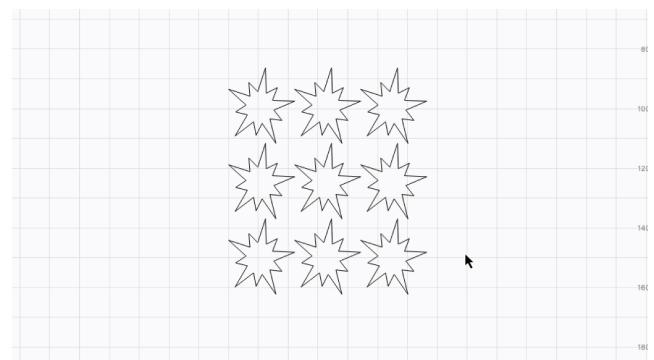
##### Enclosing Selection

With the **Select** tool enabled, click, hold, and drag to the right to create a red **Enclosing Selection** box. Release to select all objects that are *fully contained* within the box.



##### Crossing Selection

Click, hold, and drag to the left to create a green **Crossing Selection** box. Release to select all objects that are *fully contained* or *crossed* by the lines of the box.



##### SELECTION MODIFIERS

To supplement both click and box selection, LightBurn supports the following modifier keys.

While clicking or box-dragging:

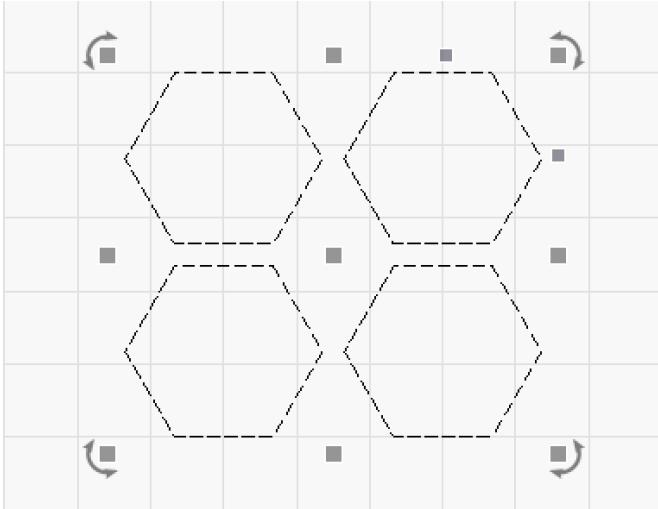
- Hold `Shift` to add a new object or objects to your current selection.
- Hold `Ctrl` / `Cmd` to toggle the selection status of an object or objects, deselecting selected objects, or selecting unselected objects.
- Hold both `Ctrl` / `Cmd` and `Shift` to remove an object or objects from your current selection.

Additional keyboard shortcuts:

- Press the `Esc` key, or click in any open area in your [Workspace](#) to remove all objects from your selection.
- Press `Tab` to cycle your selection sequentially through objects or [Grouped](#) objects in your [Workspace](#). Sequence is determined by the [order](#) in which the objects were created.
- Press both `Tab` and `Shift` to cycle your selection sequentially through objects or [Grouped](#) objects in your [Workspace](#), in reverse order.

##### Selection Indicators

Selected objects are drawn with an animated dash pattern instead of solid lines. If you select [Grouped](#) objects, you'll see a dot-dot-dash pattern instead.

*Ungrouped Objects Selected*

### Additional Selection Tools

Several other selection options are available in the [Edit Menu](#).

#### SELECT ALL

**^ Ctrl L / ⌘ Cmd + A**

Selects all graphics in your project.

#### INVERT SELECTION

**^ Ctrl L / ⌘ Cmd + ⌘ Shift + I**

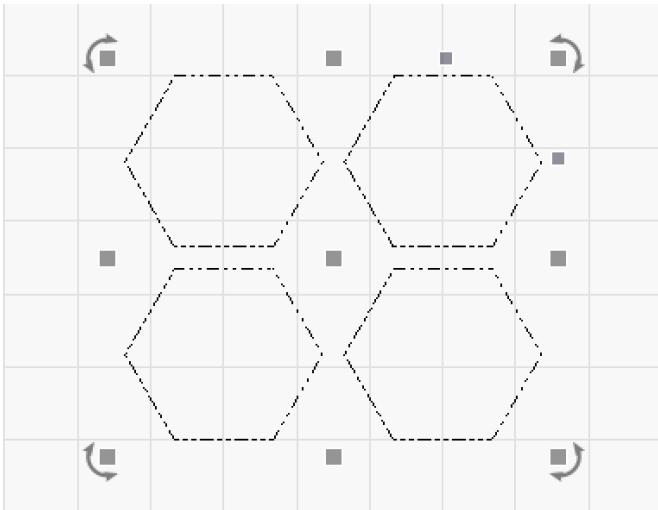
Deselects all objects that are currently selected and selects all objects that are not currently selected.

#### SELECT OPEN SHAPES

Selects all shapes in your project that are open, meaning they are not paths that form a closed, continuous loop. See [Open vs. Closed Shapes](#) for more information on open shapes.

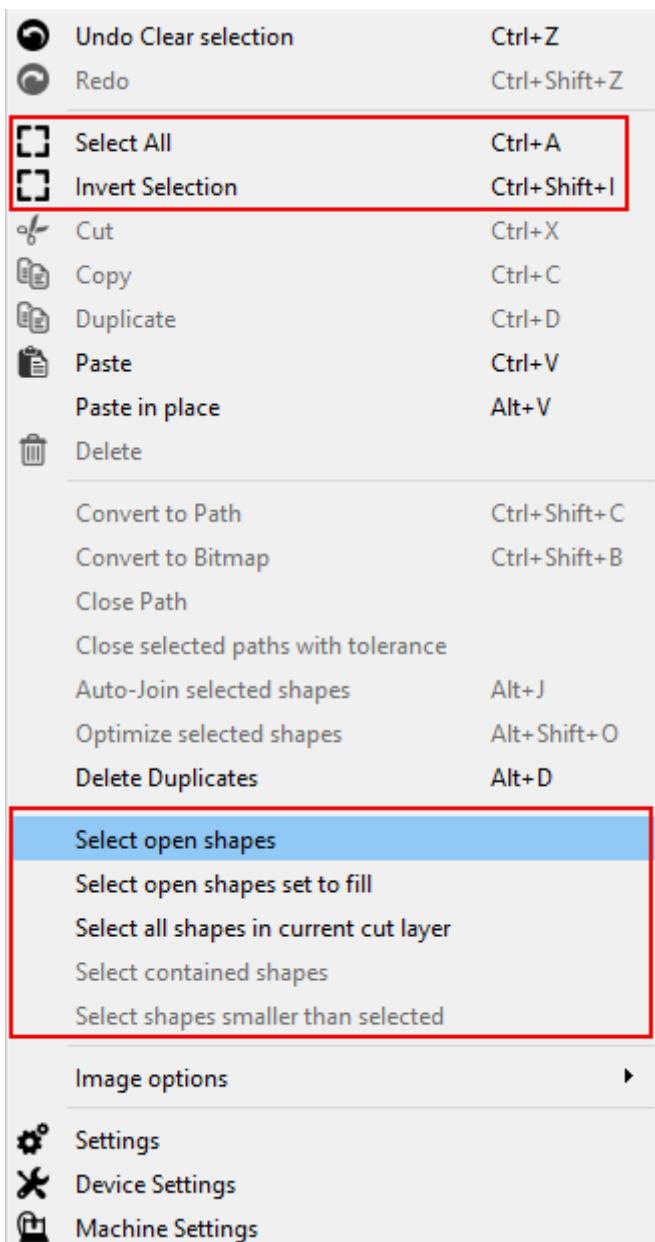
#### SELECT OPEN SHAPES SET TO FILL

Selects all shapes in your project that are open, *and* assigned to a layer set to [Fill](#) or [Offset Fill Mode](#). LightBurn is unable to fill open shapes — this tool is a useful option for identifying them.

*Grouped Objects Selected*

Several options for modifying or manipulating objects are available once they are selected:

- The Transform Control handles for [Sizing](#), [Moving](#), [Skewing](#), or [Rotating](#) the selection appear.
- The size and position of your selection is shown in the [Numeric Edits Toolbar](#).
- Other controls are enabled depending on the type of object you've selected:
- If you select a Text Object, the [Text Options Toolbar](#) becomes active.
- If you select a shape made by the [Rectangle](#), [Ellipse](#), or [Polygon tools](#), shape-specific adjustment options are presented in the [Shape Properties Window](#).
- If you select an [Image](#), image adjustment options are presented in the Shape Properties Window.

**SELECT ALL SHAPES IN CURRENT LAYER**

Selects all shapes assigned to the active layer in the [Cuts / Layers Window](#).

You can perform the same action by holding [<sup>⇧ Shift</sup>](#) while clicking on a layer in the Cuts / Layers Window.

**SELECT CONTAINED SHAPES**

Selects all shapes contained by the currently selected shape. To use this tool, the selected shape must be closed — a path that forms a continuous loop. The containing object remains in the resulting selection.

**SELECT SHAPES SMALLER THAN SELECTED**

Selects all shapes that are smaller than the currently selected object. The currently selected object remains in the resulting selection.

**Troubleshooting**

- **Grouped** objects are treated as single objects when using click or box selection, and any selection modifiers. All objects in a Group must be entirely contained by an **Enclosing Selection** in order to be selected, and if any object in a Group is crossed by a **Crossing Selection**, the entire group will be selected.
- There are a handful of exceptions to the behavior of Grouped objects with the additional selection tools:
- **Select contained shapes** does not select *any* contained shapes that are Grouped.
- When using **Select shapes smaller than selected**, any Grouped objects that are smaller than the selected shape will be selected, and automatically removed from their Group. The objects they were Grouped with will not be selected.
- When using **Select open shapes** or **Select open shapes set to Fill**, any Grouped objects that are open will be selected, and automatically removed from their Group. The objects they were Grouped with will not be selected.
- If you find that you're getting odd flashing instead of the [expected pattern](#) when selecting objects, the most likely problem is overlapping geometry. This is often the result of importing the same file twice, or other design software exporting paths improperly.

To solve this problem, try deleting duplicate shapes using [Edit → Delete Duplicates](#) ([<sup>⌘ Alt</sup>](#) + [<sup>D</sup>](#)).

For more manual control, you can also try [Ungrouping](#) ([<sup>⌃ Ctrl</sup>](#) / [<sup>⌘ Cmd</sup>](#) + [<sup>U</sup>](#)) and deleting individual shapes.

**Related Topics**

- [Group/Ungroup](#)
- [Workspace](#)
- [Zoom](#)
- [View Style](#)
- [Open vs. Closed Shapes](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

### 5.3.3 Zooming and Panning

Use the **Zooming** and **Panning** functions to adjust the visible area in your [Workspace](#) while designing and making edits.

**Zooming In** can make fine details easier to work on, and **Zooming Out** can provide a better view of an overall composition.

**Panning** allows you to move the area your screen is focused over, sliding the field of view between locations in your [Workspace](#).

#### Zooming

##### ZOOM IN AND OUT

The most common method to quickly navigate a design is by zooming with the scroll wheel on a mouse, followed by two-finger dragging if you're using a trackpad. By default, rolling it backwards will **Zoom Out**, and rolling it forward will **Zoom In**, toward whatever your cursor is pointing.

These directions can be swapped by going to [File](#) → [Settings](#) ([LightBurn](#) → [Preferences](#) on Mac) and toggling on [Invert mouse wheel zoom direction](#).

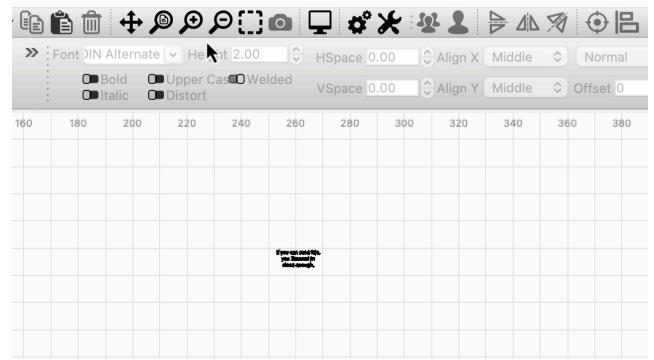
However, there are many ways to Zoom In and Out:

Method	Zoom In	Zoom Out
Roll the scroll wheel on a mouse	Forward	Backward
Slide two fingers on most touchpads	Backward	Forward
Window Menu	Zoom In	Zoom Out
Keyboard shortcuts (Edit Window in focus)	+ [ ]	- [ ]
Keyboard shortcuts (Edit Window not in focus)	^ Ctrl / ⌘ Cmd + [ ]	^ Ctrl / ⌘ Cmd - [ ]
Main Toolbar		

#### What does it mean for a window to be in focus?

There are several [Windows](#) and [Toolbars](#) in LightBurn that accept user input — when a window is clicked on, it is in focus and accepting input.

If a window other than the [Edit Window](#) is in focus, click anywhere in the [Workspace](#) to bring it into focus.

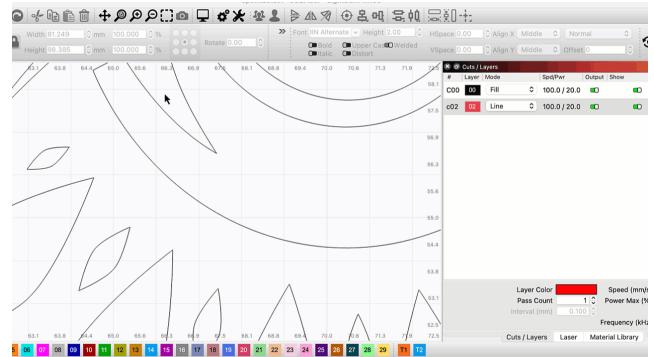


#### ZOOM TO PAGE

To **Zoom** your field of view to show the entire [Workspace](#), go to [Window](#) → [Zoom to Page](#), press [<sup>^</sup> Ctrl](#) / [<sup>⌘</sup> Cmd](#) + [<sup>0</sup>](#), or click



the Zoom to Page button in the [Main Toolbar](#).

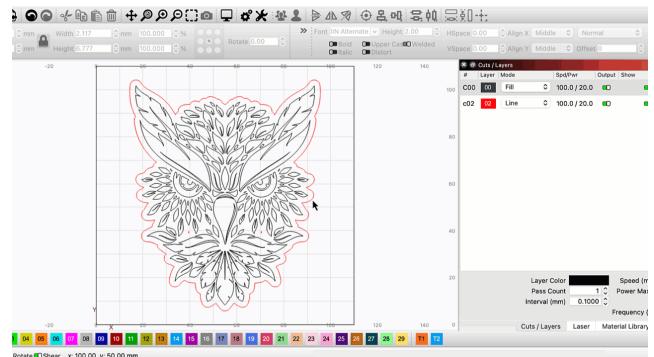


#### FRAME SELECTION

To **Zoom** your field of view to frame your [current selection](#), go to [Window](#) → [Frame Selection](#), press [<sup>^</sup> Ctrl](#) / [<sup>⌘</sup> Cmd](#) + [<sup>↑</sup> Shift](#)



+ [ ], or click the Frame Selection button in the [Main Toolbar](#).



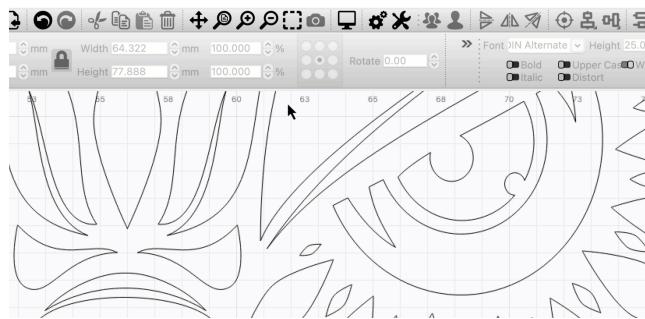
#### Panning

**Panning** slides your field of view around the [Workspace](#). There are a few options for enabling Panning mode:

- Click the **Pan / Drag View** icon  in the [Main Toolbar](#).
- Press and hold the middle mouse button and move your mouse.
- Hold down [\*\*Space\*\*](#) on your keyboard.

When you've enabled Panning mode using any of the above methods, you'll see the mouse cursor change to a hand , and then you can click and drag the view with the left mouse button.

To exit Panning mode, press the [\*\*Esc\*\*](#) key, or enable any other tool.



### Related Topics

- [Selection](#)
- [Main Toolbar](#)
- [Window Menu](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[essential-functions](#) [invert-zoom](#) [pan](#) [preferences](#)  
[settings](#) [view](#) [workspace](#) [zoom](#)

## 5.3.4 Undo/Redo



**Location**[Main Toolbar](#)[Edit → Undo/Redo](#)**Keyboard Shortcuts****Undo**Windows: `^ Ctrl + Z`Mac: `⌘ Cmd + Z`**Redo**Windows: `^ Ctrl + ⌘ Shift + Z`Mac: `⌘ Cmd + ⌘ Shift + Z`**Using Undo and Redo**

**Undo** reverses previous actions taken, starting with the most recent action, and proceeding to previous actions with successive Undos.

To Undo, press `^ Ctrl / ⌘ Cmd + Z`, click the Undo icon in the [Main Toolbar](#), or go to the [Edit Menu](#) and select Undo.

**Redo** restores actions previously reversed using Undo, starting with the most recent action Undone, and proceeding to previous reversed actions with successive Redos.

To Redo, press `^ Ctrl / ⌘ Cmd + ⌘ Shift + Z`, click the Redo icon in the Main Toolbar, or go to the Edit Menu and select Redo.

**Undo** and **Redo** reverse or reapply changes you've made to your project, allowing you to backtrack if you've made edits you regret, or restore the edits you reversed, if that regret was only temporary.

Undo and Redo in LightBurn are unlimited — the list of actions that can be reversed and reapplied is only reset when closing out of the program or opening a new project.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[editing](#) [essential-functions](#) [optimize](#) [workflow](#)

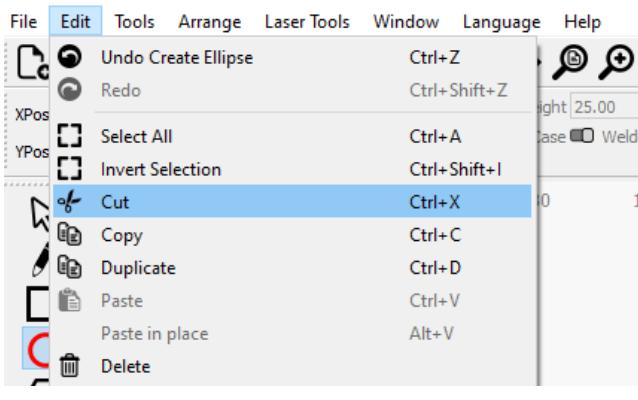
### 5.3.5 Clipboard Tools

The clipboard commands are tools for copying, inserting, removing, or duplicating objects in your [Workspace](#), and transferring graphics into and out of LightBurn.

The clipboard commands are accessible in the [Edit Menu](#), [Main Toolbar](#), by hotkey, or by right-clicking in your Workspace to open a context menu.



Your computer's clipboard is a temporary storage location used to save items that you copy, so you can paste them to another location shortly after.



COPY

$\wedge \text{Ctrl} / \text{⌘ Cmd} + \text{C}$

Saves a copy of selected objects to your clipboard.



CUT

$\wedge \text{Ctrl} / \text{⌘ Cmd} + \text{X}$

Deletes selected objects in your [Workspace](#) while saving a copy of them to your clipboard at the same time.

DUPLICATE

$\wedge \text{Ctrl} / \text{⌘ Cmd} + \text{D}$

Creates copies of selected objects, directly on top of the existing objects.



PASTE

$\wedge \text{Ctrl} / \text{⌘ Cmd} + \text{V}$

Inserts objects copied to your clipboard into your [Workspace](#). Pasted objects are centered at the location of your cursor at the time of pasting.

### Drag and drop directly into LightBurn

You can copy text, vector graphics, and images from other design software, and paste them directly into your LightBurn [Workspace](#).

#### PASTE IN PLACE

$\text{Alt} / \text{⌥ Option} + \text{V}$

Inserts objects copied to your clipboard into your [Workspace](#) and positions them according to their location in the project they were copied from.



#### DELETE

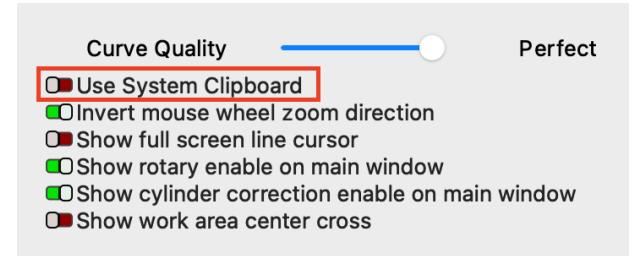
$\text{Del}$

Deletes selected objects.

#### Troubleshooting

- By default, LightBurn uses your system's clipboard. If you're experiencing slow performance when using the clipboard commands, disable **Use System Clipboard** in the [Settings Preferences](#) window.

With this setting disabled, you'll no longer be able to copy and paste from other programs into LightBurn, or between LightBurn windows.



#### Related Topics

- [Selection Tools](#)
- [Undo/Redo](#)
- [Zoom](#)
- [Edit Menu](#)
- [Main Toolbar](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[beginner](#) [clipboard](#) [essential-functions](#)

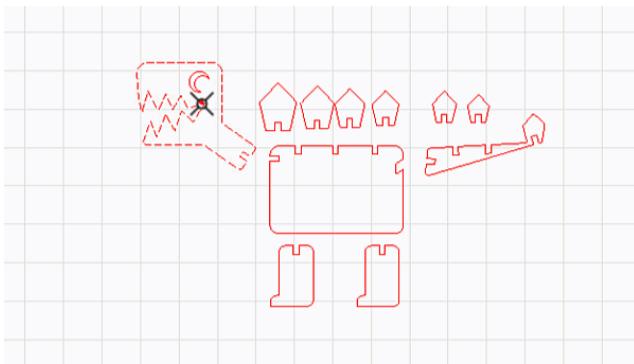
## 5.3.6 Transform Controls

The **Transform Controls** are tools for directly editing selections in your [Workspace](#) by clicking and dragging control handles that alter their position, dimensions, orientation, or shape.

### Control Handles

Control handles appear on and around the selection area of any object or objects you [select](#).

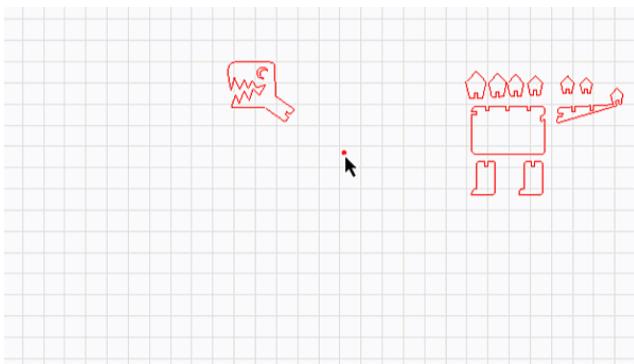
Imagine the selection area as the smallest possible rectangle that can contain every object in your selection. The edges and center of a selection are the same as the edges and center of that imaginary rectangle.



### Move

The **Move** handle is a square located in the center of your selection area. When you hover over the Move handle, the four-arrow icon will appear.

- Click, hold, and drag the Move handle to move the selection around your [Workspace](#).
- Release to place the selection in its new position.
- Press [`Esc`](#) before releasing to deselect and return the selection its original position after releasing.

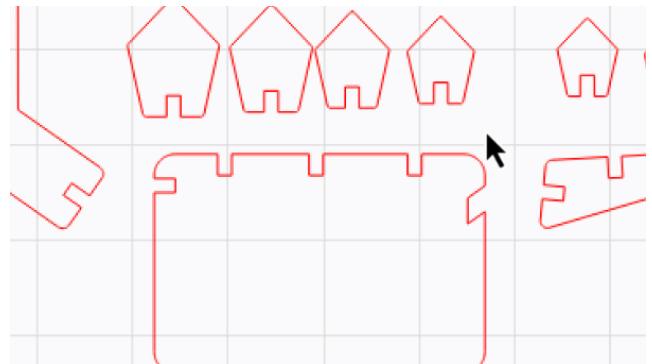


To precisely adjust a selection's position, use the [Numeric Edits Toolbar](#).

### MOVING FROM SNAPPING POINTS

Hover over a line, corner, intersection, midpoint, or other node on any shape in your selection, then click, hold, and drag to move all objects in the selection from that point, and snap it to another point on another shape in your [Workspace](#).

See [Snapping](#) for more information.



### MODIFIER KEYS

- Hold [`Shift`](#) while dragging to lock a selection's movement to a 90° or 45° angle from its current position.
- Hold [`Alt`](#) / [`Option`](#) to show temporary [Alignment Guides](#) for selection snapping.
- Hold [`Ctrl`](#) / [`Cmd`](#) to disable snapping while moving selections.

### MOVE INCREMENT HOTKEYS

You can also use your keyboard's arrow keys to move objects in your [Workspace](#) by set increments.

These hotkeys only work when you have objects selected and the **Edit Window** ([Workspace](#)) — the area where you create and edit graphics — is in focus.

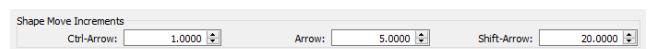
#### What does it mean for a window to be in focus?

There are several windows in LightBurn that accept user input — when a window is clicked on, it is in focus, and accepting input.

If a window other than the Edit Window is in focus, click anywhere in the [Workspace](#) to bring it into focus.

- The [`Left`](#), [`Right`](#), [`Up`](#), and [`Down`](#) arrow keys nudge your selection by **5 mm**, by default.
- Hold [`Ctrl`](#) while pressing an arrow key to nudge your selection **1 mm**, by default.
- Hold [`Shift`](#) while pressing an arrow key to nudge your selection **20 mm**, by default.

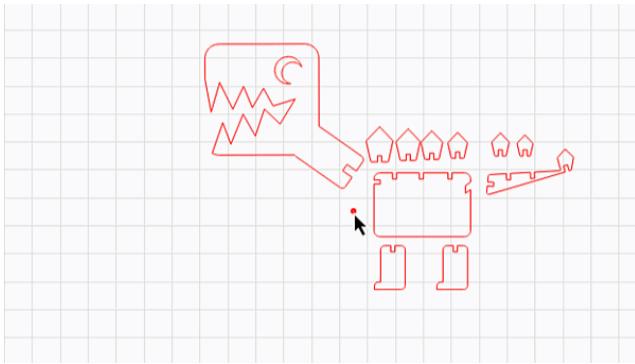
You can adjust the nudge distance of each arrow key and modifier in the **Units and Grids** tab of the [Settings](#) window, under **Shape Move Increments**.



## Size

The **Size** handles are squares located around the perimeters of your selection area — at each corner, and the midpoints of each side. When you hover over a Size handle, the two-arrow icon will appear.

- Use the corner handles to rescale both dimensions of your selection while maintaining its aspect ratio.
- Use the midpoint handles to rescale a single dimension at once.
- When dragging any of the Size handles, the behavior is asymmetric — the other side of the object acts like an anchor and stays in place.
- Click, hold, and drag a Size handle to rescale your selection. Drag outward to make it larger, or inward to make it smaller.
- Release to set the selection to its new scale.
- Press **Esc** before releasing to deselect and return the selection its original scale after releasing.



## MODIFIER KEYS

- Hold **Shift** while dragging from a corner handle to rescale both dimensions at once, while not maintaining the original aspect ratio. Left-right movement will adjust the width, while up-down movement will adjust the height.
- Hold **Ctrl** while dragging from any **Size** handle to rescale the selection symmetrically from its center, rather than from the chosen handle.



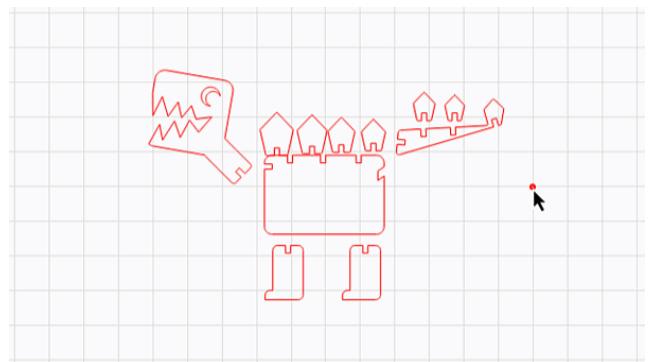
To precisely adjust a selection's dimensions, use the [Numeric Edits Toolbar](#).

## Rotate

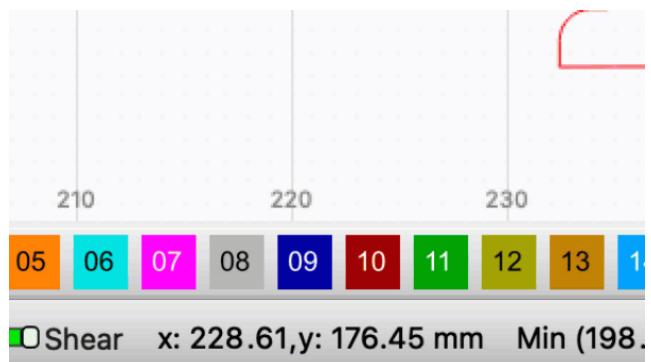
There are four **Rotate** handles — they're the curved two-arrow icons, one on each corner of your selection. When you hover over a Rotate handle, your cursor will change to the curved two-arrow icon as well.

- Click, hold, and drag a Rotate handle clockwise or counterclockwise to turn the selection around its center point.
- Release to leave the selection in its new orientation.
- Press **Esc** before releasing to deselect and return the selection its original orientation after releasing.

Use **Two-Point Rotate / Scale** to turn your selection from a custom pivot point instead of a Rotate handle.



As you Rotate your selection, the [Status Bar](#) will actively show the change in degree of rotation.



## MODIFIER KEYS

- Hold **Shift** while dragging to lock rotation to 15° increments.
- Hold **Ctrl** / **Cmd** to lock to 5° increments.

## ROTATE HOTKEYS

These hotkeys only work when you have objects selected and the **Edit Window/Workspace** — the area where you create and edit graphics — is in focus.

## What does it mean for a window to be in focus?

There are several windows in LightBurn that accept user input — when a window is clicked on, it is in focus, and accepting input.

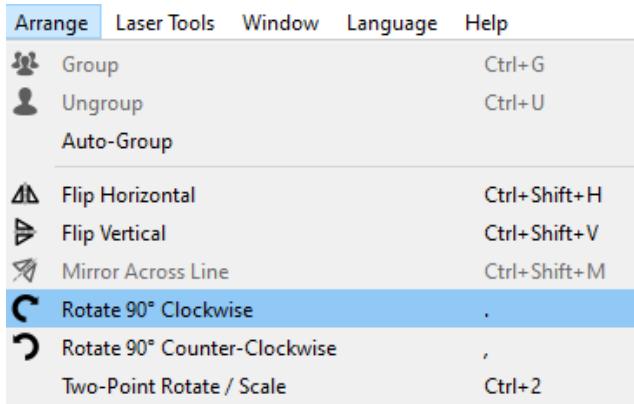
If a window other than the Edit Window is in focus, click anywhere in the [Workspace](#) to bring it into focus.

Action	Windows	macOS
Rotate 90° clockwise		
Rotate 90° counterclockwise		
Rotate 45° clockwise	+	+

Action	Windows	macOS
Rotate 45° counter-clockwise	$\text{Shift} + \text{Spacebar}$	$\text{Shift} + \text{Spacebar}$
Rotate 15° clockwise	$\text{Ctrl} + \text{Spacebar}$	$\text{Cmd} + \text{Spacebar}$
Rotate 15° counter-clockwise	$\text{Ctrl} + \text{Shift} + \text{Spacebar}$	$\text{Cmd} + \text{Shift} + \text{Spacebar}$
Rotate 5° clockwise	$\text{Ctrl} + \text{Spacebar}$ $+ \text{Shift} + \text{Spacebar}$	n/a
Rotate 5° counter-clockwise	$\text{Ctrl} + \text{Shift} + \text{Spacebar}$	n/a

## ROTATE IN THE ARRANGE MENU

You can also select **Rotate 90° Clockwise** or **Rotate 90° Counter-Clockwise** from the [Arrange Menu](#).



## ROTATE IN THE NUMERIC EDITS TOOLBAR

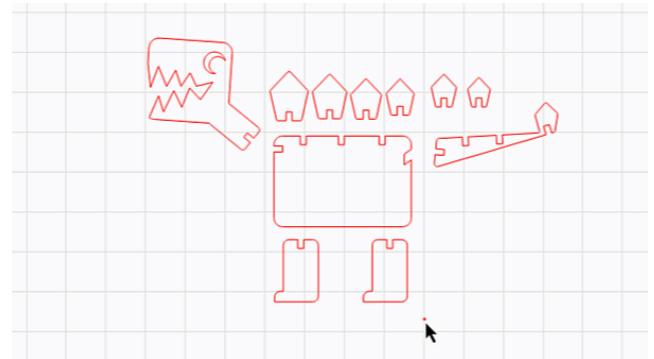
Enter an angle of rotation in the **Rotate** field of the [Numeric Edits Toolbar](#) to Rotate objects at any angle. This field accepts negative values.



## Shear

The two **Shear** handles are small squares located just above or below and just to the left or right of a corner of your selection.

- The handle above or below skews your selection vertically, while the handle to the left or right skews it horizontally.
- Click, hold, and drag a Shear handle to skew the selection.
- Release to apply the new skew to the selection.
- Press  $\text{Esc}$  before releasing to deselect and return the selection to its original skew.



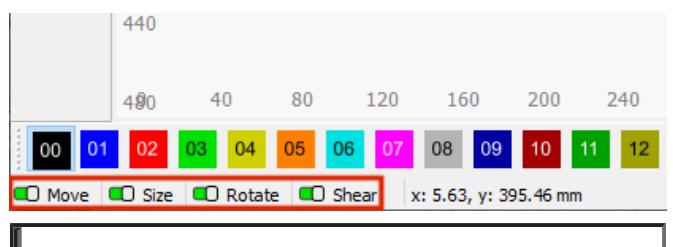
Use [Warp/Deform Selection](#) to skew selections in any direction.

## Transform Control Toggles

Use the **Transform Control Toggles** in the bottom left of the LightBurn window to enable and disable specific types of editing across an entire project, and prevent accidental edits, such as inadvertently scaling a design that contains strict sizing, or moving tightly nested parts.



This feature is disabled when using [Beginner Mode](#).



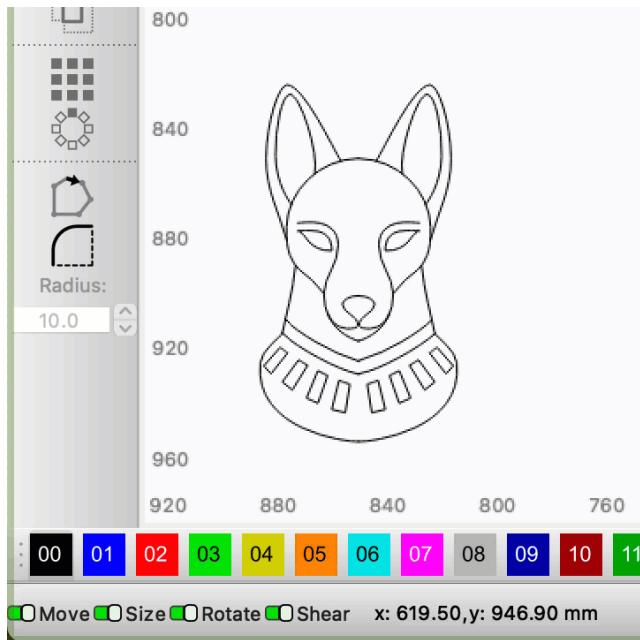
The Transform Control Toggles are all enabled by default. Each toggle enables or disables a different type of editing:

- Move:** shifting, repositioning, relocating, dragging, or rearranging objects.
- Size:** scaling, resizing, enlarging, or shrinking objects.
- Rotate:** spinning, turning, tilting, or adjusting the angle of objects.
- Shear:** skewing or slanting objects.

When a toggle is enabled, the corresponding Transform Controls appear around selected objects. As toggles are disabled the controls disappear, restricting that type of editing.



Use [Lock Shapes](#) to lock editing of *individual objects* in a design.



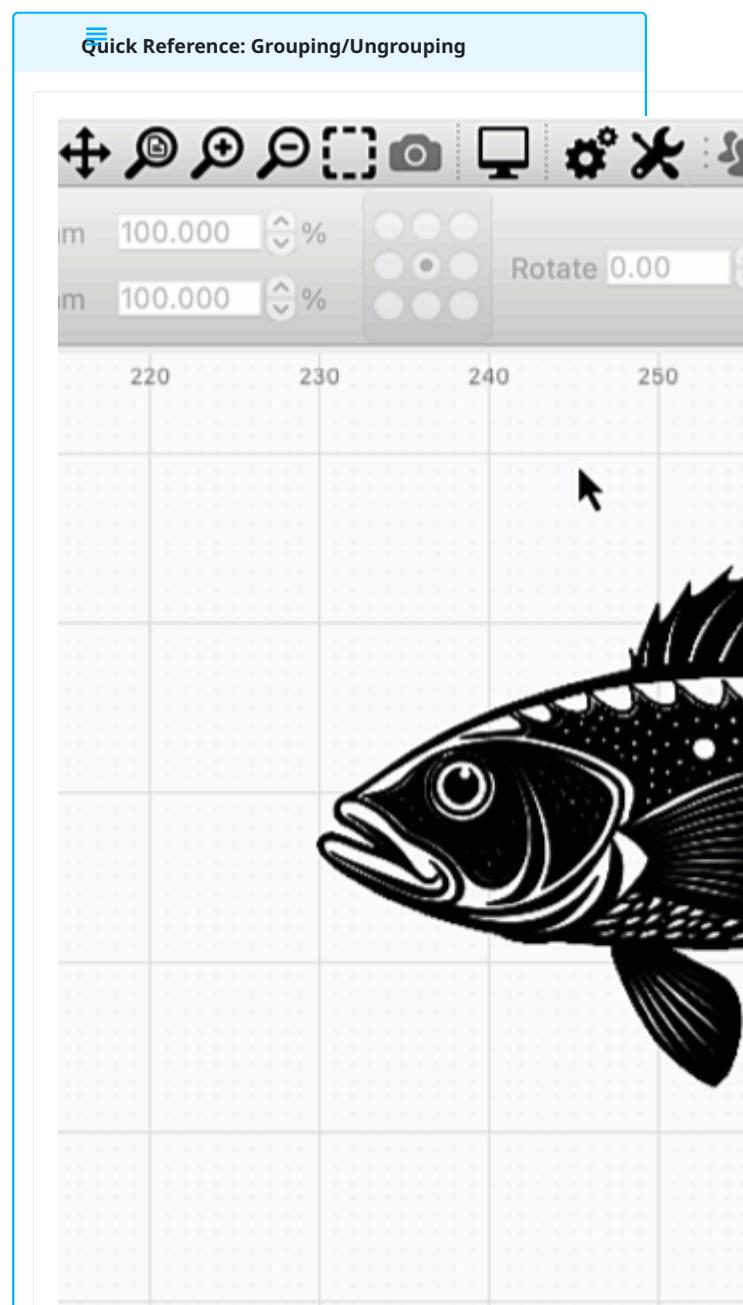
### Related Topics

- [Lock Shapes](#)
- [Selection Tools](#)
- [Snapping](#)
- [Select](#)
- [Numeric Edits Toolbar](#)
- [Warp/Deform Selection](#)
- [Status Bar](#)

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[control](#) [disable-move](#) [disable-rotate](#) [disable-shear](#)  
[disable-size](#) [essential-functions](#) [handles](#) [move](#) [rotate](#)  
[shear](#) [size](#) [snap](#) [transform](#)

## 5.3.7 Grouping and Ungrouping



**Group** combines collections of objects into single units, which can be split u

**Location**

Arrange Toolbar

Arrange → Group/Ungroup

Right-click → Group/Ungroup

**Keyboard Shortcuts**

**Grouping**

Windows: **^ Ctrl + G**

Mac: **⌘ Cmd + G**

**Ungrouping**

Windows: **^ Ctrl + U**

Mac: **⌘ Cmd + U**

The **Group** tool combines collections of objects into single units, and the **Ungroup** tool splits Groups back into the individual objects that make them up.

Normally, all objects are independent of one another, and can be manipulated individually. But it's sometimes helpful to treat a collection of things as a single unit, to make sure they keep their relative position and size when you're moving them around.

LightBurn also provides options in [Optimization Settings](#) to tell your laser to engrave Grouped objects together or to cut and engrave multi-layer Groups in order, completing each layer in each Group before moving on to the next one.

Both Group and Ungroup are available in the [Arrange Menu](#), [Arrange Toolbar](#), and by hotkey.



### Grouping and Ungrouping

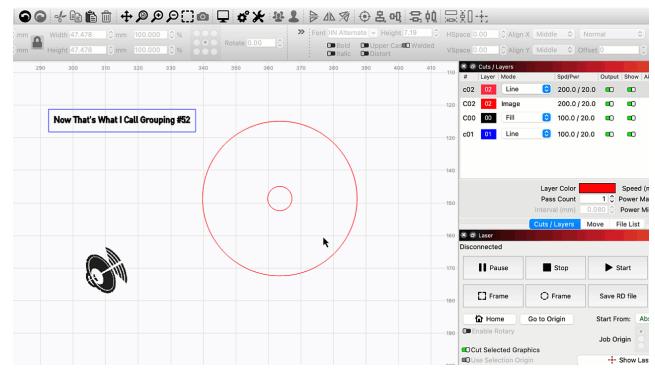


**^ Ctrl / ⌘ Cmd + G**

**Group** selected objects to treat them as a single unit when they are:

- Selected
- Moved
- Resized
- Used with the [Boolean](#) tools

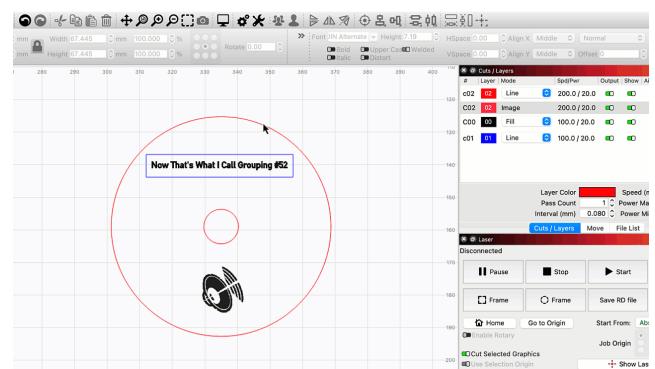
You can create Groups out of any objects, including objects assigned to different layers, and multiple types of objects such as [lines](#), [shapes](#), [text](#), and [images](#). You can even combine objects that have already been Grouped into other Groups.



**^ Ctrl / ⌘ Cmd + U**

**Ungroup** selected (previously Grouped) objects to treat them as discrete, independently adjustable units again.

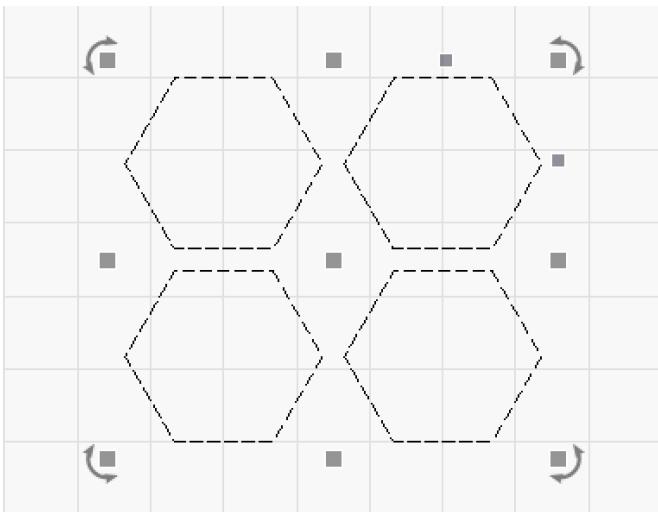
If you have a Group made up of other Groups, you'll need to Ungroup multiple times to separate all objects into individual units again.



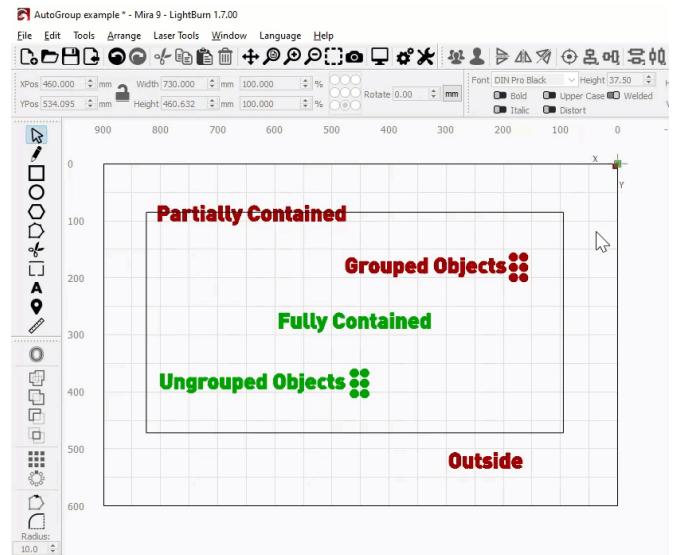
### SELECTION APPEARANCE OF GROUPED OBJECTS

You can tell whether an object is **Grouped** based on its appearance when you [select](#) it.

**Ungrouped** objects are drawn with an animated dash pattern instead of solid lines, while Grouped objects are drawn with a dot-dot-dash pattern.



Ungrouped Objects Selected



In the animation above, the objects shown in red are unaffected by Auto-Group, either because they're not fully contained within the rectangle or because they are already [Grouped](#). The green objects are automatically Grouped with the rectangle.

To use Auto-Group:

1. Select the shapes you want to use Auto-Group on.
2. Make sure the shapes are not Grouped using [Arrange](#) → [Ungroup](#) or [Ctrl + U](#).
3. Use [Arrange](#) → [Auto-Group](#) to automatically group all fully contained shapes inside the outermost shape.

### Troubleshooting

#### Note

Imported shapes are Grouped by default. Disable [Group imported shapes](#) in your [Settings](#) to turn off automatic Grouping upon importation.

#### General Import Settings

- [Group imported shapes](#)
- [Import hidden layers from AI files](#)

#### Text Settings

##### Default Font

DIN Alternate

[Set SHX Font Path](#)



No SHX Font P.

- [Enable Right-To-Left text support](#)

#### DXF Import Settings

- The following tools cannot be used with [Grouped](#) objects:
- [Edit Nodes](#)
- [Trim Shapes](#)
- [Resize Slots](#)
- [Convert to Path](#)

- [Auto-Join Selected Shapes](#)
- [Close Path](#)
- [Close Selected Paths with Tolerance](#)
- [Break Apart](#)
- [Optimize Selected Shapes](#)
- [Select contained shapes](#)
  
- Grouped objects are treated as single units when working with the [Boolean](#) tools. If any object in a Group is an [open](#) shape, the entire Group cannot be used with the Boolean tools.
- Using [Select open shapes](#), [Select open shapes set to Fill](#), and [Select shapes smaller than selected](#) will select applicable Grouped shapes, and remove them from their Group.
- **Auto-Group** only works on shapes that are *fully contained* within the outer shape. If any portion of a shape extends outside the outer shape, it will be left out of the Group.
- Auto-Group only works on Ungrouped shapes. Use [Ungroup](#) to remove shapes from an existing Group.

#### Related Topics

- [Fill Groups Together](#)
- [Order by Group](#)
- [Selection Tools](#)
- [Numeric Edits Toolbar](#)
- [Align](#)
- [Docking](#)
- [Grid Array](#)
- [Boolean Tools](#)

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[arrangement](#) [essential-functions](#) [layout-and-design](#)  
[object-manipulation](#) [workflow](#)

### 5.3.8 Preview

**Quick Reference: Preview**

**Preview - LightBurn 1.7.00**

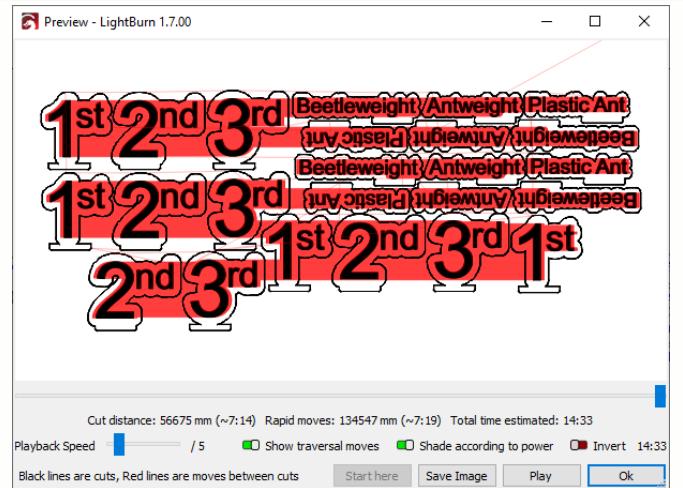
Cut distance: 56675 mm (~7:14) Rapid moves: 134547 mm (~7:19) Total time estimated: 14:33  
 Playback Speed / 5 Show traversal moves Shade according to power Invert 14:33  
 Black lines are cuts, Red lines are moves between cuts Start here Save Image Play Ok

**Location**  
**Main Toolbar**  
 Window → Preview

**Keyboard Shortcuts**  
 Windows: **Alt + P**  
 Mac: **Option + P**

The **Preview** window simulates movements and lasering operations before sending a project to the machine. Use it to:

- See the order in which cuts will be completed
- Check that your laser will do what you expect
- Estimate how long a job will take based on the information in the [Additional Settings tab of Device Settings](#)
- 



Cut distance: 434 mm (~0:06) Rapid moves: 181 mm (~0:01) Total time estimated: 0:07  
 Playback Speed x 40 Show traversal moves Shade according to power Invert 0:00  
 Black lines are cuts, Red lines are moves between cuts Start here Save Image Play Ok

## JOB TIME STATISTICS

Below the **Time Slider** are statistics about the job and the estimated run time. The [Additional Settings](#) tab in **Device Settings** can help you get more accurate time estimates – see the video above for help.

- **Cut distance** shows the distance the laser will travel while on, and the estimated time it will take the laser to complete those movements in parentheses.
- **Rapid moves** shows the distance the laser will travel while off, between cutting and engraving, and the estimated time it will take the laser to complete those movements in parentheses.
- **Total estimated time** shows the combined time it will take the laser to complete all Cut and Rapid moves.

## PREVIEW SETTINGS

The settings here only affect the **Preview** window – they don't change anything about LightBurn's output to the laser.

Setting	Description
Playback Speed	Sets the speed of playback with the <b>Play</b> button – ranges from $\frac{1}{5}$ of actual speed to 5 times the actual speed.
Show Traversal Moves	If enabled, shows travel moves in red. If disabled, travel moves are hidden.
Shade According to Power	If enabled, uses grayscale shading to indicate higher and lower power cut moves. This only works with the <a href="#">Grayscale Image Mode</a> or <a href="#">Power Scaling</a> .
Invert	If enabled, sets cut moves to white on a black background. Useful when engraving on dark surfaces that engrave lighter, such as slate.



## START HERE

Use the **Start Here** button to recover interrupted jobs by starting the laser at a precise time partway through the operation. Move the **Time Slider** to the point at which you want to start, then click **Start Here**.

## SAVE IMAGE

Saves the current **Preview** as an image file.

## PLAY

Animates the simulation to show the job from start to finish at the speed set in **Playback Speed**.

## Troubleshooting

- If the time estimates are inaccurate, update the **Simulation Settings** in **Device Settings — Additional Settings**.
- If the output of the laser doesn't match the **Preview**, see [Troubleshooting: Job Quality](#).

## Related Topics

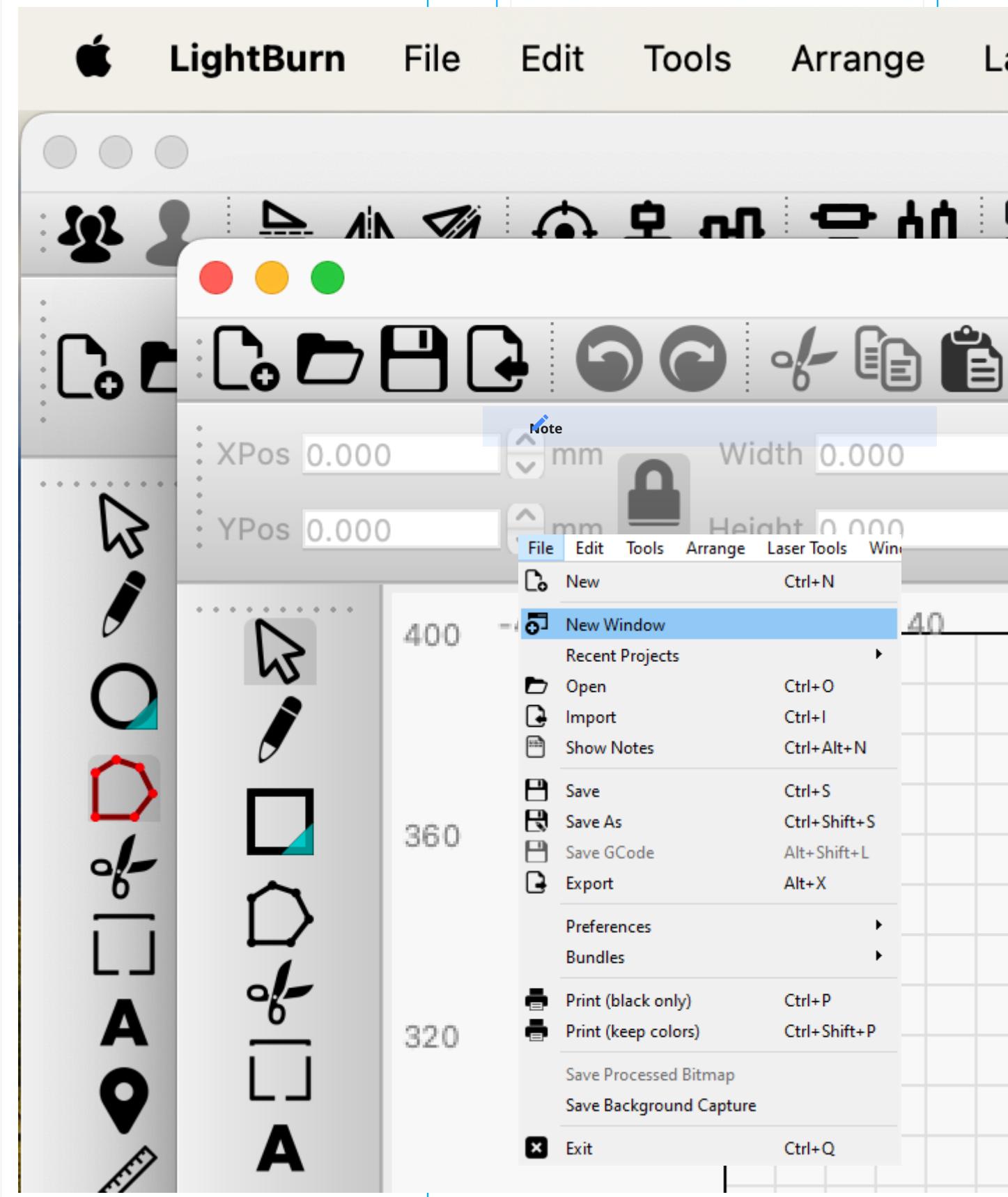
- [Print and Cut](#)
- [Device Settings — Additional Settings](#)
- [Cut Settings](#)
- [Optimization Settings](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## essential-functions

## 5.3.9 New Window

**Quick Reference: New Window**



Work on more than one project at a time.

## Related Topics

- For an alternate method that creates fully independent instances of LightBurn, refer to the [Running Multiple Independent Instances of LightBurn](#) guide.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[batch-production](#) [editing](#) [essential-functions](#)  
[optimization](#) [workflow](#) [workflow-optimization](#)

## 5.3.10 View Style

**Quick Reference: View Style**A large, bold, black filled font rendering of the letters 'F', 'I', and 'L'.A large, blue wireframe font rendering of the letters 'W', 'I', and 'L'.

Switch between wireframe and filled display rendering.

**Location**

Window → Toggle Wireframe / Filled

**Keyboard Shortcuts**

⌘ Option / ⌘ Alt + W

Changing the **View Style** alters the appearance of vector graphics in your [Workspace](#), which can be useful for spotting potential design issues and visualizing the final output from a project.

These options only change the rendering of the objects in your Workspace and do not affect the final work produced by the laser.

#### View Style Types



**Filled:** shapes that are assigned to layers set to [Fill Mode](#) will appear as solid shapes, blocking out shapes behind them on other layers. This is handy for getting a better understanding of the overall design, but may hide duplicate or unwanted shapes on different layers. Filled View Styles may also be trickier to edit, as some objects are hidden behind others and not easily selected. Render times may be longer on older or less-powerful computers.

**Wireframe:** all [vectors](#) in the design appear as outlines (strokes). This style renders quickly and makes issues in a design more obvious, but does not provide a visual indication

of which graphics are assigned to layers set to [Fill Mode](#). Use [Preview](#) to see a rendering of your finished result instead.

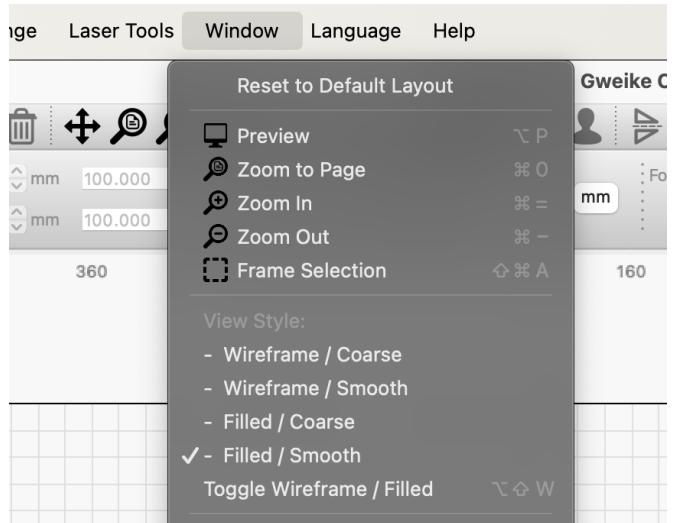
#### EDGE RENDERING QUALITY

- **Smooth:** High detail, slower rendering.
- **Course:** Lower detail, faster rendering.

#### Changing View Style

Select your desired **View Style** from the [Window Menu](#).

Toggle between **Wireframe** and **Filled** mode at any time by pressing ⌘ Option / ⌘ Alt + W.

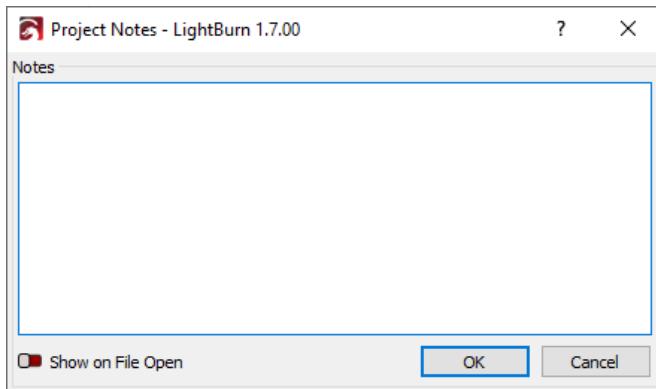


For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[edge](#) [edge-rendering](#) [fill-mode](#) [filled](#) [preview](#)  
[rendering](#) [rendering-quality](#) [vector](#) [view](#) [wireframe](#)

### 5.3.11 Show Notes

**Show Notes** allows you to add, edit, and view notes for a project. This is often useful for files that will be shared with others, or to store related information for working with a project in the future. Go to **File → Show Notes** or press **^ Ctrl + Alt + N**.



Edit the **Notes** by typing into the text box and clicking **OK** to save. Press **Cancel** to discard any changes and close the window.

Enable the **Show on File Open** toggle to show the notes automatically when the file is opened in LightBurn.

#### Related Topics

- [Job Checklist](#)
- [File Management](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

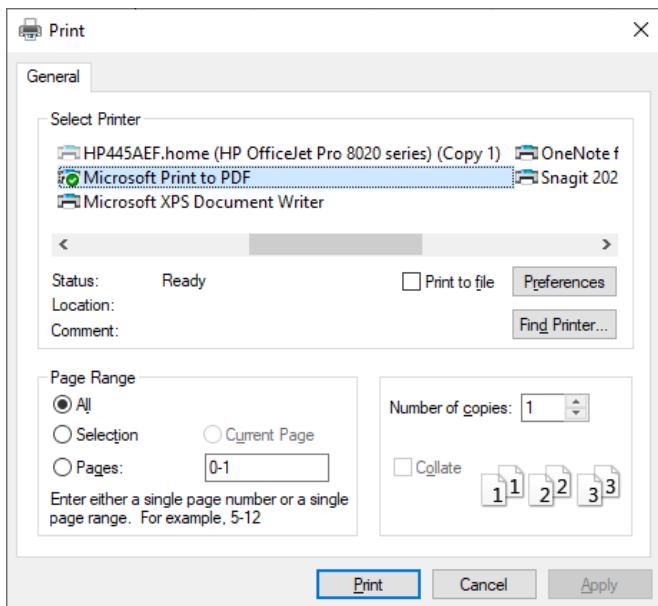
[editing](#) [optimization](#) [organization](#) [workflow](#)

### 5.3.12 Print

Use **File → Print (Black Only)** or **File → Print (Keep Colors)** to print the current contents of the work area using your computer's print dialog. Most computers have built-in PDF creation tools, allowing you to export a PDF using these tools as well.

#### Page Size Warning

Be aware that the page size is controlled by the print dialog, not by LightBurn. If your work area is larger than the paper selected for printing, your design will be scaled to fit on the paper.



*Windows 10 print dialog showing options including sending to a printer and Print to PDF*

#### Troubleshooting

If your design is printing too small, check the paper size you're printing on.

Beyond that, printing problems are likely to be related to your computer and/or printer, rather than LightBurn. Please see the relevant customer service resources for more help.

#### Related Topics

- [Save Processed Bitmap](#)
- [Export](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[export](#) [file-management](#) [print](#)

## 5.4 Layout and Design

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### Draw Lines

#### 5.4.1 Creation Tools

---

### Quick Reference: Draw Lines



Places nodes with straight lines or curves between them.

#### Location

Tools Toolbar

Tools → Draw Lines

#### Keyboard Shortcuts

Windows:  $\text{Ctrl} + \text{L}$

Mac:  $\text{Cmd} + \text{L}$

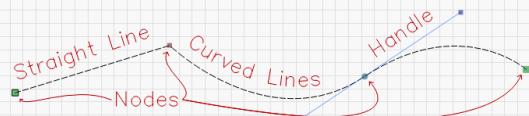
#### Keyboard Modifiers

Press  $\text{S}$  to toggle between placing corner and smooth nodes.

**Draw Lines** is the fundamental tool for creating [vector paths](#) out of straight lines and curves. Use it to create designs from scratch,

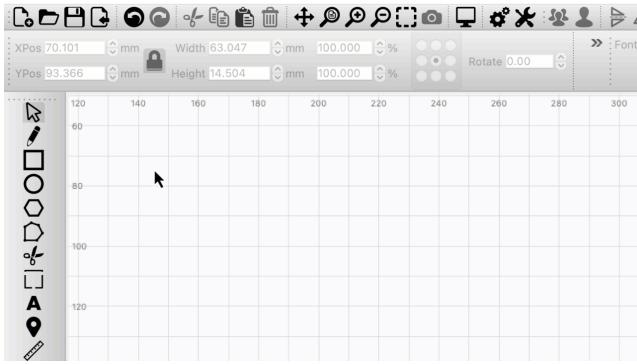
Tip

#### Anatomy of a Path



new line, then move your cursor and click again in a different location to place another node with a line in between.

Draw Lines will continue adding nodes with line segments between them as you click, until you either click back at the starting point to [close](#) a shape, right-click your mouse to stop, or press the  $\text{Esc}$  key.



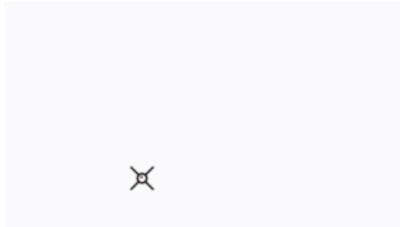
Curves

There are two options for placing smooth nodes and creating curves:

- **Auto-Smoothed Mode:** press `S` to toggle between creating corner and smooth nodes (the cursor will change to indicate which mode you're in). After toggling, click to place a smooth node. The next line you create after placing a smooth node will be curved, and its direction and intensity will be determined by the placement of the next node.

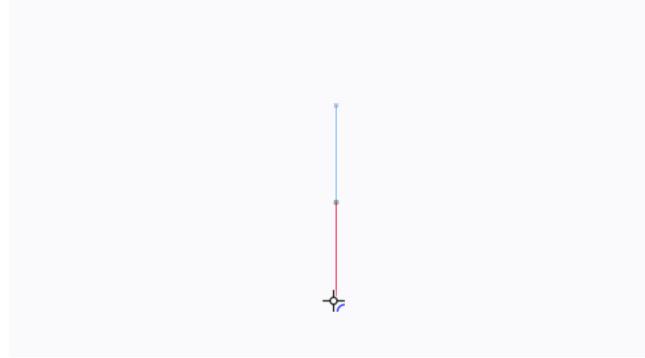
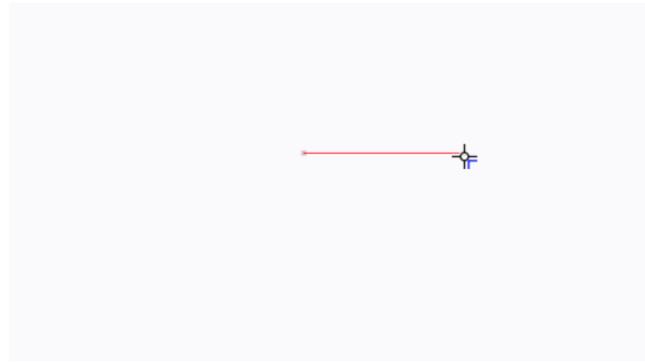


- **Controlled Mode:** click, hold, and drag while placing a node to create a smooth node with control handles — move your cursor while holding the click to control the direction and intensity of the curve handle. Release to place the handle, then click to place a node.



#### Constrain Placement Angle

Hold `Shift` while moving your cursor to constrain node and handle placement to a horizontal, vertical, or 45 degree angle from the last node placed.

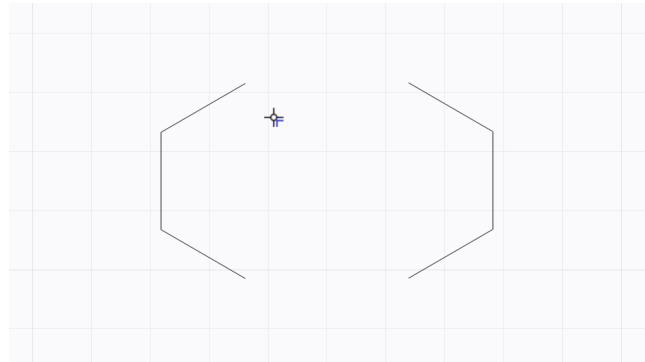


#### Continue an Existing Drawing

Click on the start or end point of an [open path](#) to continue an existing drawing — new lines started from these points are automatically connected to the pre-existing path.

If you create a line or curve that connects the start or end points of two existing open shapes, LightBurn will [Auto-Join](#) them, and the new, combined path will be indicated by the animated dash [selection pattern](#).

Hold `Ctrl`/`Cmd` while placing nodes to disable the Auto-Join behavior.

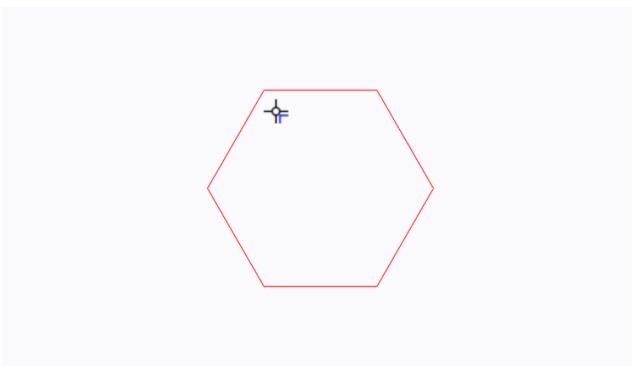


#### Snapping

In either placement mode, you can add nodes by [Snapping](#) to points on existing geometry: lines, corners, midpoints of lines, intersections of lines, and other nodes.

Your cursor will change to indicate the type of [Snapping point](#) you're hovering over, and when you move your cursor close enough to a valid point, it will Snap into position — click to place a node perfectly aligned to that point.

Hold **⌘ Option** / **⌃ Alt** while moving your cursor to [Snap to points from farther away](#).



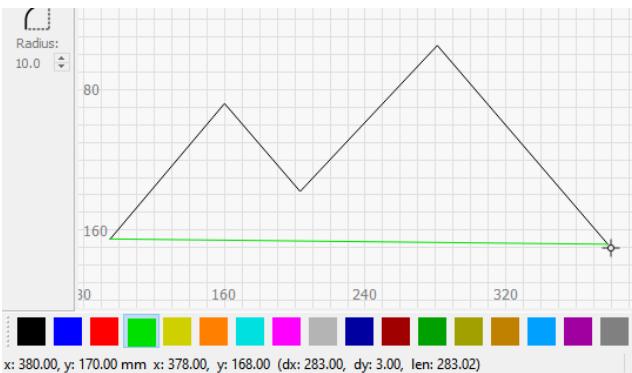
[creation-tools](#) [customization](#) [draw-lines](#)  
[layout-and-design](#) [node-editing](#) [path](#) [path-creation](#)  
[path-editing](#) [path-tools](#) [vector](#) [vector-creation](#)  
[vector-editing](#) [vector-path-curve-lines](#) [vector-tools](#)

### Measuring

To measure while drawing a line, check the [Status Bar](#).

It shows:

- **dx**: the placement of the cursor along the X (horizontal) axis
- **dy**: the placement of the cursor along the Y (vertical) axis
- **len**: the length of the line segment that is currently being placed
- The **angle** between successive line segments as you create them



### HOW TO PRACTICE



### RELATED TOPICS

- [Edit Nodes](#)
- [Snapping](#)
- [Selection](#)
- [Images vs. Vectors](#)
- [Open vs. Closed Shapes](#)
- [Trace Image](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## Primary Shapes: Rectangles, Ellipses, and Polygons

This page covers the creation and editing of various **Primary Shapes**, including:

- **Rectangles** and squares
- **Ellipses** (ovals) and circles
- **Polygons** with any numbers of sides, such as triangles, pentagons, hexagons, octagons, etc.

The products of these tools are often used to create the foundation of a design, either on their own, or combined with other objects to build up complexity.

These shapes are a special kind of vector object called **Built-in Shapes** that retain editable properties such as number of **Sides** for Polygons, or **Corner Radius** for Rectangles.



### SHAPE CREATION



Click one of the **Primary Shape** tools in the [Tools Toolbar](#), [Tools Menu](#), or use the following keyboard shortcuts:

- **Rectangle/Square:** `^ Ctrl` / `⌘ Cmd` + `R`
- **Ellipse/Circle:** `^ Ctrl` / `⌘ Cmd` + `E`
- **Polygon** has no keyboard shortcut — select it from the toolbar.

Click, hold, and drag in your [Workspace](#) to create the selected Primary Shape.

- By default, the shape will begin at the first point you click, and extend from that point in both directions as you drag.
- Holding `^ Ctrl` / `⌘ Cmd` will instead draw the shape from the center outward, which can be useful when aligning shapes to other parts of a design.
- Holding `↑ Shift` while dragging will make the shape into its *regular* form — the Rectangle tool will make a square, the Ellipse a circle, and the Polygon tool will make an equal-sided polygon.
- Hold both keys at once to combine their effects.

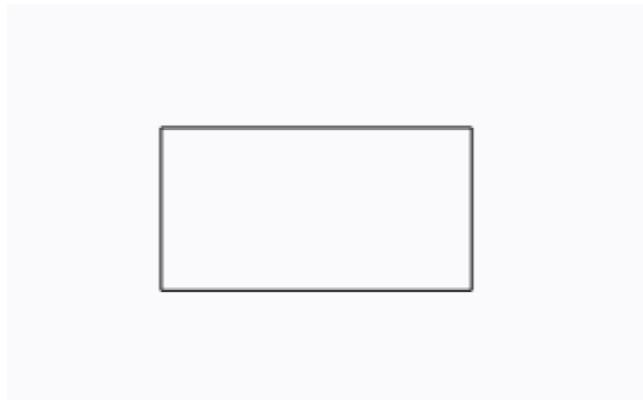
### EDITING PRIMARY SHAPES

It's possible to adjust various aspects of an existing **Primary Shape** in the [Shape Properties Window](#), or by using special *control handles* on the shape in your [Workspace](#). The aspects vary between shape types but include dimensions, **Corner Radius**, and number of **Sides**.

#### Dimensions

You can change **Width** and **Height** in the [Shape Properties Window](#) and the [Numeric Edits Toolbar](#).

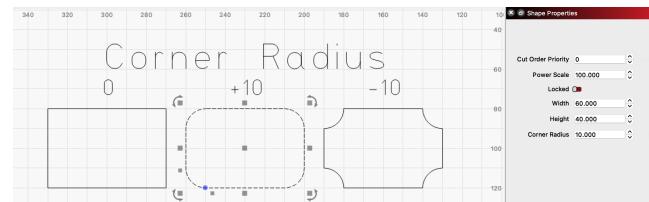
### Corner Radius — Rectangle Only



**Corner Radius** rounds out the corners by a given amount, which remains consistent even if the dimensions of the rectangle are later changed.

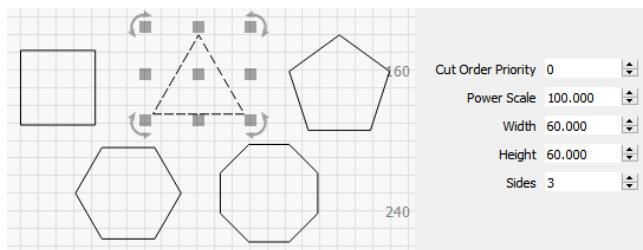
With a **Rectangle** selected, hold `^ Ctrl` / `⌘ Cmd`, and a blue *control handle* will appear. Drag the blue handle away from the corner to increase the radius of all four corners, and drag back toward the corner to decrease it. Dragging vertically creates a reversed radius, with a bite taken out of the corner.

You can also edit Corner Radius numerically in the [Shape Properties Window](#).

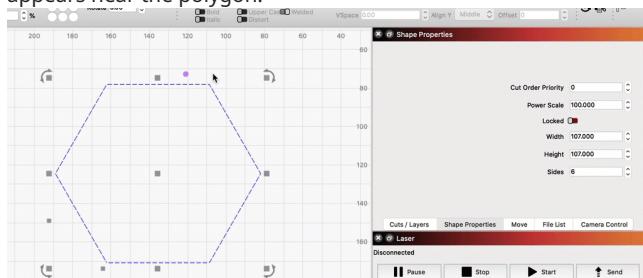


### Sides — Polygon Only

Adjust the number of **Sides** of a **Polygon** in the [Shape Properties Window](#) to form different shapes — 3 will create a triangle, 6 will create a hexagon, 8 will create an octagon, and so on.



It's also possible to change the number of sides by holding `^ Ctrl` / `⌘ Cmd` and dragging the purple *control handle* that appears near the polygon.



## Node-Editing a Primary Shape

**Primary Shapes** must be [Converted to Paths](#) to make [editing their nodes](#) possible. This process permanently removes the ability to edit a shape's dimensions, **Corner Radius**, or number of **Sides** in the [Shape Properties Window](#).

## RELATED TOPICS

- [Create and Edit Text](#)
- [Draw Lines](#)
- [Shape Properties](#)
- [Convert to Path](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[circle](#) [dimensions](#) [ellipse](#) [node-editing](#) [primary-shapes](#)  
[radius](#) [rectangle](#) [shapes](#) [sides](#) [square](#)

## Create and Edit Text

 Quick Reference: Text

Create, edit, and apply effects to text.

**Location**

[Tools Toolbar](#)

[Tools](#) → [Edit Text](#)

**Keyboard Shortcuts**

Windows:  $\text{^ Ctrl} + \text{T}$

Mac:  $\text{⌘ Cmd} + \text{T}$

Use the **Create Text Tool** to add text to your projects. Text created using the Create Text Tool is a type of built-in shape called a **Text Object**.

There are several special settings you can apply to Text Objects through the [Text Properties Window](#), or by directly editing them in your [Workspace](#).

Use these settings to adjust font and size, change spacing, bend or curve your text, and more.

#### CREATING TEXT



To add a **Text Object** to your project, click the **Create Text** icon in the left sidebar, go to **Tools** → **Edit Text**, or press **Ctrl** / **Cmd** + **T**.

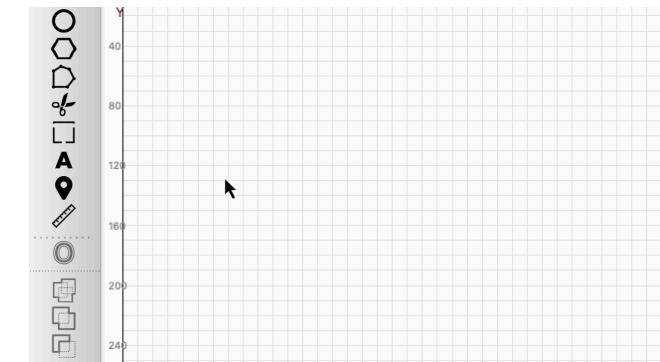
Click anywhere in your [Workspace](#) and type in the text you'd like to add.

Press **Enter** while typing your text to jump to a new line and continue typing.

Press **Esc** to finish creating the Text Object.

#### Note

By default, the location you click will be the center of the Text Object you create, but you can adjust [alignment](#) in the [Text Options Toolbar](#).



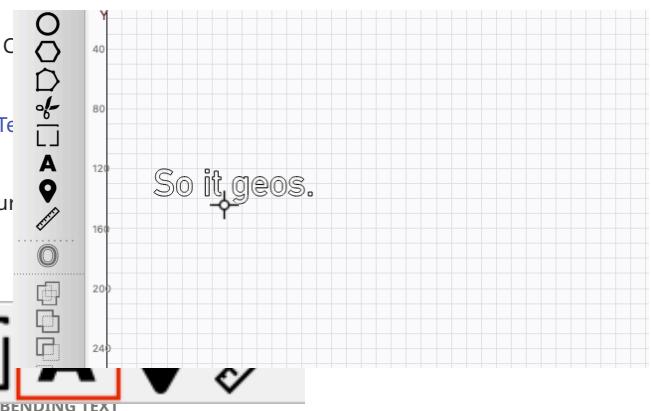
#### EDITING TEXT

To edit a **Text Object** after creating it, enable the **Create Text Tool** and click on it again, or double-click it without the Create Text Tool enabled.

Right-click any Text Object and select **Edit Text Shape** to open a dialog window where you can directly edit and adjust the text's attributes.

Enable **Selection double-click shows Text Edit dialog** in the [Settings](#) window to open the Edit Text Shape window by double-clicking instead.

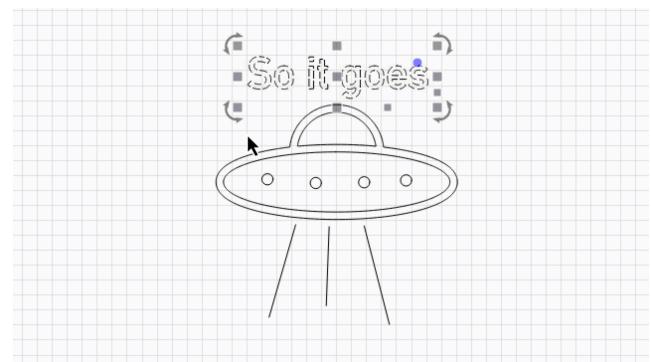
#### Using the Edit Text Shape window



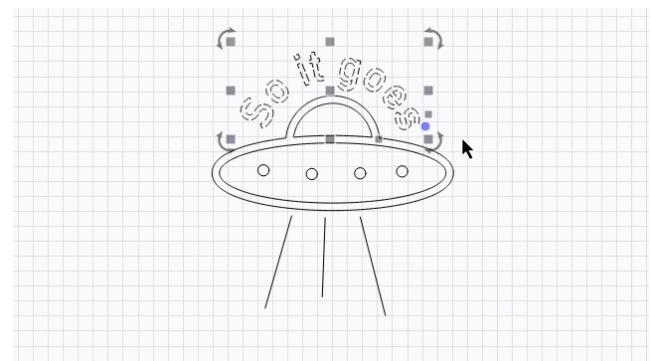
In addition to the [Transform Control Handles](#) used to **Move**, **Resize**, **Rotate**, and **Shear** objects, **Text Objects** have a special handle for **Bending**.

Select any Text Object to show a blue dot over the text, then hover your cursor over the dot until you see the Bend cursor

Click, hold, and drag the cursor up or down to curve the text around an imaginary circle.



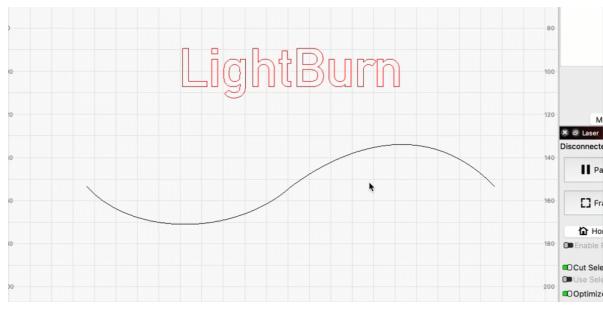
Double-click the dot to clear the curve and restore the text.



Enable or disable the **Distort** toggle in the [Text Options Toolbar](#) to choose whether to distort the text as part of the curve, or leave the individual characters unchanged.



To curve text around more complex paths, use [Apply Path to Text](#).



#### TEXT OPTIONS TOOLBAR

The **Text Options Toolbar** is where you adjust attributes of **Text Objects**, including, **Font**, size (**Height**), spacing (**HSpace** and **VSpace**), and more.

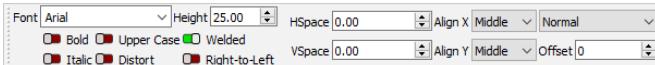
#### Accessing the Text Options Toolbar

The **Text Options Toolbar** is located in the top toolbar in LightBurn by default, to the right of the [Numeric Edits Toolbar](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### Options



- Use the **Font** dropdown menu to select a font. See [below](#) for more information on fonts.
- **Height** sets the overall height of text. Height varies based on your selected font, and is not exact — it is generally the height of a capital letter X in the font, but every font has an internal size that is scaled by this Height, and the dimensions aren't required to be accurate.
- **HSpace** adjusts the horizontal spacing between individual characters, as a percentage of the font size. Positive numbers space the characters out more, and negative numbers move them closer together.

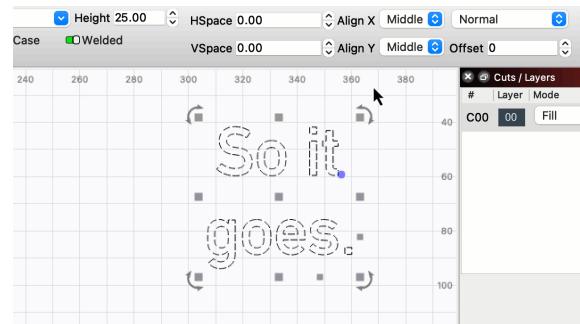
- **VSpace** adjusts the vertical line spacing as a percentage of the font height. Positive numbers increase the distance between lines, and negative numbers reduce it.



In the case of text, *horizontal* always refers to the direction of the text as it is read, regardless of whether the Text Object is rotated. *Vertical* refers to the opposite direction, regardless of rotation.

**HSpace** always controls distance between individual characters, and **VSpace** always controls distance between lines.

#### Adjusting HSpace and VSpace



- **Align X** determines the horizontal anchor position of the text — **Left**, **Right**, or **Middle**.
- **Align Y** determines the vertical anchor position of the text — **Bottom**, **Top**, or **Middle**. Top aligns text to the top of capital letters, and Middle aligns to roughly the middle of the capital letters. This is most useful when using [Apply Path to Text](#).

#### Using Align X and Align Y



- Enabling **Bold** displays the font in bold typeface, if available for the selected font.
- Enabling **Italic** displays the font in italics, if available.
- Enabling **Upper Case** forces all characters to be upper case.
- **Welded** enables automatic welding of characters. When characters touch or overlap, as is common with script fonts, enabling this option will automatically weld the overlaps together. Characters will also weld together if HSpace is reduced to a point where they overlap.



- **Distort** controls whether individual characters in a Text Object will be warped when [Bending](#) them.
  - Enabling **Right-to-Left** forces Right-to-Left text rendering. This option will not appear unless it's enabled in your [Settings](#). Right-to-Left will automatically be enabled if your current input language is Right-to-Left.
  - The [Text Mode](#) dropdown menu and [Offset](#) field are used when working with **Variable Text**. For information on these options, see [Variable Text](#).
- Leave this value set to **Normal** if you are not using Variable Text

#### FONTS

The list of fonts in LightBurn is taken from your computer system. If you want to use a new font in LightBurn, install it on your computer, then re-start LightBurn.

#### Installing fonts

On Windows, after you have downloaded a font, right-click it and choose **Install**. On Mac, double-click the font and click **Install** in the font preview window that opens.

#### Favoriting and Filtering Fonts

Your most recently used fonts will always appear near the top of the font list in the **Recent** section.

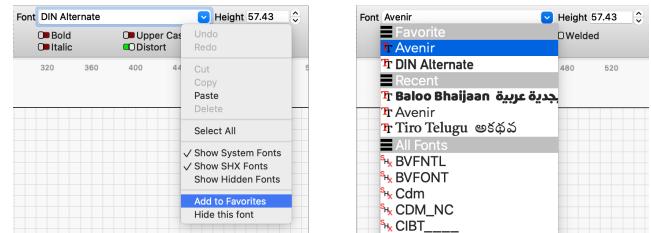
After selecting a font, you can right-click it in the dropdown menu for additional options.

Select **Add to Favorites** to add the font to the your **Favorite** list. Favorites will appear at the top of the font list. To remove it from the list, right-click again and select **Remove from Favorites**.

Select **Hide this font** to remove the font from your list.

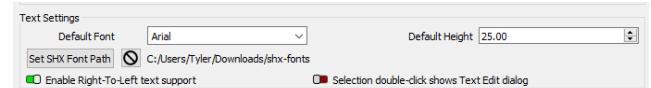
Click to enable or disable **Show System Fonts**, **Show SHX Fonts**, or **Show Hidden Fonts** — a checkmark will appear next to each option when it's enabled. SHX and System fonts are always displayed by default, while Hidden fonts are not. When displayed, Hidden fonts are shown in red.

See [below](#) for more information on SHX Fonts.



#### Text Settings

There are several global font settings in the **Editor Settings** tab of the [Settings](#) window.



- **Default Font** changes the automatically selected font for new projects.
- **Default Height** changes the automatically applied font **Height** for new projects.
- **Enable Right-to-Left text support** allows you to turn on Right-to-Left font rendering for any text. This setting is automatically enabled on first run if a Right-to-Left language is the current system input language, but it can be forced on here later if necessary.

#### SHX Fonts

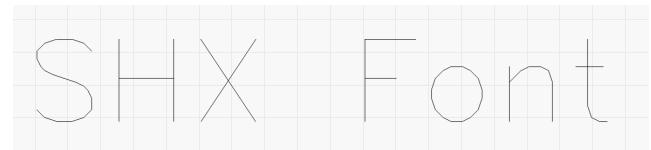
**Set SHX Font Path** sets the directory containing SHX font files — clicking this button will open up your system's file explorer window, where you can navigate to the location of the SHX font folder on your computer. Click the button next to Set SHX Font Path to clear the path.

Once LightBurn knows where to load the SHX fonts from, they will automatically appear in the **Font** dropdown menu in the **Text Options Toolbar**.

SHX Fonts are differentiated from normal fonts by the icon next to each entry:

- denotes an SHX font.
- denotes a standard operating system font.

SHX fonts lack many of limitations of standard system fonts and have the ability to define *single line* fonts, such as this:

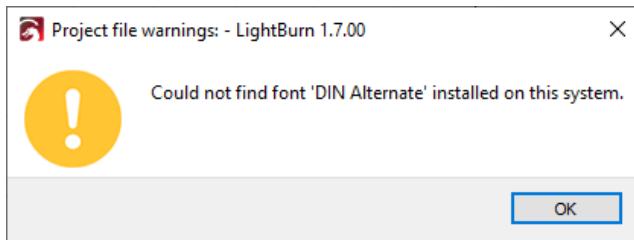


#### MOVING LIGHTBURN FILES WITH FONTS

If you want to move designs containing text between computers and continue to edit the **Text Objects**, be sure to install all necessary fonts on all computers you're using.

When you save a copy of a file that contains text, LightBurn automatically includes a copy of the text as a path and embeds it into the file. If you open the file on another computer that has the same font, you will be able to edit the Text Objects as usual.

However, if you open the design on a computer *without* the font, LightBurn will warn you about the missing font(s) and load the path embedded in the file. This prevents the file from breaking when you move to another computer, but you won't be able to edit the text without the correct font.



If the font is installed at a later time, LightBurn will recognize it and the text will become fully editable again.

Right-click the imported text and select **Convert to Text** to change the font of the text, and regain the ability to fully edit it.

Right-click the imported text and select **Convert to Path** to change the text into a standard vector graphic that can be edited using the **Edit Nodes** tool. Note that this change is permanent, and you'll be unable to edit any of its text properties later.

#### IMPORTING OTHER FILES WITH TEXT

If you open files not made in LightBurn that contain text, make sure that any fonts used in the file are installed on your computer, or that the text has been converted to paths using whatever tools are available in the other program.

Different programs use different terms for this process, but terms such as *welding*, *convert to outline*, and *convert to path* are common.

#### CONVERTING TEXT TO PATHS IN LIGHTBURN

In order to directly [edit the lines and nodes](#) of text in LightBurn, select all **Text Objects** you wish to convert, then go to **Edit** → **Convert to Path**, press **Ctrl + Shift + C**, or right-click in your **Workspace** and select **Convert to Path** from the menu.

Read more about Convert to Path [here](#).

#### RELATED TOPICS

- [Variable Text](#)
- [Apply Path to Text](#)
- [Convert to Path](#)
- [Rectangles, Ellipses, and Polygons](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## Variable Text

### VARIABLE TEXT

Use **Variable Text** to have LightBurn automatically substitute specially formatted expressions with alternate data when you output a project to your laser.

In addition to outputting alternate text when you **Start** or **Send** a project to your laser, the expressions will be replaced when you **Preview**, save a project in **machine-specific format**, or **Export** graphics in SVG, DXF, or AI format.

You can use Variable Text to replace special expressions with:

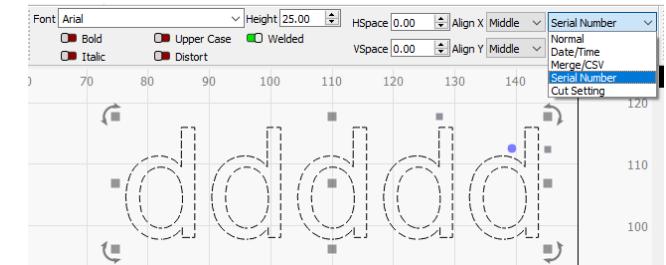
- Date or time stamps
- Entries in a CSV file
- Serial numbers
- Cut Settings

See [Variable Text Formatting](#) for full details on supported formatting expressions.

#### Selecting a Variable Text Mode

To create **Variable Text**, first use the **Create Text** tool to enter the appropriate expressions for the type data you'd like to output, then select the matching **Text Mode** from the dropdown menu in the **Text Options Toolbar**.

Select **Date/Time** (for date and time stamps), **Merge/CSV** (for entries in a CSV file), **Serial Number**, or **Cut Setting**.

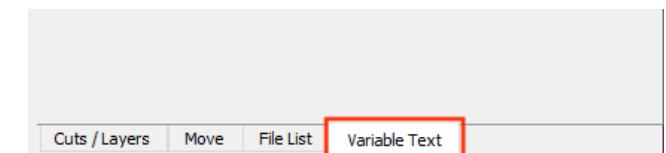


If you select **Merge/CSV** or **Serial Number** formatting, you'll have additional controls available in the **Variable Text Window**.

#### Accessing the Variable Text Window

The **Variable Text Window** is not enabled by default. To enable it, go to **Window** → **Variable Text**.

The Variable Text Window will appear docked behind the **Cuts / Layers Window** on the upper right side of your screen. Click the **Variable Text** tab to bring the Variable Text Window to the front.

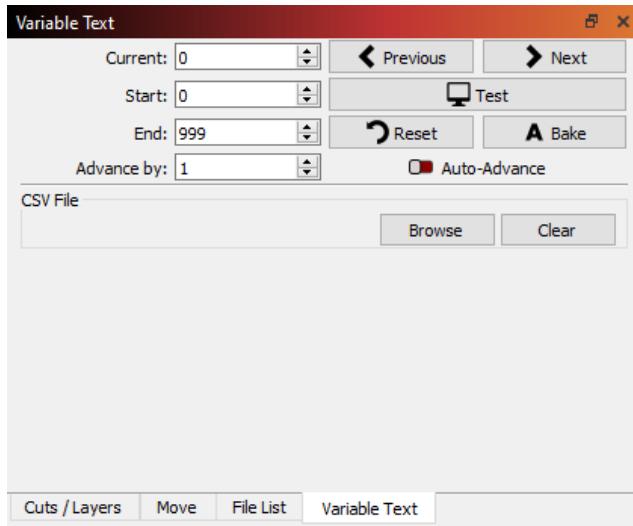


**Tip**

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

**Variable Text Window Options**

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

**Current**

Determines the serial number or row from a CSV file that will be substituted in place of the formatted expressions the next time the project is output.

**Note**

The **Current** value advances *between* the **Start** and **End** values. In other words, the sequence returns to the **Start** value when increasing beyond **End**, or to the **End** value when decreasing beyond **Start**.

**Start**

Determines the first serial number or row from a CSV file to be output.

**Warning**

For values other than 0, on the first run of a project you must **Reset** the **Current** value to the **Start** value, or the values will not match. The **Current** and **Start** values are only matched automatically when advancing forward from the **End** value, returning to the beginning of the sequence.

**End**

The last serial number or row from a CSV file to output, before advancing back to the **Start** value.

**Advance By**

Tells LightBurn how many entries to advance (or reverse) the **Current** value each time you click **Next** or **Previous**.

**Auto-Advance**

When enabled, tells LightBurn to advance the **Current** value by the amount entered in the **Advance by** field each time you **Start**, **Send**, or save a project in [machine-specific format](#).

**Previous**

Decreases the **Current** value by the amount set in the **Advance by** field.

**Next**

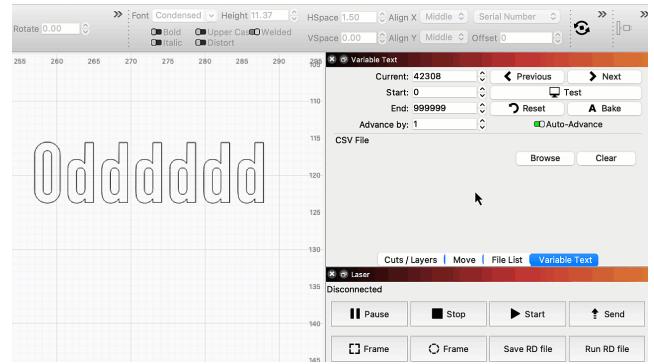
Decreases the **Current** value by the amount set in the **Advance by** field.

**Reset**

**Resets** the **Current** value to the **Start** value.

**Test**

Displays the text that will be output in place of the formatted expressions, for as long as the button is held.

**Bake**

Converts the formatted expressions to whatever data would be output based on the **Current** value in the **Variable Text Window**, in your [Workspace](#).

The Baked text will no longer increment as a Variable Text Object — the displayed text is exactly what will be output to your laser.

**Browse**

Opens your system's file browser, where you can navigate to and load a CSV file saved to your computer. The name of the CSV file will display in the **Variable Text Window** after it has been loaded.

**Clear**

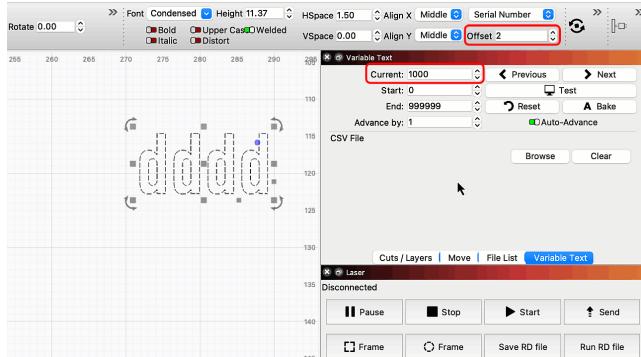
Unloads a previously loaded CSV file.

**Variable Text Offsets**

[Text Objects](#) in LightBurn have an adjustable property called **Offset**, available in the [Text Options Toolbar](#). Using Offsets allows you to use the same formatting expression to output different data.

The Offset value is added to the **Current** value in the **Variable Text Window** when LightBurn evaluates the Text Object to determine the data to output in its place.

For example, if you applied an Offset of 2 to a Text Object formatted to output a serial number, with a Current value of 1000, the output serial number will be 1002.

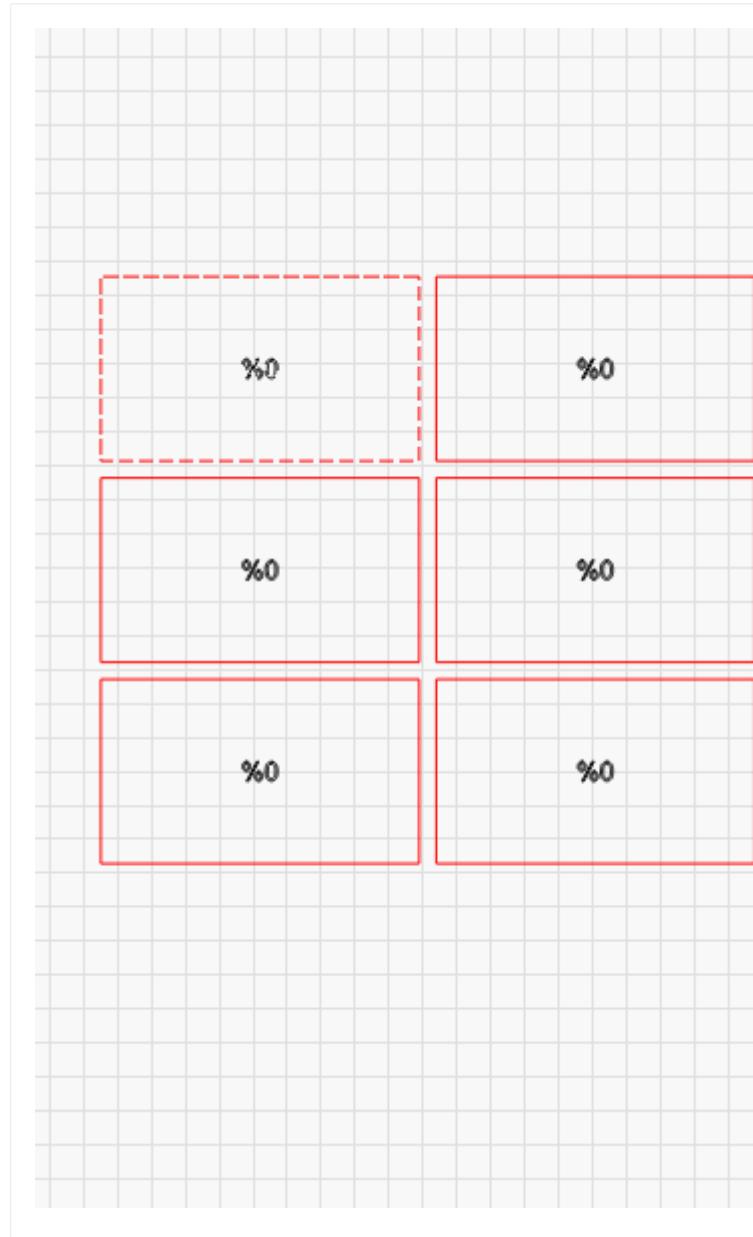


Use the **Offset** value in conjunction with the **Advance by** value to increment batches of the same design using **Variable Text**. For instance, if you created a design with 4 name tag labels on the page, you would set the Offset value for the four labels to 0, 1, 2, and 3, and set the **Current** value to Advance by 4 with each run.

#### Automatic Offsets

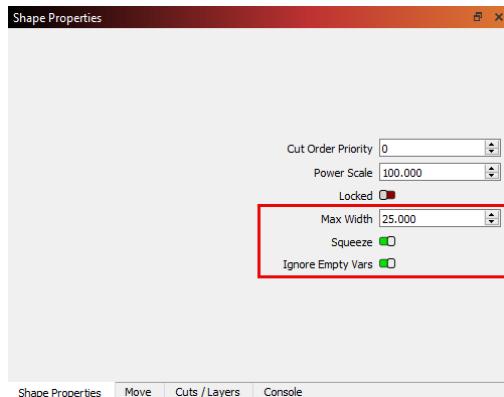
Some LightBurn tools can apply automatically advancing **Offset** values to duplicated objects.

Use [Grid Array](#), [Circular Array](#), or [Copy Along Path](#) to lay out copies of designs while increasing the Offset of each copy by a specified amount.



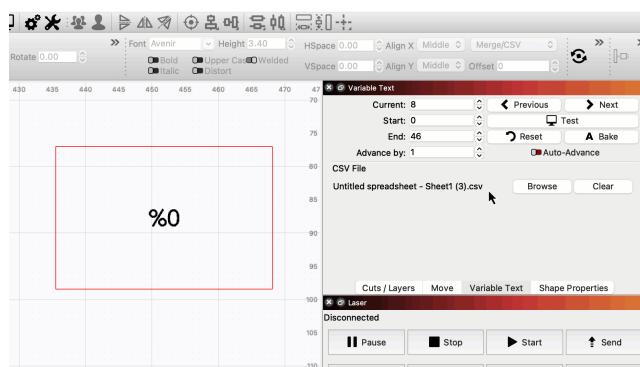
### Shape Properties and Variable Text

There are three settings in the **Shape Properties Window** that are useful when working with **Variable Text**.



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- **Max Width** sets the maximum possible width of selected Text Objects — use this field to prevent Variable Text outputs from exceeding a specified width after they're converted from formatted expressions.
  - The **Squeeze** toggle determines whether Text Objects will be rescaled in both directions in order to fit within the Max Width value.
- When enabled, text will be shrunk horizontally, if necessary to stay within the Max Width, but maintain the same height.
- When disabled, text will be shrunk proportionally, both horizontally and vertically.
- **Ignore Empty Vars** instructs LightBurn to remove *newlines* preceding empty Variable Text fields when aligning text.



### Related Topics

- [Variable Text Formatting](#)
- [Create and Edit Text](#)
- [Repeat Marking](#)
- [Grid Array](#)
- [Circular Array](#)
- [Copy Along Path](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

### VARIABLE TEXT FORMATTING

Use the following formatting expressions with the appropriate [Variable Text](#) mode to have LightBurn replace the expressions with alternate data when you output a project to your laser.

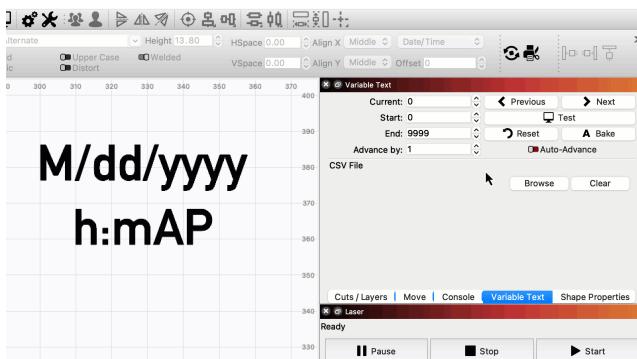
In order for each type of formatting expression to be replaced with alternate data, you must also select the [corresponding mode](#) from the dropdown menu in the [Text Options Toolbar](#).



Use the [Test](#) button to verify that you have entered the formatting expressions correctly, before sending a project to your laser.

### Date/Time

When using **Date/Time** formatting, LightBurn will automatically substitute special combinations of characters with values for the current local date and time, as determined by your system's clock.



Use the following expressions for dates:

Output	Expression
The day as number without a leading zero (1 to 31)	d
The day as number with a leading zero (01 to 31)	dd
The abbreviated localized day name (e.g. "Mon" to "Sun"). Uses the system locale to localize the name.	ddd
The long localized day name (e.g. "Monday" to "Sunday"). Uses the system locale to localize the name.	dddd
The month as number without a leading zero (1-12)	M
The month as number with a leading zero (01-12)	MM
	MMM

Output	Expression
the abbreviated localized month name (e.g. "Jan" to "Dec"). Uses the system locale to localize the name.	
the long localized month name (e.g. "January" to "December"). Uses the system locale to localize the name.	MMMM
the year as two digit number (00-99)	yy
the year as four digit number	yyyy

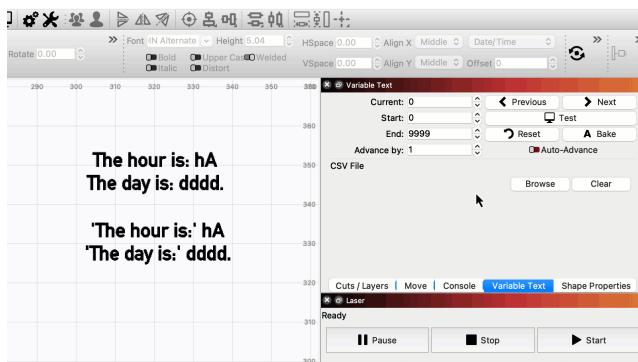
Use the following expressions for time:

Expression	Output
h	The hour without a leading zero (0 to 23 or 1 to 12 if AM/PM display)
hh	The hour with a leading zero (00 to 23 or 01 to 12 if AM/PM display)
H	The hour without a leading zero (0 to 23, even with AM/PM display)
HH	The hour with a leading zero (00 to 23, even with AM/PM display)
m	The minute without a leading zero (0 to 59)
mm	The minute with a leading zero (00 to 59)
s	The whole second without a leading zero (0 to 59)
ss	The whole second with a leading zero where applicable (00 to 59)
z	The fractional part of the second, to go after a decimal point, without trailing zeroes (0 to 999). Thus "s.z" reports the seconds to full available (millisecond) precision without trailing zeroes.
zzz	The fractional part of the second, to millisecond precision, including trailing zeroes where applicable (000 to 999).
AP or A	Use AM/PM display. A/AP will be replaced by either "AM" or "PM".
ap or a	Use am/pm display. a/ap will be replaced by either "am" or "pm".
t	The time zone (e.g. "CEST")

### Additional Notes

- Any sequence of characters enclosed in single quotes will be included verbatim in the output string (stripped of the quotes), even if it contains formatting characters.
- Two consecutive single quotes ("") are replaced by a single quote in the output.

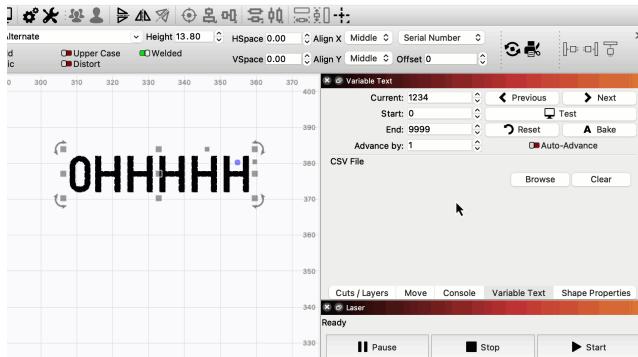
- All other non-formatting characters in the input string are included verbatim in the output.



Formats without separators (e.g. "ddMM") are supported but must be used with care, as the resulting strings aren't always reliably readable (e.g. if "dM" produces "212" it could mean either the 2<sup>nd</sup> of December or the 21<sup>st</sup> of February).

#### Serial Number

When using **Serial Number** formatting, LightBurn will automatically substitute special combinations of characters with the [Current](#) serial number value.



Use the following expressions for serial numbers:

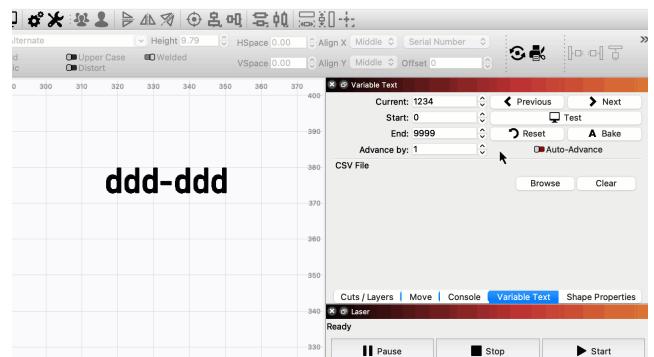
Output	Expression
The serial number as a decimal value	d
The serial number as a hexadecimal value, lower case	h
The serial number as a hexadecimal value, upper case	H
Tells LightBurn to pad the number with leading zeros	0

The number of characters controls how many digits will output. If the [Current](#) serial number is larger than the number of digits allowed, as many digits as will fit from the end of the number will be displayed. For example, if your Current serial number is 1234, the table below shows how that number would be formatted for each of the displayed formatting inputs:

Input	Output	Input
d	4	0d
dd	34	0dd
ddd	234	0ddd
dddd	1234	0ddd
ddddd	1234	0ddddd
ddyyyy	1234	0ddyyyy

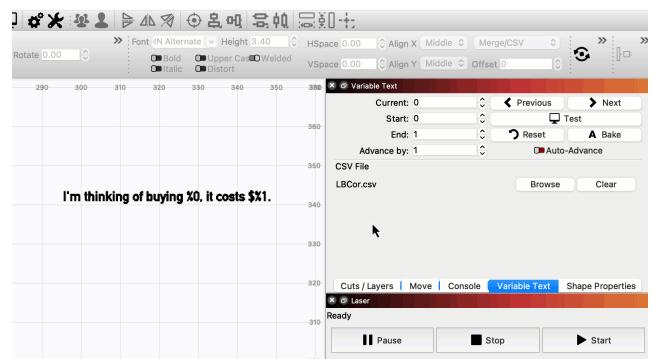
#### Additional Notes

- Any sequence of characters enclosed in single quotes will be included verbatim in the output string (stripped of the quotes), even if it contains formatting characters.
- All other non-formatting characters in the input string are included verbatim in the output.
- Use the [Offset](#) field in the [Text Options Toolbar](#) to enter multiple identical formatting strings that output a different serial number.
- You cannot mix decimal and hexadecimal formatting in the same text entry.
- You cannot split a serial number with other characters. For example, because of the hyphen between the two groups of format characters, this string is not valid: ddd-ddd.
- Invalid strings will output as "bad serial format".



#### Merge/CSV

When using **Merge/CSV** formatting, LightBurn will automatically substitute special combinations of characters with an entry from a CSV file.



A CSV file is a *Comma Separated Values* file — a very simple text format that uses a line in a file as the *row*, and commas to

separate *columns*. You can create a CSV file using a plain text editor, or by exporting from most common spreadsheet software.

In a Merge/CSV entry in LightBurn, the text you enter uses the percent sign followed by a number to look up a column in the current row of the CSV file.

- Columns and rows are numbered starting from 0.
- Refer to the first column in a CSV using the formatting "%0", the second using "%1", the third using "%2", and so on.
- A [Current](#) value of 0 refers to the first row, 1 to the second, 2 to the third, and so on.

For example, using a CSV file with the following content:

```
LightBurn,80,10
Corel,300,20
```

And entering this formatting:

"I'm thinking of buying %0, it costs \$%1."

Would output:

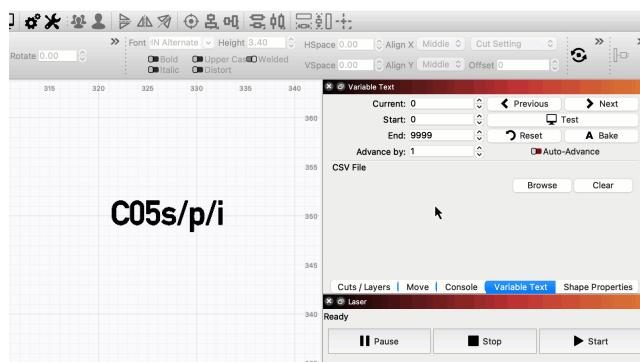
"I'm thinking of buying LightBurn, it costs \$80."

#### Additional Notes

- Use the [Offset](#) field in the [Text Options Toolbar](#) to enter multiple indentical formatting strings that output a different row from a CSV.

#### Cut Setting

When using **Cut Setting** formatting, LightBurn will automatically substitute certain characters with values from the [Cut Settings](#) applied to the text, or another specified layer.



Use the following expressions for Cut Settings:

Expression	Output
C	Followed by a number, pulls settings from the numbered cut layer (e.g. C03) for the remainder of this string
s	Speed, as a number in the current speed units
S	Speed, including the current units (like mm/sec)
p	Max Power, as a percentage

Expression	Output
P	Max Power, including the percent sign
m	Min Power, as a percentage
M	Min Power , including the percent sign
d / D	DPI, as a number, always dots per inch
i	Interval, in the current distance units
I	Interval, including the current distance units (like mm)
L	Displays the name of the laser. Can optionally be followed by a character index to start displaying from, and optionally, a comma and a 2 <sup>nd</sup> number for the number of characters to display. For example, if L displayed "Ruida 6442G", L6 would display "6442G", and L6,4 would display "6442" (without the quotes)
z	Z Offset for the current layer, in the current distance units
Z	Z Offset for the current layer including the units (eg, mm)
q	Q-Pulse width
Q	Q-Pulse width, followed by "ns" to indicate the units
k	Frequency in kHz
K	Frequency in kHz, followed by "kHz" to indicate the units

#### Additional Notes

- Any sequence of characters enclosed in single quotes will be included verbatim in the output string (stripped of the quotes), even if it contains formatting characters.
- All other non-formatting characters in the input string are included verbatim in the output.

#### Related Topics

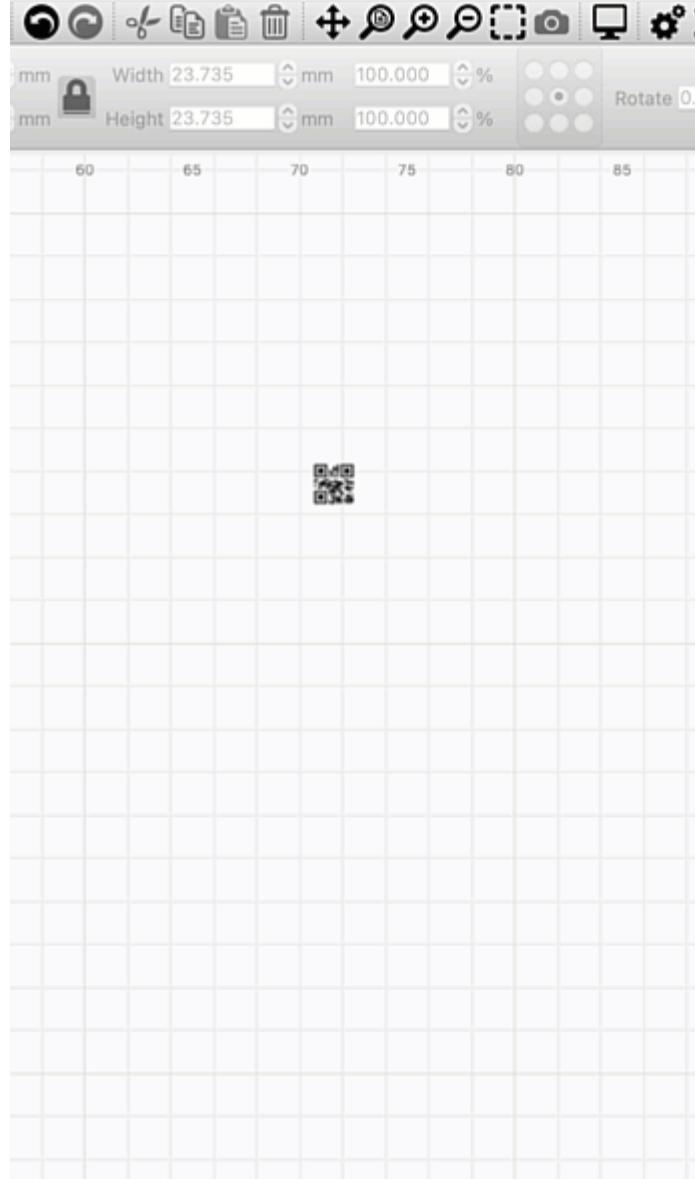
- [Variable Text](#)
- [Create Text](#)
- [Repeat Marking](#)
- [Grid Array](#)
- [Circular Array](#)
- [Copy Along Path](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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 workflow-optimization

### Create Bar Code

**Quick Reference: Create Bar Code**



Generates a Bar Code which stores data that's visible when the code is scanned.

**Location**  
[Tools](#) → Create Bar Code

**Create Bar Code** generates a Bar Code which stores data that's visible when the Code is scanned. This tool offers a wide range of common Bar Code formats, including QR Codes.

#### CREATING BAR CODES

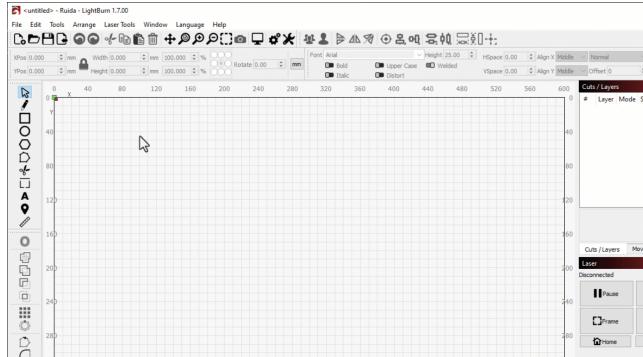
To activate **Create Bar Code**, go to [Tools](#) → **Create Bar Code**.

Click, hold, and drag in your [Workspace](#) to define the size of the Bar Code, then release to create it. You can [resize](#) the Bar Code later.

The **Bar Code Properties** window will automatically open, where you can select a Bar Code format, enter data, and adjust additional options.

The appearance of the Bar Code will live-update in your Workspace as you make changes.

Click **OK** to finish creating the Bar Code, or **Cancel** to delete it.



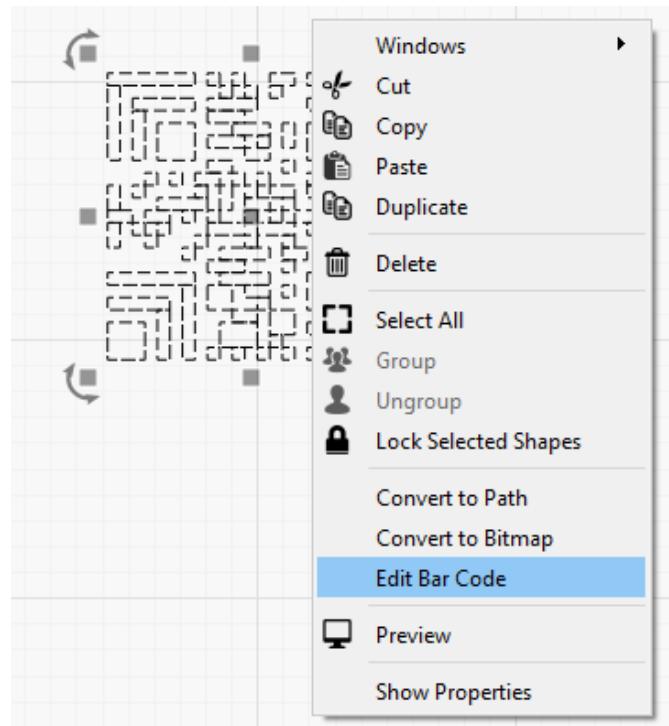
#### EDITING BAR CODES

There are two ways to re-open the **Bar Code Properties** window after making a Bar Code:

- Double-click the Bar Code.
- First select it, then right-click in your [Workspace](#), and select **Edit Bar Code** from the context menu.



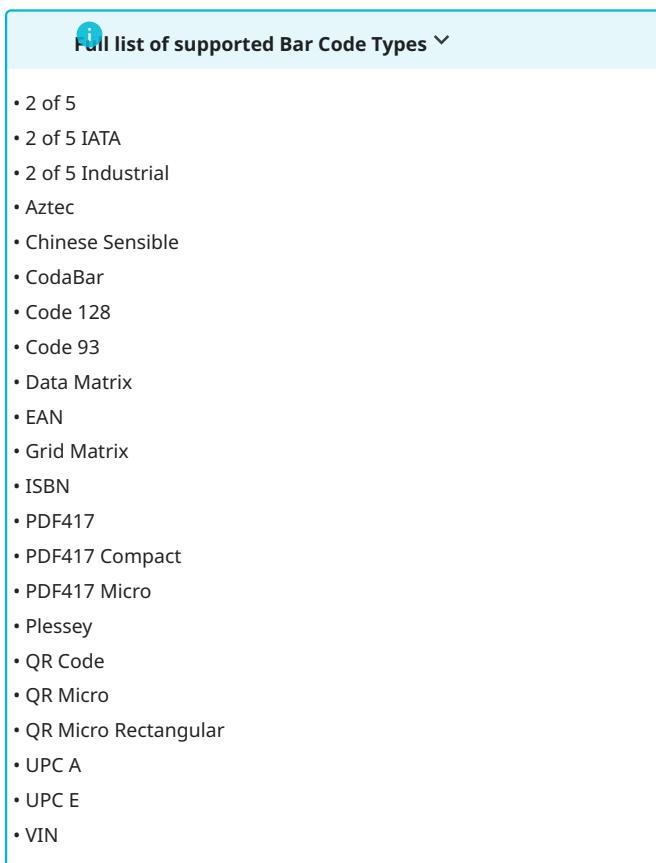
Edit Bar Code will only appear in the context menu if you have exactly one Bar Code — and nothing else — in your [selection](#).



**BAR CODE PROPERTIES****Bar Code Type**

Select a **Bar Code Type** from the dropdown menu at the top of the **Bar Code Properties** window.

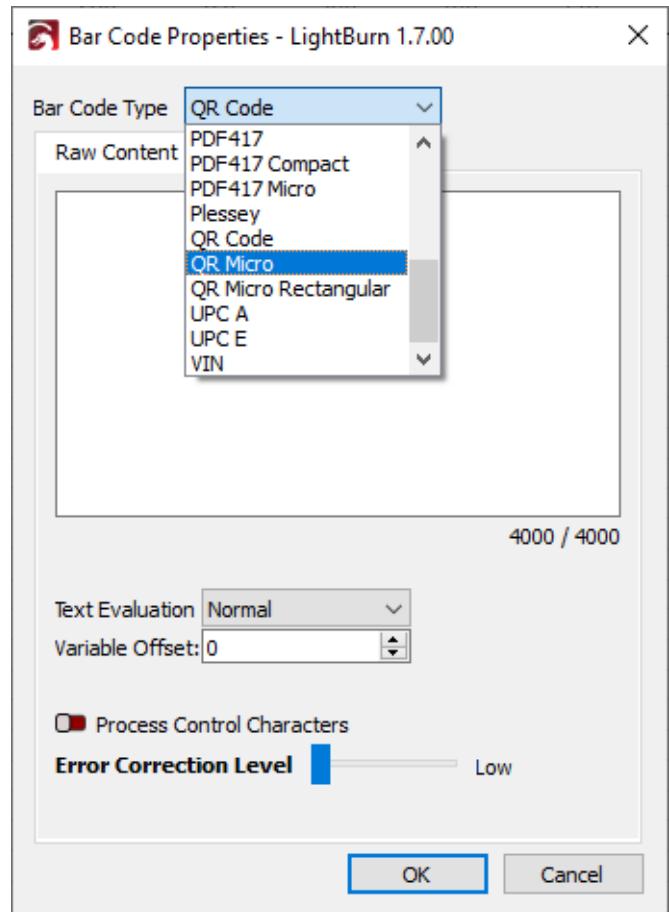
The default Bar Code Type for all newly created Bar Codes is **QR Code**, or the last format you selected.

**Data Entry Field**

Enter data to store in the Bar Code in the **Raw Content** field.

For **QR Codes**, you can choose to enter data as Raw Content, **WIFI** credentials, or **Contact** information.

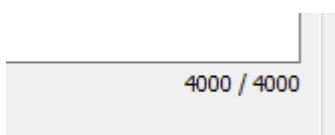
- Any data entered in the **WIFI** or Contact tab will automatically populate the Raw Content tab.
- The last tab you enter data into overwrites data previously entered into another tab.



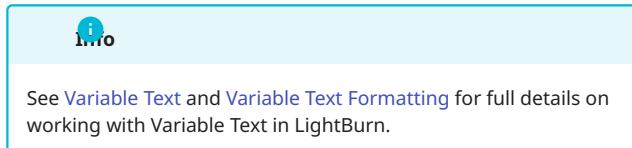
The WIFI and Contact tabs for QR Codes

#### Character Limit

The character limit beneath the **Raw Content** field displays the amount of remaining characters supported by the **Bar Code Type** you have selected.



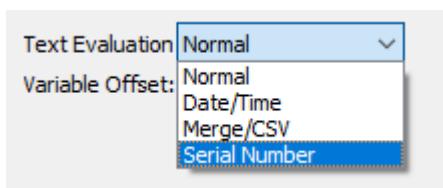
#### Text Evaluation



The **Text Evaluation** dropdown menu allows you to select a **Variable Text** format that will substitute different output in place of specially formatted codes.

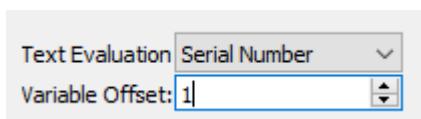
**Normal** is selected by default — the data stored in your Bar Code will match the **Raw Content** exactly, if you leave Normal selected.

You'll see the output that will result from your formatted codes in the **Evaluated Text** field.



#### Variable Offset

**Variable Offset** adds to the **Current** value in the **Variable Text Window** by the entered amount, allowing you to have multiple Bar Codes in your **Workspace** using the same Variable Text formatting, but displaying different **Serial Numbers**, or referring to different rows of a **CSV**.



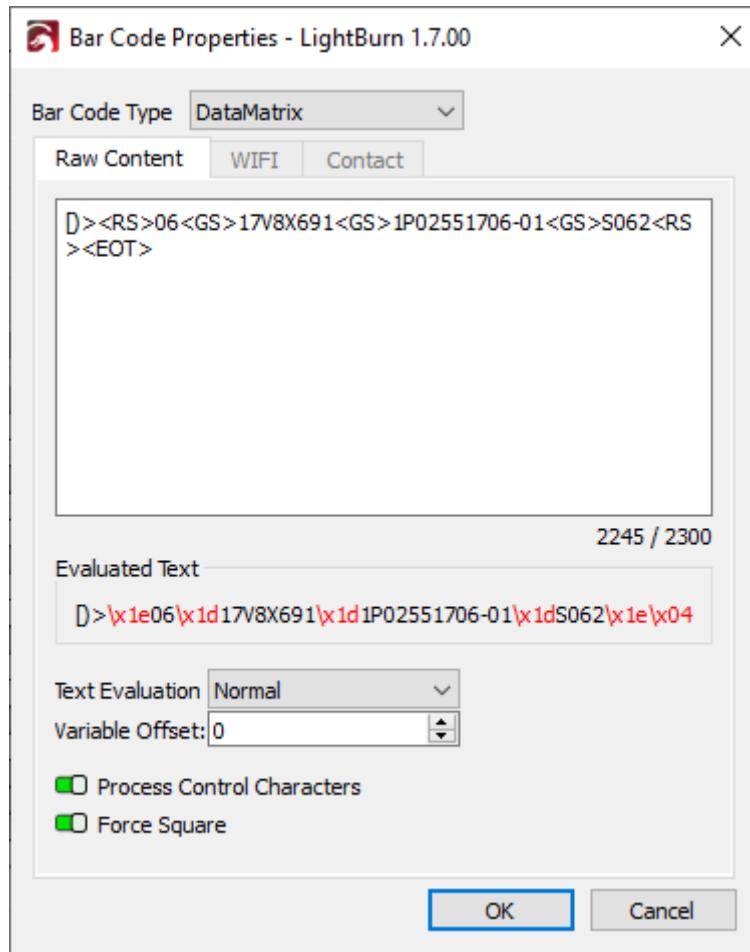
#### Process Control Characters

Enable this switch to convert specially formatted characters (`<RS>`, `<ACK>`, etc.) into non-printable characters used by GS1 compliant systems.

Control characters should be enclosed in `<>` brackets like this:

```
[)><RS>06<GS>17V8X691<GS>1P02551706-01<GS>S062<RS><EOT>
```

When **Process Control Characters** is enabled and valid characters are entered, you'll see converted characters in red in the **Evaluated Text** field.

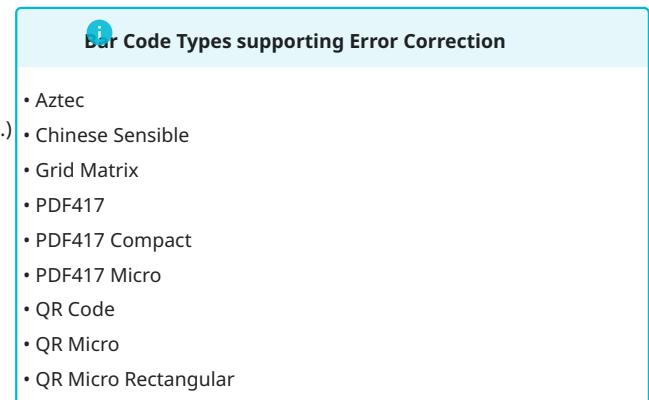


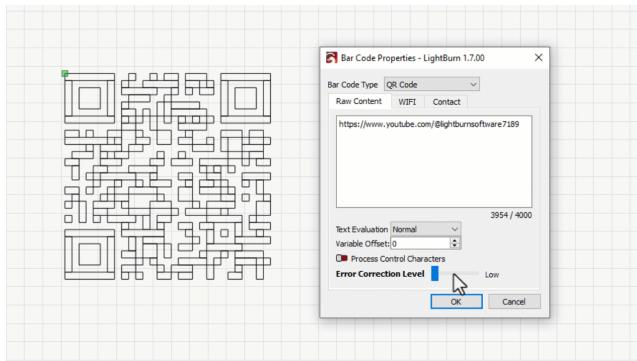
#### Error Correction Level

**Error Correction** helps to keep Bar Code data readable even if the Bar Code is partially damaged or obscured — use the Error Correction slider to adjust the amount of Error Correction in a Bar Code.

Different **Bar Code Types** provide different ranges of possible Error Correction — the highest Error Corrections produce Bar Codes that are more resilient to damage, but are visually denser and more complex.

Not all Bar Code Types support Error Correction.



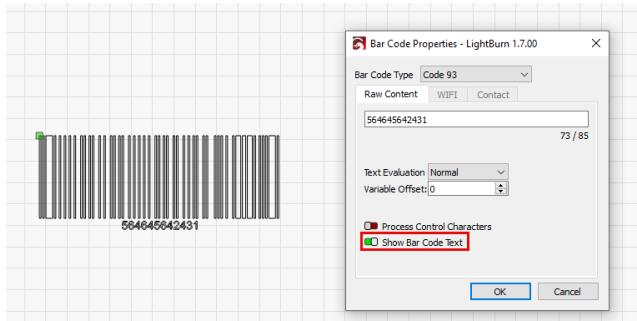


#### Show Bar Code Text

For supported **Bar Code Types**, tells LightBurn to output the text from the **Raw Content** field along with the Bar Code. This switch is enabled by default.

#### Bar Code Types supporting Barcode Text

- 2 of 5
- 2 of 5 IATA
- 2 of 5 Industrial
- CodaBar
- Code 128
- Code 93
- EAN
- ISBN
- Plessey
- UPC A
- VIN

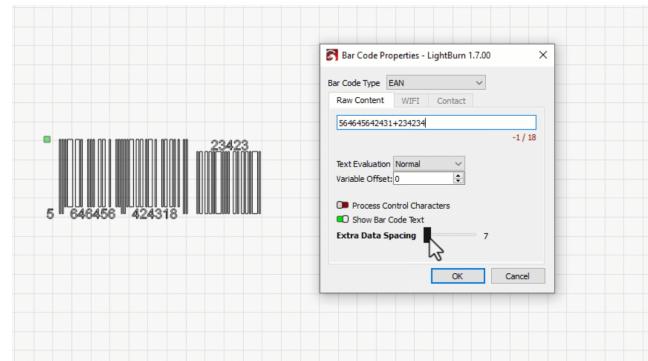


#### Extra Data Spacing

Some **Bar Code Types** support adding a secondary Bar Code based on extra data input after a "+" symbol. The **Extra Data Spacing** slider controls the distance between the primary and secondary Bar Codes.

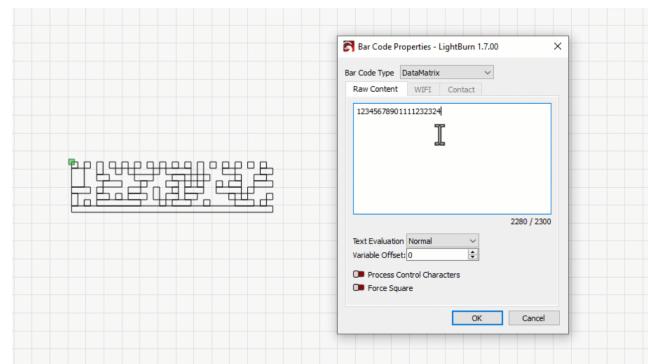
#### Bar Code Types supporting Extra Spacing

- EAN
- ISBN
- UPC A
- UPC E



#### Force Square

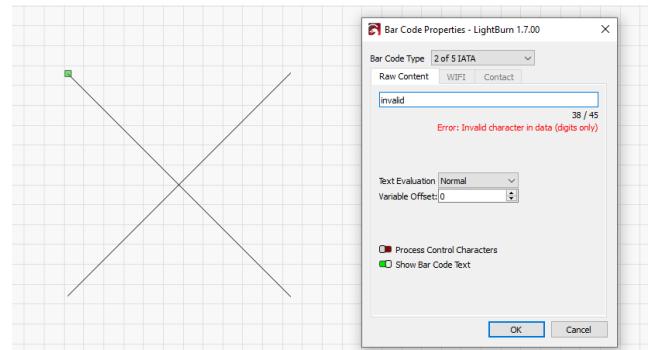
When **Data Matrix** is the selected format, some data inputs can result in a rectangular Bar Code. Enable **Force Square** to have the Data Matrix always remain square. This switch is enabled by default.



#### Error Messages

If the data you've entered is invalid for the type of Bar Code you've selected, you'll see an X in the **Workspace** and an error message in the **Bar Code Properties** window.

The error message will indicate which characters are invalid.



#### RELATED TOPICS

- [Variable Text](#)
- [Repeat Marking](#)
- [Create and Edit Text](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

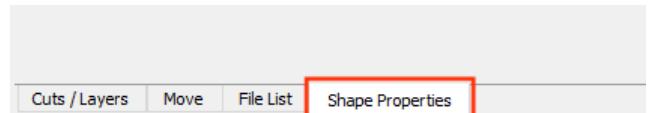
## Shape Properties Window

The **Shape Properties Window** displays editable properties of [selected](#) objects.

### ACCESSING THE SHAPE PROPERTIES WINDOW

The **Shape Properties Window** is not enabled by default. Select [Window](#) → [Shape Properties](#) to enable the window.

The Shape Properties Window will appear docked behind the [Cuts / Layers Window](#) on the upper right side of your screen. Click the Shape Properties tab to bring the Shape Properties Window to the front.

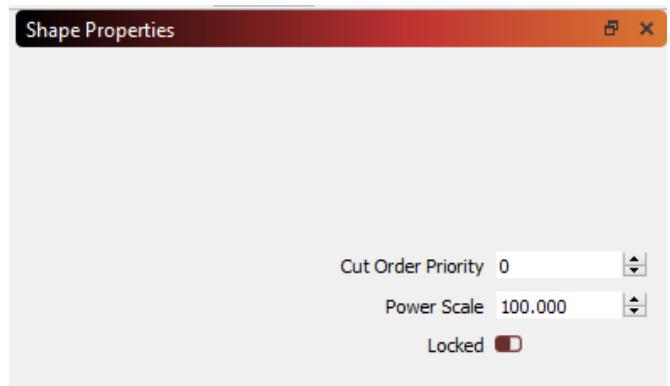


The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### SHAPE PROPERTIES OPTIONS

The options available in the **Shape Properties Window** depend on the type of object you have [selected](#).

Three options are available for all types of objects, or when you have multiple types of objects selected at once.



- **Cut Order Priority:** sets the order this shape is cut by the laser. Lower values are cut first, starting with 0 as the highest priority. You must also select [Order by Priority](#) in the [Optimization Settings](#) for this setting to take effect.
- **Power Scale:** rescales the power used to cut this shape by this percentage, between Min Power and Max Power. For devices that do not support the Min Power setting, power is scaled as a percentage between 0 and Max Power.
- **Locked:** prevents any edits to the selected shape(s). See [Lock Shapes](#) for more information.

When multiple shapes are selected, changing these values acts on all selected shapes at once.

See below for additional properties that are presented only when you've selected specific types of objects.

**IMAGE**

These settings are presented for image graphics.

**Gamma:** adjusts mid-tones shades — Lower values lighten the mid-tones, and higher values darken them. **1.0** is normal.

**Contrast:** increases or decreases image contrast — higher values make light tones lighter and dark tones darker.

**Brightness:** increases or decreases image brightness, making both light tones and dark tones lighter or darker.

**Enhance:** increases the contrast of edges within the image - also known as *Unsharp Masking* and *High-Pass Sharpening*.

**Enhance Radius:** controls the spread of edge contrast — a larger radius spreads the Enhance effect further from the edges within an image.

**Enhance Amount:** controls the intensity of the edge contrast.

**Enhance Denoise:** reduces noise in smooth areas.

**ELLIPSES**

These settings are presented for shapes made using the [Create Ellipse](#) tool.

**Width:** the length of the ellipse in the horizontal (X Axis) dimension.

**Height:** the length of the ellipse in the vertical (Y Axis) dimension.

**POLYGONS**

These settings are presented for shapes made using the [Create Polygon](#) tool.

**Width:** the length of the polygon in the horizontal (X Axis) dimension.

**Height:** the length of the polygon in the vertical (Y Axis) dimension.

Cut Order Priority	0
Power Scale	100.000
Locked	<input checked="" type="checkbox"/>
Gamma	1.000
Contrast	0.000
Brightness	0.000
Enhance Radius	0
Enhance Amount	0.000
Enhance denoise	0

**Sides:** sets the number of sides of the shape — 3 = triangle, 6 = hexagon, 8 = octagon, etc.

**RECTANGLES**

These settings are presented for shapes made using the [Create Rectangle](#) tool.

Cut Order Priority	0
Power Scale	100.000
Locked	<input checked="" type="checkbox"/>
Width	100.000
Height	100.000
Corner Radius	0.000

**CORNER RADIUS:**

applies a [radius](#) to corners. Positive values create curved corners, negative values takes a bite out of the corner.

**TEXT**

These settings are presented for text made using the [Create Text](#) tool.

Cut Order Priority	0
Power Scale	100.000
Locked	<input checked="" type="checkbox"/>
Max Width	0.000
Squeeze	<input checked="" type="checkbox"/>
Ignore Empty Vars	<input checked="" type="checkbox"/>

**Max Width:** text begins scaling if the length in the horizontal (X Axis) dimension exceeds this — use **0** for no limit.

**Squeeze:** when enabled, as the text exceeds the Max Width, the horizontal axis is scaled, but the vertical height remains the same, resulting in a squished appearance. When disabled, text will shrink proportionally, both horizontally and vertically.

**Ignore Empty Vars:** instructs LightBurn to remove *newlines* preceding empty [Variable Text](#) fields when aligning text.

**RELATED TOPICS**

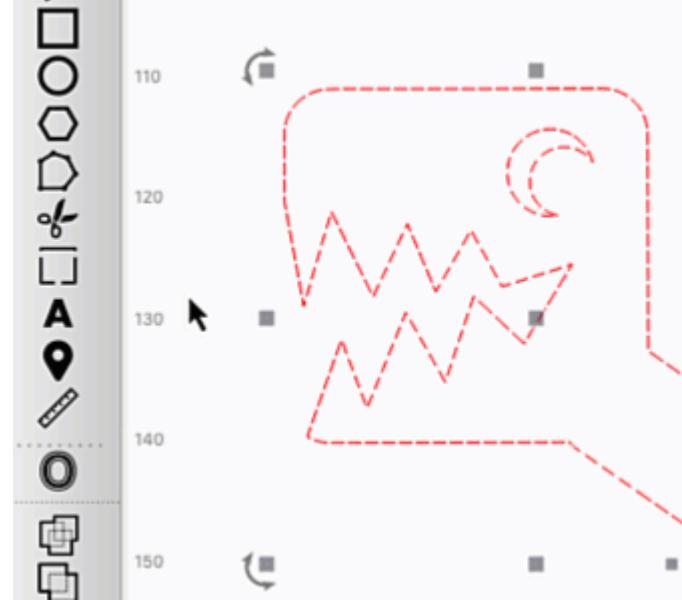
- [Adjust Image](#)
- [Primary Shapes](#)
- [Create and Edit Text](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[QR-code](#) [built-in-shapes](#) [circle](#) [ellipse](#) [image](#) [path](#)  
[polygon](#) [rectangle](#) [square](#) [text](#) [vector](#)

### Add Tabs

**Quick Reference: Add Tabs**



Tells your laser to skip small sections of cuts, to prevent cut objects from falling from the base material.

**Location**

[Tools Toolbar](#)  
[Tools → Add Tabs](#)

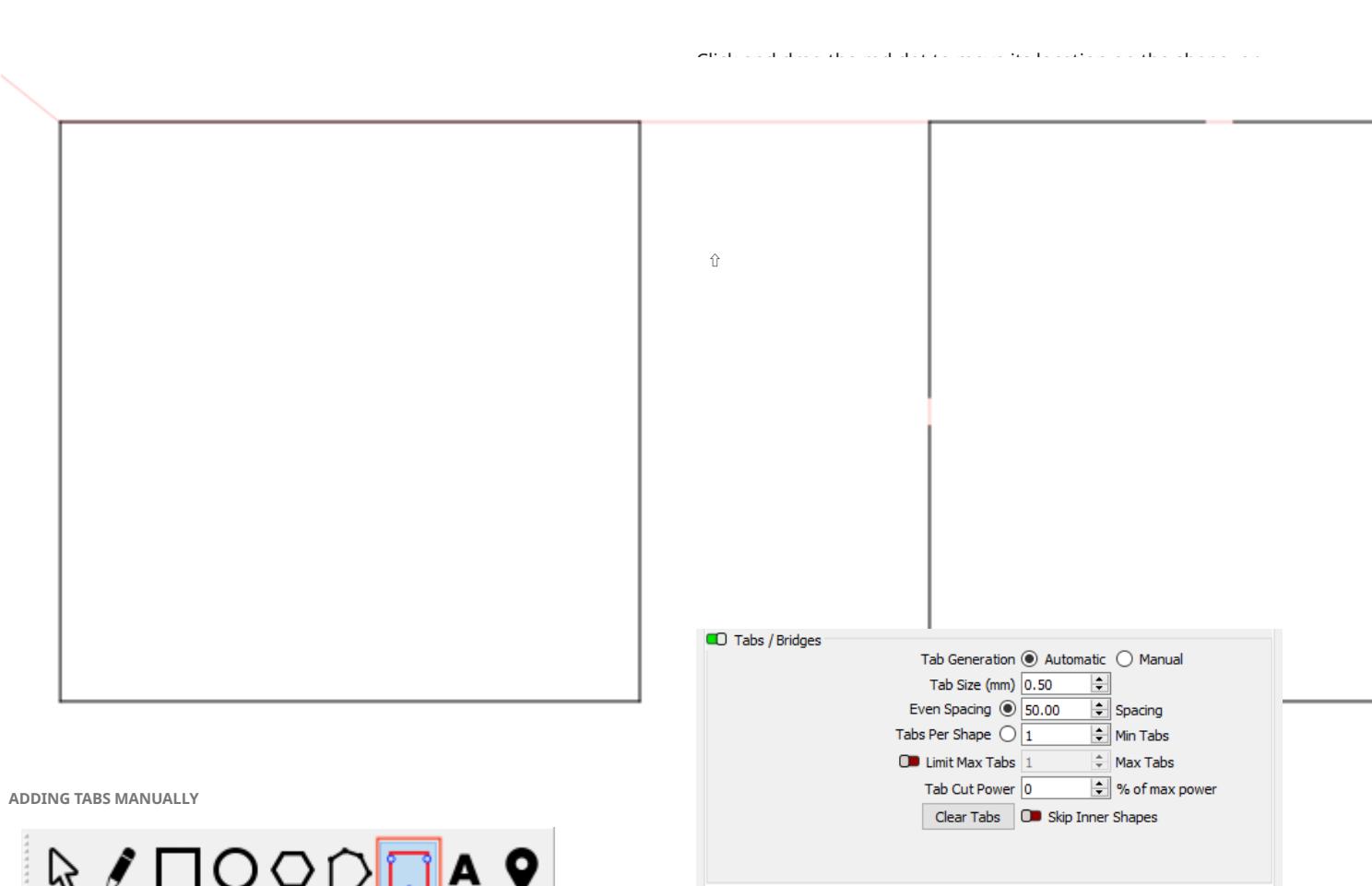
**Keyboard Shortcuts**

Windows:  $\text{^ Ctrl} + \text{Tab}$  Mac:  $\text{⌘ Cmd} + \text{Tab}$

Tabs are small sections of cuts that the laser is commanded to skip, used to prevent objects from falling off the base material. When appropriately placed, the tabs can be broken with minimal force and the objects removed.

You can create tabs manually using the **Add Tabs** tool, or LightBurn can generate them automatically. Automatic tabs, which are positioned based on the object's position and shape, are available in the [Cut Settings Editor](#).

In the example below, the left square has no tabs applied, while the right has a tab applied.



#### ADDING TABS MANUALLY

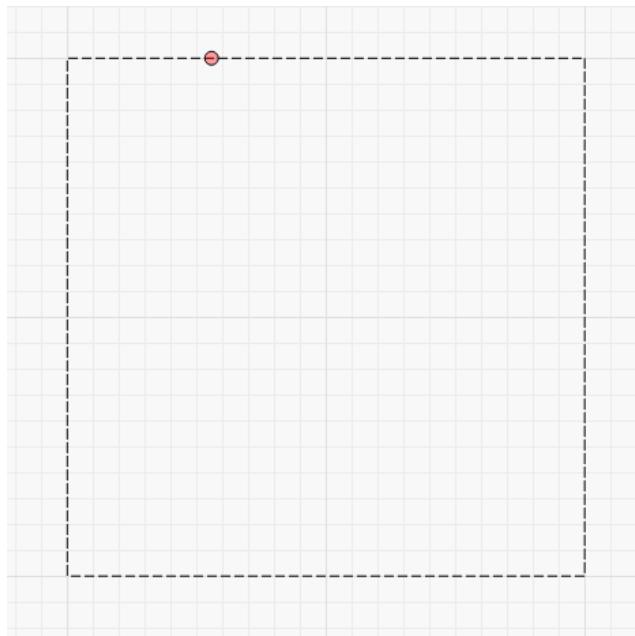


To manually add tabs, select **Add Tabs** from the **Tools Toolbar** (or press **^ Ctrl** / **⌘ Cmd** + **Tab ↹**), then hover over a shape in your **Workspace** that's assigned to a layer set to **Line Mode**.

If you are hovering over a valid shape, you'll see the **Insert Tab**



cursor (). Click to insert a tab at that location. A red dot will appear on the shape, indicating that the tab has been placed.



#### Global Enable / Disable

The switch next to **Tabs / Bridges** controls whether tabs are enabled for the layer. If you have manually added tabs to a shape, this will automatically be switched on for the layer the shape is assigned to.

Switch **Tabs / Bridges** off to disable tabs. Tab settings and placement are not lost when this switch is turned off, and are restored exactly as they were if it is switched on again.

#### Tab Generation

- **Manual:** all tabs must be manually placed using the methods described [above](#).
- **Automatic:** tabs will be placed on shapes assigned to the layer, based on the values of **Even Spacing**, **Tabs Per Shape**, and **Skip Inner Shapes**.

#### Tab Size

This setting affects both **Manual** and **Automatic** tabs.

**Tab Size** defines the total length of all tabs, in the currently configured [system unit type](#) (mm or inch). The laser will skip cutting for this distance, if possible.

#### Even Spacing

With **Even Spacing** selected, each contiguous path section will have at least one tab applied at the very start of the path and then again at the distance interval set in the **Spacing** field.

Spacing is set in the currently configured [system unit type](#) (mm or inch).

#### Limit Max Tabs

Enable **Limit Max Tabs** to set an upper bound on how many tabs can be automatically generated for each path, when using **Even Spacing**.

#### Tabs Per Shape

Select the **Tabs Per Shape** option to specify the number of tabs to create on each path assigned to the layer. Tabs will be automatically spaced evenly along the path.

#### Tab Cut Power

This setting affects both **Manual** and **Automatic** tabs.

If **Tab Cut Power** is set to any value other than 0%, the laser will make pulsed cuts across the width of the tabs instead of skipping them completely.

Increasing the percentage increases the amount the laser pulses on during tabs, resulting in tabs that are more weakly connected to the base material.

In the example below, the top tab is set to 25%, while the bottom tab is set to 75%. The black lines represent areas along the path where the laser is on, and the red lines represent areas where the laser is off.



#### Skip Inner Shapes

When enabled, any shapes that are completely contained by another shape in the same cut layer will not have **Automatic** tabs applied. This does not affect **Manual** tab placement.

**Warning**

Containing shapes must be closed, continuous loops in order for LightBurn to identify shapes within them. See [Open vs. Closed Shapes](#) for more information.

#### Clear Tabs

Deletes all tabs (**Manual** or **Automatic**) from every shape on this cut layer.

#### TROUBLESHOOTING

- Tabs functions are not available if you are using [Beginner Mode](#). You can disable Beginner Mode in [Settings/Preferences](#).

#### RELATED TOPICS

- [Cut Settings Editor](#)

- [Perforation Mode](#)
- [Kerf Offset](#)
- [Ramp Length](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[creation-tools](#) [cut-settings](#) [laser-control](#)  
[layout-and-design](#) [line](#)

## Measure

**Quick Reference: Measure**

Displays an array of useful information about objects.

**Location**

- Tools Toolbar
- Tools → Measure

**Keyboard Shortcuts**

- Windows: **Alt + M**
- Mac: **Option + M**

**Keyboard Modifiers**

Hold **Shift** while dragging a temporary line to lock it to horizontal, vertical, and 45 degree angles.

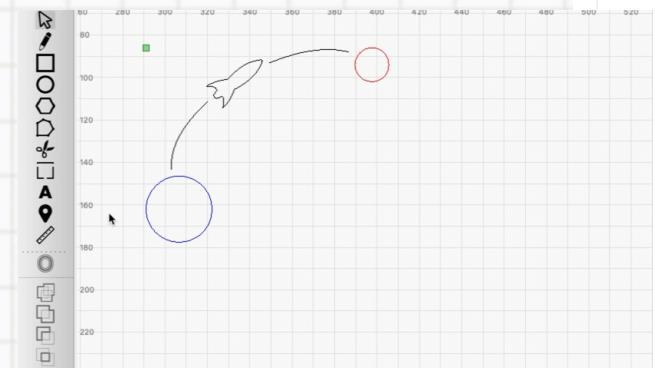
Use the **Measure** tool to hover over any shape in your **Workspace** and display an array of useful information about it, including perimeter, overall dimensions, whether it is **Open** or **Closed**, and the lengths of individual line or curve segments

within it. You can also click and drag to create and measure a temporary line between two points.

To enable the Measure tool, click on the ruler icon in the [Tools Toolbar](#), or press

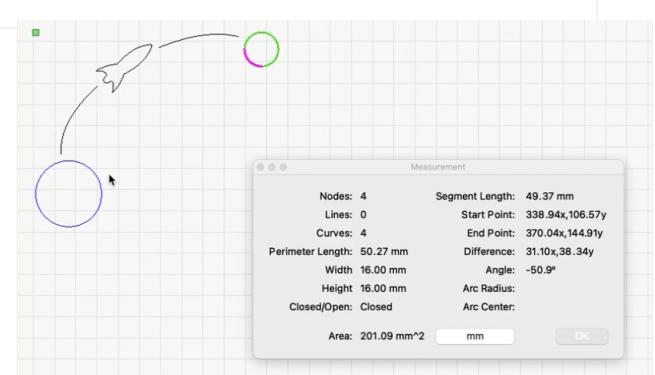


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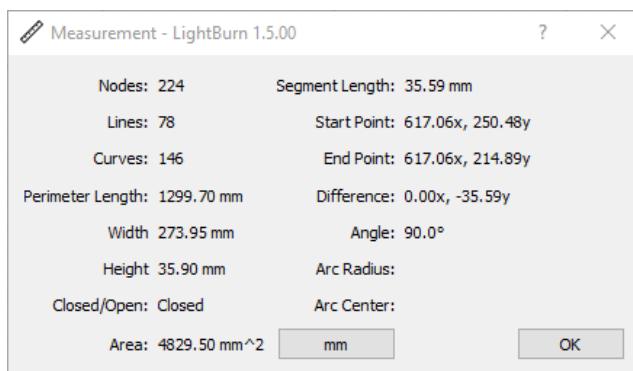
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sent.

Hold **Shift** while dragging to lock the temporary line to horizontal, vertical, and 45 degree angles.



**View shape dimensions as you create them**

When using any of LightBurn's shape creation tools, you can also view the measurements of the shape you're creating in the Status Bar.

**MEASUREMENT WINDOW**

The Measurement dialog window describes the highlighted shape and individual segment. The dialog displays the following values:

Value	Explanation
Nodes	Number of nodes (points at starts and ends line segments and curves)
Lines	Number of straight lines
Curves	Number of arcs or Bézier curves
Perimeter Length	Total length of all line/curve segments
Closed/Open	<a href="#">Whether or not the shape is closed</a>
Area	The total area of the shape. Empty for open shapes
Segment Length	Length of the highlighted line/curve segment
Start Point	X, Y coordinate of the start node of the highlighted segment
End Point	X, Y coordinate of the end node of the highlighted segment
Difference	Difference in X and Y between the start and end nodes
Angle	Angle of the line between the start and end points
Arc Radius	Radius of the arc, if the curve is a true circular arc. Empty otherwise

Value	Explanation
Arc Center	Center point of the arc, if the curve is a true circular arc. Empty otherwise

**RELATED TOPICS**

- [Selection Tools](#)
- [Numeric Edits Toolbar](#)
- [Shape Properties](#)
- [Alignment](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[arrangement](#) [editing](#) [layout-and-design](#) [testing-tools](#)  
[troubleshooting](#) [workflow](#)

## Art Library

An **Art Library** provides a way to store artwork so you can quickly access and reuse it in future projects.

You can load multiple Art Libraries at the same time, and separate Libraries are a great way to split artwork up by theme (holidays, birthdays, animals), or purpose (tests, tools, templates, boxes).

An entry in an Art Library can contain any combination of objects that would normally make up a project, including [text](#), [Primary Shapes](#), [paths](#), and [images](#).

### Note

The Library only stores artwork, much like the contents of AI, SVG, DXF, or image files — it doesn't store any [Cut Settings](#) applied to the artwork. If you wish to store cut settings with your design, you must [Save](#) your work instead.

### ACCESSING THE ART LIBRARY WINDOW

The **Art Library Window** is not enabled by default. To open it, go to [Window → Art Library](#).

By default, the Art Library will appear docked on the left side of your [Workspace](#).

### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### USING THE ART LIBRARY

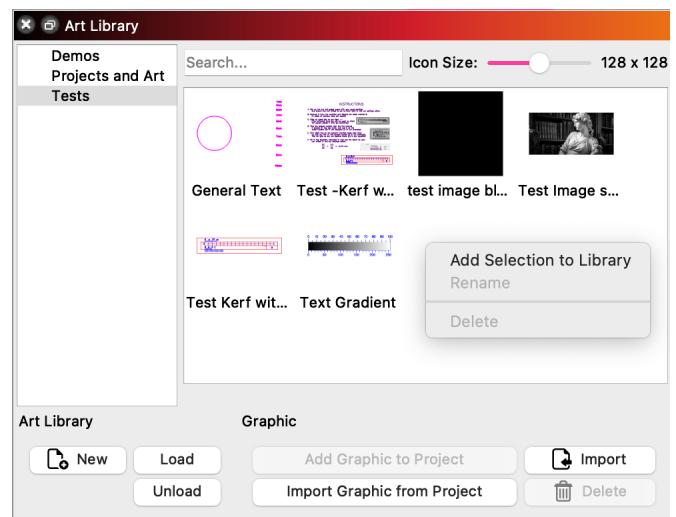
You'll see a list of Art Libraries on the left, and thumbnails of the artwork within the currently selected Library on the right.

### Note

If there are no Libraries listed, a **New** Library must be created, or an existing one **Loaded**, in order to access artwork.

#### Creating a Library

To create an empty Library, click the **New** button, then choose a location and name for the `.lbart` file — this is where added artwork will later be stored, in compact form.



#### Loading and Unloading Libraries

To add a previously saved Library, click the **Load** button in the bottom of the **Art Library Window**. Saving, transferring, and Loading Libraries makes it possible to share artwork between computers and users.

To remove a Library from the list, click **Unload**. Unloading a Library removes it from view, but does not delete the file or its contents from the hard drive where it is saved.

#### Storing Art in a Library

Use the **Import** button to add artwork from saved files to your Library. You can import multiple files at once using this method, and each will become an individual entry in the current Library.

To add [selected](#) objects from your current project, click **Import Graphic from Project**, or right-click in the **Art Library Window** and choose **Add Selection to Library**.

#### Editing Art and Libraries

Right-clicking artwork in an **Art Library** brings up the options to **Delete** or **Rename** it.

To change the name of a Library, change the `.lbart` file name in your file browser, and then **Unload** and **Reload** the Library in LightBurn.

#### Adding Art to a Project

Dragging a thumbnail from the **Art Library** into a project adds it to the project wherever the mouse is released.

Clicking the **Add Graphic to Project** button adds the selected artwork into the center of the current field-of-view in the [Workspace](#).

#### RELATED TOPICS

- [Import](#)
- [Save](#)
- [Material Library](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

UI   design   editing   libraries   workflow-optimization

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## 5.4.2 Editing

### Edit Nodes



#### Quick Reference: Edit Nodes



Edit vector paths by moving, changing, or deleting nodes, lines, and curves.

#### Location

Tools Toolbar

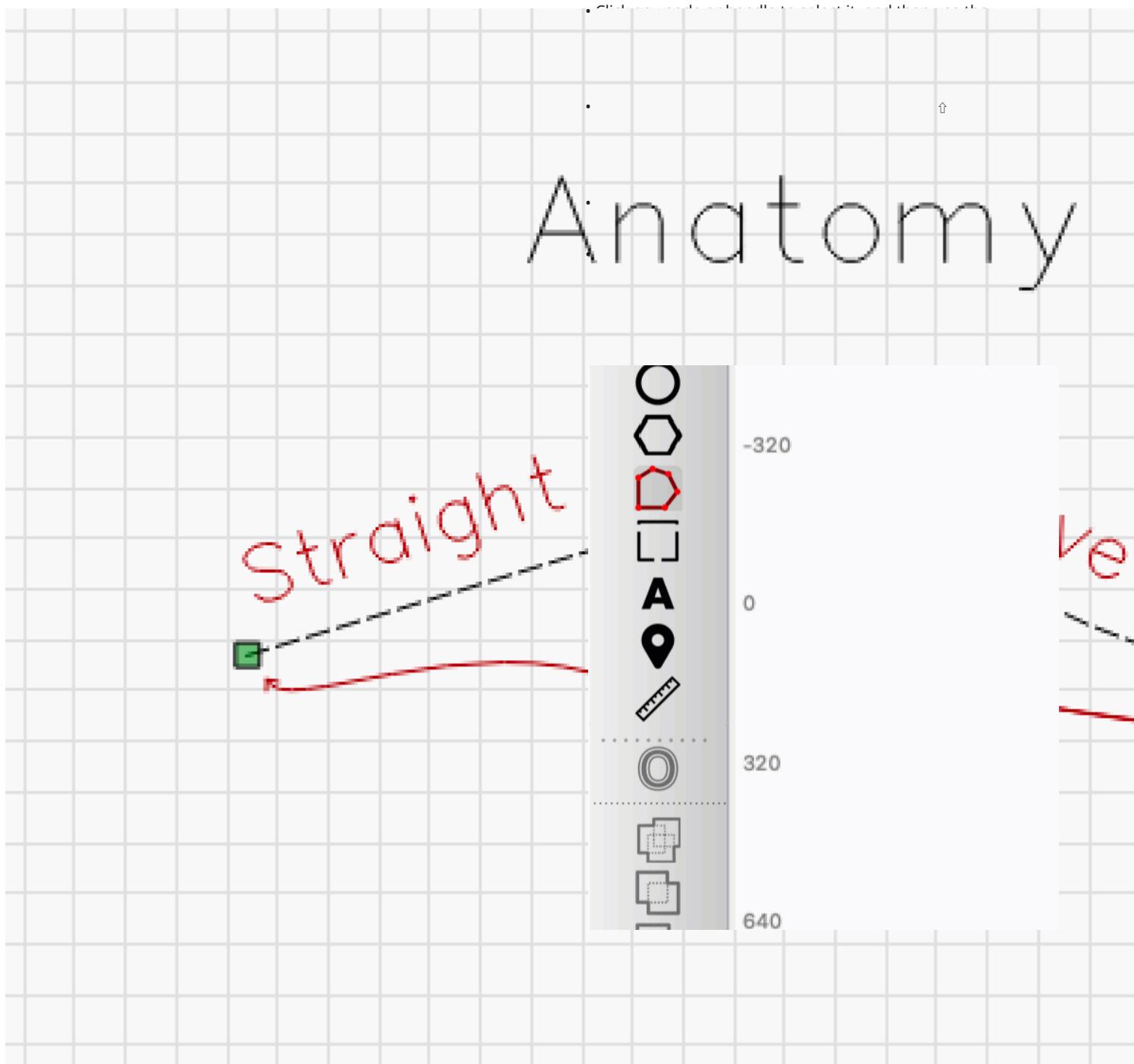
Tools → Edit Nodes

#### Keyboard Shortcuts

Windows:  $\text{Ctrl} + \text{Shift}$

Mac:  $\text{Cmd} + \text{Shift}$

**Edit Nodes** allows you to make precise, granular edits to **vector** paths, by controling either end of a curve.



#### USING EDIT NODES

To enable **Edit Nodes**, click on the Edit Nodes icon in the **Tools Toolbar** or press **Ctrl / Cmd + N** on your keyboard.



If you already have an object (or objects) in your **selection**, its nodes will appear. If you do not have anything currently selected, click an object to view and edit its nodes.

#### Mouse Actions

- Click and drag on nodes, handles, or curves to move them.

Action	Key	Description
Delete node	D	Delete nodes and combine adjacent lines
Insert	I	Insert node anywhere on path
Insert node at midpoint	M	Insert node at the halfway point between two nodes

Action	Key	Description	Image
Convert smooth node to corner	C	Convert node to corner (curve handles will have independent angles)	
Smooth corner node	S	Convert node to smooth (curve handles will have same angle)	
Break shape at point	B	Open path at node	Hover over a node and press key (move one of the nodes to reveal the gap)
Delete line	D	Delete line or curve (open or split path)	Hover over a line or curve and press key
Convert curve to line	L	Convert to line (straighten a curve and remove handles)	
Convert line to smooth curve	S	Convert to curve (add handles either side of line)	
Align to angle	A	Rotate selection by aligning segment to nearest horizontal, vertical, or 45° angle — all selected objects will rotate along with the segment	
Trim line	T	Cut line under mouse back to the next place it intersects with another line	Hover over curve or line and press key
Extend line	E	Extend line to nearest intersecting path	Hover over an open end point and press key

#### Trim and Extend Demo

#### Snap to Existing Geometry

**Snapping** allows you to align your nodes or handles to specific points on existing objects.

#### RELATED TOPICS

- [Draw Lines](#)
- [Trim Shapes](#)
- [Snapping](#)
- [Selection](#)
- [Images vs. Vectors](#)
- [Open vs. Closed Shapes](#)

- Auto-Join Selected Shapes
- Break Apart
- Trace Image

### Trim Shapes

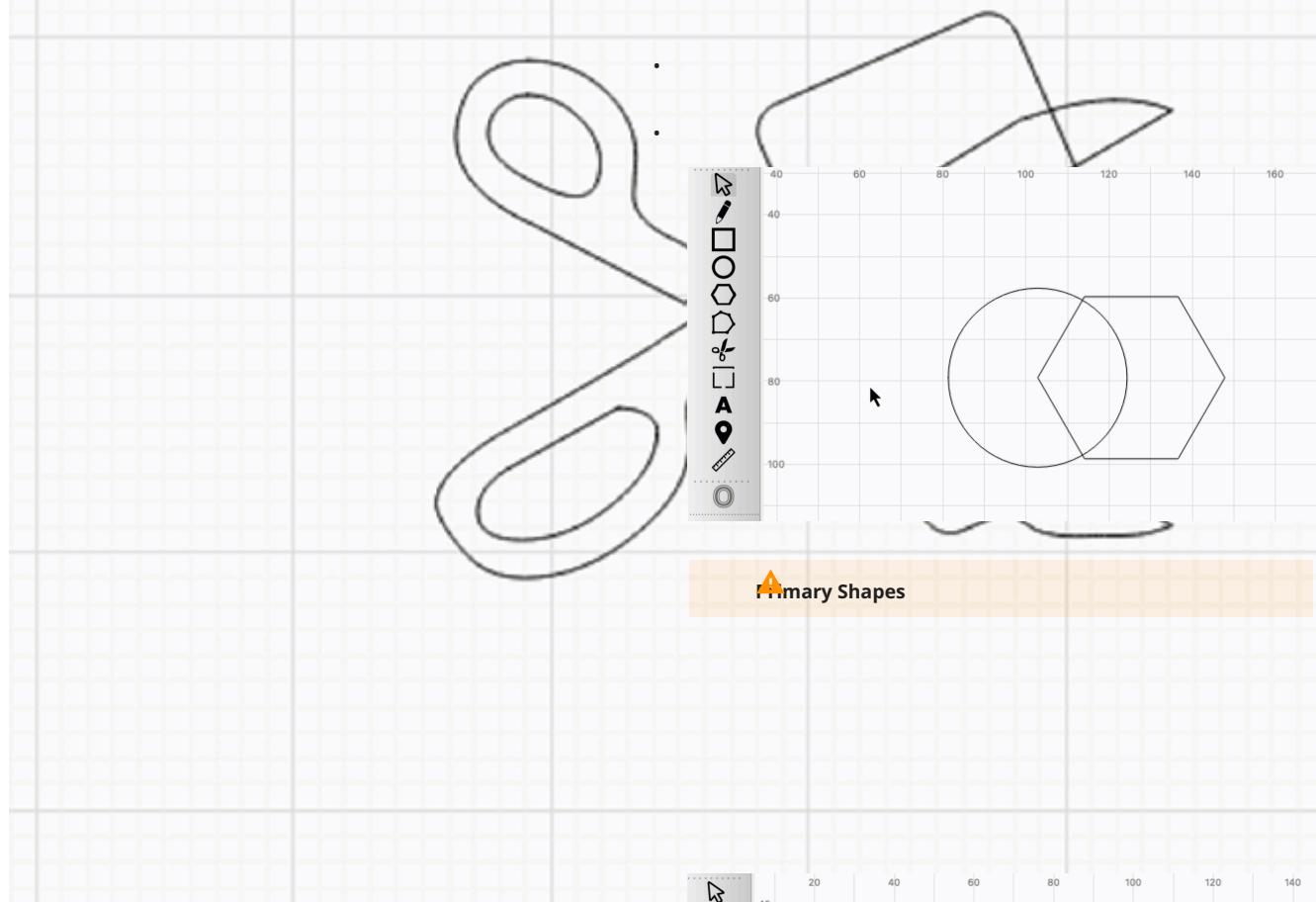
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



### Quick Reference: Trim Shapes

Use the **Trim Shapes** tool to cut line segments back to the next intersection with another line.

If a shape does not intersect with any other lines, Trim Shapes



Cuts lines back to the next place they intersect with another line.

#### Location

Tools Toolbar

Tools → Trim Shapes

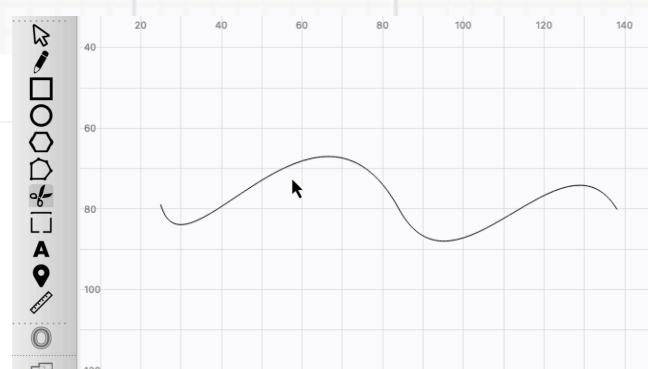
#### Keyboard Shortcuts

Windows:  $\text{Ctrl} + \text{K}$

Mac:  $\text{Cmd} + \text{K}$

#### Keyboard Modifiers

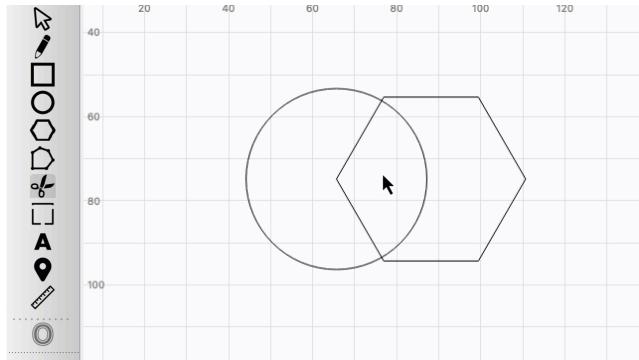
Hold  $\text{Ctrl}$  /  $\text{Cmd}$  to disable Auto-joining.



#### Auto-Joining With Trim Shapes

When possible, **Trim Shapes** joins the new vector objects at the points where they used to intersect, combining them into a single path.

When a shape has been joined with another, it will automatically be [selected](#), and you'll see the [animated dash pattern](#) that indicates selected objects.



#### Note

Hold [<sup>^</sup>ctrl](#) / [<sup>⌘</sup>cmd](#) while clicking to disable automatic joining when using Trim Shapes.

#### TROUBLESHOOTING

- **Trim Shapes** does not work on [Grouped](#) objects — you'll need to [Ungroup](#) them first.

#### RELATED TOPICS

- [Edit Nodes](#)
- [Boolean Tools](#)
- [Cut Shapes](#)

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[creation-tools](#) [layout-and-design](#)

#### Numeric Edits Toolbar

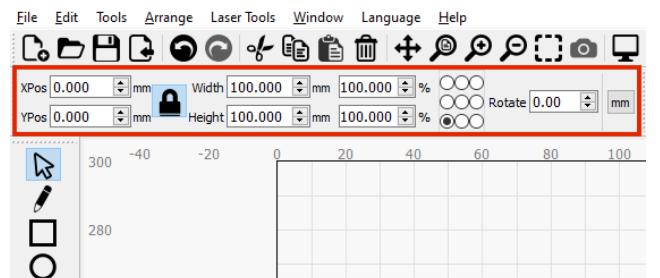
Use the **Numeric Edits Toolbar** to adjust the [size](#), [position](#), and [orientation](#) of shapes in your [selection](#) using precise numeric values.

When adjusting objects through the Numeric Edits Toolbar, all objects in your current selection are treated as a single unit, maintaining their relative positions and scale as you make changes.

#### ACCESSING THE NUMERIC EDITS TOOLBAR

The **Numeric Edits Toolbar** is located in the top toolbar in LightBurn by default, to the left of the [Text Options Toolbar](#).

If you have closed the Numeric Edits Toolbar, go to [Window](#) → **Numeric Edits** to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#)

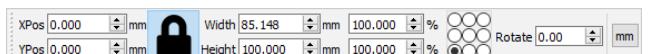


#### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### NUMERIC EDITS TOOLBAR OPTIONS

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### 9-Dot Control

#### Note

When working with any of the Numeric Edits options, imagine the selection area as the smallest possible rectangle that can contain every object in your selection. Each position in the 9-Dot Control is a point around the perimeter of that rectangle, or in its center.

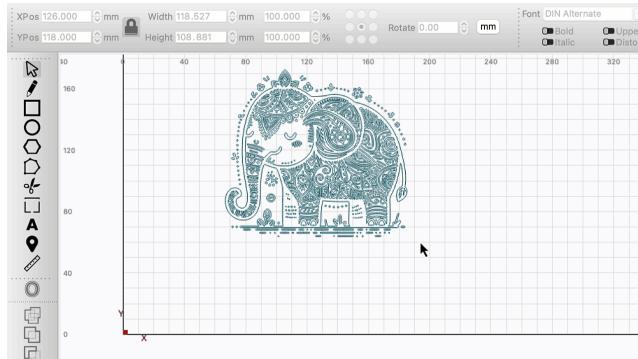
The **9-Dot Control** determines the location on the current selection that is referenced when displaying and adjusting selection [coordinates](#); the anchor point which objects are [rescaled](#) in toward or away from; and which point to use as the center of rotation when [rotating](#) the selection.

**XPos and YPos**

**XPos** and **YPos** display the current X (horizontal) and Y (vertical) positions of your selection, relative to the point in your [selection](#) indicated by the [9-Dot Control](#), and your laser's [Origin](#).

The laser's Origin is indicated by a small red square in a corner of the [Workspace](#). Positive XPos and YPos values are always within the Workspace, and negative values outside of it.

Adjusting either field will move the indicated position on the current selection to the new location you enter, and all objects in the selection will move in unison.

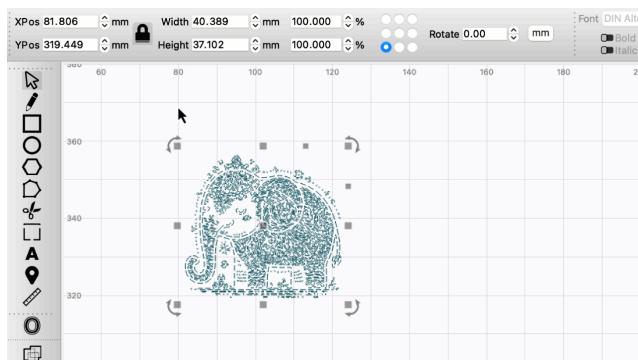


You can adjust position by imprecise values directly in your [Workspace](#) using the [Move](#) handle on your selection.

**Width and Height**

**Width** and **Height** display and determine the length of your [selection](#) in the X (Width) and Y (Height) dimensions. You can enter exact values in the field directly to the right of Width and Height, or change the size of either dimension by percentage in the fields to the right of those.

The chosen location in the [9-Dot Control](#) determines an anchor point that objects will be rescaled in toward or away from.



You can adjust Width and Height by imprecise values directly in your [Workspace](#) using the [Size](#) handles on your selection.

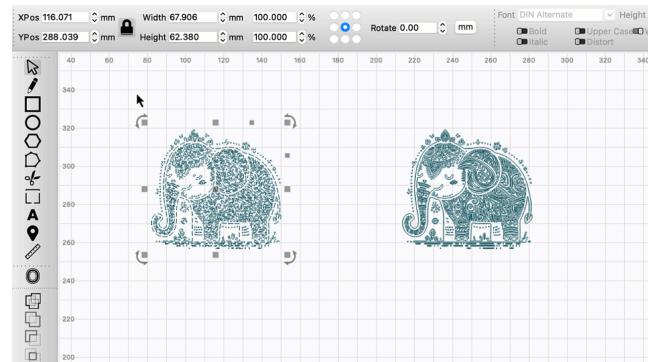
The **Lock** icon to the left of **Width** and **Height** determines whether the aspect ratio of the selection is maintained as objects are resized.

- In locked mode — indicated by a highlighted, closed lock icon — the proportions of your selection remain consistent as they're resized.

As an example, a rectangle that is currently 50 mm wide and 25 mm tall is twice as wide as it is tall, for a 2:1 aspect ratio. If the aspect ratio is locked, changing the width to 80 mm will automatically change the height to 40 mm.

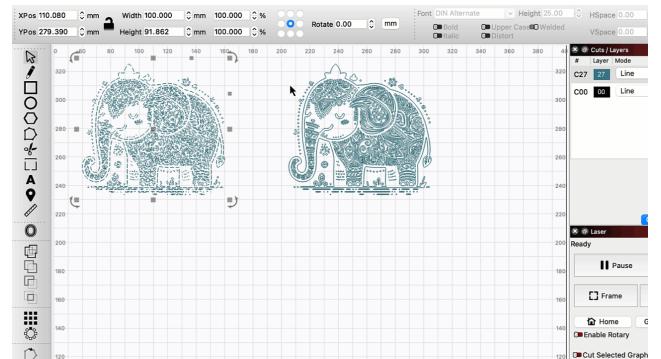
- In unlocked mode — indicated by an unhighlighted, open lock icon — the proportions of your selection will not remain consistent as they're resized, and will instead change independently.

- Click the icon to change modes.

**Rotate**

Use the **Rotate** field to turn the current [selection](#) by a precise number of degrees. Positive values rotate the selection clockwise, while negative values rotate it counterclockwise.

The chosen location in the [9-Dot Control](#) determines the center of rotation.



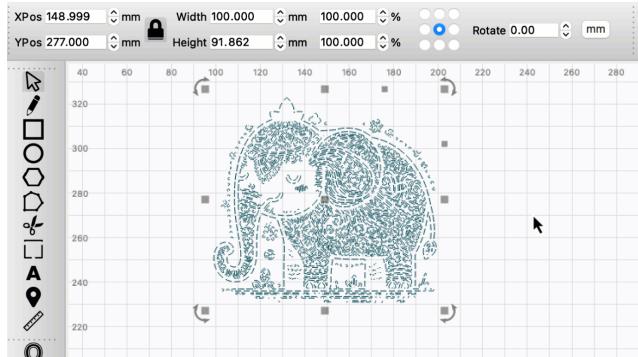
You can rotate your selection by imprecise values directly in your [Workspace](#) using the [Rotate](#) handles, or by precise values using hotkeys.

**Lock**

**Units Toggle**

Click the **Units Toggle** to switch your current unit of measurement between imperial and metric. You can also adjust units in the [Settings](#) window.

The current unit of measurement is displayed as **mm** for millimeters or **in** for inches.

**EQUATION SUPPORT**

The **XPos**, **YPos**, **Width**, **Height**, and **Rotate** fields all accept equations.

Examples of valid equations are:

- $58 + 37$
- $89 - 13$
- $10.25 / 2$
- $(10+2) * 4 + 1$

Press enter to process the equation and adjust the value.

You can also use the constants e and pi, and functions like sin, cos, tan, sqrt, abs, atan, log, pow, and more.

**AUTOMATIC UNIT CONVERSION**

The **XPos**, **YPos**, **Width**, and **Height** fields accept units of measurement as well.

If you are working in millimeters, but you want to create a shape that is 5 inches wide, you can enter 5in or 5" into the width field and LightBurn will convert it to millimeters for you.

**RELATED TOPICS**

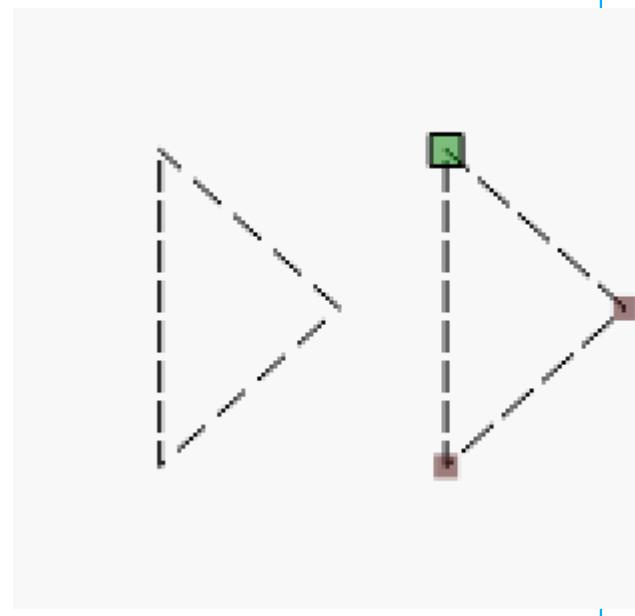
- [Transform Controls](#)
- [Text Options Toolbar](#)
- [Shape Properties](#)

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[object-manipulation](#) [path](#) [path-editing](#) [path-tools](#)  
[vector](#) [vector-editing](#) [vector-path-curve-lines](#)  
[vector-tools](#)

**Convert to Path**

### Quick Reference: Convert to Path



Turns built-in shapes (text, polygons, etc.) into editable paths.

**Location**  
[Edit](#) → Convert to Path  
 Right-click → Convert to Path

**Keyboard Shortcuts**  
 Windows:  $\text{^ Ctrl} + \text{^ Shift} + \text{C}$   
 Mac:  $\text{⌘ Cmd} + \text{^ Shift} + \text{C}$

**Convert to Path** transforms built-in shapes created in LightBurn into paths made up of lines, curves, and nodes, that can be edited using the [Edit Nodes](#) tool.

The following built-in shapes must be converted to paths in order to edit their lines, curves, and nodes:

- [Rectangles, Ellipses, and Polygons](#)
- [Text Objects](#)
- [Bar Codes](#)

**USING CONVERT TO PATH**

Select all shapes you wish to convert, then go to [Edit](#) → [Convert to Path](#), press  $\text{^ Ctrl} / \text{⌘ Cmd} + \text{^ Shift} + \text{C}$ , or right-click in your [Workspace](#) and select Convert to Path from the context menu.

The objects become normal paths, and their lines, curves, and nodes can be adjusted using the [Edit Nodes](#) tool. The letters of [Text Objects](#) are separated into discrete shapes that can be moved and manipulated individually.



#### TROUBLESHOOTING

- Grouped objects cannot be converted to paths, and the option will be grayed out or unavailable if you have Grouped objects selected. **Ungroup** any object you'd like to convert.
- After converting an object to a path, you will lose the ability to adjust attributes associated with the type of shape it was converted from.
- The following attributes can no longer be edited in the **Shape Properties Window**:
  - The **Width** and **Height** of **Rectangles**, **Ellipses**, and **Polygons**.
  - The **Corner Radius** of Rectangles.
  - The number of **Sides** of Polygons.
  - The **Max Width** of Text.
- Text properties are no longer adjustable in the **Text Options Toolbar**.
- **Variable Text** input will no longer be substituted for different output.
- The content of a **Bar Code** can no longer be edited.

#### RELATED TOPICS

- [Edit Nodes](#)
- [Create Rectangle](#)
- [Create Ellipse](#)
- [Create Polygon](#)
- [Create and Edit Text](#)
- [Create Bar Code](#)

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#### Auto-join Selected Shapes



Auto-join selected shapes connects ends of lines or curves that are near one another.

#### Location

[Edit](#) → Auto-join selected shapes

#### Keyboard Shortcuts

Windows: [`Alt` + `J`](#)

Mac: [`Option` + `J`](#)

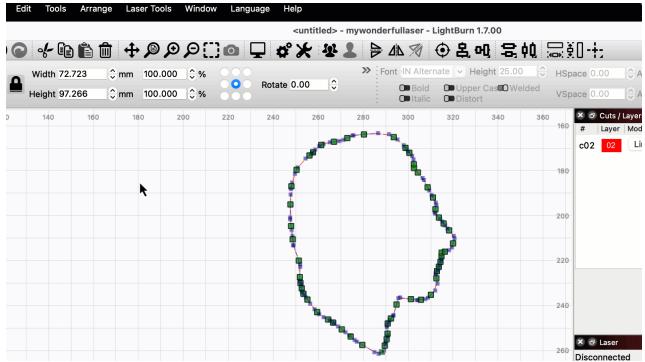
**Auto-join selected shapes** connects line or curve segments whose start and end nodes are directly on top of (or very near to) one another, but not technically connected. When the segments

are connected, they are combined into a single path (a sequence of lines, curves, and nodes).

Auto-Join is most often helpful in cases where you've [Imported](#) graphics containing open shapes that you would like to use with a function that requires [closed shapes](#).

To connect start and end nodes using Auto-Join, the nodes must be within .05 mm of one another.

To use Auto-Join, select all segments you want to join, then go to [Edit → Auto-join selected shapes](#), or press [`Alt`](#) / [`Option`](#) + [`J`](#).



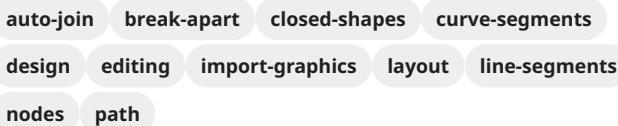
#### TROUBLESHOOTING

In some cases where [Auto-Join](#) fails to join segments with start and end points within the necessary .05 mm tolerance, it can help to first go to the [Arrange Menu](#) and select [Break Apart](#) ([`Alt`](#) / [`Option`](#) + [`B`](#)), before again trying Auto-Join.

#### RELATED TOPICS

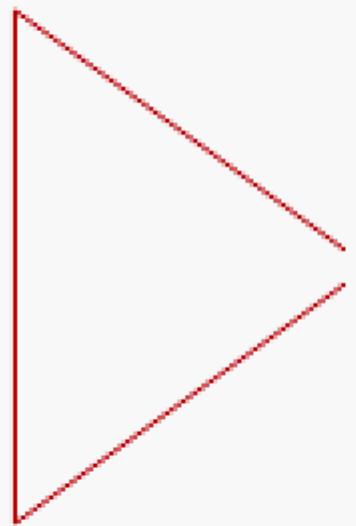
- [Edit Nodes](#)
- [Close Path](#)
- [Close Selected Paths With Tolerance](#)
- [Break Apart](#)
- [Open vs. Closed Shapes](#)

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#### Close Path

##### Quick Reference: Close Path



Joins the start and end of a path.

##### Location

[Edit → Close Path](#)

**Close Path** connects individual shapes with one start and one end point by creating a new line between the points.

Several functions in LightBurn, including [Fill Mode](#), require shapes that are [closed loops](#), with start and end points that are the same. If the start and end points of a shape are very close, but not quite connected, use Close Path to connect them.

#### USING CLOSE PATH

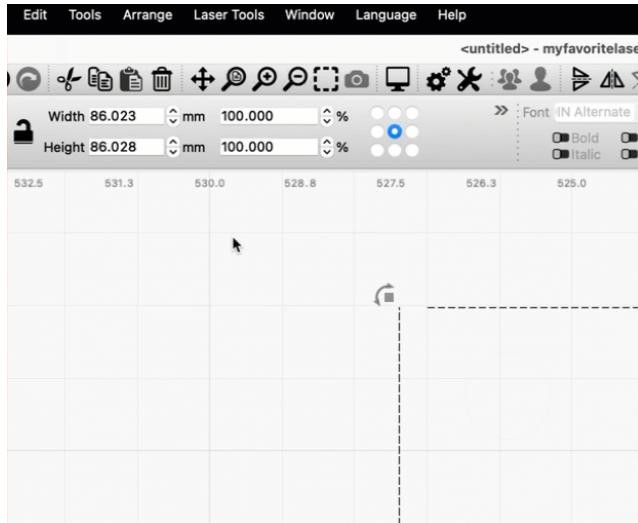
Select all shapes you wish to close, then go to [Edit → Close Path](#).

You can select and close multiple paths at once, but, in order for a path to be connected by Close Path, it must already be completely connected except for its start and end nodes.

Close Path cannot connect fully separate paths, each with their own start and end nodes.

The start and end nodes of selected paths must be within .5 mm of one another in order for Close Path to connect them.

For gaps larger than .5 mm, use [Close Selected Paths with Tolerance](#) instead.



#### RELATED TOPICS

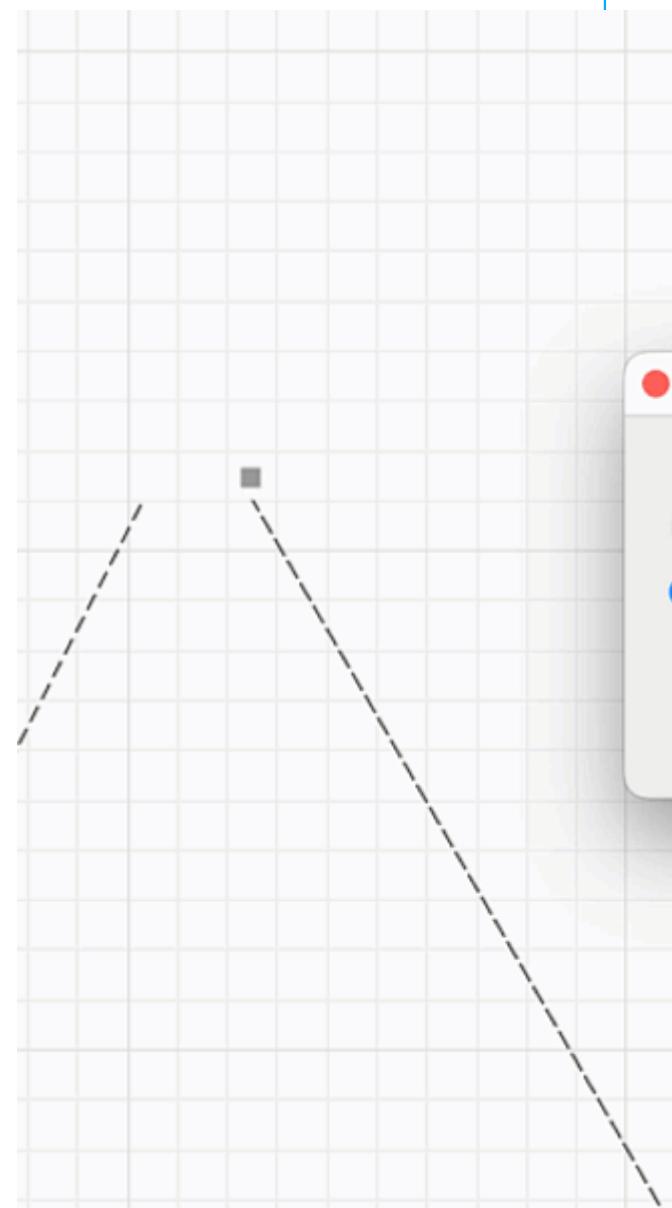
- [Edit Nodes](#)
- [Open vs. Closed Shapes](#)
- [Close Selected Paths with Tolerance](#)
- [Auto-Join Selected Shapes](#)

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#### Close Selected Paths With Tolerance

##### Quick Reference: Close Selected Paths With Tolerance



Connects the start and end of a path, within a specified distance.

##### Location

[Edit](#) → Close selected paths with tolerance

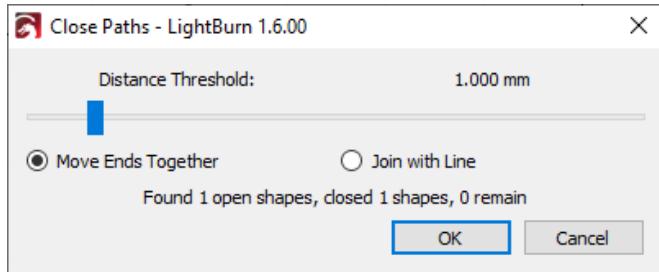
**Close selected paths with tolerance** connects individual shapes with one start and one end point by creating a new line between the points, or moving the two points together. By specifying a tolerance, you can determine how near to one another the start and end points must be in order to be closed.

Several functions in LightBurn, including [Fill Mode](#), require shapes that are [closed loops](#), with start and end points that are

the same. This option works similarly to [Close Path](#) to close shapes with start and end points that are not the same, while providing greater control over how far apart they must be in order to connect them, and how they will be connected.

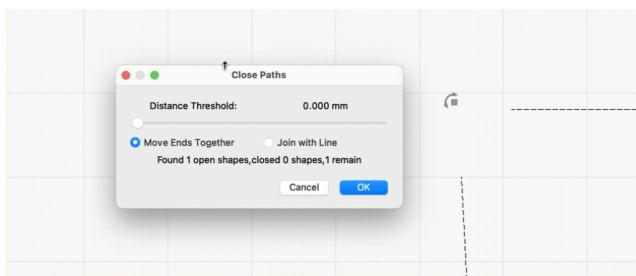
#### USING CLOSE SELECTED PATHS WITH TOLERANCE

Select all paths you wish to close and go to **Edit** → **Close selected paths with tolerance** to open a dialog window.



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- Use the slider to set the **Distance Threshold**, or *tolerance*, which determines the maximum distance between start and end points to be connected. Start and end points that are farther apart than this threshold will be ignored.
- Select **Move Ends Together** to connect the start and end points by bringing existing lines together.
- Select **Join with Line** to create a new line segment between start and end points.
- The readout at the bottom of the window shows how many open shapes were found, how many shapes have been closed, and how many open shapes remain in your selection.
- Click **OK** to confirm the changes and close the selected shapes, or **Cancel** to discard them and leave the shapes open.



**Close selected paths with tolerance** can close multiple paths at once, but they must already be completely connected except for their start and end nodes. This tool cannot connect fully separate paths, each with their own start and end nodes.

#### RELATED TOPICS

- [Close Path](#)
- [Auto-Join Selected Shapes](#)
- [Edit Nodes](#)
- [Open vs. Closed Shapes](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**Delete Duplicates****Quick Reference: Delete Duplicates**

Eliminates identical, overlapping objects.

**Location**

[Edit](#) → Delete Duplicates

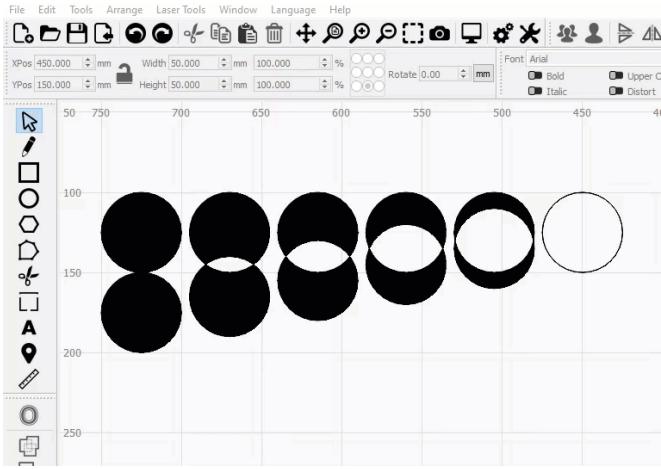
**Keyboard Shortcuts**

Windows: Alt +

Mac: Option +

**Delete Duplicates** finds and removes duplicated objects in your project. Objects don't need to be selected in order to be identified and deleted, but must be [Ungrouped](#) and identical in size, shape, and position.

To use Delete Duplicates, go to [Edit](#) → [Delete Duplicates](#) or press [`Alt`](#) / [`Option`](#) + [`D`](#).



*Delete Duplicates in use. The circle furthest to the right is duplicated.*

Duplicated objects can cause filled objects to appear as outlines in the [Workspace](#), even with [View Style](#) set to Filled. Those objects may also disappear in the [Preview](#) window. Duplicated objects can cause extra passes in [Line Mode](#) and failures to engrave in [Fill Mode](#).

#### TROUBLESHOOTING

- Make sure objects are [Ungrouped](#) in order to be detected by [Delete Duplicates](#).

#### RELATED TOPICS

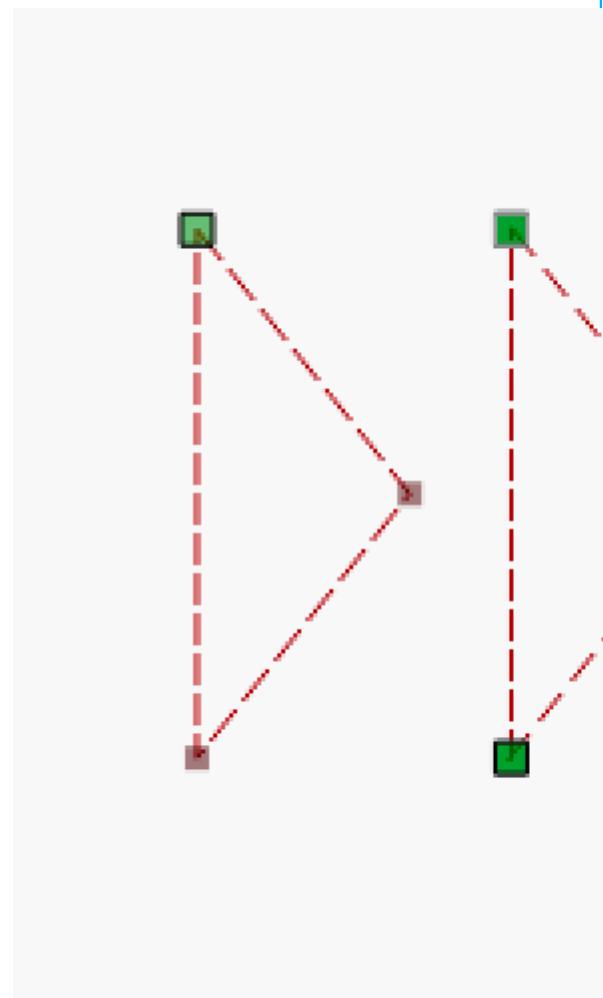
- [Preview](#)
- [Additional Selection Tools](#)

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#### Break Apart

**Quick Reference: Break Apart**



Separates paths into pieces.

**Location**  
[Arrange](#) → [Break Apart](#)

**Keyboard Shortcuts**

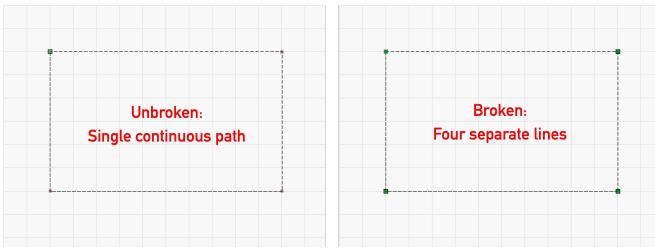
Windows: [`Alt`](#) + [`B`](#)  
Mac: [`Option`](#) + [`B`](#)

**Break Apart** separates the paths of selected vector graphics into the individual curves and lines that make them up. The individual segments become disconnected, allowing them to be selected and manipulated independently.

To use Break Apart, select all objects you wish to break, then go to [Arrange](#) → [Break Apart](#), or press [`Alt`](#) / [`Option`](#) + [`B`](#).

For example, a rectangular vector graphic is a path made of four straight lines connected by four nodes, with one node that is

both the start and end of the path. Breaking Apart a rectangle results in four disconnected lines, each with their own start and end node.



*Left: an unbroken rectangle with one start and end node in green Right: four separate lines with eight start and end nodes*

#### RELATED TOPICS

- [Edit Nodes](#)
- [Auto-Join Selected Shapes](#)
- [Open vs. Closed Shapes](#)

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## Optimize Selected Shapes

**Quick Reference: Optimize Selected Shapes**

Simplifies and smooths objects.

<b>Location</b>
<a href="#">Edit</a> → Optimize selected shapes
<b>Keyboard Shortcuts</b>
Windows: <code>Alt + Shift + 0</code>
Mac: <code>Option + Shift + 0</code>

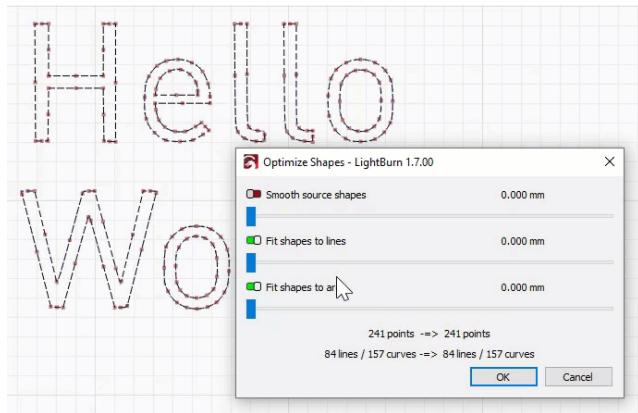
The **Optimize Shapes** tool simplifies and smooths selected shapes by reducing the node-count or by fitting them to arcs or

lines. This is often useful when importing art created in other software, or cleaning up [traced](#) artwork.

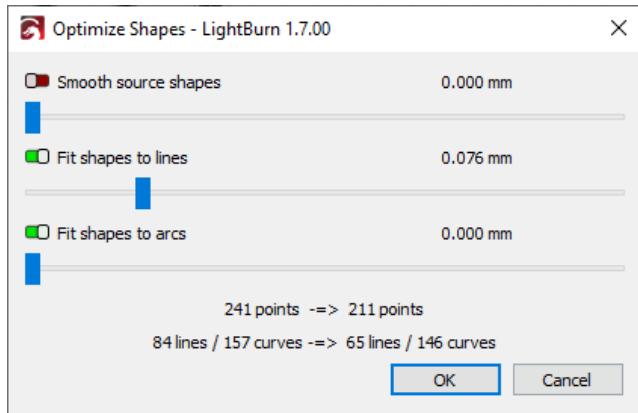
#### USING OPTIMIZE SHAPES

To use **Optimize Shapes**, select the shapes you want to Optimize, and make sure they're [Ungrouped](#). Go to **Edit** → **Optimize selected shapes** or use the shortcut **Alt** + **Shift** + **O** to open the Optimize Shapes window.

**Text** objects or **Primary Shapes** must be [Converted to Paths](#) in order to Optimize them.



#### OPTIMIZE SHAPES WINDOW



The **Optimize Shapes** tool adjusts selected shapes within a specified *error tolerance*, which defines the maximum amount the new optimized shapes can deviate from the original source shapes.

Error tolerance is controlled by the sliders beneath each optimization option. Switches next to each option control whether they are enabled or disabled.

Optimizations are visible in your [Workspace](#) as you make changes — adjust the tolerance sliders or enable and disable options to see the result of different combinations of tolerances and optimizations.

Press **OK** to confirm changes and Optimize the source shapes, or **Cancel** to discard the changes and leave the shapes as they are.

#### Smooth source shapes

**Smooth source shapes** smooths out wavy or jagged lines. This is often useful for cleaning up vectors from [Image Tracing](#). Increase

the value to strengthen the smoothing effect, at the expense of potentially losing small details or rounding off sharp corners.

#### Fit shapes to lines

**Fit shapes to lines** simplifies shapes by turning sections that are close to being a line into lines. This can reduce node count or help clean up graphics with many small or overlapping lines.

#### Fit shapes to arcs

**Fit shapes to arcs** simplifies shapes by converting lines into arcs. This can reduce node count or recreate true arcs from software that exports them as many small line segments.

#### Points, Lines, and Curves

At the bottom of the window, LightBurn displays the number of **Points** (nodes), **Lines**, and **Curves** (arcs) in the original shapes and in the optimized versions of the shapes.

#### TROUBLESHOOTING

- If the **Optimize selected shapes** menu option is grayed out, or the shortcut key doesn't open the **Optimize Shapes** window, make sure you have at least one object selected.
- If the **Optimize Shapes** window shows 0 points, 0 lines, and 0 curves, make sure your shapes are [Ungrouped](#) and that any **Primary Shapes** and **Text** have been [Converted to Paths](#).

#### RELATED TOPICS

- [Trace Image](#)
- [Edit Nodes](#)

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**Warp and Deform****Quick Reference: Warp and Deform**

**Location**

[Tools](#) → Warp Selection

[Tools](#) → Deform Selection

Use **Warp Selection** and **Deform Selection** to stretch and shape objects in a non-linear fashion by dragging handles positioned around the perimeter of the selection or in a grid overlaid on the selection.

**USING WARP OR DEFORM**

Select all objects you wish to edit, and choose either **Warp Selection** or **Deform Selection** from the [Tools Menu](#).

Then click and drag the handles that appear on the object to make your changes.

You can modify the edit behavior in the following ways:

- Double-click on a handle to reset it.
- Hold [<sup>⇧ Shift</sup>](#) while dragging a handle to maintain horizontal symmetry.
- Hold [<sup>⌃ Alt</sup>](#) / [<sup>⌥ Option</sup>](#) while dragging a handle to maintain vertical symmetry.

**WARP SELECTION**

Stretch and compress your selection according to its rectangular perimeter by dragging the handles at each of the four corners.

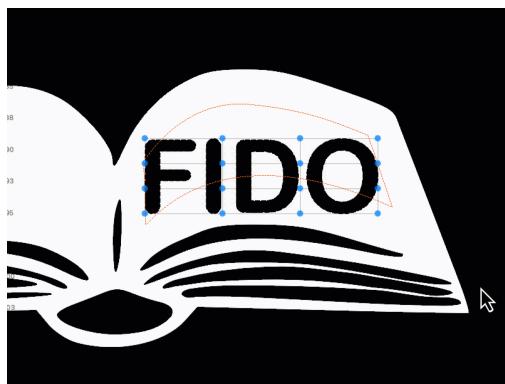


Use **Warp** to:

- Adjust the perceived perspective of an object (apply a perspective warp)
- Stretch or compress the corners of objects
- Create dramatic text effects

**DEFORM SELECTION**

Distort your selection in an organic manner by moving the 16 handles at the intersections of the overlaid grid.



Use **Deform** to:

- Fit text into the shape of another object
- Make an object fit the contours of another
- Create interesting organic shapes

#### RELATED TOPICS

- [Transform Controls](#)
- [Shear](#)
- [Bend Text](#)
- [Apply Path to Text](#)

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[object-manipulation](#) [tools-menu](#) [warp](#)

## Two-Point Rotate / Scale

### Quick Reference: Two Point Rotate / Scale



Rotates and resizes objects around custom pivot points.

#### Location

[Arrange](#) → Two Point Rotate / Scale

#### Keyboard Shortcuts

Windows:  $\text{^ Ctrl} + \text{2}$

Mac:  $\text{⌘ Cmd} + \text{2}$

**Two-Point Rotate / Scale** allows you to turn and resize objects around custom pivot points in your [Workspace](#).

#### USING TWO-POINT ROTATE/SCALE

Select the objects you wish to edit and go to **Arrange** → **Two-Point Rotate / Scale**, or press **⌃ Ctrl** / **⌘ Cmd** + **[2]**.

The **Status Bar** will prompt you to **Select the first point - the center of rotation**. Any object can be Rotated and Scaled using this tool, including images, **Text Objects**, **Primary Shapes**, and custom paths.

Click anywhere in the **Workspace** to choose this point — you can choose a point on any object in your project (such as **nodes**, midpoints, intersections, corners), or even a point in empty space.

The Status Bar will then prompt you to **Click and drag the 2<sup>nd</sup> point, where you will rotate from**. As you click and drag, the object Rotates.

Hold **⇧ Shift** while dragging to also Scale the shape while rotating it.

As you drag, your cursor will **Snap** to existing objects in your Workspace, including lines, corner points, or other nodes.

Release the mouse to apply the previewed edits, or press **Esc** to discard the edits and return the object to its original position.

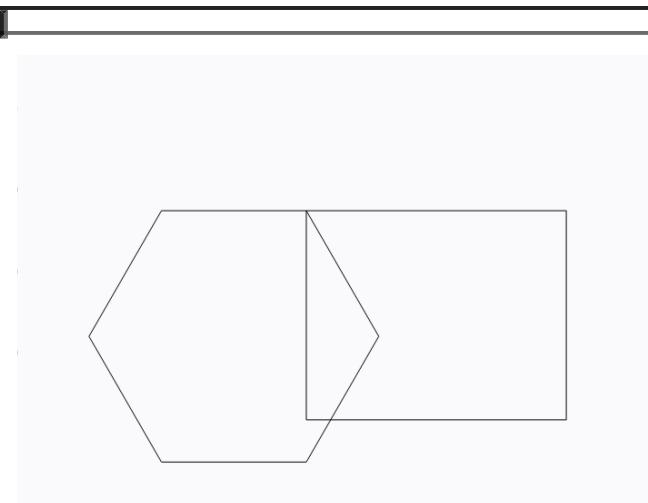
#### MATCHING THE SIDES OF TWO OBJECTS

To align the sides of two objects and make their sides an equal length, start by aligning a node from each side of each object using the **Select** tool and **Snapping**. As the cursor hovers over a node, it will change to a crosshair, to assist in precise placement.

Next, select the object you wish to edit, open the **Two-Point Rotate / Scale** tool, and select the aligned node as the center of rotation.

Click and drag the node at the other end of the side on the edited shape to the point on the other end of the side on the stationary shape while holding **Shift**.

Release your mouse once it has snapped into place, to finalize the rotation.



#### CALIBRATING AN IMAGE TO KNOWN DIMENSIONS

You can use **Two-Point Rotate / Scale** to straighten and calibrate an image to its real-life dimensions. This is especially useful when designing to fit existing, tangible items.

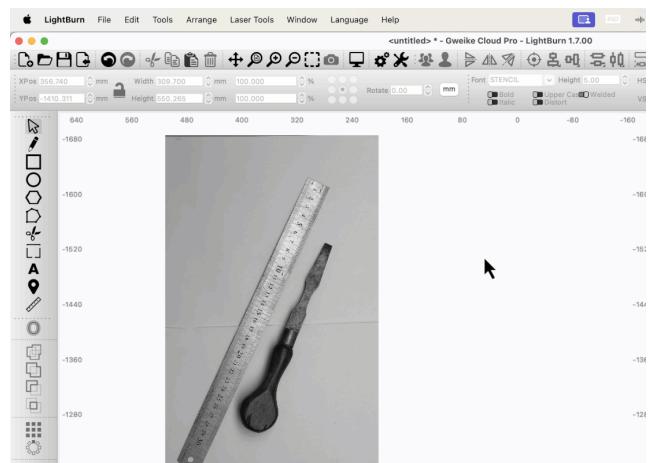
Take a photo or scan of your object with a ruler (or other object of known-size) next to it, and import that image into LightBurn.

Create a line the length of your ruler.

Align one end of the line to one end of the ruler.

Run the Two-Point Rotate / Scale tool on the image, with the first point being the aligned end, and the second being clicked from the other end of the ruler in the image, and dragged to the other end of the line.

After that, you can use the calibrated image in your project — for example, by **Tracing** it — and your project will be made to the correct, real-life scale.



#### RELATED TOPICS

- [Align Tools](#)
- [Docking](#)
- [Snapping](#)
- [Transform Controls — Rotate](#)

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**Create Rubber-Band Outline****Quick Reference: Create Rubber Band Outline**

Outlines a selection of objects with a new path.

**Location**

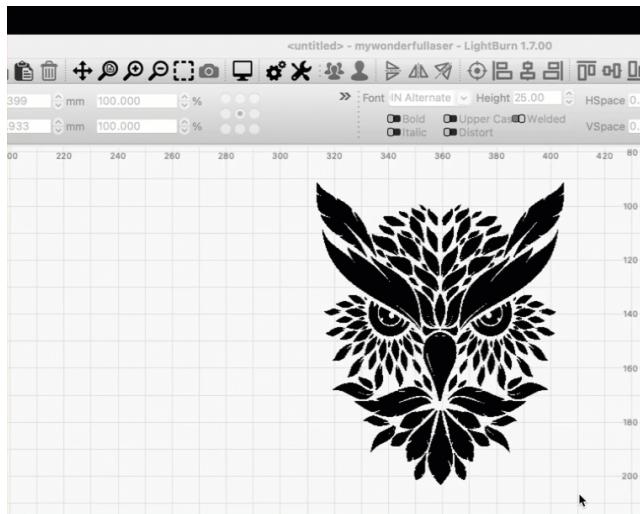
[Arrange](#) → Create Rubber Band Outline

**Create rubber-band outline** automatically makes a new shape outlining the graphics in your current selection. The new shape is defined as the shortest possible path that can contain all graphics in your selection, as if a rubber band were stretched around them.

Use this tool to quickly create cut lines around images or complex graphics, or to [negate Filled areas](#) in vector engravings.

After making a [selection](#), go to [Arrange](#) → **Create rubber-band outline from selection**.

The outline that's created will automatically be set to the last layer you selected from the [Color Palette](#).

**RELATED TOPICS**

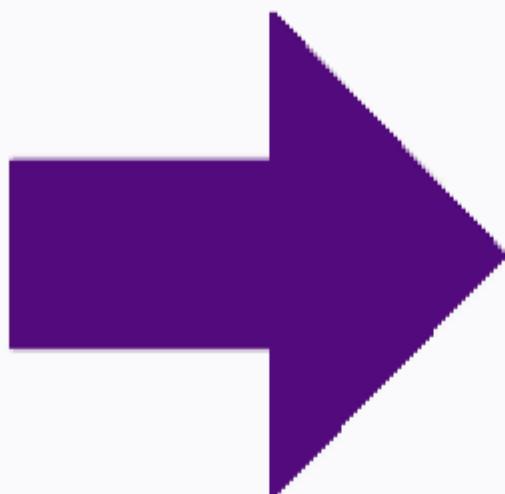
- [Offset](#)
- [Selection Tools](#)
- [Draw Lines](#)
- [Edit Nodes](#)
- [Trace Image](#)

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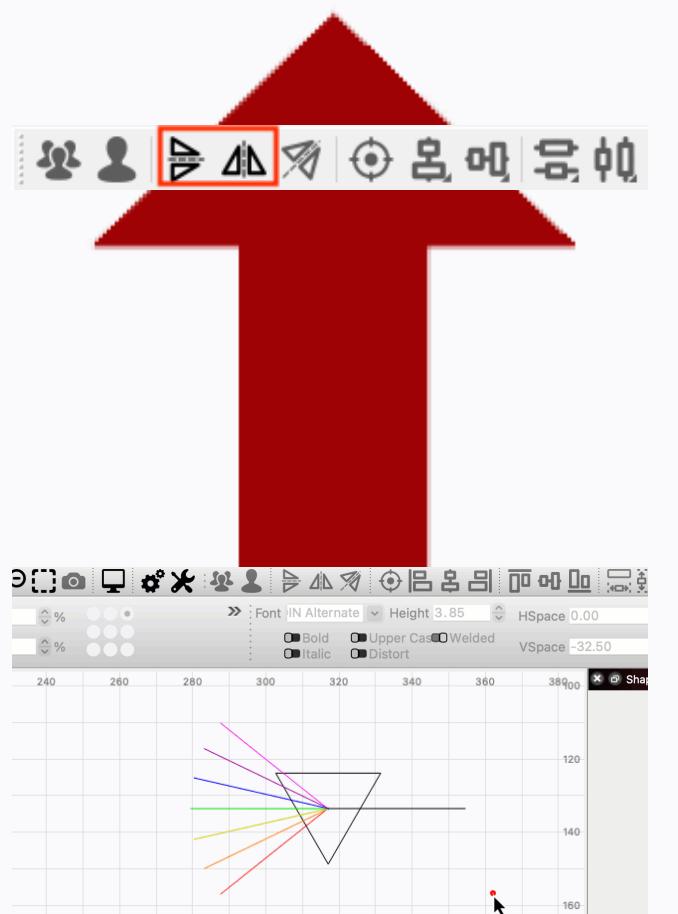
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[object-manipulation](#)   [path](#)   [path-editing](#)   [path-tools](#)  
[vector](#)   [vector-editing](#)   [vector-path-curve-lines](#)  
[vector-tools](#)

### 5.4.3 Modifying and Combining

#### Flip and Mirror Tools

**Quick Reference: Flip and Mirror****Location**

Arrange Toolbar

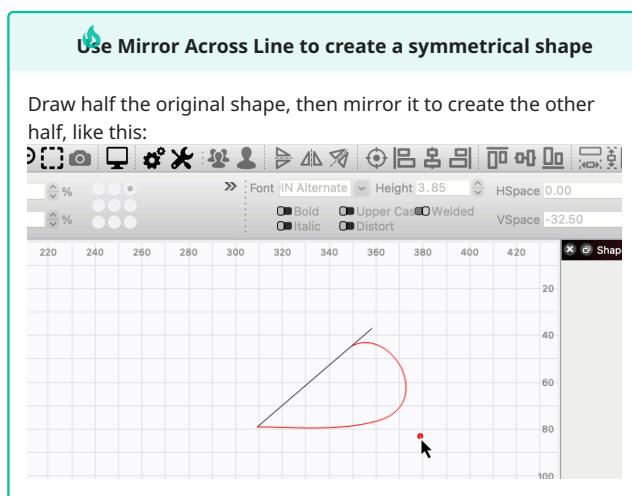


Reverse/invert objects along various axes.

**Flipped Across Line** creates a mirrored duplicate of your selection across a custom-selected line.

- The line must be the last object added to your selection — in other words, you must first select the objects you'd like to Mirror, then select the line you'd like to Mirror them across.
- The line must be a straight line with only two points.

- [Circular Array](#)
- [Copy Along Path](#)



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#### HOTKEYS

The keyboard shortcuts listed under **Edit Window in Focus** will only work when the [Workspace](#) — the area where you create and edit graphics — is in active focus.

#### What does it mean for a window to be in focus?

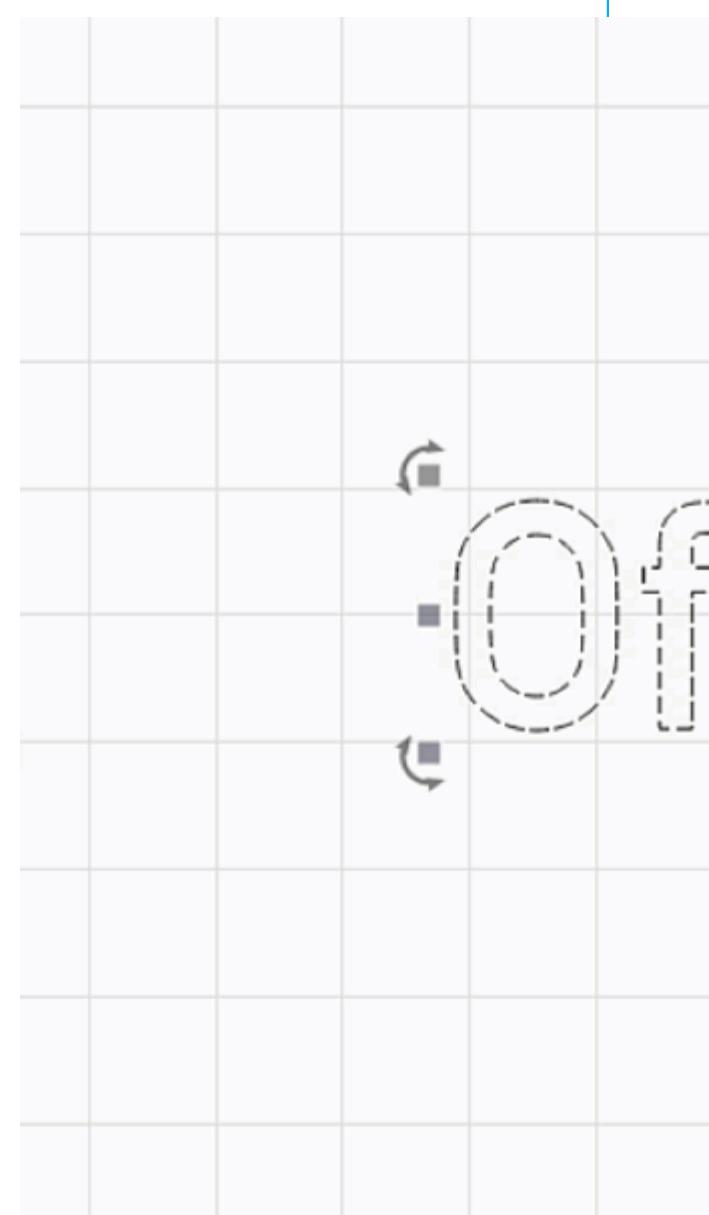
There are several [Windows and Toolbars](#) in LightBurn that accept user input — when a window is clicked on, it is in focus and accepting input.

If a window other than the [Edit Window](#) is in focus, click anywhere in the Workspace to bring it into focus.

Action	Icon	Hotkey	Edit Window in Focus
Flip Vertical		<code>^ Ctrl / ⌘ Cmd + V</code>	<input checked="" type="checkbox"/>
Flip Horizontal		<code>^ Ctrl / ⌘ Cmd + H</code>	<input checked="" type="checkbox"/>
Mirror Across Line		<code>^ Ctrl / ⌘ Cmd + Shift + M</code>	n/a

#### RELATED TOPICS

- [Transform Controls](#)
- [Align](#)
- [Distribute](#)
- [Grid Array](#)

**Offset Shapes****Quick Reference: Offset Shapes**

Creates an outline around selected shapes, at a specified distance away or toward the selected shape.

**Location**

Modifiers Toolbar

Tools → Offset Shapes

**Keyboard Shortcuts**

Windows: + **O**

Mac: + **O**

**Keyboard Modifiers**

Hold / and click to apply the last-used Offset parameters.

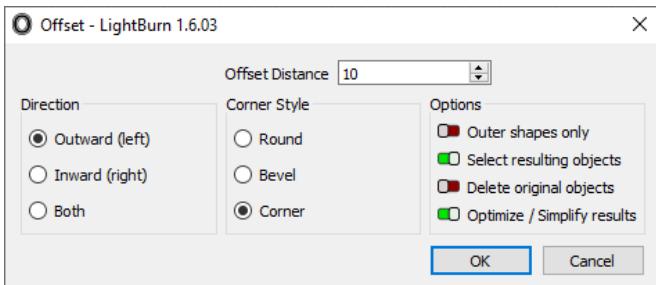
The **Offset Shapes** tool creates a new shape by outlining the shapes in your [selection](#) at a distance you specify, either inward, outward, or in both directions at once.

It's great for making borders around text, cut lines around engravings, and a variety of patterns! Offset Shapes works with any [vector](#) graphic, including paths, [Primary Shapes](#), and [Text Objects](#). You can offset multiple shapes, as well as [Grouped](#) shapes, all at the same time.

#### USING THE OFFSET SHAPES TOOL



To open the **Offset Shapes** tool, first select all shapes you'd like to offset, then go to Tools → **Offset Shapes**, click the Offset button in the [Tools Toolbar](#), or press + + **O** to open the **Offset** dialog window, where you establish the settings that will determine the size, shape, and direction of your offset.

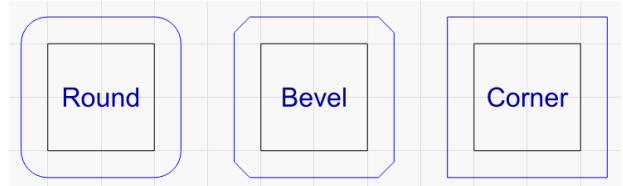


- **Offset Distance** controls the amount the new shape will be offset away from the original. Adjust the distance by typing a value into the adjacent field, clicking the arrow buttons, hovering over it and scrolling with your mouse wheel, or dragging with two fingers, if you're using a trackpad.
- **Direction** determines on which side of the original shapes the new offset shape will be created.
- **Outward (left)** offsets away from the original shapes.
- **Inward (right)** offsets in toward the center of the original shapes.
- **Both** creates two new offset shapes, one Outward and one Inward from the originals.

**Note**

You can only create Inward offsets for shapes that are [closed](#), meaning they are complete, continuous loops whose start and end nodes are the same.

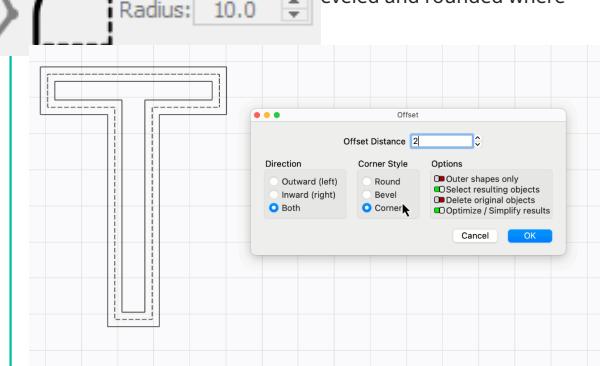
- **Corner Style** controls the style of the corners in the offset shapes. You can choose **Round**, **Bevel**, or **Corner**.



#### Corner Style and Inward/Outward Corners ▾

Corner Style affects outward- and inward-pointing corners differently. Offset corners are only beveled or rounded when they're created in the direction a corner points. In the opposite direction, offset corners are *always* corners as well.

Notice the difference in the inward and outward offsets for the letter T below. The corners of the outer offset are beveled of the T point out, while the eveled and rounded where



- Each switch beneath **Options** can be enabled or disabled. When enabled:

- **Outer shapes only**: will ignore any shapes contained within others when creating the offset, leaving just the outermost border.

#### Use Offset Shapes to create a cut around a complex engraving

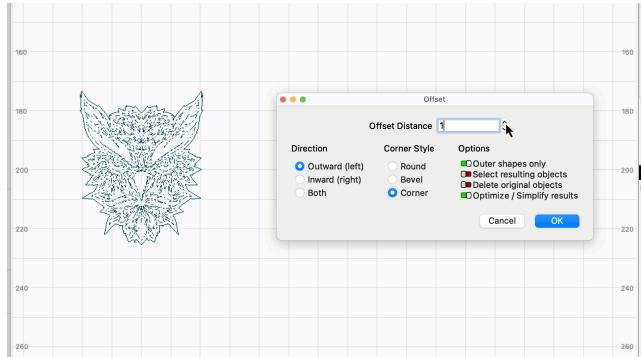
- **Select resulting objects**: will select the new path you created upon completion of the offset.
- **Delete original objects**: will delete the objects that you had selected before opening this dialog, replacing them with the new offset.
- **Optimize / Simplify results**: will reduce the number of nodes in the result, great for reducing file size of complex objects such as [image traces](#).
- Click **OK** to create the offset, or **Cancel** to discard the settings and exit the window.

**Tip**

To repeat an offset with the last settings you used, select the shapes you wish to offset, then hold **^ Ctrl** / **⌘ Cmd** while clicking the **Offset** button. It will perform the offset operation using the previous settings, without bringing up the dialog.

**Boolean Tools**

When you open the Offset dialog window, the offset that will be created as the result of your settings will appear in your **Workspace**, and will live-adjust to reflect settings changes you make.

**TIPS**

- If you need to offset every vector in your design to compensate for the thickness of your laser beam (for example in the case of fitted parts) check out **Kerf Offset** in the **Cut Settings Editor** instead.
- **Offset Shapes** can sometimes fix odd or broken vectors by running the offset with a **Distance** of 0.

**RELATED TOPICS**

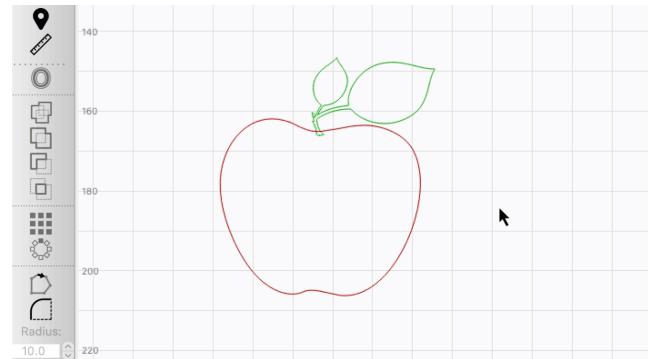
- [Create Rubber-Band Outline](#)
- [Draw Lines](#)
- [Edit Nodes](#)

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[customization](#) [layout-and-design](#)  
[modifying-and-combining](#) [object-manipulation](#) [vector](#)  
[vector-editing](#) [vector-tools](#)

 **Quick Reference: Boolean Tools**

Location
Modifiers Toolbar
Tools Menu
Keyboard Shortcuts
Various



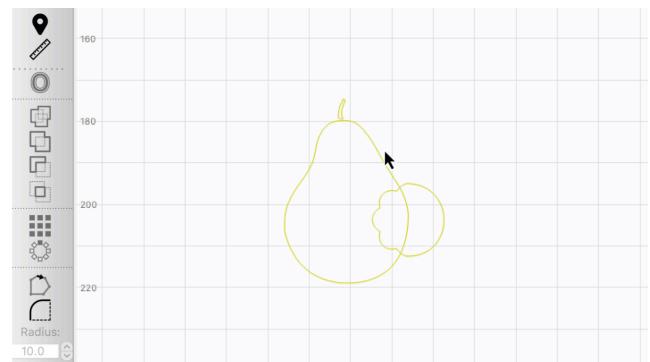
**Boolean Subtract**

`Alt / Option + -`

**Boolean Subtract** removes one shape from another.

The second shape you add to your **selection** is subtracted from the first, and deleted.

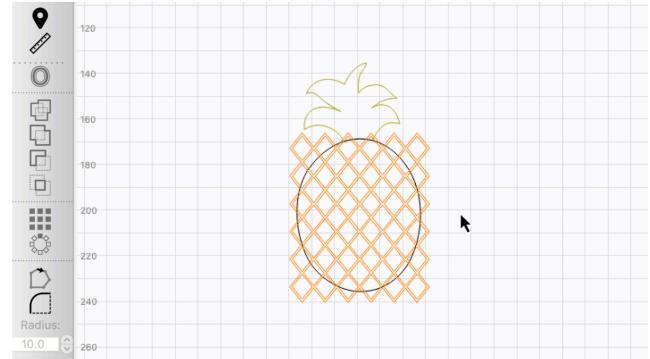
If you select the shapes in the incorrect order, and subtract the wrong shape from the other, **Undo** the action, then use Boolean Subtract again — the alternate shape will be removed instead.



**Boolean Intersection**

`Alt / Option + *`

**Boolean Intersection** creates a new shape out of the overlapping area of two shapes.



**Weld**

`Ctrl / Cmd + W`

Use the **Boolean** tools to combine existing shapes (or **Grouped** shapes) into new or more complex shapes. There are three Boolean options, along with one very similar option, **Weld**.

#### USING THE BOOLEAN TOOLS

All of the **Boolean** tools and **Weld** are available in the **Modifiers Toolbar**, **Tools Menu**, or by keyboard shortcut.



There are a few important things to keep in mind when using the Boolean tools and Weld:

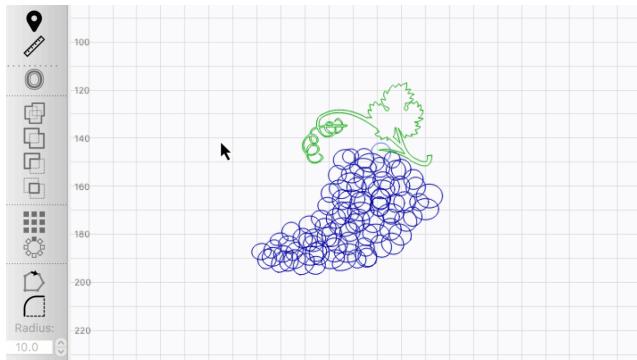
- All **selected** shapes must be **closed shapes**, meaning they are complete, continuous loops whose start and end points are the same. If there are open shapes in your selection, the tools will be grayed out and unavailable.
- The Boolean tools work with **vector objects** only. If there are any images in your selection, the tools will be grayed out and unavailable.
- To use any of the Boolean tools, you must have exactly two shapes, two **Groups** of shapes, or one shape and one Group selected. If you have more than two shapes or Groups selected, the Boolean tools will be grayed out and unavailable.
- You can use Weld to combine more than two shapes at once.
- Grouping multiple shapes together tells LightBurn to treat them as a single shape. For example, Group an outer circle with an inner circle to treat it as a donut shape rather than two separate circles. Grouping shapes in this way can sometimes **yield different results** than you'll see with the same objects when they're not Grouped.



**Boolean Union** merges two shapes into one.

`Alt / Option + +`

**Weld** works similarly to **Boolean Union**, but instead of being limited to combining only two shapes or two **Groups** of shapes, you can use Weld with any number of objects.



#### BOOLEAN ASSISTANT

**Ctrl** / **Cmd** + **B**

##### Note

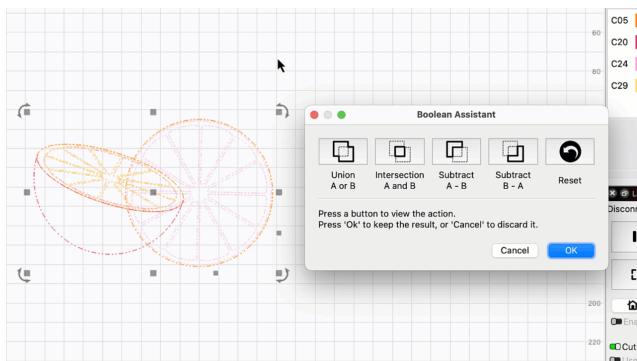
If you have **Beginner Mode** enabled, all three Boolean tools will be replaced in the **Modifiers Toolbar** with a single icon that opens the Boolean Assistant.

The **Boolean Assistant** is a dialog window that shows a preview of what each of the **Boolean** operations will do to your selected shapes, and gives you the option to click **OK** to confirm the change, or **Cancel** to discard it and close the Boolean Assistant.

To open the Boolean Assistant, go to **Tools** → **Boolean Assistant**.

Click an operation to see a preview of the result in your **Workspace**. If the shapes are not too complex, hovering over an operation without clicking will also show what the result will be.

Click or hover over **Reset** to return the shapes to their original appearance, while keeping the Boolean Assistant open.

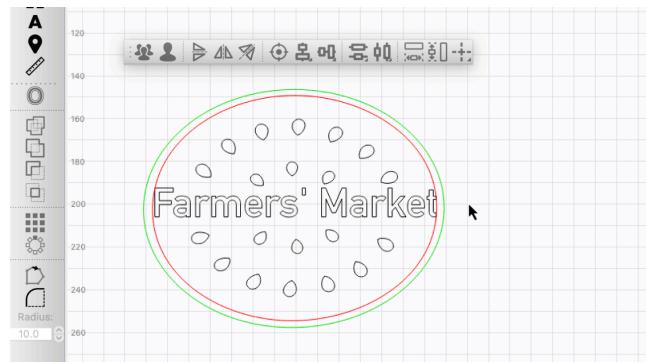


#### WELD VS. BOOLEAN UNION

In cases where some shapes are fully contained within other outer shapes, using **Weld** won't yield the result you're looking for, but **Grouping** related shapes together and using **Boolean Union** will.

If you Weld something and some or all of the middle content disappears — for example if you are trying to Weld text inside a ring, and the text disappears — use Boolean Union after making

two Groups: one of the border pieces, and one of the middle content.



#### HOTKEYS

Action	Icon	Hotkey
Boolean Union		<b>Alt</b> / <b>Option</b> + <b>+</b>
Boolean Subtract		<b>Alt</b> / <b>Option</b> + <b>-</b>
Boolean Intersection		<b>Alt</b> / <b>Option</b> + <b>*</b>
Weld		<b>Ctrl</b> / <b>Cmd</b> + <b>W</b>

#### RELATED TOPICS

- [Cut Shapes](#)
- [Trim Shapes](#)
- [Grouping](#)
- [Masking](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[layout-and-design](#) [modifying-and-combining](#)

## Cut Shapes

**Quick Reference: Cut Shapes**

Divides selected objects along the perimeter of another shape.

**Location**  
Tools → Cut Shapes

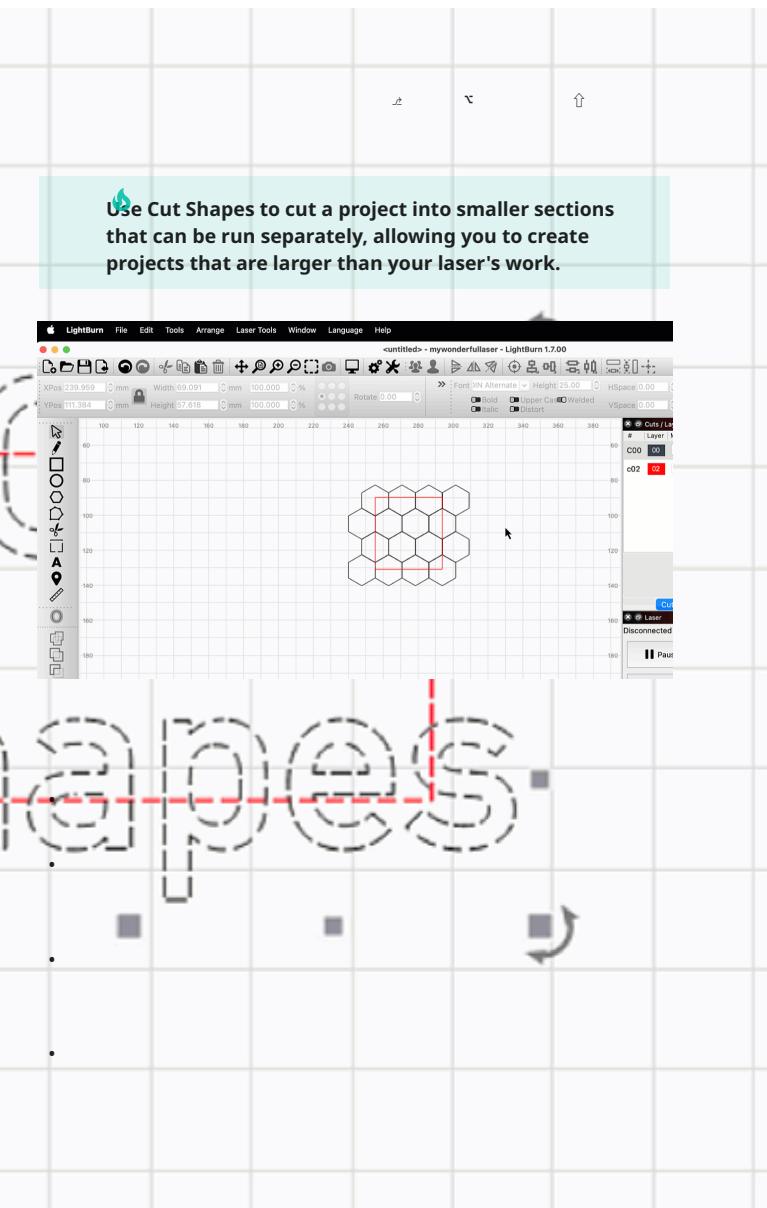
**Keyboard Shortcuts**

Windows: **[Alt]** + **[Shift]** + **C**

Mac: **[Option]** + **[Shift]** + **C**

The **Cut Shapes** tool divides [selected](#) vector objects into separate shapes, using a [closed shape](#) as the cutting tool. The last shape you add to your selection is used as the cutting tool, and all other selected shapes are cut at the locations they intersect with the cutting tool.

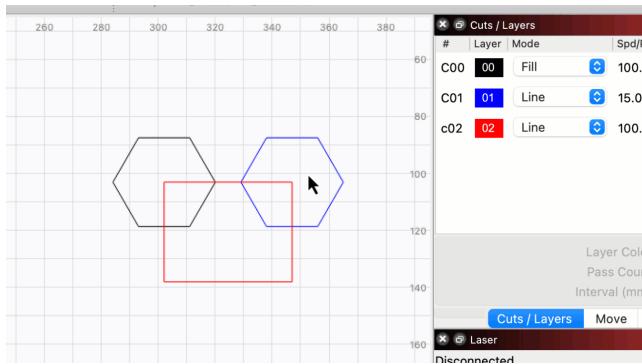
### USING CUT SHAPES



- The resulting shapes are automatically sorted into two [Groups](#) — one Group for shapes that were inside the cutting tool, and another for shapes that were outside it. You'll need to [Ungroup](#) the shapes to manipulate them individually.

- The resulting shapes are automatically closed if they were set to a [Fill](#) or [Offset Fill](#) layer, or left open if they were set to a [Line](#) or [Tool](#) layer.

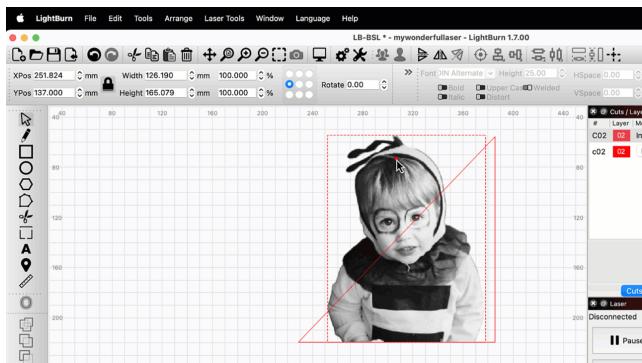
In other words, for shapes set to a Fill or Offset Fill layer, LightBurn will automatically add a new line on all new shapes, connecting the gap where the cutting shape severed the originals. If they are set to a Line or Tool layer, the gap will remain.



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 modifying-and-combining node-editing  
 object-manipulation path path-editing path-tools  
 vector vector-editing vector-path-curve-lines  
 vector-tools

#### Cut Shapes and Images

If you use **Cut Shapes** with an image, LightBurn will automatically create two [masked](#) copies of the images — one copy will be masked to show the part of the image that was inside the cutting shape, and the other copy will be masked to show the part that was outside. The cutting shape will also be duplicated, and each copy will be reassigned to a [Tool](#) layer.



#### TROUBLESHOOTING

If **Cut Shapes** is grayed out in the [Tools Menu](#), it means the object you [selected](#) last is not a valid shape to use as a cutting tool.

- The cutting tool must be a [closed](#) shape, meaning it is a complete, continuous loop whose start and end points are the same.
- The cutting tool must not be [Grouped](#) with any other objects.

#### RELATED TOPICS

- [Trim Shapes](#)
- [Boolean Tools](#)
- [Apply Mask to Image](#)
- [Print and Cut — Cutting a Project Larger Than Your Laser's Workspace](#)
- [Open vs. Closed Shapes](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## Grid Array

**Quick Reference: Grid Array**



Copies objects into rows and columns.

**Location**

- Modifiers Toolbar
- Arrange → Grid / Array

The **Grid Array** tool creates copies of an object (or objects) in regularly spaced rows and columns, and includes options to adjust spacing, mirror the shapes, randomize orientation, and more.

Use the Grid Array tool to:

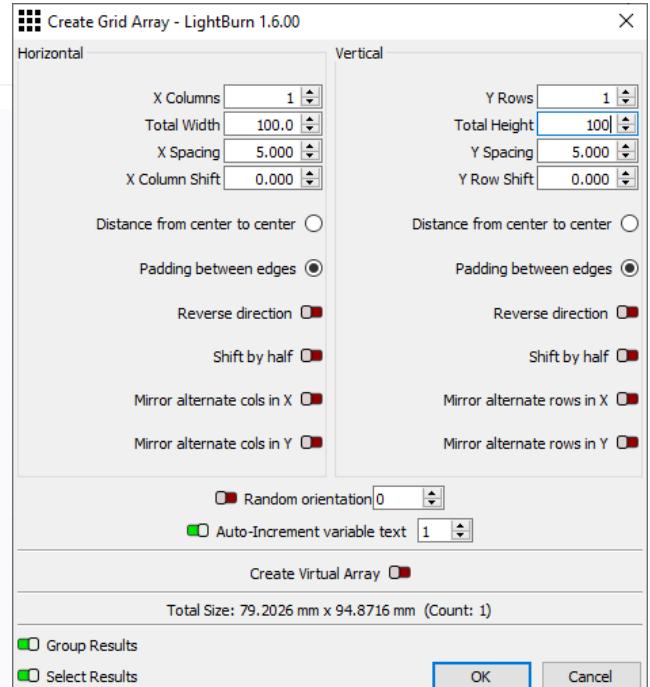
- Duplicate designs for batch production
- Maximize material utilization
- Create designs that require precise spacing
- Make interesting patterns

### GRID ARRAY SETTINGS

To open the **Create Grid Array** window, select all objects you'd like to array, then go to **Arrange → Grid / Array**, or click the Grid Array button in the **Modifiers Toolbar**.



Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



make in the horizontal (X) and

Alternative options for specifying the number of copies to make in each dimension. Set the values in these fields to match the size you'd like the grid to occupy, and LightBurn will set X Columns and Y Rows to whatever is necessary to fill the specified size without going over, taking into account the other settings below.

If you do not adjust these fields directly, they will automatically change to reflect the width and height of your grid, as determined by your other settings.

#### X Spacing and Y Spacing

Determine the distance between each copy, in the horizontal and vertical dimensions. For each dimension, you can select to space based on **Distance from center to center** of objects or **Padding between edges** of objects (see below).

#### Distance From Center to Center

When selected, **X** and **Y Spacing** will set the distance between the centers of each copy in the grid.

#### Padding Between Edges

When selected, **X** and **Y Spacing** will set the distance between sides of each copy in the grid.

#### X Column Shift and Y Row Shift

Offset every other column or row by the specified amount, shifting alternate columns or rows left, right, up, or down.

#### Reverse Direction

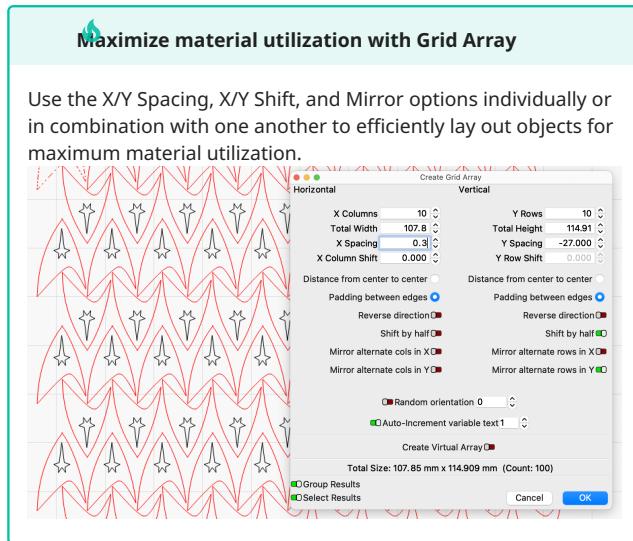
Changes the direction in which copies are produced. Can be enabled individually for each dimension.

#### Shift by half

Offsets alternate columns or rows by half the total width or height of the original object.

#### Mirror Alternate Columns in X or Y and Mirror Alternate Rows in X or Y

Flip copies of the original object(s) in the selected dimension, for alternate columns or rows.



#### Random Orientation

Randomly rotates each copy of the original object(s). Use the field next to the Random orientation switch to enter a *seed number* that is used as the starting point of the randomly generated orientation. Re-using the same seed number will duplicate the same randomly generated orientation later on.

#### Auto-Increment Variable Text

Applies an **Offset** to text in each copy created in the array, automatically advancing output if you are using **Merge/CSV** or **Serial Number** formatting. The field next to the switch determines the amount by which each duplicates' Offset will advance.

See our documentation on using **Variable Text** for more information.

#### Use Grid Array to automatically increment Variable Text

#### Create Virtual Array

Makes an array of synced clones of the original object(s), instead of independent copies. See [below](#) for more information.

#### Total Size and Count

Display the resulting array's size in and X and Y, and total number of copies, including the original.

#### Group Results

When enabled, automatically **Groups** all objects in the array after it's created.

#### Select Results

When enabled, all objects in the array are automatically added to your **selection** when it's created.

#### OK and Cancel

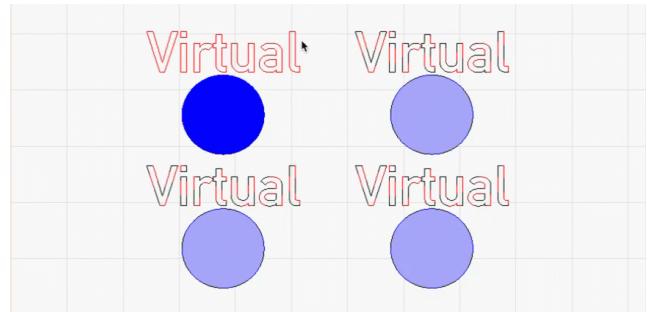
Press **OK** to confirm your settings and create the array, or **Cancel** to discard settings and not create the array.

#### VIRTUAL ARRAYS

Enabling the **Create Virtual Array** option in the **Create Grid Array** window generates an array of synced clones, instead of making copies of the original objects.

The clones render with dashed outlines and muted fill colors, to indicate that they are virtual copies.

Any changes made to the original copy in the array will be applied to the clones, but the clones themselves are not selectable or adjustable.

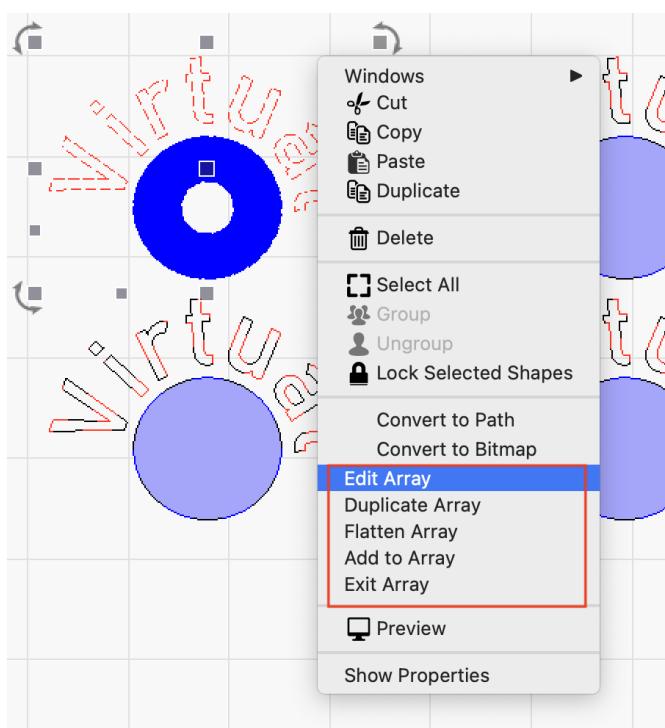


#### Modifying Virtual Arrays

Select and right-click any original object that is part of a **Virtual Array** to open a context menu where you'll see several additional actions you can perform after creating the array.

You do not have to select *all* original objects used in the array.

- **Edit Array** displays the **Create Grid Array** dialog again, allowing you to modify any of the parameters, and even convert the array into a normal array by unchecking **Create Virtual Array**.
- **Duplicate Array** duplicates the entire Virtual Array and all of the objects in it.
- **Flatten Array** converts the Virtual Array into a standard array where all objects are separate copies and no longer synced to the original objects.
- **Remove from Array** removes the currently selected object(s) from the virtual array.
- **Add to Array** adds any currently selected object not in the virtual array to the array. Note: to see this option, you must select at least one object that is currently in a virtual array and one object that is not.
- **Exit Array** removes the Virtual Array, without deleting the original copies.



## RELATED TOPICS

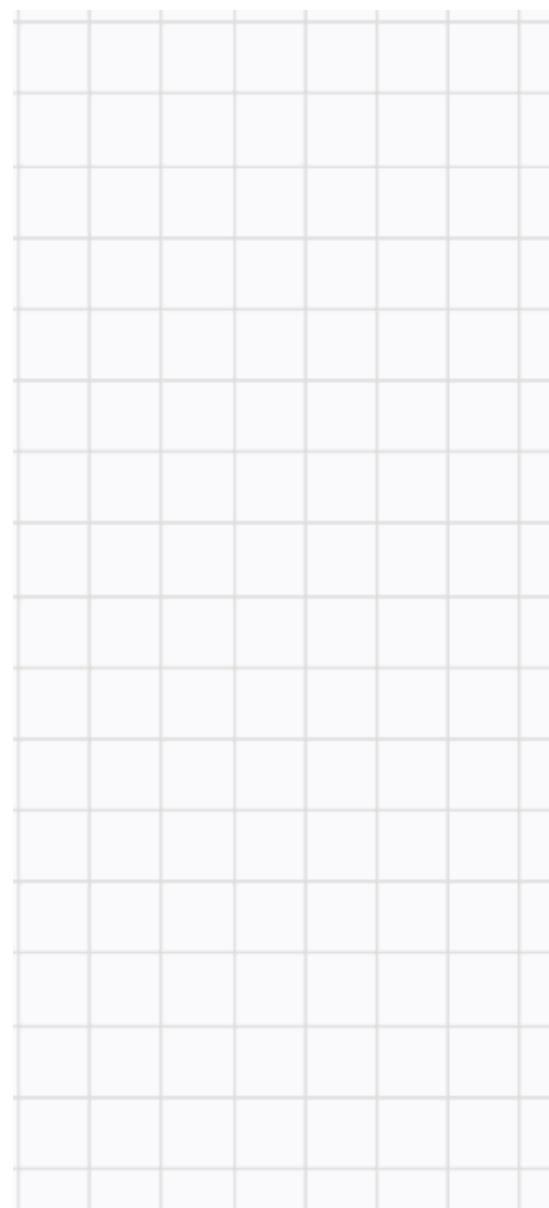
- [Variable Text](#)
- [Circular Array](#)
- [Copy Along Path](#)

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 layout-and-design   material-utilization  
 modifying-and-combining   nesting   object-manipulation  
 optimization   workflow   workflow-optimization

## Circular Array

## Quick Reference: Circular Array



Creates copies of objects in a circular pattern.

## Location

Modifiers Toolbar  
 Arrange → Circular Array

**Circular Array** arranges multiple copies of an object — or multiple objects — in a radial pattern around either a point in space, or a central object.

Use the Circular Array Tool to:

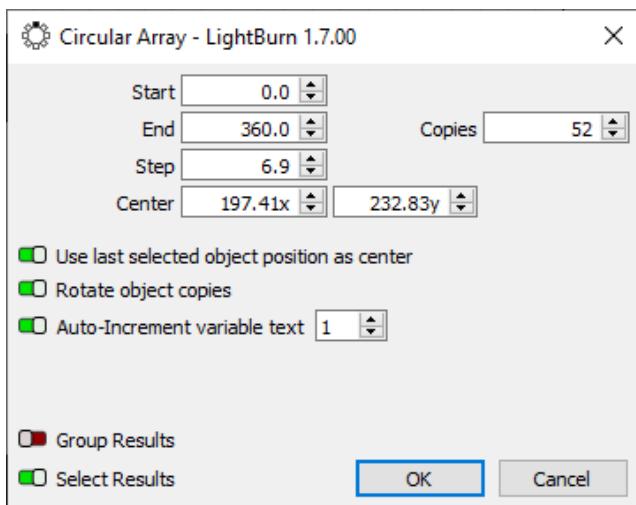
- Create organic radial patterns such as mandalas and flowers by duplicating simple shapes
- Create even spacing around a circle, such as numerals and markings on a clock face
- Make geometric radiating designs such as starbursts or cogs
- Create decorative round frames or borders
- Distribute mounting holes in a circular formation

#### CIRCULAR ARRAY SETTINGS

To open the **Circular Array** window, select all objects you'd like to duplicate, then go to **Arrange** → **Circular Array**, or click the Circular Array button in the **Modifiers Toolbar**.



Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



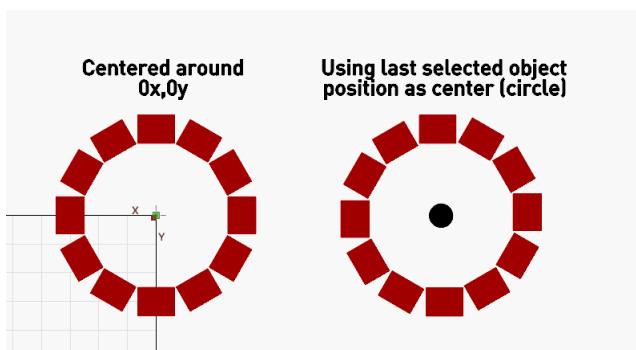
#### Copies

Enter the number of items you wish to appear in the final array into the **Copies** field.

#### Center of Rotation

There are two ways to set the center of rotation for your array:

- Enter the x and y coordinates of a spot in your **Workspace** into the **Center** fields.
- Turn on **Use last selected object position as center** to array the copies around the center of the last object you added to your **selection**.



#### Start and End

An array doesn't have to span the whole 360-degree rotation, you can limit the duplications to only part of the circle using the **Start** and **End** fields.

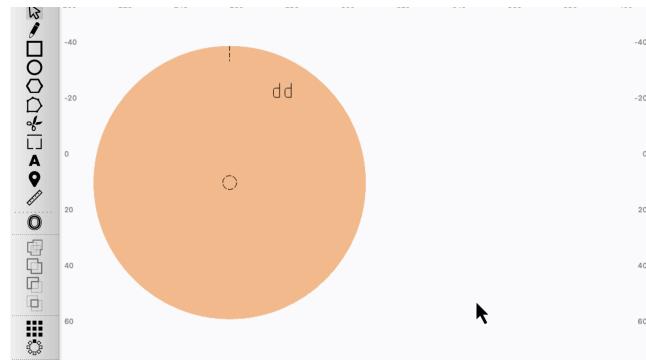


#### Step

You can specify the angle between the copies in the **Step** field. This value is mathematically tied to the **End** and **Copies** fields.

#### Rotate Object Copies

Enable **Rotate object copies** to turn copies so that the same part of each duplicate faces the center, like the tickmarks on a stopwatch. Disable it to keep the copies in their original rotation, like the numerals of a clock that remain upright for readability.



#### Auto-Increment Variable Text

**Auto-Increment variable text** works in conjunction with **Variable Text**, increasing the **Offset** value in the **Text Options Toolbar** value by the specified amount for each copy. Using Offsets allows you to use the same **formatting expression** to output **different data**.

#### Group Results

Enable **Group Results** to have the output automatically **Grouped** upon completion of the array.

#### Select Results

Enable **Select Results** to have output automatically **selected** upon completion of the array.

#### OK and Cancel

Press **OK** to confirm your settings and create the array, or **Cancel** to discard settings and not create the array.

#### RELATED TOPICS

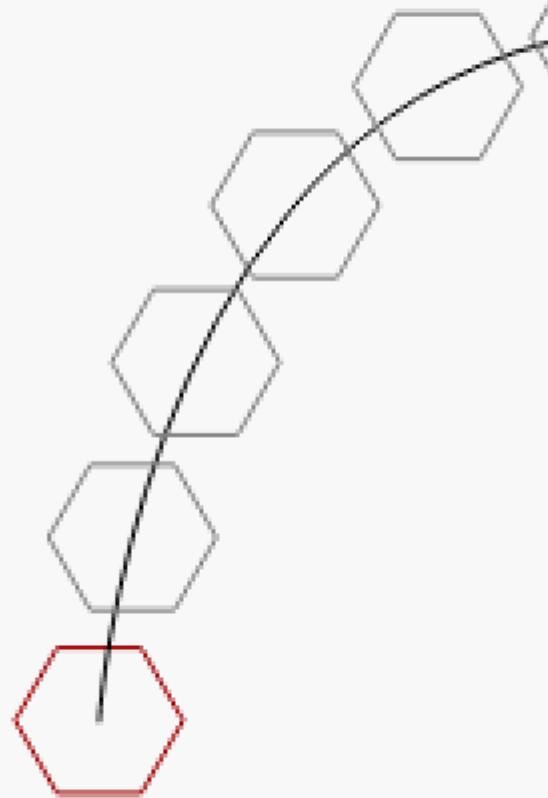
- Grid Array
- Variable Text
- Copy Along Path

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[arrays](#) [batch-production](#) [layout-and-design](#)  
[modifying-and-combining](#)

### Copy Along Path

#### Quick Reference: Copy Along Path



Duplicates an object along a line, curve, or other shape.

#### Location

[Arrange](#) → Copy Along Path

Use **Copy Along Path** to create repeated designs that follow a line, curve, or perimeter of a shape, for example:

- Decorative borders along, inside, or outside edges of a shape.
- Repetitive designs that flow along a line such as ropes, vines, and chains.
- Precisely-spaced patterns that follow a vector path, for example measurements on a curved ruler.

#### USING COPY ALONG PATH

**Copy Along Path** works by duplicating copies of one object along the path of another.

Select the object to be copied first. Add the path to the selection (hold  while clicking the path), and go to **Arrange** → **Copy Along Path** to open the dialog.

Adjust the **options** according to your needs — you'll see a preview of the result in the **Workspace** as you make changes.

Click **OK** to confirm the copies, or **Cancel** to discard them.

#### REQUIREMENTS

The **object to be copied** must be:

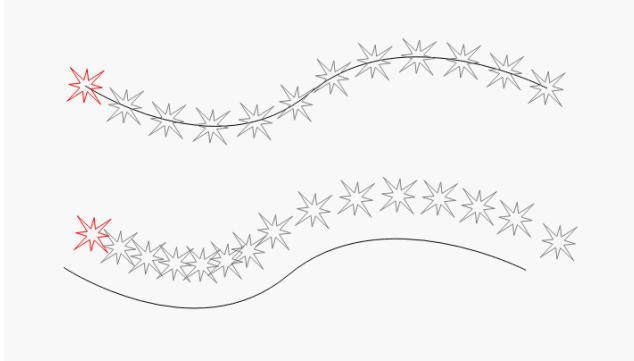
- A **vector object** — *not* an image
- A single object or a single **Group** of objects
- Selected first

The **path** must be:

- A **vector** — *not* an image
- A single, individual object — *not* a **Group**
- Selected second

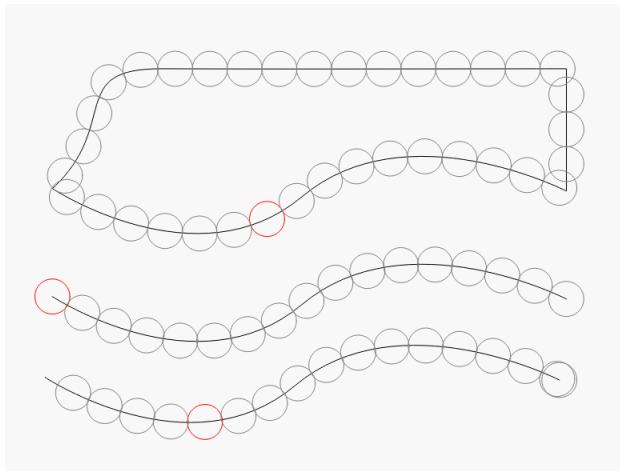
**Placement**

The placement of the original object to be copied relative to the start of the path determines the position of the copies.



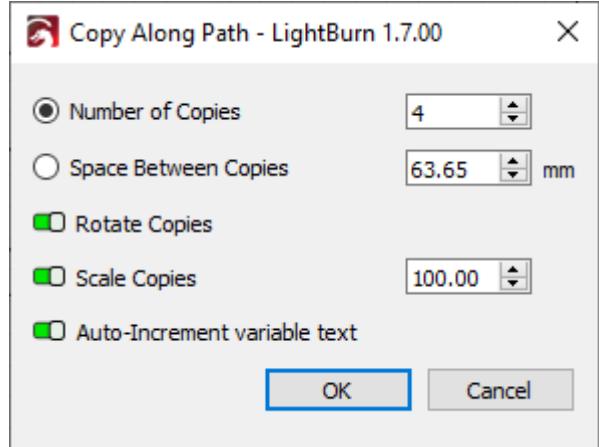
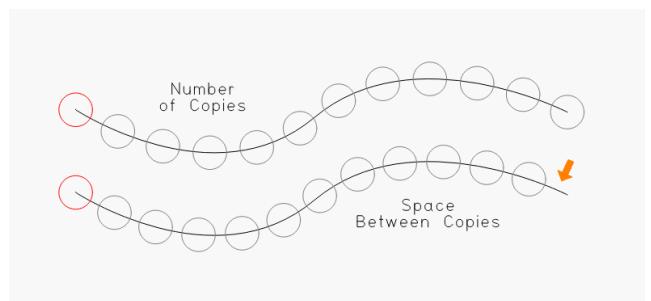
Place the center of the object to be copied on the [start of the path](#) to superimpose each copy over the path.

Offset the object to be copied from the [start of the path](#) to maintain that distance from the path with each copy.

**Open vs. Closed**

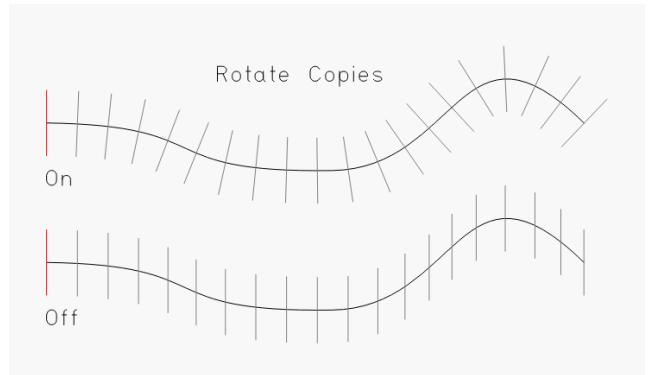
When using a [closed](#) path, the copied objects will start at whatever part of the path is closest, and then wrap around the circuit of the path to meet back up at the same point.

When using an [open](#) path, it's best to center the object to be copied over an end point of the path. This will create even spacing along the entire path.

**OPTIONS****Spacing**

The spacing of copied objects is measured from the centers of each copied object. There are two ways of spacing the copies objects along the path:

- **Number of Copies** spreads a certain quantity of them along the path, with even spacing between.
- **Space Between Copies** fills the path with as many copies as it can fit, given the spacing you provide. This usually leaves some excess line at the end of the path.

**Rotate Copies**

Enable **Rotate Copies** to create duplicates that are oriented according to the changes in direction of the path. Disable this option to create objects that remain in the same orientation as the originally-copied object.

**Scale Copies****Apply Path to Text**

Enable **Scale Copies** and enter a value in the adjacent field to incrementally change the size of each copy, with the final one reaching a size equal to this percentage of the original's size. A number larger than 100 will increase the sizes of the copies, a number lower than 100 will decrease them, and setting it to 100 (or disabling the switch) will keep the copies the same size as the original.

**Auto-Increment Variable Text**

Use **Auto-Increment variable text** in conjunction with [Variable Text](#) to add text-based codes that are substituted for other data when you send a project to your laser. Enabling Auto-Increment variable text will apply an [Offset](#) to each copied Text Object, so different data will output in the place of the same formatting expressions.

**TROUBLESHOOTING**

- **Copy Along Path** is not to be confused with [Apply Path to Text](#), which attaches a single Text Object to a vector object, reshaping it to follow the contour of the chosen path.
- If your copies aren't appearing where you expected, check that their starting [placement](#) is set appropriately for your goals.
- If Copy Along Path is grayed out in the menu, it's likely that your objects are not [suitable](#) or they haven't been selected in the correct [order](#).

**RELATED TOPICS**

- [Apply Path to Text](#)
- [Circular Array](#)
- [Grid Array](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



 **Quick Reference: Apply Path to Text**

**Location**

Tools → Apply Path to Text

Right-click → Apply Path to Text

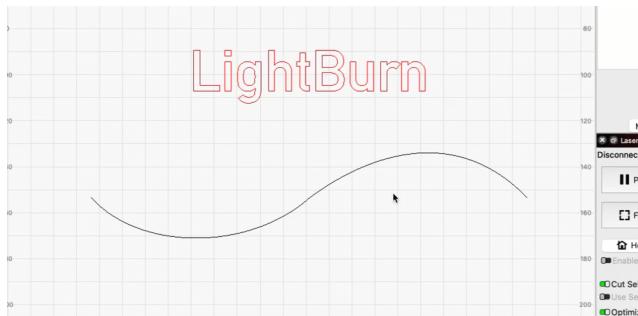
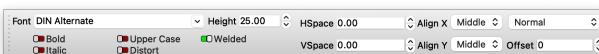
**Apply Path to Text** attaches text to a [vector object](#), reshaping it to follow the contour of the chosen path. This tool makes it possible to use existing or custom-created paths to apply more complex curves to text than can be achieved using the [text Bend](#) tool.

**Using Apply Path to Text**

Select a single block of text and single shape at the same time, then go to Tools → **Apply Path to Text**, or right-click and select **Apply Path to Text** from the context menu.

The text is automatically moved to the location of the shape, and adjusted to follow its contour.

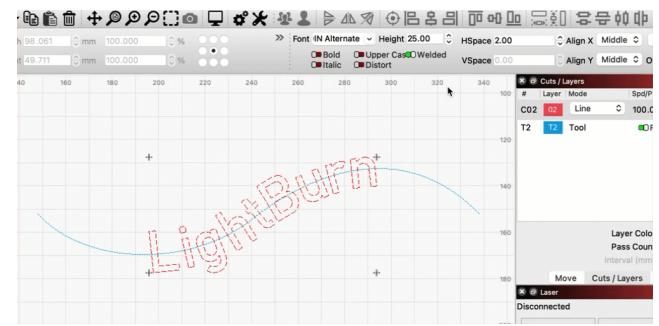
The text can no longer be independently moved after it is attached to the path, but all text attributes in the [Text Options Toolbar](#) can still be modified.

**MAKING ADJUSTMENTS IN THE TEXT OPTIONS TOOLBAR****Note**

In the case of text, *horizontal* always refers to the direction of the text as it is read, regardless of whether the Text Object is rotated. *Vertical* refers to the opposite direction, regardless of rotation.

The horizontal position of the text is oriented relative to the start and end points of the path using the **Align X** options. **Middle** aligns the text between the start and end points, **Left** aligns it so that the start of the text is next to the start point of the path, and **Right** aligns it so that the end of the text is next to the end of the path.

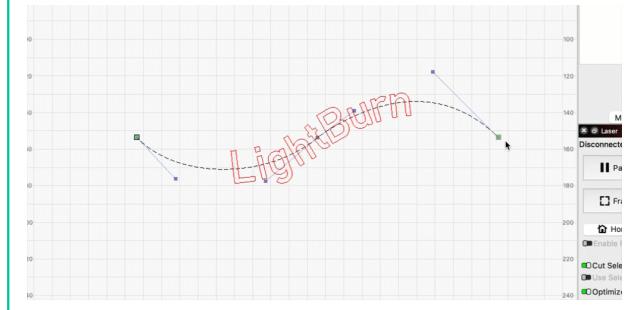
The vertical position of the text is positioned using the **Align Y** options. **Middle** places the text's vertical center on the path, **Bottom** places the bottom of the text directly on top of the path, and **Top** places the top of the text directly under the path.

**Manipulating and Deleting Paths**

The position and shape of the path remain manipulable, and the text will automatically adjust to follow any changes made to the contour of the path.

**Using Edit Nodes to manipulate paths**

Use the [Edit Nodes](#) tool to manipulate nodes on a path that has already been applied to text, and adjust its appearance according to your visual preference.



To remove the text from the path, the path must be deleted. Deleting the path returns the text to its original orientation, but does not affect any settings in the Text Edit toolbar.

**Tip**

If you have applied text to a path that you do not want cut or engraved by your laser, but do not wish to delete either, assign the path to a **Tool** layer, as shown in the demonstrations above. Tool layers are special layers that are never sent to your laser.

**TROUBLESHOOTING**

- If text applied to a path is upside down or mirrored, you may need to [Flip](#) the text before applying the path to it, or [Rotate](#) or re-construct the path to correct the orientation.
- When manually creating a path with the [Draw Lines](#) tool, the first point you click is always the start point, and the last is always the end point.
- To use [Apply Path to Text](#), you must have exactly one Text Object and one vector object selected. If the option is grayed out and unavailable, make sure the vector object you have selected is a single, connected path, and not multiple adjacent but disconnected paths. Use [Edit Nodes](#) or [Auto-Join Selected Shapes](#) to join disconnected paths.

- **Grouped** objects do not work with Apply Path to Text.  
**Ungroup** all text or vector objects you wish to use with this tool.

## RELATED TOPICS

- Create and Edit Text
  - Text Options Toolbar
  - Copy Along Path
  - Draw Lines
  - Edit Nodes

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[layout-and-design](#) [modifying-and-combining](#)  
[object-modification](#) [text](#) [vector](#) [vector-graphics](#)

### **Radius/Fillet**

## Quick Reference: Radius/Fillet

Rounds over sharp corners, takes a round bite out of a corner, or removes a

## Location

## Modifiers Toolbar

Use the **Radius Tool** to fillet (round over) sharp corners, take a round bite out of a corner (using a negative radius value), or turn a radius back into a sharp corner (remove a radius).

You can use Radiiuses to:

- Round out corners for a softer appearance
  - Create smooth transitions between sharp lines

- Form more complex shapes (varying sizes and types)
- Add rounded details to projects
- Round out corners of tabs, to enable easy assembly

#### USING THE RADIUS TOOL

You can apply a radius to any corner node of any [Ungrouped path](#) or [Primary Shape](#), provided that the lines on either side of the node can accommodate the size of the radius. Radii can be applied to text if you first [convert it to paths](#).

#### Add a Radius to a Path

To add a radius, first click the **Radius Tool** icon in the [Modifiers Toolbar](#).

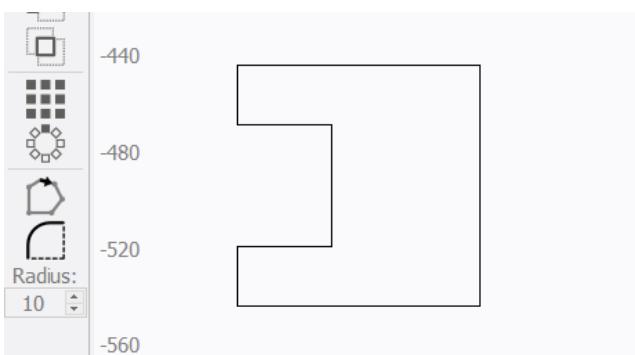


Set the radius value to the size of the radius you wish to create — there must be enough room between the corner and nearby points to accommodate this value.

If you change the radius to a negative number it takes a fancy little bite out of the corner.

Select the object you want to modify, and click on a corner to apply the radius.

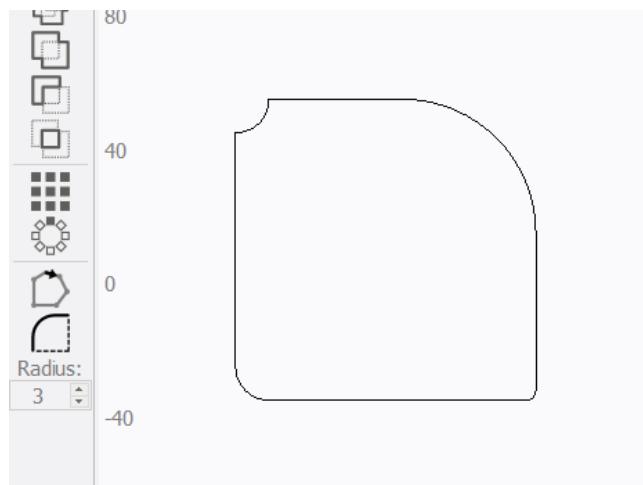
To exit the Radius Tool, press **Esc** on your keyboard.



When the Radius Tool is active, the icon changes as you hover over a corner to indicate whether the Radius Tool can be used. If it can't be used, the cursor will change to indicate that there is not enough space.

Icon	Meaning
	Click to fillet corner
	Click to remove fillet
	Can't fillet — not enough space

#### Remove or Change a Radius

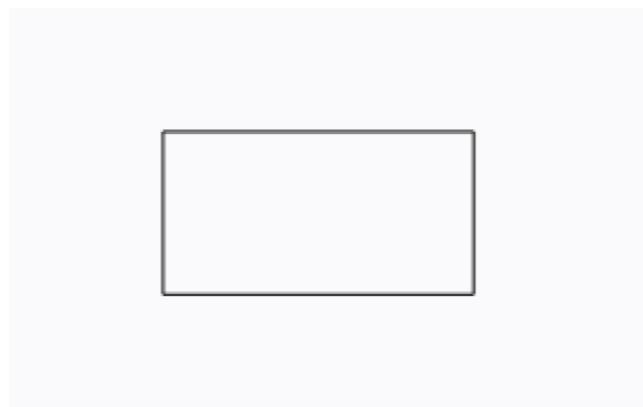


You can also use the Radius Tool to remove rounded corners (returning them to a sharp one) by clicking on them. This even works on [imported](#) designs that were made in different software, as long as the software exported actual arcs.

After removing a radius, you can then apply a differently-sized one to the corner, as normal.

#### Adding a Radius to a Rectangle

You can apply radii to [Rectangles](#) in the [Shape Properties Window](#). This method has the advantage that resizing the rectangle won't change the size of the radius, allowing you to maintain consistency in a design.



Rectangles also have a handle that acts as a shortcut for the Radius value. With a Rectangle selected, hold **Ctrl** / **Cmd**, and a blue *corner radius control* will appear. Drag the blue handle away from the corner to increase the radius of all four corners, and drag back toward the corner to decrease it. Dragging vertically creates a reversed radius, with a bite taken out of the corner.

#### TROUBLESHOOTING

- The **Radius Tool** cannot be used with [Grouped](#) shapes. [Ungroup](#) any shapes you'd like to apply a radius to.
- If the cursor isn't appearing as you hover over a corner, make sure you've selected the Radius Tool in the [Modifiers Toolbar](#). The Radius icon should be highlighted. Also check that you have selected the object you wish to edit by clicking on it.

- Radii can only be applied where there is room for the radius to be applied. If you see the following icon, it means there is not enough room:

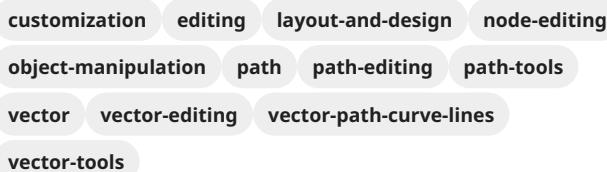


- If a radius still can't be applied, it might be because the two lines that make up the corner aren't actually joined at that point. To check, move the corner using the [Edit Nodes](#) tool. If it splits off into two lines, bring the one you moved back toward the other so that they snap together and join, and then try the radius again.
- If you are having trouble converting a rounded corner back into a sharp one, it could be because there is not a true arc at the corner. This is most common with imported shapes, because some programs export arcs as a series of tiny lines. You can try recovering the arcs with [Optimize Selected Shapes](#).

#### RELATED TOPICS

- [Edit Nodes](#)
- [Primary Shapes: Rectangles, Ellipses, and Polygons](#)
- [Shape Properties](#)
- [Offset Shapes](#)

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#### Make Same Width or Height

**Quick Reference: Make Same Width or Height**

Resizes objects to the same X or Y dimensions.

**Location**  
Arrange Toolbar

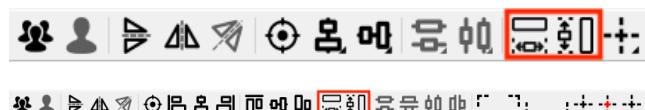
**Keyboard Modifiers**  
Hold **Shift** to lock aspect ratio.

The **Make Same Width** and **Make Same Height** buttons resize all objects in your [selection](#) to the width or height of a single object in the selection.

By default, all selected objects will be resized to the width or height of the *last object* you added to the selection. For exceptions to that rule, see [below](#).

#### USING THE MAKE SAME WIDTH AND HEIGHT TOOLS

Both buttons are available in the [Arrange Toolbar](#) and [Arrange \(long\) Toolbar](#).



Option	Icon
Make Same Width	
Make Same Height	

Select all objects you wish to resize, followed by the object whose width and/or height you wish to match, then click either **Make Same Width** or **Make Same Height**.

**Grouped** objects are treated as single objects when using the Make Same tools — the overall width or height of an object or entire Group will change to match the width or height of the last-selected object or other Group.

Hold **[↑ Shift]** while clicking to lock the aspect ratio of the objects you're resizing, adjusting both dimensions at once.

- Push in Draw Order
- Distribute

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**workflow-optimization**

#### Note

Holding **[↑ Shift]** does not change both dimensions of objects in your selection to match those of the last-selected object — it only matches the selected dimension to that of the last-selected object, and adjusts the alternate dimension to maintain the same proportional length to the changed dimension.

For example, for a 40 mm (wide) x 20 mm (high) square, if you held **[↑ Shift]** while clicking Make Same Width to match it to a 10 mm wide object, it would become a 10 mm x 5 mm square.

#### RESIZING PRIORITY

When using either of the **Make Same** options, all selected objects are matched to the width or height of a single object or **Group** in your selection.

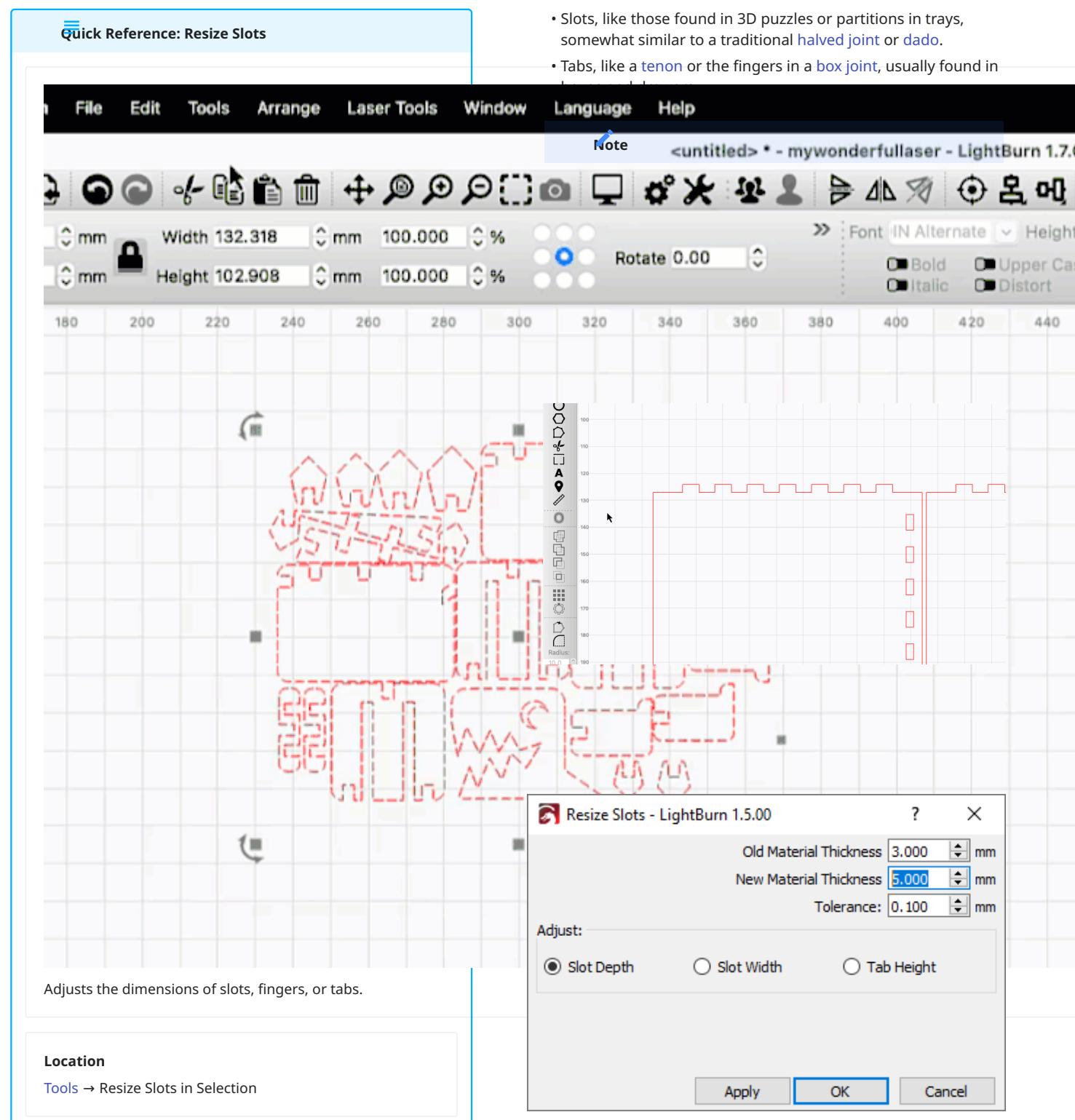
The object that is matched to is determined according to the following priorities:

- **Selection** order: by default, all objects are resized to match the last object you added to your selection.
- **Draw order**: if you have nothing selected, then select multiple objects at once, they are matched to the first object in your selection's draw order. Use Push to front to move an object to the first position in the draw order.
- **Combined order**: if you add multiple objects at once to an existing selection, all selected objects are matched to the first object in the draw order of the objects you added to your selection last.
- If a single object in your selection is **Locked**, all objects are matched to the Locked object.
- If multiple objects in your selection are Locked, the Locked objects are not matched, and the rest of the objects are matched according to selection order or draw order.

#### RELATED TOPICS

- [Numeric Edits Toolbar](#)
- [Align Tools](#)

## Resize Slots



Use **Resize Slots** to adjust the dimensions of slots or tabs in **selected** objects.

You can use Resize Slots to adjust a jointed design that was intended for a material of a different thickness, or to adjust slots

or tabs back to their original size after you rescaled an entire design.

This tool works on two main forms of geometry:

- Slots, like those found in 3D puzzles or partitions in trays, somewhat similar to a traditional [halved joint](#) or [dado](#).
- Tabs, like a [tenon](#) or the fingers in a [box joint](#), usually found in

### Note

<untitled> \* - mywonderfullaser - LightBurn 1.7.0

Rotate 0.00

Font IN Alternate Height  
Bold Upper Case  
Italic  
Distort

Radius: 10.0 100 110 120 130 140 150 160 170 180 190

**Resize Slots - LightBurn 1.5.00**

Old Material Thickness	3.000	mm
New Material Thickness	5.000	mm
Tolerance:	0.100	mm

**Adjust:**

Slot Depth    Slot Width    Tab Height

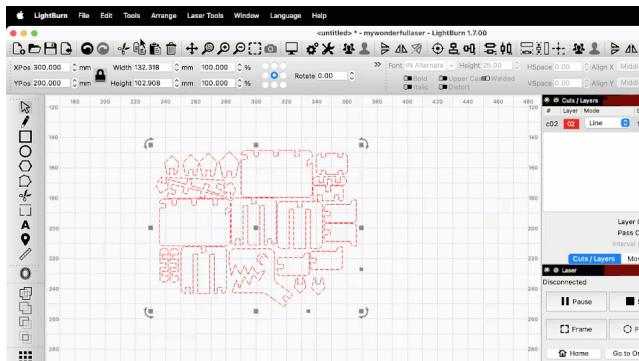
**Buttons:** Apply   OK   Cancel

- **Old Material Thickness** defines the current length of the slots or tabs you want to identify and adjust.
- **New Material Thickness** defines the length you want to adjust the slots or tabs to.
- **Tolerance** specifies an added amount of padding to Old Material Thickness — slots or tabs that are within the range of

Old Material Thickness plus or minus Tolerance will be identified by the resizer.

This helps if the slots or tabs vary slightly in length, or if there are kerf offsets built into the original design.

- Select **Adjust Slot Depth** to adjust the bottom/innermost line of slots. This allows you to keep the outer size of the assembled piece the same.
- Select **Adjust Slot Width** to adjust the sides of slots. Typically used when the slots are meant to intersect on the interior of a laser cut piece instead of on the corners, like [boxes.py's tray insert](#).
- Select **Adjust Tab Height** to adjust the top/outermost line of tabs. This allows you to keep the interior size of the assembled piece the same, while making it bigger or smaller on the outside.
- Click **Apply** to implement a given set of adjustments and continue working in the Resize Slots dialog window.
- Click **OK** to implement a set of changes and immediately exit.
- Click **Cancel** to immediately exit and discard changes, if you have not already pressed **Apply** to implement them. To revert changes you already implemented with **Apply**, exit the Resize Slots dialog window, then press  $\text{^ Ctrl} / \text{⌘ Cmd} + \text{Z}$  to [Undo](#) them.



#### TROUBLESHOOTING

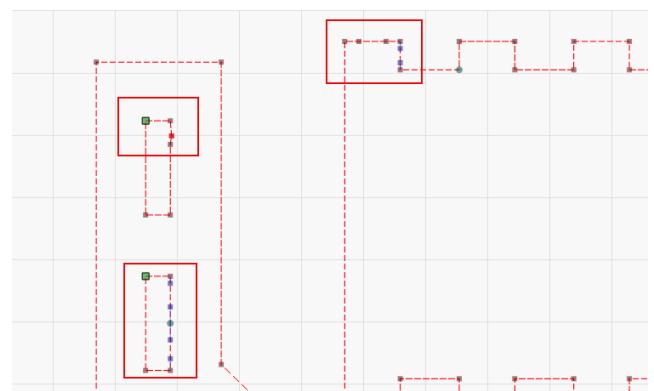
- The tool doesn't work on internal slots/cutouts/mortises, as it's tricky for the computer to determine which direction they should grow or shrink.
- The tool searches [Ungrouped](#) objects. Exit the Resize Slots dialog and Ungroup your objects if you see a warning message indicating that there are Grouped objects in your

selection.

Slot Depth    Slot Width    Tab Height

Your selection contains the following unsupported items:  
- **Grouped shapes**

- The tool only works on sharp (not filleted/rounded) corners. Some tools (like [boxes.py](#)) default to adding small loops on internal corners and small fillets/rounded corners on external ones. Remove the external fillets using the [Radius](#) tool and the internal loops using the [Offset](#) tool, set to 0.
- The tool requires well-formed shapes as an input. If the shape has extra nodes, or if any of the lines are technically curves (even if they're straight), it will interfere with slot/tab detection. The highlighted sections in the image below show examples of problematic shapes. Use [Optimize Selected Shapes](#) to try to repair these shapes.



#### RELATED TOPICS

- [Kerf Offset](#)
- [Measure](#)
- [Grouping](#)
- [Optimize Selected Shapes](#)

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[object-repair](#) [troubleshooting](#)

## 5.4.4 Arrangement

### Align Tools

**Quick Reference: Align**

Arrange selected objects along edges or center points.

**Location**

- Arrange Toolbar
- Arrange → Align

**Keyboard Shortcuts**

- Various

The **Align** tools reposition **selected** objects to align them along their:

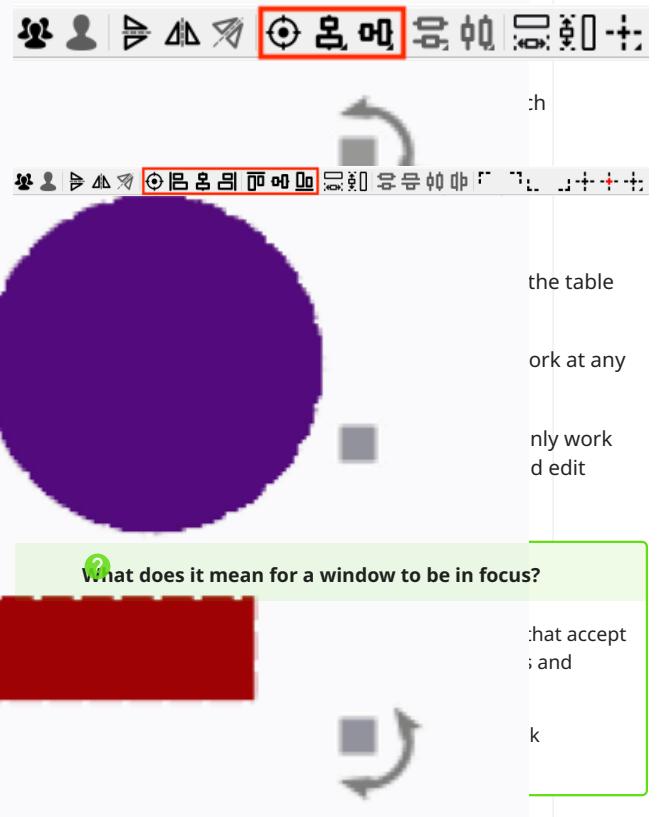
- Top, bottom, left, or right edges
- Vertical or horizontal centers
- Center points

By default, the **Align** tools move objects in your selection to align them to an edge or center of the *last object* you added to your selection. For exceptions to that rule, see [below](#).

#### ALIGN OPTIONS

The **Align** tools are available in the [Arrange Menu](#) and [Arrange Toolbar](#).

In the standard Arrange Toolbar, they are presented in dropdown menus for the vertical and horizontal options:



Align Option	Icon	Action
Align Centers		Aligns the center points of selected objects.
Align Vertical Centers		Aligns selected objects along their vertical centers.
Align Horizontal Centers		Aligns selected objects along their horizontal centers.
Align Left		Aligns selected objects along their left edges.
Align Right		Aligns selected objects along their right edges.

Align Option	Icon	Action
Align Bottom		Aligns selected objects along their bottom edges.
Align Top		Aligns selected objects along their top edges.

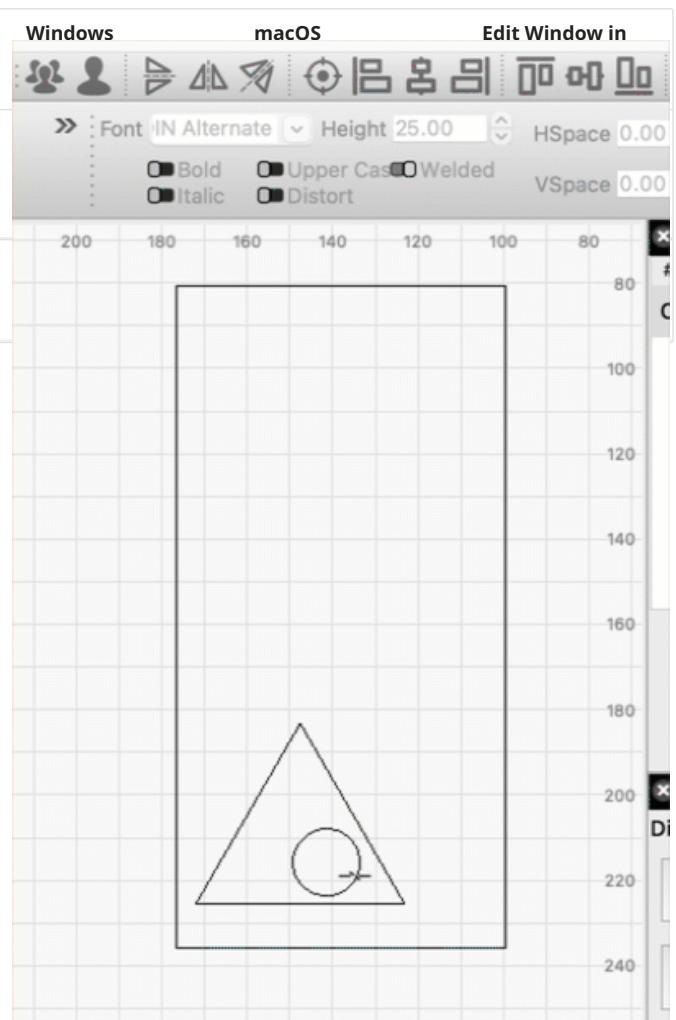
#### USING THE ALIGN TOOLS

Click a given **Align** icon or use its hotkey to align selected objects to the last object you added to your [selection](#) (exceptions [below](#)).

Edges of individual objects are defined according to their farthest points in each direction. For example, the top edge of a triangle is a horizontal line extending from its top point, its left edge is a vertical line extending from its bottom left corner, and so on.

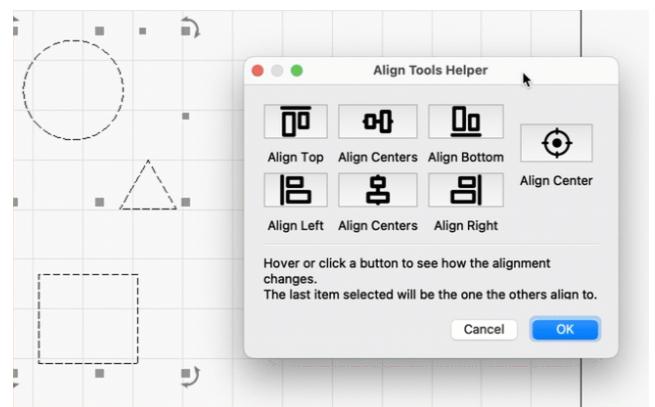
An object's vertical center is defined as a vertical line dividing it halfway along its total width, and its horizontal center is a horizontal line halfway along its total height. Its center point is the location where those lines intersect.

[Grouped](#) objects are treated as single objects when using the Align tools — they will always maintain their relative position to one another, and their edges and centers are defined according to the dimensions of the entire Group.



ALIGN TOOLS HELPER

If you're using [Beginner Mode](#), clicking the **Align Left** icon in the [Arrange Toolbar](#) will open the **Align Tools Helper**.



Click or hover over any button in the Helper to see a preview of how alignment will change.

Click **OK** to confirm the changes, or **Cancel** to discard them.

**ALIGNMENT PRIORITY**

When using any of the **Align** options, all selected objects move to align to an edge or center of a single object or **Group** in your selection.

The object that is aligned to is determined according to the following priorities:

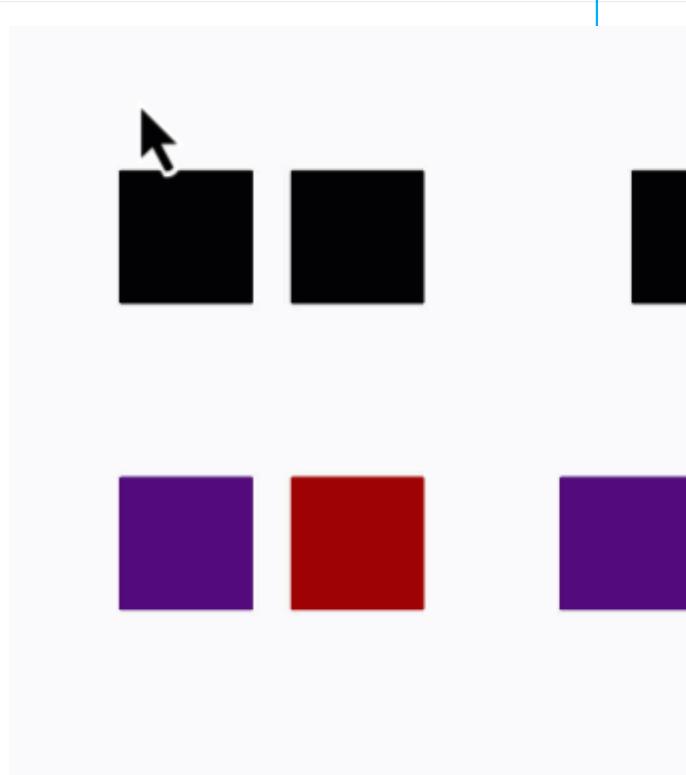
- **Selection order:** by default, all objects are aligned to the last object you added to your selection.
- **Draw order:** if you have nothing selected, then select multiple objects at once, they are aligned to the first object in your selection's draw order. Use **Push to front** to move an object to the first position in the draw order.
- **Combined order:** if you add multiple objects at once to an existing selection, all selected objects are aligned to the first object in the draw order of the objects you added to your selection last.
- If a single object in your selection is **Locked**, all objects are aligned to the Locked object.
- If multiple objects in your selection are Locked, the Locked objects are not moved, and the rest of the objects are aligned according to selection order or draw order.

**RELATED TOPICS**

- [Automatic Guidelines](#)
- [Selection Tools](#)
- [Push in Draw Order](#)
- [Docking](#)
- [Distribute](#)
- [Move Together](#)
- [Move Selected Objects](#)

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**Distribute and Move Together****Quick Reference: Distribute and Move Together**

Separates objects evenly or abuts them together.

**Location**

[Arrange Toolbar](#)  
[Arrange → Distribute](#)

The **Distribute** tools move selected objects to evenly space them either vertically or horizontally, with options to set the same distance between the centers, or edges of each object.

The **Move Together** tools move selected objects so that they are evenly distributed, and their edges are abutting along horizontal or vertical planes.

**DISTRIBUTE**

The **Distribute** tools are available in the [Arrange Menu](#) and [Arrange Toolbar](#).

In the standard Arrange Toolbar, they are presented in dropdown menus for the vertical and horizontal options:



In the [Arrange \(long\) Toolbar](#), the Distribute tools are each presented individually:



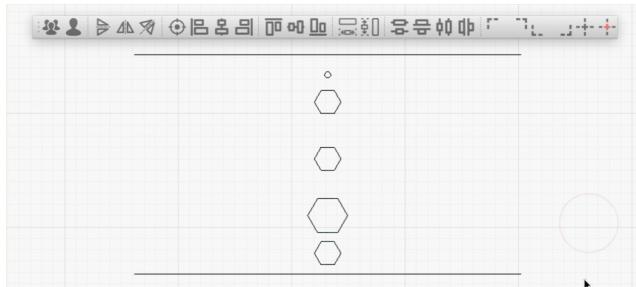
## Distribute Vertically



**Distribute V-Spaced** creates even spacing between the edges of all selected objects in the vertical dimension.



**Distribute V-Centered** creates even spacing between the centers of all selected objects in the vertical dimension.



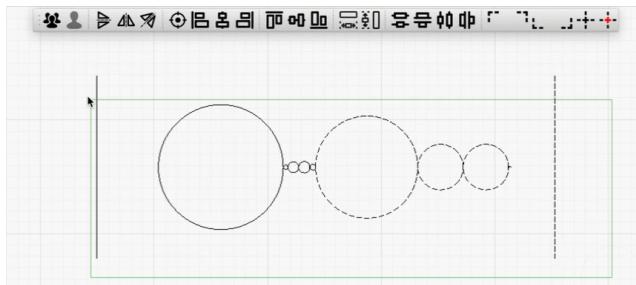
## Distribute Horizontally



**Distribute H-Spaced** creates even spacing between the edges of all selected objects in the horizontal dimension.



**Distribute H-Centered** creates even spacing between the centers of all selected objects in the horizontal dimension.

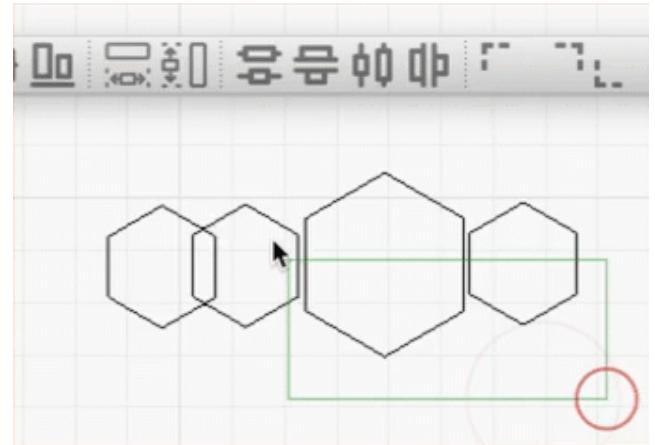


## Notes on Spacing

The **Distribute** tools take an average of the current spacing between the edges or centers of your selected objects and move them to equalize that distance.

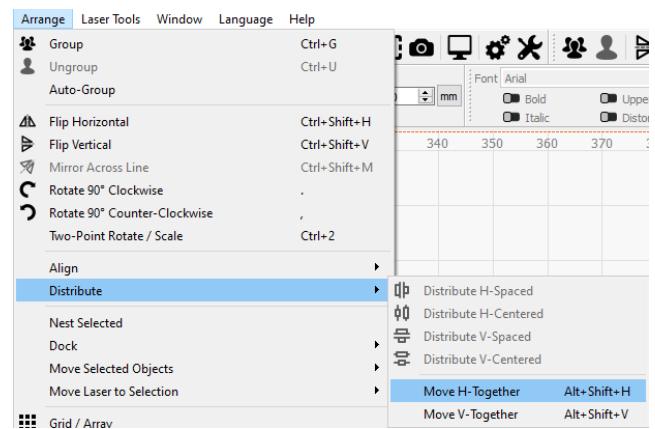
It is not always the case that the resulting average distributes objects such that there is *positive* spacing between all edges of all objects — only that the distance is even. If the amount of existing negative spacing (overlap) between objects in your selection exceeds positive spacing, the resulting distribution will also have overlap.

If large and small objects are distributed together with even spacing between their centers, they may overlap afterward, even if they were not overlapping to begin with.



## MOVE TOGETHER

Both **Move Together** options are available in the **Distribute** submenu of the [Arrange Menu](#), and by hotkey.

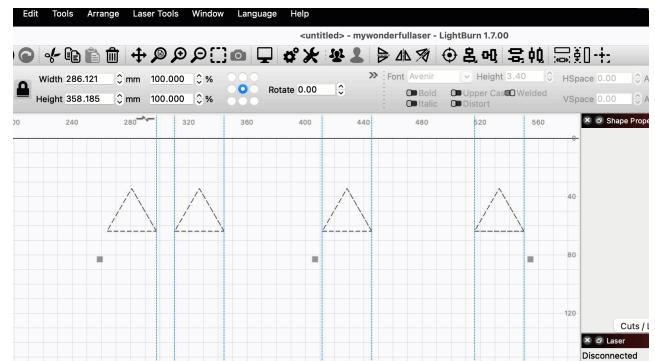


## Move H Together

**Alt** / **Option** + **Shift** + **H**

Moves all selected objects so that they are evenly distributed, and their horizontal edges are abutting along vertical planes.

The last object added to your [selection](#) is anchored in place, and all other objects will be moved relative to its location.

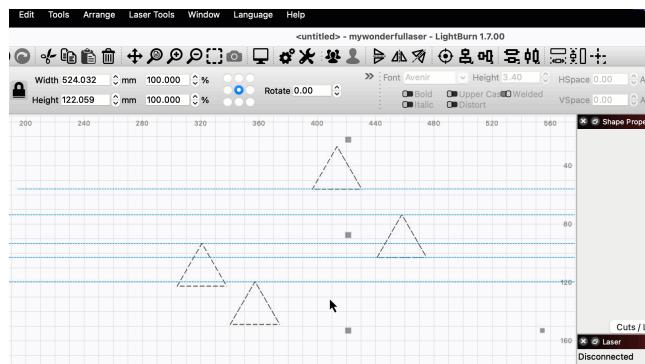


## Move V Together

**Alt** / **Option** + **Shift** + **V**

Moves all selected objects so that they are evenly distributed, and their vertical edges are abutting along horizontal planes.

The last object added to your [selection](#) is anchored in place, and all other objects will be moved relative to its location.



#### RELATED TOPICS

- [Align Tools](#)
- [Docking](#)
- [Move Selected Objects](#)
- [Grid Array](#)
- [Selection Tools](#)

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[material-utilization](#) [nesting](#) [object-manipulation](#)  
[optimization](#) [workflow](#) [workflow-optimization](#)

## Docking

**Quick Reference: Dock**

Shifts objects together, removing blank space.

	Location
	Docking Toolbar
	Arrange → Dock

The **Docking** tool moves [selected](#) objects left, right, up, or down, until they meet the edge of the [Workspace](#) or another object. Docking can bring objects together or move them in unison, making sure they maintain their relative position to one another.

Docking is helpful for laying out graphics to efficiently utilize space and material.

#### ACCESSING THE DOCKING TOOLS

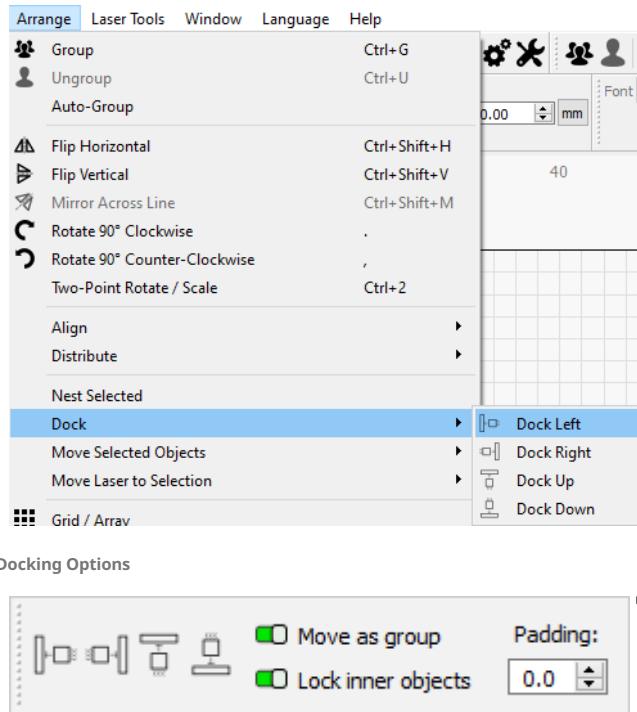
The **Docking** options are available in the **Dock** submenu of the [Arrange Menu](#), or in the [Docking Toolbar](#).

If you do not see the Docking Toolbar, go to [Window → Docking](#) to enable it. By default, it will appear on the far right of the top toolbar when enabled.



### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).



Each of the **Docking** buttons moves [selected](#) objects in a specified direction, until they hit something — either the outer edge of another object, or an inner edge of your [Workspace](#).

Objects contained within another object will not Dock to the inside edge of the object they are contained in, instead, they will continue past the inner edge until they hit the outer edge of another object, or an edge of your Workspace.

You can Dock objects:

- Left
- Right
- Up
- Down

In the **Docking Toolbar** there are three additional options to control Docking behavior.

- **Move as group** tells LightBurn to treat all selected objects as a single group when Docking them — that means they will all stop when one object in the group hits the edge of another object or the Workspace, and all selected objects will maintain their relative position to one another when they're Docked.

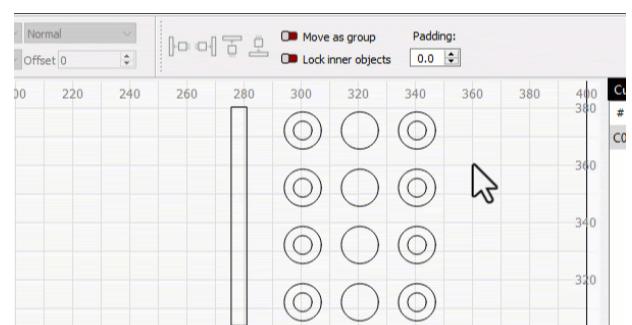
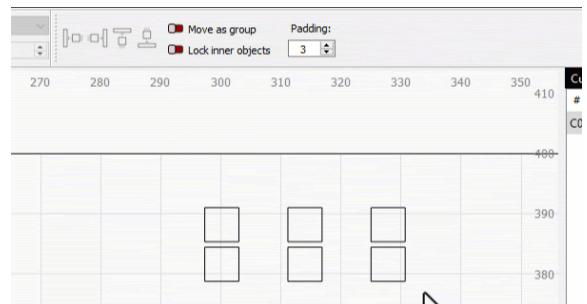
### Note

[Grouped](#) objects will *always* move together when Docked, regardless of whether Move as group is enabled.

- **Lock inner objects** maintains the relative position of objects contained within other objects, when both are Docked at the same time.
  - **Padding** sets an amount of space to maintain between objects or the edge of the Workspace when docking.
- The units used for Padding (in / mm) are the same as the units you have selected in the [Numeric Edits Toolbar](#) or your [Settings](#).

### Creating even Padding in both directions

Padding is only applied in the direction the objects are Docking, and if an object is already closer to another object or the edge of the Workspace than the Padding distance is set to, the object won't be moved. To apply consistent Padding in both directions, Dock objects away, then back again.



### RELATED TOPICS

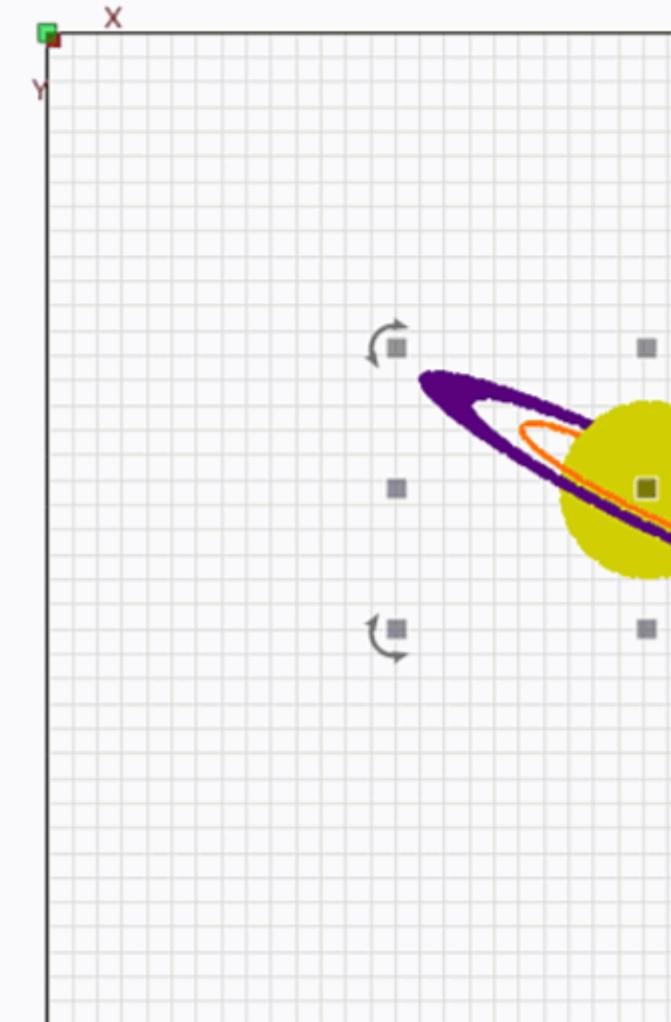
- [Snapping](#)
- [Distribute](#)
- [Move Together](#)
- [Move Selected Objects](#)
- [Grid Array](#)

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### Move Selected Objects

#### Quick Reference: Move Selected Objects



Move objects to a corner, midpoint, or center of your [Workspace](#).

#### Location

[Arrange Toolbar](#)

[Arrange](#) → [Move Selected Objects](#)

#### Keyboard Modifiers

Hold [<sup>^</sup> Ctrl](#) / [<sup>⌘</sup> Cmd](#) to Move Laser to Selection instead.

The **Move Selected Objects** tools move objects to a corner, midpoint, or center of your [Workspace](#). If you have a [Gantry style](#)

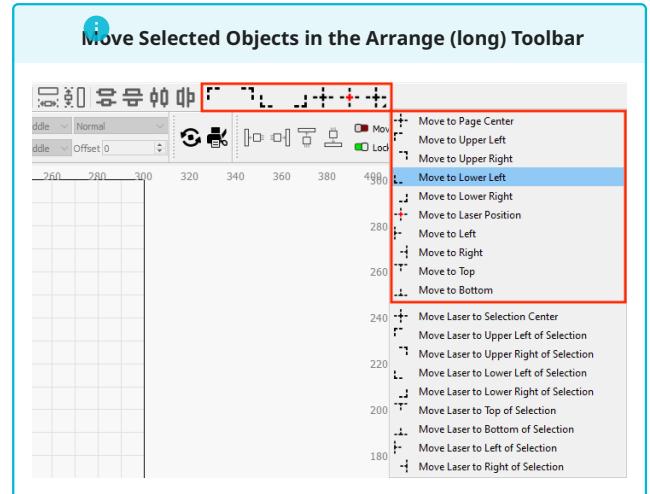
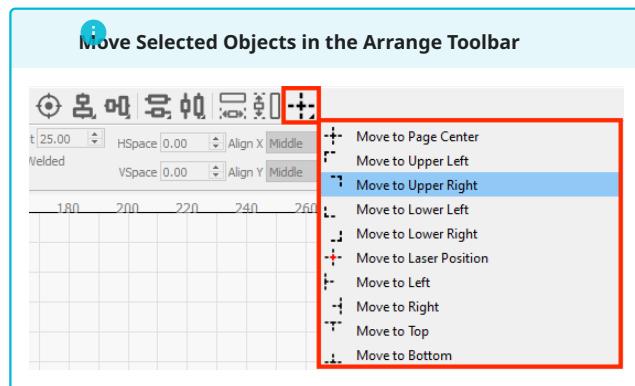
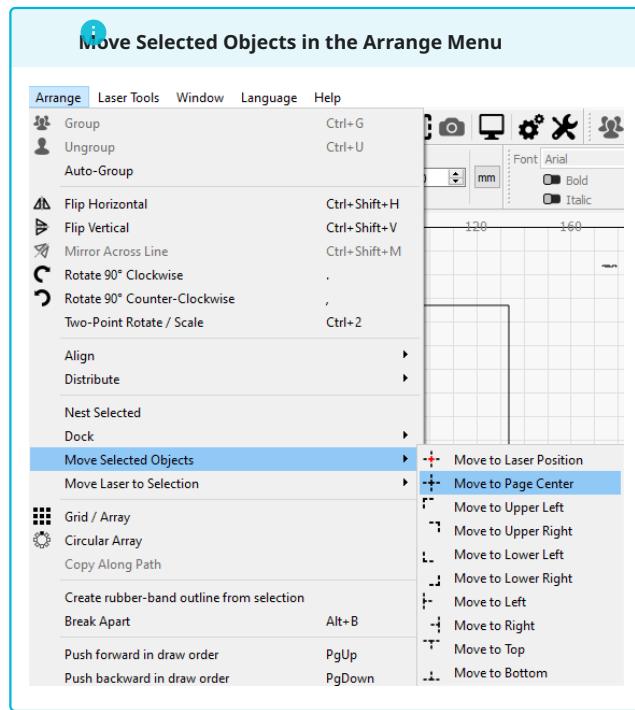
laser, it can also move objects to the last reported position of your laser head.

Use these tools to rearrange objects in your Workspace, or to align graphics in LightBurn to the location of material placed in your laser's bed, when using [Absolute Coordinates](#) positioning.

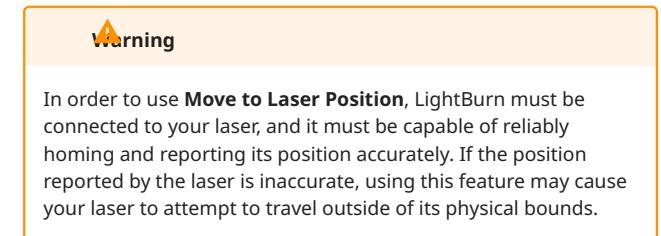
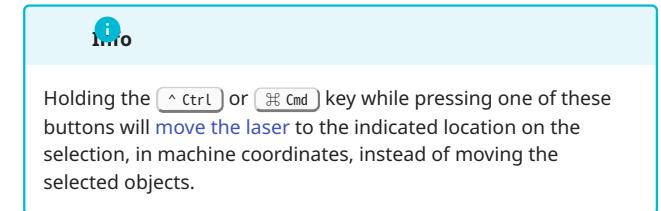
#### UI LOCATIONS

All **Move Selected Objects** tools are available in the [Arrange Menu](#) or as a drop down menu in the [Arrange Toolbar](#).

In the **Arrange (long) Toolbar**, the options to move to the center of your [Workspace](#), a corner of your Workspace, or the last reported position of the laser head are available in the full toolbar, while other options are available in a drop down menu.



#### OPTIONS AND ICONS



Option	Icon	Action
Move to Laser Position		Moves selected objects in your <a href="#">Workspace</a> to the location that corresponds to last reported position of the laser in machine coordinates. This option is not available for <a href="#">Galvo lasers</a> .
Move to Page Center		Moves selected objects to the center of your <a href="#">Workspace</a> .
Move to Upper Left		Moves selected objects to the top left corner of your <a href="#">Workspace</a> .
Move to Upper Right		Moves selected objects to the top right corner of your <a href="#">Workspace</a> .

Option	Icon	Action of your Workspace.
		Moves selected objects to the center of your Workspace.
Move to Lower Left		Moves selected objects to the bottom left corner of your Workspace.
Move to Lower Right		Moves selected objects to the bottom right corner of your Workspace.
Move to Left		Moves selected objects to the far left of your Workspace, centered between the top and bottom.
Move to Right		Moves selected objects to the far right of your Workspace, centered between the top and bottom.
Move to Top		Moves selected objects to the top of your Workspace, centered between the left and right.
Move to Bottom		Moves selected objects to the bottom of your Workspace, centered between the left and right.

#### Move to Page Center Hotkey

Press **P** to move selected objects to the center of your Workspace.

This hotkey only works if the **Workspace / Edit Window** — the area where you create and edit graphics — is in active focus.

#### What does it mean for a window to be in focus?

There are several windows in LightBurn that accept user input — when a window is clicked on, it is in focus, and accepting input.

If a window other than the Edit Window is in focus, click anywhere in the **Workspace** to bring it into focus.

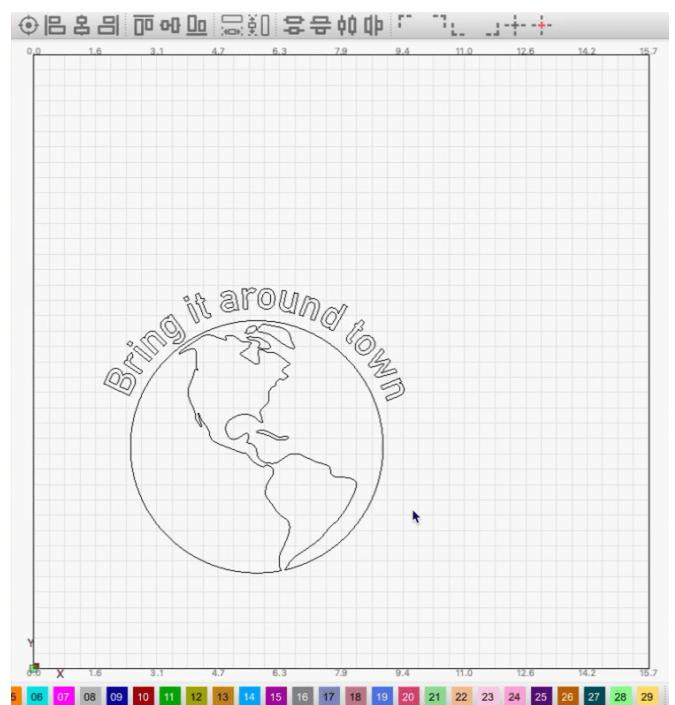
#### MOVEMENT OF SELECTIONS

When using the **Move Selected Objects** tools, all objects in your **selection** move as a single unit, maintaining their relative position to one another.

Edges of selections are defined according to the farthest points of any object in the selection area, in each direction — imagine the selection area as the smallest possible rectangle that can contain every object in your selection. The edges of a selection are the same as the edges of that imaginary rectangle.

Selections are moved so that their edges abut the location you move them to — for example, the left edge of a selection will move to touch the left side of your **Workspace** when you use **Move to Left**, and the top and right edges of a selection will touch the top and right sides of your **Workspace** when you use **Move to Upper Right**.

When using **Move to Page Center**, the center point of the entire selection is moved to the center of your **Workspace**.



#### RELATED TOPICS

- [Move Laser to Selection](#)
- [Align Tools](#)
- [Distribute](#)
- [Move Together](#)
- [Selection Tools](#)

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material-utilization   nesting   object-manipulation  
optimization   positioning   workflow  
workflow-optimization

Nest Selected

 **Quick Reference: Nest Selected**

**Location**

[Arrange → Nest Selected](#)

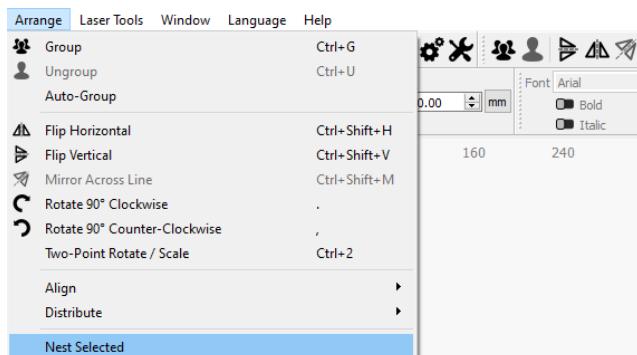
Nesting is method of arranging objects to maximize material usage. LightBurn does not have its own nesting feature, but you can use **Nest Selected** to automatically create and export an SVG of selected graphics, upload it to [SVGnest.com](#), and re-import it after it nests the graphics contained in the file.

**USING NEST SELECTED**

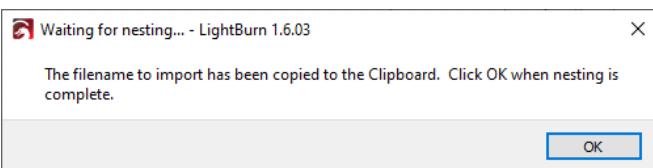
1. Select any graphics you'd like to nest along with a container graphic — usually a shape that has the same dimensions as the material you are going to cut the nested graphics out of — then go to the [Arrange Menu](#) and click **Nest Selected**.

**Important Note**

LightBurn will not export graphics that are contained inside another graphic, because interior shapes will not maintain their relative position to outer shapes during the nesting process. This means all of the graphics you'd like to nest must be *outside* the container graphic you choose.



1. Your default web browser will automatically open to [SVGnest.com](#), and a dialog window will open in LightBurn, informing you that an SVG has been created and its file name (LightBurnNest.svg, along with a file path), has been copied to your clipboard.



2. On [SVGnest.com](#), click **Upload SVG**. Paste the automatically copied name into the file browser, or navigate to the location the SVG saved to and select it.
3. Select the container shape, then click **Start Nest**.
4. When you are satisfied with the resulting nest, or the process is complete, click **Stop Nest**, then **Download SVG**. Save the nested SVG.
5. Back in LightBurn, click **OK** in the dialog box. Your file browser will open — navigate to the location of the SVG you downloaded from [SVGnest](#), and import it into LightBurn.

**Note**

LightBurn will automatically delete the LightBurnNest.svg file it created and exported after you import the new file from [SVGnest](#).

**RELATED TOPICS**

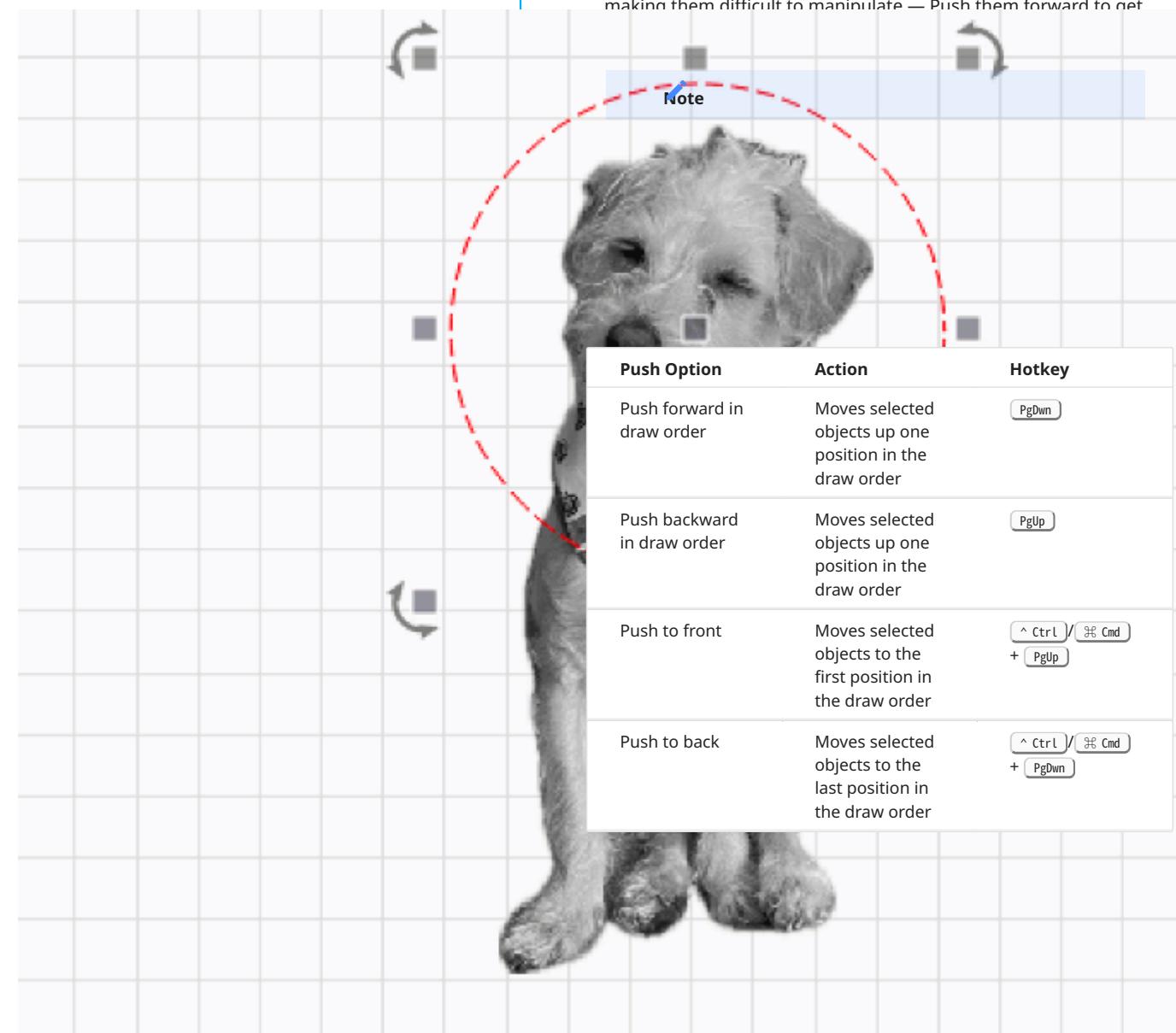
- [Docking](#)
- [Grid Array](#)
- [Align](#)
- [Distribute](#)
- [Move Together](#)
- [Move Selected Objects](#)

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[workflow](#) [workflow-optimization](#)

## Push in Draw Order

### Quick Reference: Push in Draw Order



Visually re-order the stack of objects.

#### Location

Arrange Menu

#### Keyboard Shortcuts

Various

project is the first in the draw order, the second to last added is the second in the draw order, and so on.

The **Push** options change the order of objects in the draw order. This is primarily useful when working with **images** and vector graphics. Vector graphics may end up hidden behind Images, making them difficult to manipulate — Push them forward to get

The *draw order* is an internal list of objects in your **Workspace**. By default, all objects are ordered according to when they were created or added to your project — the last object added to your

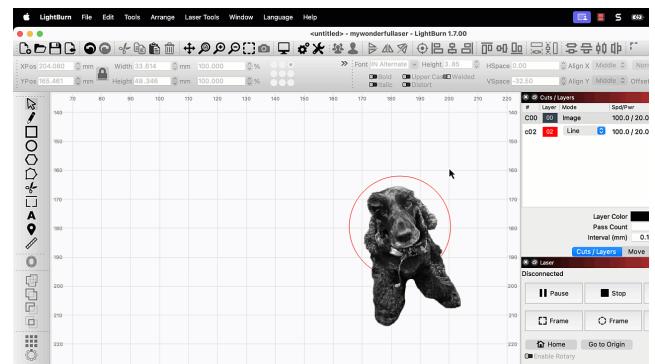
**Arrange**   **Laser Tools**   **Window**   **Language**   **Help**

- Group**      Ctrl+G
- Ungroup**      Ctrl+U
- Auto-Group**
- Flip Horizontal**      Ctrl+Shift+H
- Flip Vertical**      Ctrl+Shift+V
- Mirror Across Line**      Ctrl+Shift+M
- Rotate 90° Clockwise**      .
- Rotate 90° Counter-Clockwise**      ,
- Two-Point Rotate / Scale**      Ctrl+2
- Align**      ▶
- Distribute**      ▶
- Nest Selected**
- Dock**
- Move Selected Objects**
- Move Laser to Selection**
- Grid / Array**
- Circular Array**
- Copy Along Path**
- Create rubber-band outline from selection**
- Break Apart**      Alt+B
- Push forward in draw order**      PgUp
- Push backward in draw order**      PgDown
- Push to front**      Ctrl+PgUp
- Push to back**      Ctrl+PgDown
- Lock Selected Shapes**
- Unlock Selected Shapes**

**USING THE PUSH TOOLS**

Select an object and one of the **Push** options to move the selected object in the *draw order*.

If you have more than one object selected, they'll each move in the draw order, but maintain their position in the order relative to one another — in other words, if you Push the third and fourth objects in your draw order to the front, they'll become the first and second objects.

**RELATED TOPICS**

- [View Style](#)
- [Cuts / Layers Window](#)
- [Align Tools Priority](#)

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[layout-and-design](#)   [object-manipulation](#)   [reference](#)  
[troubleshooting](#)   [vector-editing](#)   [workflow](#)

**Lock Shapes****Quick Reference: Lock Shapes**

**Location**[Shape Properties Window](#)[Arrange → Lock/Unlock Selected Shapes](#)[Right-click → Lock/Unlock Selected Shapes](#)

The **Lock Shapes** tool locks selected objects in your design, preventing any form of editing (including moving, resizing, deleting, changing text, and more). Use Lock Shapes to prevent unintentional design edits, secure graphics used for alignment, preserve templates, and restrict editing in collaborative projects.

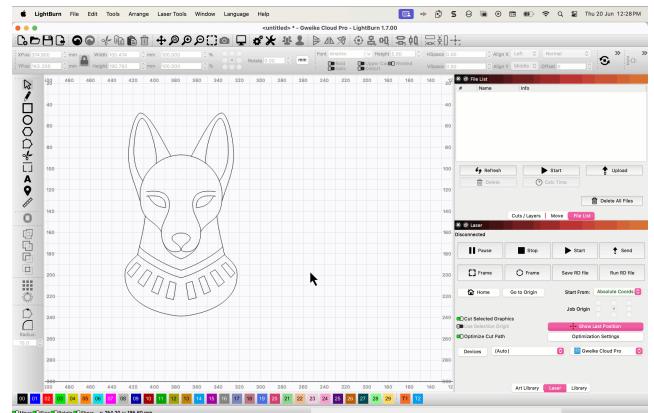
**Locking and Unlocking Objects**

Lock selected objects by toggling the **Locked** state **on** in the [Shape Properties Window](#), by going to [Arrange → Lock Shapes](#), or by right-clicking the objects and choosing **Lock Selected Shapes**.

To Unlock and enable editing of a Locked object, toggle the Locked state **off** in the Shape Properties Window, go to [Arrange → Unlock Shapes](#), or right-click the objects and choose **Unlock Selected Shapes**.



Use the [Transform Control Toggles](#) to restrict specific types of editing for the *whole project*.

**RELATED TOPICS**

- [Transform Controls](#)
- [Transform Control Toggles](#)
- [Shape Properties](#)

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[lock](#) [move](#) [rotate](#) [shear](#) [size](#) [transform](#)

## Snapping

LightBurn's automatic **Snapping** tools help align objects to other shapes in your [Workspace](#), or to the [Workspace grid](#) itself — when you move objects close to a valid location, they will snap to that point.

As you hover your cursor over an object, the icon will change to indicate when it is over a node, line, midpoint, center, or intersection. Use these Snapping points when [selecting](#), [moving](#), or [creating objects](#) to ensure exact alignment.

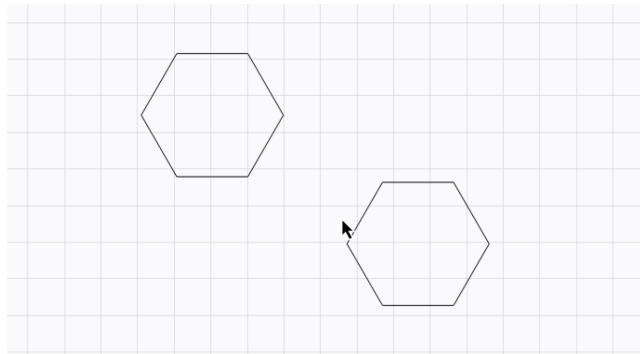
### OBJECT SNAPPING

#### Object Snapping Points

Snapping Point	Icon	Description
Node	+	The cursor is over any <a href="#">node</a> in a <a href="#">vector graphic</a> , or the corner of an <a href="#">image</a> .
Midpoint	-o-	The cursor is over the exact halfway point between two nodes.
Center	X	The cursor is over the center point of an object.
Intersection	X	The cursor is over the intersection of two lines.
Line	-v-	The cursor is over a line, but not a node, midpoint, or intersection on that line.

#### Moving to Snapping Points

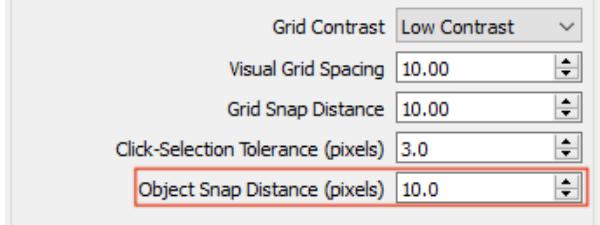
When you move objects near enough to a **Snapping** point, they'll automatically align to that point, and the cursor will change to indicate the type of Snapping point they've aligned to.



### Note

You can adjust how close your cursor must be to a point before Snapping behavior is activated in the **Units and Grids** tab of the [Settings](#) window. This value is set in pixels — when your cursor is within that distance from a valid point, it will automatically snap to it, and change appearance to indicate the [type of point](#) it is over.

#### Grids

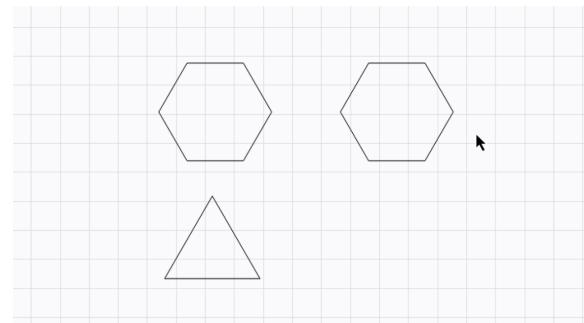


#### Selecting from Snapping Points

You can [select](#) and move objects directly from **Snapping** points by clicking and dragging from a location where the cursor has changed to one of the Snapping icons.

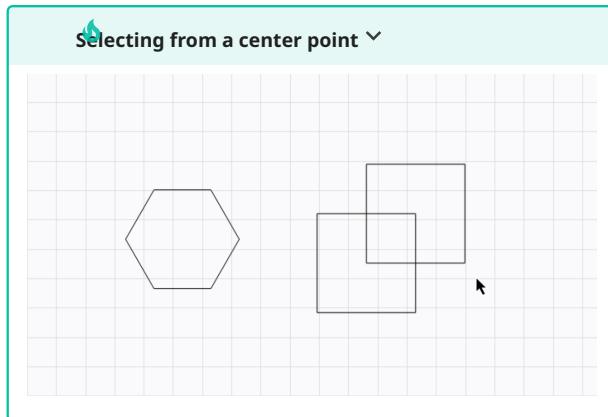
- To move multiple objects at once from a Snapping point on just one object, you'll need to select them all at once, or [Group](#) them first.

### Snapping multiple objects at once



- To move objects from a center point when using a [Wireframe View Style](#), you'll need to select them before hovering your cursor over the center of the selection.
- The center of objects that are already selected is indicated by the four-arrow icon

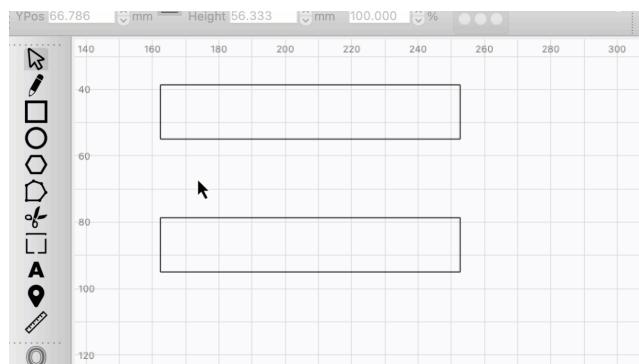




#### Creating From Snapping Points

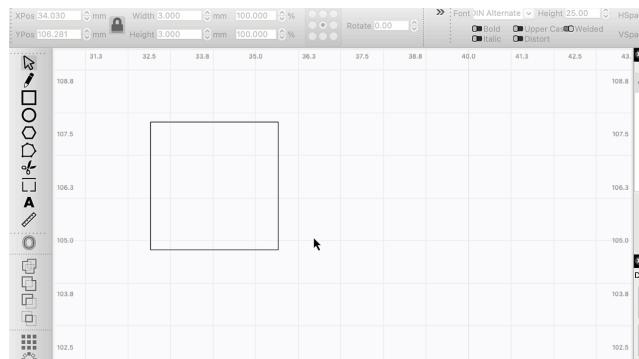
When creating new objects using the [Draw Lines](#) tool or any of the [Primary Shapes](#) tools, your cursor will change to indicate when it is over a **Snapping** point.

- Click and drag from any of those points to start a new line or shape at that point.
- When you drag near a Snapping point, the cursor will automatically align to the point, and change to indicate the type of point it is aligned over.
- If you're using the Draw Lines tool, click again to place a node at that point.
- If you're using a Primary Shape creation tool, release to finish creating the shape.



#### SNAP TO GRID

**Grid Snapping** automatically aligns your cursor to nearby grid corners when you're dragging objects or creating new ones.

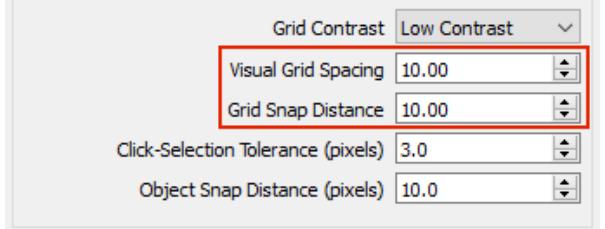


#### Note

Grid Snapping points are determined by the [Grid Snap Distance](#) setting in the [Settings](#) window, and *not* the [Visual Grid Spacing](#) distance.

- Grid Snap Distance determines the size of the grid squares whose corners your cursor will snap to — for example, if your [units](#) are set to millimeters, and your Grid Snap Distance is set to 1, your cursor will snap to the corners of a grid of 1 mm x 1 mm boxes.
- Visual Grid Spacing determines the visual size of grid squares at the standard zoom level. As you [Zoom In](#), you'll see a secondary 10 x 10 grid of squares within each larger square. Each smaller square is 1/10<sup>th</sup> the size of the Visual Grid Spacing value.

#### Grids



#### KEYBOARD MODIFIERS

- Hold [<sup>Alt</sup>](#) / [<sup>Option</sup>](#) while dragging to make **Object Snapping** "stickier", meaning objects will automatically align to Snapping points from further away.

#### Tip

If you're moving an object or creating a shape, this will also enable [Alignment Guides](#) — temporary visual indicators that show when an object's edge or center is aligned to an edge or center of another object in your [Workspace](#).

- Hold [<sup>Ctrl</sup>](#) / [<sup>Cmd</sup>](#) while dragging to toggle either type of Snapping on or off for as long as the key is held down.

#### Tip

By default, this *disables* both types of Snapping. However, if you've disabled [Snap to Objects](#) or [Snap to Grid](#) in the [Settings](#) window, it will instead *enable* that type of Snapping for as long as the key is held down.

#### Snapping

[Snap to Objects](#)    [Snap to Grid](#)

#### RELATED TOPICS

- [Automatic Guidelines](#)
- [Align Tools](#)
- [Docking](#)
- [Edit Nodes](#)

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[first-steps](#) [layout-and-design](#) [material-utilization](#)  
[nesting](#) [object-manipulation](#)

### Automatic Guidelines

LightBurn features two types of automatic guidelines to help you align objects relative to one another, or along vertical or horizontal planes.

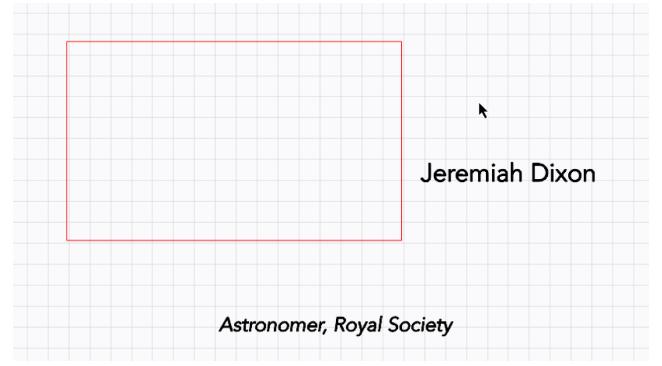
- **Alignment Guides** are temporary visual guides that indicate when an object's edge or center is aligned to an edge or center of another object in your [Workspace](#).
- **Draggable Guidelines** are persistent lines set to the [T1 Tool layer](#) — they are perfectly vertical or horizontal by default, and you can [snap](#) other objects to them.



#### ALIGNMENT GUIDES

To enable **Alignment Guides**, hold [`Alt`](#) / [`Option`](#) while dragging a [selected](#) object or objects in your [Workspace](#).

As you move the selection around, temporary visual guides will appear, indicating when an edge or midpoint of your selection has [Snapped](#) into alignment with an edge or midpoint of another object.

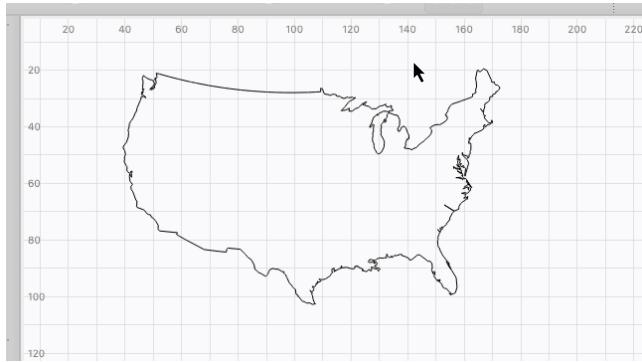


#### DRAGGABLE GUIDELINES

To create **Draggable Guidelines**, hover over the ruler to the top or left of the [Workspace](#) until the cursor changes to the line icon , then click and drag. Release when you've placed the Guideline where you want it — you'll also be able to adjust its position later.

Dragging from the top creates a perfectly horizontal guideline, and dragging from the left creates a perfectly vertical guideline.

These guidelines are set to the [T1 Tool layer](#), and are treated like any other object in LightBurn. You can move them around, [snap](#) other objects to them, or [Lock](#) them to prevent accidental movement.



### ⚠️ Warning

Since they're set to a Tool layer, Draggable Guidelines will never be output to your laser, but if you're using **Current Position** or **User Origin** as your **Start From** mode, you'll need delete them first, or toggle off the **Frame** option in the **Cuts / Layers Window** to exclude them when calculating **Origin**.

### RELATED TOPICS

- [Snapping](#)
- [Align Tools](#)
- [Docking](#)
- [Distribute and Move Together](#)

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[alignment](#) [arrangement](#) [editing](#) [layout-and-design](#)

## 5.4.5 Image Tools

### Adjust Image

**Quick Reference: Adjust Image****Location**

Tools → Adjust Image

**Adjust Image - LightBurn 1.7.00**

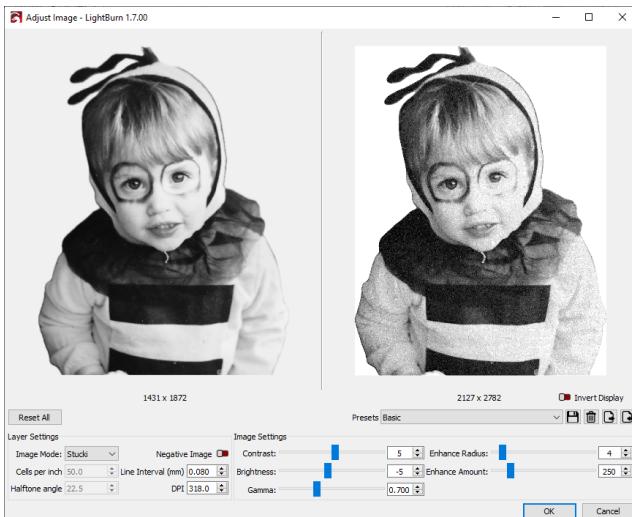
1431 x 1872

**Reset All****Layer Settings**

Image Mode:	Stucki	Negative Image	<input type="checkbox"/>
Cells per inch	50.0	Line Interval (mm)	0.080
Halftone angle	22.5	DPI	318.0

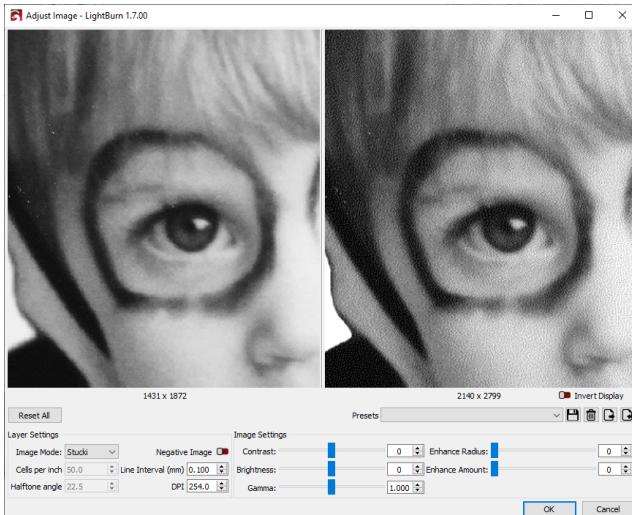
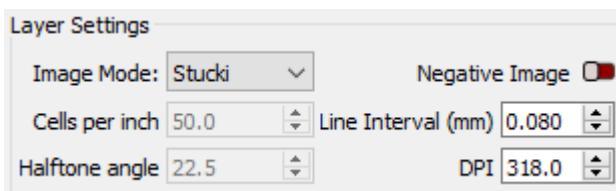


Tweak image settings like contrast, brightness, and gamma while also changing layer settings.

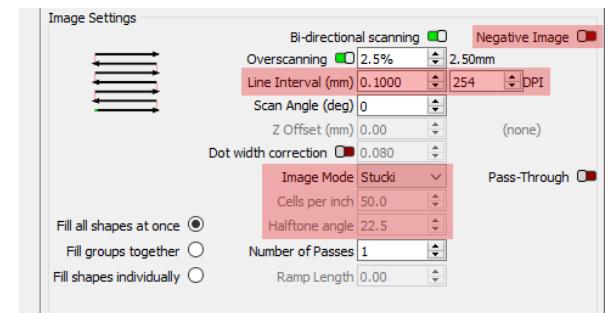
**ADJUST IMAGE WINDOW**

Making any adjustment allows you to see an immediate preview of the processed output, side-by-side against the source image.

Click and drag to pan around the image, and use the mouse scroll wheel (or two-finger dragging if you're using a trackpad) to [Zoom In and Out](#). The source image and processed image are kept in sync while zooming and moving around.

**LAYER SETTINGS**

The **Layer Settings** group on the left contains settings that correspond to those found in the [Cut Settings Editor](#), as highlighted below:

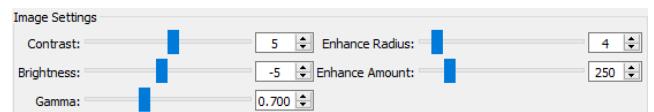


For more information on these settings, see [Cut Settings — Image Mode](#).

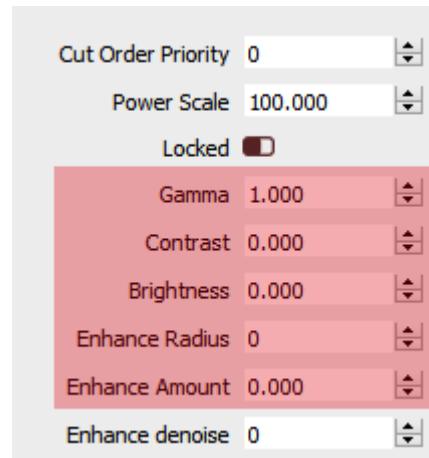
After adjusting settings, click **OK** to confirm and automatically apply changes to the Layer Settings for the image you are adjusting, or **Cancel** to discard the changes and leave the settings unchanged.

**Note**

These settings will affect *any* image on the same layer as the one you have selected.

**IMAGE SETTINGS**

The **Image Settings** group on the right contains settings that correspond to those found in the [Shape Properties Window](#). Adjust these settings by dragging the sliders or directly editing the numeric value of each property.



For more information on these settings, see [Shape Properties — Image](#).

As with **Layer Settings**, click **OK** to confirm changes, or **Cancel** to discard them.

**INVERT DISPLAY**

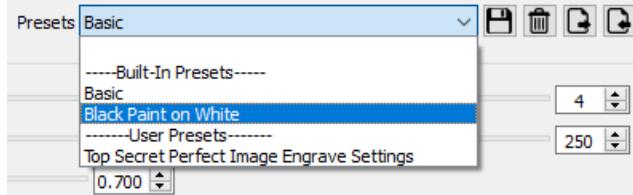
Turn on the **Invert Display** option to show the processed image with black for the background and white for laser lines.

Inverting provides a preview of what the resulting output will look like when engraved on slate, black painted tile, black anodized aluminum, or any other material where the marked area will be lighter than the surface of the unmarked material.

#### Note

This option affects the preview image only — it has no effect on actual output.

#### PRESETS



You can select **Presets** from the dropdown above **Image Settings** on the right side of the **Adjust Image** window.

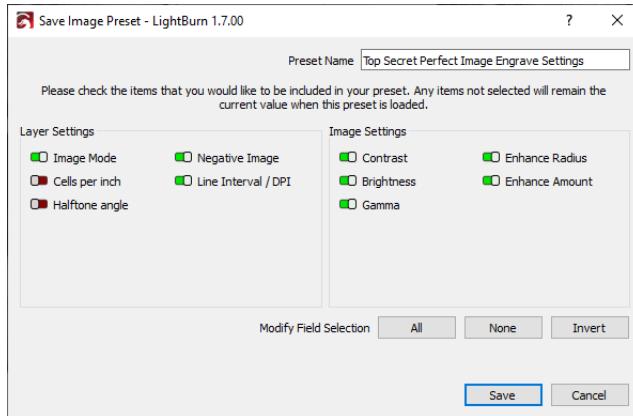
Selecting a Preset automatically applies all the settings saved to it, overwriting your existing settings.

LightBurn provides two **Built-In Presets**, as well as the option to save your own frequently used image settings as **User Presets**.

- **Basic** is a good starting point for your own engravings or for creating User Presets.
- **Black Paint on White** is similar, but inverted for engraving light marks onto dark surfaces.



Save Image Preset



The first button next to the **Presets**' dropdown allows you to save your current settings as an image Preset.

1. Enter a name for your Preset in the **Preset Name** field near the top right of the window.
2. You can choose which **Layer** and **Image Settings** are included in the Preset by toggling the switches next to each option.
3. Click **All** to include all settings, **None** to exclude all settings, or **Invert** to include settings that are currently excluded, and exclude settings that are currently included.

Excluded settings will be ignored when loading the Preset later.

4. Click **Save** to store the selected settings as a Preset, or **Cancel** to exit without saving.



Delete Image Preset

The second button allows you to **Delete** image **Presets**. Make sure the Preset you want to delete is selected in the dropdown first.



Import/Export Image Preset

The third and fourth buttons allow you to **Import** and **Export** image **Presets**, which is useful for backing up your Presets and for moving them between computers.



You can also include these Presets as part of a [User Bundle](#).

#### RELATED TOPICS

- [Cut Settings — Image Mode](#)
- [Shape Properties](#)
- [Apply Mask to Image](#)
- [Save Processed Bitmap](#)

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brightness bundles contrast delete-preset design  
export gamma image-tools import invert layout  
presets save-preset

**Apply Mask to Image**

|

**Quick Reference: Apply Mask to Image**

**Location**

[Tools](#) → Apply Mask to Image

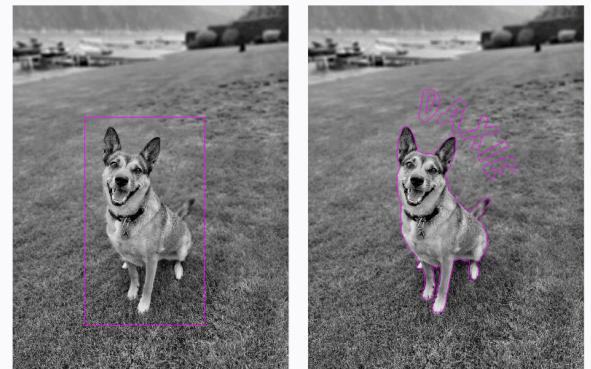
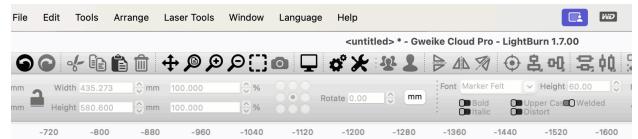
Right-click → Apply Mask to Image

Use **Apply Mask to Image** to hide portions of [images](#) that you do not want to engrave, or to divide them into more complex engraving patterns.

By default, image masking doesn't delete the data of the removed part of the image, it just hides it from view and doesn't output those parts to the machine.



You can use masking to remove the background of an image, for example to isolate a pet or person from a photograph — a great way to get more clarity in an image that doesn't have a well-contrasted background.

**MASKING AN IMAGE**

In addition to an [image](#), masking requires a vector object, in any desired shape. The vector object must be:

- Placed on either a [Tool](#) or [Line](#) layer
- A [closed](#) shape, with a single, shared start and end point

You can use use rectangles to perform standard crops, but the shape can be a more complex path as well, or even a [Group](#) of vectors (including [text](#)) provided that the Group is all on the same layer. When shapes are placed on a shared layer, Grouped, and used for masking, the area between the shapes that would normally be solidly engraved with [Fill Mode](#) will be "filled" with the image instead.

To Mask an Image, select the image and vector, then go to [Tools](#) → **Apply Mask to Image**, or right-click the selection and choose [Apply Mask to Image](#) from the context menu.

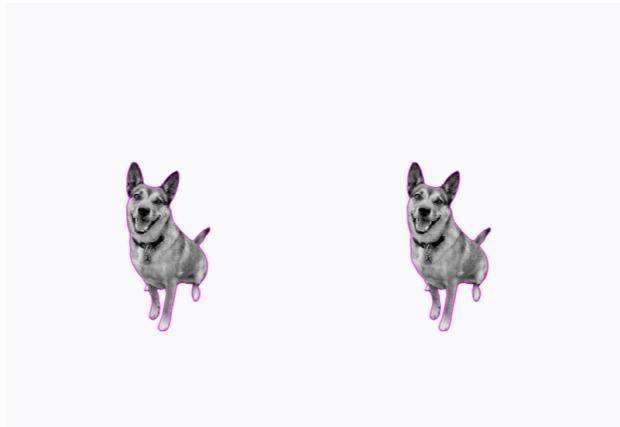
To immediately **Flatten** the mask in the process, you can select **Crop Image** from the same menus instead — if you choose to Crop an image, you will be unable to remove or edit the mask.

### Hidden Vector

If the vector is hidden by the image, use **Push to Front** to move it forward in the draw order if you're also using a **Wireframe View Style**.

If you're using a **Filled View Style**, adjust the order of the layers in the **Cuts / Layers Window**.

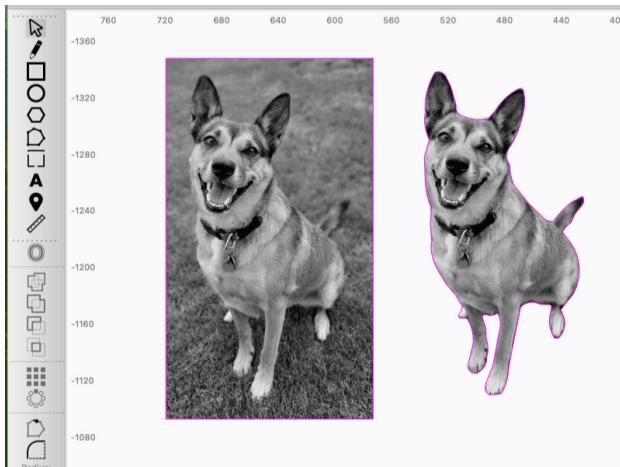
### REMOVING A MASK (RESTORING AN IMAGE)



You can fully restore the original image in two ways:

- Select the vector object you used for the mask and press **[Delete]** on your keyboard to delete it.
- Select the image, right-click it, and choose **Remove Mask from Image**.

### EDITING A MASK

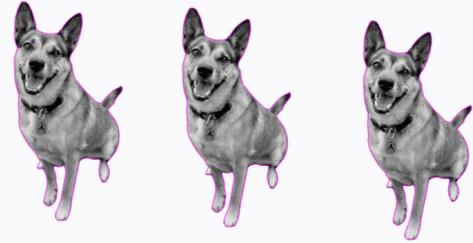


To change which parts of the image are revealed and hidden, you can edit the existing mask as you would any other vector object, for example with the **Select**, **Edit Nodes**, and **Boolean** tools.

### Grouping

Once you have the mask as you want it, it's a good idea to **Group** the vector and image to avoid accidentally moving one without the other.

### FLATTENING (BAKING-IN) A MASK



The downside of preserving the hidden parts of the image is that it can make masked images harder to align to other objects, but it is possible to permanently remove the hidden areas of a masked image (also called "baking in" the mask).

To do so, right-click the masked image and select **Flatten Image Mask**.

This also removes the masking shape, leaving you with only an image in the shape it had been masked.

### RELATED TOPICS

- [Cut Settings — Image Mode](#)
- [Adjust Image](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[customization](#) [editing](#) [image](#) [image-editing](#)  
[image-raster-bitmap](#) [image-tools](#) [layout-and-design](#)  
[object-manipulation](#)

**Convert to Bitmap****Quick Reference: Convert to Bitmap**

**Location**[Edit](#) → Convert to Bitmap

Right-click → Convert to Bitmap

**Keyboard Shortcuts**Windows:  [\$\text{^ Ctrl}\$](#)  +  [\$\text{^ Shift}\$](#)  +  [\$\text{B}\$](#) Mac:  [\$\text{⌘ Cmd}\$](#)  +  [\$\text{^ Shift}\$](#)  +  [\$\text{B}\$](#) 

**Convert to Bitmap** turns selected vector graphics into bitmap images.

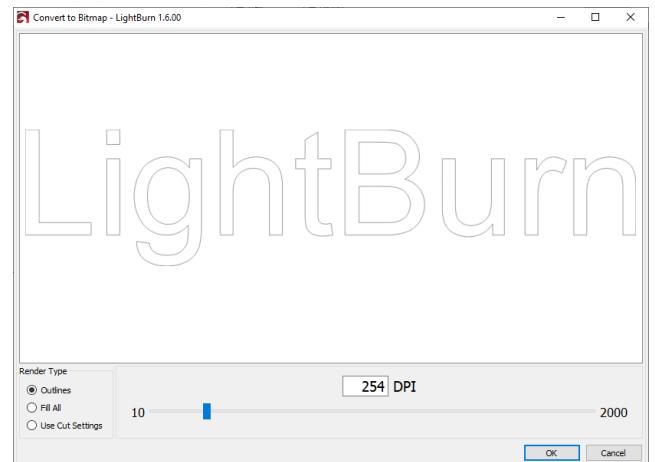
Vector graphics are made up of lines, curves, and nodes that define the contours of shapes, while bitmap images are made of a grid of shaded pixels.

See [Images vs. Vectors](#) for more information on the differences between images and vector graphics.

Once a vector graphic has been converted to a bitmap image, it is set to [Image Mode](#) and can be engraved using a dithered pattern.

**USING CONVERT TO BITMAP**

Select all vector graphics you wish to convert and go to [Edit](#) → **Convert to Bitmap** ( [\$\text{^ Ctrl}\$](#) / [\$\text{⌘ Cmd}\$](#)  +  [\$\text{^ Shift}\$](#)  +  [\$\text{B}\$](#) ), or right-click and select Convert to Bitmap.



- At the top of the Convert to Bitmap window you'll see a preview of the bitmap image that will be created. As you adjust the options the preview will live-update.
- The **Render Type** option determines whether the resulting bitmap will show just the **Outlines** of the vector graphics, will **Fill All** areas between the outlines, or **Use Cut Settings** to determine whether to render outlines or solid fills depending on whether the graphics are assigned to a layer set to [Line Mode](#).

**Note**

In order to Render a vector graphic as a solid, filled bitmap it must be a closed shape. See [Open vs. Closed Shapes](#) for more information.

**Save Processed Bitmap**

- Set the **DPI** for the resulting bitmap by manually entering a value into the DPI field, or by adjusting the slider below it. DPI controls the density of the pixels in the bitmap — higher pixel densities lead to sharper images.
- The brightness value of each pixel is automatically set to 50% gray. After converting vector graphics to bitmap images, you can adjust their brightness using the [Adjust Image](#) tool.
- Press **OK** to create the bitmap image, or **Cancel** to discard the changes and leave the vector graphics as they are.

**Warning**

Converting a vector graphic into a bitmap image deletes the vector graphic. To preserve the original graphic while creating a bitmap from it, [Copy](#) or [Duplicate](#) it, then convert the second copy.

## RELATED TOPICS

- [Image Mode](#)
- [Adjust Image](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

arrangement customization editing fixing-designs  
 image image-editing image-raster-bitmap image-tools  
 layout-and-design node-editing object-manipulation  
 object-repair path path-editing path-tools  
 troubleshooting vector vector-editing  
 vector-path-curve-lines vector-tools

**Quick Reference: Save Processed Bitmap**

**Location**

[File](#) → Save Processed Bitmap

Right-click → Save Processed Bitmap

Use **Save Processed Bitmap** to save an image you have edited in LightBurn, including any changes made using [Adjust Image](#), or any [dithering mode](#) applied to the image.

**SAVING PROCESSED BITMAPS**

To save a processed image, first select an image, then go to [File](#) → **Save Processed Bitmap** or right-click in your [Workspace](#) and select Save Processed Bitmap.

Your system's file management window will open, where you can name and select a location to save the processed image. After, you'll be able to open the processed image using any software that can open images.

## RELATED TOPICS

- [Adjust Image](#)
  - [Image Mode](#)
- 

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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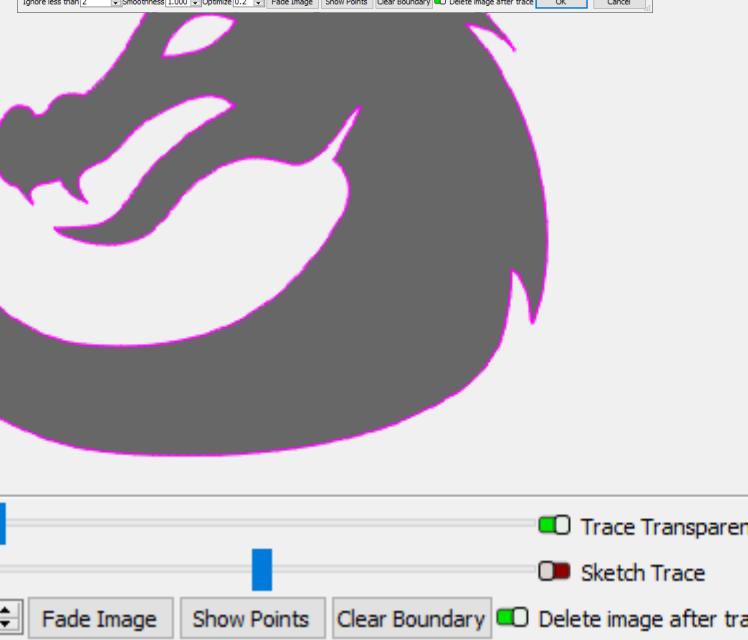
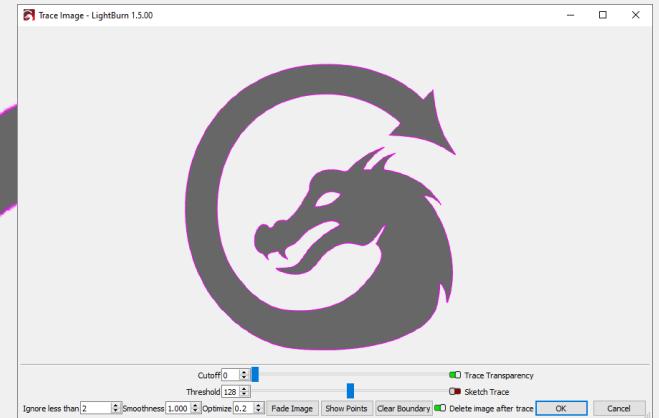
[customization](#) [editing](#) [export](#) [image](#) [image-editing](#)  
[image-raster-bitmap](#) [image-tools](#) [import-export](#)  
[layout-and-design](#) [reference](#) [troubleshooting](#)

## Trace Image

This is useful if you want to edit an image that has high contrast or well-defined edges, including logos, silhouettes, cartoons, sketches, and handwriting. You can trace photographs as well, but results will vary based on the composition of the photograph.

### Quick Reference: Trace Image

#### Trace Image - LightBurn 1.5.00



Converts images into vector graphics.

#### Location

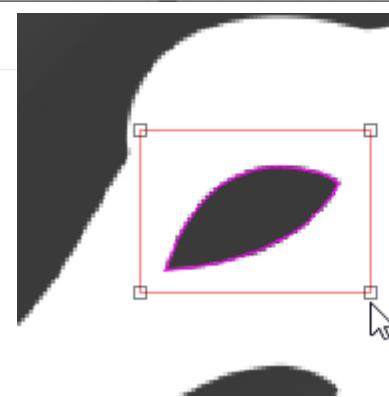
Tools → Trace Image

Right-click → Trace Image

#### Keyboard Shortcuts

$\text{Alt} \vee \text{Option} + \text{T}$

Use the Trace Image tool to convert imported [images](#) into [vector graphics](#).



Show Points

Click **Show Points** to toggle visibility of the [nodes](#) in the preview of the resulting vectors.

#### Trace Options

##### Cutoff and Threshold

The **Cutoff** slider controls the lower end of the range of brightness values that LightBurn will outline with vectors, and the **Threshold** slider sets the upper end. The default is **0** to **128**, which traces around all values in the range of **0** to **128** brightness, excluding lighter values in the range of **129** to **255** brightness.

Increase **Threshold** to include lighter values.

Increase **Cutoff** to remove darker values.

##### Ignore less than

Instructs LightBurn not to trace areas where the amount of pixels in the valid brightness range is lower than this number. Increase the number of pixels in the **Ignore less than** field to clean up noisy images by removing small areas from the result.

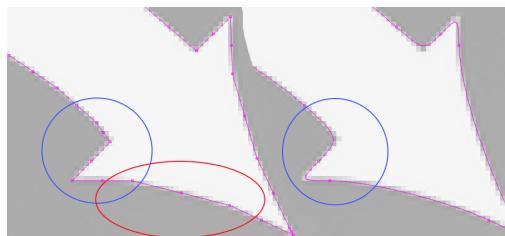
##### Optimize

Increase the value in the **Optimize** field to reduce the number of nodes in the resulting vectors, similar to [Optimize Selected Shapes](#).

A value of **0** leads to no optimization, while excessively high values can reduce accuracy. The default of **0.2** usually provides a good balance between accuracy of the result and node count.

##### Smoothness

Increase **Smoothness** to turn more line segments of the resulting vector into curves. Set it to **0.0** to create only lines (left), and **1.33** to create only curves (right).



##### Trace Transparency

Turn on **Trace Transparency** if you wish to trace an image based on its alpha layer.

##### Sketch Trace

Turn on **Sketch Trace** for photographs of pages with uneven lighting — for example handwriting, sketches, and documents. LightBurn will look for edges in the image with this setting enabled, based on local differences in contrast, rather than relying on the brightness or darkness of the whole image.

##### Delete image after trace

Turn on **Delete image after trace** to automatically remove the image from your project upon hitting **OK**.

#### EDITING THE TRACE

After hitting **OK**, you will be presented with a [Group](#) containing the resulting vectors. To edit the shapes individually, you must first [Ungroup](#) them.

After they are Ungrouped, you can [edit](#) them as you would any other shape.

##### Hidden Vector

If you can't see the vector, it may be hidden by the original image, click and drag the image out of the way to reveal it, or [Push](#) the image to the back of the draw order.

#### TROUBLESHOOTING

Tracing works by automatically creating an approximation of the pixel-based image in vector format, and while LightBurn's trace function is extremely robust, it remains limited by both the computationally-difficult nature of this task, and the quality of the image it is presented with. In some instances fine details — for example sharp corners and small text — may not be converted well during this process. If changing the Trace options doesn't overcome this issue, exit the [Trace Image](#) window and try using [Threshold Image Mode](#) to engrave the original image instead of tracing it.

#### RELATED TOPICS

- [Adjust Image](#)
- [Apply Mask to Image](#)
- [Convert to Bitmap](#)
- [Edit Nodes](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[boundary](#) [cutoff](#) [fade-image](#) [ignore](#) [image](#)  
[image-tools](#) [optimize](#) [sketch](#) [smoothness](#) [threshold](#)  
[trace-image](#) [trace-options](#) [transparency](#) [vector](#)

## Image Options

**Quick Reference: Image Options**

Refresh or replace images in your project.

**Location**  
[Edit → Image Options](#)

The three commands under [Edit → Image Options — Refresh Image, Replace Image, and Replace Image to Fit](#) — provide ways to refresh or replace images in your project. This is most often useful if you've edited the image in a different editing software and want to reload or replace the image currently open in LightBurn.

## 5.5 Laser Control

### 5.5.1 Cut Settings

#### Cuts / Layers Window

The **Cuts / Layers Window** shows the list of layers in your project. From the Cuts / Layers Window, you can [assign different operations](#) to specific layers, [control the order](#) the laser processes the layers, [adjust an abbreviated set of settings](#) for each layer, and more.

To adjust all layer settings, double-click any layer in the Cuts / Layers Window to open the [Cuts Settings Editor](#), which contains all available settings.

Use the [Color Palette](#) to change which layer the selected objects are assigned to.

#### About Layers in LightBurn

In LightBurn, different colors indicate each layer. These colors don't represent the final product's colors but instead differentiate each operation needed to complete the job. Each layer defines a process and a collection of settings that is assigned to objects within the project.

In other words, layers let you tell the machine what it needs to do to produce the final work.

Generally each [color](#) refers to a different layer, with one exception — if you add an image to a [vector](#) layer (or vice versa), then the layers will split to show two entries in the Cuts / Layers Window.

#### ACCESSING THE CUTS / LAYERS WINDOW

The **Cuts / Layers Window** is located in the upper right of LightBurn by default. If you have closed the Cuts / Layers Window, go to [Window](#) → [Cuts / Layers](#) to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).

#### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

CUTS / LAYERS WINDOW OPTIONS AND SETTINGS



#### Columns

##### # (Layer Name)

Shows the layer name. You can adjust a layer's name in the [Cuts Settings Editor](#).

##### Layer

Shows the color and title of the layer. Colors and titles have matching entries in the [Color Palette](#).

##### Mode

View and change the [Layer Mode](#) of layers in your project.

- You can adjust the mode of vector graphics between [Line](#), [Fill](#), and [Offset Fill](#).
- Layers containing images are automatically set to [Image](#) and cannot be adjusted.
- Layers with multiple [Sub-Layers](#) are set to [Multi](#). Open the [Cut Settings Editor](#) to adjust Sub-Layer modes and other settings.

#### Cuts / Layers

#	Layer	Mode	Spd/Pwr	Output
C00	00	Line	100.0 / 20.0	<input checked="" type="checkbox"/>
C01	01	Fill	100.0 / 20.0	<input checked="" type="checkbox"/>
C02	02	Line	100.0 / 20.0	<input checked="" type="checkbox"/>
C03	03	Offset Fill	100.0 / 20.0	<input checked="" type="checkbox"/>

#### Spd/Pwr

Shows [Speed](#) and [Power](#) settings.

You can adjust these settings in [Speed](#) and [Power Max](#) fields beneath the list of layers, or by opening the [Cut Settings Editor](#).

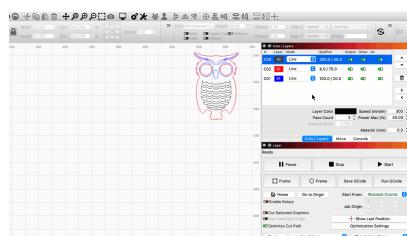
## Output

Toggle to enable or disable which layers are [output](#) when you [Preview](#), [Start](#), [Send](#), or [save a project](#) in machine-specific format.

The color of layers not set to output will be faded in your [Workspace](#).



Use [Preview](#) to verify that only intended layers are set to output.



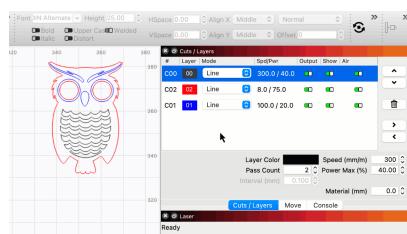
Right-click **Output** in the top bar to open a context menu where you can select to:

- [Enable all cut layers](#)
- [Disable all cut layers](#)
- [Invert enabled cut layers](#), turning currently enabled layers *off* and currently disabled layers *on*
- [Sort Cuts Last](#), moving cut layers to the bottom of the list. See [below](#) for more information.

[Enable all cut layers](#)  
[Disable all cut layers](#)  
[Invert enabled cut layers](#)  
[Sort Cuts Last](#)

## Show

Toggle which layers are visible in your [Workspace](#).



Right-click **Show** in the top bar to open a context menu where you can select to:

- [Show all cut layers](#)
- [Hide all cut layers](#)
- [Invert visible cut layers](#), *showing* currently hidden layers and *hiding* shown layers

- [Sort Cuts Last](#), moving cut layers to the bottom of the list. See [below](#) for more information.

[Show all cut layers](#)

[Hide all cut layers](#)

[Invert visible cut layers](#)

[Sort Cuts Last](#)

## Air

Toggle to enable or disable [Air Assist](#) for individual layers in your project.

Right-click **Air** in the top bar to open a context menu where you can select to:

- [Enable all air assist](#), turning on Air Assist for all layers.
- [Disable all air assist](#), turning off Air Assist for all layers
- [Invert all air assist](#), turning Air Assist *off* for layers it is currently enabled for, and *on* for layers it is disabled for
- [Sort Cuts Last](#), moving cut layers to the bottom of the list. See [below](#) for more information.

[Enable all air assist](#)  
[Disable all air assist](#)  
[Invert all air assist](#)  
[Sort Cuts Last](#)

## Settings

### Pass Count

Sets how many times the laser will repeat the shapes on this layer.

### Speed

Adjust the [Speed](#) to run the laser at for this layer.

### Power Max

Adjust the [maximum power output](#) level of the laser for this layer.

### Power Min

Adjust the [minimum power output](#) level of the laser for this layer.



This setting is only shown when you're using a [DSP laser](#) or are engraving an image using [Grayscale Mode](#), with any type of laser.

### Interval

Adjust the space between each scan line in a [Fill](#) or [Offset Fill](#) operation.

### Frequency

**Note**

Available Galvo lasers only.

Adjust the [Frequency](#) setting for this layer.

Q-Pulse

**Note**

Available MOPA and UV [Galvo lasers](#) only.

Adjust the [Q-Pulse Width](#) setting for this layer.

**REARRANGE LAYERS**

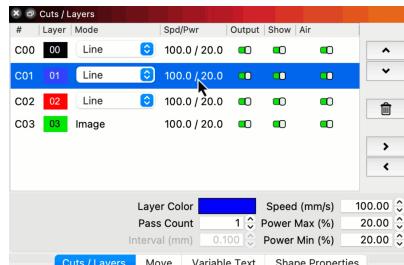
By default, layer operations are performed by your laser in the order from top to bottom in which they are listed in the [Cuts / Layers](#) window.

**Note**

See [Optimization Settings](#) for information on alternate options for ordering operations.

The order that layers are completed is often important, as pieces shift after being cut out. It's therefore best to engrave images and marking/scoring lines before any cuts through the material.

To change the order of the selected layer in the list you can click and drag to change its position or select a layer and click the up and down buttons in the window.

**Sort Cuts Last**

You can also automatically sort all layers, based on how likely they are to cut through the material — with the least likely being performed first.

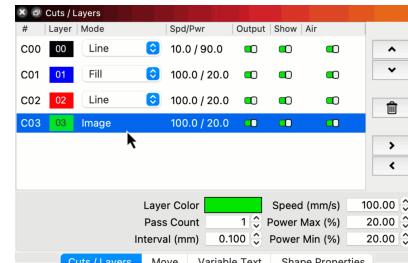
To do so, right click any heading on the table (e.g. **Mode**) and choose **Sort Cuts Last**.

Cuts / Layers					
#	Layer	Mode	Spd/Pwr	Output	Show
C00	00	Sort Cuts Last	0 / 20.0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
C01	01	Fill	100.0 / 20.0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
C02	02	Offset Fill	100.0 / 20.0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
C03	03	Image	100.0 / 20.0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

This process orders layers first by their **strength** — stronger layers have higher **Power**, lower **Speed**, and more **Passes**. It then pushes all [Line Mode](#) layers to the end, so all engraving operations are performed before cutting operations.

**COPY LAYER SETTINGS**

To copy settings between layers, first select a layer in the list and click the right-arrow **Copy** button to copy its settings. Next, select the layer you want to copy to, and click the left-arrow **Paste** button.

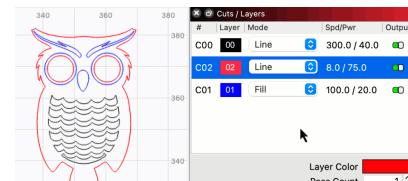
**DELETE LAYERS**

Click the **Delete** button to delete a layer and *all objects* assigned to it in your [Workspace](#).

**IDENTIFY AND SELECT ALL OBJECTS ON A LAYER**

Right-click any layer in the list to flash the objects assigned to that layer in your [Workspace](#).

Hold [\*\*Shift\*\*](#) and click any layer in the list to [select all objects on that layer](#).

**RELATED TOPICS**

- [Cut Settings Editor](#)
- [Color Palette](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[cut-settings](#) [laser-control](#)

## Cut Settings Editor

### CUT SETTINGS EDITOR

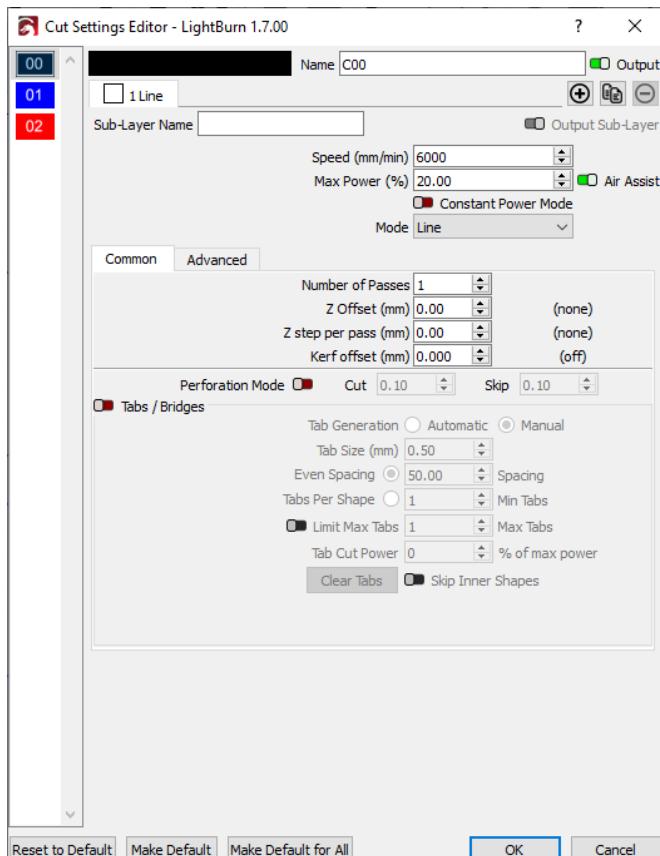
The **Cut Settings Editor** is where you adjust all settings for the layers in your project.

The settings presented in the Cut Settings Editor vary depending on the [type of laser](#) you're working with, and the [Layer Mode](#) the selected layer is set to.

In [all variations](#) of the Cut Settings Editor, the most essential settings — including **Speed**, **Power**, and **Mode** — are displayed at the top of the window. More specialized options follow below, split into two tabs — **Common** and **Advanced**.

Access the Cut Settings Editor by double-clicking any entry in the [Cuts / Layers Window](#) or [Material Library](#).

The window will open to settings for the entry you double-clicked — click any other layer in the column along the left side to access the settings for that layer.



The Cut Settings Editor for a layer set to Line Mode, using a GCode-based laser.

#### Note

You can adjust a narrower set of critical settings directly in the [Cuts / Layers Window](#), instead of opening the Cut Settings Editor.

Select an option below to learn more about different groups of settings.

#### Main / Share Settings

Settings shared by almost all types of lasers and Layer Modes, including critical settings like **Speed** and **Offset**.

#### Image Fill Mode

Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.

#### Line Mode

Tells your laser to trace a path along the outlines of geometry in your project.

#### Fill Mode

Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.

#### Galvo-Specific Settings

Special settings that are available for users with Galvo style lasers only.

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with.

Sub-Layers	Default Layer Settings
A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to



at any time.

Some options in the Cut Settings Editor are hidden if you have [Beginner Mode](#) enabled.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

#### **laser-control**

#### ESSENTIAL / SHARED SETTINGS

Several settings in the [Cut Settings Editor](#) are shared among nearly all [laser types](#) and [Layer Modes](#).



See [Additional Options](#) for information on specialized settings not covered on this page.

#### Essential Settings

The settings near the top of [Cut Settings Editor](#) are fundamental to all laser operations. You can edit many of these settings directly in the [Cuts / Layers Window](#) as well.

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



Left: Essential settings for a GCode-based laser  
Right: Essential settings for a DSP laser

#### Name

You can rename layers to help keep track of their settings and purpose in your project.

#### Output Switch

Toggle the **Output** switch on or off to determine whether a given layer is included in the output when you [Preview](#), [Start](#), [Send](#), or [save a project in machine-specific format](#).

The color of layers not set to output will be faded in your [Workspaces](#).

#### Speed

The maximum speed the laser will reach when cutting or engraving your design.

Higher speed values can decrease the amount of time your laser spends completing a job, but also tend to produce lighter marks or shallower engravings than slower speed values. Cutting through many materials requires relatively slow speeds, though the exact values vary significantly depending on your laser and material.



Depending on your laser, its firmware settings, and the design you tell it to cut or engrave, the laser may not actually reach the speed you set. Consult your laser's manufacturer for guidance on the maximum speed your laser is capable of.

### Always pay attention to units of distance and time when entering Speed settings

When entering **Speed** values recommended by your laser's manufacturer or other LightBurn users, make sure to use the *same units of distance and time as those from the recommendation*, or to convert the values to your preferred units.

A given number of **millimeters per second** is *much* faster than that same number in **millimeters per minute**. Mixing up units can lead to [reduction in power output](#) due to unexpectedly high speeds, or excessive power output — and even fire — due to unexpectedly slow speeds.

Change your [displayed units](#) in the **Units and Grids** tab of the **Settings** window. LightBurn automatically converts any existing values when you switch between units.

#### Default Speed Switch (Ruida Only)

Enable this switch to use the default **Speed** setting from the laser's controller. You can adjust this default through the controller's display.

#### Max Power



Use the [Material Test](#) to find optimal settings for your laser, material, and desired outcome.

The maximum power level the laser will reach when cutting or engraving your design.

High power levels produce darker marks and deeper engravings, and relatively high powers are required to completely cut through many materials.

### GRBL Power Ramping

**GRBL-based lasers** ramp up to the maximum power level as they increase in speed, only reaching Max Power when they also reach the Speed you've set. If you set a **Speed** higher than your laser can actually reach, it will never reach Max Power either.

See [Troubleshooting: Low or No Power Output](#) for more information.

#### Min Power



This setting is only shown when you're using a **DSP laser** or are engraving an image using **Grayscale Mode**, with any type of laser.

**Min Power** determines the power level the laser will use when it travels at slow speeds, such as when it slows down to reach the ends of lines, changes directions, or turns corners.

Some DSP controllers refer to this as the **Corner Power** for this reason.

The laser's controller will automatically ramp power between Min and **Max Power** as it accelerates to the maximum **Speed** you've set.

### Min Power Troubleshooting

Reduce Min Power if your laser is scorching or charring your material when it turns corners, or increase it if it's having trouble cutting through material on corners.

See [Troubleshooting: Corners Are Too Dark, Too Light, or Missing](#) for more information.

#### Default Power Switch (Ruida Only)

Enable this switch to use the default **Max** and **Min Power** settings from the laser's controller. You can adjust these defaults through the controller's display.

#### Constant Power Mode (GRBL Only)

By default, LightBurn uses **Variable Power** mode (M4), which ramps the power level of the laser up and down with the speed, producing a more consistent burn.

However, if you ask the laser to move faster than it's able, it will never reach the requested speed *or* the requested power level. It's generally best to stick with the default of Variable Power mode and adjust the speed to be within the range your machine can achieve, but if you want the same behavior as LaserGRBL, which defaults to **Constant Power** (M3), you can enable this option.

See [Troubleshooting: Low or No Power Output](#) for more information.

#### Air Assist

Enable this switch to turn on **Air Assist**, if your laser supports it. Air assist can help in cutting through material.

Users with GCode-based lasers can select whether their air assist is activated by an M7 or M8 command in [Device Settings](#).



This setting is available for **DSP** and **GCode-based lasers** only.

If your laser has no air assist, or it must be activated manually, enabling and disabling this switch will have no effect.

#### Mode Dropdown Menu

Select **Line**, **Fill**, or **Offset Fill** from the dropdown menu to change how the laser will cut or engrave graphics assigned to a given layer.

**Images** are automatically set to **Image Mode** and this dropdown menu is not available for layers they are assigned to.

## Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode
Settings shared by almost all types of lasers and Layer Modes, including critical settings like Speed and Offset Fill Mode	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to engrave parallel lines inside the bounds of closed shapes in your project.
Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.	Image Mode	Galvo-Specific Settings

## Sub-Layers

A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.



Built-in or custom-created settings stored on a per-layer basis, that you can reset to at any time.

Some options in the Cut Settings Editor are hidden if you have Beginner Mode enabled.

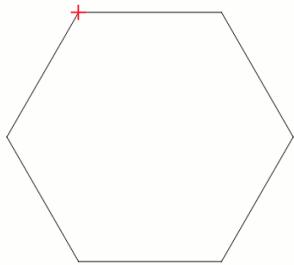
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#)

**LINE MODE**

**Line Mode** tells your laser to trace a path around the contours of vector graphics.

If you command the laser to move quickly, or with low [Power](#), it will likely just etch the surface (sometimes called scoring). If you move slowly and with high power, especially with a [CO<sub>2</sub> laser](#), the laser will cut deeper, or even completely through the material. The only difference between surface marking and cutting with Line Mode is the Power and [Speed](#) you set.

**Line Mode Settings**

There are several specialized options available in the [Cut Settings Editor](#) for layers set to **Line Mode**, split into two tabs, **Common** and **Advanced**.

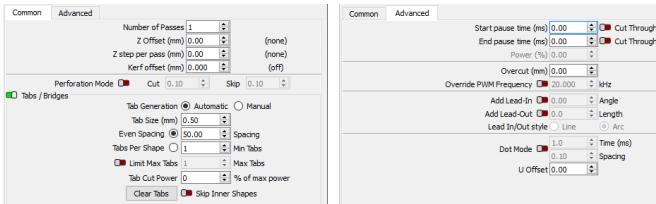
**Note**

See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

Many of the settings presented in the images below are available for users with [DSP lasers](#) only, but most are shared between all types of lasers.



Left: Common Line Mode settings tab

Right: Advanced Line Mode settings tab

**Common Settings****Number of Passes**

How many times the laser will repeat the shapes on this layer. Sometimes, when cutting thick material, trying to engrave very

deep, or using a lower power laser, more than one pass may be necessary.

**Z Offset**

If you have [Z movement](#) enabled, and your controller supports it, you can use the **Z offset** setting to move the laser head closer to the material (inward) or farther away from it (outward). Positive values move the Z Axis inward, and negative values move it outward.

Focusing deeper into the material can sometimes help to cut thicker material, and lifting the laser away from the material can produce a thicker line.

**Warning for Z Moves**

Z moves have the potential to physically damage your laser by crashing the head into the material.

If your system uses auto-focus, you may not be able to push the focus point lower, because most systems treat the auto-focus height as the lowest possible height (Z limit) to avoid crashing the laser head.

**Z Step per Pass**

When doing more than a single [pass](#) over a shape, the Z step per pass setting allows you to tell LightBurn to raise or lower the laser with each pass by the same amount.

By allowing you to shift the focus point deeper with each pass, this is often useful for cutting thick materials or achieving deep engravings,

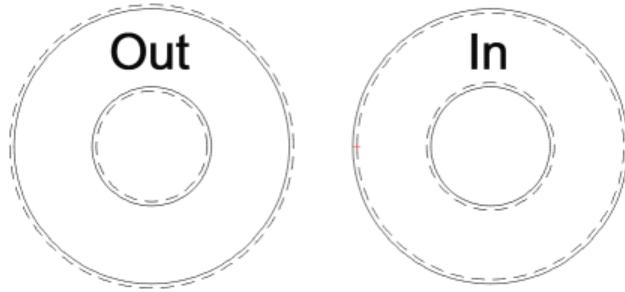
**Kerf Offset****Closed Shapes Only**

Because LightBurn must determine the inside and outside of a shape in order to apply a Kerf Offset, this setting will only work with [closed shapes](#).

Kerf refers to the thickness or width of a cut made by a cutting tool. The kerf of a laser is much narrower than that of a saw blade, but the extra material removed can interfere with close-fitting parts such as tabbed boxes or inlays.

**Kerf Offset** compensates for the extra material removed by offsetting the path of the laser to the outside of closed shapes (for positive values) or the inside (for negative values). This doesn't modify the underlying shape, so you can use your design on lasers with different kerfs by adjusting the Kerf Offset value.

The image below shows how Kerf Offset (dashed lines) relates to the original shape (solid lines).



#### Perforation Mode

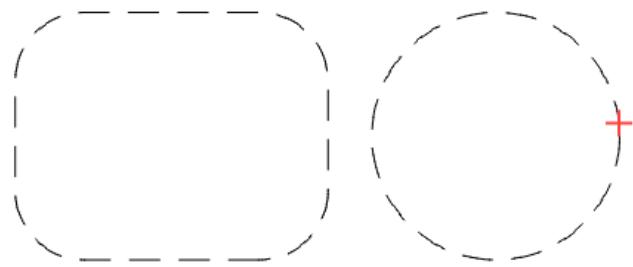
Enable **Perforation Mode** to specify a distance to **Cut**, followed by a distance to **Skip**.

As the laser traces the contours of shapes assigned to this layer, it will turn on over the specified Cut distance, and off over the specified Skip distance.

Perforation mode is useful if you're trying to cut fold lines in card stock, stitch holes in leather, or make dashed lines.

#### Use Perforation Mode to reduce effective power output ▾

This can also help when using delicate materials with a powerful laser. With very low cut and skip values, the beam is rapidly switched on and off, reducing the effective power output. Try starting with cut and skip values of 0.1 mm each, and adjust the ratio between cut and skip to tune it further.



#### Tabs / Bridges

Tabs are small sections of cuts that the laser is commanded to skip, used to prevent objects that you are cutting from immediately falling out of the base material. When sized appropriately, the tabs can be broken with minimal force and the objects removed from the material after the job is finished cutting.

See [Add Tabs](#) for information on creating and adjusting **Tabs / Bridges** settings.

#### Advanced Settings

Under the **Advanced** tab you'll find several less frequently-used options. Many of the options presented here are available only for particular types of lasers.

#### Note

The Advanced tab is not available if you're using a [Galvo](#) laser. See [Galvo-Specific Cut Settings](#) for information on advanced settings for Galvo lasers.

#### Start / End Pause Time

Use these options to add a delay, in milliseconds, at the beginning of a cut, the end, or both.

If you also enable the **Cut Through** option, the beam will be turned on during this pause, which can be used to *prime* the cut and help pierce through thick material. The **Power %** value sets the power of the laser during this pause.

Without the **Cut Through** toggle enabled, it can add a delay to let the gantry settle down after a rapid move, or allow time for an air assist solenoid to engage.

#### Note

This setting is not available for lasers with TopWisdom controllers. Dwelling without Cut Through enabled is not available for lasers with Trocen controllers.

#### Overcut

Enable **Overcut** to tell your laser to extend a cut by a specified amount past the end of [closed shapes](#), on the final **Pass**.

#### Override PWM Frequency

If you have an RF Excited tube, this setting allows you to control the PWM frequency of the pulses sent to the laser, and can change the edge finish on certain materials.

#### Note

This setting is only available for lasers with Ruida controllers.

#### Enable PPI

The **PPI** setting (Pulses Per Inch) lets you tell the laser to send an exact number of pulses per inch of travel, instead of varying the beam power directly. This is useful for delicate materials like paper, and is similar to using [Perforation Mode](#), but is handled by the hardware itself.

#### Note

This setting is only available for lasers with Trocen controllers.

#### Lead In / Lead Out

**Lead-In** and **Lead-Out** are optional lines or curves added to the start or end of a cut. You can toggle each on or off individually, and specify their **Length**, **Angle** and **Style**.

When cutting thick material, particularly if using Cut Through delays, or cutting metal, there is often a mark left at the start of

the cut that is slightly thicker than the rest, and can leave an indent on an otherwise smooth edge. With this setting, you can add a small line to the start or end of a cut, so that mark happens off the cut line itself.

The **Angle** value controls the placement of the lead line — a positive number tells LightBurn to put the lead line outside the shape, and a negative number means to put it inside. You can choose to make the lead a straight **Line**, or a short **Arc**.



The shape above on the left is using an Arc set to +45 degrees, so it starts outside the shape. The one on the right is a Line set to -20 degrees, so it appears inside the shape.

#### Dot Mode

When enabled, the laser will pause and pulse at regular intervals along the path, instead of cutting continuously. The **Time** value specifies the pause delay in milliseconds, and the spacing parameter sets how far apart the pulses are.

This can be an effective way to do stitching holes, or cut very thin or delicate materials, but the constant pausing can shake the machine - using [Perforation Mode](#) is often preferable for this reason.

#### Note

This setting is only available for lasers with Ruida controllers.

#### U Offset

Enter a distance here to set a per-layer U Axis offset. To use this setting, your laser must support U Axis control, and you must enable the U Axis in [Device Settings](#).

#### Note

This setting is only available for lasers with Ruida controllers.

#### Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode
Settings shared by almost all types of lasers and Layer Modes, including critical settings like <b>Speed</b> and <b>Offset</b>	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.
Fill Mode	Image Mode	Galvo-Specific Settings
Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.	Works similarly to <b>Fill Mode</b> , but applies additional special settings to adjust output based on the pixels in your image.	Special settings that are available for users with Galvo style lasers only.

Sub-Layers	Default Layer Settings
A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to



at any time.

Some options in the Cut Settings Editor are hidden if you have [Beginner Mode](#) enabled.

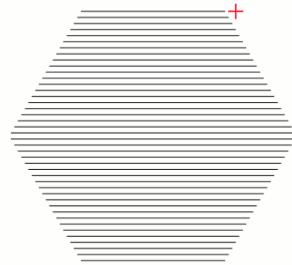
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**laser-control**

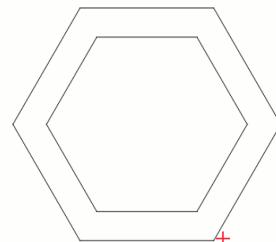
#### FILL MODE

**Fill Mode** tells your laser to etch parallel lines within the boundaries of [vector graphics](#).

The distance between each line is determined by the [Line Interval](#) setting, and the [Speed](#) and [Power](#) settings control the darkness or depth of the etch. Use low Intervals, low Speeds, and high Powers for deep engravings or dark marks, or tell your laser to move quickly at low Power to lightly etch or mark the surface.



If you have two shapes set to the same layer, and one is inside of the other, the area between the two outlines will be filled.



#### Fill Mode Settings

There are several specialized options available in the [Cut Settings Editor](#) for layers set to **Fill Mode**, split into two tabs, **Common** and **Advanced**.

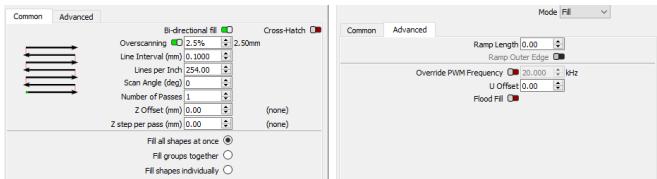


See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

Many of the settings presented in the images below are available for users with [specific kinds of lasers](#), but most are shared between all types of lasers.



Left: Common Fill Mode settings tab

Right: Advanced Fill Mode settings tab

#### Common Settings

##### Bi-directional Fill

When enabled, the laser will engrave in a side-to-side sweeping motion with the laser on and engraving in both directions.

When disabled, the laser will engrave while traveling in one direction, then return to the start of the next line without engraving the return pass. Depending on the type of laser, enabling this can save significant time on long engraving jobs.

##### Bi-directional vs. Uni-directional Fill Comparison

+

Bi-directional fill

+

Uni-directional fill

#### Cross-Hatch Demonstration

+

#### Overscanning

##### Note

This switch is not available for [DSP controllers or Galvo lasers](#). DSP controllers handle Overscanning automatically, while Galvo lasers compensate for extra burning at edges with [Delay](#) settings.

When enabled, adds extra moves to the beginning and end of each line to give the laser time to speed up before firing, and slow down afterward. Overscanning distance is calculated as a percentage of [Speed](#).

When **Overscanning** is not used or not set correctly, engraved jobs appear more burned at the edges and lighter in the middle, due to the laser slowing down to change scanning direction, while firing.

LightBurn can compensate for this by running the laser head outside the boundaries of the engraving, but with the laser off. This maintains an even speed on the engraving itself to provide a consistent engrave. You need a little more space on either side of the engraving to accommodate this Overscanning.

#### Excessive Overscanning: GCode

If Overscanning is enabled on a GCode laser and there isn't enough room at the edge of the job to accommodate the extra travel distance, you may see LightBurn's **Cut May Be Out Of Bounds** error, or your laser's controller may return an [ALARM:2](#) error.

To correct the error, reduce [Speed](#) or Overscanning distance, or move your graphics in toward the center of your [Workspace](#), if you are using [Absolute Coordinates](#) positioning. If you are using [Current Position](#) or [User Origin](#) to set a custom Origin, set it closer to the center of your laser's work area.

#### Cross-Hatch

When enabled, the laser will run a second engraving pass 90 degrees rotated from the first, to ensure a consistent and thorough fill.

### Excessive Overscanning: DSP

DSP controllers handle Overscanning in hardware, but the [Speed](#) value you enter affects the amount of distance required. If a job on a DSP laser requires Overscanning and there isn't enough room at the edge of the job to accommodate it, your DSP controller may return the **Not Enough Extend Space** error.

To correct the error, reduce [Speed](#) or move your graphics in toward the center of your [Workspace](#), if you are using [Absolute Coordinates](#) positioning. If you are using [Current Position](#) or [User Origin](#) to set a custom Origin, set it closer to the center of your laser's work area.

### Overscanning Demonstration



The extra Overscanning movements are indicated in red. Toggle on [Show traversal moves](#) in the [Preview](#) window to see these movements.

#### Line Interval

Controls the spacing between scanned lines, and indirectly controls [Lines per Inch](#).

### Optimizing Line Interval

Lower [Line Interval](#) values lead to a greater density of lines. The ideal Line Interval will produce lines that just touch, without overlapping.

Increasing Line Interval to the maximum amount that doesn't leave gaps between lines will lead to reduced runtimes for your projects, with no loss in quality, but you may also need to increase [Power](#) to achieve dark engravings.

Use the [Interval Test](#) or [Material Test](#) to find the optimal Line Interval for your laser and material.

#### Lines Per Inch

A different, often more intuitive way of controlling the Line Interval, or spacing between rows.

#### Scan Angle

[Scan Angle](#) defaults to 0, meaning the laser will scan back and forth horizontally across the image, progressing from the bottom of the image to the top. If you set this to 180, the laser will scan

the image from top to bottom. Setting this to 90 will scan the laser vertically over the image, progressing from left to right.

### DSP Scan Angle Warning

If you have a DSP controller, we advise only using scan angles that are a multiple of 90 degrees. Horizontal and Vertical scanning is supported natively by the hardware, and it will automatically handle [Overscanning](#) beyond the sides of the image to get the head to full speed before engraving starts. Scanning at non-90 degree angles is "emulated" using normal cutting moves. It works, but it's mostly useful as a style option, and not recommended for general use.

#### Number of Passes

How many times the laser will repeat the shapes on this layer. Sometimes, when cutting thick material, trying to engrave very deep, or using a lower power laser, more than one pass may be necessary.

#### Z Offset

If you have [Z movement](#) enabled, and your controller supports it, you can use the [Z offset](#) setting to move the laser head closer to the material (inward) or farther away from it (outward). Positive values move the Z Axis inward, and negative values move it outward.

Focusing deeper into the material can sometimes help to cut thicker material, and lifting the laser away from the material can produce a thicker line.

### Warning for Z Moves

Z moves have the potential to physically damage your laser by crashing the head into the material.

If your system uses auto-focus, you may not be able to push the focus point lower, because most systems treat the auto-focus height as the lowest possible height (Z limit) to avoid crashing the laser head.

#### Z step per Pass

When doing more than a single [pass](#) over a shape, the [Z step per pass](#) setting allows you to tell LightBurn to raise or lower the laser with each pass by the same amount.

By allowing you to shift the focus point deeper with each pass, this is often useful for cutting thick materials or achieving deep engravings,

#### Fill Grouping

These options control which shapes are engraved at the same time by the laser. If you run your laser fast, or your laser accelerates slowly, it is often most efficient to scan things all at once, so the laser spends most of its time moving at the speed you've chosen, and less time changing direction. If you are engraving slowly, your laser accelerates fast, or the design contains a lot of blank space, it can be more efficient to fill clusters of close shapes, or to fill the shapes one by one.

**Tip**

If you aren't sure, try different options and use [Preview](#) to estimate the time.

- **Fill all shapes at once:** the default, this setting means that everything on this layer will be filled at the same time, sweeping back and forth across the whole job. If you are running the laser fast (300 mm/sec or more) this is usually the most efficient option, with some exceptions.
- **Fill groups together:** this setting will fill all shapes in a [Group](#) at the same time.
- **Fill shapes individually:** this setting fills all shapes one by one.

## Advanced settings

Under the **Advanced** tab you'll find several less frequently-used options. Many of the options presented here are available only for particular types of lasers.

**Note**

The Advanced tab is not available if you're using a [Galvo](#) laser. See [Galvo-Specific Cut Settings](#) for information on advanced settings for Galvo lasers.

## Ramp Length

Use this setting to slope the sides of an engraving by varying the laser power. The ramp length controls how far from the design the slope will extend.

This setting is useful if you create rubber stamps, particularly if the designs have thin regions that need extra support.

Enable **Ramp Outer Edge** to slope the outer sides of an engraving, and not just the inner sides (it's usually best to leave this setting disabled for stamp-making).

**Note**

On a DSP controller, the Ramp varies the laser power from [Min Power](#) to [Max Power](#), so you must set these differently to get a ramped side. Typically, you should set Min Power to be just above the firing threshold of your laser.

## Flood Fill

**Flood Fill** calculates an engraving path that attempts to reduce or eliminate travel moves across blank space. It's useful for engraving things like large, empty rectangles, where the blank area in the middle would consume most of the time spent.

For Galvo lasers, Flood Fill is presented in the [Common](#) settings tab.

**Warning**

Flood Fill is *very* sensitive to machine tuning and backlash, and can cause gaps in your engraving if the design is too complex and/or your machine is not set up optimally. Use it sparingly, and use [Preview](#) to see how the option will engrave your design, so you aren't surprised by the path it takes.

## Override PWM Frequency

If you have an RF Excited tube, this setting allows you to control the PWM frequency of the pulses sent to the laser, and can change the edge finish on certain materials.

**Note**

This setting is only available for lasers with Ruida controllers.

## Enable PPI

The **PPI** setting (Pulses Per Inch) lets you tell the laser to send an exact number of pulses per inch of travel, instead of varying the beam power directly. This is useful for delicate materials like paper, and is similar to using [Perforation Mode](#), but is handled by the hardware itself.

**Note**

This setting is only available for lasers with Trocen controllers.

## U Offset

Enter a distance here to set a per-layer U Axis offset. To use this setting, your laser must support U Axis control, and you must enable the U Axis in [Device Settings](#).

**Note**

This setting is only available for lasers with Ruida controllers.

## Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode	Sub-Layers	Default Layer Settings
Settings shared by almost all types of lasers and Layer Modes, including critical settings like Speed and Offset.	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.	A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to at any time.
Fill Mode	Image Mode	Galvo-Specific Settings		<p> Note</p> <p>Some options in the Cut Settings Editor are hidden if you have Beginner Mode enabled.</p>

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#)

**OFFSET FILL MODE**

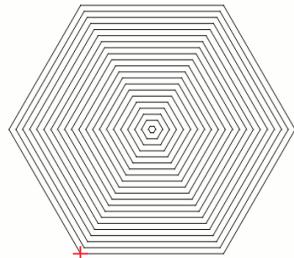
**Offset Fill** mode works similarly to [Fill Mode](#), but instead of telling your laser to scan parallel lines within the boundaries of a [vector graphic](#), it tells your laser to etch lines that follow the contour of the shape.

As with both [Line](#) and [Fill Mode](#), [Speed](#) and [Power](#) control the depth and darkness of the etch, and, as with [Fill Mode](#), the [Line Interval](#) setting controls the spacing of the lines.

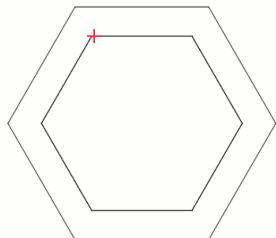
Offset Fill is intended for designs with a lot of space in between graphics, to cut down on the amount of travel time necessary to fill large, hollow shapes. If that description does not apply to your graphics, it's best to use [Fill](#) instead of [Offset Fill](#).

**⚠ Offset Fill Computation Time**

Offset Fill is very computationally expensive, and the more complex the design, or the smaller the [Line Interval](#) set, the more potential there is for the computation to cause LightBurn to hang. Sometimes graphics with stray nodes or unusual paths can confuse the calculation interminably.



If you have two shapes set to the same layer, and one is inside of the other, the area between the two outlines will be filled.

**Offset Fill Mode Settings**

There are several specialized options available in the [Cut Settings Editor](#) for layers set to **Offset Fill Mode**, split into two tabs, **Common** and **Advanced**.

**Note**

See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

Many of the settings presented in the images below are available for users with [specific kinds of lasers](#), but most are shared between all types of lasers.



Left: Common Offset Fill Mode settings tab  
Right: Advanced Offset Fill Mode settings tab

**Common Settings**

**Bi-directional fill**, **Cross-Hatch**, **Overscanning**, and **Scan Angle** are presented in this tab, but are grayed out and unavailable for use with layers set to **Offset Fill Mode**. To use these settings, set the layer to [Fill Mode](#).

**Line Interval**

Controls the spacing between lines, and indirectly controls [Lines per Inch](#).

**Optimizing Line Interval**

Lower **Line Interval** values lead to a greater density of lines. The ideal Line Interval will produce lines that just touch, without overlapping.

Increasing Line Interval to the maximum amount that doesn't leave gaps between lines will lead to reduced runtimes for your projects, with no loss in quality, but you may also need to increase [Power](#) to achieve dark engravings.

Use the [Interval Test](#) or [Material Test](#) to find the optimal Line Interval for your laser and material.

**Lines Per Inch**

A different, often more intuitive way of controlling the Line Interval, or spacing between rows.

**Number of Passes**

How many times the laser will repeat the shapes on this layer. Sometimes, when cutting thick material, trying to engrave very deep, or using a lower power laser, more than one pass may be necessary.

## Z Offset

If you have [Z movement](#) enabled, and your controller supports it, you can use the **Z offset** setting to move the laser head closer to the material (inward) or farther away from it (outward). Positive values move the Z Axis inward, and negative values move it outward.

Focusing deeper into the material can sometimes help to cut thicker material, and lifting the laser away from the material can produce a thicker line.

### Warning for Z Moves

Z moves have the potential to physically damage your laser by crashing the head into the material.

If your system uses auto-focus, you may not be able to push the focus point lower, because most systems treat the auto-focus height as the lowest possible height (Z limit) to avoid crashing the laser head.

## Z step per Pass

When doing more than a single [pass](#) over a shape, the Z step per pass setting allows you to tell LightBurn to raise or lower the laser with each pass by the same amount.

By allowing you to shift the focus point deeper with each pass, this is often useful for cutting thick materials or achieving deep engravings,

## Fill Grouping

These options control which shapes are engraved at the same time by the laser. If you run your laser fast, or your laser accelerates slowly, it is often most efficient to scan things all at once, so the laser spends most of its time moving at the speed you've chosen, and less time changing direction. If you are engraving slowly, your laser accelerates fast, or the design contains a lot of blank space, it can be more efficient to fill clusters of close shapes, or to fill the shapes one by one.

### Tip

If you aren't sure, try different options and use [Preview](#) to estimate the time.

- **Fill all shapes at once:** the default, this setting means that everything on this layer will be filled at the same time, sweeping back and forth across the whole job. If you are running the laser fast (300 mm/sec or more) this is usually the most efficient option, with some exceptions.
- **Fill groups together:** this setting will fill all shapes in a [Group](#) at the same time.
- **Fill shapes individually:** this setting fills all shapes one by one.

## Advanced Settings

Under the **Advanced** tab you'll find a few less frequently-used options. The options presented here are available only for particular types of lasers.

[Ramp Length](#) and [Flood Fill](#) are presented in this tab, but are grayed out and unavailable for use with layers set to **Offset Fill Mode**. To use these settings, set the layer to [Fill Mode](#).

### Note

The Advanced tab is not available if you're using a [Galvo](#) laser. See [Galvo-Specific Cut Settings](#) for information on advanced settings for Galvo lasers.

## Override PWM Frequency

If you have an RF Excited tube, this setting allows you to control the PWM frequency of the pulses sent to the laser, and can change the edge finish on certain materials.

### Note

This setting is only available for lasers with Ruida controllers.

## Enable PPI

The **PPI** setting (Pulses Per Inch) lets you tell the laser to send an exact number of pulses per inch of travel, instead of varying the beam power directly. This is useful for delicate materials like paper, and is similar to using [Perforation Mode](#), but is handled by the hardware itself.

### Note

This setting is only available for lasers with Trocen controllers.

## U Offset

Enter a distance here to set a per-layer U Axis offset. To use this setting, your laser must support U Axis control, and you must enable the U Axis in [Device Settings](#).

### Note

This setting is only available for lasers with Ruida controllers.

## Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode	Sub-Layers	Default Layer Settings
Settings shared by almost all types of lasers and Layer Modes, including critical settings like Speed and Offset.	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.	A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to at any time.
Fill Mode	Image Mode	Galvo-Specific Settings		<p> Note</p> <p>Some options in the Cut Settings Editor are hidden if you have Beginner Mode enabled.</p>

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#)

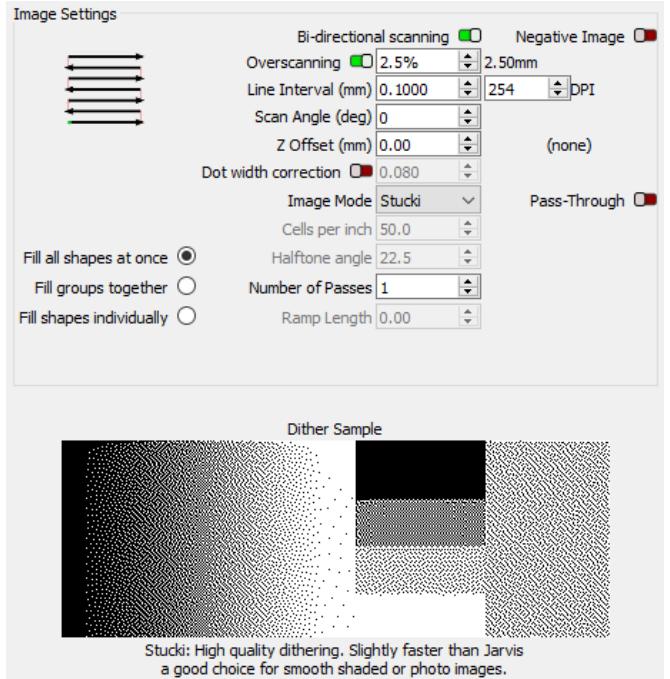
## IMAGE MODE

**Image Mode** is a special engraving mode for [images](#), which works similarly to [Fill Mode](#), but allows you to select an additional [image processing mode](#) that affects the appearance of the engraving.

[Speed](#), [Power](#), and [Line Interval](#) are all crucial settings for achieving great image engravings, but the appropriate settings are heavily dependent on your laser and material.

Several additional settings that affect the quality of the engraving are applied on a per-image basis, using the [Adjust Image](#) tool or [Shape Properties Window](#).

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*Image Mode settings for a GCode-based laser*

### Image Mode Settings

There are several specialized options available in the [Cut Settings Editor](#) for layers set to **Image Mode**. All settings are located in a single **Image Settings** tab.

#### Note

See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

### Bi-directional Scanning

When enabled, the laser will engrave in a side-to-side sweeping motion with the laser on and engraving in both directions.

When disabled, the laser will engrave while traveling in one direction, then return to the start of the next line without engraving the return pass. Depending on the type of laser, enabling this can save significant time on long engraving jobs.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

Some of the settings presented in the images below are available for users with [specific kinds of lasers](#), but most are shared between all types of lasers.

### Bi-directional vs. Uni-directional Scanning Comparison

+

*Bi-directional scanning*

+

*Uni-directional scanning*

### Negative Image

This will invert your image during engraving. Light becomes dark, and dark becomes light. This is useful for engraving slate or glass, where burned areas become lighter.

#### Tip

Use this in conjunction with the [Invert](#) switch in the [Preview](#) window to see how your engraving will look on dark surfaces.

### Overscanning

#### Note

This switch is not available for [DSP controllers or Galvo lasers](#). DSP controllers handle Overscanning automatically, while Galvo lasers compensate for extra burning at edges with [Delay](#) settings.

When enabled, adds extra moves to the beginning and end of each line to give the laser time to speed up before firing, and slow down afterward. Overscanning distance is calculated as a percentage of [Speed](#).

When **Overscanning** is not used or not set correctly, engraved jobs appear more burned at the edges and lighter in the middle, due to the laser slowing down to change scanning direction, while firing.

LightBurn can compensate for this by running the laser head outside the boundaries of the engraving, but with the laser off. This maintains an even speed on the engraving itself to provide a consistent engrave. You need a little more space on either side of the engraving to accommodate this Overscanning.

#### Excessive Overscanning: GCode

If Overscanning is enabled on a GCode laser and there isn't enough room at the edge of the job to accommodate the extra travel distance, you may see LightBurn's **Cut May Be Out Of Bounds** error, or your laser's controller may return an [ALARM:2](#) error.

To correct the error, reduce [Speed](#) or Overscanning distance, or move your graphics in toward the center of your [Workspace](#), if you are using [Absolute Coordinates](#) positioning. If you are using [Current Position](#) or [User Origin](#) to set a custom Origin, set it closer to the center of your laser's work area.

#### Excessive Overscanning: DSP

DSP controllers handle Overscanning in hardware, but the [Speed](#) value you enter affects the amount of distance required. If a job on a DSP laser requires Overscanning and there isn't enough room at the edge of the job to accommodate it, your DSP controller may return the **Not Enough Extend Space** error.

To correct the error, reduce [Speed](#) or move your graphics in toward the center of your [Workspace](#), if you are using [Absolute Coordinates](#) positioning. If you are using [Current Position](#) or [User Origin](#) to set a custom Origin, set it closer to the center of your laser's work area.

#### Overscanning Demonstration



The extra Overscanning movements are indicated in red. Toggle on [Show traversal moves](#) in the [Preview](#) window to see these movements.

### Line Interval

Controls the spacing between scanned rows, and indirectly controls [DPI](#).

### Optimizing Line Interval

Lower **Line Interval** values lead to a greater density of lines. The ideal Line Interval will produce lines that just touch, without overlapping.

Increasing Line Interval to the maximum amount that doesn't leave gaps between lines will lead to reduced runtimes for your projects, with no loss in quality, but you may also need to increase **Power** to achieve dark engravings.

Use the [Interval Test](#) or [Material Test](#) to find the optimal Line Interval for your laser and material.

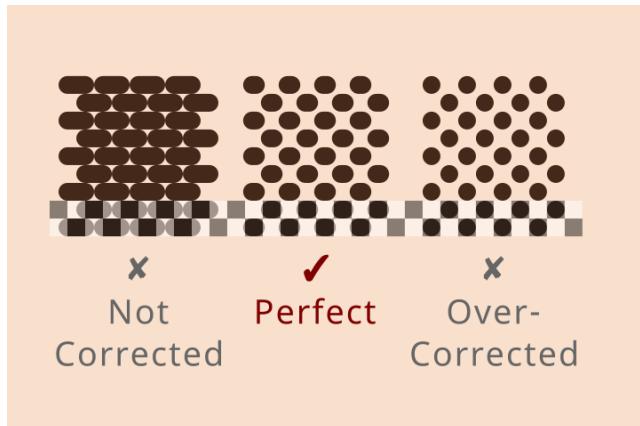
#### DPI (Dots Per Inch)

Controls the pixel density of the output — this is another way of representing **Line Interval**. DPI is  $25.4 / \text{Line Interval}$ .

#### Dot Width Correction

**Dot Width Correction** compensates for the thickness of the laser's beam by shortening the length of engraved scan lines. The ideal Dot Width Correction value is about half the total thickness of the laser's beam. Due to varying affects of power output on different materials, this ideal value can vary depending on the material you're working with.

The number should always be smaller than whatever you're using as your interval setting. The valid range is from 0 to your [Line Interval](#) value.



#### Scan Angle

**Scan Angle** defaults to 0, meaning the laser will scan back and forth horizontally across the image, progressing from the bottom of the image to the top. If you set this to 180, the laser will scan the image from top to bottom. Setting this to 90 will scan the laser vertically over the image, progressing from left to right.

### DSP Scan Angle Warning

If you have a DSP controller, we advise only using scan angles that are a multiple of 90 degrees. Horizontal and Vertical scanning is supported natively by the hardware, and it will automatically handle [Overscanning](#) beyond the sides of the image to get the head to full speed before engraving starts. Scanning at non-90 degree angles is "emulated" using normal cutting moves. It works, but it's mostly useful as a style option, and not recommended for general use.

#### Z Offset

If you have [Z movement](#) enabled, and your controller supports it, you can use the **Z offset** setting to move the laser head closer to the material (inward) or farther away from it (outward). Positive values move the Z Axis inward, and negative values move it outward.

Focusing deeper into the material can sometimes help to cut thicker material, and lifting the laser away from the material can produce a thicker line.

### Warning for Z Moves

Z moves have the potential to physically damage your laser by crashing the head into the material.

If your system uses auto-focus, you may not be able to push the focus point lower, because most systems treat the auto-focus height as the lowest possible height (Z limit) to avoid crashing the laser head.

#### Cells per Inch

Number of [Halftone](#) shading dots to compute per inch. Only enabled when the [Halftone Image Mode](#) is selected.

#### Halftone Angle

Angle of the [Halftone](#) shading pattern. Only enabled when the [Halftone Image Mode](#) is selected.

#### Number of Passes

How many times the laser will repeat the shapes on this layer. Sometimes, when cutting thick material, trying to engrave very deep, or using a lower power laser, more than one pass may be necessary.

#### Ramp Length

Use this setting to slope the sides of an engraving by varying the laser power. The ramp length controls how far from the design the slope will extend.

This setting is useful if you create rubber stamps, particularly if the designs have thin regions that need extra support.

This setting is only available if you have [Threshold Image Mode](#) selected.

### Note

On a [DSP controller](#), the Ramp varies the laser power from [Min Power](#) to [Max Power](#), so you must set these differently to get a ramped side. Typically, you should set Min Power to be just above the firing threshold of your laser.

### Pass-Through

When working with images that have been pre-processed for laser engraving, enable this setting to engrave the image as-is, rather than resampling using the Image Modes described below. **Line Interval/DPI** will be directly tied to the size of the image.

### Image Mode

The Image Mode setting controls how LightBurn processes your image. Below you can see a description of each Image Mode in LightBurn, along with an example of how that mode changes the look of the example image. Click on the image previews to see a larger version.



### Threshold



A simple on / off switch if the image is dark / bright at a given location. This image you dithered outside of LightBurn. Don't use this mode for grayscale

**Note**

When [Previewing](#) a Grayscale engraving, be sure to enable [Shade according to power](#), otherwise you will see a completely black Preview since, unlike other modes, Grayscale scans every portion of the image, just at varying levels of laser power.

**Fill Grouping**

These options control which shapes are engraved at the same time by the laser. If you run your laser fast, or your laser accelerates slowly, it is often most efficient to scan things all at once, so the laser spends most of its time moving at the speed you've chosen, and less time changing direction. If you are engraving slowly, your laser accelerates fast, or the design contains a lot of blank space, it can be more efficient to fill clusters of close shapes, or to fill the shapes one by one.

**Tip**

If you aren't sure, try different options and use [Preview](#) to estimate the time.

- **Fill all shapes at once:** the default, this setting means that everything on this layer will be filled at the same time, sweeping back and forth across the whole job. If you are running the laser fast (300 mm/sec or more) this is usually the most efficient option, with some exceptions.
- **Fill groups together:** this setting will fill all shapes in a [Group](#) at the same time.
- **Fill shapes individually:** this setting fills all shapes one by one.

**Override PWM Frequency**

If you have an RF Excited tube, this setting allows you to control the PWM frequency of the pulses sent to the laser, and can change the edge finish on certain materials.

**Note**

This setting is only available for lasers with Ruida controllers.

**U Offset**

Enter a distance here to set a per-layer U Axis offset. To use this setting, your laser must support U Axis control, and you must enable the U Axis in [Device Settings](#).

**Note**

This setting is only available for lasers with Ruida controllers.

**Additional Options**

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

**Main / Share Settings**

Settings shared by almost all types of lasers and Layer Modes, including critical settings like **Speed** and **Offset**

**Image Fill Mode**

Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.

**Line Mode**

Tells your laser to trace a path along the outlines of geometry in your project.

**Fill Mode**

Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.

**Image Mode**

Works similarly to **Fill Mode**, but applies additional special settings to adjust output based on the pixels in your image.

**Galvo-Specific Settings**

Special settings that are available for users with Galvo style lasers only.

Sub-Layers	Default Layer Settings
A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to

**Note**

at any time.

Some options in the Cut Settings Editor are hidden if you have [Beginner Mode](#) enabled.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**laser-control****GALVO-SPECIFIC CUT SETTINGS**

Several settings are only available in the [Cut Settings Editor](#) when working with [Galvo lasers](#) with EZCAD2 or BSL control boards.

Among these settings, some options are only available for specific types of Galvo lasers, or specific [Layer Modes](#).

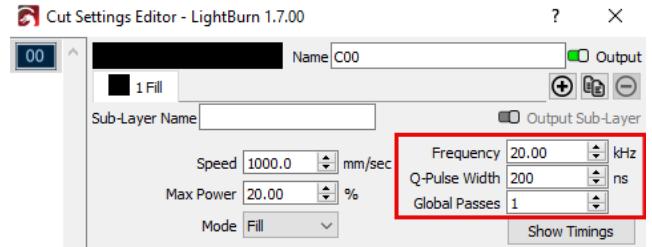
**Note**

See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

**Main Settings**

For Galvo lasers, the following settings are available in the top portion of the Cut Settings Editor, along with other [essential settings](#) shared by all types of [layers](#).

**Frequency**

The **Frequency**, in kHz, at which the laser will pulse during operation. Relatively low Frequencies yield fewer pulses at greater power output with each pulse, while relatively high Frequencies yield more pulses at lower power output with each pulse.

Frequencies in the [mid-range of your laser's capability](#) will often produce the most even markings, but the exact effect of given Frequency values varies greatly depending on your laser, material, and other settings, such as [Power](#), [Speed](#), and [Line Interval](#).

**Tip**

Use the [Material Test](#) to try out different combinations of Frequency, Q-Pulse Width, and other settings on a given material.

**Q-Pulse Width****Note**

This setting is available for MOPA Fiber and UV Galvo lasers only.

**Q-Pulse Width** determines the duration of each pulse of your laser, in nanoseconds. As with [Frequency](#), the exact effect of given Q Pulse Widths varies greatly depending on your laser, material, and other settings, such as [Power](#), [Speed](#), and [Line Interval](#).

### Note for UV Lasers

For UV lasers, the **Power** setting is grayed out because power output is controlled solely by adjusting Frequency and Q-Pulse Width.

Max power is achieved by applying the correct combination of Frequency and Q-Pulse — your laser may have come with a chart that shows expected power outputs at different combinations. In general, you will see power increase as you increase Frequency and Q-Pulse values, a leveling off of power output in the middle-to-high values, and then a tailing off with very high values.

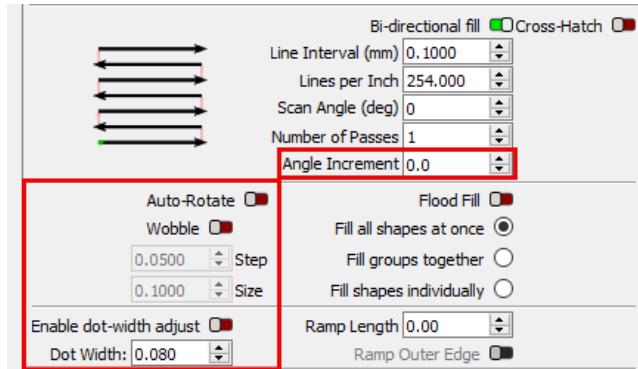
### Global Passes

Enable this setting to repeat all **Sub-Layers** in the layer, in sequence, the specified number of times.

### Specialized Settings

For Galvo lasers, the following settings are available in the bottom half of the **Cut Settings Editor**.

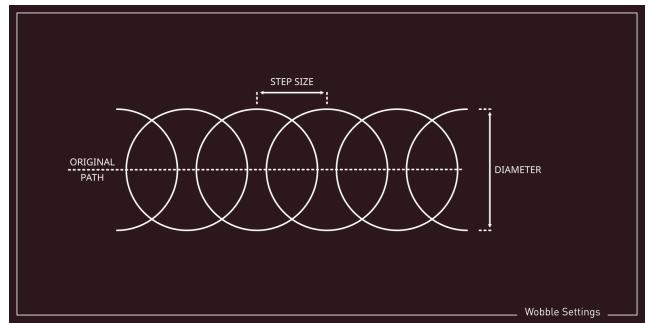
- **Auto-Rotate** and **Angle Increment** are only available for layers set to **Fill Mode**.
- **Dot Width Adjust** is available for layers set to **Fill** or **Image Mode**.
- **3D Sliced Image Mode** and its related settings are only available for layers set to **Image Mode**.



### Wobble

Because Galvo lasers are not optimized for cutting, it can be hard to apply enough power to a given area while using **Line Mode** to cut through material.

Enable Wobble to tell the laser to trace small circles along the path of the line, creating a thicker line and forcing the beam to spend longer in each section of the line. The **Step** value refers to how far apart the circles are, and the **Size** value refers to the diameter of the circles (in millimeters).



### Auto-Rotate

Enable to adjust the **Scan Angle** by the **Angle Increment** with each run of a given job, such as when you enable **Run Continuously**, specify a **Repeat** count in the **Galvo Framing** window, or manually **Start** a job multiple times.

Click **Reset Count** to reset to the original Scan Angle.

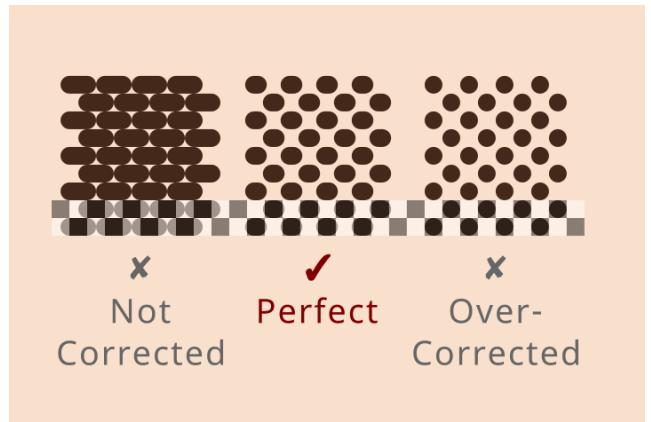
### Angle Increment

For layers set to multiple **Passes** or **Global Passes**, adjusts the **Scan Angle** by this increment with each successive pass.

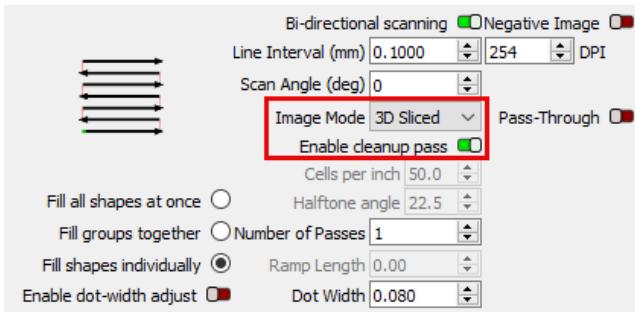
### Dot Width Adjust

**Dot Width Correction** compensates for the thickness of the laser's beam by shortening the length of engraved scan lines. The ideal Dot Width Correction value is about half the total thickness of the laser's beam. Due to varying affects of power output on different materials, this ideal value can vary depending on the material you're working with.

The number should always be smaller than whatever you're using as your interval setting. The valid range is from 0 to your **Line Interval** value.



### 3D Sliced Image Mode



**3D Sliced** is a special [Image Mode](#) for Galvo lasers only, which uses multiple passes to engrave a design one layer at a time. This mode is intended for use with depth maps – sometimes called height maps — which are specially designed grayscale images in which a pixel's brightness represents depth, rather than shading.

Lighter pixels are engraved with fewer passes than darker pixels, resulting in a deeper engrave in darker areas of the image.

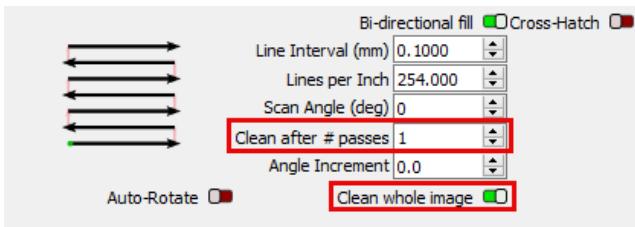
Enabling **Negative Image** inverts brightness, leading to lighter areas engraving deeper than darker areas.

See [3D Sliced Engravings](#) for more detailed instructions on creating and working with grayscale depth maps.

#### Enable cleanup pass

Toggle on **Enable cleanup pass** to add a [Cleanup Sub-Layer](#), where you can specify how often automatic cleanup passes should run, and adjust the settings for those passes.

Cleanup passes are typically run with a tighter [Line Interval](#), higher [Frequency](#), and lower [Max Power](#) than the main engraving passes, and are used to clear debris and produce a better finish.



#### Clean after # of passes

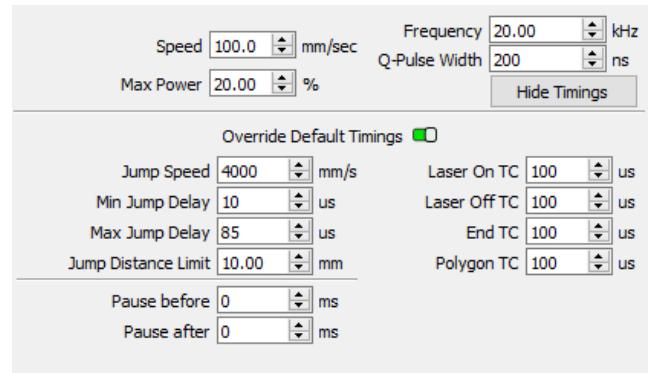
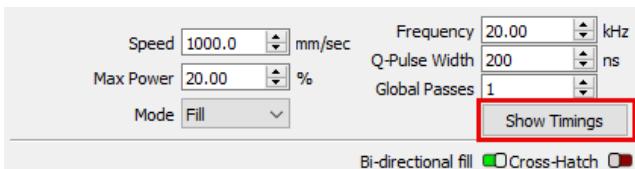
Specify the number of passes to run in between Cleanup passes.

#### Clean whole image

Enable **Clean whole image** to run Cleanup passes over the entire image, rather than recent passes only.

#### Timings

Click **Show Timings** to adjust per-layer timing settings. Click **Hide Timings** to return to the main tab of the [Cut Settings Editor](#).



#### Override Default Timings

Enable **Override Default Timings** to set custom timings on a per-layer basis. If you leave it disabled, your laser will instead use the timings established in your [Device Settings](#).

- **Jump Settings** control how the laser moves between cuts. Each jump causes the mirror to shake, with higher speeds and longer distances increasing the shaking. If you have wobbly lines at the start of a marking move, you may need to increase the delay and/or reduce the speed of jumps.
- **Delay Settings** control the delay between starting (or stopping) mirror movement and firing the laser. **Laser On/Off TC** and **End TC** control the delays for the start and end points of a path. **Polygon TC** controls the delays for other corners within a path.

Setting	Description
<b>Jump Speed</b>	The speed at which the galvo mirrors move between cuts. Higher values will make your job run faster at the cost of increased vibration for the mirrors.
<b>Min Jump Delay</b>	The minimum time the laser will wait to allow the galvo mirrors to stop shaking.
<b>Max Jump Delay</b>	The maximum time the laser will wait to allow the galvo mirrors to stop shaking.
<b>Jump Distance Limit</b>	Any jump above this limit will use the <b>Max Jump Delay</b> setting above. Jumps below this limit will use a delay value between the minimum and maximum settings.
<b>Laser On TC</b>	Microseconds the laser will wait to fire after the mirrors begin to move. Too high a value will leave gaps, while too low a value may cause excessive burning at the start of a cut.
<b>Laser Off TC</b>	Microseconds to delay turning off the laser at the end of a marking move. Too high a value may cause excessive burning at the end of a cut, while too low a value may cause gaps.

Setting	Description
<b>End TC</b>	Microseconds to pause the laser's movement after completing a cut.
<b>Polygon TC</b>	Microseconds the galvo head will pause when turning corners. Too long a delay may cause excessive burning, while too short a delay can cause rounded or cut-off corners.

**Pause Before**

The number of milliseconds to pause before starting a [Sub-Layer](#). Click the **Show Timings** button to show this setting or **Hide Timings** to hide it.

**Pause After**

The number of milliseconds to pause after finishing a [Sub-Layer](#). Click the **Show Timings** button to show this setting or **Hide Timings** to hide it.

**Additional Options**

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode
Settings shared by almost all types of lasers and Layer Modes, including critical settings like <b>Speed</b> and <b>Power</b> .	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.

**Offset Fill Mode** Works similarly to **Fill Mode**, but applies additional special settings to adjust output based on the pixels in your image.

**Sub-Layers** A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.



at any time.

Some options in the Cut Settings Editor are hidden if you have [Beginner Mode](#) enabled.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**laser-control****SUB-LAYERS**

**Sub-Layers** allow you to assign multiple cut or engraving settings to the same layer and geometry. This can enable the use of single-setup etching and cleanup passes for [Galvo lasers](#), as well as staggered engraving, cutting, and other operations for more complex jobs, regardless of machine type.

All settings of individual Sub-Layers are independently editable and presented as tabs in the [Cut Settings Editor](#). Click a tab to access and adjust that Sub-Layer's settings.

You may have up to 11 Sub-Layers per layer.



See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

**Creating and Managing Sub-Layers**

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



Click the plus icon to create a new **Sub-Layer**, with the [Default Settings](#) of the parent layer.



Click the duplicate icon to create a new **Sub-Layer**, with identical settings to the currently-open Sub-Layer.



Click the minus icon to delete the currently-open **Sub-Layer**. This option is not available if you have only one Sub-Layer.

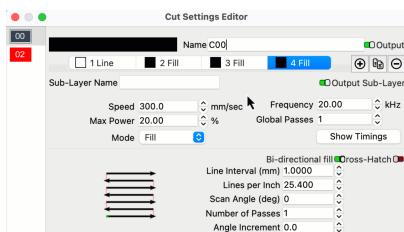
**Enabling and Disabling**

Toggle the **Output** switch on or off to determine whether a given **Sub-Layer** is included in the output when you [Preview](#), [Start](#), [Send](#), or [save a project in machine-specific format](#).

The universal Output switch at the [top of the window](#) determines whether an entire layer, including every Sub-Layer, is output.

**Rearranging Sub-Layers**

Click and drag a **Sub-Layer**'s tab to change the order in which it will be output. Sub-Layers are output in sequence, starting from left to right.



### Naming Sub-Layers

To keep track of the purpose of individual Sub-Layers, you can give them unique names in the **Sub-Layer Name** field.

### Sub-Layers in the Cuts / Layers Window

In the [Cuts / Layers Window](#) layers with **Sub-Layers** display their mode as **Multi**, and you may not edit the modes of individual Sub-Layers through that window, as seen below.

Click an individual Sub-Layer tab in the Cuts / Layers Window to edit a limited number of settings.

You can reorganize, as you can within the full Cut Settings Editor in the quick settings, by clicking and dragging. Sub-Layers are output in sequence, starting from left to right.

#### Legacy Behavior: Fill + Line

In older versions of LightBurn, Fill+Line mode allowed primitive Sub-Layer use to draw an outline around an engraved shape. This has since been superseded. The legacy behavior can be approximated with Sub-Layers, one for Fill and a second one for Line with the same base motion settings.

#### Danger

LightBurn will automatically convert pre-1.2 project files with Fill+Line settings to Sub-Layers in 1.2, including Fill+Line behavior. This produces two layers, one with your legacy Fill settings, and a subsequent layer with Line settings, to be run afterwards. Going backwards from current project files to pre-1.2 LightBurn is likely to result in breakages involving Sub-Layers due to how complex the changes are.

### Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

### Main / Share Settings

Settings shared by almost all types of lasers and Layer Modes, including critical settings like **Speed** and **Offset**.

### Image Fill Mode

Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.

### Line Mode

Tells your laser to trace a path along the outlines of geometry in your project.

### Fill Mode

Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.

### Galvo-Specific Settings

Works similarly to **Fill Mode**, but applies additional special settings to adjust output based on the pixels in your image.

Sub-Layers	Default Layer Settings
A tool for setting up and applying multiple cut/engraving settings to the same geometry or layers in your project.	Built-in or custom-created settings stored on a per-layer basis, that you can reset to



at any time.

Some options in the Cut Settings Editor are hidden if you have Beginner Mode enabled.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[cut-settings-editor](#)[laser-control](#)

#### DEFAULT LAYER SETTINGS

Cut settings are normally pre-filled with the last settings used for a given layer, but LightBurn has an option to automatically reset to either universal settings or your own customized defaults each time you start a new project.

You can also reload custom or universal defaults at any time in the [Cut Settings Editor](#).

#### Use the Material Library to save a wider range of settings

[Material Libraries](#) are also available for saving and reusing cut settings, and are recommended for users who need to store and reapply many distinct, frequently-used settings.

#### Note

See [Main / Shared Settings](#) for information on applying essential settings like [Speed](#) and [Power](#).

See [Additional Options](#) for information on specialized settings not covered on this page.

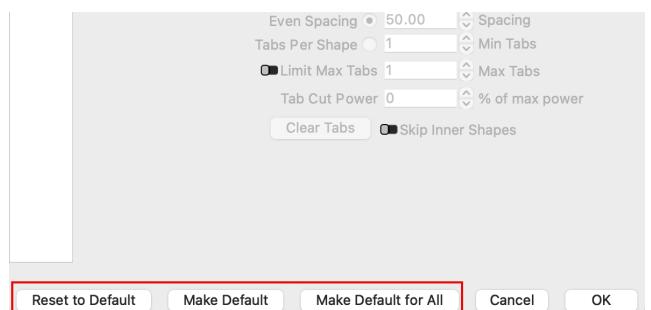
#### Setting Defaults

At the bottom of the [Cut Settings Editor](#), there are three buttons to manage default layer settings.

**Make Default:** remember the settings for this palette color. Whatever your current settings are will become the default for this color. Default settings are saved separately for each device profile.

**Reset to Default:** reset the layer to the default settings. Hold [<sup>↑ Shift</sup>](#) while clicking Reset to Default to reset to [LightBurn's universal defaults](#).

**Make Default for All:** your current layer settings will become the default for *all* palette colors.



**Always pay attention to units of distance and time when entering Speed settings**

When entering **Speed** values recommended by your laser's manufacturer or other LightBurn users, make sure to use the *same units of distance and time as those from the recommendation*, or to convert the values to your preferred units.

A given number of **millimeters per second** is *much* faster than that same number in **millimeters per minute**. Mixing up units can lead to [reduction in power output](#) due to unexpectedly high speeds, or excessive power output — and even fire — due to unexpectedly slow speeds.

Change your [displayed units](#) in the **Units and Grids** tab of the **Settings** window. LightBurn automatically converts any existing values when you switch between units.

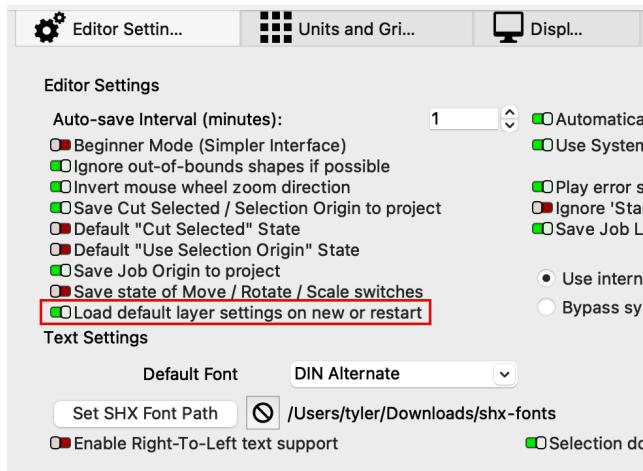
### LightBurn's Universal Defaults

The universal default layer is set to [Line Mode](#), at 6000 mm/min (100 mm/sec) speed and 20% power, with no advanced options enabled.

Layers switched to **Fill**, **Offset Fill**, or **Image** mode after having been restored to default will be set to the same speed and power as above, a **Line Interval** of .100, and to **Fill all shapes at once**. The default dithering mode of Image layers is **Stucki**.

### Load Default Layer Settings on New or Restart

To automatically load defaults instead, enable **Load default layer settings on new or restart** in the **Editor Settings** tab of the [Settings](#) window.



### Additional Options

The settings presented in the Cut Settings Editor depend on the selected [Layer Mode](#) and the [type of laser](#) you're working with. Select an option below to learn more about different groups of settings.

Main / Share Settings	Line Mode	Fill Mode
Settings shared by almost all types of lasers and Layer Modes, including critical settings like <b>Speed</b> and <b>Offset</b>	Tells your laser to trace a path along the outlines of geometry in your project.	Tells your laser to etch or engrave parallel lines inside the bounds of closed shapes in your project.
<b>Image Mode</b>	<b>Galvo-Specific Settings</b>	
Tells your laser to fill closed shapes with lines that follow the contour of the outer shape.	Works similarly to <b>Fill Mode</b> , but applies additional special settings to adjust output based on the pixels in your image.	Special settings that are available for users with Galvo style lasers only.

## Sub-Layers

A tool for setting up and applying multiple cut/ engraving settings to the same geometry or layers

## Default Layer Settings

Built-in or custom-created settings stored on a per-layer basis, that you can

### Note

Some options in the Cut Settings Editor are hidden if you have Beginner Mode enabled.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[cut-settings](#) [default-settings](#) [laser-control](#) [layer-settings](#)  
[layers](#) [reset](#)

## 5.5.2 Output and Positioning

### Laser Window

The **Laser Window** is the hub for setting up and selecting a laser, **Framing** and **Starting** jobs, determining job positioning, and more.

#### ACCESSING THE LASER WINDOW

The **Laser Window** is located in the bottom right corner of LightBurn by default. If you have closed the Laser Window, go to **Window** → **Laser** to re-enable it. To restore it and all other windows to their default positions, go to **Window** → **Reset to Default Layout**.

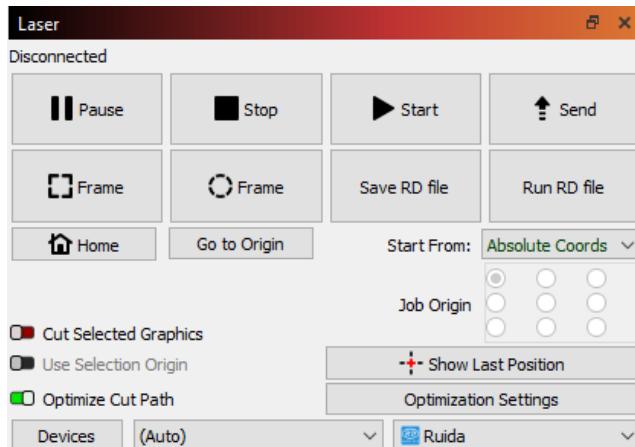


The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### LASER WINDOW OPTIONS AND SETTINGS

The type of laser you have active, and certain options in the **Settings** window, including enabling **Beginner Mode**, will affect the way the **Laser Window** looks.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### Start

Commands your laser to immediately begin running your current project.



If you have a Galvo laser, you'll see the **Framing** window first, unless you turn off **Require framing before start** in your **Device Settings**.

### Pause and Stop from the keyboard

While your laser is running, you can use your keyboard's **Pause** key to Pause the laser and **^ Ctrl** + **Break** to Stop it. **Break** is typically on the same key as **Pause**, but more compact keyboards may not have this key.

#### Stop

Immediately aborts a currently running job.

#### Pause

Halts a running job. Click the **Resume** button to continue a paused job.

#### Send

The **Send** button, if your laser supports it, transfers the current job to the laser as a named file, so you can select and run it from the laser's controller.

When you use **Start**, the controller begins running the job as soon as sufficient data has reached the controller. Using **Send** instead of **Start** can sometimes help prevent file corruption during transfer.

Hold **^ Shift** while clicking **Send** to have the laser immediately start the job after the entire project has been sent.



The **Send** option is only available for DSP lasers.

#### Framing

### Note for Galvo users

This section covers Framing behavior for **Gantry** lasers. If you have Galvo laser, see [Galvo Framing](#).

Use the two **Frame** buttons to preview the position of the job in your laser's work area, by commanding the laser to trace a path around the area where your project will output.

The speed at which the laser travels during Framing is determined by the value set in the **Speed** field in the **Move Window**.

#### Frame Continuously

Enable **Frame Continuously** in the **Basic Settings** tab of **Device Settings** to command your laser to run the Framing path repeatedly, until you tell it to stop. Framing Continuously is often helpful when adjusting material positioning in your laser's work area.

#### Laser on When Framing

Enable **Laser on when framing** in the **Device Settings** window to Fire the laser during the Framing process, at the **Power** level set in the **Move Window**.

If Laser on when framing is not enabled, you can hold while pressing Frame to enable the laser during the framing process.

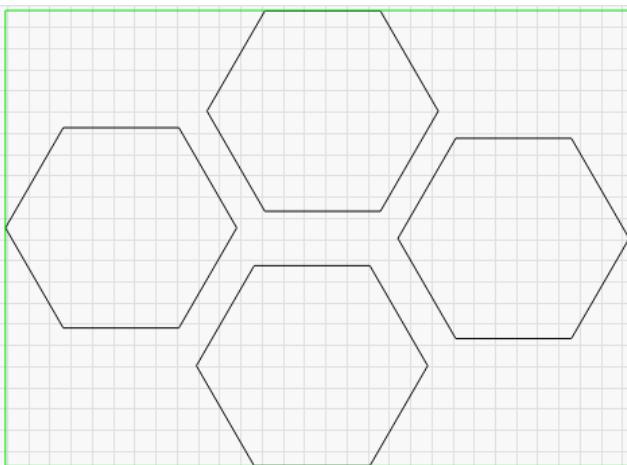
### Danger

This changes the default behavior of the laser and can cause the laser to fire when a user is not expecting it. Enable this setting with caution, with a very low power level, and only when using a diode laser.



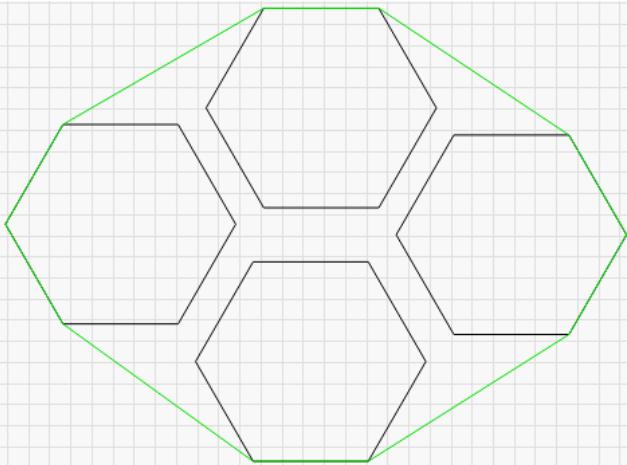
Bounding Box Frame

Commands the laser to trace a path defined as the smallest possible rectangle that will fully contain all graphics you're sending to the laser.



Rubber Band Frame

Traces the smallest possible path that fully contains all graphics in the design you're sending to the laser, as if a rubber band were stretched around them.



### Tip

Rubber Band Framing is useful for lining up jobs with irregular shapes where a box outline doesn't fit well. For example, a long, thin diagonal shape, or a triangle.

### Save Machine Files

This button will change depending on the [type of laser](#) you're using — it may say **Save GCode** (for GRBL, Smoothieware, or Marlin controllers), **Save RD File** (Ruida), **Save OUT File** (TopWisdom), or **Save UD5 File** (Trocen).

All options save your current project as a machine-ready file, in the appropriate format for your type of laser. You can transfer this file to your machine to run it without ever having to directly connect using LightBurn.

These options are also available in the [File Menu](#).

### Run Machine Files

Use this option to load and run a file previously [saved](#) in the appropriate format for your type of laser. To use this option, LightBurn must be directly connected to your laser.

This button will change depending on the [type of laser](#) you're using — it may say **Run GCode**, **Run RD File**, **Run OUT File**, or **Run UD5 File**.

### Home

Commands your laser to execute a homing cycle, during which it moves toward the home position looking for the switches that activate when it hits the boundary.

Homing is how your laser locates its 0,0 position, and all subsequent positioning information is determined relative to that point.

### Warning

Do not use this button if your laser does not have homing switches. If you are unsure, contact your laser's manufacturer.

### Go to Origin

Commands your laser to jog to the position currently set as the [User Origin](#).

See [Coordinates and Job Origin](#) for more information.

### Start From and Job Origin

These two controls determine where the job is placed on the bed of your laser.

See [Coordinates and Job Origin](#) for more information.

### Cut Selected Graphics

This toggle switch tells LightBurn to only send the portion of your design that is currently selected when you click **Start**, **Send**, or **Save Machine File**.

See [Cut Selected Graphics](#) for more information.

### Use Selection Origin

Only available in combination with **Cut Selected Graphics**, the **Use Selection Origin** button tells LightBurn to calculate origin relative to selected graphics only, and not the whole design.

See [Cut Selected Graphics – Use Selection Origin](#) for more information.

### Show Last Position

Places a cross-hair cursor in the [Workspace](#) at the last reported location of the laser head. If you jog the laser within LightBurn using any of the positioning tools, the position will be updated.

The position *does not update live* — for example, it will not update while a job is running. Live updating might encourage some users to watch the screen rather than their laser — lasers should never be left unattended while running.

### Optimization Settings

This button opens the **Optimization Settings** window, where you can adjust various options that control the order in which your graphics are cut or engraved by the laser.

See [Optimization Settings](#) for more information.

### Optimize Cut Path

Toggle **Optimize Cut Path** on or off to enable or disable custom [Optimization Settings](#).

If Optimize Cut Path is disabled, the order will be the order in which the objects in your project were drawn.

### Devices

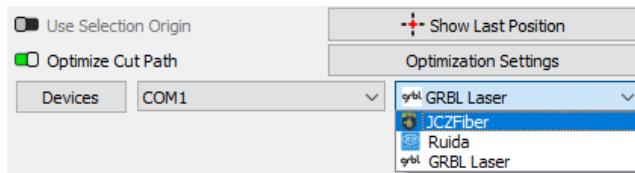
Opens the **Devices** window, where you can create, remove, or edit device profiles for lasers you want to use with LightBurn.

Right-clicking the Devices button closes and re-opens the connection to the currently selected device.

See [Devices](#) for more information.

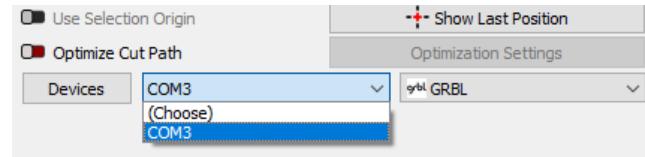
### Device Selection Dropdown

If you've created multiple device profiles for multiple lasers, select the laser you are currently working with the dropdown menu.



### Serial Port Dropdown

LightBurn will attempt to automatically select the correct serial port and connect to your laser, but you may need to manually select it from this dropdown. When connected, the **Disconnected** message in the top left corner of the Laser window will change to **Ready**. If you are using a GCode-based laser, you will see a startup message in the [Console](#) window.



You may need to right-click the **Devices** button in the Laser window to refresh the list of available ports.

If you're having trouble connecting to your laser, see [Troubleshooting: Connection Problems](#).

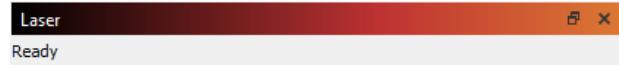
### Device Status

The readout in the top left of the **Laser Window** indicates the current status of the laser.

- **Disconnected** indicates that the laser is not connected to LightBurn.



- **Ready** indicates that the laser is connected to LightBurn and ready to receive commands.



- **Busy** indicates that the laser is connected to LightBurn and actively completing a process.

The progress bar indicates the percentage of commands that have been streamed to the laser, along with a time estimate indicating how long the laser has been streaming, and how much longer it will continue streaming. These estimates can be close to the total runtime of the project, but are not identical.



- **Framing** appears for [Galvo lasers](#) only, to indicate that the [Framing](#) process is active.

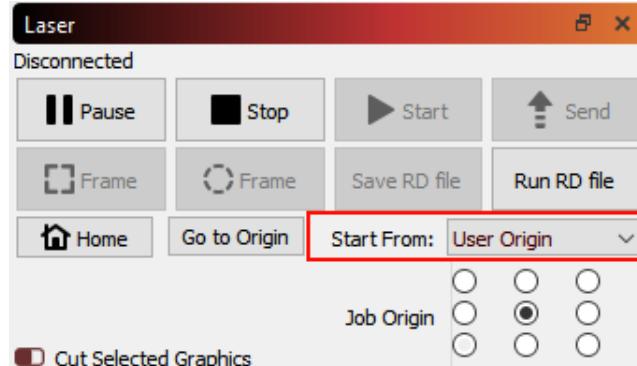


For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#) [output-and-positioning](#) [workflow](#)

## Coordinates and Job Origin

There are a few ways to tell LightBurn where to output your project within the work area of your machine, each available in the **Start From** menu in the [Laser Window](#).



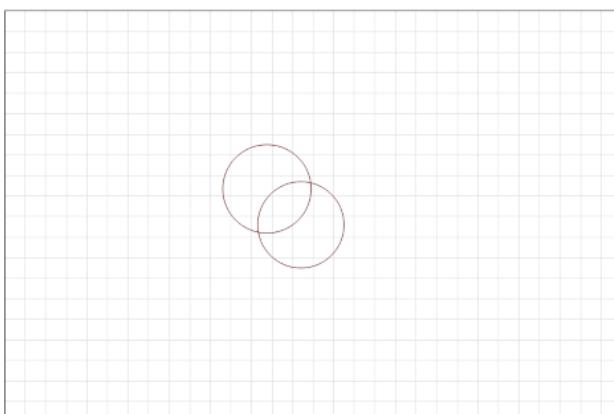
### ABSOLUTE COORDINATES

**Absolute Coordinates** is the simplest option. The grid you see in the [Workspace](#) of LightBurn represents your machine's physical work area. Anything you place in the LightBurn grid will be output in the corresponding location in your machine's work area.

#### Note

Using absolute positioning requires a laser with homing switches and a fixed origin. If you have a small diode laser that does not have homing switches, you will need to manually home the machine. See: [Machines without homing sensors / limit switches](#).

In the image below, the two circles placed in the middle of the LightBurn grid will be cut in the middle of the machine work area. The green square in the lower left of the image represents the **Job Origin**, and the red square in the same place shows the **Machine Origin**. When using Absolute Coordinates these are always in the same place.

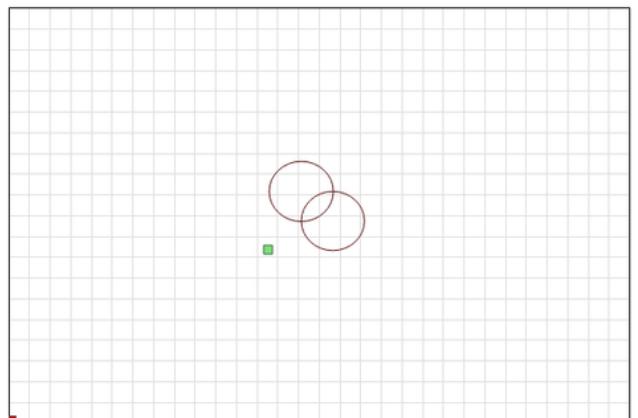


### CURRENT POSITION

With **Current Position** selected, your job outputs relative to the current position of the laser head when you hit the **Start** button.

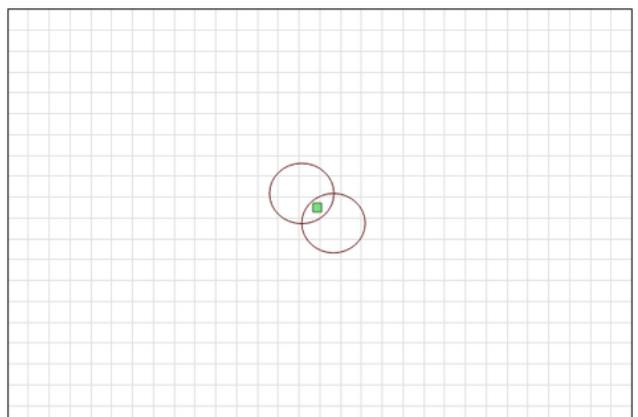
The **Job Origin** control in the **Laser** window tells LightBurn how to orient output relative to the laser head.

In this image, we're starting from the Current Position, with the Job Origin set to the *lower left*:



Notice that the green Job Origin indicator has moved. This represents the position of the laser when you start the job, so the laser is going to move slightly up and to the right from wherever it is, cut the two circles, and go back to where it started.

Now imagine that you want to etch this two-circle pattern onto a coaster or a phone case. Lining it up from the *lower left* is not easy. If you change the Job Origin setting to *center*, you get this instead:

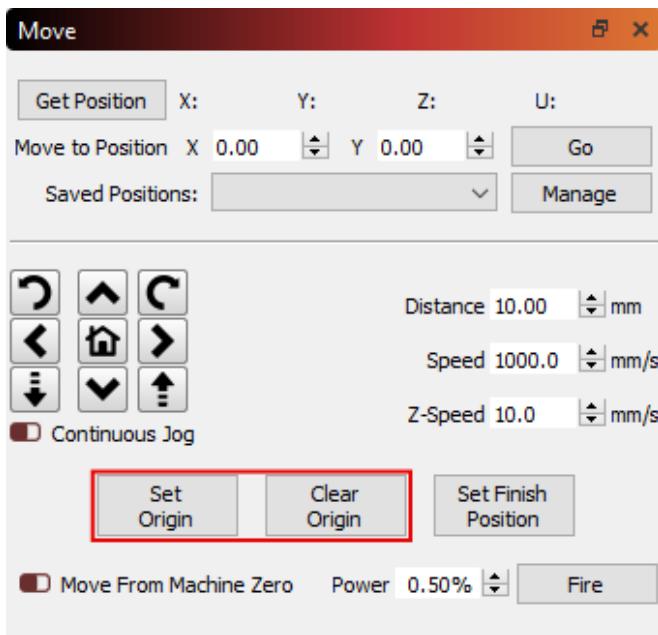


The job will be centered around the current position of the laser head. If you position the laser head directly over the center of the item you want to etch, the output will be centered on the item.

### USER ORIGIN

**User Origin** works almost exactly the same as **Current Position**, except that the starting location is *programmable*. To set a User Origin, you must first jog your laser to the location you want your job to start from, then set the origin.

Some lasers with digital displays, such as those with Ruida controllers, have an **Origin** button which you press to set the origin. GCode-based systems use the **Set Origin** button in the [Move Window](#) in LightBurn to do the same thing. For supported systems, use **Clear Origin** to remove and reset a custom-set origin.



After setting the origin, you are free to jog your laser around its work area. With User Origin selected as the **Start From** mode, the laser will move back to that programmed location and start the project from there.

Use the **Go to Origin** button in the [Laser Window](#) to command your laser to travel back to the origin you've set.

As with Current Position, the **Job Origin** setting determines how output will be oriented relative the user-defined origin.

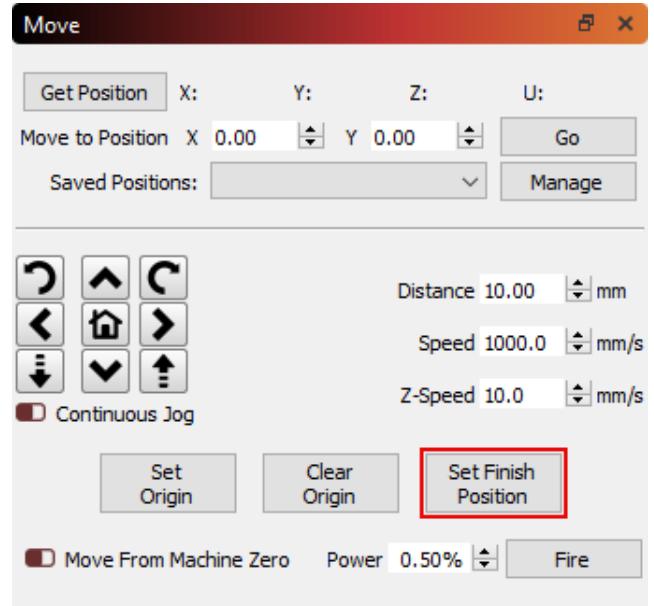
#### FINISH POSITION

##### Note

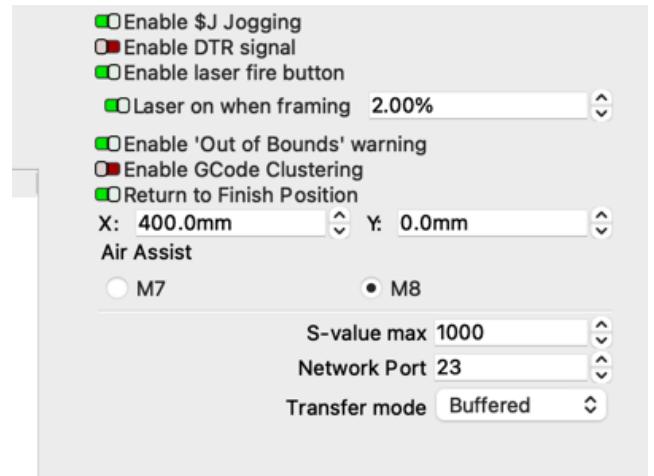
The **Finish Position** option is only available for GCode-based controllers. DSP controllers manage this internally.

LightBurn allows you to control where you want the head of the laser to return after a job is finished. By default, it will return to 0,0, but this is not always optimal for all machines.

To change your laser's Finish Position, go to the [Move Window](#) and use the arrows to position your laser head wherever you would like it to return to after the job is finished, then click the **Set Finish Position** button. Your machine will now remember that spot for future jobs. Finish Position can be adjusted at any time by repeating the above steps for a new location. This setting requires that the job is running in **Absolute Coords** or **User Origin** mode. It does not work when using **Current Position**.



Users with GCode-based lasers can also adjust or disable the Finish Position in [Device Settings](#).



For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[gantry](#) [laser-control](#) [output-and-positioning](#)

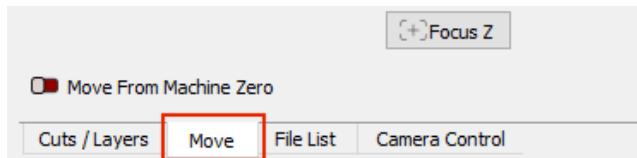
## Move Window

The **Move Window** is used primarily for jogging, positioning, and homing the laser.

### ACCESSING THE MOVE WINDOW

By default, the **Move Window** is docked behind the [Cuts / Layers Window](#) on the upper right side of your screen. Click the Move tab to bring the Move Window to the front.

If you have closed the Move Window go to [Window](#) → [Move](#) to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



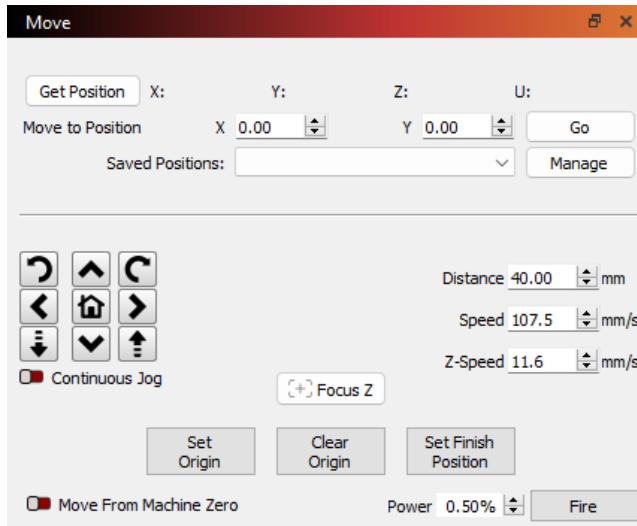
### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

### MOVE WINDOW OPTIONS AND SETTINGS

The [type of laser](#) you have active and certain options in the [Settings](#) window — including enabling [Beginner Mode](#) — will affect the way the **Move Window** looks.

Click any option in the image below to jump to more information, or scroll down for a list of options and descriptions.



### Info

**Ruida Controller Devices:** The [Set Origin](#), [Clear Origin](#), or [Set Finish Position](#) controls will not be displayed as these are handled by the controller itself. LightBurn will generally show only controls you can use.

**Galvo Devices:** none of the functions in the Move Window are applicable to Galvo lasers, so this window will not be displayed in your default layout.

### GET POSITION

The **Get Position** button queries the controller for its current location and displays the current X, Y, Z, and U Axis coordinates.

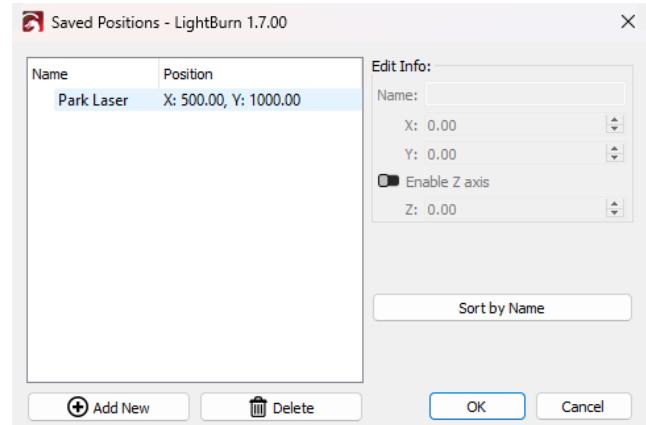
### MOVE TO POSITION

Selecting the **Go** button will move the laser to the X and Y Axis coordinates in the **Move to Position** entry boxes.

### SAVED POSITIONS

The **Saved Positions** drop-down displays a list of previously stored positions. Use Saved Positions for jogging to known locations on the work area — for example a specific corner, the location of your rotary tool, and commonly used jigs. Manage the contents of this list by clicking the **Manage** button.

### Managing Saved Positions



1. Add new positions to the Saved Positions list by pressing the **Add New** button and entering the desired coordinates.
2. Activate Z Axis movements by toggling the **Enable Z Axis** option and updating the Z Axis coordinate.
3. Optionally, press the **Sort by Name** to sort the position list alphabetically.
4. Press **OK** to save the list.

### MANUAL MOVEMENT

Move the laser by a specific amount in a given direction through a process called *Jogging*.

### Move Window Directional Arrows

Jog the laser throughout its work area by clicking any of the arrow buttons that surround the **Home** button. Each click will move the laser by amount entered in the **Distance** field, at the rate set in the **Speed** field.

**Note**

The Speed settings also control the [Framing speed](#) and the movement speed of the [Position Laser](#) tool.

If your laser has a motorized Z Axis, the dashed up and down arrows move the Z Axis up or down.

The rotational arrows jog the A Axis, commonly used for rotaries.

**Note**

If you're using an A Axis rotary, the Distance field determines degrees of movement of the rotary axis with each click.

**Continuous Jog**

The **Continuous Jog** toggle allows supported lasers to move continuously, by pressing and holding any of the directional arrows. The laser will keep moving until the button is released.

See [Device Settings](#) → [Enable \\$J Jogging](#) for more information.

**Keyboard Shortcuts**

Each keyboard shortcut will move your laser by the amount entered in the **Distance** field, at the rate set in the **Speed** field.

- **Jog Laser Left:** `[Alt] / [Option] + [Ctrl] / [Cmd] + [Left]`
- **Jog Laser Right:** `[Alt] / [Option] + [Ctrl] / [Cmd] + [Right]`
- **Jog Laser Up:** `[Shift] + [Ctrl] / [Cmd] + [Up]`
- **Jog Laser Down:** `[Shift] + [Ctrl] / [Cmd] + [Down]`

**Keypad Jogging**

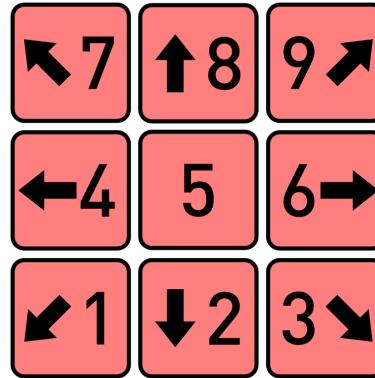
You can also use a keypad to Jog your laser. In order to use keypad Jogging, you must enable **Numlock** on your keyboard, and the [Edit Window / Workspace](#) — the area where you create and edit graphics — must be in focus.

**What does it mean for a window to be in focus?**

There are several [Windows and Toolbars](#) in LightBurn that accept user input — when a window is clicked on, it is in focus and accepting input.

If a window other than the [Edit Window](#) is in focus, click anywhere in the [Workspace](#) to bring it into focus.

Each press will move your laser by amount entered in the **Distance** field, at the rate set in the **Speed** field. If [Continuous Jog](#) is enabled, the laser will Jog until you release the key.



[Arrange Menu](#) → [Move Laser to Selection](#)

The Jog options are also available in the [Arrange Menu](#), within the [Move Laser to Selection](#) submenu.

**MOVE FROM MACHINE ZERO**

The **Move From Machine Zero** toggle moves the laser from machine zero instead of from the current position of the laser.

Instead of determining the amount of travel, the **Distance** field controls the coordinate location the laser will travel to.

**DEVICE-SPECIFIC BUTTONS****Focus Z**

Focuses the Z Axis of the laser. To use this function, your laser must have a movable Z Axis and have an automatic focusing feature that is supported by LightBurn.

**Set Origin**

Creates a custom-set starting point, known as the [User Origin](#).

**Clear Origin**

Press [Clear Origin](#) to remove and reset a custom-set [User Origin](#).

**Set Finish Position**

Press [Set Finish Position](#) to establish the position the laser head will move to after a job is finished.

See [Finish Position](#) for more information.

**Fire**

Turns your laser on at the **Power** level specified in the adjacent field.

Use the **Fire** button to enable the laser at low power for focusing, [Framing](#), and positioning.

**Danger**

The Fire button should only be used for diode lasers, which generally don't have a red dot pointer for Framing.

Always wear proper eye protection when Firing your laser. Consult your laser's manufacturer for information on the proper eye protection required for your laser.

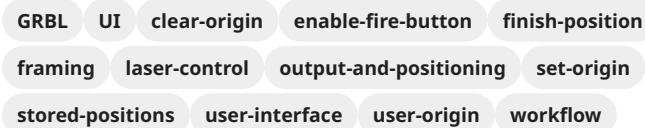
This should never be used for a CO<sub>2</sub> laser, which has an invisible beam that could blind you or start a fire.

See [Device Settings — Enable Laser Fire Button](#) for more information.

### Power

Sets the **Power** level the laser will use when you press the **Fire** button, or when [Framing](#), if you have enabled [Laser on when framing](#) in the **Device Settings** window.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

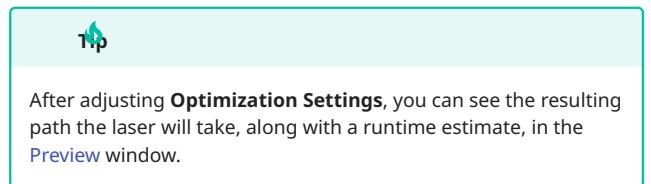
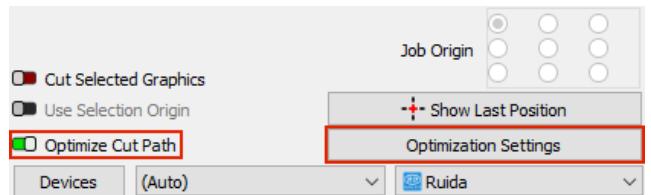


### Optimization Settings

LightBurn's **Cut Planner** controls the order in which your laser cuts or engraves graphics in your project. The **Cut Optimization Settings** window is where you adjust the variables by which the Cut Planner decides on cut order and pathing.

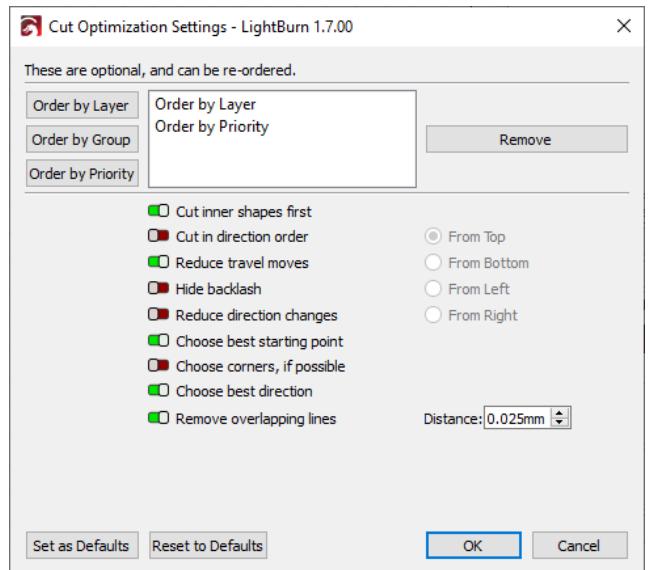
To open the Cut Optimization Settings window, click the **Optimization Settings** button in the [Laser Window](#).

Optimization Settings only take effect when the **Optimize Cut Path** switch in the Laser Window is toggled on. If Optimize Cut Path is toggled off, graphics are output in the order in which they were first created.



#### OPTIMIZATION SETTINGS WINDOW

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### Order By

The **Order by** options determine the initial ordering parameters for your jobs, which is the primary way in which LightBurn decides the order of cuts. You can choose to [Order by Layer](#), [Group](#), [Priority](#), or combinations of these parameters.

#### Using the Order by Options

When determining the order of cuts, the **Cut Planner** sorts all objects in your project into ordered lists based on the parameters you've selected. If you select multiple Order by options, their order within the list is important.

After splitting all the objects in your projects into lists based on the first Order by parameter, the Cut Planner then splits each of those lists based on the next Order by parameter in the list, and repeats that process for however many parameters you've selected.

### Example lists

With the default settings shown in the screenshot above — **Order by Layer** positioned first in the list, and **Order by Priority** positioned second — the Cut Planner will first split all objects in your projects into lists based on the Layer they are assigned to, and will then sort the objects in each layer based on the Priority you've set for each object.

With 2 layers and 3 objects on each layer, each set to a different Priority, the lists will look like this:

1. Objects on Layer 1
  - a. Objects set to Priority 0
  - b. Objects set to Priority 1
  - c. Objects set to Priority 2
2. Objects on Layer 2
  - a. Objects set to Priority 0
  - b. Objects set to Priority 1
  - c. Objects set to Priority 2

If the positions in the ordered list are reversed so that Order by Priority is first, and Order by Layer is second, the lists will look like this:

1. Objects set to Priority 0
  - a. Objects on Layer 1
  - b. Objects on Layer 2
2. Objects set to Priority 1
  - a. Objects on Layer 1
  - b. Objects on Layer 2
3. Objects set to Priority 2
  - a. Objects on Layer 1
  - b. Objects on Layer 2

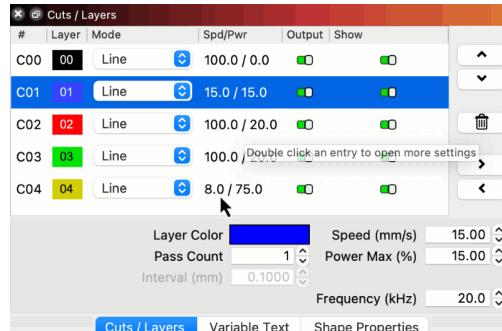
After sorting, each set of shapes created through this process is then optimized with the options in the [lower section](#) of the window.

Clicking any of the Order by options adds it to the list of ordering parameters to use. If an Order by option is already on the list, clicking again moves it to the top of the list, making it the first parameter the Cut Planner will sort by.

#### Order by Layer

Orders cuts according to the position of the layers in the [Cuts / Layers Window](#).

**Move layers up and down in the Cuts / Layers Window by selecting and dragging them, or using the buttons to the right of the list**



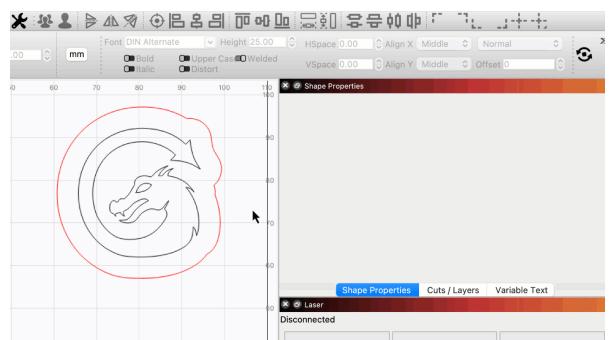
#### Order by Group

Orders cuts by **Group** — all objects in a given Group are cut together, then the next Group of objects, and so on. Ungrouped objects will all be treated as a single group for the purposes of this setting.

#### Order by Priority

Orders cuts according to individual **Cut Order Priority**. Priorities are ordered such that 0 is the first priority, 1 is the second, and so on. Assign Cut Order Priority in the [Shape Properties Window](#).

**Select objects and go to the Shape Properties Window to adjust their Cut Order Priority**



#### Remove

Select an **Order by** option from the list and click **Remove** to remove it from the list of ordering parameters.

#### Optimizations

The following optimizations are applied to all objects sent to your laser, after they are sorted into lists according to the above ordering parameters.

#### Cut inner shapes first

If there is an object within another object, and both are being cut, tells your laser to cut the inner object before the outer one. The outer shape must be [closed](#) in order for this optimization to apply.

**Tip**

This is often useful to ensure engravings and inner cutouts are completed before cutting a shape out of the stock material, which can cause the shape to drop or shift, depending on how the material is held in place.

**Cut in direction order**

Attempts to order the shapes in your project so they're cut in specified direction — Top to Bottom, Left to Right, etc.

When the **Cut in direction order** switch is enabled, you can select one of the buttons on the right to determine order.

**Reduce travel moves**

Attempts to reduce non-cutting travel moves by ordering cuts based on proximity to other shapes.

**Hide backlash**

This option is similar to the **Backlash Repay Optimize** setting found in RDWorks — it produces a cutting order that reduces or eliminates the misalignment between the start and end points of a cut caused by loose or flexing belts, or other forms of play in the mechanical parts of the laser. Enabling this option will force some of the other options, to give it the most flexibility when planning the cutting path.

**Reduce direction changes**

Attempts to choose nearby cuts that allow the laser to keep moving in the same direction, which keeps it moving faster.

**Choose best starting point**

Allows the **Cut Planner** to start a cut at any point within a shape, not just the [first point](#).

**Tip**

This option works best in combination with [Reduce travel moves](#).

**Choose corners, if possible**

Attempts to start cuts at sharp corners, to minimize burning or staining on the surface of an item.

**Choose best direction**

Attempts to choose the direction to cut that will result in the most efficient path.

**Remove overlapping lines**

Tells the **Cut Planner** to remove lines that are overlapping between two graphics, and would cause the laser to cut in the same place twice.

The **Distance** field to the right of the switch controls how close two lines need to be in order for the Cut Planner to remove one of them when sending the job to your laser.

**Using Remove overlapping lines****Defaults****Set as Defaults**

Saves your current **Optimization Settings** as your custom defaults.

Each time you start a [new](#) project, your Optimization Settings revert to these defaults.

**Reset to Defaults**

Restores your current **Optimization Settings** to your default settings.

Hold [<sup>⇧ Shift</sup>](#) while clicking **Reset to Defaults** to restore to LightBurn's standard default settings (as shown in the screenshot above).

**OK**

Saves any adjustments you've made in the **Optimization Settings** window, overwriting previous settings.

Any Optimization Settings you save are also stored within `.lbrn` and `.lbrn2` files, and [opening](#) any previously saved file will automatically overwrite your current settings with those saved to the file.

**Cancel**

Discards any adjustments you've made in the **Optimization Settings** window, reverting to previous settings.

**RELATED TOPICS**

- [Preview](#)
- [Cuts / Layers Window](#)
- [Shape Properties](#)
- [Grouping](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#) [optimization](#) [output-and-positioning](#)  
[workflow](#)

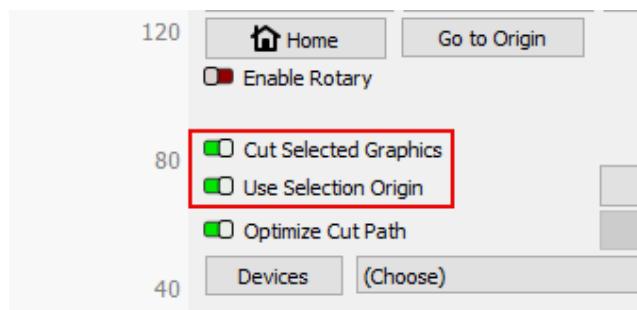
## Cut Selected Graphics / Use Selection Origin

By default, LightBurn outputs all graphics in your [Workspace](#) when you [Preview](#), [Frame](#), [Start](#), [Send](#), or save a project in a [machine-specific file format](#). This works well if you have one design in each project, but is less ideal when storing multiple designs within the same file.

In order to output only specific design elements, you can enable [Cut Selected Graphics](#) instead.

**Use Selection Origin** allows you to choose whether to orient output relative to the entire project's Origin, or just the Origin of the graphics in your selection.

Both switches are available in the [Laser Window](#).



### Note

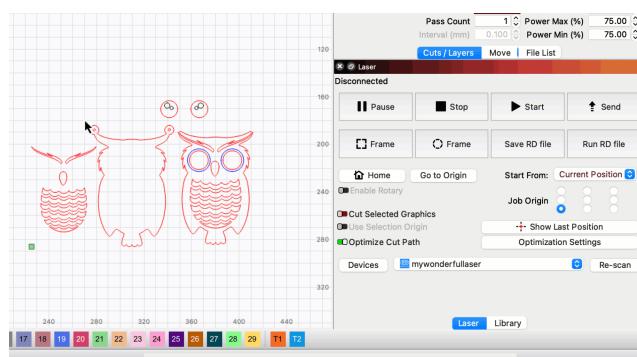
Use Selection Origin will be grayed out if you've selected **AbsoluteCoords** as your [Start From](#) mode, or do not have Cut Selected Graphics enabled.

### CUT SELECTED GRAPHICS

Enable **Cut Selected Graphics** to tell LightBurn to only output the portion of your design that is currently [selected](#).

### Tip

The [Preview](#) window only shows graphics that will be output to your laser — use it to check that you've selected just the graphics you want.

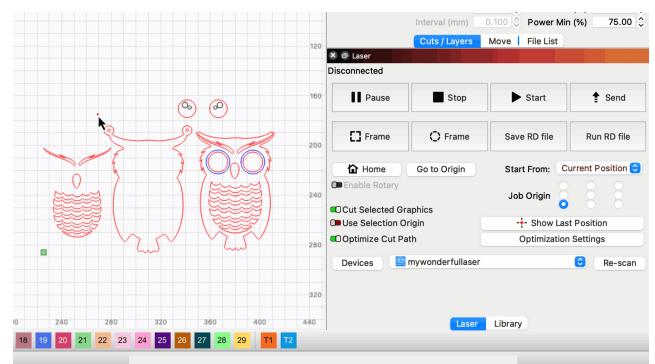


### USE SELECTION ORIGIN

When used in combination with **Cut Selected Graphics**, the **Use Selection Origin** button tells LightBurn to calculate the **Job Origin** from only the parts that are selected, not the whole design.

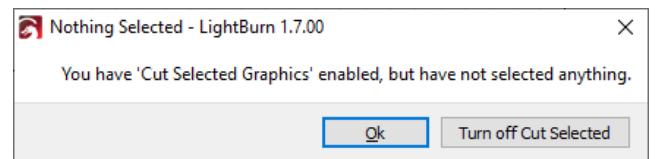
- If you have many different graphics in a project that are intended to be cut completely separately, *enabling* Use Selection Origin simplifies the process of positioning output to your laser, by excluding unselected graphics when calculating the Origin.
- If you're looking to rerun just one part of a larger design that didn't cut through, *disabling* Use Selection Origin will ensure that the cut lines up, by using the entire design to calculate the origin.

The Job Origin is indicated on your design as a green square. You'll see its position move as you toggle Cut Selected Graphics and Use Selection Origin on and off in different combinations.



### TROUBLESHOOTING

If **Cut Selected Graphics** is enabled, but you have nothing in your selection, and attempt to [Preview](#), [Start](#), [Send](#), or [Save](#) a project in machine-specific format, you'll see a warning message, and be given the option to click **Ok** and abort the process but leave Cut Selected Graphics enabled, or **Turn off Cut Selected** to abort the process while automatically disabling Cut Selected Graphics at the same time.



### RELATED TOPICS

- [Laser Window](#)
- [Coordinates and Job Origin](#)
- [Preview](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

coordinates-and-origin current-position laser-control  
laser-window output-and-positioning user-origin

## Position Laser

The **Position Laser** tool is a quick way to jog your laser to a location in its physical work area, by clicking in your LightBurn [Workspace](#).

In order to use this tool, LightBurn must be directly connected to your laser, and your laser must be properly homed and reporting its position accurately.

To enable Position Laser, go to [Tools](#) → **Position Laser**, click the Position Laser button in the left side toolbar, or press [`Alt /`](#)  
[`Option`](#) + [`L`](#).

### ⚠ Use With Caution

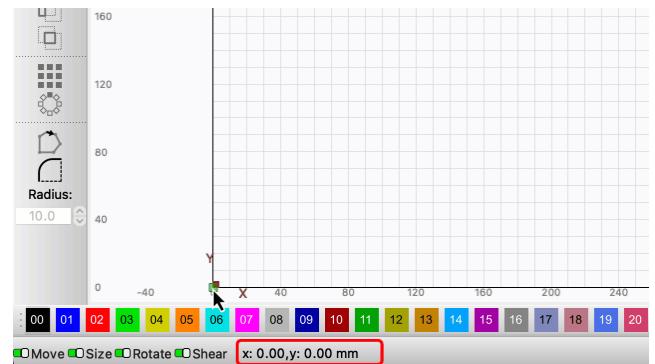
If your laser is not properly homed and reporting its position accurately, using this tool may cause your laser to attempt to travel outside its physical bounds, in some cases even crashing into the side rails.

Before using this tool, make sure nothing is in the path of your laser.



### USING POSITION LASER

The grid in your LightBurn [Workspace](#) has a coordinate system that matches the physical work area of your laser. The 0,0 position is always the location of your laser's [Origin](#). You can see the exact location of your cursor at any given position in the [Status Bar](#).



After enabling Position Laser, click anywhere in your Workspace, and LightBurn will issue a command to send your laser to the corresponding location in its physical work area.

The speed at which the laser travels when using Position Laser is determined by the value set in the [Speed](#) field in the [Move Window](#).

Position Laser automatically turns itself off after about 10 seconds, in case you accidentally leave it on.

### Position Laser Demo

#### RELATED TOPICS

- [Move Laser to Selection](#)
- [Move Selected Objects](#)

**Set Start Point**

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[arrangement](#) [gantry](#) [laser-control](#) [material-utilization](#)  
[optimization](#) [output-and-positioning](#) [testing-tools](#)  
[troubleshooting](#) [workflow](#) [workflow-optimization](#)

**Quick Reference: Set Start Point**

**Location**  
Modifiers Toolbar

**Radius:** 10.0

Sets the point at which your laser begins to cut a shape, and the direction o

**ADDITIONAL NOTES**

- Use the [Edit Nodes](#) tool to add a custom node to use as a Start Point, if one does not already exist at the point you'd like a cut to begin.
- Default and user-defined Start Points are overridden by certain [Optimization Settings](#). If you select **Choose best starting**

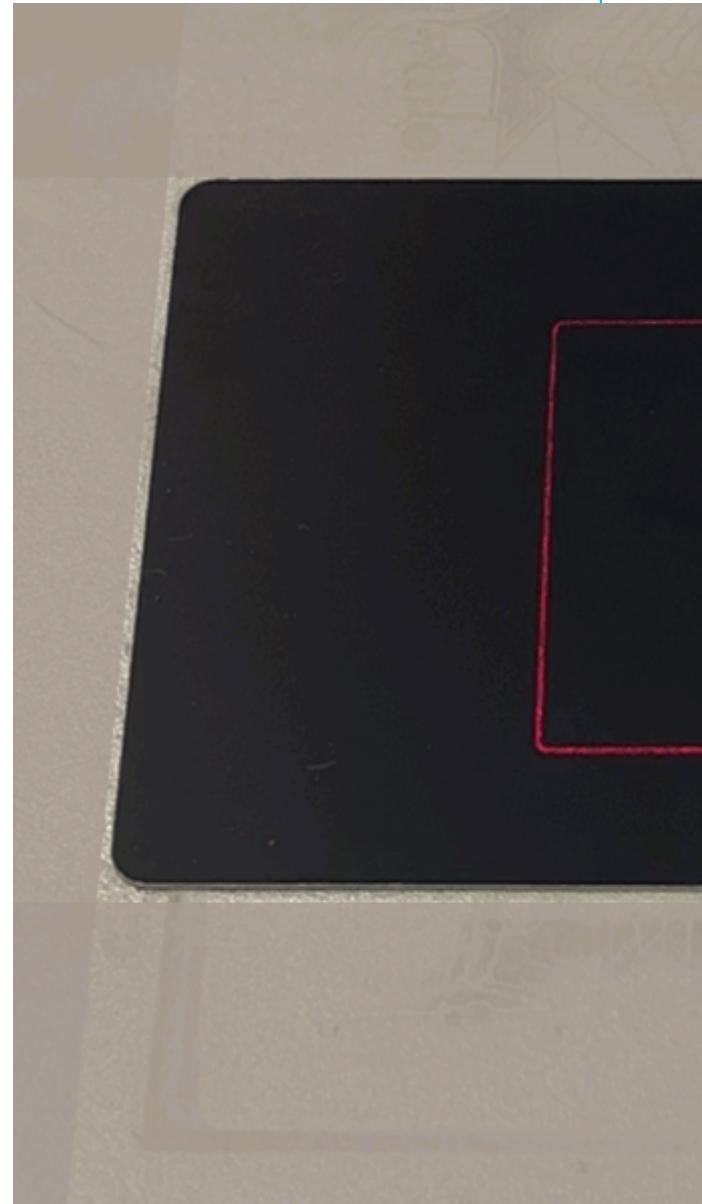
- point** or **Choose best direction**, LightBurn will select a different Start Point if doing so will reduce overall cutting time.
- The Start Point does not affect the direction of [Fill](#) or [Image](#) engravings. To change the direction of an engraving, invert the **Scan Angle** from 0° to 180°.

## RELATED TOPICS

- [Edit Nodes](#)
- [Line Mode](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[editing](#) [laser-control](#) [optimization](#)  
[output-and-positioning](#) [path-tools](#)

**Galvo Framing** Quick Reference: Galvo Framing

Outlines projects in your laser's work area using a red dot light.

**Location**

[Laser Window](#)

**Keyboard Shortcuts**

[F1](#)

**Compatibility**

[LightBurn Pro](#)

[Galvo lasers](#)

**Framing** is a function of Galvo lasers that outlines projects in your laser's work area using a red dot light, allowing you to see where your design will output on a physical object.

Click the **Frame** button in the [Laser Window](#) or press [\*\*F1\*\*](#) to open the **Live Framing** window.

#### Note

You may need to hold the [\*\*Fn\*\*](#) key while pressing [\*\*F1\*\*](#) to open the Live Framing window.

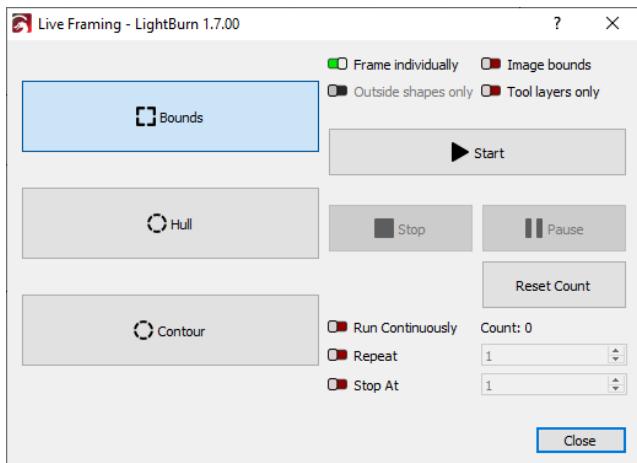
By default, the Live Framing window will also open when you press the **Start** button in the Laser Window, but you can disable **Require framing before start** in your [Device Settings](#).

The Live Framing window contains options that determine the style of framing, which graphics are framed, and how many times to repeat a given project.

You can **Start**, **Stop**, and **Pause** your projects from the Live Framing window, which remains open while your job is running.

While framing, you can [nudge](#), [rotate](#), and [rescale](#) graphics, adjusting them in your [Workspace](#) and live-updating them in your laser's work area.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### FRAMING STYLES

The different options determine how the red dot light represents your shapes, and which shapes are shown.

#### Bounds

Commands the red dot light to trace a path defined as the smallest possible rectangle that will fully contain all graphics you're sending to the laser.

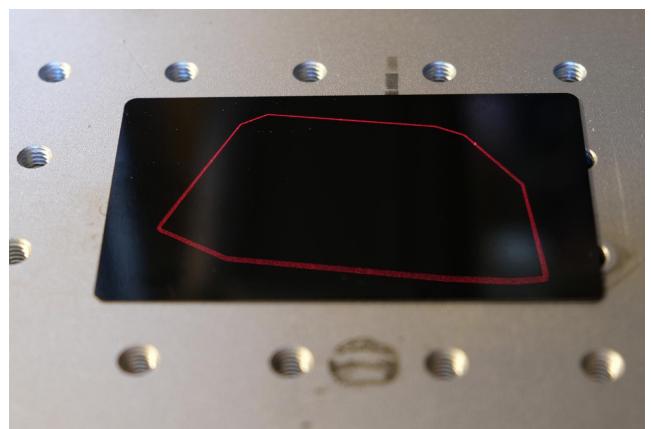
This mode is extremely fast, but doesn't represent complex shapes well.



Hull

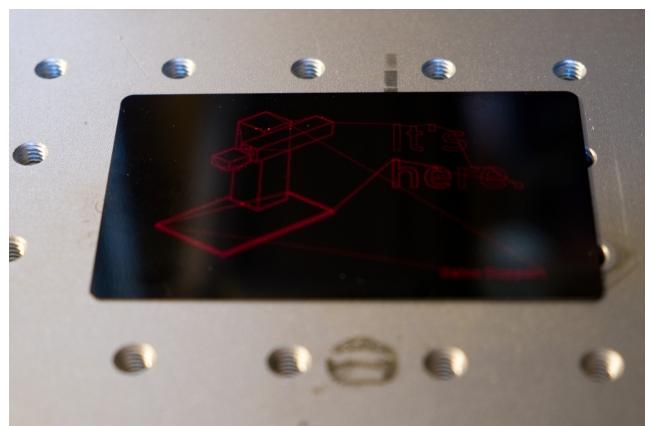
Commands the red dot light to trace the smallest possible path that fully contains all graphics in the design you're sending to the laser, as if a rubber band were stretched around them.

It is nearly as fast as **Bounds**, but gives a much closer fit for rounded or smooth shapes.



Contour

Commands the red dot light to trace a path that follows the exact contours of your shapes — it takes the longest to draw, but it's the most accurate.



**ADDITIONAL OPTIONS****Frame Individually**

Determines whether to trace a single **Bounds** or **Hull** frame around everything in your project, or around each individual shape.

This option is grayed out when using **Contour** framing.

**Image Bounds**

Attempts to quickly trace the outlines of any images you have in your design, rather than only showing the rectangular boundary of the entire image.

LightBurn determines the outline based on transparency and whitespace in the image — accuracy may vary.

**Outside Shapes Only**

Tells the software not to trace inner shapes, like the insides of letters — typically this doesn't affect placement, but allows a faster update of the frame (this only affects **Contour** mode).

**Tool Layers Only**

Tells LightBurn to *only* frame shapes that are on one of the **Tool layers**.

**JOB CONTROL****Start**

Commands your laser to immediately begin running your current project.

**Stop**

Immediately aborts a currently running job.

**Pause**

Halts a running job. Click the **Resume** button to continue a paused job.

**JOB COUNTER AND MULTIPLE RUNS****Count**

This value is incremented at the end of each successful run of your file. You can use this to keep track of how many parts you have marked, or how many passes of a single job you've run.

**Reset Count**

Resets the **Count** value to 0.

**Run Continuously**

Tells LightBurn to re-start the job automatically after it finishes, and update the **Count** after each run.

If you turn off this switch while a job is running, the laser will stop when the current run completes.



This is useful when you are doing very deep engraving, and are unsure how many passes a job will need.

**Warning**

Ensure your laser is properly supervised, even during long jobs with multiple passes.

**Repeat**

Enable this switch and set a value in the adjacent field to tell LightBurn to run the entire job the specified number of times, and then stop.

If you turn off this switch while a job is running, the laser will stop when the current run completes.

**Tip**

To run multiple passes of specific layers, sub-layers, or combined sequences of sub-layers, see the **Number of Passes** and **Global Passes** settings in the [Cut Settings Editor](#).

**Stop At**

Enable this switch and set a value in the adjacent field to tell LightBurn not to start the laser if the **Count** is greater than the specified **Stop At** value.

This option is useful when the job is externally triggered (e.g. with a foot switch), rather than started through LightBurn.

**NUDGING, ROTATING, AND RESCALING**

While framing, you can use the keyboard to nudge, rotate, and rescale your graphics.

<b>Key(s)</b>	<b>Result</b>
<code>[Left] / [Right] / [Up] / [Down]</code>	Move graphics by 1 mm
<code>[Shift] + arrow keys</code>	Move graphics by 5 mm
<code>[Ctrl] + arrow keys</code>	Move graphics by .2 mm
<code>[Page Up]</code>	Scale graphics up
<code>[Page Down]</code>	Scale graphics down
<code>[.] (period)</code>	Rotate graphics 15° clockwise
<code>[,] (comma)</code>	Rotate graphics 15° counter-clockwise
<code>[Shift] + [.] (period)</code>	Rotate graphics 5° clockwise
<code>[Shift] + [,] (comma)</code>	Rotate graphics 5° counter-clockwise
<code>[Ctrl] + [.] (period)</code>	Rotate graphics 45° clockwise
<code>[Ctrl] + [,] (comma)</code>	Rotate graphics 45° counter-clockwise

If your keyboard doesn't have `[Page Up]` or `[Page Down]`, try using `[Fn] + [Up]` or `[Fn] + [Down]`.

## TROUBLESHOOTING

- If the framing location or scale is inaccurate, you may need to adjust your laser's **focus**, or fine-tune the values found in **Device Settings** → **Galvo and Basic Settings** → **Red Dot**.

See our video guide for more information on adjusting red dot alignment.

- If **Contour** framing doesn't work, try toggling off **Enable Blanking Delay**, in **Device Settings**, under **IO Port Settings**.
- For information on framing behavior when using a rotary, see **Rotary Mode (Galvo)**.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[essential-functions](#) [galvo](#) [laser-control](#)  
[output-and-positioning](#)

## Move Laser to Selection

## Quick Reference: Move Laser to Selection

- + Move Laser to Selection Center
- Move Laser to Upper Left of Selection
- Move Laser to Upper Right of Selection
- Move Laser to Lower Left of Selection
- Move Laser to Lower Right of Selection
- Move Laser to Top of Selection
- Move Laser to Bottom of Selection
- Move Laser to Left of Selection
- Move Laser to Right of Selection

Jog Laser Left

Jog Laser Right

Moves laser to parts of design.

## Location

[Arrange Toolbar](#)

[Arrange](#) → **Move Laser to Selection**

The **Move Laser to Selection** tools move your laser in its physical work area to a location that corresponds to a position on your current selection in your LightBurn **Workspace**.

Use these tools to align your laser and physical objects to the positions of graphics in your LightBurn grid.

## Warning

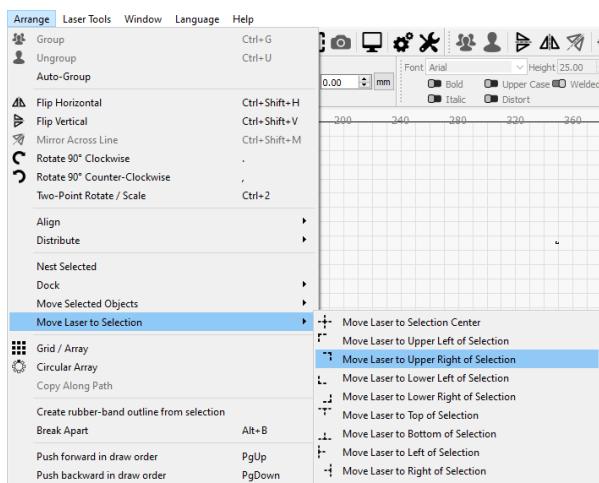
In order to use **Move Laser to Selection**, LightBurn must be connected to your laser, and it must be capable of reliably homing and reporting its position accurately. If the position reported by the laser is inaccurate, using this feature may cause your laser to attempt to travel outside of its physical bounds.

## UI LOCATIONS

All **Move Laser to Selection** tools are available in the [Arrange Menu](#) or in drop down menus in the [Arrange Toolbar](#) and [Arrange \(long\) Toolbars](#).

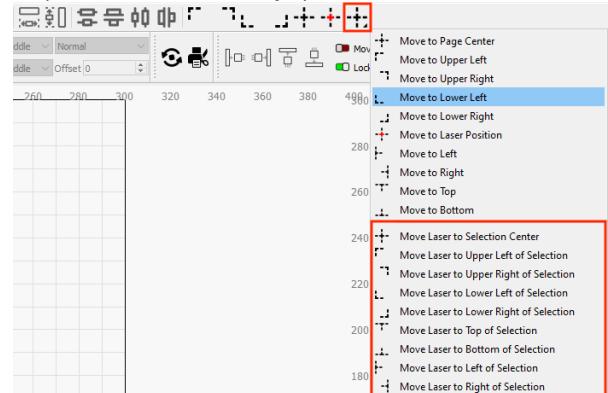
You can also hold the **^ Ctrl** or **# Cmd** key while pressing one of the [Move Selected Objects](#) buttons to move the laser head to the location on the selection, rather than moving the objects.

### Move Laser to Selection in the Arrange Menu

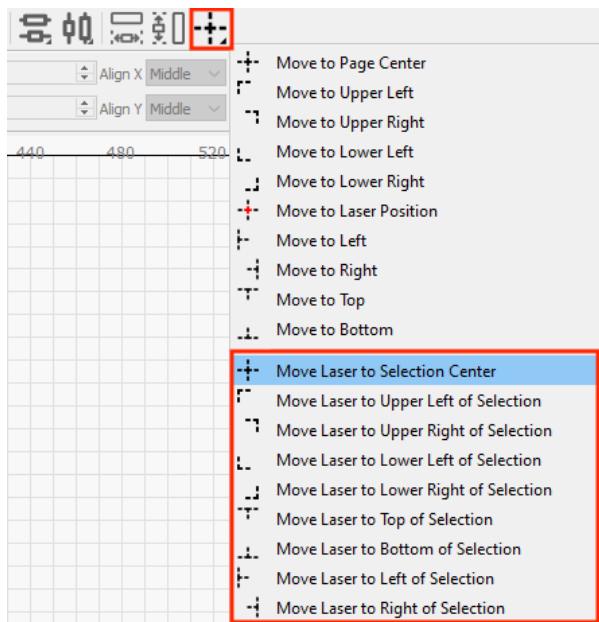


### Move Laser to Selection in the Arrange (long) Toolbar

Hold  $\text{^ Ctrl} / \text{⌘ Cmd}$  while clicking the **Move Selected Objects** buttons in the Arrange (long) Toolbar to move the laser to the chosen location on your selection instead, or open the dropdown menu to select any option.



### Move Laser to Selection in the Arrange Toolbar



### OPTIONS AND ICONS

All below options move the laser to the location in its physical work area that corresponds with the location of the chosen point on your current selection in your LightBurn **Workspace**.

The grid in your LightBurn Workspace has a coordinate system that matches the physical work area of your laser. The 0,0 position is always the location of your laser's **Origin**.

For example, if the bottom right corner of your selection is at 100 mm in the horizontal (X) dimension, and 200 mm in the vertical (Y) dimension in your LightBurn Workspace, selecting **Move Laser to Lower Right of Selection** will move the laser head to X: 100 and Y: 200 in its physical work area.

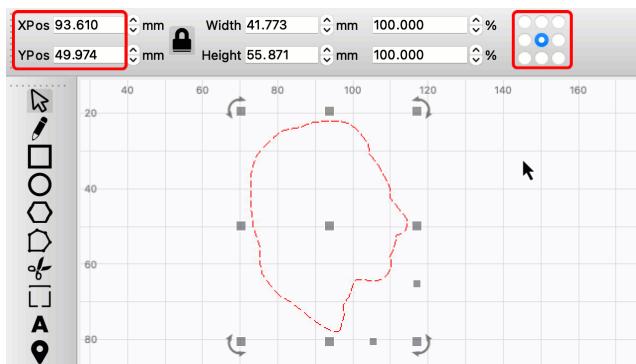
Option	Icon	Action
Move Laser to Selection Center		Moves laser to the center of selected objects.
Move Laser to Upper Left of Selection		Moves laser to the top left corner of selected objects.
Move Laser to Upper Right of Selection		Moves laser to the top right corner of selected objects.
Move Laser to Lower Left of Selection		Moves laser to the bottom left corner of selected objects.
Move Laser to Lower Right of Selection		Moves laser to the bottom right corner of selected objects.
Move Laser to Top of Selection		
Move Laser to Bottom of Selection		
Move Laser to Left of Selection		
Move Laser to Right of Selection		

Option	Icon	Action of selected objects.
Move Laser to Right of Selection		Moves laser to the right-center of selected objects.
Move Laser to Top of Selection		Moves laser to the top-center of selected objects
Move Laser to Bottom of Selection		Moves laser to the bottom-center of selected objects.

#### SELECTION COORDINATES

Edges and centers of [selections](#) are defined according to the farthest points of any object in the selection area, in each direction — imagine the selection area as the smallest possible rectangle that can contain every object in your selection. The edges and center of a selection are the same as the edges and center of that imaginary rectangle.

You can read the coordinates of any location on your selection in the [Numeric Edits Toolbar](#). Click a point in the 9-dot control to see the horizontal position (**XPos**) and vertical position (**YPos**) of that location on your selection, in your [Workspace](#).

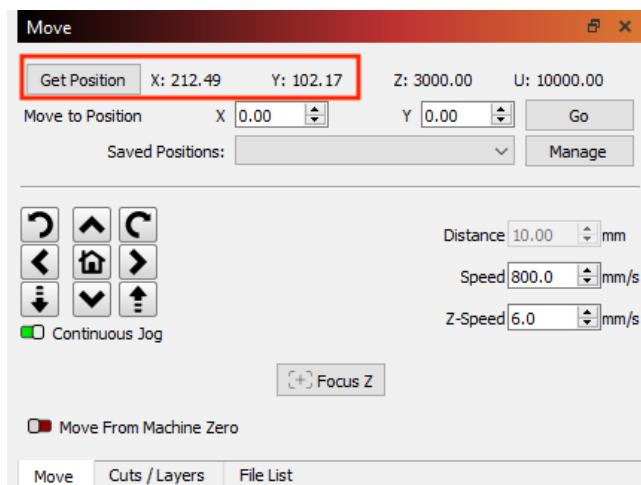


#### LASER COORDINATES

You can read your laser's current coordinates in the [Move Window](#), by clicking the **Get Position** button.

#### Note

The **Move Laser to Selection** tools can only move your laser in the **X** and **Y** dimensions.



#### RELATED TOPICS

- [Move Selected Objects](#)
- [Position Laser](#)
- [Selection Tools](#)
- [Coordinates and Origin](#)
- [Move Window](#)
- [Numeric Edits Toolbar](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[arrangement](#) [laser-control](#) [material-utilization](#)  
[optimization](#) [output-and-positioning](#) [testing-tools](#)  
[troubleshooting](#) [workflow](#) [workflow-optimization](#)

### 5.5.3 Quality Optimization

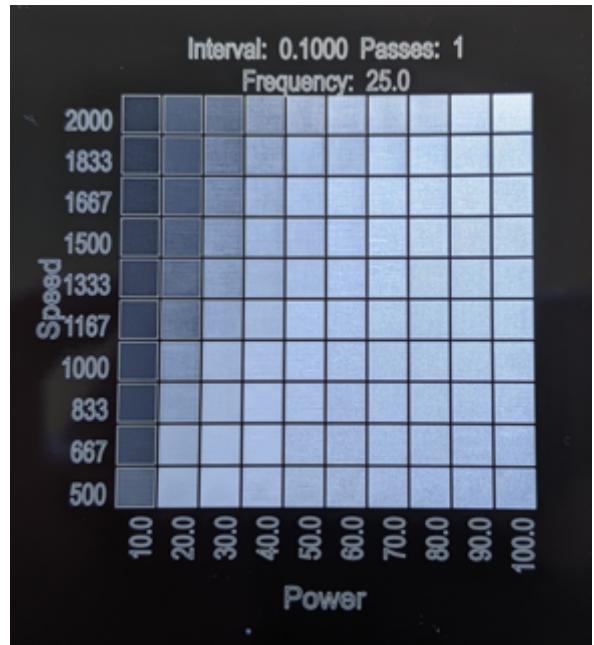
#### Material Test

##### Quick Reference: Material Test

**Location**[Laser Tools → Material Test](#)

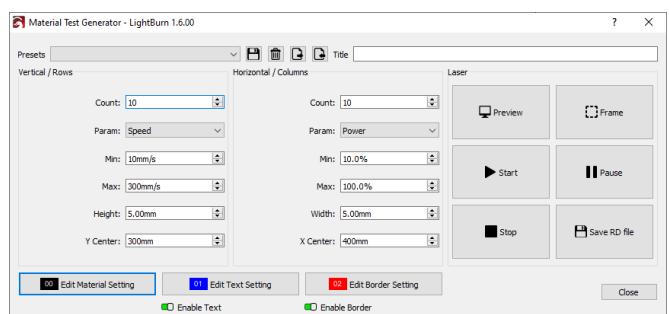
LightBurn has a built-in test pattern generator to help you find the best settings for your laser and any material you're working with.

To open the **Material Test Generator**, go to the [Laser Tools Menu](#) and select **Material Test**.

**MATERIAL TEST EXAMPLE**

*A material test showing different speeds and powers on black anodized aluminum*

On the left side, each row is labeled with the engraving speed. Along the bottom, columns are labeled with the power level used. At the top, the sample shows additional universal settings — in this case, **Interval**, **Passes**, and **Frequency** — that are used for each box in the grid.

**USING THE MATERIAL TEST GENERATOR**

*The Material Test dialog as it appears for a DSP laser*

After opening the **Material Test Generator**, you'll be able to configure your test pattern. By default, the Material Test Generator will create a 10x10 grid of boxes with varying **Power**

and **Speed**. Use the **Param** dropdown to select different parameters to test.

#### Positioning

The output location of the test grid is determined by the **Start From** mode you select *before* opening the Material Test Generator. **Current Position** and **User Origin** work exactly as they do for all other output, while **Absolute Coordinates** location is controlled by the **X/Y Center** options in the Material Test configuration.

#### Test Configuration

Use the settings below to configure your test grid. The parameters tested can be **Power**, **Speed**, **Interval**, or **Passes**. **Frequency** and **Q-Pulse** width can also be tested, if your laser supports those settings.

Test Grid Settings	Explanation
Count	How many rectangles are in each row/column
Param	The setting being tested along this axis
Min	The lowest value to be used for this setting
Max	The highest value to be used for this setting
Height/Width	The height/width of each rectangle in the test grid
Y Center/X Center	The position of the center of the test grid (if using <b>Absolute Coordinates</b> )

#### Cut Settings

The three buttons at the bottom of the dialog box open the **Cut Settings Editor**, where you can adjust the settings to use in your test. There are two switches to enable or disable the text labels and border.

Button	Explanation
Edit Material Setting	Base settings for the test — the two settings chosen in <b>Param</b> will be varied in the grid, but all other settings applied here will apply to <i>every</i> test box
Edit Text Setting	Settings to use for the text labels
Enable Text	This switch controls whether text labels are output
Edit Border Setting	Settings to use for the border around the test grid — available in LightBurn 1.5 and higher
Enable Border	This switch controls whether the border around the test grid is output

#### Always pay attention to units of distance and time when entering Speed settings

When entering **Speed** values recommended by your laser's manufacturer or other LightBurn users, make sure to use the *same units of distance and time as those from the recommendation*, or to convert the values to your preferred units.

A given number of **millimeters per second** is *much* faster than that same number in **millimeters per minute**. Mixing up units can lead to **reduction in power output** due to unexpectedly high speeds, or excessive power output — and even fire — due to unexpectedly slow speeds.

Change your **displayed units** in the **Units and Grids** tab of the **Settings** window. LightBurn automatically converts any existing values when you switch between units.

#### Running the Test

The buttons on the right side allow you to **Preview** the test grid, **Frame** to check output location, run the laser, and more.

Laser Controls	Explanation
Preview	Generate a preview of the test grid
Frame	Frame the test grid to see its position on the material
Start	Start running the material test
Pause	Pause the material test
Stop	Stop running the material test
Save RD File/Save GCode	Device-dependent — if available, saves the test grid in RD or GCode format

#### MATERIAL TEST CUTTING AND ENGRAVING ORDER

The order in which test boxes are cut or engraved is determined according to an ascending list of potential risk of burning or charring material.

In other words, boxes with the highest **Speed**, lowest **Power**, lowest **Interval**, and fewest **Passes** will run first, followed by the next highest, lowest, fewest, and so on.

#### SAVING AND EXPORTING

There is also a dropdown allowing you to select a saved **Preset**. This is useful if you have custom settings you like to run frequently, such as a smaller test pattern you want to use on metal tags, or a range of settings you want to test on various woods.

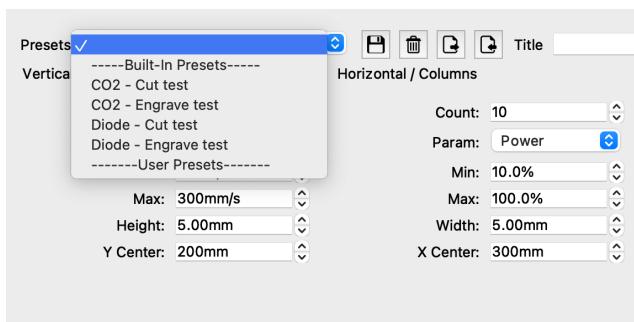
At the top are buttons allowing you to save, delete, export, and import presets.

To locate the presets saved on your computer, go to **File → Open Prefs Folder**. You'll find the `material_test_presets.lbmt` file inside the `presets` folder.

Presets can also be exported in a **User Bundle**.

**BUILT-IN PRESETS**

LightBurn provides four **Built-in Presets** for users with Diode or CO<sub>2</sub> lasers. All four are selectable from the dropdown menu in the **Material Test Generator** dialog window.

**RELATED TOPICS**

- [Material Library](#)
- [Interval Test](#)
- [Focus Test](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#) [optimization](#) [quality-optimization](#)  
[testing-tools](#) [troubleshooting](#)

**Focus Test**

**Quick Reference: Focus Test**

Tests for the optimal focus height.

**Location**

Laser Tools → Focus Test



You can also use the Focus Test to try out different amounts of defocusing. Defocusing your laser produces thicker lines where it marks the material, which in turn allows you to increase the [Line Interval](#) setting on [Fill](#) layers, and speed up jobs.

The **Focus Test** generates and runs a test pattern to help you identify the optimal focal height for your laser.

Focal height affects the strength and size of the laser dot where it meets the material. A laser that is perfectly focused will have the strongest power output and smallest dot size possible.

The Focus Test pattern is made up of a user-specified number of lines, each engraved at a different Z Axis height. Text is engraved beneath each line to indicate the Z height the line was engraved at.

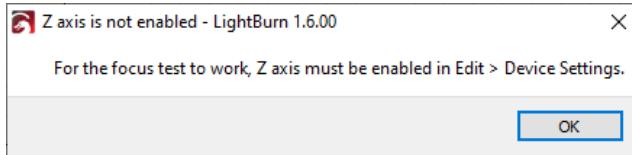
Go to [Laser Tools](#) → **Focus Test** to open the Focus Test setup window, where you set the parameters used to generate the test pattern.

#### PREPARATION

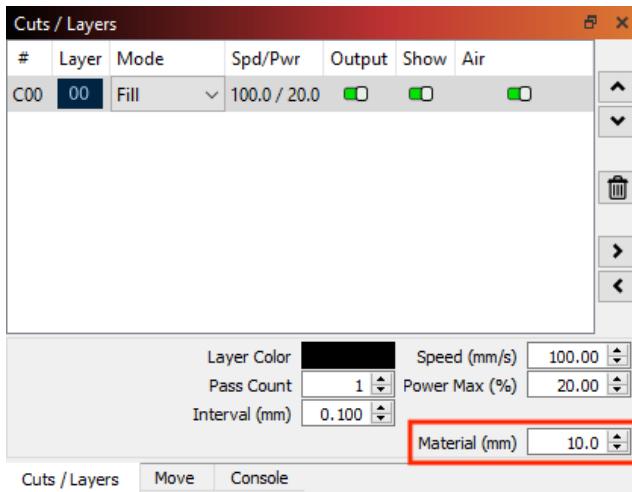
##### Z Axis Control

In order to use the **Focus Test**, your laser must have a motorized Z Axis that is controllable through LightBurn, and Z Axis control must be enabled in your [Device Settings](#).

You'll receive a warning message if Z Axis control is not enabled in your Device Settings, and you attempt to open the Focus Test.



If you are *not* using **Relative Z moves**, you must set the **Material** height for the material you will be testing on in the [Cuts / Layers Window](#), before opening the Focus Test. You'll need at least one object in your [Workspace](#) in order to adjust the Material height — any objects in your Workspace will be ignored when the Focus Test pattern is sent to your laser.



#### Material

You'll be engraving a test pattern onto a piece of material placed in your laser's bed. It's best to have the material loaded into your laser before opening the **Focus Test**, so you can set and check positioning.

Your laser's optimal focus doesn't depend on the type of material you're engraving on, but if you're purposely testing a range of defocused heights, you may need to run unique tests on each different material you work with to get the most accurate results.

#### Positioning

The **Focus Test** pattern will be output in your laser's work area according to the **Start From** mode and **Job Origin** you select before opening the Focus Test.

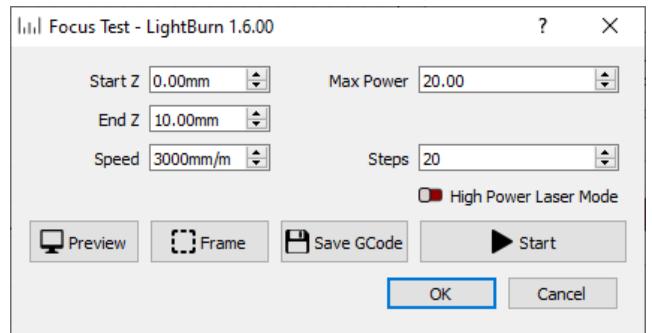
If you select **Absolute Coords**, the Focus Test pattern will be centered in your laser's work area.

**Current Position** and **User Origin** work exactly as they do for all other output.

See [Coordinates and Job Origin](#) for more information on these settings.

## FOCUS TEST SETUP WINDOW

GCode      DSP



- **Start Z** determines the Z height of the first line in the **Focus Test** pattern.
- **End Z** determines the height of the final line in the test pattern.

**Note**

If you are using **Relative Z moves only**, Start Z, End Z, and all Z heights tested in between are determined relative to the current Z position of your laser, at the time the test begins. In other words, the first line will be engraved at the laser's current Z position *plus* the value you enter in the Start Z field, and so on for all Z heights tested, until the End Z.

If you are *not* using Relative Z moves only, Start Z, End Z, and all Z heights tested in between are determined relative to the **Material** height you enter in the [Cuts / Layers](#) window before opening the **Focus Test**.

- **Steps** determines the total number of lines to create in the test pattern. The total number of lines is equal to Steps + 1. The amount that Z height will advance between each step is equal to: (End Z - Start Z) / Steps.
- **Speed** sets the speed at which your laser will engrave the lines.
- **Max Power** sets the power at which your laser will engrave the lines.

**Tip**

Set Max Power just high enough to mark your material — if the power is set too high, the laser may char or cut through your material, making it challenging to determine which Z height was the optimal focal height.

- Turn on **High Power Laser Mode** to enable [Perforation Mode](#) for the labels beneath each line, if they are overburning. Perforation Mode switches the laser off and on during cuts, reducing overall power output.
- [Preview](#) shows a preview of the Focus Test pattern, as it will output to your laser.
- [Frame](#) commands your laser to travel around the area the Focus Test pattern will be output to in your laser's work area.
- [Save GCode](#) saves the test pattern in GCode format.
- [Start](#) commands your laser to begin engraving the Focus Test pattern.
- Press **OK** to save your Focus Test settings — saved settings will be present when you open the Focus Test later.
- Press **Cancel** to discard any changes you've made to the Focus Test settings — settings will revert to previously saved settings

**Interval Test**

**Quick Reference: Interval Test**



Preview - LightBurn 1.7.00

0.31      0.36      0.40      0.45      0.50

0.07      0.12      0.17      0.21      0.26

Cut distance: 12974 mm (~3:05) Rapid moves: 9884 mm (~2:37) Total time estimated: 5:42

Playback Speed  x 5    Show traversal moves    Shade according to power    Invert

Black lines are cuts, Red lines are moves between cuts   [Start here](#)   [Save Image](#)   [Play](#)

Generates an engraving pattern to test a range of [Line Interval](#) settings.

**Location**  
[Laser Tools](#) → Interval Test

The **Interval Test** provides a quick way to determine the optimal **Line Interval** for a given combination of machine, material, and focal length. The Interval Test pattern is made up of a user-specified number of sample squares, each engraved at a different Line Interval. Text is engraved next to each square. Line Interval is the distance between scan lines when raster engraving, making it one of the key settings determining the quality of engravings on [Image](#).

Unlike in traditional print media, a higher density of scan lines (lower interval) doesn't necessarily produce a higher quality image when laser-engraving — an optimal value must be found.

If Line Interval is set too *low*, the engraving time is vastly increased, and the images appear dark and muddy.

If the Line Interval is set too *high*, more power is required to achieve the same depth and darkness, and gaps may appear between the lines. Stepping may also appear on curved edges.

#### USING THE LINE INTERVAL TEST

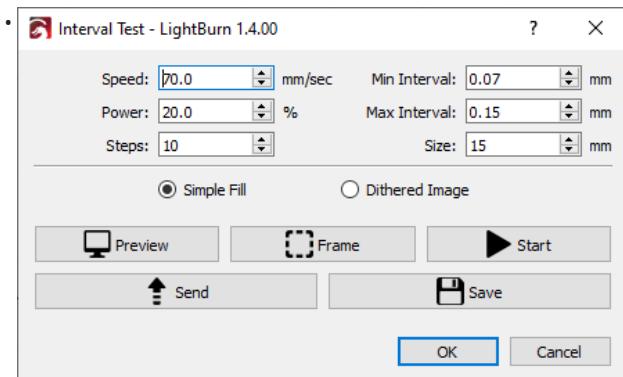
##### Preparation

Place a scrap piece of the material to be tested into the laser, and focus the laser as per your manufacturer's instructions.

The location of the test on your material is determined by the **Start From** mode and the **Job Origin** that you select *before* opening the Interval Test. If you select **AbsoluteCoords**, the test will be centered on your laser's bed. **Current Position** and **User Origin** work exactly as they do for all other output. See [Coordinates and Job Origin](#) for more information on these settings.

##### Interval Test Setup Window

Open the **Interval Test** by navigating to [Laser Tools](#) → [Interval Test](#), and adjust the settings:



**Speed** sets the maximum speed the laser head will travel. The [Material Test](#) can help you find the optimal speed.

- **Power** sets the maximum power output the laser source should deliver. The [Material Test](#) can help you find the optimal power.
- **Steps** determines the number of sample squares to make. Reducing this will reduce the material needed, but will also result in larger differences between each test square.
- **Min Interval** determines the minimum distance between lines to test (try 0.08 mm as a start).
- **Max Interval** determines the maximum distance between lines to test (try 0.16 mm as a start).
- **Size** sets the size of each sample square. Reducing this will reduce the material required, but may make the results harder to read.
- Select **Simple Fill** to create sample squares with a solid black fill.
- Select **Dithered Image** to create sample squares that are a gradient from black to white. These are often easier to read and provide more information to those seeking to engrave images.

- [Preview](#) shows a preview of the Interval Test pattern, as it will output to your laser.
- [Frame](#) commands your laser to frame the area the Interval Test pattern will be output to in your laser's work area.
- [Save](#) saves the test pattern in the [appropriate file format](#) for your type of laser.
- [Start](#) commands your laser to begin engraving the Interval Test pattern.
- Press **OK** to save your Interval Test settings — saved settings will be present when you open the Interval Test later.
- Press **Cancel** to discard any changes you've made to the Interval Test settings — settings will revert to previously saved settings when you open the Interval Test later.

##### Interpreting Results

Results are best observed under good lighting and with magnification, if available. Look for the sample square where the scan lines touch without overlapping.

Adjust your **Line Interval** setting in the [Cut Settings Editor](#), and save your settings to the [Material Library](#) for future use.

##### RELATED TOPICS

- [Focus Test](#)
- [Material Test](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[dpi](#) [fill-mode](#) [image-mode](#) [laser-control](#) [line-interval](#)  
[ipi](#) [quality-optimization](#) [testing-tools](#)

## Material Library

LightBurn's **Material Library** provides a place to store, organize, and apply preset [Cut Settings](#) for different operations and materials.

### ACCESSING THE MATERIAL LIBRARY

In the default layout, the **Library Window** is the tab after [Laser](#), in the bottom right of the screen.

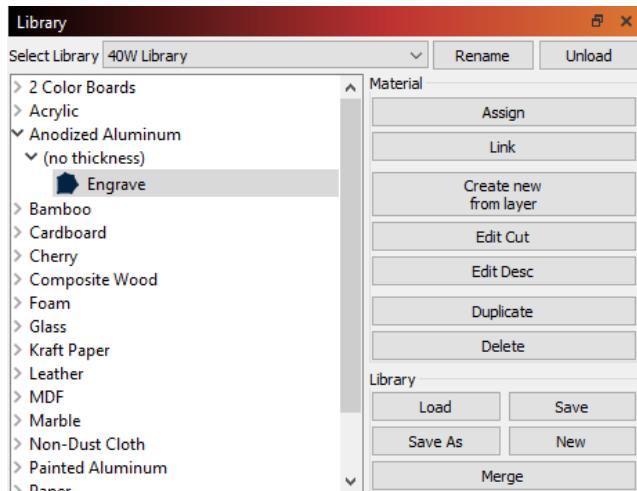
If you have closed the Library Window, go to [Window](#) → [Library](#) to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

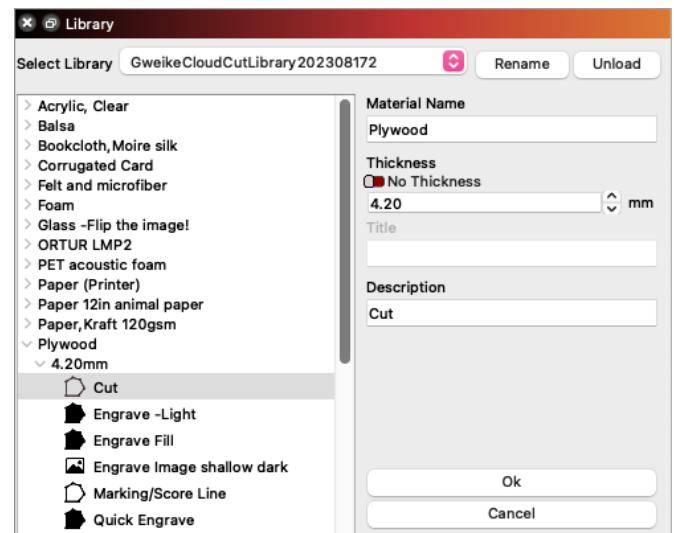
### OPTIONS AND SETTINGS

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



### Creating New Material Library Presets

Click **Create new from layer** to save settings from the active [layer](#) (including [Sub-Layers](#)) to a new preset entry in the Library. Enter the below details and hit **OK** to save the material preset to the active Library.



- **Material Name:** The highest folder within the Library to include this material in.
- **Thickness:** The Z-height of the material to be cut through. Appears as the sub-folder name when used.
- For surface operations like "Engrave" or "Score" that don't depend on the material thickness enable **No Thickness** and enter the operation into **Title**. This disables the Thickness option, and appears as the sub-folder name when used.
- **Description:** Provide greater detail about these settings, for example "Cut — Quick and Dirty". Appears as the name of the entry in the list.

All saved presets are organized in collapsible folders on the left side of the **Library Window**.

#### Using Material Library Presets

To apply presets to a layer in your project, first activate the layer by selecting a graphic set to that layer, or clicking the layer in the [Cuts / Layers Window](#).

Next, select a preset from the list in the **Library Window**, and click [Assign](#) or [Link](#).

#### Assign

Applies the preset settings from the selected entry to the active layer.

After applying the presets to the layer, you may adjust them in the [Cut Settings Editor](#), and edits made in the Cut Settings Editor will not affect the Library entry, or vice-versa.

#### Link

Syncs the active layer to the settings stored in the selected preset entry. This disables the ability to edit the layer in the [Cut Settings Editor](#), but any changes made to the Library entry will be automatically applied to the layer.



This is often useful for files that you'll be running again in the future, so that future improvements to your custom presets will be automatically applied in your project.

#### Modifying Presets

You can modify existing presets by selecting them in the list, then clicking one of the options in the right side of the window.

#### Edit Cut

Opens the [Cut Settings Editor](#) for this preset. After making changes, click **OK** to override the existing entry in the Library with your changes.

#### Edit Description

Click **Edit Description** to modify the **Name**, **Thickness** and **Description** for the highlighted entry.

#### Duplicate

Copies the highlighted preset to a new entry in the Library.



Combined with **Edit Description** and **Edit Cut**, you can keep the same **Material Name** and **Thickness** to create *nested* entries (e.g. 3 mm cut, scan, and image). Keeping just the Name while changing the Thickness allows nesting of different thicknesses of the same material.

#### Delete

Permanently removes the selected preset from the Library.

#### Managing Material Libraries

##### New

Creates a blank Library.

##### Save

Stores or overwrites a previously stored Library with an updated version containing any changes you've made since you last saved the Library. Libraries are saved with the `.clb` file extension.

##### Save As

Saves a copy of the active Library to your files with a different file name. Useful for archival purposes.

##### Merge

Combines two Libraries together. Useful when importing settings from external parties.

##### Load

Open your system's file browser, where you can navigate to the location of a previously saved `.clb` file and select it, to add it to the **Select Library** dropdown list.

##### Select Library

Select one of the Loaded Libraries from the dropdown list.

#### Rename

Changes the name of the Library.

#### Unload

Removes the Library from the **Select Library** list.

#### ADVANCED USAGE

##### Multiple Lasers

If you have multiple lasers, it's typically best to create a **Material Library** for each laser.

When you save a Library, it is linked to the [currently active device](#). In the future, when you select that device, the Library associated with it will load automatically.

When you change Libraries, LightBurn will check any **Linked** layers against the newly-loaded Library. If there's a Linked preset in each of the old and new Libraries that have matching details — **Material Name**, **Thickness/Title**, **Description** — LightBurn will automatically Link the layer to the preset in the new Library, and update the layer's [Cut Settings](#) accordingly.

##### Multiple Computers

Multiple computers can access a single **Material Library** file hosted on a network drive or from cloud service storage (e.g. Dropbox, Google Drive, iCloud, OneDrive, etc.). To open up a shared Material Library on a different computer, use the [Load](#) button in the **Library Window**.



If you have multiple computers pointing to the same Material Library file, updates made from one computer won't show on the other computer(s) until LightBurn is restarted or the Library is reloaded with the [Load](#) button.

#### RELATED TOPICS

- [Cut Settings Editor](#)
- [Color Palette](#)
- [Art Library](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[UI](#) [cut-settings](#) [device-management](#) [laser-control](#)  
[libraries](#) [quality-optimization](#)

## 5.5.4 Modes and Advanced Control

### Print and Cut

#### Quick Reference: Print and Cut

**Location**  
Modes Toolbar  
Laser Tools → Print and Cut

**Keyboard Shortcuts**  
Windows:  $\text{Alt} + \text{P}$   
Mac:  $\text{Option} + \text{P}$

**Compatibility**  
Gantry lasers

**Print and Cut** aligns a current project to existing **Target Positions** — also called *registration marks* — in a previously output design.

Print and Cut works by measuring the difference in location, orientation, and scale between two Target Positions in your laser's physical work area and the positions of two corresponding graphics in your LightBurn **Workspace**.

Use Print and Cut to cut around a pre-printed design, to cut a project larger than your laser's work area, to run a second pass over a previous cut, or to restart a halted job.

To open the Print and Cut Wizard, go to **Laser Tools** → **Print and Cut** → **Start Wizard**, press  $\text{Alt} / \text{Option} + \text{P}$ , or click the Print and Cut Icon in the **Modes Toolbar**.



All individual Print and Cut steps are also selectable from the Print and Cut sub-

**Laser Tools** Window Language Help

- Print and Cut** ▾
  - Calibrate Camera Lens
  - Calibrate Camera Alignment
  - Rotary Setup Ctrl+Shift+R
  - Feeder Setup Ctrl+Shift+F

Start Wizard

- Set First Target
- Set Second Target
- Align Output
- Align Output
- Reset Print

#### Print and Cut Requirements and Notes

- **Print and Cut** is only available for **Gantry** style lasers.
- In order to use Print and Cut, your laser must be connected to your computer, reporting its position accurately, and properly homed — for best results, you'll need a laser capable of automatic homing.
- You must use **Absolute Coordinates** positioning with Print and Cut. When you **Align Output to Targets** with Print and Cut, Absolute Coordinates will automatically be selected as your **Start From** mode — switching out of that mode will cause misalignment.

- When aligning your laser to the **Target Positions**, you must jog it using the commands in the [Move Window](#), its controller's keypad (if applicable), or the button in the Print and Cut Wizard. *You must not move your laser by hand at any point in the process.*
- The accuracy of Print and Cut depends on the reliability of your laser's motion system and the precision of your laser's beam or red dot pointer's alignment to the Target Positions.
- If your laser slips, snags, or loses position in any other way due to mechanical problems, you will be unable to achieve accurate alignment with Print and Cut. See [Troubleshooting: Mechanical Issues](#) for advice on addressing those issues.
- If the beam or red dot is not perfectly aligned to the center of the Target Positions, output will not be perfectly aligned either.
- Alignments with sub-millimeter accuracy are achievable, but you should anticipate minor deviations in most cases.

#### USING PRINT AND CUT

##### Notes on Target Positions

To use **Print and Cut**, you must align your laser to two **Target Positions** in a previously output design, and have corresponding, selectable Target Position graphics in your LightBurn [Workspace](#). LightBurn uses the reported position of the laser over the Target Positions to align new output to the existing design.

The standard use case of Print and Cut is to align laser output to registration marks that were specially added to a file in order to use them as Target Positions later. In this case, the original file is intended to be printed by one device, and cut out (or around) by a laser later on.

- In order to align to a previously printed design, the printed file must be in a format that can be [Imported](#) by LightBurn.
- The Target Position graphics must always maintain their relative position to the design after it is first output, in order to accurately align to them later.



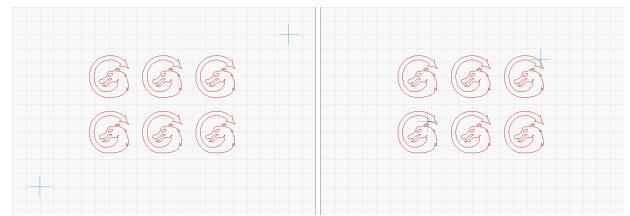
[Lock](#) all objects in your project to ensure they always maintain their relative position to one another.

- The Target Position graphics must be a single object or single [Group](#) of objects.
- Output is aligned relative to the *center* of the object or Group used as a registration mark.
- The farther apart the Target Positions are positioned from one another, the greater the accuracy of your alignment will be.
- Crosshair marks make ideal Target Positions. Include them in any printed design you intend to cut with your laser.
- In LightBurn, crosshairs must consist of one vertical and one horizontal line, Grouped together.



Create a [circle](#) with [lines](#) between its top and bottom and left and right midpoint [Snapping](#) locations to make a perfect crosshair.

- The crosshairs cannot be images, or part of a larger image. They must be individually selectable [vector graphics](#).
- Set the crosshairs to a [Tool](#) layer if you do not want them to be cut or engraved by your laser.
- To cut a project larger than your laser, you can divide it and engrave sets of crosshairs with each section, and use them to align the next section to the previous section.
- You can also center crosshair marks over sharp corners in an existing cut or engraving, and align to those corners. Useful for running a second pass over an incomplete cut, or recovering halted jobs.



Left: Crosshairs imported from a pre-existing design for use as Target Positions.

Right: Crosshairs placed over sharp corners in pre-existing design, to use as Target Positions.

## Rotary Mode

### ROTARY MODE

Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion.

To open Rotary Setup, go to **Laser Tools** → **Rotary Setup** ( $\text{^ Ctrl } / \text{⌘ Cmd } + \text{↑ Shift } + \text{R}$ ), or click the rotary icon in the **Modes Toolbar**.

For more information on setting up and using a rotary with your type of laser, see:

[Rotary Mode \(DSP\)](#)

[Rotary Mode \(GCode\)](#)

[Rotary Mode \(Galvo\)](#)

You can enable or disable **Rotary Mode** by toggling the **Enable Rotary** switch in the **Rotary Setup** window, or, if **Show rotary enable in main window** is enabled in your **Settings/Preferences**, by toggling the switch in the **Laser Window**.

When Rotary Mode is enabled, you'll see a [status indication](#) in the bottom right corner of your screen:



For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[laser-control](#) [modes-and-advanced-control](#) [rotary](#)

### ROTARY MODE (DSP)

#### Note

The Rotary Setup window is not available for lasers with TopWisdom or Trocen controllers. See [below](#) for more information on setting up a rotary with these controllers.

Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion.

To open Rotary Setup, go to **Laser Tools** → **Rotary Setup** ( $\text{^ Ctrl } / \text{⌘ Cmd } + \text{↑ Shift } + \text{R}$ ), or click the rotary icon in the **Modes Toolbar**.

#### Rotary Setup (Ruida)

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

#### Rotary Setup - LightBurn 1.6.00

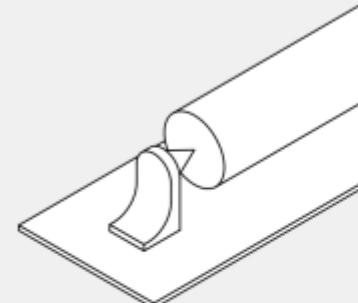
##### Rotary Type

Chuck

Roller

Enable Rotary

Mirror Output to Rotary



##### Rotary Axis

Y Axis

Z Axis

A Axis

Test

10000.00 steps per rotation

50.000mm Object Diameter

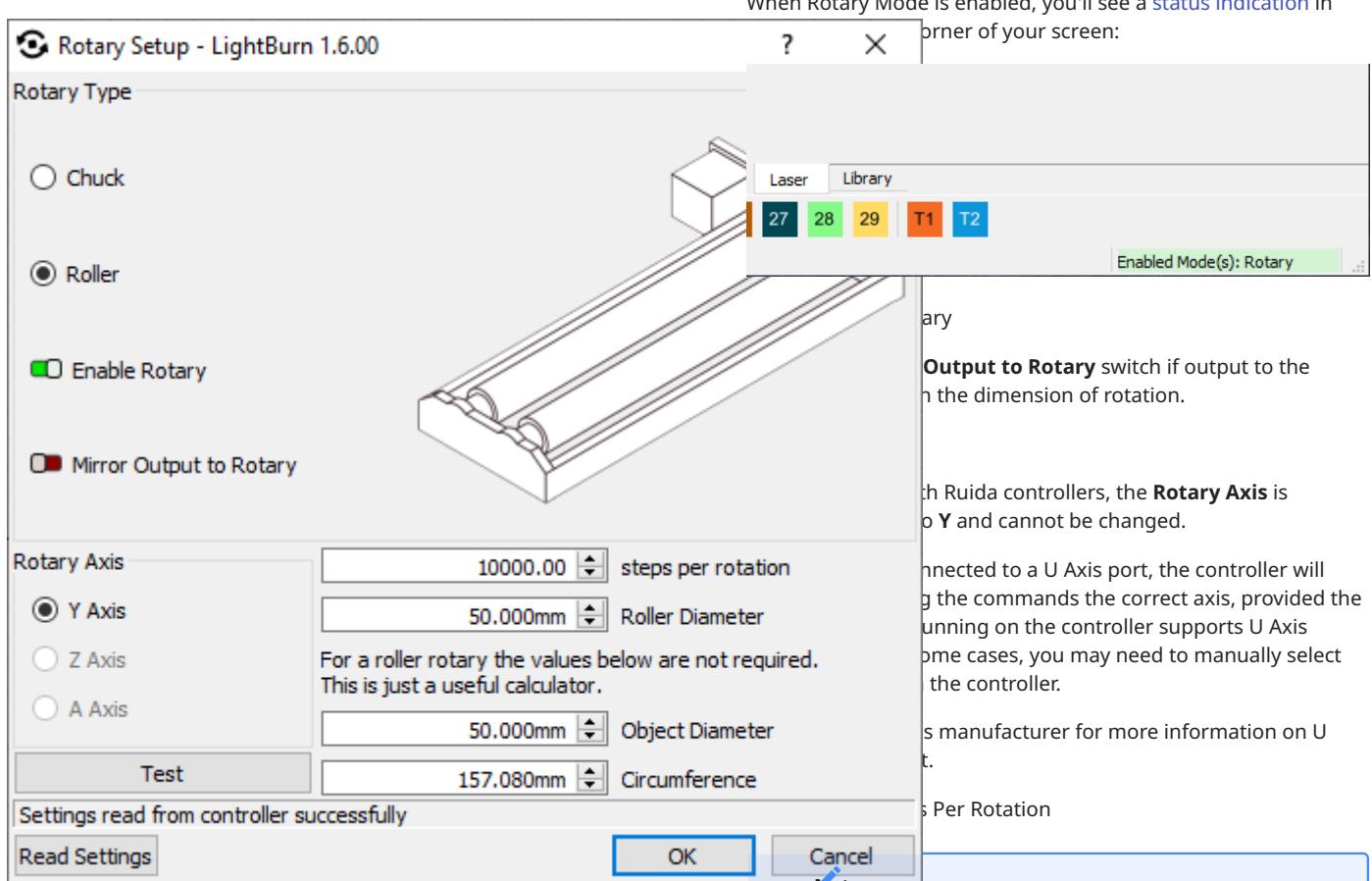
157.080mm Circumference

Settings read from controller successfully

Read Settings

OK

Rotary Setup for Ruida Controllers (Chuck)



#### Rotary Setup for Ruida Controllers (Roller)

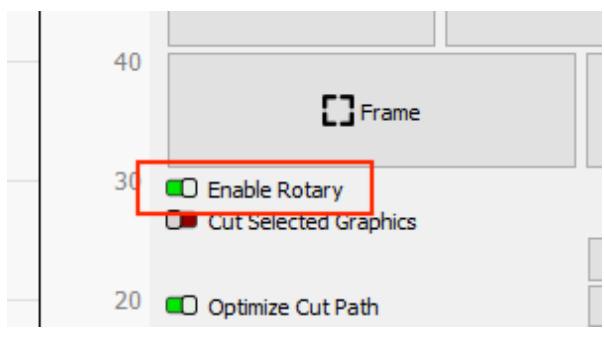
##### Rotary Type

Select whether your rotary is a **Chuck** or **Roller** style rotary. Chuck rotaries have adjustable jaws that grab and hold objects, while Roller rotaries have revolving rollers or wheels that objects are placed on top of.

##### Enable Rotary



If [Show rotary enable in main window](#) is enabled in your [Settings/Preferences](#), you can also enable or disable Rotary Mode using the switch in the [Laser Window](#).



This switch controls whether **Rotary Mode** is enabled. When enabled, rotational commands are sent to the laser to control rotary motion, and output is split into segments.

When Rotary Mode is enabled, you'll see a [status indication](#) in the top right corner of your screen:



Enabled Mode(s): Rotary

**Output to Rotary** switch if output to the machine. In some cases, you may need to manually select the controller.

In most cases, steps per rotation will be provided by the manufacturer of your rotary or machine — consult the manufacturer for more information on U Axis.

With a **Roller** style rotary, it is the *roller or wheel* driven by the motor that must make one complete rotation when you click the Test button, and *not* an object on the rotary.

Set the **steps per rotation** value to the number of motor steps required to spin the rotary one complete rotation.

If this value is incorrect, output will be shrunk or stretched.

In most cases, steps per rotation will be provided by the manufacturer of your rotary or machine — consult the manufacturer if the steps per rotation value was not provided in the instructions included with your device.

##### Test

When the **Test** button is pressed, the rotary should turn a full 360 degrees, pause, then rotate back to the starting point. If the rotary turns too far, reduce the steps per rotation value. If it does not turn far enough, increase it.

##### Roller Diameter

This option is only presented for **Roller** style rotaries.

In most cases, **Roller Diameter** is provided by your rotary's manufacturer. If not, carefully measure the diameter of the roller or wheel driven by the rotary motor.

Once this measurement is accurately identified and set, it never needs to be adjusted again. If it is inaccurate, output will be shrunk or stretched.

## Object Diameter



Use high precision calipers to guarantee the accuracy of your diameter measurement.

For **Chuck** style rotaries, carefully measure and enter the **Object Diameter** of the item on your rotary. This value must be updated every time you place an object with a different diameter on your rotary. If it is inaccurate, output will be shrunk or stretched.

For **Roller** style rotaries, Object Diameter does not affect output, but can be entered here to calculate the **Circumference** of your object.

If your object is tapered, check out our [Taper Warp](#) tool.

## Circumference

Object **Circumference** is automatically calculated based on the value entered in the **Object Diameter** field. The converse is also true — Diameter is automatically calculated from Circumference.

Use this value to adjust the size of your graphics — for full wrap designs, the combined height of your graphics should be identical to the Circumference.

## Read Settings

Instructs LightBurn to read rotary settings settings from your laser's controller.

## Writing Changes

After changing rotary settings, you must power-cycle the controller, as the internal logic isn't adjusted for the new settings until you do.

Change the setting, press **OK** to close the **Rotary Setup** window and write the changes to the controller, then power off the control board and power it back on.

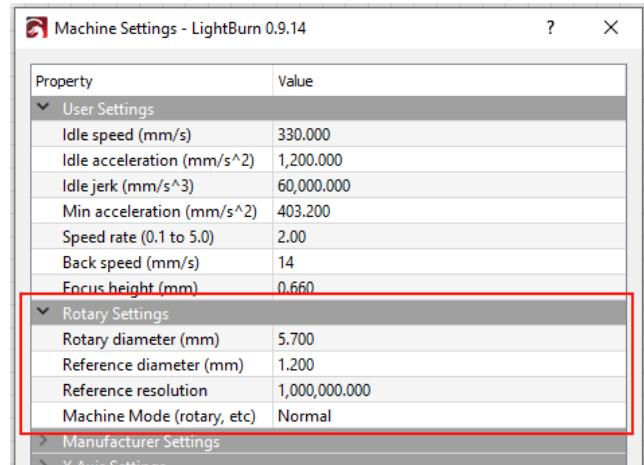
You may need to press the Esc (or stop) button on the controller to prevent it from trying to home itself, if the rotary is plugged into the Y Axis port and the laser cannot travel in Y.

## Rotary Setup (TopWisdom and Trocen)

TopWisdom      Trocen

Users with TopWisdom controllers must enable Rotary Mode and set parameters through the [Machine Settings](#) of the controller itself.

In LightBurn, go to [Edit → Machine Settings](#) to enable Rotary Mode as well as view and adjust the rotary controls.



The options presented here are the same as those available in AutoLaser, the stock software for the TopWisdom. For more information on these settings, refer to [this manual](#), or contact your machine's manufacturer.

Users with Trocen controllers must enable Rotary Mode and adjust settings through the controller display. For more information on these settings, refer to [this manual](#), or contact your machine's manufacturer.

## Positioning



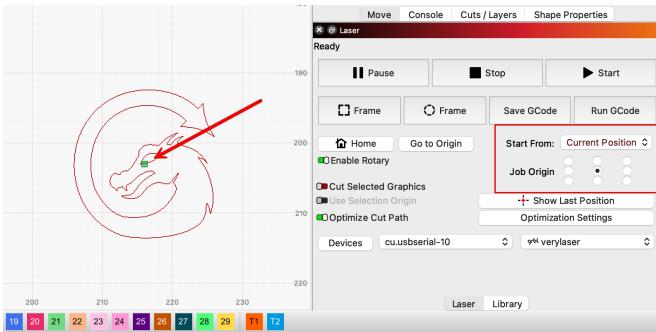
If your rotary is plugged into your laser's Y Axis, position the laser head toward the center of its work area *before* plugging in the rotary.

In most cases, [Current Position](#) is the best **Start From** mode to use when working with a rotary.

Align the object under your laser head in the X dimension. Output will be positioned on the object in the X dimension relative to the laser head and **Job Origin** selection. The Job Origin is indicated on your graphics by a green square. Parts of the graphic to left of the green square will output to the left of your laser head, and parts to the right will output to the right.

Turn the rotary or object on the rotary to determine where the engraving will output on the object in the dimension of rotation. Output in this dimension is also determined relative to your Job Origin selection — the rotary will turn to reach graphics positioned above or below the Origin.

See [Coordinates and Job Origin](#) for more information on the Start From mode and Job Origin settings.



In the above example, output will be centered around the starting position of the laser head.

### Note

For some Trocen controllers, the Start From mode must always be selected through the controller display.

### Troubleshooting

- If your output is shrunk or stretched in the direction of rotation, either **steps per rotation**, **Object Diameter** (if working with a **Chuck** style rotary), or **Roller Diameter** (if working with a **Roller** style rotary), is incorrect.
- Use the **Test** button in the **Rotary Setup** window to check steps per rotation. The rotary should make one 360 degree rotation before returning to the start. If you are working with a Roller rotary, it is the roller or wheel driven by the motor that must make one complete rotation and *not* an object on the rotary. If it turns too far or not far enough, adjust steps per rotation.
- Use high precision calipers to double-check the Object or Roller Diameter value.
- If the controller returns a "Y Slop Over" or similar error when you try to start a job, jog the rotary using the Y Axis arrows until it reports a position near to the center of its work area (half the max travel distance in Y.)
- If an object slips on a Roller rotary, try:
- Wrapping the rollers with a non-slip material, or even rubber bands.
- Placing weights inside the object, such as ball bearings or other small round objects, to help press the object against the rollers.
- Going to **Edit → Machine Settings** and reducing the Acceleration value of your rotary axis, in your machine's firmware settings.
- If you end up with a flat part at the bottom of the engraving, it means your rotary gear mechanism has backlash. Usually, tightening any belts in the rotary device will fix this, but, if not, you can place a small line a few mm below the bottom of your design, set to very low power (0.1%) and set it as the first layer to run. The rotary will spin to this position, then back up over that few millimeters of gap, and will take up the backlash with that movement.

### Related Topics

- [Taper Warp](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

DSP    gantry    laser-control    modes-and-advanced-control  
rotary    rotary-mode

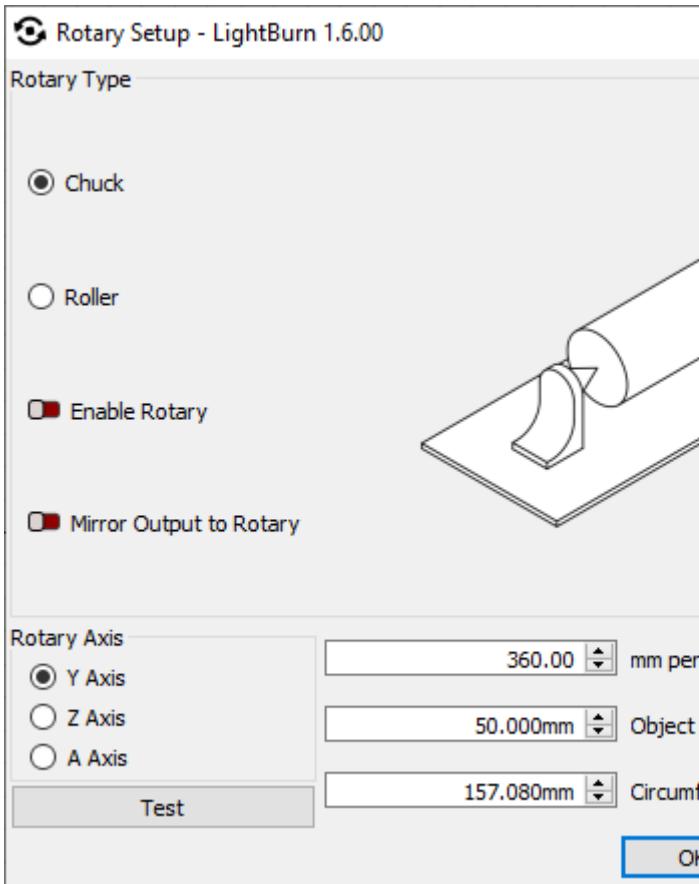
## ROTARY MODE (GCODE)

Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion.

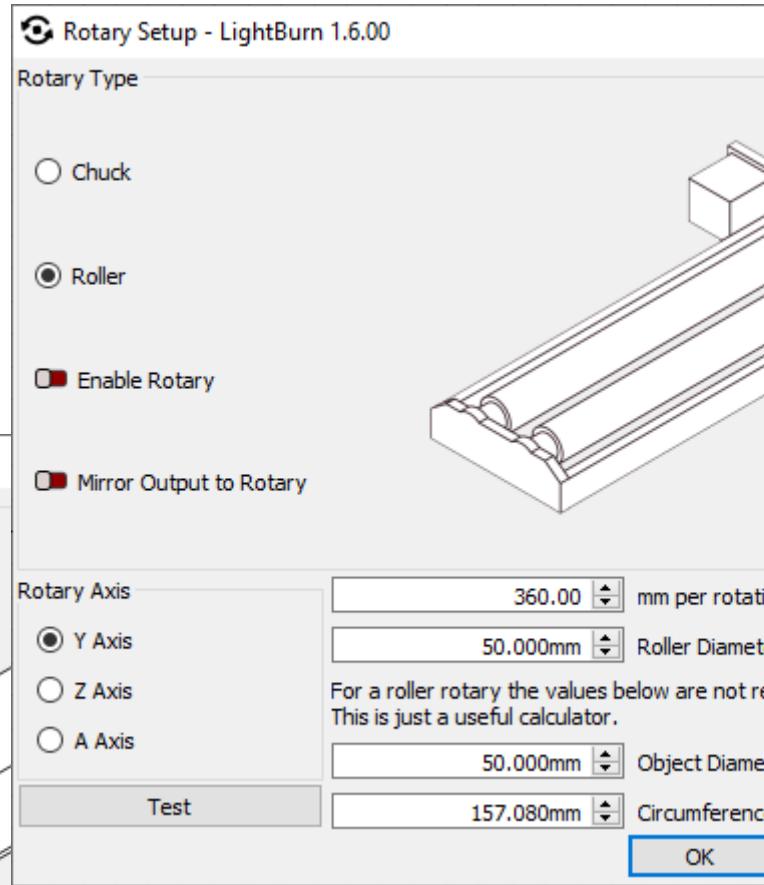
To open Rotary Setup, go to **Laser Tools** → **Rotary Setup** (**Ctrl** + **Shift** + **R**), or click the rotary icon in the **Modes Toolbar**.

## Rotary Setup

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



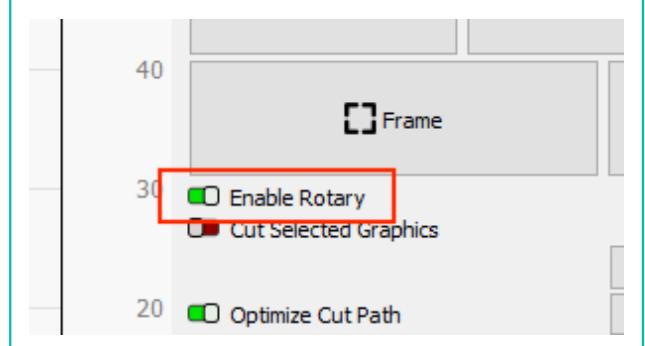
Rotary Setup for GCode (Chuck)



Rotary Setup for GCode (Roller)

Your rotary is a **Chuck** or **Roller** style rotary. Chuck rotaries have adjustable jaws that grab and hold objects, while roller rotaries have revolving rollers or wheels that objects roll over.

If **Enable Rotary** is enabled in main window is enabled in your **Settings/Preferences**, you can also enable or disable Rotary Mode using the switch in the **Laser Window**.



This switch controls whether **Rotary Mode** is enabled. When enabled, rotational commands are sent to the laser to control rotary motion, and output is split into segments.

When Rotary Mode is enabled, you'll see a [status indication](#) in the bottom right corner of your screen:



### Mirror Output to Rotary

Enable the **Mirror Output to Rotary** switch if output to the rotary is inverted in the dimension of rotation.

### Rotary Axis

Select which axis LightBurn will output rotational commands to.

Select **Y Axis** if you are unplugging your Y Axis stepper motor wire and plugging it into the rotary instead. Some lasers use the Y Axis with a dedicated port and switch.

Select **Z Axis** or **A Axis** if you are plugging your rotary into a dedicated rotary axis. Consult your laser's manufacturer for help identifying the correct axis.

### Rotary Settings MM Per Rotation

#### Note

With a **Roller** style rotary, it is the *roller or wheel* driven by the motor that must make one complete rotation when you click the Test button, and *not* an object on the rotary.

Set the **mm per rotation** value to the distance of commanded movement in millimeters required to spin the rotary one complete rotation.

If this value is incorrect, output will be shrunk or stretched.

In most cases, mm per rotation will be provided by the manufacturer of your rotary or machine — consult the manufacturer if the mm per rotation value was not provided in the instructions included with your device.

### Test

When the **Test** button is pressed, the rotary should turn a full 360 degrees, pause, then rotate back to the starting point. If the rotary turns too far, reduce the mm per rotation value. If it does not turn far enough, increase it.

### Roller Diameter

This option is only presented for **Roller** style rotaries.

In most cases, **Roller Diameter** is provided by your rotary's manufacturer. If not, carefully measure the diameter of the roller or wheel driven by the rotary motor.

Once this measurement is accurately identified and set, it never needs to be adjusted again. If it is inaccurate, output will be shrunk or stretched.

### Object Diameter

#### Tip

Use high precision calipers to guarantee the accuracy of your diameter measurement.

For **Chuck** style rotaries, carefully measure and enter the **Object Diameter** of the item on your rotary. This value must be updated every time you place an object with a different diameter on your rotary. If it is inaccurate, output will be shrunk or stretched.

For **Roller** style rotaries, Object Diameter does not affect output, but can be entered here to calculate the **Circumference** of your object.

If your object is tapered, check out our [Taper Warp](#) tool.

### Circumference

Object **Circumference** is automatically calculated based on the value entered in the **Object Diameter** field. The converse is also true — Diameter is automatically calculated from Circumference.

Use this value to adjust the size of your graphics — for full wrap designs, the combined height of your graphics should be identical to the Circumference.

#### Notes for Smoothieware Users

Before configuring the above, you may need to set up the rotary axis on your controller. LightBurn sends rotary moves as angle values, and the GCode controller translates those angles into actual movements. To do this, it needs to know the correct number of motor steps to take for one degree of movement on the rotary motor.

If you have a Smoothieboard or other uncommon GCode-based controller, the number is usually 200 times your microstepping multiplier (usually 8 or 16) times any gear reduction, divided by 360.

For a Cohesion3D or HolgaMods rotary, this is usually

$3200 \text{ steps} (200 \times 8 \text{ micro steps} \times 2x \text{ reduction}) / 360 = 8.88888888 \text{ steps per degree}$

$6400 \text{ steps} (400 \times 8 \text{ micro steps} \times 2x \text{ reduction}) / 360 = 17.7777778 \text{ steps per degree}$

The steps per degree number, along with acceleration and maximum speed will need to be set in the appropriate location for the controller. With Smoothieware, those are the **delta** settings in the config.txt file on the controller.

### Positioning

#### Tip

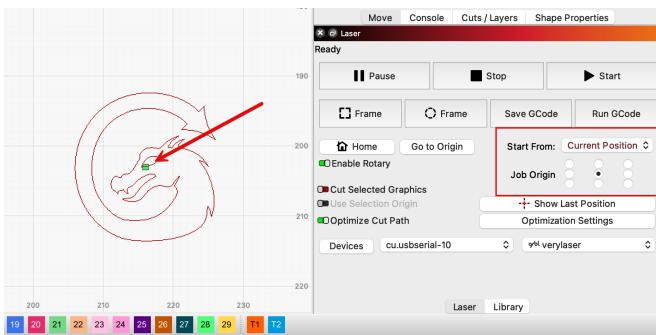
If your rotary is plugged into your laser's Y Axis, position the laser head toward the center of its work area *before* plugging in the rotary.

In most cases, **Current Position** is the best **Start From** mode to use when working with a rotary.

Align the object under your laser head in the X dimension. Output will be positioned on the object in the X dimension relative to the laser head and **Job Origin** selection. The Job Origin is indicated on your graphics by a green square. Parts of the graphic to left of the green square will output to the left of your laser head, and parts to the right will output to the right.

Turn the rotary or object on the rotary to determine where the engraving will output on the object in the dimension of rotation. Output in this dimension is also determined relative to your Job Origin selection — the rotary will turn to reach graphics positioned above or below the Origin.

See [Coordinates and Job Origin](#) for more information on the Start From mode and Job Origin settings.



*In the above example, output will be centered around the starting position of the laser head.*

#### Troubleshooting

- If your output is shrunk or stretched in the direction of rotation, either **mm per rotation**, **Object Diameter** (if working with a **Chuck** style rotary), or **Roller Diameter** (if working with a **Roller** style rotary), is incorrect.
- Use the **Test** button in the **Rotary Setup** window to check mm per rotation. The rotary should make one 360 degree rotation before returning to the start. If you are working with a Roller rotary, it is the roller or wheel driven by the motor that must make one complete rotation and *not* an object on the rotary. If it turns too far or not far enough, adjust mm per rotation.
- Use high precision calipers to double-check the Object or Roller Diameter value.
- If your controller returns an [Alarm:2, Soft Limits](#) error, enter `$20=0` in the [Console Window](#) to temporarily disable Soft Limits. When you are done working with the rotary, be sure to enter `20=1` to re-enable Soft Limits in your machine's firmware.

#### Additional Information ▾

This error is due to the amount of commanded travel on the rotary axis exceeding the Max Travel limit for the Y Axis, as set in your laser's firmware. During flat engraving, this protects the machine from attempting to travel out of bounds and potentially damaging itself. Since the rotary can turn forever, it is ok to disable this setting when engraving with a rotary, but take care not to give the laser commands that could cause it to travel out of bounds in the X dimension.

- If the object slips on a Roller rotary, try:
- Wrapping the rollers with a non-slip material, or even rubber bands.
- Placing weights inside the object, such as ball bearings or other small round objects, to help press the object against the rollers.
- Going to [Edit → Machine Settings](#) and reducing the Acceleration value of your rotary axis, in your machine's firmware settings.
- If you end up with a flat part at the bottom of the engraving, it means your rotary gear mechanism has backlash. Usually, tightening any belts in the rotary device will fix this, but, if not, you can place a small line a few mm below the bottom of your design, set to very low power (0.1%) and set it as the first layer to run. The rotary will spin to this position, then back up over that few millimeters of gap, and will take up the backlash with that movement.

#### Related Topics

- [Taper Warp](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**GCode** **GRBL** **gantry** **laser-control**  
**modes-and-advanced-control** **rotary** **rotary-mode**

## ROTARY MODE (GALVO)

Rotaries are used to turn cylindrical objects so that their surfaces can be marked by a laser. In order to use your laser with a rotary, you must first establish several important parameters in the **Rotary Setup** window that control the rotary's motion.

To open Rotary Setup, go to **Laser Tools** → **Rotary Setup** (**Ctrl** / **Cmd** + **Shift** + **R**), or click the rotary icon in the **Modes Toolbar**.

## Rotary Setup

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.

## Rotary Setup - LightBurn 1.6.00

## Rotary Type

 Chuck Roller Enable Rotary Reverse Rotary Direction Return to starting point

## Split Setup

5.000 Split size (mm)

0.100 Overlap (mm)

## Rotary Axis

 X Axis Y Axis

Test

## Rotary settings:

5000.00 steps per rotation

50.000mm Object Diameter

157.080mm Circumference

## Motor speed settings:

500 Min Speed (pulses/sec)

3000 Max Speed (pulses/sec)

100 Acceleration time (ms)

3000 Return speed (pulses/sec)

## Rotary Setup - LightBurn 1.6.00

## Rotary Type

 Chuck Roller Enable Rotary Reverse Rotary Direction Return to starting point

## Split Setup

5.000 Split size (mm)

0.100 Overlap (mm)

## Rotary Axis

 X Axis Y Axis

Test

## Rotary settings:

5000.00 steps per rotation

50.000mm Object Diameter

157.080mm Circumference

## Motor speed settings:

500 Min Speed (pulses/sec)

3000 Max Speed (pulses/sec)

100 Acceleration time (ms)

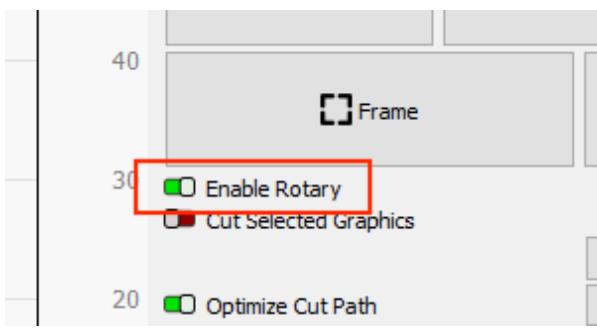
3000 Return speed (pulses/sec)

## Rotary Setup for Galvo (Roller)

or **Roller** style rotary. that grab and hold objects, rollers or wheels that objects

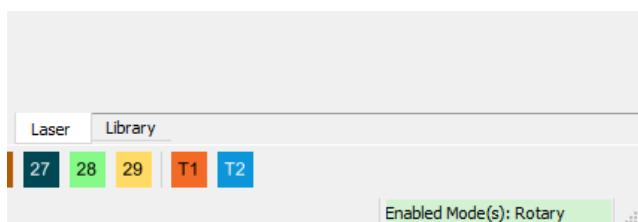
**Tip**

If [Show rotary enable in main window](#) is enabled in your [Settings/Preferences](#), you can also enable or disable Rotary Mode using the switch in the [Laser Window](#).



This switch controls whether **Rotary Mode** is enabled. When enabled, rotational commands are sent to the laser to control rotary motion, and output is split into segments.

When Rotary Mode is enabled, you'll see a [status indication](#) in the bottom right corner of your screen:

**Rotary Settings Steps Per Rotation****Note**

With a **Roller** style rotary, it is the *roller or wheel* driven by the motor that must make one complete rotation when you click the **Test** button, and *not* an object on the rotary.

Set the **steps per rotation** value to the number of motor steps required to spin the rotary one complete rotation.

If this value is incorrect, output will be warped or disconnected.

In almost all cases, steps per rotation will be provided by the manufacturer of your machine, either as a screenshot of the rotary params page in EZCAD or in a text document.

Common steps per rotation values for Galvo rotaries are 9,600, 12,800, and 25,600.

**Test**

When the **Test** button is pressed, it should rotate a full 360 degrees, pause, then rotate back to the starting point.

**Roller Diameter**

This option is only presented for **Roller** style rotaries.

In most cases, **Roller Diameter** is provided by your rotary's manufacturer. If not, carefully measure the diameter of the roller or wheel driven by the rotary motor.

Once this measurement is accurately identified and set, it never needs to be adjusted again. If it is inaccurate, output will be warped or disconnected.

**Object Diameter****Tip**

Use high precision calipers to guarantee the accuracy of your diameter measurement.

For **Chuck** style rotaries, carefully measure and enter the **Object Diameter** of the item on your rotary. This value must be updated every time you place an object with a different diameter on your rotary. If it is inaccurate, output will be warped or disconnected.

For **Roller** style rotaries, Object Diameter does not affect output, but can be entered here to calculate the **Circumference** of your object.

If your object is tapered, check out our [Taper Warp tool](#).

**Circumference**

Object **Circumference** is automatically calculated based on the value entered in the **Object Diameter** field. The converse is also true — Diameter is automatically calculated from Circumference.

Use this value to adjust the size of your graphics — for full wrap designs, the combined height of your graphics should be identical to the Circumference, if the rotary is set to the **Y Axis**, or the width, if it is set to the **X Axis**. See [below](#) for information on Axis selection.

**Split Setup Split Size**

When working with a rotary and Galvo laser, graphics are split into segments (slices). Each slice is marked on the object, then the rotary turns, the next slice is marked, and so on, until the entire graphic has been marked.

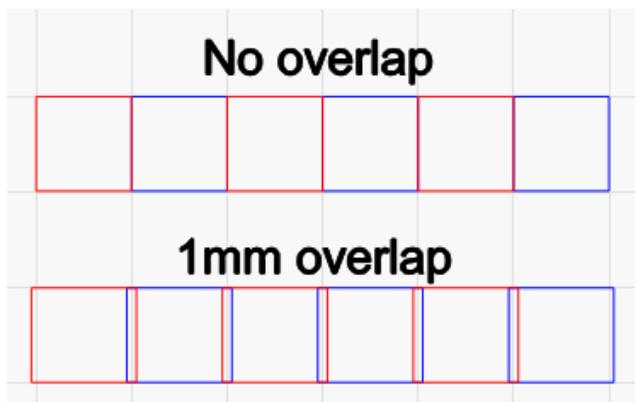
The size of each segment is determined by the **Split size** setting. If your object is tapered, irregularly shaped, or not perfectly aligned with the rotary axis, using a small Split size can help reduce gaps or misalignment of the splits.

A larger Split size will reduce the time spent running the job, but it can be harder to dial in the settings such that there are no overlaps or gaps.

**Overlap****Tip**

If you are removing paint, anodizing, or other surface coating, using a small overlap is recommended. If you are annealing or marking the material directly, adding overlaps may produce visible artifacts.

To help eliminate visible gaps between slices, you can tell LightBurn to overlap them. Enter an **Overlap** value to produce that much overlap on the ends of each slice, like this:



Rotary Axis



When rotating on the X Axis, you'll want to engrave along the Y Axis, with a **Scan Angle** of 90 or 270. When rotating on the Y Axis, you'll want to engrave along the X Axis, with a Scan Angle of 0 or 180.

Select the **X Axis** if your rotary is oriented across your laser's work area from top to bottom (or vice versa), and will be rotating in the direction of X Axis motion.

Select the **Y Axis** if your rotary is oriented across your laser's work area from right to left (or vice versa), and will be rotating in the direction of Y Axis motion.

#### Motor Speed Settings

The following settings control how fast the rotary moves and accelerates. In most cases, you do not need to adjust these settings from their default values.

#### Min Speed

The minimum speed at which the rotary will rotate, in pulses/second.



If your rotary is losing steps, or an object on a Roller type rotary is slipping, reduce Max Speed and increase Acceleration time.

#### Max Speed

The maximum speed at which the rotary will rotate, in pulses/second.

#### Acceleration Time

Time to accelerate the rotary to full speed, in milliseconds. Lower values mean the rotary will accelerate *faster*.

#### Return Speed

The speed at which the rotary will return to its starting position, in pulses/second.

#### Reverse Rotary Direction

Enable the **Reverse Rotary Direction** switch if output is backwards or sliced in the wrong order.

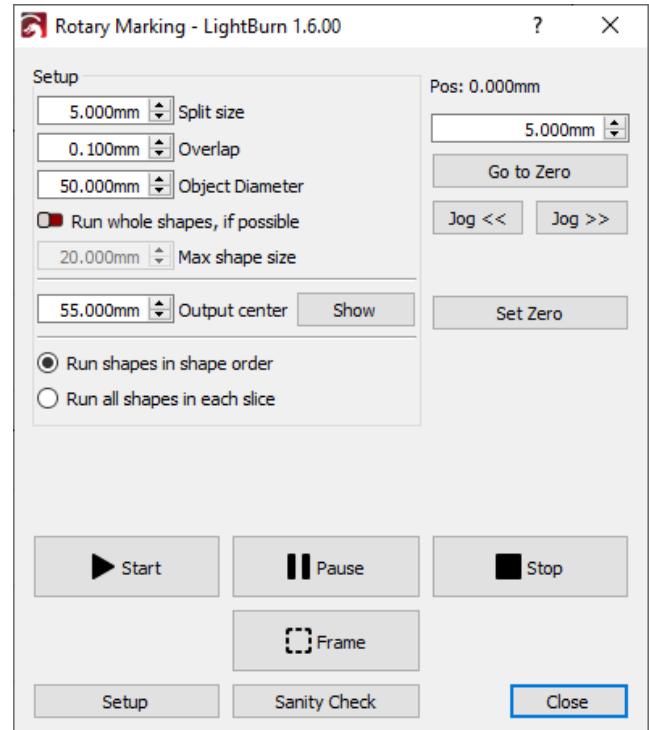
#### Return to Starting Point

Enable **Return to starting point** to have the rotary return to its starting point after the job is complete.

#### Rotary Marking Window

When Rotary Mode is enabled, pressing the **Start** button in the [Laser Window](#) will bring up the **Rotary Marking** window.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### Split Size and Overlap

**Split size** and **Overlap** in the Rotary Marking window are linked to the values set in **Rotary Setup** window. Changing either value in either window automatically changes it in both places.

You will see a warning message if you set Split size lower than the smallest possible Split size. Minimum split size is equal to the circumference of your object divided by **steps per rotation**. For a roller style rotary, it is the circumference of the roller divided by steps per rotation.

See [above](#) for more information on these settings.

#### Object Diameter (Rotary Marking Window)

**Object Diameter** is linked to the value set in the **Rotary Setup** window. Changing the value in either window will automatically update it in both places.

See [above](#) for more information.

This option is not presented in the Rotary Marking window when working with a Roller style rotary.

#### Run Whole Shapes, If Possible

Enabling **Run whole shapes if possible** tells LightBurn to create splits in such a way that shapes are not broken into segments. The rotary will jog to the center of each valid shape and mark it in its entirety. This can produce a higher quality finish without gaps or misalignment within shapes.

#### Max Shape Size

When **Run whole shapes if possible** is enabled, **Max Shape Size** determines the maximum size of objects that the laser will run in their entirety. Objects larger than the Max Shape Size will be split into segments.

#### Warning

If Max Shape Size is set too high, the laser's beam may go out of focus toward the edges of large shapes due to the curvature of the object on your rotary, and mark weakly, or not at all.

#### Output Center

Output will be centered on this line on the axis your rotary is set to. By default it is set to half of the maximum length of your [Workspace](#), meaning output defaults to the center of the laser's field.

This setting allows you to shift the center position of your rotary output to compensate for the center of the rotary not lining up precisely with the center of the field. This value cannot be negative.

#### Show

The **Show** button commands your laser to **Frame** a line in the location **Output Center** is set to.

#### Run Shapes in Shape Order

Shapes will be run in their [planned order](#), allowing the rotary to rewind. This option is best suited to Chuck style rotaries.

#### Run All Shapes in Each Slice

All shapes in each slice will be run before the rotary advances, preventing the rotary from rewinding. This option is best for Roller style rotaries, where objects may lose position due to rewinding.

#### Run shapes in shapes order vs. Run all shapes in each slice behavior comparison

Imagine your project has two layers, and you've selected **Order by Layer** in Optimization Settings.

If you select **Run shapes in shape order**, the rotary will run all splits containing the first layer, rewind back to the beginning, and then run all splits containing the second layer.

If you select **Run all shapes in each slice**, the rotary will run the first layer and then the second layer on each split, before advancing to the next split, until the job is complete.

#### Rotary Positioning Position

The value displayed next to **Pos.** shows the current location of the rotary along the axis of rotation.

#### Go to Zero

Commands the rotary to return to the zero point on the axis of rotation.

#### Jog

The **Jog << / >>** buttons command the rotary to turn forward or backward in the increment set in the field above the **Go to Zero** button.

#### Set Zero

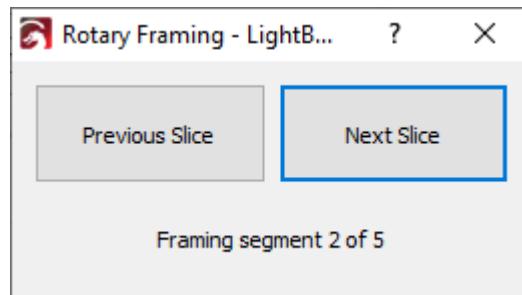
Sets the current position of the rotary as the zero point.

#### Start, Pause, Stop

These options work exactly as they do in the [Laser Window](#) during flat marking operations to begin (**Start**), temporarily pause (**Pause**) a job until you press **Resume**, or permanently halt (**Stop**) a job.

#### Frame

**Frames** individual slices that show where graphics will be engraved on the surface of your object.



Click **Previous Slice** and **Next Slice** to command the rotary to turn forward or backward to frame each slice in order.

The current segment being framed and total number of segments are displayed beneath the buttons.

### Framing slice size

The size of slices when framing is distinct from the user-specified **Split size** used during engraving. Instead, the amount of slices is automatically determined based on the size of your object and the graphics you'll be engraving.

Larger objects have less curvature and therefore more area that the red dot can reach and adequately frame, often resulting in fewer framing slices for larger objects than smaller ones.

### Setup

Opens the [Rotary Setup](#) window.

### Sanity Check

Checks whether your settings make sense, including whether your **Scan Angle** is set to engrave along the dimension of rotation, or have enabled **Run whole shapes if possible** but selected **Fill all shapes at once** in the [Cut Settings Editor](#).

### Positioning Graphics



Enable [Show work area center cross](#) for a clear visualization of your Workspace's center lines.

When using a rotary with a Galvo device, the center line of your LightBurn [Workspace](#) represents the starting position of the rotary. If the rotary is set to the **Y Axis**, it is represented by the horizontal center line, and if it's set to the **X Axis**, it is represented by the vertical center line.

The farther away from the center line a graphic or part of a graphic is positioned in LightBurn, the more the rotary will turn to reach the location it will be marked on your object.

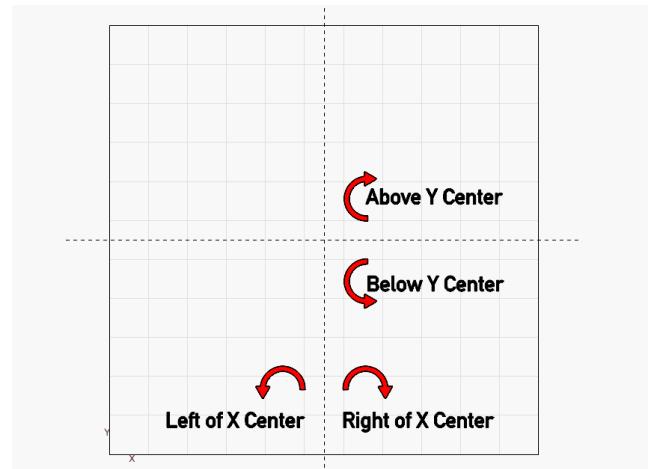
If graphics are straddling the center line, the rotary will first turn in one direction to reach the furthest extent of the graphics, then begin marking, eventually crossing the zero point to mark graphics positioned on the other side of the center line.



Use the **X** and **Y Position** fields in the [Numeric Edits Toolbar](#) to guarantee precise positioning.

To have the rotary begin marking without turning first, position your graphics so that their edge is just above or below (if the rotary is set to Y) or to the left or right (if the rotary is set to X) of the center line of your Workspace.

Graphics can be positioned as normal in the dimension the rotary is *not* set to rotate on, to adjust the location they will output to along the object you're marking.



### Troubleshooting

- If output is stretched or there are gaps between slices, double check the **steps per rotation** and **Object Diameter** values. If you are using a Roller style rotary, check **Roller Diameter** instead of Object Diameter.
- In the [Rotary Setup](#) window, make sure the rotary — and not an object *on* the rotary — makes a single 360 degree rotation before returning to the starting location when you click the **Test** button.
- Use high precision calipers for best results when measuring the diameter of your object or roller.
- If output to your rotary is sent to the far left or bottom of your laser's work area, check to make sure the **Output Center** value is not set to 0. By default, it should be set to half of your Workspace's [maximum width or height](#).
- If your graphics are only outputting as a line or narrow band on your object, switch to the alternate [Rotary Axis](#) setting, or change the physical orientation of your rotary to match the current setting.
- If output to your rotary is backwards or sliced in the wrong order, enable [Reverse Rotary Direction](#).

### Related Topics

- [Cylinder Correction](#)
- [Taper Warp](#)
- [Repeat Marking](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[galvo](#) [laser-control](#) [modes-and-advanced-control](#) [rotary](#)  
[rotary-mode](#)

## Repeat Marking

**Quick Reference: Repeat Marking**

**Repeat Marking - LightBurn 1.7.00**

**Setup**

- Count: 4
- Increment: 90.00deg
- Pause after move: 50ms
- Completed: 0
- Start, Pause, Frame buttons
- Setup button

Enables the use of a rotating or linear axis table with Galvo lasers to repeat

**Location**  
Laser Tools → Repeat Marking

**Versions**  
LightBurn Pro  
Galvo lasers

The **Repeat Marking** tool enables the use of a **Rotating** or **Linear** axis table with Galvo lasers, to move parts past a laser while running repetitions of identical jobs.

By specifying an **Increment** of movement as well as a desired number of repetitions, or **Count**, you can command your laser to mark a design, move an external axis by the specified increment, then run the project again, and repeat that process until it has completed the set number repetitions.

To open the Repeat Marking tool, go to [Laser Tools](#) → **Repeat Marking**.

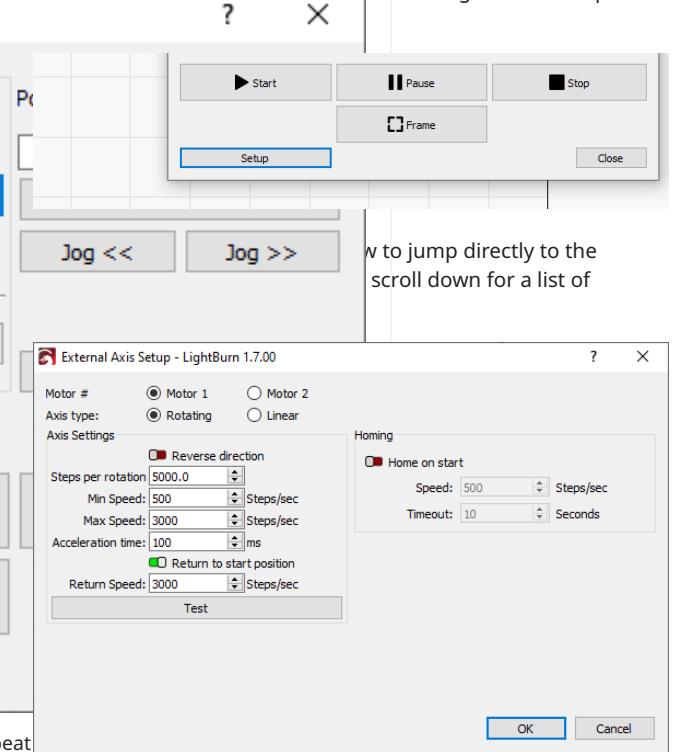
### Warning

The Repeat Marking tool is separate from, and incompatible with, [Rotary Mode](#). When using Repeat Marking, make sure that Rotary Mode is disabled.

## EXTERNAL AXIS SETUP

Before you use **Repeat Marking** for the first time, you must configure the settings for the **Rotating** or **Linear** axis table connected to your laser.

Click the **External Axis** button in the **Repeat Marking** window to open



### Motor #

If your laser has two motor outputs, select which is connected to your **Rotating** or **Linear** table.

### Axis Type

Select whether your device is a **Rotating** table that can make continuous, complete revolutions, or a **Linear** table that moves back and forth along an axis.

### Reverse Direction

Enable **Reverse Direction** to tell your device to travel in the opposite direction it travels by default, without changing its orientation or rewiring it.

### Steps Per Rotation / Steps Per MM

- For **Rotating** tables, the **Steps per rotation** value is the number of commanded steps required for the table to make on complete rotation.
- For **Linear** tables, the **Steps per mm** value is the number of commanded steps required to move the table one millimeter.

Your device's manufacturer should provide you with the correct value for your device.

### Test

For **Rotating** tables, when the **Test** button is pressed, and **Steps per rotation** is correct, the table will rotate a full 360 degrees, pause, then rotate back to the starting point.

For **Linear** tables, when the **Test** button is pressed, and **Steps per mm** is correct, the table will move 50 mm, then back to its starting point.

#### Min Speed

The minimum speed at which the table will travel, in **Steps/second**.

#### Max Speed

The maximum speed at which the table will travel, in **Steps/second**.

#### Acceleration Time

Time to accelerate the table to full speed, in milliseconds. Lower values mean the table will accelerate *faster*.

#### Return to Start Position

Enable **Return to starting point** to have the table return to its starting point after the job is complete.

#### Return Speed

The speed at which the table will return to its starting position, in **Steps/second**.

#### Homing

#### Home on Start

Enable **Home on start** to have LightBurn send a command to home a **Linear** table at the start of a job.

#### Speed

The speed at which the table will home.

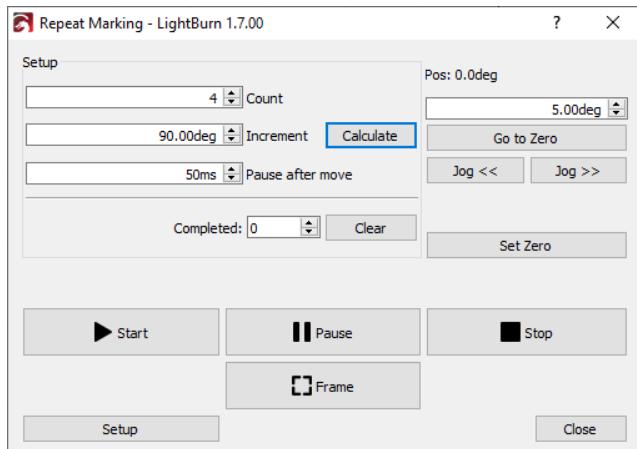
#### Timeout

Amount of time before the table will abort the homing process.

#### REPEAT MARKING WINDOW

Use the **Repeat Marking** window to jog your table into its starting position, set the number of repetitions it will run, and determine the amount of movement between each repetition.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### Count

The number of times (repetitions) your laser will mark a given set of graphics.

Your laser will mark a single set of graphics once, then the table will rotate or move, and the laser will mark the same set of graphics again, and so on until it reaches the **Count** you've set.

#### Increment

For **Rotating** tables, the angle, in degrees, to rotate the axis between repetitions.

For **Linear** tables, the distance, in millimeters, to move the axis between repetitions.

#### Calculate

The **Calculate** button is only available if the axis type in **External Axis Setup** is set to **Rotating**, and can automatically determine the correct rotation **Increment** based on the number of positions in your Rotating table. To use it, set **Count** to the number of positions in your table, then click Calculate.

Afterward, you can change the Count to any other number of repetitions, but make sure not to click Calculate again, or the correct Increment value will be lost.

#### Pause After Move

If your **Rotating** table wobbles when it stops, adding a pause here gives it time to settle before marking starts again.

#### Completed

The total number of runs of a given project, from the time you first open the **Repeat Marking** window, until you close it. Use this number to track the total number of parts you have marked.

#### Clear

Resets the **Completed** count to zero.

#### Positioning

#### Position

The value displayed next to **Pos.** shows the current location of the **Rotating** or **Linear** table.

#### Go to Zero

Commands the table to return to the zero point on the axis.

#### Jog

The **Jog << / >>** buttons command the table to turn (or move) forward or backward in the increment set in the field above the **Go to Zero** button.

#### Set Zero

Sets the current position of the table as the zero point.

#### Start, Pause, Stop

These options work exactly as they do in the **Laser Window** during regular marking operations to begin (**Start**), temporarily pause (**Pause**) a job until you press **Resume**, or permanently halt (**Stop**) a job.

## Frame

Framing works as it does with regular marking operations.



The **Rotating** or **Linear** table will not jog to Frame each repetition — to verify that your **Increment** and **Steps per rotation** or **Steps per mm** values are correct before running a job, try **Jogging** the table by the amount you've set for your Increment, and Framing multiple positions on the table.

## Setup

Click the **Setup** button to open the [External Axis Setup](#) window and configure the settings for your table table.

### RELATED TOPICS

- [Rotary Mode \(Galvo\)](#)
- [Variable Text](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[LightBurn-Pro](#) [batch-production](#) [galvo](#) [laser-control](#)  
[modes-and-advanced-control](#)

## Feeder Setup

Auto-feeders are conveyors that feed materials such as fabric or leather into a laser in stepped increments. The laser runs repetitions of the same engraving or cutting job between each increment.

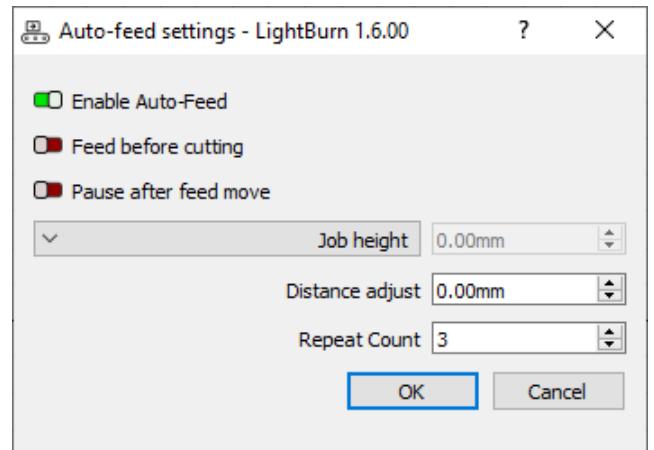
Go to [Laser Tools](#) → **Feeder Setup** ([<sup>^</sup> Ctrl](#) / [<sup>⌘</sup> Cmd](#) + [<sup>↑</sup> Shift](#) + [<sup>F</sup>](#)) to open the **Auto-feed settings** window, where you can set the parameters by which your auto-feeder will feed material into your laser, and the laser will run repeat jobs.



Feeder Setup is only available for DSP lasers with Ruida or Trocen controllers.

## AUTO-FEED SETTINGS

Ruida      Trocen



- **Enable Auto-Feed** turns on Auto-Feed mode. This setting must be enabled in order to operate your auto-feeder.
- **Feed before cutting** commands the feeder to move material into the laser before the laser performs its first run of the job.
- **Pause after feed move** tells the laser to pause after a feed move, before cutting. This option is not available on all controllers.
- There are three options for feed distance in the drop-down menu. Feed distance controls the amount that the feeder will advance your material with each repetition.
- **Job Height:** the feeder will advance the same distance as the height of the job you send to the laser.



You can see your job's height in the [Numeric Edits Toolbar](#) after selecting all graphics you'll be outputting to the laser.

- **Y Axis length:** the feeder will advance the same distance as the length of your laser's bed in the Y dimension.
- **Manual:** the feeder will advance by the amount you specify in the field next to the drop-down menu.
- **Distance Adjust** offsets the feed distance by the amount entered. For example, with Job Height selected, and a project height of 50 mm, entering 5 mm in the Distance Adjust field will command the feeder to advance 55 mm with each repetition. Offsets can also be negative.
- **Repeat Count** determines the number of times the laser will run the job and the feeder will advance.
- Press **OK** to save Auto-feed settings or **Cancel** to discard any settings changes made and restore to previous settings.



Be sure to click OK to save settings after enabling or disabling Auto-Feed mode, or adjusting any settings. Cancelling or "X-ing" out of the Auto-feed settings window will *not* apply the changes you've made.

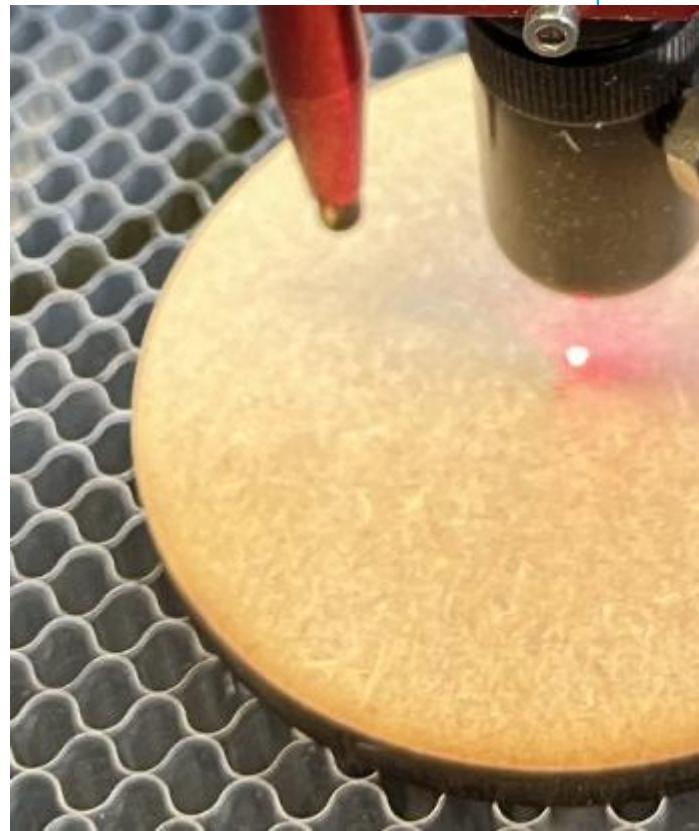


## RELATED TOPICS

- [Rotary Mode \(DSP\)](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[LightBurn-Pro](#) [advanced-control](#) [batch-production](#)  
[hardware](#) [workflow](#)

**Center Finder****Quick Reference: Center Finder**

Finds the center of circular stock in your laser's work area.

**Location**

[Laser Tools](#) → Center Finder

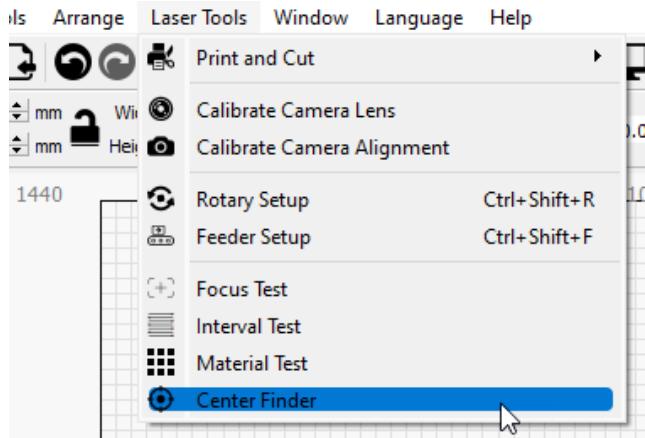
**Compatibility**

Gantry lasers

The **Center Finder** is a tool for finding the center of circular stock, as well as defining that stock in your LightBurn [Workspace](#).

By jogging your laser to three positions on a circle (or other [regular shape](#)), and setting those positions in the **Center Finder Wizard**, LightBurn can calculate the circle that passes through those three points, jog your laser to its center, and create a circle in your LightBurn Workspace matching those dimensions, to represent your stock.

The Center Finder is available in the [Laser Tools Menu](#).



#### USING THE CENTER FINDER

##### First Steps

- Home your machine.
- If your machine does not have homing switches, make sure to start the machine with the laser head at the 0,0 point of its work area — that is typically the lower left corner for GCode-based devices.
- If the stock you are referencing is light or can be moved easily, make sure to secure it so it does not get bumped during the operations.

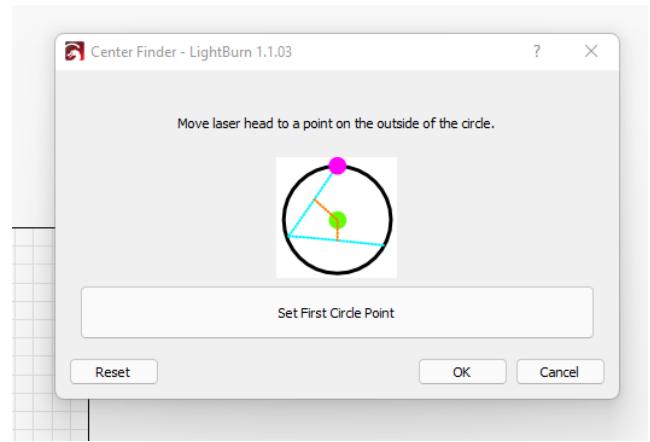
##### Set the Points

###### Point 1

Jog the laser head to the first position on the edge of your circle, as shown in the wizard, then click **Set First Circle Point**.

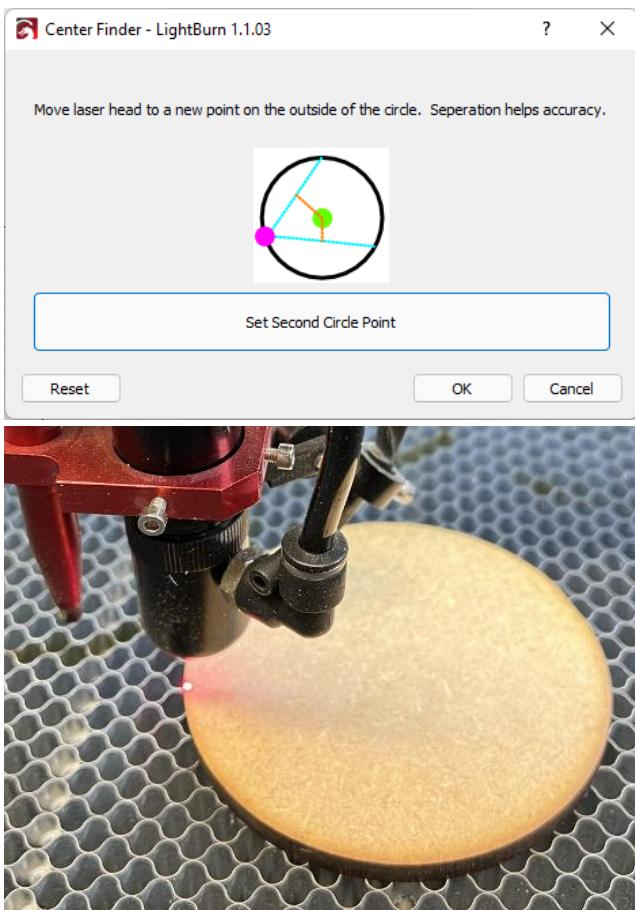


You must jog the laser head with the laser control panel or from the [Move Window](#). **Center Finder** will not work if you move the laser head by hand.



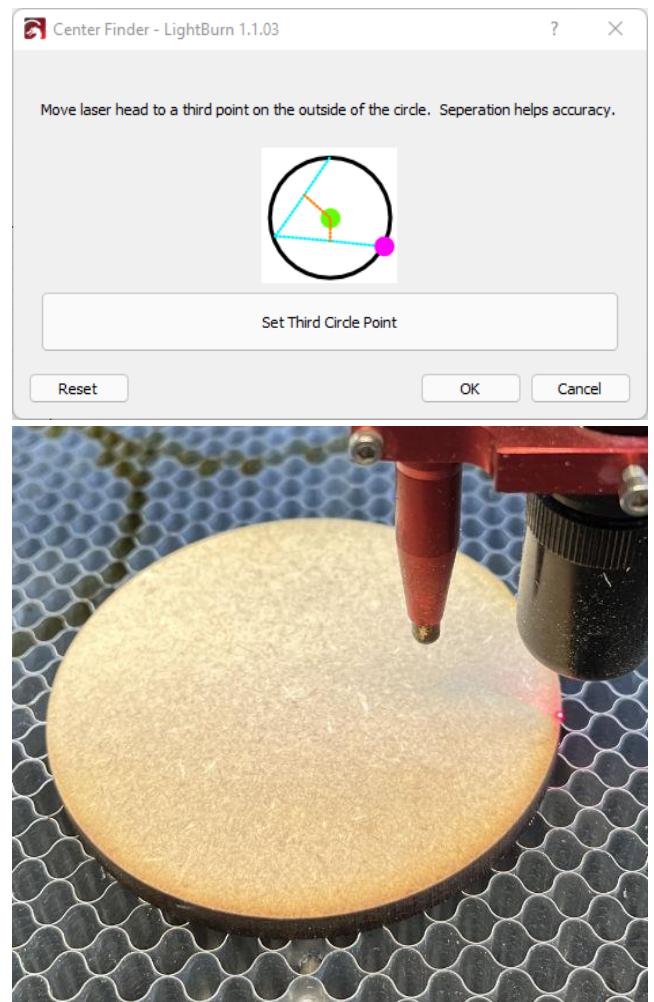
###### Point 2

Jog the laser head to the next position on the edge of your circle, as shown in the wizard, then click **Set Second Circle Point**.



### Point 3

Jog the laser head to the last position on the edge of your circle, as shown in the wizard, then click **Set Third Circle Point**.



Align to Center

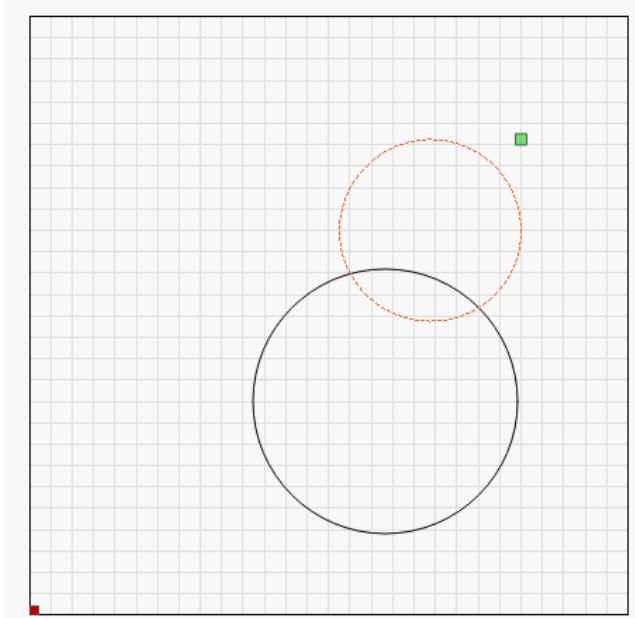
Move to Center

The last step will show you the calculated center of your circle and allow you to jog to that point.



#### Create Guide Circle

Toggle on **Add Guide Circle to Project** to create a circle on the **T1 Tool layer**, that will provide a representation of your stock in your LightBurn Workspace.



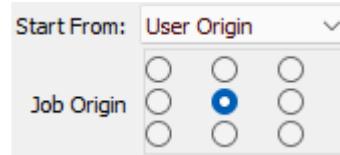
#### Set Origin

##### Absolute Coordinates

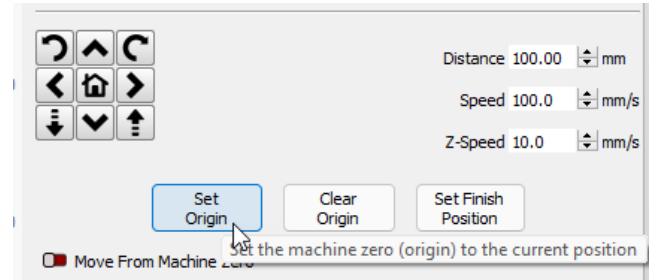
If you use **Absolute Coordinates** for your workflow, move your design to the guide circle, and make sure your **Start From** mode is set to **Absolute Coords**.

##### User Origin — Center

If you use **User Origin** make sure the center radio button is selected as **Job Origin**.



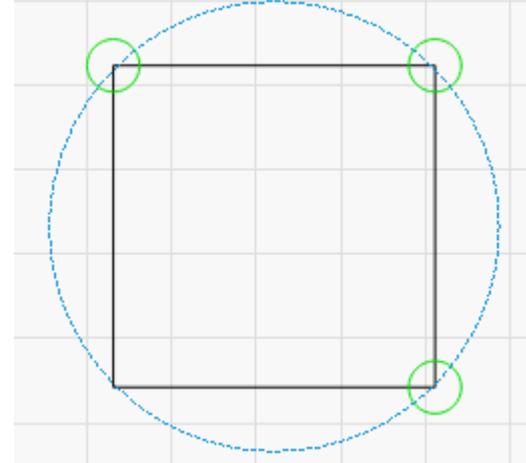
After you move the laser to the center of your stock, press the **Origin** button on your DSP control panel or the **Set Origin** button in the **Move Window**.



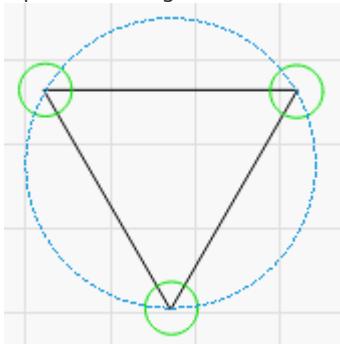
#### Notes

- You can set the points in any order, and they do not need to be positioned exactly as shown in the reference photos — they need only be far enough apart from one another along the perimeter of the shape that they are valid for calculating the center. The reference photos are meant as guidelines for acceptable distance.
- This tool can find the center of any shape that can be *described* with a circle diameter:

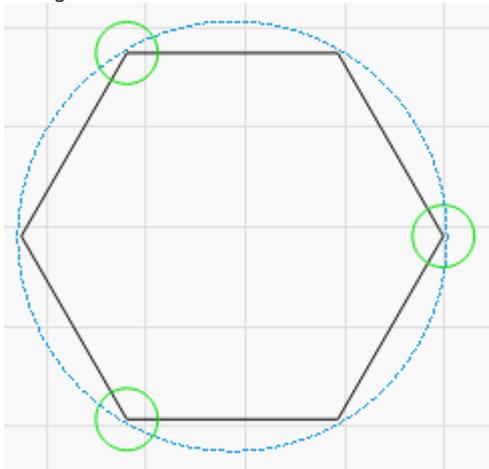
- Squares (pick 3 corners)



- Equilateral Triangles



- Hexagons



You have not moved the laser away from the last point or have not moved it far enough to make an acceptable calculation.

- Try moving farther away and setting the point again.
- You must jog the laser using its control panel or the [Move Window](#), and not by hand.

#### Unable to Calculate Center

LightBurn can't calculate center, or it would be outside your laser's work area.

- This typically happens on machines without homing switches that were not manually homed properly.
- Restart your machine with the head at your machine origin and try to run the wizard again.

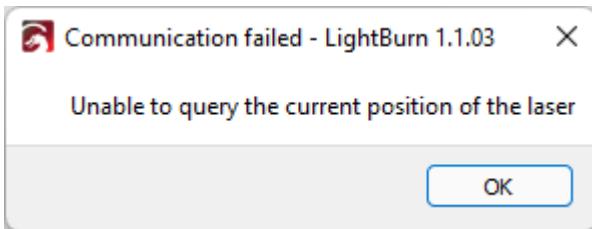
#### TROUBLESHOOTING

- The accuracy of the **Center Finder** depends on the accuracy of your point placement. If you have a red dot laser that is accurate, one trick is to try to split the dot on the edges of your stock.
- If you set a point incorrectly, hit the **Reset** button. This will clear *all* points saved. After, restart from the current point. You can set the points in any order.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

#### ERROR MESSAGES

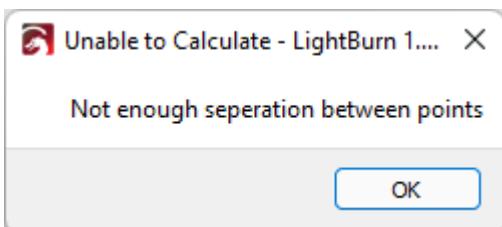
##### Unable to Query the Current Position of the Laser



This happens when LightBurn is unable to get the position of the laser from the controller.

- Often, the laser is still moving, or another command is still in process. Click **OK**, and try again after waiting a few seconds.
- If the warning persists, make sure the controller is still connected and is showing **Ready** at the top of the [Laser Window](#). If you are unable to connect, see [Troubleshooting: Connection Problems](#).

##### Not Enough Separation Between Points



[gantry](#) [laser-control](#) [modes-and-advanced-control](#)  
[output-and-positioning](#)

**Cylinder Correction**

**Quick Reference: Cylinder Correction**

Cut distance: 120540 mm (~40:07) Rapid moves: 186358 mm (~5:40) Total time estimated: 45:47

Playback Speed  x 10       Show traversal moves     Shade according to power     Invert

**Black lines are cuts, Red lines are moves between cuts**

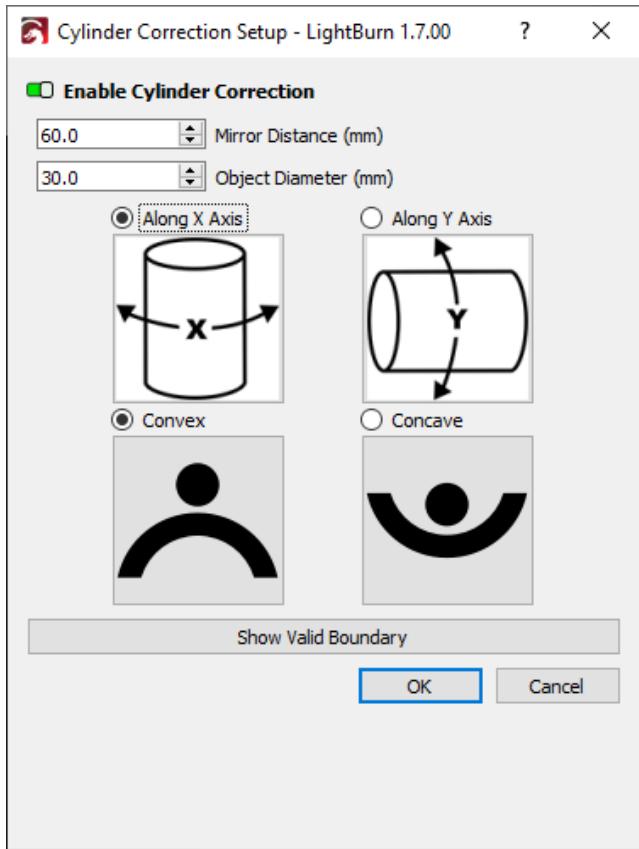
Warp the output of your design to correct for distortion caused by engraving cylindrical objects.

**Location**  
Modes Toolbar  
Laser Tools → Cylinder Correction Setup

**Compatibility**  
LightBurn Pro  
Galvo lasers

**Cylinder Correction** warps the output of your design to correct for distortion available for Galvo lasers. EZCAD users may already be familiar with this tool b





From the setup window, you'll adjust the **Mirror Distance**, **Object Diameter**, axis to curve around, and direction of the curve.

LightBurn will calculate the Cylinder Correction assuming the design to be output is centered on the object. If you are unable to place the item you're engraving at the center of the laser's working area, move your design to match the actual location of the object.

#### Mirror Distance



This is *not* the focus distance between the object and the lens, but the distance to the galvo mirrors themselves. Keep reading for help measuring this.

To use **Cylinder Correction**, you'll need to identify where your mirrors are. The mirrors are typically centered along a tube connecting the galvo head to the laser source. In the image below, a horizontal line marks the center of this tube.



Measure the vertical distance from this line to the bottom of the lens — shown with a vertical line in the image above — and add this to your focus distance to find the mirror distance. We recommend saving this measurement so you don't have to keep re-measuring.

#### Object Diameter

Measure the diameter of the object and enter it into this box.

#### X or Y Axis

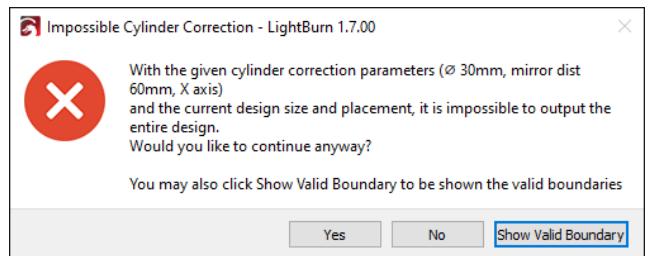
Select whether the object curves along the X (horizontal) axis or Y (vertical) axis. Only one of the two can be selected. The images below the options show a simplified representation of what each option would look like.

#### Convex or Concave

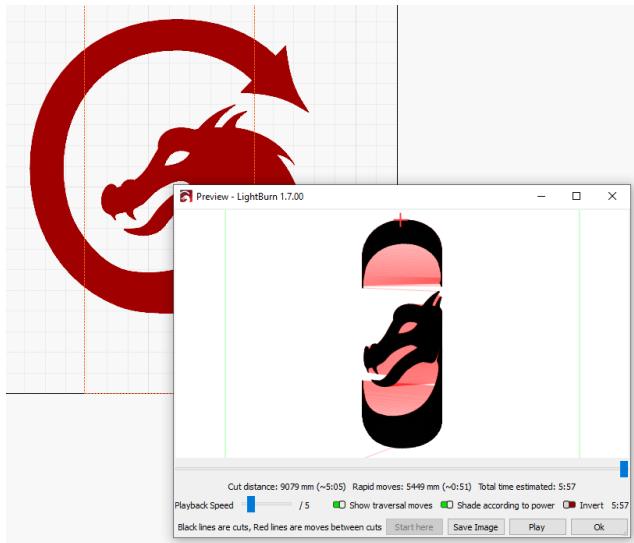
Select whether the object is **Convex** — curving outwards to make up the outer surface of a cylinder — or **Concave** — curving inwards to make up the inner surface of a cylinder. As with the X and Y Axis, the images show a simplified representation of Convex and Concave curves.

#### Show Valid Boundary

There are limits to where on a given object your laser can actually reach. The **Show Valid Boundary** button will insert a rectangle on the [T1 Tool layer](#) into your design to show the area that can be engraved.

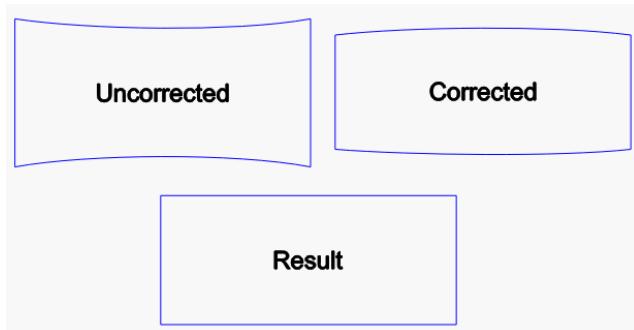


If you try to [Preview](#) or run a cylinder-corrected engraving while a portion of your design is outside of the valid area, LightBurn will pop up a warning asking you whether you'd like to continue anyway, show the valid boundary, or cancel. If you engrave anyway, LightBurn will automatically cut off the portions of the design outside the valid boundary area, as shown below.



#### HOW IT WORKS

Galvo lasers project the laser from a single point above your object. When marking a cylindrical object, the increased travel distance for the laser as the surface of the object curves away causes the shape to widen and bend, similarly to the uncorrected rectangle in the diagram below.

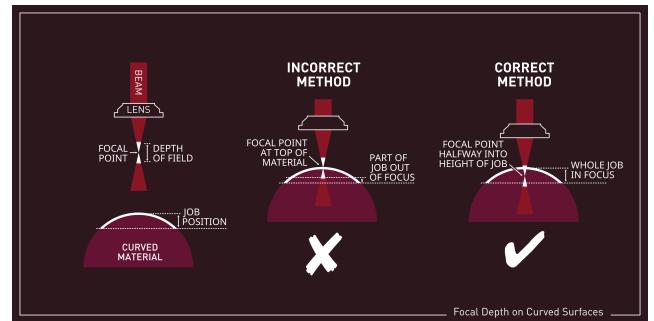


**Cylinder Correction** alters the output to warp your design in the opposite direction, negating the warping caused by the curve of the object. If your measurements are correct, this produces clean, undistorted output like the result shown in the diagram above.

#### Lens Selection

When using **Cylinder Correction**, you'll be marking across a larger range of focal distances than is typical when marking flat surfaces. For instance, if you have a 75 mm diameter tumbler and are engraving a 50 mm wide graphic, there will be about 10 mm difference in focal distance across your design.

For best results, use a lens with a larger field (working area) if possible. Wider field lenses have a lower power density but a longer focal range. To take advantage of the full focal range, focus your lens below the upper surface of the cylinder, as shown in the diagram below.



#### TROUBLESHOOTING

- If the outer parts of your design are missing, make sure that it's fully within the [valid boundaries](#).
- If the placement of your engraving is wrong, check that the location of your design matches the actual location of the object you're marking. Confirm that the placement is right by [framing](#) before running the job.

#### RELATED TOPICS

- [Rotary Mode](#)
- [Taper Warp](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

galvo   laser-control   modes-and-advanced-control   rotary

## Taper Warp

**Quick Reference: Taper Warp**

Warp graphics to compensate for the taper of physical objects.

**Location**  
[Laser Tools](#) → Taper Warp

The **Taper Warp** tool assists in rotary engravings on tapered objects by adjusting graphics to compensate for the difference in diameter between the top and the bottom of the object. Open the Taper Warp window by going to [Laser Tools](#) → **Taper Warp**.

Set **Object Top** to either *Top*, *Left*, or *Right* so LightBurn knows where the top and bottom of the taper are — this is where the top of the physical object you're engraving is.

### Object Top

Set **Object Top** to either *Top*, *Left*, or *Right* so LightBurn knows where the top and bottom of the taper are — this is where the top of the physical object you're engraving is.

**Top Diameter**

Measure the diameter of the top of the object. Be as precise as possible – calipers can be very helpful, especially dealing with round objects.

**Length**

Measure the length of the object and enter it here.

**Bottom Diameter**

Measure and enter the diameter of the bottom of the object.

**TROUBLESHOOTING**

- **Taper Warp** corrects for the difference in diameter between the top and bottom of the object. It does not account for different focal lengths or distances from the laser. Make sure the object you're engraving is held in the rotary so the surface to engrave is parallel to the laser's bed.
- The results of Taper Warp depend on the accuracy of the measurements you enter — if Taper Warp does not properly compensate for the taper of your object, double-check your measurements.

**RELATED TOPICS**

- [Rotary Mode](#)
- [Cylinder Correction](#)
- [Warp and Deform](#)

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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[laser-control](#) [laser-tools](#) [modes-and-advanced-control](#)  
[object-manipulation](#) [rotary-mode](#)

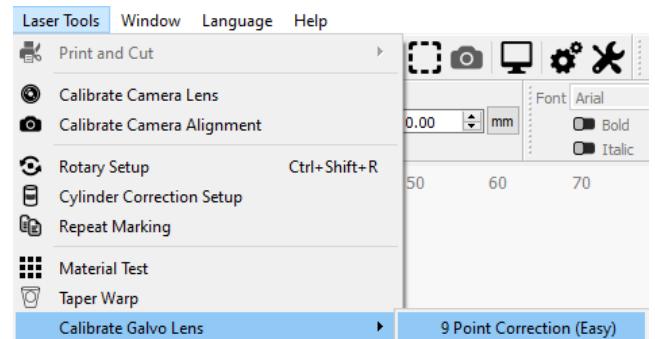
**Galvo Lens Calibration**

All Galvo lenses have distortion which must be corrected in order for output from your laser to have an appearance that's true to the design you see in your LightBurn [Workspace](#).

When working with a new laser, you can usually import lens correction values provided by your machine's manufacturer when you [first set up](#) your laser with LightBurn.

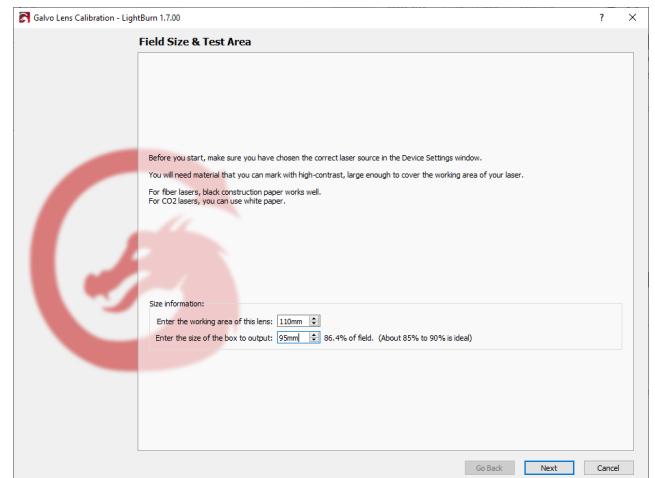
If you purchase a new lens for a laser you already own, however, you may need to use LightBurn's **Galvo Lens Calibration** wizard to find the appropriate corrections.

To open the Galvo Lens Calibration wizard, go to [Laser Tools](#) → [Calibrate Galvo Lens](#) → [9 Point Correction \(Easy\)](#).

**REQUIREMENTS**

To complete the **Galvo Lens Calibration** process, you will need:

- A properly set up [device profile](#) for your laser, with the correct **Laser Type** and (if applicable) **Fiber Type** selected in the [Device Settings](#) window.
- A material your laser is capable of marking with high contrast. Black construction paper works well for lasers with Fiber sources, and white paper works well for lasers with CO<sub>2</sub> sources.
- A ruler or calipers, to measure the distance between markings made on the material you selected.

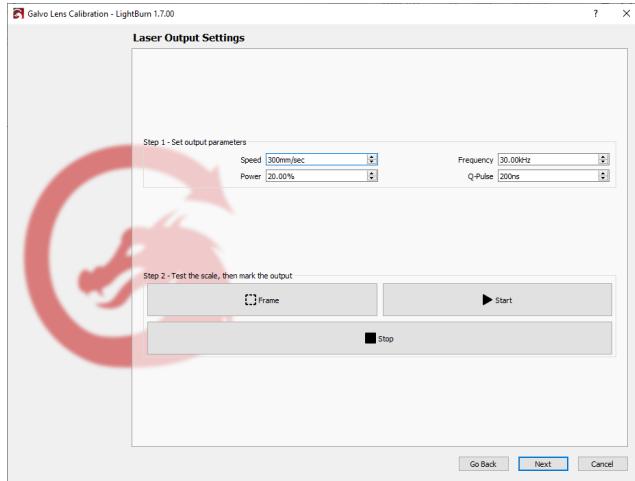
**GALVO LENS CALIBRATION WIZARD****Field Size and Test Area**

Each of the fields in this step will be automatically populated based on the **Field** setting in the [Device Settings](#) window, but can be adjusted manually if those settings are inaccurate.

Enter the **working area** of your lens (this value is usually provided by the manufacturer) as well as the **size of the box to output** — a value between 85% and 90% of the working area is ideal.

Click **Next** to continue to the next step, or **Cancel** to exit the process (progress will not be saved).

#### Laser Output Settings



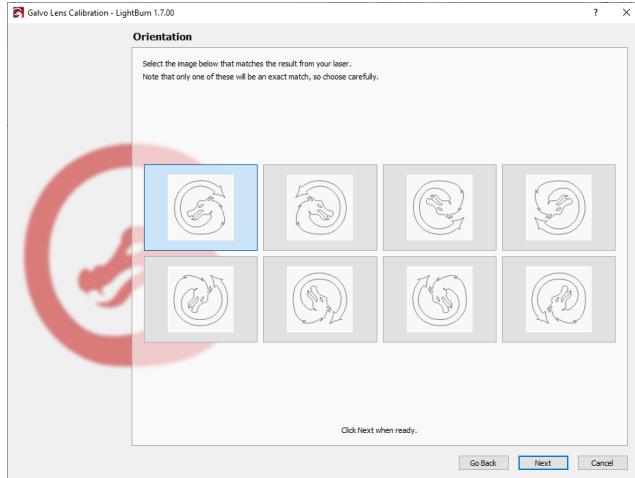
Enter appropriate settings for your laser to mark the material you selected, with strong contrast. If you are unsure what settings to use, try running a [Material Test](#) first, or consulting your laser's manufacturer for suggested settings.

The [Frame](#), [Start](#), and [Stop](#) buttons work exactly as they do for all other output.

Use the [Frame](#) button to verify that the **size of the box to output** is valid for your laser's working area. Mark the design if it fits, or return to the previous step using the [Go Back](#) button, if you need to adjust the size.

Click **Next** to continue to the next step, or **Cancel** to exit the process (progress will not be saved).

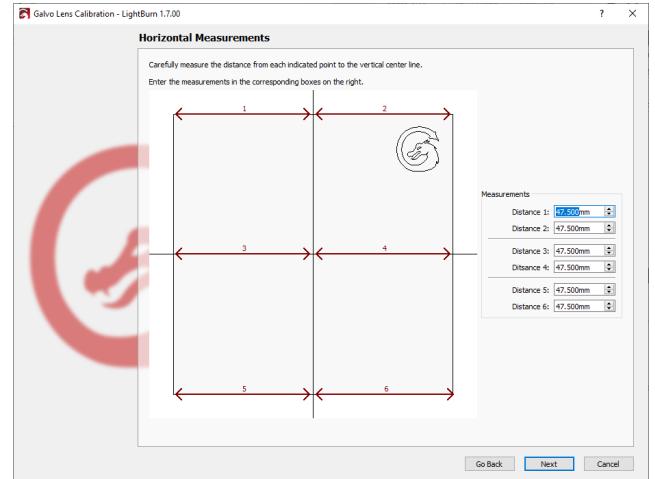
#### Orientation



Select the LightBurn Dragon that matches the orientation of the output from your laser. Only one orientation will match exactly — take care to select the correct one.

Click **Next** to continue to the next step, [Go Back](#) to return to a previous step and adjust settings, or [Cancel](#) to exit the process (progress will not be saved).

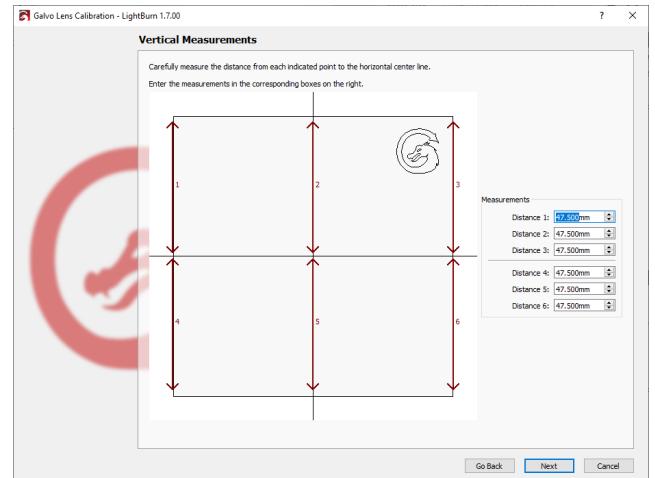
#### Horizontal Measurements



Measure and enter the horizontal distances between lines, as indicated in the graphic. Take care to measure the distances as accurately as possible — the accuracy of the lens correction depends on the accuracy of these measurements.

Click **Next** to continue to the next step, [Go Back](#) to return to a previous step and adjust settings, or [Cancel](#) to exit the process (progress will not be saved).

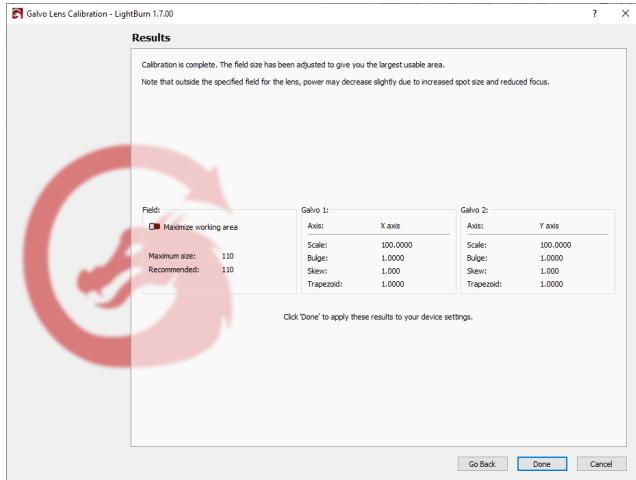
#### Vertical Measurements



Measure and enter the vertical distances between lines, as indicated in the graphic. Take care to measure the distances as accurately as possible — the accuracy of the lens correction depends on the accuracy of these measurements.

Click **Next** to continue to the next step, [Go Back](#) to return to a previous step and adjust settings, or [Cancel](#) to exit the process (progress will not be saved).

## Results



Toggle on **Maximize working area** to increase your laser's **Field** to the maximum size possible, if a larger possible size is indicated by the measurements you entered. Note that you may see a reduction in power output in areas outside the dimensions specified by the lens' manufacturer.

Click **Done** to exit the process and automatically apply the corrections to your [Device Settings](#), [Go Back](#) to return to a previous step and adjust settings, or [Cancel](#) to exit the process (progress will not be saved).

## RELATED TOPICS

- [Add Galvo](#)
- [Changing a Lens](#)
- [Focusing](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[LightBurn-Pro](#) [calibration](#) [devices](#) [galvo](#) [hardware](#)  
[laser-control](#) [modes-and-advanced-control](#)

## Dual Laser Control



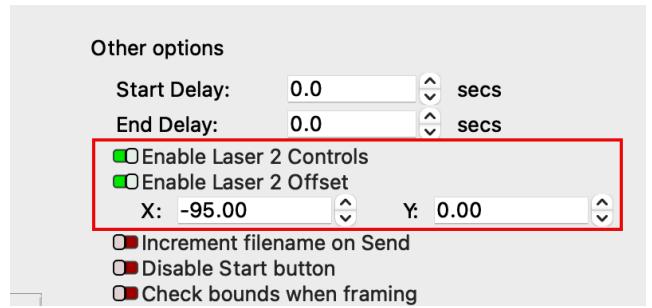
LightBurn provides special setup options for machines with two laser tubes. These settings will only be available when using DSP devices.

### ENABLE LASER 2 CONTROLS

Two options for working with dual lasers are available in the [Basic Settings](#) tab of [Device Settings](#).

Turn on **Enable Laser 2 Controls** to expose switches in the [Cuts / Layers Window](#) and [Cut Settings Editor](#) that will allow you to enable or disable each tube for a given layer and adjust their power settings separately.

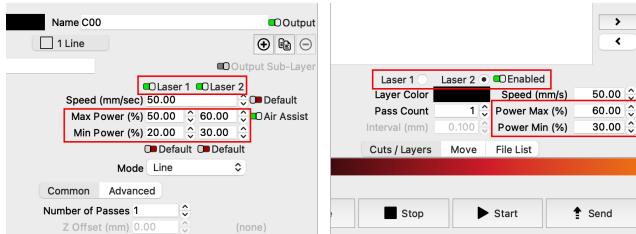
Turn on **Enable Laser 2 Offset** to specify an offset to account for the distance between the second and first laser head, if your laser has dual heads in addition to dual tubes.



### INDIVIDUAL LASER CONTROLS

The switches in the [Cuts / Layers Window](#) and [Cut Settings Editor](#) are used to enable one or both lasers on a per-layer basis. Each laser's **Max Power** and **Min Power** settings can be managed individually, but all other settings are shared when both laser lasers are enabled at the same time.

In the Cut Settings Editor, both lasers' switches and power settings are visible simultaneously. In the Cuts / Layers Window, select the button for the laser you wish to adjust to show the switch and cut settings for that laser.



#### Both Lasers Enabled at Once

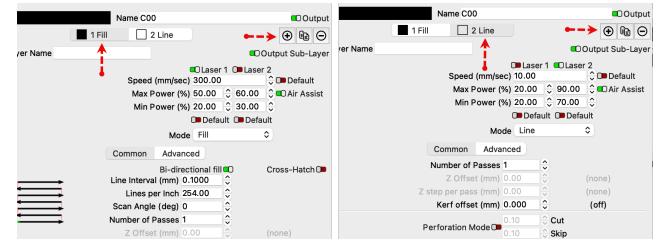
The option to enable both lasers at once is intended for lasers with dual heads. With both lasers enabled for the same layer, the lasers will run simultaneously in tandem, meaning two copies of the same output will be cut or engraved at once, without any offset to the output from the second laser.

Make sure your laser heads are physically spaced far enough apart from one another that each has room to cut or engrave the entire graphic, without overlapping or running into the side of your machine. This means that any graphic you run with both lasers enabled must be narrower than the distance between the two heads.

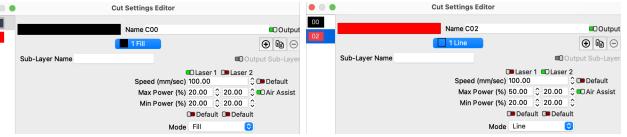
#### Only One Laser Enabled at a Time

If each of your laser tubes is optimized for different processes, you may choose to enable one laser for engraving and the other laser for cutting. Any layer or [Sub-Layer](#) can be set to output using *only* Laser 1 or *only* Laser 2.

To have one laser engrave a graphic and the other cut the outline of the same graphic, create a Sub-Layer for the layer the graphic is assigned to, and enable only the appropriate laser for the operation assigned to each Sub-Layer.



If you are engraving and cutting separate graphics in the same job, set each to their own layer, and enable only the appropriate laser for the operation assigned to each layer.



If each of your laser tubes also has its own head, in order for output from Laser 2 to align to output from Laser 1, you must measure and apply an accurate [Laser 2 Offset](#).

See our [Set Laser 2 Offset Guide](#) for more information.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[advanced-features](#) [dual-laser](#)

## 5.5.5 Machine Management

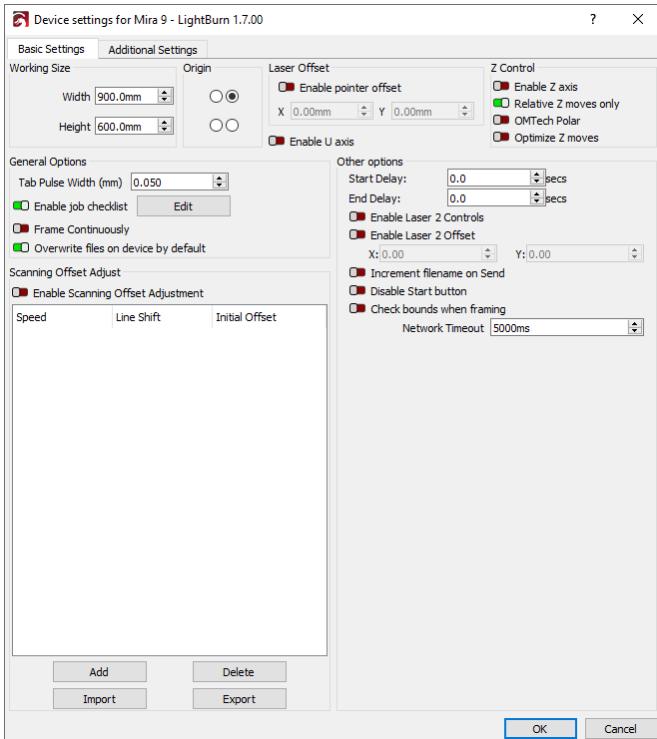
### Device Settings

#### BASIC SETTINGS

The **Basic Settings** tab of **Device Settings** contains the most commonly used settings, and is available regardless of device type.

The image below shows the Device Settings window for a DSP device — several alternate options will be presented if you are using a different type of device.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a full list of options and descriptions, for both DSP and GCode-based lasers.



*The Basic Settings tab of Device Settings*

### Basic Settings

The most commonly used device settings.

### GCode

Modify GCode output for GCode Devices.

### Additional Settings

Settings for simulating previews and estimating time.

### Custom GCode

Advanced GCode customization for the Custom GCode device type.

### Galvo and Basic

Ports and Laser Settings

Configure a Galvo laser's ports and laser source.

#### Working Size

The maximum X (**Width**) and Y (**Height**) travel for your laser. This sets the size of the work area in LightBurn, but does not affect the laser itself.

#### Origin

The location of your laser's **Origin**, or home. If this is set incorrectly, the orientation of your laser's output will be mirrored or inverted.

For help with troubleshooting your laser's Origin, please see [Troubleshooting: Wrong Orientation](#).

#### Laser Offset

If your laser has a red dot pointer for **Framing** and positioning, this setting allows you to compensate for misalignment between the pointer and the actual cutting location. Enable this setting to shift the laser's output relative to the red dot location.

See [Laser Offset Setup](#) for instructions on calculating the offset.

#### Z Control

This section contains settings for your laser's Z Axis, which controls the distance between the laser and the workpiece. The options available will vary depending on what laser you're using.

#### Enable Z Axis

Enable this to allow LightBurn to control the Z Axis of your machine.

**Warning**

Enabling this setting means that LightBurn will *always* emit Z values for a running job. If using this setting, you *must* either enable **Relative Z moves only** or set a **Material** height value in the **Cuts / Layers** window.

**If you do not take either of these steps, the default Material height of 0 may result in your laser head crashing into the workpiece.**

**Reverse Z Direction**

If your machine's Z Axis moves in the opposite direction of what you expect, toggle this switch to flip the direction for Z moves.

**Relative Z Moves Only**

This setting treats the machine's height at the start of the job as 0, and uses that height as the starting point for all Z moves. Material height is ignored when **Relative Z Moves** are enabled.

This is the simplest way to work, as you set your focus according to the manufacturer's directions and LightBurn will treat that height as the correct height to start from.

**Info**

For DSP devices, LightBurn must be connected to your machine to use Relative Z moves.

**Optimize Z Moves**

By default, LightBurn always retracts the Z back to the starting height after completing a shape with a Z Offset. This is done to prevent the laser head from crashing into the workpiece.

With **Optimize Z Moves** enabled, LightBurn will only issue Z moves when the Z height actually changes. If you know your material is flat and that none of the Z moves will result in the laser moving low enough to run into anything on your work table, this can save a lot of time.

**OMTech Polar**

Enable this if using an OMTech Polar device.

**General Options****Tab Pulse Width**

When using **Tabs**, the **Tab Pulse Width** allows for additional control of the **Tab Cut Power** setting. Change this length to increase or decrease the width of the pulses used to simulate reduced power cuts.

**Enable Job Checklist**

When this setting is enabled, LightBurn will display a text box with a list of items whenever you **Start** or **Send** a job to your laser. This is typically used as a reminder of things that need to be done before starting the laser, such as turning on an exhaust fan or putting on protective glasses.

To create a custom checklist, click the **Edit** button.

**Frame Continuously**

This setting alters the behavior of the **Frame** button. When enabled, LightBurn will frame your project repeatedly until stopped, instead of a single time.

Continuous Framing is often useful for adjusting material placement within the laser.

**Overwrite Files on Device by Default**

When enabled, LightBurn will automatically overwrite pre-existing files of the same name when sending a project to your laser's controller. Keep this setting disabled to receive a warning message whenever LightBurn will need to overwrite a file in order to send a new one.

**Scanning Offset Adjust**

This setting is used to compensate for minor delays in your power supply causing the laser's firing point to be a little behind where it should be when scanning back and forth at high speeds. For more information, see [Scanning Offset Adjustment](#). For an example of what Scanning Offset problems might look like, please see [Troubleshooting: Blurry Edges](#).

The **Add**, **Delete**, **Import**, and **Export** buttons allow you to create, edit, load, and save your Scanning Offset settings. You can use this to Import settings provided by your machine's manufacturer, share adjustments with other users, or back up your settings before making changes.

**Other Options****GCode Devices**

These settings are only available for [GCode-based lasers](#).

**Auto-home on startup**

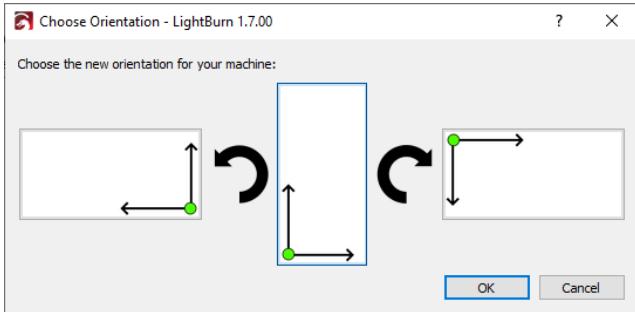
If your laser has homing switches, enable this to automatically home the machine on startup. For lasers without homing switches, disable this setting to prevent [GRBL Error 5](#).

**Swap X/Y output to laser**

Enable this setting to rotate your LightBurn [Workspace](#) to match your machine's physical orientation, and swap X/Y output to your laser accordingly.

The green dot in the dialog window indicates the location of the machine's 0,0 point (the location it homes to) in the machine's physical orientation. Select the image that matches your machine's orientation, then click **OK**. LightBurn will automatically adjust your [Origin](#) and rotate your [Workspace](#) and output to your machine to account for the new orientation.

This option is intended for machines with Y dimensions that are longer than their X dimensions.



### CNC Machine

Enable this setting if your machine has a rear right-origin and uses a negative coordinate system.

### Fast Whitespace Scan

This setting boosts your laser's travel speed through blank areas of an image engraving, if the speed you set here is faster than your laser's engraving speed.

This can save a lot of time if you're engraving an image slowly to get a good burn, particularly if there are large blank areas in the image.

#### Note

Since Marlin treats G0 and G1 moves identically, this value is used to specify the speed for rapid moves. If you do not set this value, LightBurn will use the same speed as the G1 moves.

### Enable \$J Jogging

Newer versions of GRBL (1.1 and later) can use this custom jogging mode. **\$J Jogging**, also called **Continuous Jogging**, has several benefits over normal jogging:

- It does not affect the GCode parser state.
- If soft limits are enabled, jog commands that would go out of bounds are ignored without triggering an error or alarm.
- It allows for cancelling a jog move. After enabling Continuous Jogging in the [Move Window](#), hold an arrow key to begin jogging in a direction, and release to stop (cancel) the move.

### Enable DTR Signal

This setting controls whether LightBurn sends a **Data Terminal Ready** signal to the controller to start serial communication. Many programmable hobby-level controllers, including Arduino-based systems, use the DTR pin to reset the controller. LightBurn usually sets this value for you, but if your GCode controller won't communicate, toggling this setting may help.

### Enable laser fire button

Enable this setting to add a **Fire** button and power setting to the [Move Window](#) to allow you to turn on the laser at low power for focusing, [Framing](#), and positioning. When the Fire button is enabled, you can hold the **[Shift]** key while Framing to enable the beam.

This setting should only be used for diode lasers, which generally don't have a red dot pointer for Framing. This should never be

used for a CO<sub>2</sub> laser, which has an invisible beam that could blind you or start a fire.

### Laser on when framing

This setting turns on the laser at the power level you specify while [Framing](#).

#### Safety Warning

This changes the default behavior of the laser and can cause the laser to fire when a user is not expecting it. Enable this setting with caution, with a very low power level, and only when using a diode laser.

### Enable 'Out of Bounds' warning

Enable this setting to have LightBurn warn you if a job will cause your machine to travel out of bounds. This setting requires that your device has been properly homed and is reporting coordinates correctly, and that your [Workspace](#) size is set accurately in LightBurn.

### Enable GCode Clustering

GCode Clustering condenses the commands sent to your device. For devices that support it, this reduces the bandwidth needed for communication and allows the controller's motion planner to see further ahead. For devices that don't support this feature, enabling it will result in a [GRBL error](#). More information is available in [this post](#) in our forum.

### Return to Finish Position

This setting tells LightBurn to send the laser to the specified position after a job is run. This requires that the job is running in **Absolute Coords** or **User Origin** mode.

### Air Assist

This setting determines whether LightBurn uses an M7 or M8 command to enable air assist.

### S-value Max

This setting tells LightBurn how to represent 100% power for GRBL and Smoothieware controllers. Current versions of GRBL default to **1000** for this, while older versions use **255**. This value needs to match what your controller expects. Read more in [GRBL: Low or No Power Output](#).

### Baud Rate

This setting controls the speed at which LightBurn attempts to communicate with your laser's controller.

LightBurn defaults to 115,200 baud for GRBL controllers and 250,000 baud for Marlin controllers. Some Marlin controllers use 115,200 baud, and some GRBL controllers go as low as 9600 baud. If you are having trouble communicating with your controller and are certain the controller and firmware are supported, contact the manufacturer for the correct baud rate for the board, which may be different from the default value.

### Transfer Mode

LightBurn defaults to the **Buffered Transfer mode** for communication with GRBL devices. This is faster and more reliable than the **Synchronous** Transfer mode. However, there are a few devices that are incompatible with Buffered Transfer mode. These devices will stutter, stop, or even restart when buffered communication is selected. If you notice this happening, try switching the Transfer mode to Synchronous.

#### DSP Devices

These settings are only available for [DSP](#) lasers.

#### Enable U Axis

Enable this setting to apply per-layer U Axis offsets. This is not supported by all controllers.

#### Start and End Delay

**Start Delay** allows you to set a delay before the job starts cutting, and **End Delay** allows you to delay the end of the job after the cut is complete. This is typically used to allow the exhaust fan to start up and spin down.

This feature is only available on Ruida controllers, and only works if the controller's wiring is compatible. Your success in enabling it will be dependent on your specific hardware.

#### Enable Laser 2 Controls

This setting enables controls for a second laser tube within the same machine. Enable this setting only if your machine has two laser tubes.

#### Enable Laser 2 Offset

If you are using a dual head laser, use this setting to specify the position of the second laser head relative to the main one.

See [Dual Laser Control](#) for more information on dual laser setup.

#### Increment Filename on Send

This option will automatically increment file names when sending jobs to your laser, to make identifying separate runs easier and maintain your file history. Your file name must contain a digit in order to auto-increment.

#### Disable Start Button

Use this setting to disable the **Start** button.

On some lasers, streaming a job with the **Start** button can be unreliable, so this feature allows you to ensure that all jobs are sent to the laser using the **Send** button, which transfers the entire job to the laser before it can be started.

#### Check Bounds When Framing

Enable this setting to have LightBurn check that a job won't travel out of bounds when [Framing](#).

#### Network Timeout

This setting determines how long LightBurn will attempt to communicate with a networked device before reporting a communication failure. Increasing the value from the default of 5000 ms (5 seconds) can help with slower connections.

#### Troubleshooting

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

#### Related Topics

- [Settings/Preferences](#)
- [Machine Settings](#)
- [Devices](#)

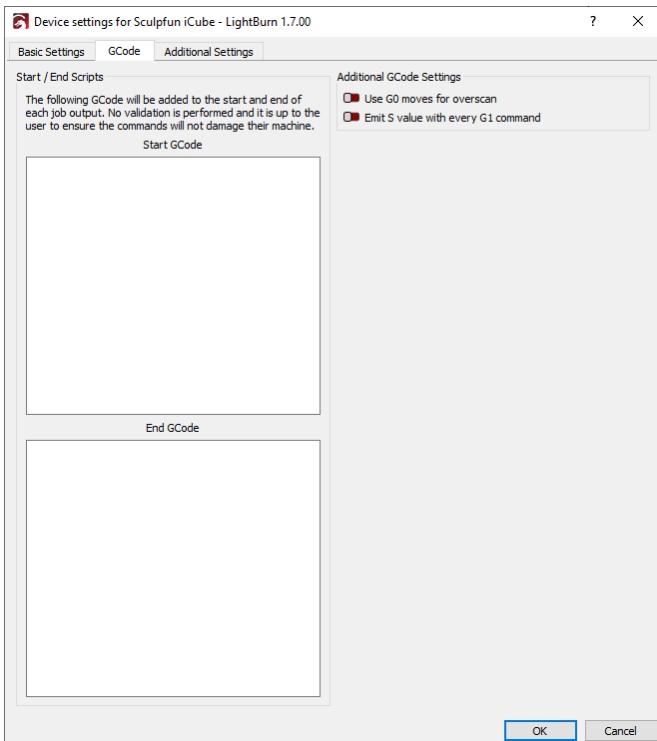
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[DSP](#) [GCode](#) [device-management](#) [device-settings](#)  
[settings](#)

**GCODE**

The **GCode** tab of **Device Settings** allows for modification of the GCode output for GCode devices. Please see [Device Settings: Custom GCode](#) if you are using a **Custom GCode** device.

Click an option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



*The GCode tab of Device Settings*

<b>Basic Settings</b>	<b>GCode</b>	<b>Additional Settings</b>
The most commonly used device settings.	Modify GCode output for GCode Devices.	Settings for simulating previews and estimating time.

<b>Custom GCode</b>	<b>Galvo and Basic Settings</b>	<b>Ports and Laser Settings</b>
Advanced GCode customization for the Custom GCode device type.	The most commonly used device settings for Galvo lasers.	Configure a Galvo laser's ports and laser source.

Some devices may need additional commands before or after running a job. GCode entered into these boxes will be added to the start or end of each job LightBurn sends to your device.

### Warning

LightBurn does not validate whether these commands are valid or safe. Any modifications here are done at your own risk.

#### Use G0 Moves for Overscan

Enable this setting to use G0 moves for overscan instead of G1. Some controllers, such as FabCreator Smoothieware boards, have a non-zero power value for their minimum output, causing them to burn during the overscan portion of an engraving. If you find that your laser doesn't shut off completely for overscan moves, try enabling this setting.

#### Emit S Value With Every G1 Command

Enable this setting to have LightBurn specify the output power of the laser with every move command, rather than only when the power level changes. Enable this setting if your laser does not turn back on after travel moves.

#### Troubleshooting

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

## Related Topics

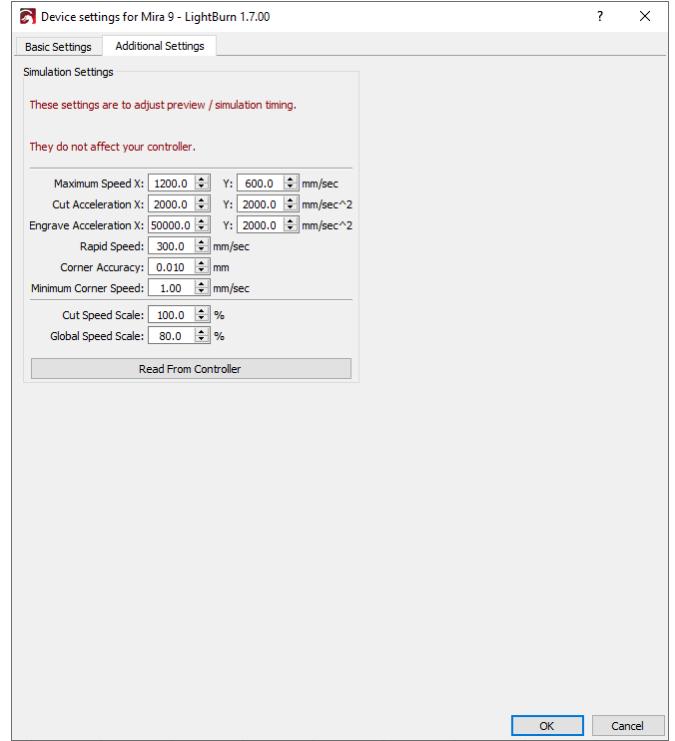
- [Settings/Preferences](#)
- [Machine Settings](#)
- [Devices](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**GCode** **device-management** **device-settings** **settings**

## ADDITIONAL SETTINGS

The **Additional Settings** tab of **Device Settings** controls the settings used in [Preview](#) for simulating a preview and estimating time. Changing these settings will not change anything about how the job actually runs, but can make time estimates more accurate.



*The Additional Settings tab of Device Settings*

<b>Basic Settings</b> The most commonly used device settings.	<b>GCode</b> Modify GCode output for GCode Devices.	<b>Additional Settings</b> Settings for simulating previews and estimating time.	<table border="1"> <thead> <tr> <th>Setting</th><th>Description</th></tr> </thead> <tbody> <tr> <td></td><td>works for lasers with GRBL controllers <a href="#">here</a>.</td></tr> <tr> <td><b>Minimum Corner Speed</b></td><td>The slowest possible speed the laser will turn corners at.</td></tr> <tr> <td><b>Cut Speed Scale</b></td><td>Scales cut speed estimates by this percentage when simulating job times. Not read from controller. Use this value to manually fine-tune estimates.</td></tr> <tr> <td><b>Global Speed Scale</b></td><td>Scales all estimates by this percentage when simulating job times. Not read from controller. Use this value to manually fine-tune estimates.</td></tr> </tbody> </table>	Setting	Description		works for lasers with GRBL controllers <a href="#">here</a> .	<b>Minimum Corner Speed</b>	The slowest possible speed the laser will turn corners at.	<b>Cut Speed Scale</b>	Scales cut speed estimates by this percentage when simulating job times. Not read from controller. Use this value to manually fine-tune estimates.	<b>Global Speed Scale</b>	Scales all estimates by this percentage when simulating job times. Not read from controller. Use this value to manually fine-tune estimates.
Setting	Description												
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<b>Custom GCode</b> Advanced GCode customization for the Custom GCode device type.	<b>Galvo and Basic Settings</b> The most commonly used device settings for Galvo lasers.	<b>Ports and Laser Settings</b> Configure a Galvo laser's ports and laser source.	<p><b>Troubleshooting</b></p> <ul style="list-style-type: none"> <li>If you aren't seeing a setting you expect to see, check which tab you're in and make sure it's applicable to your laser.</li> </ul> <p><b>Related Topics</b></p> <ul style="list-style-type: none"> <li><a href="#">Settings/Preferences</a></li> <li><a href="#">Machine Settings</a></li> <li><a href="#">Devices</a></li> </ul> <hr/> <p>For more help using LightBurn, please visit <a href="#">our forum</a> to talk with LightBurn staff and users, or <a href="#">email support</a>.</p>										

Read From Controller

Use the **Read From Controller** button to sync these settings with your laser's internal settings, providing much more accurate time estimates without manual adjustment.

Manual Adjustment

#### Note

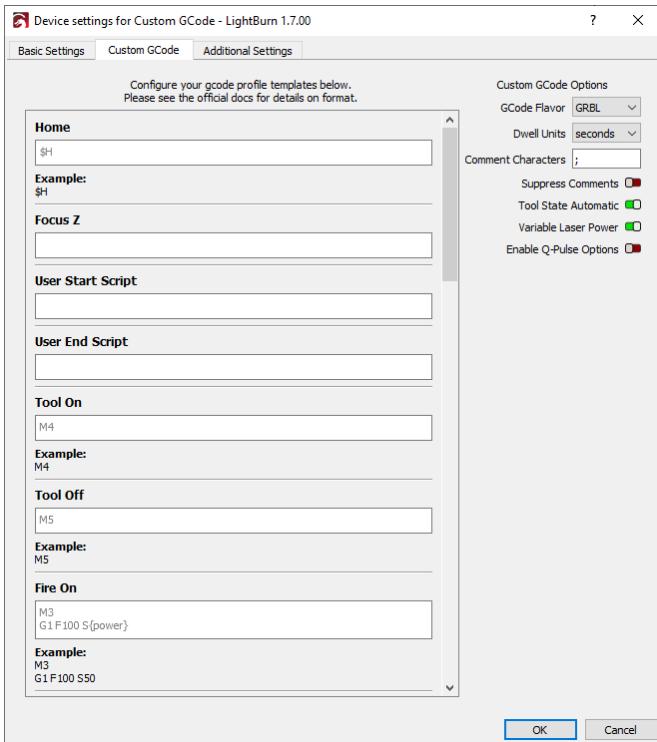
Y Axis Speed and Acceleration values are often set lower than X. Due to the greater mass of the Y Axis gantry, many lasers must travel slower in the Y dimension to avoid slipping.

[acceleration](#) [accuracy](#) [device-settings](#) [preview](#) [speed](#)

Setting	Description
<b>Maximum Speed X/Y</b>	The maximum speed at which the laser can travel on the X and Y axes, individually.
<b>Cut Acceleration X/Y</b>	The maximum rate at which the laser can speed up or slow down during <a href="#">Line</a> operations.
<b>Engrave Acceleration X/Y</b>	The maximum rate at which the laser can speed up or slow down during <a href="#">Fill</a> operations.
<b>Corner Accuracy</b>	A value used to estimate cornering speed. Corner Accuracy is not read from the controller. Read more about how this value

**CUSTOM GCODE**

The **Custom GCode** tab of **Device Settings** allows for advanced GCode customization when using the [Custom GCode](#) device type.



*The Custom GCode tab of Device Settings*

**Basic Settings**  
The most commonly used device settings.

**GCode**  
Modify GCode output for GCode Devices.

**Additional Settings**  
Settings for simulating previews and estimating time.

**Custom GCode**  
Advanced GCode customization for the Custom GCode device type.

**Galvo and Basic Settings**  
The most commonly used device settings for Galvo lasers.

**Ports and Laser Settings**  
Configure a Galvo laser's ports and laser source.

**Custom GCode Options**

In this section, you can set some baseline options for your custom GCode profile.

Name	Description
<b>GCode Flavor</b>	What flavor of GCode to use as a base
<b>Dwell Units</b>	Whether pause times are given in seconds or milliseconds
<b>Comment Characters</b>	What character(s) are used to indicate comments
<b>Suppress Comments</b>	Enabling this will strip all comments from the GCode LightBurn generates
<b>Tool State Automatic</b>	Enabling this will cause the tool to automatically turn on during a cut move
<b>Variable Laser Power</b>	Enabling this will allow you to control the laser's power beyond on and off

**GCode Commands**

This section lists each command that can be customized. Leaving a command blank will leave it unchanged from the default based on your [Custom GCode Options](#).

- The title indicates what command you're working with.
- The text box contains the default value in gray text, if there is a default. If there is no default value, the text box is blank.
- Below the text box is a preview of what the output for the command would look like, based on current settings.

Hover over a section for more detailed information. For information on variables to use in the commands, see [Custom GCode Variables](#).

#### Custom GCode Variables

These variables can be used in your GCode templates. Some variables are only available for MillMage.

Variable	Description	Availability
x	X Axis position	
y	Y Axis position	
z	Z Axis position	
r, a, u, rot, rotation	Rotary axis position	
x_probe	X probe offset	MillMage-only
y_probe	Y probe offset	MillMage-only
z_probe	Z probe offset	MillMage-only
s, speed	Movement speed	
feed, feedrate	Movement speed	MillMage-only
p, power	Laser Power	
rpm, spindlespeed	Spindle speed or RPM/s	MillMage-only
dwell	Dwell time	
tool	Tool number	

#### Custom GCode Macros

Relative and absolute mode are controlled by the software, so if you need to change it within your GCode template, use the following macros to prevent the software overriding your changes. You must always use `|RESTORE|` when you're done to ensure a return to the previous mode.

Macro	Description
<code> REL </code>	Enter relative mode
<code> ABS </code>	Enter absolute mode
<code> RESTORE </code>	Restore previous mode

#### Optional and Required Values

Surrounding the letter before a variable with `[]` will tell LightBurn that this portion of the command has not changed since the last emit. Putting a `*` in front of any variable will tell LightBurn to skip the entire line if it has not been changed.

- `G1 X{x} Y{y} Z{z}` will *always* output the X, Y, and Z values.

- `G1 [X]{x} [Y]{y} [Z]{z}` will skip any values that have not changed.
- `M106 S{*power}` this will output the `M106` command only if it has been changed.

#### Non-Printable / Non-Typeable Characters

Control characters can be output by using `\x` followed by the two digit hex value of the character. For instance, `\x18` represents an immediate job abort on a GRBL device.

#### Troubleshooting

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

#### Related Topics

- [Settings/Preferences](#)
- [Machine Settings](#)
- [Devices](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[GCode](#) [device-management](#) [device-settings](#) [settings](#)

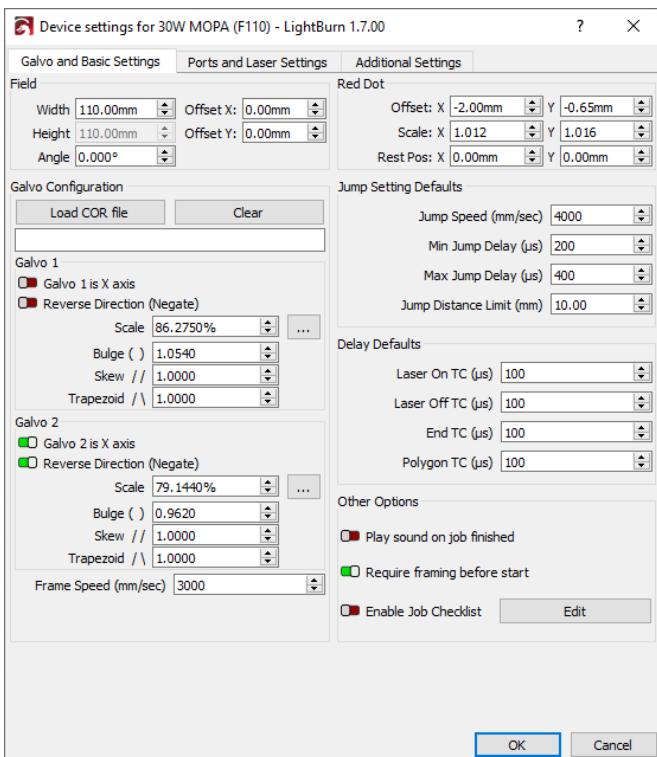
## GALVO AND BASIC SETTINGS

The **Galvo and Basic Settings** tab of **Device Settings** is the Galvo laser version of **Basic Settings** and contains the most commonly used settings for Galvo lasers.



If you used the EZCAD importer when setting up your Galvo laser, these settings will be pre-configured for you.

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



*The Galvo and Basic Settings tab of Device Settings*

## Basic Settings

The most commonly used device settings.

## GCode

Modify GCode output for GCode Devices.

## Additional Settings

Settings for simulating previews and estimating time.

## Custom GCode

Advanced GCode customization for the Custom GCode device type.

## Galvo and Basic Settings

The most commonly used device settings for Galvo lasers.

## Ports and Laser Settings

Configure a Galvo laser's ports and laser source.

### Field

These settings refer to the field — the area that the lens installed in a Galvo laser can physically cover when focused. [Changing lenses](#) requires going through setup and calibration again, and we recommend setting up additional devices for each lens you use with your Galvo laser.

Setting	Description
<b>Width/Height</b>	The size of the field for the currently installed lens. Sets the size of the <a href="#">Workspace</a> in LightBurn.
<b>Offset X/Y</b>	Fine-tune the position of the field by offsetting it if needed.
<b>Angle</b>	Rotational correction. Use this to compensate for the Galvo head being rotated relative to the physical fixturing of your work.

### Red Dot

The red dot laser is separate from the marking laser and is used for [framing](#) and positioning. It fires through the same optics as the marking laser, but may require fine-tuning for alignment. For additional help, see our video on Galvo Laser Red Dot Alignment below.

Setting	Description
<b>Offset X/Y</b>	Fine-tune the position of the framing output.
<b>Scale X/Y</b>	Fine-tune the size of the framing output.
<b>Rest Pos X/Y</b>	Set the resting position of the red dot when not in use.

**Galvo Configuration****Load COR File**

This section allows you to import and apply EZCAD lens correction files, also known as COR files.

- If your EZCAD folder contains a COR file, it will automatically load when using the EZCAD importer during [Setup](#).
- If you skipped the importer, or you create a new COR file, you can load it here.
- If you don't have a COR file, you can enter lens correction settings manually in the Per Galvo Settings below.

**Per Galvo Settings (Galvo 1/Galvo 2)**

Each Galvo head is responsible for an axis and can be fine-tuned individually.

Setting	Description
<b>Galvo # is X Axis</b>	Specifies which axis is responsible for horizontal motion. If your output is rotated 90 degrees, switch which Galvo is toggled on.
<b>Reverse Direction (Negate)</b>	Reverses the direction for the selected Galvo. If output to an axis is mirrored or inverted, toggle this setting.
<b>Scale</b>	Percentage by which to scale output for a given axis.
<b>Bulge</b>	Adjusts for distortion near the center of the engraving field.
<b>Skew</b>	Adjusts for distortion near the edges of the field.
<b>Trapezoid</b>	Adjusts corner tapering to fix keystoning.

**Frame Speed**

The travel speed for the red dot laser while framing.

**Jump Setting Defaults**

**Jump Settings** control how the laser moves between cuts. Each jump causes the mirror to shake, with higher speeds and longer distances increasing the shaking. If you have wobbly lines at the start of a marking move, you may need to increase the delay and/or reduce the speed of jumps.

Setting	Description
<b>Jump Speed</b>	The speed at which the galvo mirrors move between cuts. Higher values will make your job

Setting	Description
	run faster at the cost of increased vibration for the mirrors.
<b>Min Jump Delay</b>	The minimum time the laser will wait to allow the galvo mirrors to stop shaking.
<b>Max Jump Delay</b>	The maximum time the laser will wait to allow the galvo mirrors to stop shaking.
<b>Jump Distance Limit</b>	Any jump above this limit will use the <b>Max Jump Delay</b> setting above. Jumps below this limit will use a delay value between the minimum and maximum settings.

**Delay Defaults**

**Delay** settings control the delay between starting (or stopping) mirror movement and firing the laser. **Laser On/Off TC** and **End TC** control the delays for the start and end points of a path. **Polygon TC** controls the delays for other corners within a path.

Setting	Description
<b>Laser On TC</b>	Microseconds the laser will wait to fire after the mirrors begin to move. Too high a value will leave gaps, while too low a value may cause excessive burning at the start of a cut.
<b>Laser Off TC</b>	Microseconds to delay turning off the laser at the end of a marking move. Too high a value may cause excessive burning at the end of a cut, while too low a value may cause gaps.
<b>End TC</b>	Microseconds to pause the laser's movement after completing a cut.
<b>Polygon TC</b>	Microseconds the galvo head will pause when turning corners. Too long a delay may cause excessive burning, while too short a delay can cause rounded or cut-off corners.

**Other Options**

Setting	Description
<b>Play Sound on Job Finished</b>	If enabled, the computer will play a sound when your current run is complete.
<b>Require Framing Before Start</b>	If enabled, the <b>Start Button</b> in the <b>Laser Window</b> will open the <b>Live Framing</b> window instead of starting the laser directly.
<b>Enable Job Checklist</b>	If enabled, LightBurn will display a window with user-configured text before running the laser. The user will need to press <b>OK</b> to confirm they're ready before the laser will start. This is often used for a

Setting	Description
	checklist of reminders before running the laser. Use the <b>Edit</b> button to create or edit the checklist.

**Troubleshooting**

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

**Related Topics**

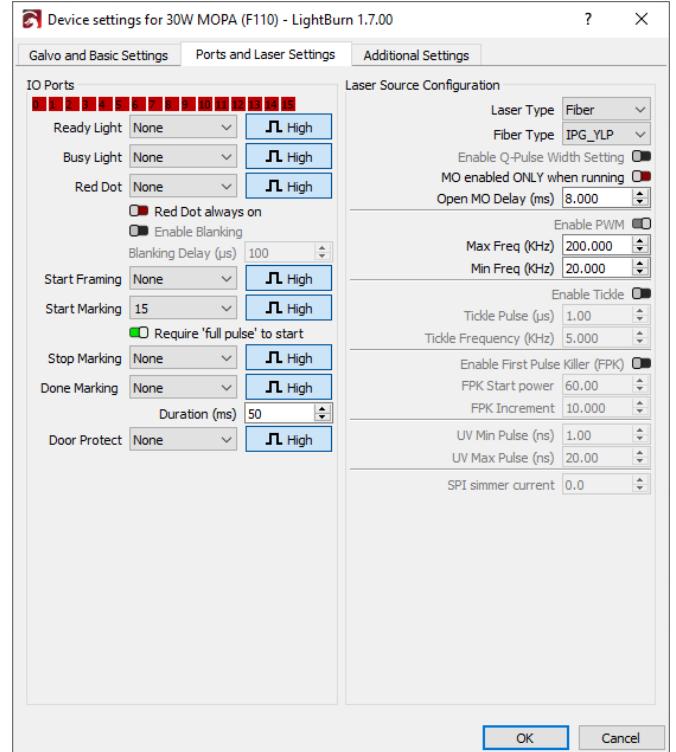
- [Settings/Preferences](#)
- [Devices](#)
- [Galvo Lens Calibration](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[device-management](#) [device-settings](#) [devices](#) [galvo](#)  
[settings](#)

**PORTS AND LASER SETTINGS**

The **Ports and Laser Settings** tab of [Device Settings](#) allows you to configure your laser's Input and Output (IO) ports and laser source.



*The Ports and Laser Settings tab of Device Settings*

<b>Basic Settings</b> The most commonly used device settings.	<b>GCode</b> Modify GCode output for GCode Devices.	<b>Additional Settings</b> Settings for simulating previews and estimating time.	<table border="1"> <thead> <tr> <th>Setting</th><th>Description</th></tr> </thead> <tbody> <tr> <td></td><td>LightBurn to enable it when the laser is in use.</td></tr> <tr> <td><b>Red Dot</b></td><td>If you are using an external switch to enable the red dot laser, select the appropriate port.</td></tr> <tr> <td><b>Red Dot Always On</b></td><td>Enable this setting to force the red dot laser to be always on.</td></tr> <tr> <td><b>Enable Blanking</b></td><td>If enabled, attempts to turn off the red dot laser between drawing shapes. Not supported on all devices. Disable if your laser will not frame when you select <a href="#">Contour Framing</a>.</td></tr> <tr> <td><b>Start Framing</b></td><td>Select the appropriate port to enable an external switch to start framing.</td></tr> <tr> <td><b>Start Marking</b></td><td>Select the appropriate port to enable an external switch – typically a foot switch – to start an engraving job. If not using a foot switch, it's best to set this to <b>None</b> to prevent accidental firing as a result of static or electrical noise.</td></tr> <tr> <td><b>Require 'Full Pulse' to Start</b></td><td>Enable this toggle to require the external switch to activate and be released before starting a job.</td></tr> <tr> <td><b>Stop Marking</b></td><td>Select the appropriate port to use an external switch to stop running an engraving job.</td></tr> <tr> <td><b>Done Marking</b></td><td>Select the appropriate port to send a signal when an engraving job is complete.</td></tr> <tr> <td><b>Door Protect</b></td><td>Select the appropriate port to look for a signal from an enclosure's safety interlock to prevent unprotected laser firing.</td></tr> </tbody> </table>	Setting	Description		LightBurn to enable it when the laser is in use.	<b>Red Dot</b>	If you are using an external switch to enable the red dot laser, select the appropriate port.	<b>Red Dot Always On</b>	Enable this setting to force the red dot laser to be always on.	<b>Enable Blanking</b>	If enabled, attempts to turn off the red dot laser between drawing shapes. Not supported on all devices. Disable if your laser will not frame when you select <a href="#">Contour Framing</a> .	<b>Start Framing</b>	Select the appropriate port to enable an external switch to start framing.	<b>Start Marking</b>	Select the appropriate port to enable an external switch – typically a foot switch – to start an engraving job. If not using a foot switch, it's best to set this to <b>None</b> to prevent accidental firing as a result of static or electrical noise.	<b>Require 'Full Pulse' to Start</b>	Enable this toggle to require the external switch to activate and be released before starting a job.	<b>Stop Marking</b>	Select the appropriate port to use an external switch to stop running an engraving job.	<b>Done Marking</b>	Select the appropriate port to send a signal when an engraving job is complete.	<b>Door Protect</b>	Select the appropriate port to look for a signal from an enclosure's safety interlock to prevent unprotected laser firing.
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<p><b>Low vs High</b></p> <p>Most boards use a <i>High</i> signal to indicate that a port is active, but some instead use a <i>Low</i> signal as the trigger. If most or all of your ports are green by default, you'll probably need to change the trigger type to <i>Low</i> using the button next to the port selection.</p>																									
<p>The numbered boxes at the top show the current state of each port. Red indicates that the port is currently <i>Low</i> (off), while green indicates that the port is currently <i>High</i> (on).</p> <p>Use the dropdowns to select a port to assign to a feature, and use the <b>High/Low</b> button to set the trigger type. If the port is set to <b>None</b>, the feature is disabled or unavailable.</p> <table border="1"> <thead> <tr> <th>Setting</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td><b>Ready Light</b></td> <td>Select the appropriate port to enable on/off control of LEDs mounted on the galvo head to illuminate your work.</td> </tr> <tr> <td><b>Busy Light</b></td> <td>If you have a light hooked up to indicate the laser is in use, select the appropriate port to allow</td> </tr> </tbody> </table>				Setting	Description	<b>Ready Light</b>	Select the appropriate port to enable on/off control of LEDs mounted on the galvo head to illuminate your work.	<b>Busy Light</b>	If you have a light hooked up to indicate the laser is in use, select the appropriate port to allow																
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	pulse timing in <a href="#">Cut Settings</a> . Smaller timing values increase the density of the pulse's impact.
<b>MO Enabled ONLY When Running</b>	MOPA fiber lasers only.
<b>Open MO Delay</b>	MOPA fiber lasers only. Allows fine control of the laser's frequency.
<b>Enable PWM</b>	Always enabled for Fiber and SPI lasers. Toggle on or off for CO <sub>2</sub> Galvo lasers, to enable or disable PWM. When enabled, adjust the valid range of minimum and maximum frequencies in the boxes below.
<b>Enable Tickle</b>	For CO <sub>2</sub> Galvo lasers only. CO <sub>2</sub> lasers require constant low power to fire consistently at low powers. Enable <b>Tickle</b> to provide this constant low power. Appropriate settings for Tickle Pulse and Frequency should be provided by your manufacturer.
<b>Enable First Pulse Killer (FPK)</b>	For CO <sub>2</sub> Galvo lasers only. CO <sub>2</sub> lasers require a higher power draw when initially turned on. FPK settings allow you to tune that initial pulse. Check with your manufacturer for settings, but this can be found through trial and error if needed.
<b>UV Min/Max Pulse</b>	For UV Galvo lasers only. Minimum and maximum <b>Q-pulse</b> values to use.
<b>SPI Simmer Current</b>	For SPI lasers only.

#### Troubleshooting

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

#### Related Topics

- [Settings/Preferences](#)
- [Devices](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[device-settings](#) [galvo](#)

#### DEVICE SETTINGS

The **Device Settings** window contains device-specific settings for your laser. The settings available change based on the device selected — not all settings described below will necessarily be shown in your instance of LightBurn.

Access Device Settings by selecting [Edit](#) → **Device Settings** or by



clicking in the [Main Toolbar](#).

**Have Multiple Lasers?**

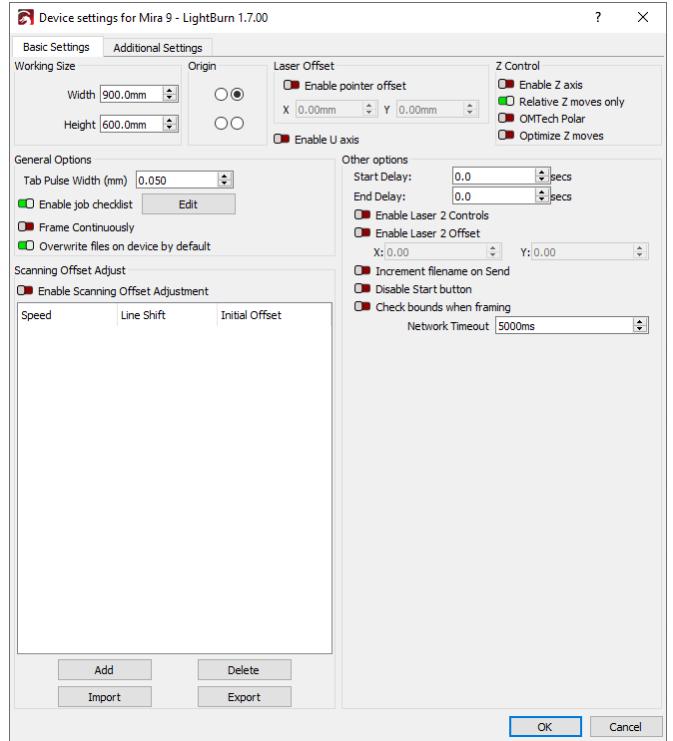
Select the correct device in the [Devices](#) dropdown in the [Laser Window](#).

Optimization Settings

Devices COM1

GRBL Laser  
JCZFiber  
Ruida  
GRBL Laser

#### Device Settings Window



*The Device Settings window*

The **Device Settings** window is split into several tabs, not all of which will be available for all machines.

<b>Basic Settings</b> The most commonly used device settings.	<b>GCode</b> Modify GCode output for GCode Devices.	<b>Additional Settings</b> Settings for simulating previews and estimating time.
<b>Custom GCode</b> Advanced GCode customization for the Custom GCode device type.	<b>Galvo and Basic Settings</b> The most commonly used device settings for Galvo lasers.	<b>Ports and Laser Settings</b> Configure a Galvo laser's ports and laser source.

**Troubleshooting**

- If you aren't seeing a setting you expected to see, check which tab you're in and make sure it's applicable to your laser.

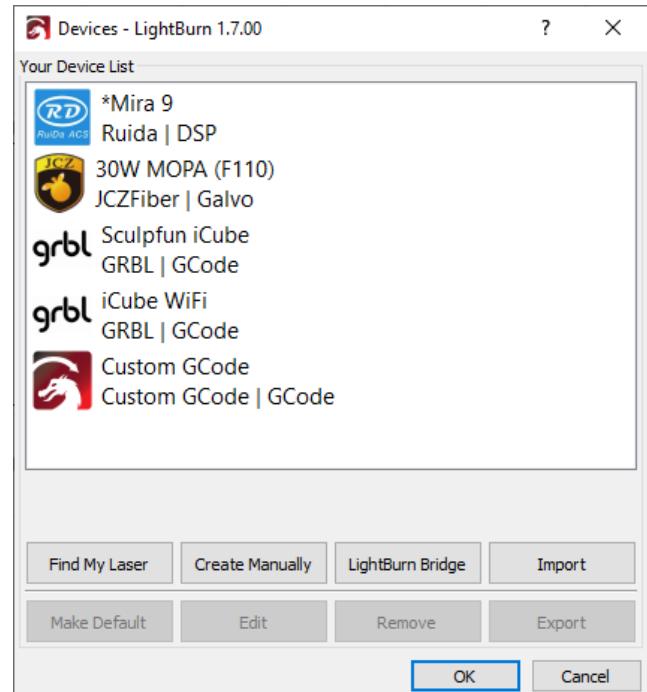
**Related Topics**

- [Settings/Preferences](#)
- [Machine Settings](#)
- [Devices](#)

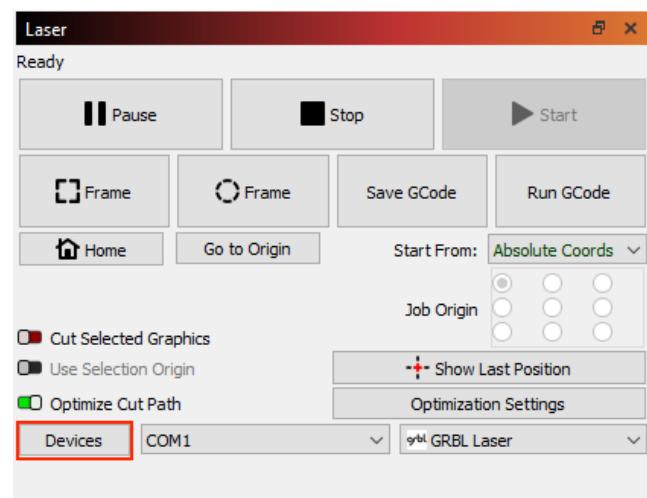
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

**Devices**

The **Devices** window shows all the devices you've added to LightBurn. Use this window to add new devices, **Import** and **Export** devices, and manage existing devices.

**ACCESSING THE DEVICES WINDOW**

To open the **Devices** window, click the **Devices** button in the [Laser Window](#).

**MANAGING DEVICES****Device List**

The main section of the **Devices** window lists all the devices you've added to LightBurn. Click a machine to select it and see a device summary below the Device List. Some buttons in this window are only available with a device selected.

On a fresh install, this list will be empty. LightBurn will ask you to set up a device in order to continue. There are a few ways to do this:

- Use [Find My Laser](#) to attempt to automatically detect a laser connected over USB.
- Use [Create Manually](#) to manually set up a laser that can't be automatically detected.
- [Import](#) a `.lbdev` file to load a pre-configured machine profile.

You must add at least one device in order to use LightBurn. If you don't have a laser yet, you can choose [Create Manually](#) and select **No Machine** to create a device to act as a placeholder.

#### Find My Laser

Starts the [Device Discovery Wizard](#) to attempt to automatically detect a laser connected over USB. If your laser is not detected, use [Create Manually](#).

#### Create Manually

Starts the [New Device Wizard](#) to manually set up a laser. If you don't have a laser yet, a **No Machine** option is available.

#### LightBurn Bridge

Starts the Bridge Discovery Wizard to set up a [LightBurn Bridge](#) device.

#### Import

Imports a `.lbdev` file to recreate a device you've exported from another LightBurn installation. See [Migration](#) for more information.

#### Make Default

Sets the currently selected device as the default. If you have multiple devices, use this to set which device is active when LightBurn launches. The current default device has an asterisk before the name.

#### Edit

Opens the [New Device Wizard](#) to go back through the device creation process on the selected laser. You can also double-click any device in the list to re-open the New Device Wizard for that device.

See [Device Settings](#) for help with settings not covered in the device creation process.

#### Remove

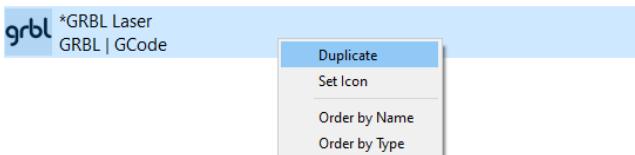
Removes the selected laser from LightBurn. Make sure you have the right device selected!

#### Export

Exports a `.lbdev` file for the selected device. Use this to back up a device or recreate the device on a different computer. See [Migration](#) for more information.

#### Devices Context Menu

Right-click any device in the list to open a context menu with additional options.



#### Duplicate

Opens the [New Device Wizard](#) and populates each step with identical settings from the selected device, with the exception of appending (**Duplicate**) to the name. You can adjust any setting, including the name, during this process.

#### Set Icon

Opens your system's file browser, where you can select a custom icon for the selected device from your computer. The icon must be 1024 x 1024 pixels or fewer in size.

#### Order by Name

Rearranges the list of devices in alphabetical order.

#### Order by Type

Rearranges the list of devices by type. Sections of types are arranged in alphabetical order.

#### OK and Cancel

Click **OK** to save any changes you've made and exit the [Devices](#) window.

Click **Cancel** or X-out of the window to discard any changes you don't want to save.

#### TROUBLESHOOTING

- If the button you want is disabled, make sure you have a device selected.
- If you haven't added any lasers yet and try to close the window, LightBurn will open a window asking you to either go back and create a device profile, create a dummy machine, or quit LightBurn. Use the [Create a dummy machine](#) button if you don't have a laser to add yet.

#### RELATED TOPICS

- [Migration](#)
- [Device Settings](#)
- [Add a Laser](#)

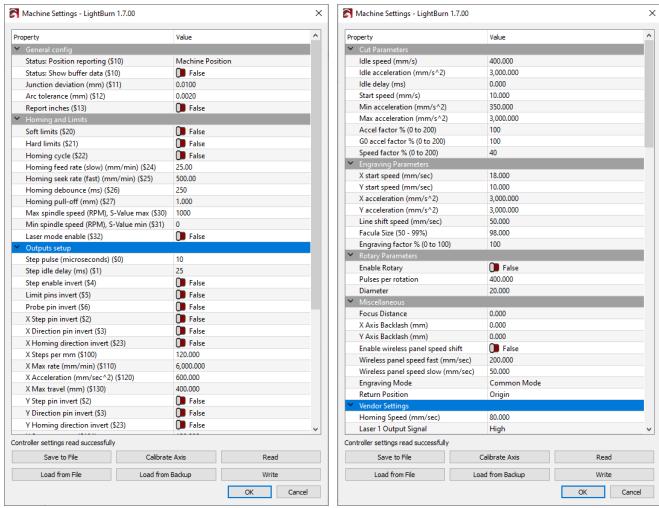
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[LightBurn-Bridge](#) [create-manually](#) [find-my-laser](#)  
[laser-control](#) [laser-window](#) [machine-management](#)

## Machine Settings

The **Machine Settings** window allows you to view and edit firmware settings on lasers with Ruida, TopWisdom, or GRBL-based controllers.

To open the Machine Settings window, go to **Edit → Machine Settings**.



Left: The Machine Settings window for a GRBL controller.  
Right: The Machine Settings window for a DSP controller.

### WORKING WITH MACHINE SETTINGS

The settings available are determined by your laser controller's firmware. In general, if your laser is working correctly, you can (and should) leave the settings here alone. For additional information on specific settings, consult your laser's manufacturer, or see the documentation for your laser's controller.

#### Outputs Setup / Vendor Settings

This section will display differently depending on whether you are connected to a DSP or GRBL laser. All settings in this section are hidden by default, and you'll see a warning message if you click to expand and view them. These settings are typically set by the manufacturer, and should generally be left alone unless instructed otherwise by support.

#### Save to File

Saves your current controller firmware settings to a `.lbset` file. We strongly recommend using this feature to back up firmware settings before making any modifications.

#### Load from File

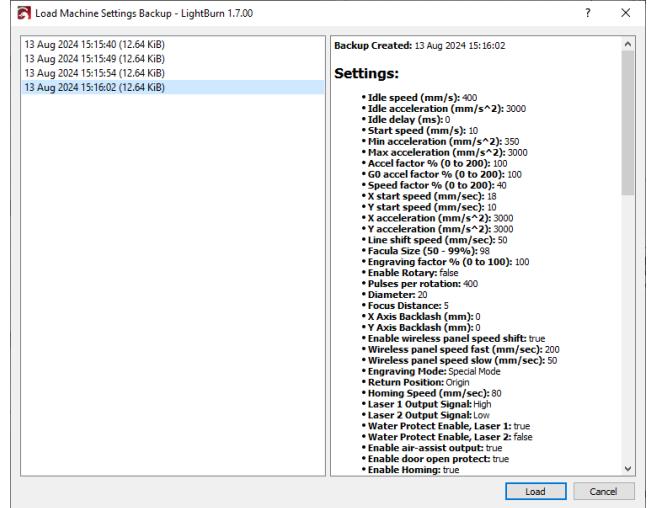
Loads a `.lbset` file and overwrites *all* firmware settings with its contents. In some cases, your laser manufacturer may make this file available as a backup.



This will overwrite *all* values. Make sure you back up your existing settings first using the [Save](#) button, and only load parameters from a known and trusted source.

#### Load From Backup

Use **Load from Backup** to restore automatically-generated backups of firmware settings. LightBurn will automatically store backups each time you [Write](#) new settings to your controller.



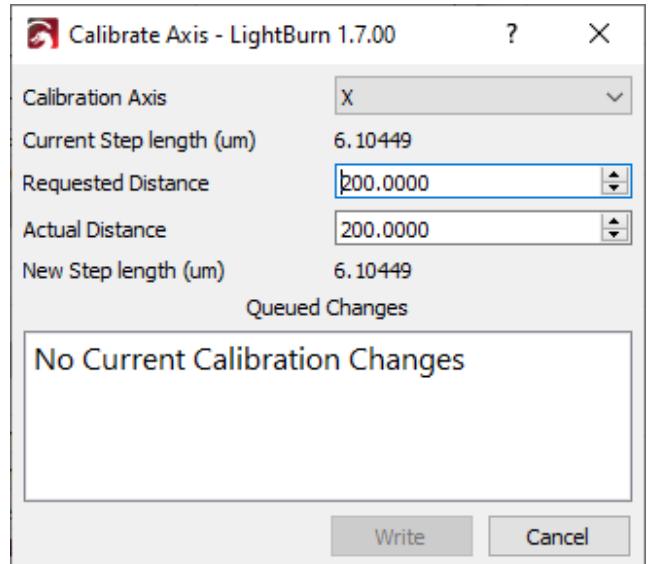
#### Read

Reload the settings from the controller. Any changes that haven't been [written to the controller](#) will be lost.

#### Write

Writes all currently modified settings back to the controller, saving your changes. Changes are *not* saved unless you click **Write**.

#### Calibrate Axis



The **Calibrate Axis** tool is a shortcut to help you calculate the **Steps/mm** or **Step Length** value for each axis, if they need adjustment — if the current values are inaccurate, output may be stretched or squished.

See [Explainer: Steps/MM](#) for more information.

To use Calibrate Axis:

1. Choose an axis to calibrate in **Calibration Axis**.
2. Enter a distance to travel in **Requested Distance**. Larger distances can be helpful when measuring with less precise tools.
3. Mark the start point, move the laser the specified distance, and mark the end point. The easiest way is to burn a line the specified length, although you can also use the **Jog** functions in the **Move Window** or built into some controllers.
4. Measure the actual distance traveled and enter it into **Actual Distance**.
5. Click on **Write** to save the value to the controller.

This may need to be done multiple times, especially for less precise measuring tools, to reach an acceptable level of accuracy.

#### TROUBLESHOOTING

- If LightBurn is unable to read the **Machine Settings**, make sure your laser is connected and turned on.
- See [Troubleshooting: Connection Issues](#) for help connecting to your laser.

#### RELATED TOPICS

- [Device Settings](#)
- [Console Window](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[firmware](#) [machine-management](#) [machine-settings](#)  
[settings](#) [troubleshooting](#)

#### Get Controller Info

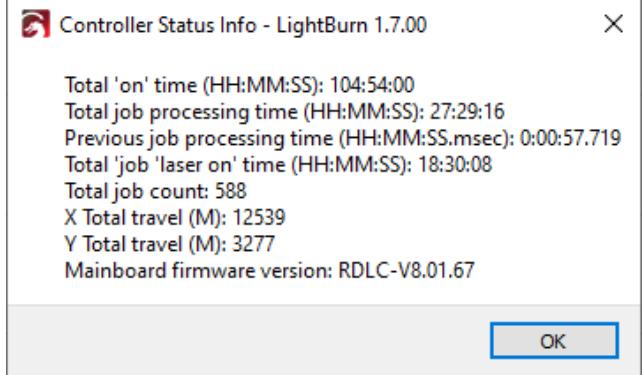
The **Controller Status Info** window provides information about your connected laser's controller. It primarily shows usage statistics, but also contains information about the controller's firmware version.

To view Controller Info, go to [Edit → Get Controller Info](#).



Get Controller Info is only available for lasers with Ruida controllers.

#### CONTROLLER STATUS INFO



Name	Description
Total 'on' time	Total time the laser has been on for.
Total job processing time	The total time the laser has spent processing jobs sent to it.
Previous job processing time	The time the laser spent processing the most recent job sent to it.
Total job 'laser on' time	The total time the laser has spent running jobs.
Total job count	The total number of jobs run on the laser.
X Total travel	The total horizontal distance traveled in meters.
Y Total travel	The total vertical distance traveled in meters.
Mainboard firmware version	The firmware version installed on the laser controller.

#### TROUBLESHOOTING

- If LightBurn is unable to open the **Controller Status Info** window, make sure the laser is connected and turned on.
- See [Troubleshooting: Connection Issues](#) for help connecting to your laser.

#### RELATED TOPICS

- [Device Settings](#)

- [Machine Settings](#)
- [Devices](#)

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[device-management](#) [devices](#) [laser-control](#)  
[machine-management](#) [troubleshooting](#)

### Console Window

The **Console Window** displays messages from your laser's controller and commands sent to it by LightBurn. You can also input direct commands to your laser through this window.

The Console Window functions are only available when LightBurn is directly connected to a GCode-based laser.

#### Note

Users with DSP or Galvo lasers with Ruida, TopWisdom, Trocen, EZCAD2 or BSL boards cannot use the Console Window to communicate with their laser's controllers.

#### ACCESSING THE CONSOLE WINDOW

If you have a GCode-based device profile selected, the **Console Window** will be located in the upper right side of LightBurn, docked behind the [Cuts / Layers Window](#), by default.

If you have closed the Console Window, go to [Window](#) → **Console** to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).

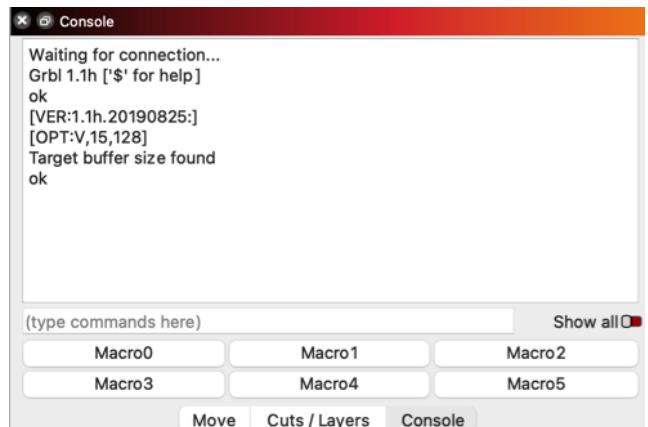


#### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### STARTUP MESSAGE

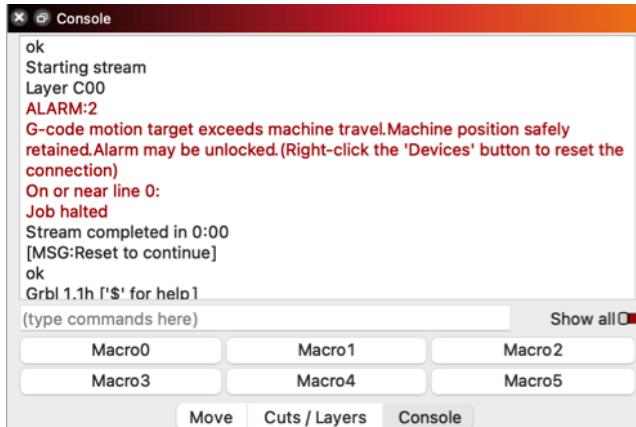
When you first connect to your laser you will see a response message in the **Console Window**, indicating that LightBurn is successfully communicating with the controller.



The startup response message displays the type and specific version of firmware your laser's controller is running. Most GCode-based lasers run GRBL firmware, version 1.1f or later.

If you do not see a similar message from the controller when you start up and attempt to connect to your laser, see [Troubleshooting: Connection Problems](#).

#### ERROR MESSAGES



The **Console Window** will sometimes display alarm or error messages sent to LightBurn by the laser's controller, indicating that there was a problem with the machine's operation.

See [Troubleshooting: GRBL Errors](#) to find solutions to common alarms and errors.

#### COMMON GRBL COMMANDS

Use the text box in the **Console Window** to directly enter commands to your laser's controller. These commands are only valid for lasers running GRBL firmware.



#### Request Information

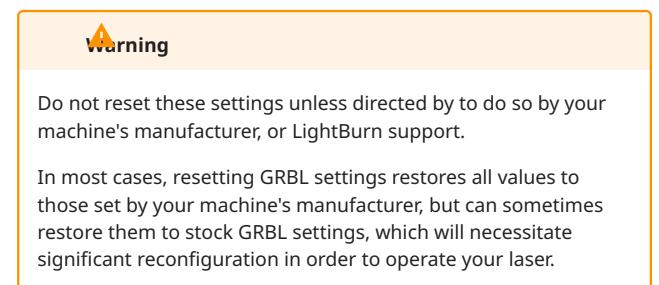
Use the following commands to prompt your laser to return information on its settings or status.

- **\$I** : display the controller's firmware version.
- **\$\$** : display GRBL settings. See the official [GRBL documentation](#) for more information on each setting.
- **#\$** : display stored offsets in the machine's coordinate systems.
- **? :** display status and current position.

#### Alter Settings and Status

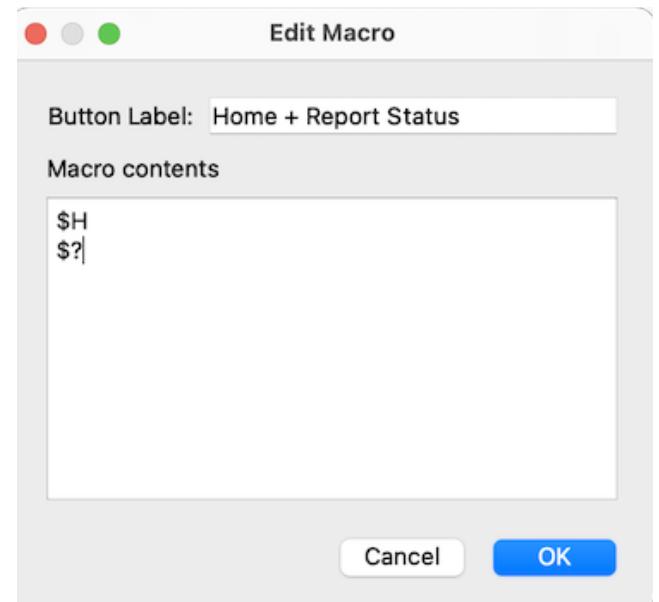
Use the following commands to adjust firmware settings or change machine status.

- **\$X** : unlock machine if it has been locked due to an alarm or error.
- **\$[setting]=[value]** : adjust a specific GRBL setting by entering \$, followed by the number of the setting to be adjusted, =, and the new value to assign to the setting.
- Example command: **\$110=6000**
- **RST=#** : reset all offsets stored in the machine's coordinate systems.
- **RST=\$** : restore all GRBL settings to "factory" default.
- **RST=\*** : reset all EEPROM data used by GRBL, including all offsets stored in the machine's coordinate systems and GRBL settings.



#### MACROS

Use the **Macro** buttons to store frequently used commands.



1. Right-click a **Macro** button to open a window with Macro options.
2. Name the Macro according to the commands you'll be entering.
3. Enter one or more commands to send to the controller when the Macro button is left-clicked.
4. Click **OK** to save the Macro, or **Cancel** to discard changes.

#### SHOW ALL

Enable the **Show All** switch to display all communications between LightBurn and your controller. When Show All is disabled, the **Console Window** will display startup messages, simple commands, alarm or error messages, and all responses to

status queries, but hide extensive commands such as those used to jog or fire your laser.

#### RELATED TOPICS

- [Identify Your Laser](#)
- [Troubleshooting: Connection Problems](#)
- [Troubleshooting: GRBL Errors](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



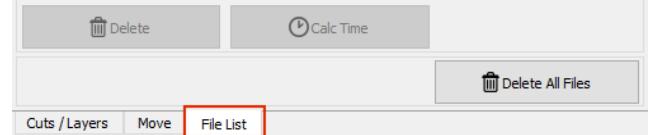
#### File List Window

Use the **File List Window** to browse and manage files stored on your laser's controller. This window is only available for users with DSP controllers that allow saving files to the controller.

#### ACCESSING THE FILE LIST WINDOW

If you have a DSP device profile selected, the **File List Window** is located in the upper right side of LightBurn, docked behind the [Cuts / Layers Window](#), by default.

If you have closed the File List Window, go to [Window](#) → [File List](#) to re-enable it. To restore it and all other windows to their default positions, go to [Window](#) → [Reset to Default Layout](#).

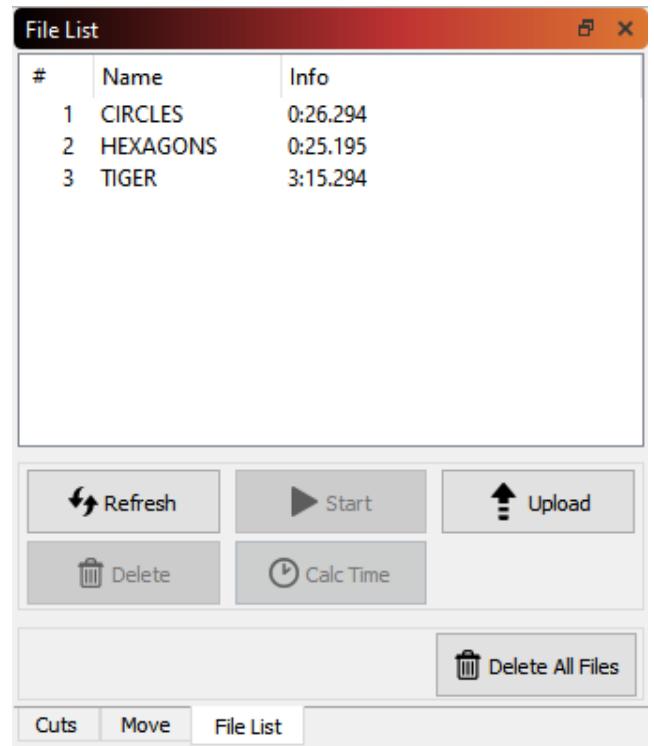


#### Tip

The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

#### FILE LIST WINDOW OPTIONS

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### Select File

Select a file from the list to enable all relevant buttons.

**Refresh**

Queries the DSP controller to update the list of files stored on the laser file system.

**DSP**   **Ruida**   **file-list**   **laser-control**  
**machine-management**

**Start**

Commands the laser to run the selected file.

**Upload**

Opens your system's file browser, where you can select and send any files previously saved to your computer in [machine-specific format](#) to the laser's controller.

 **Upload Current Project**

Use the [Send](#) button in the [Laser Window](#) to upload the current project in the LightBurn [Workspace](#).

**Delete**

Removes the selected file from the DSP controller file system.

 **Warning**

Deleted files cannot be recovered.

 **Tip: Ruida Controllers**

Start deleting from the bottom of the list. Starting from the top of the list may lead to extended file compaction time.

**Calc Time**

Press the **Calc Time** button to begin computing the job completion time for the selected file. The **Calc Time** button is available only on supported DSP controllers (Ruida). This can take a considerable amount of time for engraving jobs, as the controller is simulating the job through the onboard DSP microprocessor. Once complete, the calculated completion time will be shown in the **Info** column.

**Delete All Files**

Removes *all* files from the DSP controller file system.

 **Warning**

Deleted files cannot be recovered.

**RELATED TOPICS**

- [File Management](#)
- [File Menu](#)
- [Laser Window](#)
- [Identify Your Laser](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## LightBurn Bridge

The LightBurn Bridge was created by LightBurn to simplify Ethernet connections to Ruida controllers, especially for computers without Ethernet ports or where running a cable between the laser and computer is impractical. The LightBurn Bridge connects to your laser with an Ethernet cable and to your computer using Wi-Fi, and acts as a relay between the two. There are no drivers to install, and the Bridge typically sends data much faster than a USB connection.



*LightBurn Bridge*

### Warning

LightBurn Bridge is intended to be an appliance. The software is thoroughly tested, but we do not support modifications to the hardware or firmware. If you alter the system to add functionality beyond what is covered here or in the [LightBurn Bridge Guide](#), we will not be able to provide support.

### BASIC SETUP

The steps below cover basic setup for the LightBurn Bridge. For additional help or more advanced configuration, please see the [LightBurn Bridge Guide](#).

### Hardware Setup

Before you can configure the Bridge in LightBurn, you will need to connect the hardware and set the appropriate IP address on your Ruida controller:

- Use the Ruida control panel on your laser to set the IP address to **10.0.3.3**.
- Use an Ethernet cable to connect the Bridge to the laser's Ethernet port.
- Power up the Bridge with its power adapter.

### Add Device to LightBurn

In LightBurn's [Devices](#) window, click **LightBurn Bridge** to open up the **Bridge Discovery Wizard**, which will walk you through connecting LightBurn to the Bridge. If you need to go back later, you can double-click the laser in the Devices window to re-open the wizard and change the LightBurn Bridge configuration, or you can adjust your device's configuration from [Device Settings](#), just as if you were connecting directly to the laser.

### TROUBLESHOOTING

- If you're not sure which corner to use for the origin, power on your laser. The corner the head goes to is your origin.
- The LightBurn Bridge is only for use with Ruida controllers. Other lasers will not work with it.

### RELATED TOPICS

- [Devices](#)
- [LightBurn Bridge Guide](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[DSP](#) [Ethernet](#) [Ruida](#) [Wi-Fi](#) [bridge](#)

## 5.6 Camera

### 5.6.1 Camera Selection Helper

The **Camera Selection Help** window provides information to help you select an appropriate camera for your laser. The information provided is specifically for the cameras sold on [LightBurn's website](#), which are known to work well with LightBurn and have calibration presets built into the software for easier [Lens Calibration](#).

#### Can I Use a Camera I Already Have?

Possibly. Interactions between cameras and computers are complex, and although a wide range of cameras are compatible with LightBurn, we can't guarantee your camera will work. If you want to try using your own camera, make sure it's a fixed-zoom USB camera.

Camera Selection Help - LightBurn 1.7.00			
Machine Size:		900mm	x 500mm (35.4" x 23.6") - Aspect ratio: 1.500
Camera	Aspect	Camera sees	Minimum mounting height
5mp - 66	1.333	900 mm x 675 mm	865 mm / 34.07"
5mp - 90	1.333	900 mm x 675 mm	634 mm / 24.95"
5mp - 120	1.333	900 mm x 675 mm	592 mm / 23.31"
5mp - 140	1.333	900 mm x 675 mm	500 mm / 19.69"
5mp - 150	1.333	900 mm x 675 mm	375 mm / 14.76"
5mp - 60	1.333	900 mm x 675 mm	1091 mm / 42.95"
8mp W - 85	1.778	1067 mm x 600 mm	711 mm / 28.00"
8mp W - 120	1.778	1067 mm x 600 mm	444 mm / 17.50"
8mp N - 75	1.333	900 mm x 675 mm	750 mm / 29.53"
8mp N - 120	1.333	900 mm x 675 mm	429 mm / 16.87"

Double-click an entry above to visit the product page for it on our website.  
Note that the mounting height is a **minimum** and you should allow some extra space. It assumes the camera will be mounted directly above the center of the work area of the laser.  
Choose the camera with a minimum mounting height **less than** the height you plan to mount it.

### Selecting a Camera

To select a camera, you'll need to know two things:

1. The size of your laser's work area, in millimeters.
2. The distance between the height from which you want to mount the camera and the surface of your laser's work area.

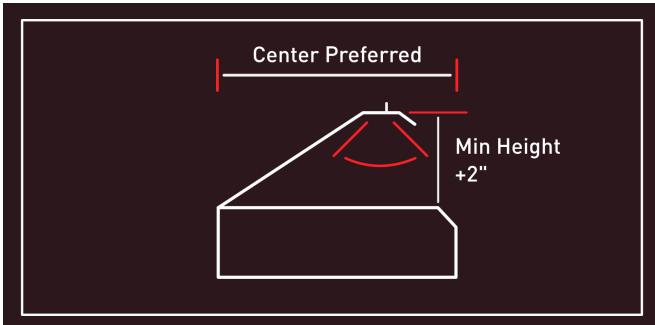


Diagram showing ideal mounting location

To select a camera:

1. Enter the machine size into the **Camera Selection Help** window.
2. Look through the list to find a camera with a minimum mounting height about 2 inches less than the height you intend to mount at. This leaves room for adjustment.
3. Double-click an entry in the list to visit the product page to purchase it.

### Troubleshooting

Some computers may cause complications with the use of cameras. In some cases – especially with newer computers such as M1 or newer Macs – this comes from incompatibilities between USB 3.0 ports and older USB 2.0 cameras. Try using a USB 2.0 hub or adapter between the camera and the computer.

See [Camera Troubleshooting](#) for more information.

### Related Topics

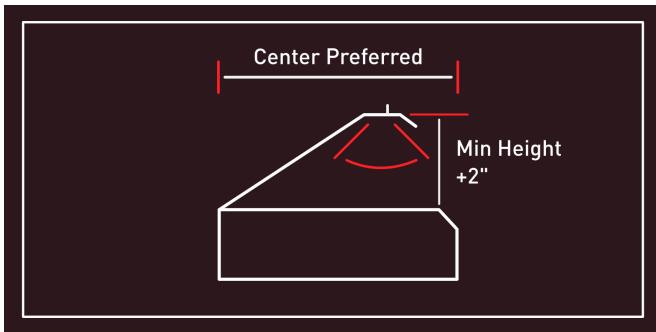
- [Camera Installation and Focusing](#)
- [Calibrate Camera Lens](#)
- [Calibrate Camera Alignment](#)
- [Camera Control Window](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[camera](#) [help](#) [help-menu](#) [troubleshooting](#)

## 5.6.2 Camera Installation and Focusing

The best place to mount an overhead camera is directly above the center of the bed of the laser, with the bed completely visible. The best way to accomplish this is usually to mount the camera on the inside of the lid, so the placement is correct when the lid is open.



*Diagram showing ideal placement*

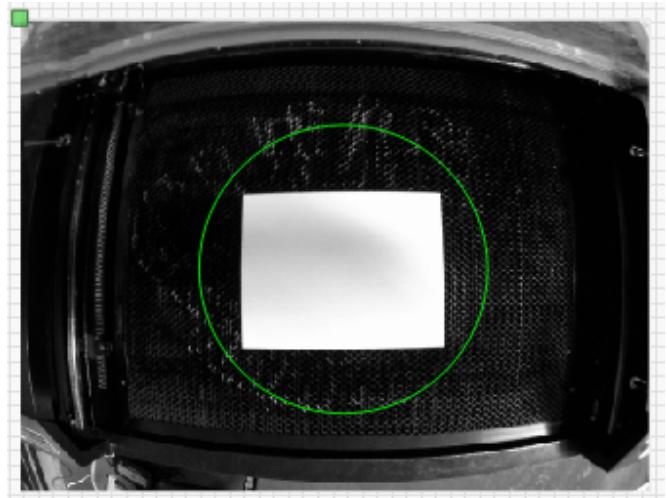


*Camera installed in a laser*

### Mounting tips:

- The camera should be focused as well as possible. Most LightBurn cameras are manually focused by gently twisting the lens.
- The camera must be solidly mounted to be in **exactly** the same position when using it as it was when you performed the [alignment](#) process. If you mount it to the lid of your laser, make sure the lid opens to the same place every time. You can use a cord or rod to ensure the lid is always at the same position when opened.
- If your camera is in a mount, make sure it doesn't move within the mount. A small piece of EVA foam or even tissue can hold the camera securely in the mount.
- Mount your camera so it isn't in the path of the laser head, and run the cable so it is not in the path of the beam. Ramming the laser head into your shiny new camera is a great way to increase your blood pressure.
- Focus the camera so as much of the bed is in focus as possible. Some cameras, like the 5mp-60, have a narrow focus depth,

and if mounted high, can be tricky to focus. If this happens, focus on a circle that is roughly halfway from the center of the bed to the edge of the image, like this:



*If you can't get the entire area in focus, try to focus approximately where the green circle is*

### ⚠ Warning

The camera system depends on the camera being in the same position relative to the work area of your laser *and* the same distance from the top of the material. If your laser uses a variable *focus distance* instead of a variable height *work table*, you will need to align for the material height you are using.

### 💡 Info

Cameras used with LightBurn should plug in to your computer as directly as possible. An active USB 2.0 amplifier to extend the distance may work, but is not guaranteed. Do not connect your USB camera to any USB port on your laser. USB 2.0 has a native max length of approximately 16 feet. (5 meters).

### 💡 Info

To use LightBurn's camera functionality, you must use [Absolute Coords](#) mode, so LightBurn can accurately position the work. If you use an older Trocen controller, they do not allow setting this mode from software, so you must change the working mode through the controller menu.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

### camera

### 5.6.3 Camera Control Window

The **Camera Control Window** is where you capture and adjust an **Overlay** produced by a camera, allowing you to position designs directly over objects in your laser's work area. You can also **trace** artwork or objects placed in your laser and captured by the camera.

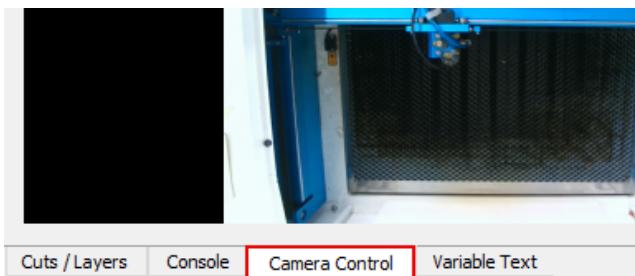


To use all of the features in the Camera Control Window, you must first properly [Calibrate](#) and [Align](#) your camera.

#### Accessing the Camera Control Window

The **Camera Control Window** is not enabled by default. To enable it, go to [Window](#) → **Camera Control**.

The Camera Control Window will appear docked behind the [Cuts / Layers Window](#) on the upper right side of your screen. Click the Camera Control tab to bring the Camera Control Window to the front.



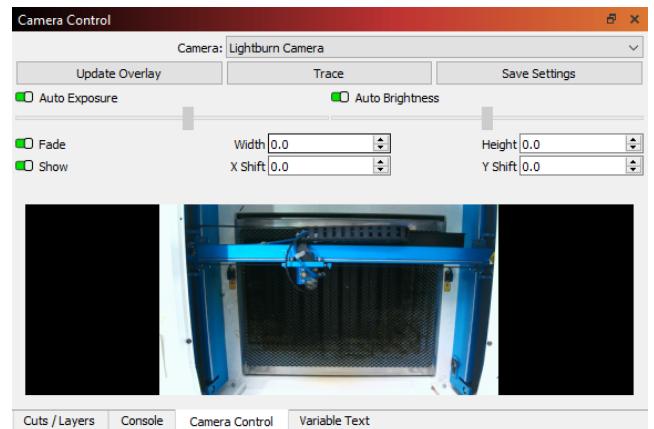
Cuts / Layers   Console   **Camera Control**   Variable Text



The layout of LightBurn is highly customizable. For more information on enabling and disabling windows and toolbars, or rearranging the default layout, see [Customizing the LightBurn Window](#).

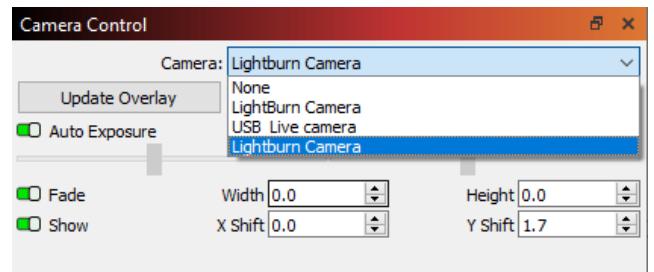
#### Camera Control Window Options and Settings

Click any option in the image below to jump directly to the relevant section for that option, or scroll down for a list of options and descriptions.



#### CAMERA SELECTION MENU

Opens a dropdown menu where you can select the appropriate camera — in order to use all the features in the **Camera Control Window**, this must be the same camera you selected during the [Calibration](#) and [Alignment](#) process.

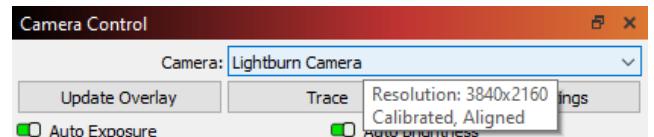


If you accidentally select the incorrect camera in version 1.7.00, you will lose your [Camera Calibration](#) data, and will need to recalibrate.

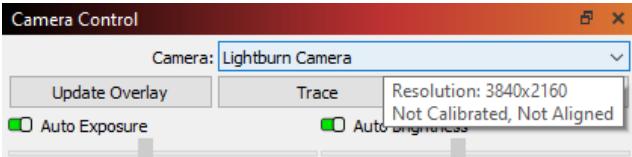
#### Camera Information Tooltip

After selecting a camera, hover over it to view information on that camera, indicating its **Resolution** and whether it is **Calibrated** and **Aligned**.

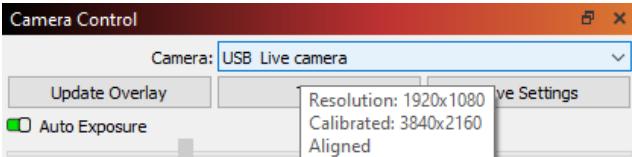
A camera that is properly set up will have its Resolution indicated at the top of the tooltip, followed by the words **Calibrated**, **Aligned**.



A camera that has not yet been set up will have its Resolution indicated, followed by the words **Not Calibrated, Not Aligned**. Perform the [Camera Calibration](#) and [Alignment](#) processes to use your camera.



Finally, if your camera's calibration was performed at a different Resolution than the one it is now presenting, you will see two Resolutions indicated.



- If you see a discrepancy in these resolutions, verify that you've selected the correct camera from the dropdown menu.
- If you're sure you have, you'll need to perform the [Camera Calibration](#) and [Alignment](#) processes over again.
- If the problem reoccurs with the same camera, it may not be fully compatible with LightBurn.

#### UPDATE OVERLAY

Captures a new image to use as an Overlay for your [Workspace](#).



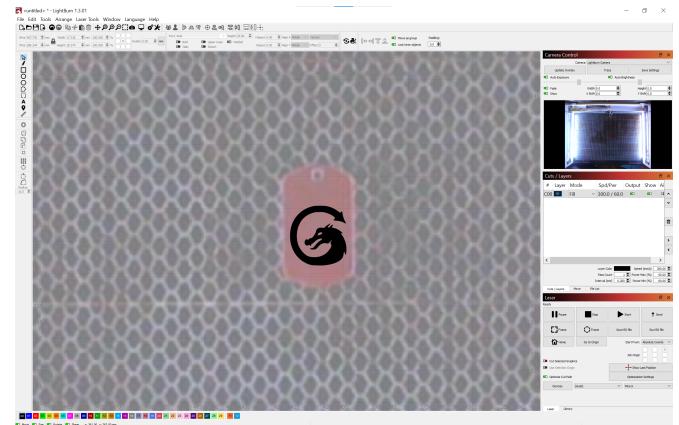
You can also click the **Update Overlay** icon in the [Main Toolbar](#), or press **[Alt] / [Option] + [C]**.

#### Using the Overlay

When you press [Update Overlay](#), the [Start From](#) mode in the [Laser Window](#) is automatically set to **AbsoluteCoords**. As long as this mode remains selected, anything you place in the LightBurn grid will be output in the corresponding location in your machine's work area. Position graphics over objects captured in the Overlay to engrave or cut directly on them.



If you switch to an alternative Start From mode, your graphics will no longer be aligned to the objects visible in your Overlay.



*Graphics positioned over a physical object in an Overlay.*



*The final result of the engraving on the object.*

#### Head-Mounted Camera Overlays

If you completed the [Camera Alignment](#) process for a Head-Mounted camera, see [Head Mounted Camera — Capturing an Overlay](#) for information on producing an Overlay.

#### TRACE

Captures an image and opens the [Trace Image](#) dialog window, where you can adjust settings to produce a vector graphic from the captured image.



It's likely that the artwork you're tracing won't take up the camera's entire view. Click and drag within the Image Trace dialog window to select a [specific area](#) of the capture to trace.

**SAVE SETTINGS**

Saves any adjustments you've made in the **Width and Height** or **X** and **Y Shift** fields.

**AUTO EXPOSURE****Note**

The **Auto Exposure** and **Auto Brightness** switches are available on Windows only — on macOS, Exposure and Brightness are always automatic.

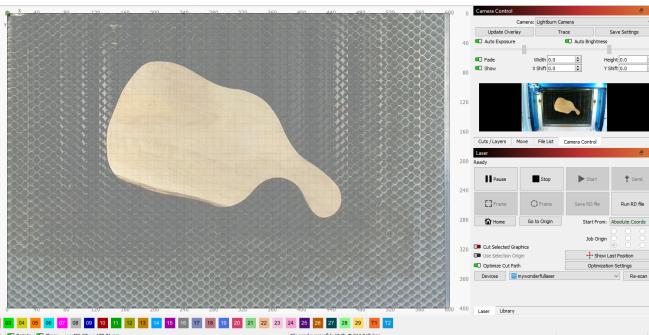
Leave the switch enabled to set camera **Exposure** automatically, or toggle it off to manually adjust exposure using the slider below.

**AUTO BRIGHTNESS**

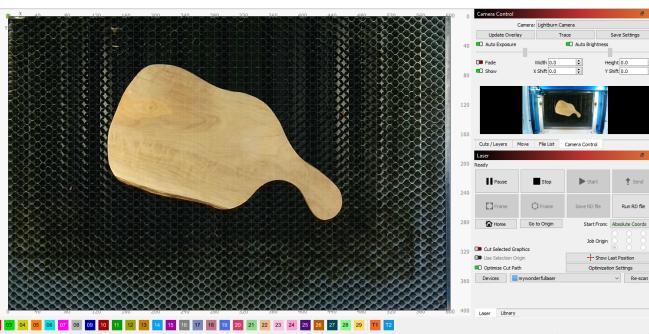
Leave the switch enabled to set camera **Brightness** automatically, or toggle it off to manually adjust brightness using the slider below.

**FADE**

Toggle whether or not the Overlay in your **Workspace** is dimmed.



*A faded Overlay*



*An unfaded Overlay*

**SHOW**

Toggle whether or not the Overlay in your **Workspace** is visible.

**WIDTH AND HEIGHT****Tip**

Use **Width**, **Height**, **X**, and **Y Shift** to fine-tune placement and scale if your Overlay's alignment is close, but not quite accurate. For larger discrepancies, see [Troubleshooting: Using a Camera — Overlay Misaligned](#).

The **Width** and **Height** fields increase or decrease the size of the Overlay in the X (Width) or Y (Height) dimension.

**X AND Y SHIFT**

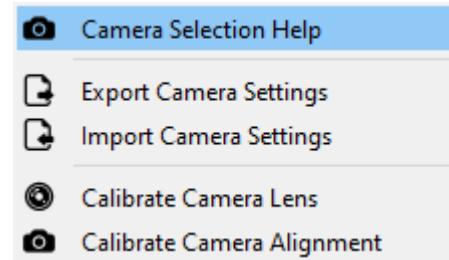
The **X** and **Y Shift** fields move the Overlay left, right, up, or down, in the X and Y dimension.

**PREVIEW CAPTURE**

The image at the bottom of the **Camera Control Window** is the pre-processed picture from your camera. In order to produce an accurate alignment, the camera must be able to see your laser's entire work area in its pre-processed field of view.

**Camera Control Window Context Menu**

Right-click anywhere in the **Camera Control Window** to open a context menu with additional options.

**CAMERA SELECTION HELP**

Opens the [Camera Selection Help](#) dialog window.

**EXPORT CAMERA SETTINGS**

Opens your system's file browser, where you can name and select a location to save your camera settings on your computer. The file will be saved with the **.l bcm** extension, and can be transferred to another computer, where it can be imported.

**IMPORT CAMERA SETTINGS**

Opens your system's file browser, where you can name and navigate to the location of a previously saved **.l bcm** file, select, and Import it, to load the settings contained in the file.

**CALIBRATE CAMERA LENS**

Opens the [Lens Calibration Wizard](#).

**CALIBRATE CAMERA ALIGNMENT**

Opens the [Camera Alignment Wizard](#).

**Related Topics**

- [Camera Selection Helper](#)

- Camera Installation and Focusing
  - Calibrate Camera Lens
  - Calibrate Camera Alignment
  - Troubleshooting: Using a Camera
- 

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

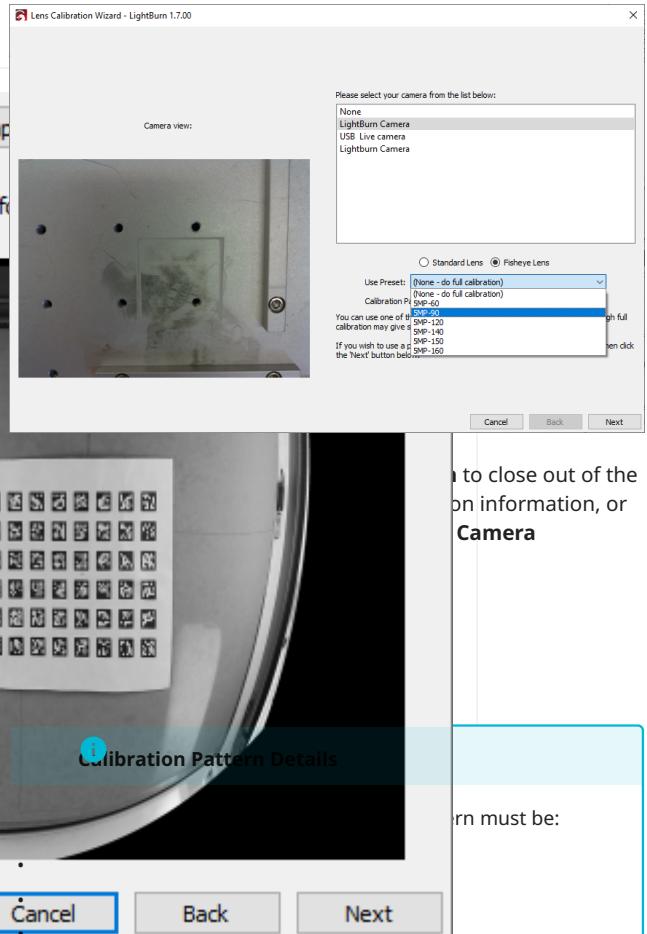
[camera](#) [output-and-positioning](#)

## 5.6.4 Calibrate Camera Lens

### Don't forget about alignment!

Calibration and [alignment](#) are both essential to proper camera setup. Don't forget to go through the alignment process after completing calibration.

### Quick Reference: Calibrate Camera Lens



Compensates for camera lens distortion when producing an Overlay.

#### Location

[Laser Tools](#) → [Calibrate Camera Lens](#)

Camera lenses are not perfectly flat, and distort the image they capture. This effect is stronger on the fisheye lenses needed to capture the working area of larger lasers.

To use your camera, you must compensate for this distortion using the **Lens Calibration Wizard**. This process takes a little effort, but once your camera is calibrated well, it's not something you'll need to repeat often.

To begin the calibration process, go to [Laser Tools](#) → **Calibrate Camera Lens** or right-click in the [Camera Control](#) window and select [Calibrate Camera Lens](#) from the context menu.

### Calibration Presets

If you're using an [official LightBurn camera](#), you can use a preset instead of calibrating manually. Select the appropriate preset for your camera from the **Use Preset** dropdown menu on the first page of the **Lens Calibration Wizard**.

Please select your camera from the list below:

- Standard Lens  Fisheye Lens

Use Preset: (None - do full calibration) (None - do full calibration)

Calibration Pattern: SMP-90 SMP-120 SMP-140 SMP-150 SMP-160

You can use one of the SMP patterns for full calibration. If you wish to use a different pattern, click the 'Next' button below.

Cancel Back Next

to close out of the calibration wizard, or click the 'Next' button to continue.

The calibration pattern must be:

• About  $\frac{1}{3}$ rd of the size of the camera's viewing area in both directions ( $\frac{1}{9}$ th of the its total field of view)

The size of the printed calibration pattern is not important, as long as it is positioned to take up about **1/9th of your camera view** which each capture. You can scale the image up or down when printing it, as well as raise or lower the printed pattern to adjust how much of the camera view it takes up.

- Download and print one of the following images:
- AprilTags in [PDF](#) or [LBRN2](#) format (recommended)
- [CalibrationCircles.png](#)
- You'll need to select the corresponding **Calibration Pattern** in the **Lens Calibration Wizard** later.
- Mount the printed image to something stiff and flat, such as cardboard, foam board, wood, or a clipboard.

- If your camera is already positioned in your laser, you are using the **Calibration Circles** pattern, and the laser has a honeycomb bed or other surface with a lot of visible circles, cover it with a patternless material (cardboard, paper, or bedsheets all work).

#### Note on camera placement

It is not necessary to mount the camera in the machine to perform the lens calibration. This process depends only on the camera's lens, not its placement in your machine — as long as the camera and calibration pattern are perfectly still, calibration can be performed anywhere.

- Make sure the bed of your laser has good, consistent lighting and the camera is in focus.

#### Focusing a LightBurn camera

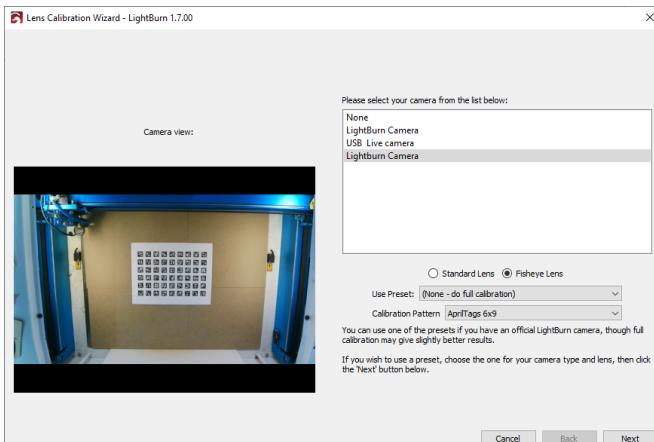
Most official LightBurn cameras can be manually focused by gently twisting their lenses.

- In the **Laser Tools Menu**, select **Camera Lens Calibration**.
- Follow the directions in the Lens Calibration Wizard. For more help, continue below.

#### WALKTHROUGH

The **Lens Calibration Wizard** walks you through capturing multiple images of the **Calibration Pattern** you've printed out. The software analyzes how the pattern appears in the images, and compares that against its internal knowledge of how the pattern *should* look. It determines the amount and shape of distortion produced by the lens of the camera, and computes a lens correction that is accurate for your camera.

After following the steps from the [overview](#) above, you should be ready for the calibration process and looking at a screen like this one:



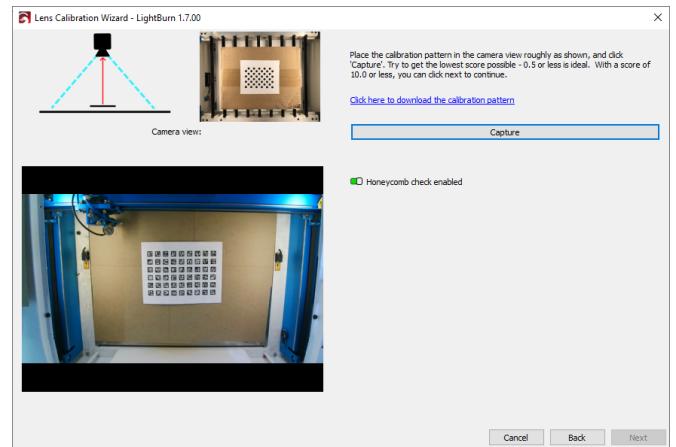
*Lens Calibration window.*

Choose your camera from the list, and you'll see the view from the camera in the area to the left.

Choose the same Calibration Pattern as the one you downloaded and printed [earlier](#).

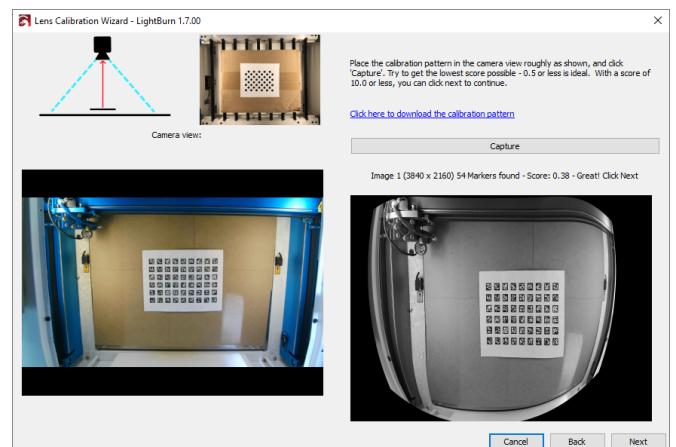
With the correct camera and Calibration Pattern selected, click **Next**.

The view will change to include a **Capture** button, and a diagram to show you how to position the printed pattern. For the first capture, place the pattern in the center of the field of view of the camera, with the printed face of the card pointed directly at the camera, as shown in the small view up top. If you cannot easily match your capture image with the suggested image, you may need to adjust the scale of your printed card, or take the camera out of the machine for lens calibration.



*Preparing for the first image capture.*

Click the **Capture** button and you should see something like this:



*First capture complete. The calibration pattern is attached to a piece of cardboard to keep it flat and smooth.*

Above the image on the right you see:

*Image 1 (3840 x 2160) : 54 Markers found - Score: 0.38 - Great! Click Next*

If you used the circles pattern instead, you'll see a similar message:

*Image 1 (2592 x 1944) : Pattern found - Score: 0.31 - Great! Click Next*

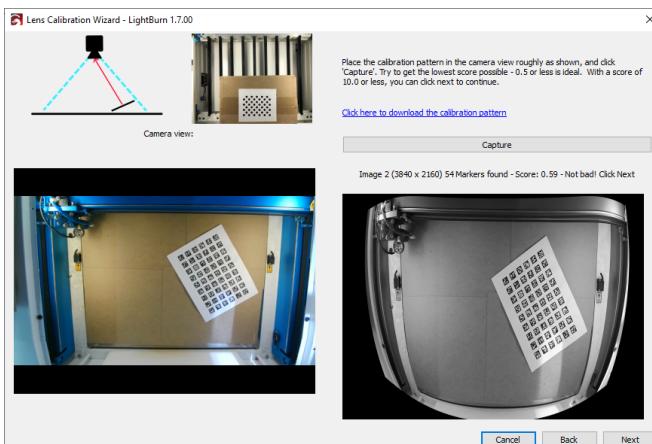
This tells you:

**Distorted images during the calibration process**

You may find that early captures are strongly distorted. This is temporary and is the result of only having a single calibration capture to work with. As you continue, LightBurn will collect more information about your camera's lens distortion and the rest of the image will clear up.

- The image was successfully captured
- The resolution of the captured image is 3840 x 2160 (higher is better)
- All 54 Markers were identified in the April Tags pattern
- This image scored reasonably well — lower scores are better. In this image, after distortion removal, the positions of the dots in the image align with the positions of the real dots with an average error of only 0.38 pixels — that's great, and well below the target score of 0.5 pixels of error.

If the Calibration Pattern is not found, LightBurn will tell you so. Make sure the pattern faces directly toward the camera and occupies roughly the same amount of view area shown in the reference image. It is okay if the pattern is rotated within the view if that makes it easier to place.



*Example of pattern rotated within camera view.*

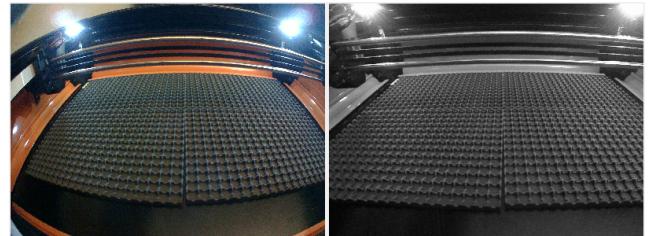
As you advance through the captures, the reference image will update. The first five images are the center, bottom, left, right, then top. If your camera has a very strong fisheye effect, it may be necessary for you to move the non-center images inward a little to get a successful capture. That is ok.

The final four images are the corners, and those can be difficult to capture with high-distortion cameras. If your first 5 images score very well (below 0.3) you may skip the final four images (the **Next** button will show as **Skip** in this case). If you are having trouble capturing the last four images and don't have the option to skip, you can place the card anywhere within the view and capture that instead — the placement does not always need to match the suggested images to successfully complete this process.

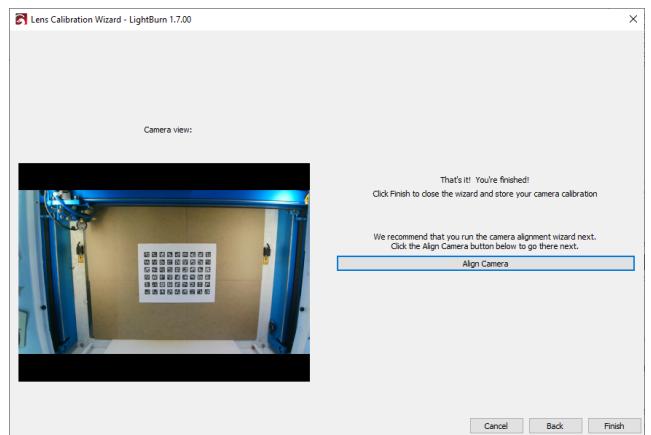
Even after only a few good captures, the image on the right should be free of lens distortion, as shown here:



A poorly calibrated result will still show lens distortion, and may have other artifacts, like the "wobble" seen in the lower-left of the gray image below:



If you aren't getting good results, you can re-capture the current image, or just go back to the beginning and try again. It can take a few tries to get a feel for how to align the card with the camera to get the lowest score.



When you have advanced through all the steps, and you are satisfied that you have a good calibration result with a nicely undistorted image, click **Finish** to save the results. You can also click the **Align Camera** button on the final page to move immediately on to the **Camera Alignment Wizard**.

## Troubleshooting

See [Camera Troubleshooting](#) for guidance on common camera issues.

## Related Topics

- [Calibrate Camera Alignment](#)
- [Camera Control Window](#)
- [Camera Selection Helper](#)
- [Camera Installation and Focusing](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[camera](#)[laser-control](#)[laser-tools](#)[output-and-positioning](#)

## 5.6.5 Calibrate Camera Alignment

### Quick Reference: Calibrate Camera Alignment

After your camera's lens is [calibrated](#), you can move on to the next step, alignment.

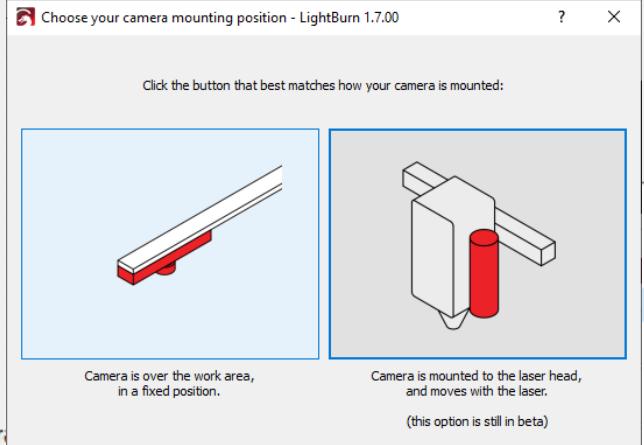
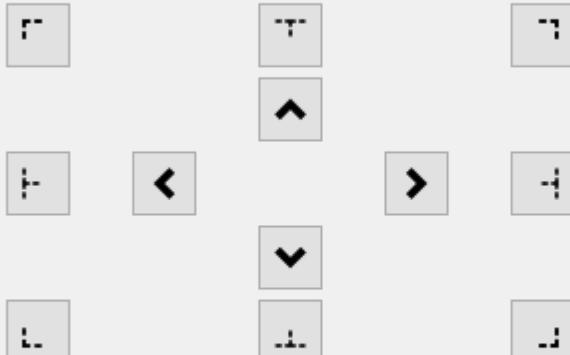
By engraving a target marker pattern and then tagging the markers in your camera's field of view, the alignment process tells LightBurn where your camera's capture is in relation to the work area of your machine.

### Camera Alignment Wizard - LightBurn 1.7.00

Camera View:



Use these buttons to jog your laser head to clear it from the camera view:



Align a camera capture to your LightBurn [Workspace](#).



[Cancel](#)

Head-mounted camera support is still in beta, and your results may vary. Report any issues you encounter while using this feature to [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com).

#### Location

[Laser Tools](#) → Calibrate Camera Alignment

## Overhead Camera Alignment

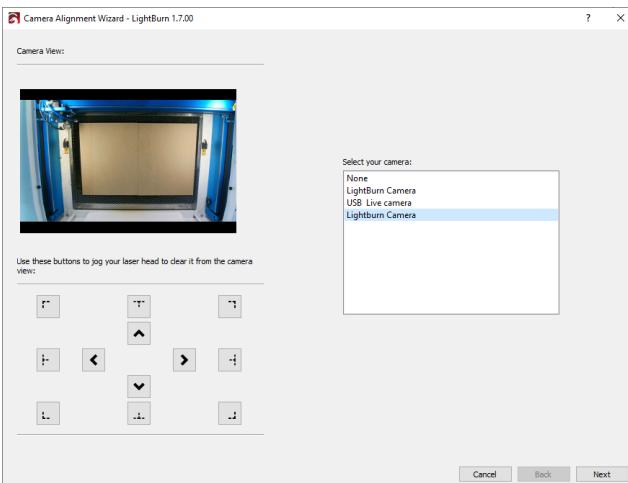
### PREPARATION

- Make sure your camera is securely mounted and correctly positioned, as described in [Camera Installation and Focusing](#).



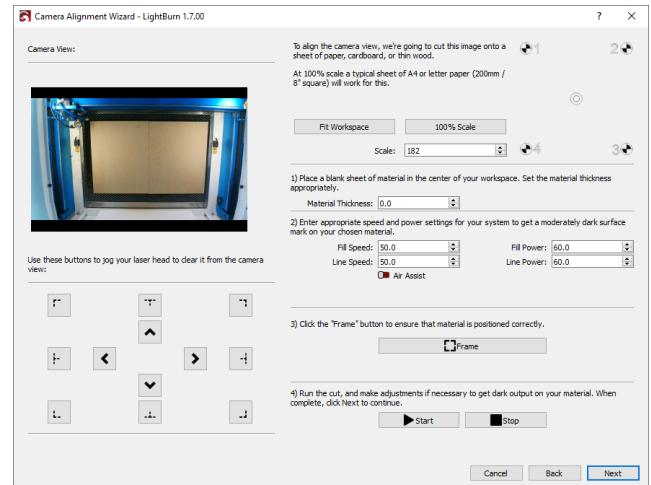
You can mount the camera to a movable part of your laser, like the lid, but the camera *must* be able to return to the *exact same position* it was in when you completed the alignment process, with each subsequent use. If the camera's position changes relative to your laser's work area, the overlay will be misaligned.

- Place a piece of material into your laser that is large enough to engrave the target marker pattern onto — it must be at least 200 mm x 200 mm (roughly 8" square), but larger materials and engravings are much better for larger lasers.
- Focus your laser to the material you're using.
- In the [Laser Tools Menu](#), select **Calibrate Camera Alignment** to start the **Camera Alignment Wizard**. Select the option on the left side: **Camera is over the work area, in a fixed position**.
- Select the same camera you used with the [Lens Calibration Wizard](#).
- After verifying that you see an image from the camera, click **Next** to begin the alignment process.



### ENGRAVING THE TARGET MARKERS

The rest of this process will be completed within the **Camera Alignment Wizard**, which will command your laser to engrave a target pattern onto a piece of material, such as card stock, paper, cardboard, or thin wood, and ask you to tag the center of the targets.



### Important Preparation

Before starting the alignment process, make sure your camera is securely mounted in the position you'll be using it — any movement of the camera relative to your work area after completing the alignment process will cause misalignment later.

#### Step 1

Place your material in the center of your laser's work area.

Ignore the **Material Thickness** setting if you don't usually use it for your laser.

### Additional Info

The Material Thickness setting is only used by lasers with a motorized Z Axis that are *not* normally operated using [Relative Z moves only](#).

#### Step 2

Enter appropriate **Speed** and **Power** settings to get a moderately dark engraving without burning through. This will vary based on your laser and the material you're using, so we can't provide these for you.

For best results, increase the **Scale** value to the maximum amount you can adjust it to while still fitting the target marker engraving to your material and work area.

Click **100% Scale** to automatically adjust scale to a 200 mm (8") square — the engraving will fit on a typical sheet of A4 letter paper at this scale.

Click **Fit Workspace** to increase the scale to the maximum size that will fit in your laser's work area.

#### Step 3

**Frame** the pattern to make sure it's positioned on the material you're using.

## Step 4

**Start** the engraving. If it's not dark enough, you can adjust the settings and run it again. When the pattern is clearly visible and easy to see, click **Next**.

**⚠ Don't move the target marker pattern after engraving it!**

It's vital that the alignment pattern maintain its **exact** location within the laser for the alignment process to work correctly.

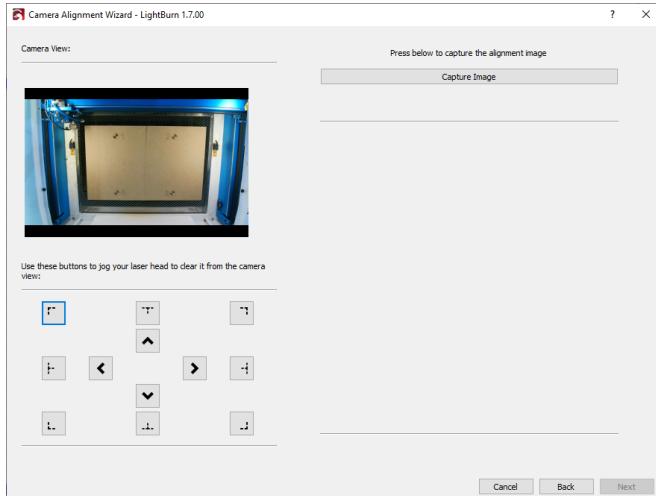
If the pattern has been moved, it **cannot be used again** for a subsequent alignment.

If your camera is mounted to a moving part of the laser, such as the lid, make sure that the camera is in the exact position it will be in when you use it later, before continuing on.

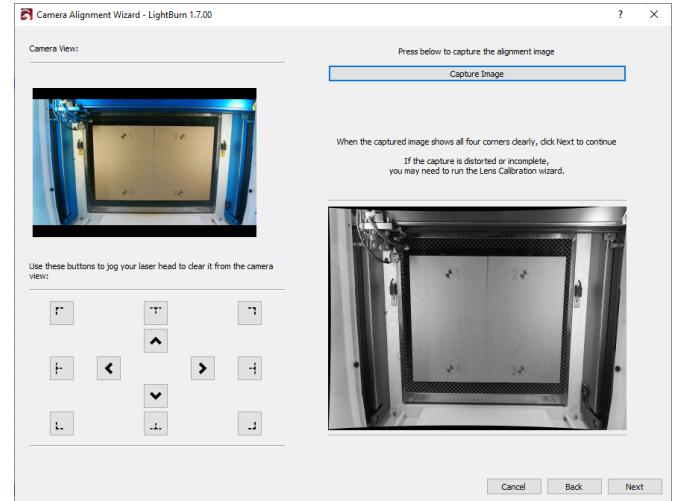
## CAPTURING THE TARGET MARKER IMAGE

From this screen, you'll capture the alignment image.

- Use the **Jog** or **Send to Corner** buttons in the bottom left corner to move the laser out of the view of the camera.
- When the camera has a clear view of all four targets, click the **Capture Image** button.
- You should see an undistorted version of the camera view appear in the top left side of the window, with all four corner targets visible, as shown below.
- Click **Next** when done.



The camera alignment capture window before capturing an image.



*Camera alignment capture completed. The image should be clean and undistorted. If not, use the [Lens Calibration Wizard](#) to calibrate the camera.*

## MARKING THE TARGETS

In this step, you tag each of the targets by double-clicking in the center of each one in order. You can pan and zoom around the image using the same controls as the LightBurn [Workspace](#) and [Preview](#) window, or use the **Zoom In** and **Zoom Out** buttons.

When you double-click, a red "+" mark will appear. Place a tag in the center of each of the four targets, in the order they are numbered (1, 2, 3, 4). If you place one incorrectly, you can double-click near it to shift it around, or click **Undo Last** to remove it and try again.

**⚠ Warning**

You must tag the targets in their exact numbered order, or the alignment will not be correct. If the markers are upside down or mirrored in your camera's field of view, that's ok — as long as you mark them in the correct order, LightBurn will correct for that when it produces an overlay.



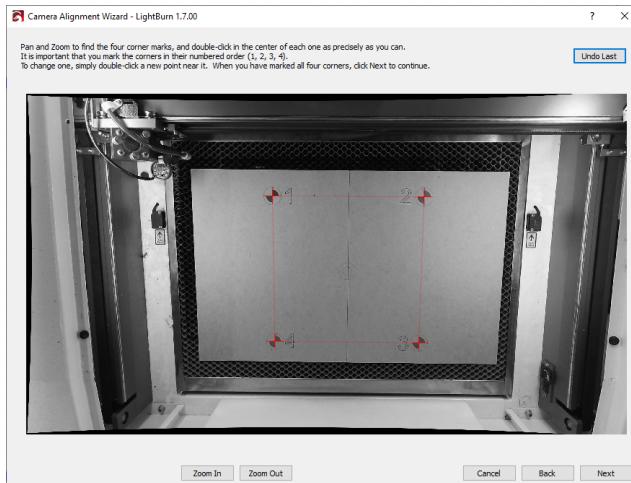
Place each marker as accurately as you can. Zooming in can help.



Here's an example of a correctly placed marker:

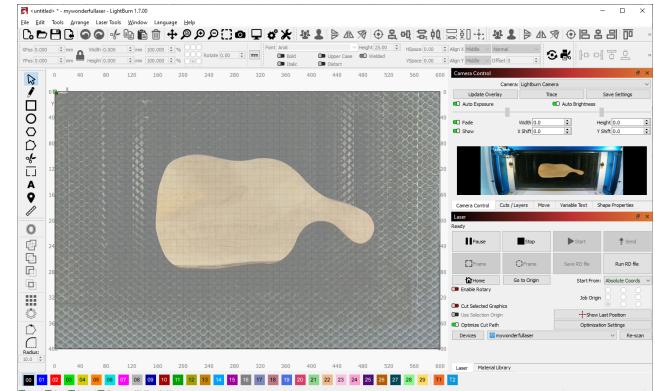


When you have placed all four markers in order, zoom back out and verify that all four are visible and clearly centered on the targets, like this:



Click **Next** to finish the marker placement screen and click **Finish** to complete the process and store the results. You're done!

Now that everything is aligned, open the **Camera Control Window** again, and click **Update Overlay** or press **[Alt] + [Option] + C** to capture and project whatever is in the camera view onto your **Workspace**, as shown here:



See **Camera Control Window** for full instructions on using the camera after it has been successfully aligned.

## Troubleshooting

See **Camera Troubleshooting** for guidance on common camera issues.

## Related Topics

- [Camera Control Window](#)
- [Calibrate Camera Lens](#)
- [Camera Selection Helper](#)
- [Camera Installation and Focusing](#)

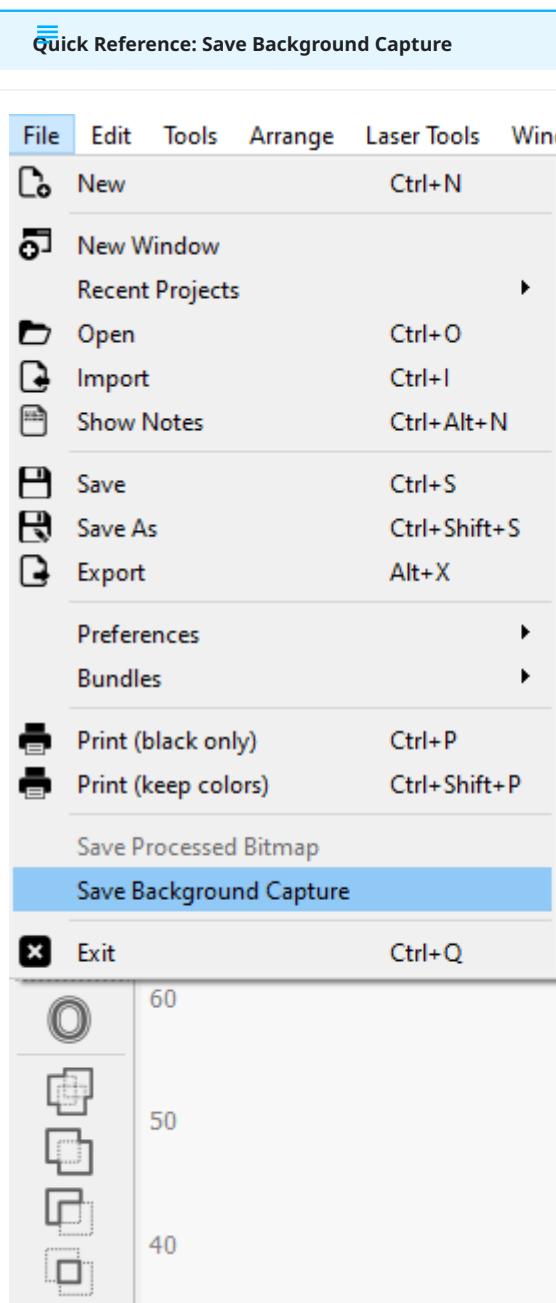
For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[camera](#) [camera-alignment](#) [camera-calibration](#)

[head-mounted-camera](#) [overhead-camera](#)

## 5.6.6 Save Background Capture

**Quick Reference: Save Background Capture**



Saves a copy of a camera Overlay to your computer.

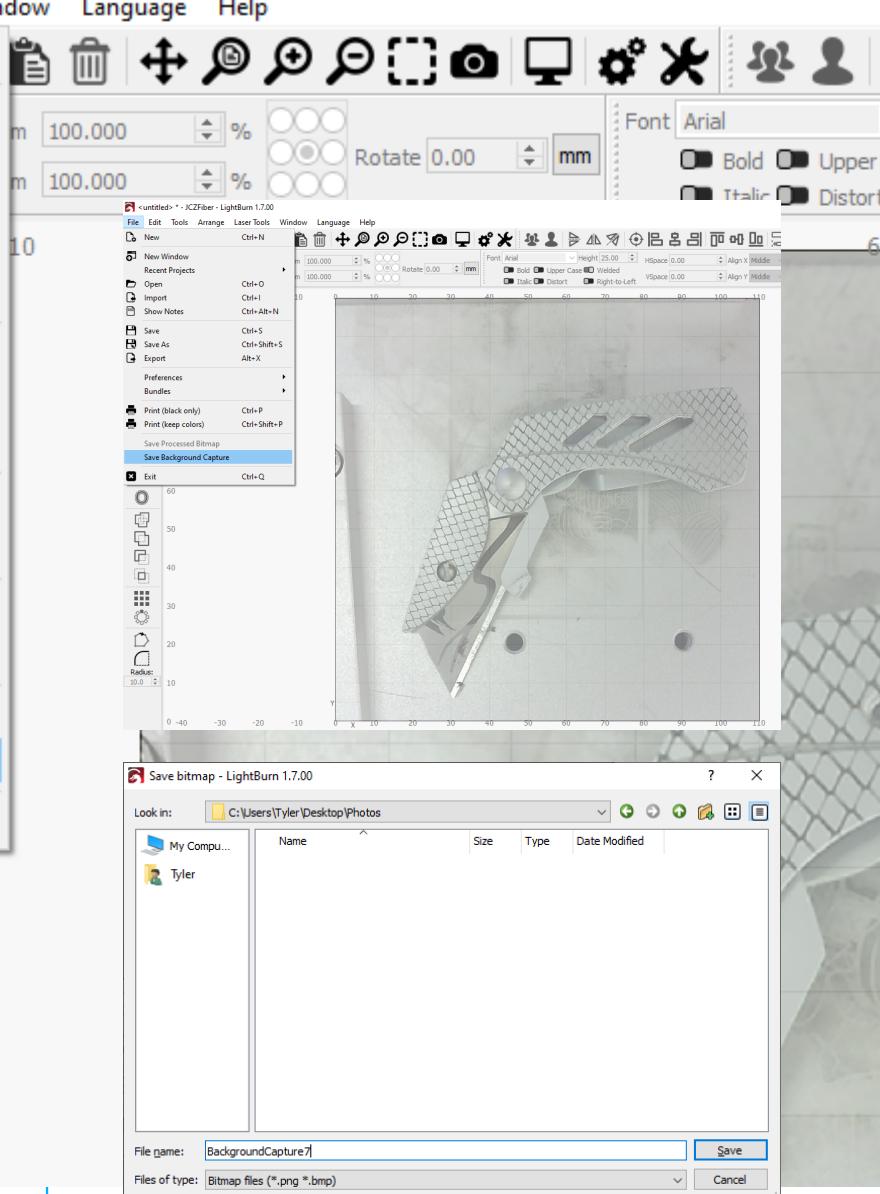
**Location**  
[File → Save Background Capture](#)

Use **Save Background Capture** to save a bitmap image of an Overlay produced by a camera affixed over your laser's work area.

### Saving Background Captures

In order to use **Save Background Capture** you must first properly [Calibrate](#) and [Align](#) your camera.

Click [Update Overlay](#) in the [Camera Control Window](#) to produce an overlay.



### Related Topics

- [Camera Control Window](#)
- [Calibrate Camera Lens](#)
- [Calibrate Camera Alignment](#)
- [Camera Installation and Focusing](#)
- [Save Processed Bitmap](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

camera export file-menu image image-tools

## 5.6.7 Head-Mounted Camera Alignment

### Warning

This feature is still in beta, and your results may vary. Report any issues you encounter while using this feature to [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com).

Head-Mounted cameras are affixed to a laser's head and move with it as it moves around its work area. After properly [Calibrating](#) and [Aligning](#) your Head-Mounted camera, LightBurn will be able to stitch together captures taken by the camera at multiple locations in the work area, producing an [Overlay](#) for your [Workspace](#) that you can use to position graphics over material.

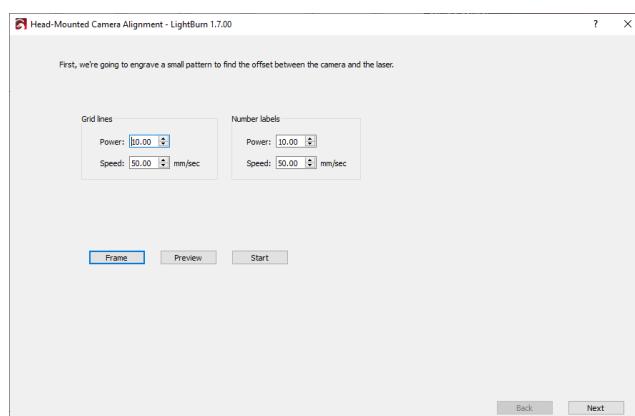
### Head-Mounted Camera Alignment

#### PREPARATION

- Make sure your camera is securely mounted to your laser head, with no ability to move or wiggle as the laser jogs.
- Place a piece of material into your laser that is large enough to engrave the target marker pattern onto — it must be at least 50 mm x 50 mm (roughly 2 in square).
- Focus your laser to the material you're using.
- In the [Laser Tools Menu](#), select **Calibrate Camera Alignment** to start the **Camera Alignment Wizard**. Select the option on the right side: **Camera is mounted to the laser head, and moves with the laser**.
- Select the same camera you used with the [Lens Calibration Wizard](#).
- After verifying that you see an image from the camera, click **Next** to begin the alignment process.

#### ENGRAVING THE ALIGNMENT PATTERN

The rest of this process will be completed within the **Head-Mounted Camera Alignment Wizard**, which will command your laser to engrave a pattern onto a piece of material, such as card stock, paper, cardboard, or thin wood, and ask you to tag points on the pattern.



#### Step 1

Place your material in the center of your laser's work area.

#### Step 2

Enter appropriate **Speed** and **Power** settings to get a moderately dark engraving without burning through. This will vary based on your laser and the material you're using, so we can't provide these for you.

#### Step 3

**Frame** the pattern to make sure it's positioned on the material you're using.

#### Step 4

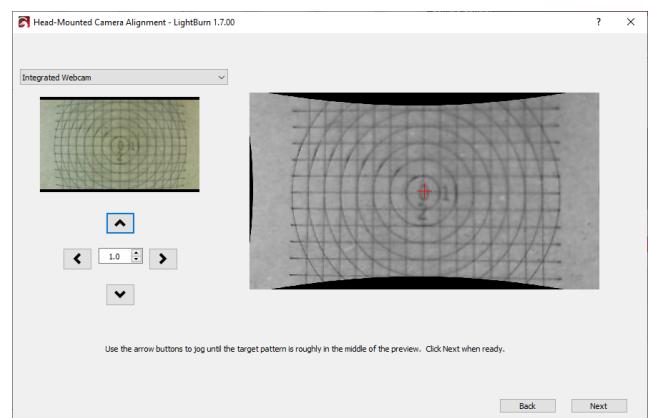
**Start** the engraving. If it's not dark enough, you can adjust the settings and run it again. When the pattern is clearly visible and easy to see, click **Next**.

### Warning

Don't move the target marker pattern after engraving it! It's vital that it maintain its exact location within the laser for the alignment process to work correctly.

#### CENTERING THE LASER OVER THE PATTERN

- Use the Jog arrows to move the laser head, and with it the camera, until the pattern is positioned roughly in the center of the camera's field of view.
- The field in the center of the arrows controls the amount of distance the laser will move with each click.

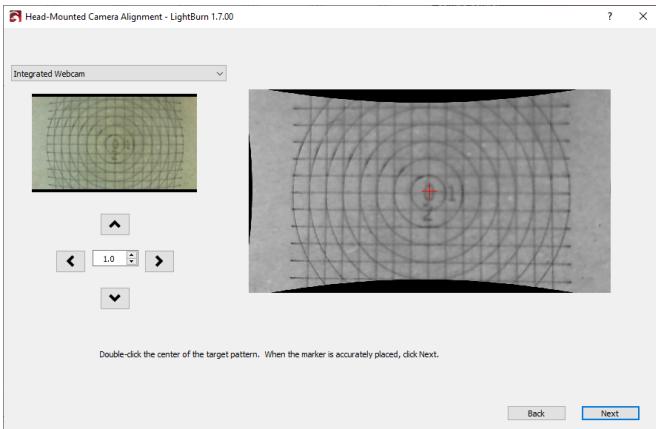


#### TAGGING THE PATTERN

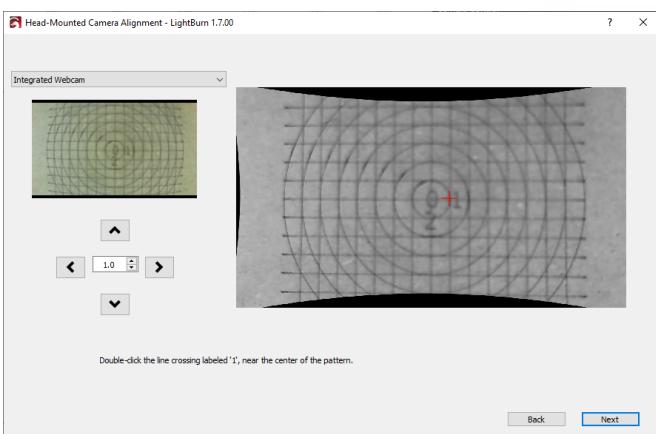
Next you'll mark four locations near the center of the pattern, and finally four more around the outside of the grid.

When you double-click, a red "+" mark will appear. If you place one incorrectly, you can double-click near it to shift it around.

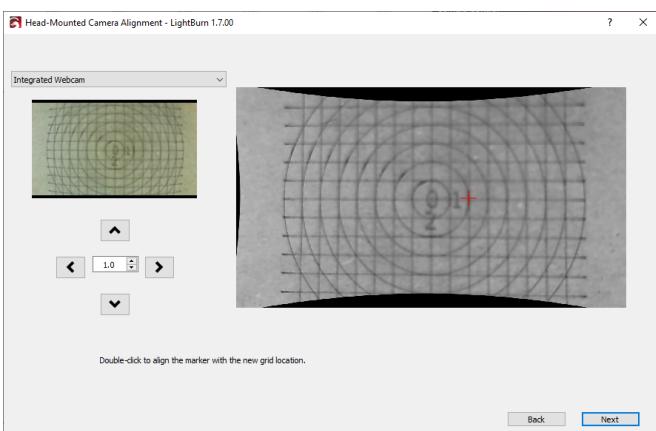
1. Double-click the center of the grid to place a red "+" mark there. When the marker is accurately placed, click **Next**.



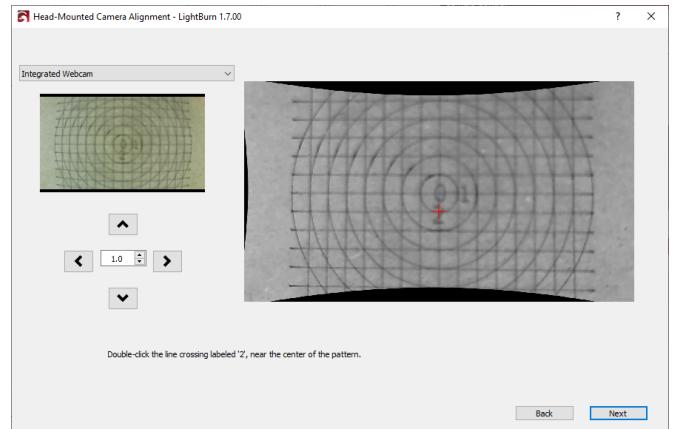
2. Double-click the intersection nearest to Point 1 in the engraved pattern. Click **Next** when you're satisfied with the location.



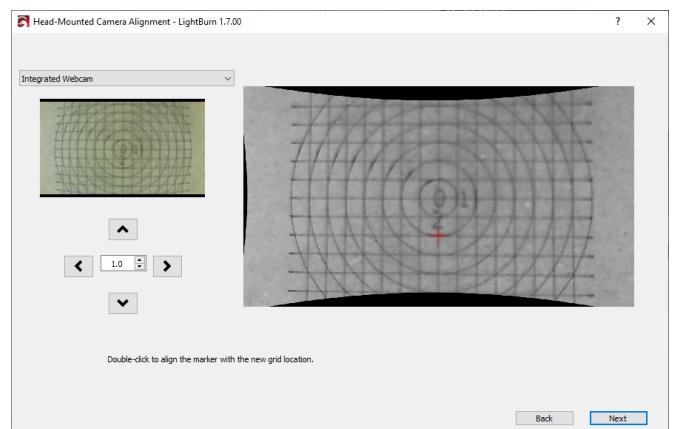
3. Based on the location you clicked for Point 1, LightBurn will predict a new location at the next grid intersection over. If the "+" mark is not perfectly aligned to a grid intersection, double-click at the closest intersection to align it. Click **Next**.



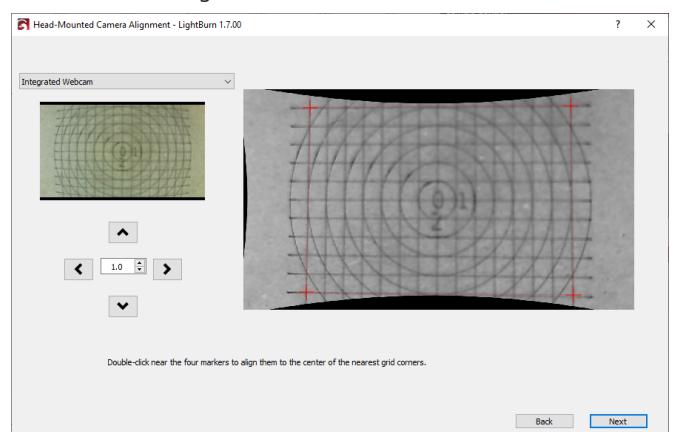
4. Double-click the intersection nearest to Point 2 in the engraved pattern. Click **Next**.



5. Based on the location you clicked for Point 2, LightBurn will predict a new location at the next grid intersection over. If the "+" mark is not perfectly aligned to a grid intersection, double-click at the closest intersection to align it. Click **Next**.



6. LightBurn will now predict 4 intersections around the outside of the grid. If they are not perfectly positioned over an intersection, click the nearest intersection to realign them to that point. Click **Next** when each "+" is aligned to the nearest intersection.



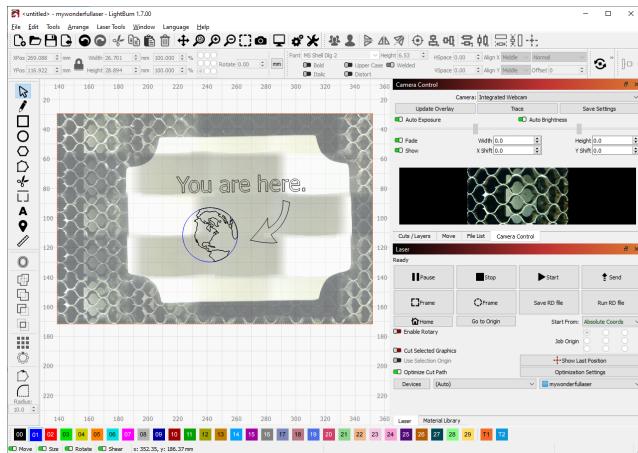
7. Double-click a point to Jog the laser to that location — the point should be centered in the camera's field of view after it is finished jogging.

If the alignment is accurate, click **Next** to close and finish the process. If it's inaccurate, click **Back** until the beginning of the tagging process, and try tagging the points again.

## Capturing an Overlay

Click **Update Overlay** in the **Camera Control Window** to command your laser to jog, pause, take a capture, and repeat, producing multiple images that LightBurn will stitch together to produce an Overlay.

- If you have an object in your **selection**, the laser will jog to take captures of only the area within the selected object, and produce an Overlay confined to that area in your **Workspace**.
- If you have nothing in your selection, the laser will jog to take captures of the entire work area and produce an Overlay that covers your entire Workspace.



## Troubleshooting

- If the Overlay is misaligned, try rerunning the entire process, taking care to mark the points in the pattern as precisely as possible, and to not move the pattern at all from its original, engraved position.
- This feature is still in beta. If you encounter bugs or other unexpected behavior, please contact us at [support@lightburnsoftware.com](mailto:support@lightburnsoftware.com).

## Related Topics

- [Camera Control Window](#)
- [Calibrate Camera Alignment \(Overhead\)](#)
- [Calibrate Camera Lens](#)
- [Camera Selection Helper](#)
- [Camera Installation and Focusing](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

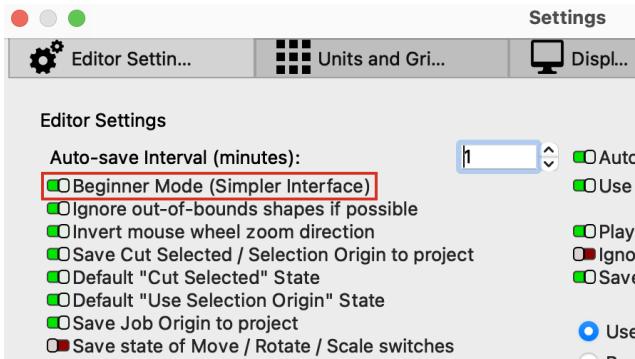
**camera**

## 5.7 Settings and Preferences

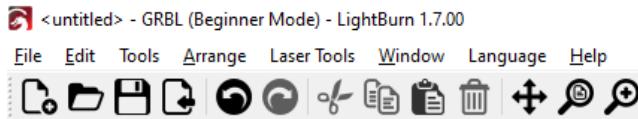
### 5.7.1 Beginner Mode

**Beginner Mode** simplifies the LightBurn interface by removing several options that new users are unlikely to use.

You can enable or disable Beginner Mode at any time in the **Editor Settings** tab of the [Settings](#) window.



When Beginner Mode is active, you'll see a message in the title bar, next to the location where your currently selected [device profile](#) is indicated.



#### Note

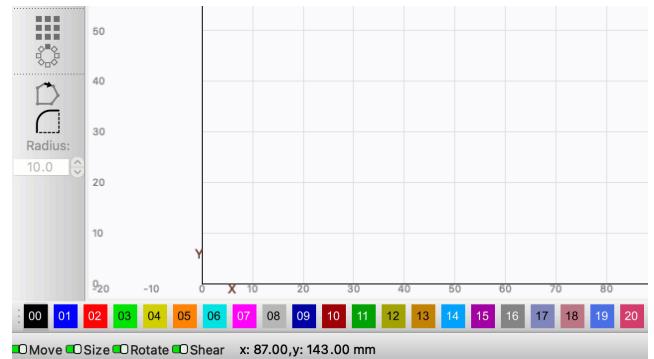
Although Beginner Mode can make it easier to get started, it also means that your interface will look a little different than most video tutorials or screenshots you'll see.

If you're searching for a button or features and you don't see it, it might be because of Beginner Mode, but it could *also* be because you're using a machine that doesn't support the feature you're looking for. LightBurn's interface adapts to only show you the features that are compatible with your machine type.

#### Beginner Mode Changes

##### TRANSFORM CONTROL TOGGLES

- The toggles for [Move](#), [Rotate](#), [Shear](#) and [Scale](#) are hidden.



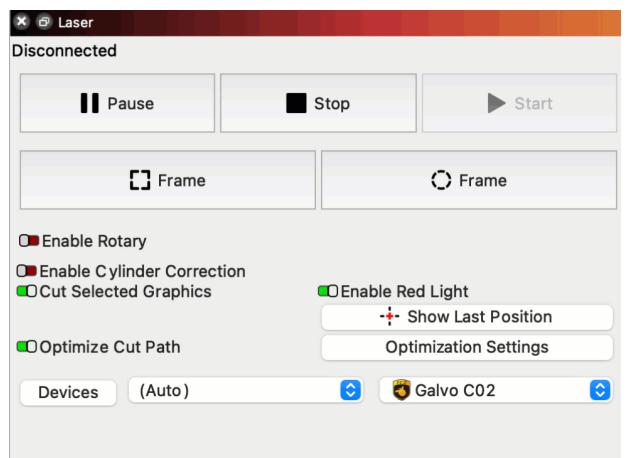
#### LASER WINDOW

The following buttons and options are hidden in the [Laser Window](#):

- [Save Machine File](#)
- [Run Machine File](#)
- [Optimization Settings](#)
- [Cut Selected Graphics](#)
- [Enable Rotary](#) and [Enable Cylinder Correction](#)

#### Note

These options only appear if [Show rotary enable on main window](#) and [Show cylinder correction enable on main window](#) in your [Settings](#). Enabling **Beginner Mode** hides them, but disabling Beginner Mode does not show them, by itself.



#### ARRANGE TOOLBAR

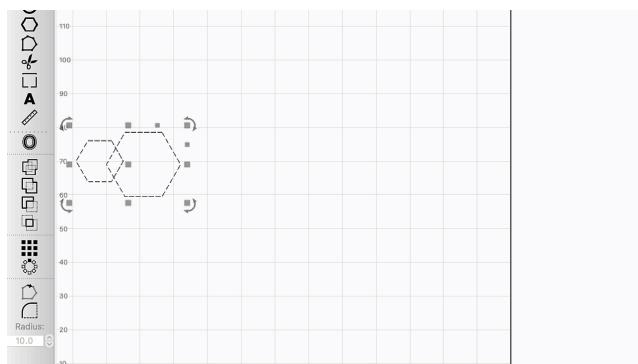
- The simplified version of the [Arrange Toolbar](#) is automatically selected.
- The [Move Selected Objects](#) tools appear in a dropdown menu.
- The [Distribute](#) tools are hidden.
- [Mirror Across Line](#) is hidden.

- The **Align** tools are replaced with the [Align Tools Helper](#). Click the Align left icon to open a dialog window where you can select any Align option and see the result before clicking **OK** to confirm the changes, or **Cancel** to discard them.



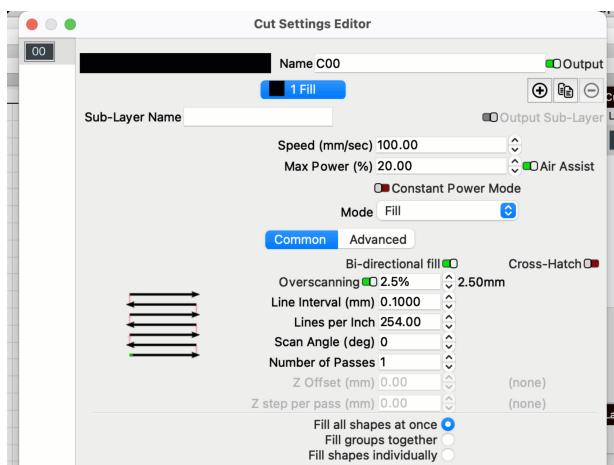
#### BOOLEAN ASSISTANT

- In the [Modifiers Toolbar](#), the **Boolean** tools are replaced with the **Boolean Assistant**. Click the **Boolean Union** icon to open a dialog window where you can select any Boolean option and see the result before clicking **OK** to confirm the changes, or **Cancel** to discard them.



#### CUT SETTINGS EDITOR

- All advanced setting are hidden in the [Cut Settings Editor](#). Advanced settings are ignored in cases where enabling them is optional, and defaults are applied in cases where a selection is required.
- Fill** layers are always set to **Bi-directional fill** and **Fill all shapes at once**. **Scan Angle** is set to 0°.

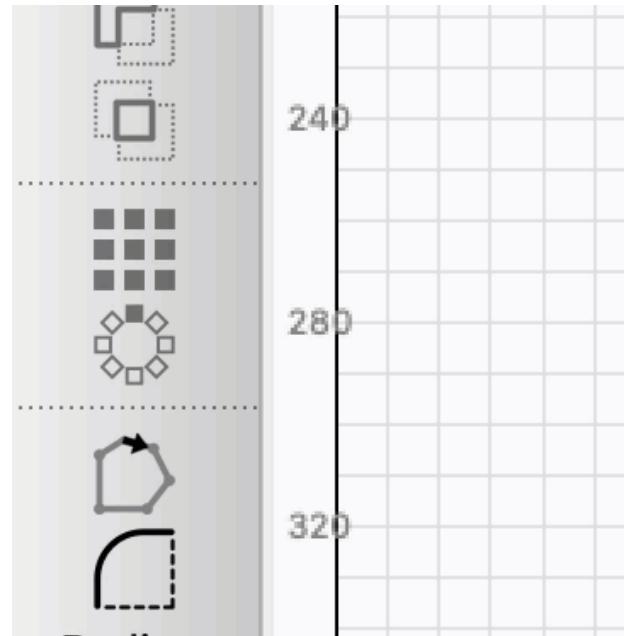


#### TABS

- The **Tabs / Bridges** section of the [Cut Settings Editor](#) for **Line** layers is hidden.
- The [Add Tabs](#) tool is removed from the [Tools Toolbar](#).

#### SET START POINT

- The [Set Start Point](#) tool is hidden in the [Modifiers Toolbar](#).



#### Related Topics

- [Get Started](#)
- [Main Window](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

arrange-toolbar beginner boolean-assistant  
cut-settings-editor editor-settings interface-settings  
laser-window main-window set-start-point settings  
tabs transform-control-toggles

## 5.7.2 Settings/Preferences

The **Settings** window contains global user preferences for LightBurn — these settings apply regardless of what lasers you have set up, and which one you currently have [selected](#).

The Settings window is split into five tabs:

- [Editor Settings](#)
- [Units and Grids](#)
- [Display](#)
- [Import / Export](#)
- [Camera](#)

### Accessing the Settings Window

To open the **Settings** window, click the gears icon in the top toolbar, or go to [Edit → Settings](#).

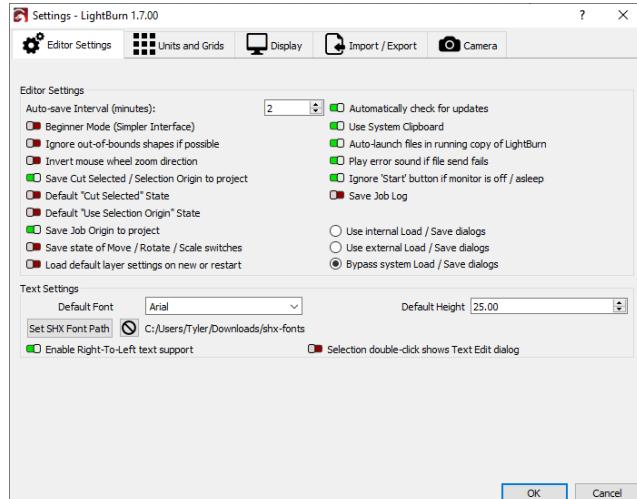
If you're on macOS, go to [LightBurn → Preferences](#) instead.

### Settings Window

Click any option in the images below to jump directly to the relevant section for that option, or scroll down for an alphabetized list of options and descriptions for each tab.

Click a tab to jump to the relevant section for that tab and the settings it contains.

#### EDITOR SETTINGS



#### Automatically check for updates

Permits (or denies) LightBurn the ability to automatically check for updates, and inform you of them.

#### Auto-save Interval (minutes)

Sets the frequency of auto-saves, in minutes. Setting the **Auto-save Interval** to 0 disables auto-saving.

Auto-saves are stored in the same location as you saved the original file, with `_backup` appended to its name. If you've never named a file, the auto-save will be in your computer's Documents folder.

Each auto-save overwrites the previous auto-save, and when you manually save the file, the auto-saved copy is deleted.

#### Auto-launch files in running copy of LightBurn

When opening projects through your system's file explorer, automatically open any LightBurn project files on your computer within a running copy of LightBurn, rather than opening an additional copy of the program.

#### Beginner Mode

Enables a simplified version of the LightBurn interface which removes several options that new users are unlikely to use.

[See Beginner Mode](#) for more information.

#### Default "Cut Selected" State

Automatically enables **Cut Selected Graphics** each time you restart LightBurn.

#### Default "Use Selection Origin" State

Automatically enables **Use Selection Origin** each time you restart LightBurn.

#### Ignore out-of-bounds shapes if possible

When [Starting](#) or [Sending](#) projects to your laser, tells LightBurn not to send graphics positioned outside of the grid in your [Workspace](#).

Graphics that are partially inside and partially outside the grid will be ignored.

#### Ignore 'Start' button if monitor is off or asleep

Prevents you from accidentally starting the laser by pressing the wrong key when waking the computer. This is particularly useful on lasers that don't have enclosures with safety interlocks, such as most diode and Galvo lasers.

#### Invert mouse wheel zoom direction

Overrides the default scrolling behavior within LightBurn to match preferences for macOS or Windows.

#### Load default layer settings on new or restart

Cut settings are normally pre-filled with the last settings used for a given layer. If **Load default layer settings on new or restart** is enabled, any time you open up a new project or restart LightBurn, all settings for all layers will be restored to defaults.

If you've never set up your own defaults, all layers will be restored to LightBurn's universal defaults.

[See Working With Default Layer Settings](#) for more information.

#### Load / Save dialogs

These settings permit you to use non-native system dialogs to perform **Save/Open/Import/Export** operations with LightBurn.

- **Use internal Load / Save dialogs** uses LightBurn's internal code to load and save files.
- **Use external Load / Save dialogs** opens a second application to load and save files.
- **Bypass system Load / Save dialogs** bypasses your system's Load / Save dialogs.

Try external Load / Save dialogs or Bypass system Load / Save dialogs if LightBurn crashes when performing Save/Open/Import/Export operations.

#### Play error sound if file send fails

Produces an audible chime if uploading a file to a DSP controller fails.

#### Save Cut Selected / Selection Origin to project

Stores the status of the **Cut Selected Graphics** and **Use Selection Origin** switches to any project you save.

#### Save Job Log

Instructs LightBurn to save a log of projects that are run, on what laser profile, and at what time.

It will save a file called LightBurnJobs.csv in your system's Documents folder.

#### Save Job Origin to Project

Stores your selected **Job Origin** with any project you save.

#### Save state of Move / Rotate / Scale switches

Stores the state of the **Transform Control Toggles** so they persist between restarts of LightBurn.

#### Text Settings

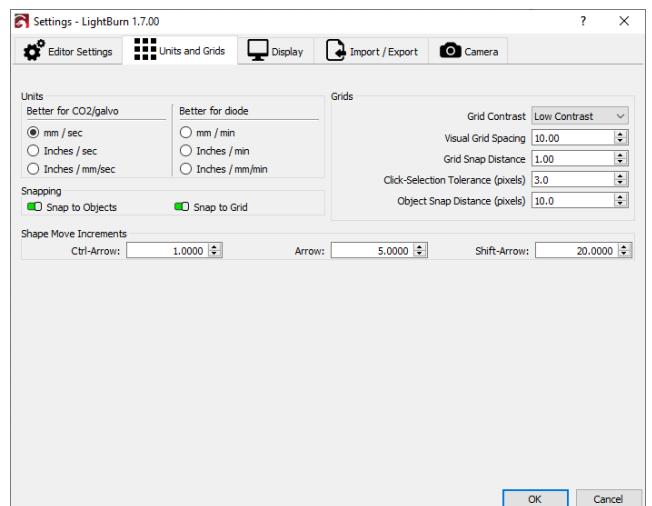
See [Create and Edit Text — Text Settings](#) for information on these settings.

#### Use System Clipboard

Enabling this makes [Copy and Paste](#) operations slightly slower, but allows LightBurn to:

- Copy and Paste across different runs of LightBurn, or between two running copies of the app
- Paste images copied from other software or web browsers
- Paste text directly into the [Workspace](#), auto-creating a [Text Object](#)

#### UNITS AND GRIDS



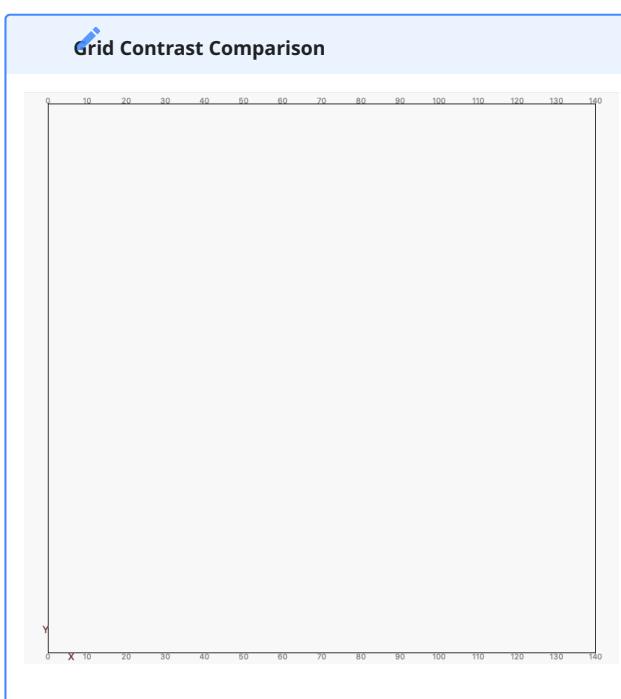
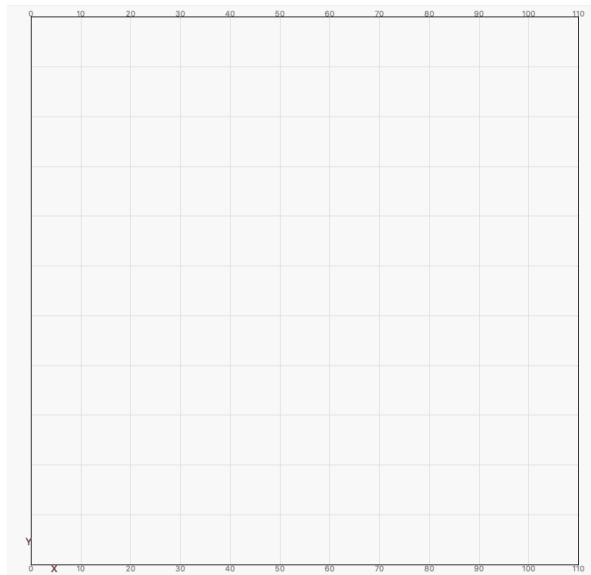
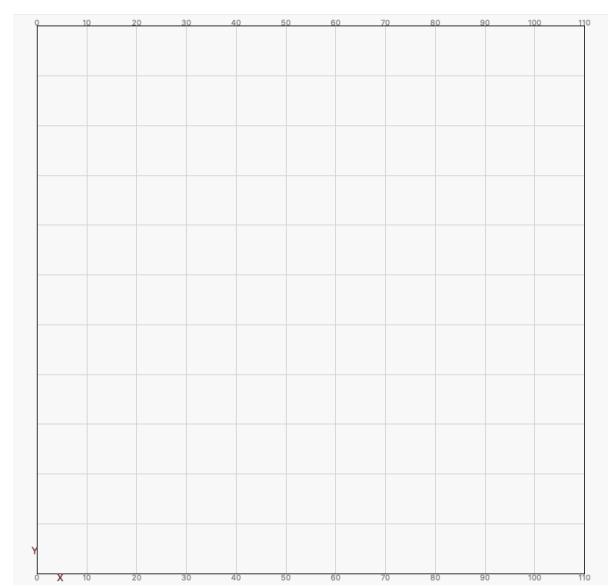
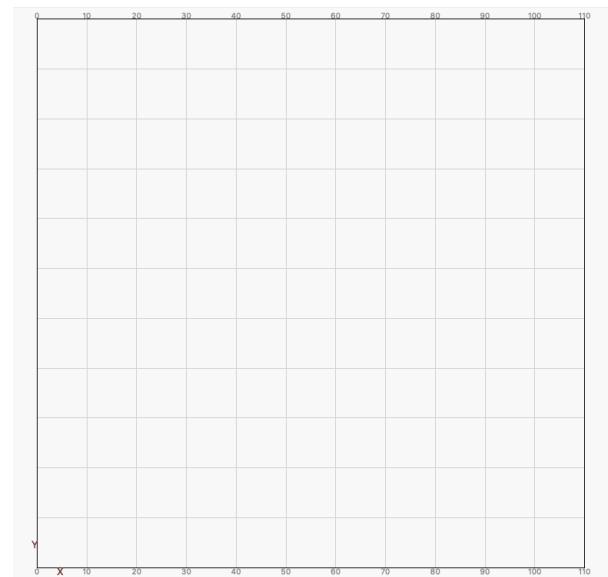
#### Click Selection Tolerance (pixels)

Determines how close your cursor must be to a line or vertex, in screen pixels, to click it.

Increase this number if you have trouble selecting things, decrease it if you find yourself selecting things you didn't mean to.

#### Grid Contrast

Adjust the brightness of the grid in your [Workspace](#), relative to the background.

*Grid Contrast off**Low contrast grid**Medium contrast grid**High contrast grid*

#### Grid Snap Distance

Determines how close lines and other primitives must be to a grid line to [snap to it](#).

#### Object Snap Distance (pixels)

Controls how close, in screen pixels, your cursor has to be to an object node or center to activate the [Object Snapping](#) behavior.

#### Shape Move Increments

When [moving objects with the arrow keys](#) in the [Workspace](#), these values control the distance to move the selection.

Assign individual values to movements when pressing:

- The [← Left](#), [→ Right](#), [↑ Up](#), and [↓ Down](#) arrow keys
- [^ Ctrl](#) while pressing an arrow key

- while pressing an arrow key

#### Snapping

LightBurn has two snapping behaviors which you can enable or disable here.

**Snap to Objects** will snap your pointer location to the nearest object center or vertex when creating new objects, drawing lines, or moving objects, making it easier to connect and align shapes.

**Snap to Grid** will snap your cursor position to the nearest grid location, as specified by the [Grid Snap Distance](#) value. Note that the Grid Snap Distance and the [Visual Grid Spacing](#) do not have to be the same.

Hold  [Shift](#)  [Ctrl](#)  [Alt](#)  [Cmd](#) while moving an object to toggle the status of the snapping behaviors — if they are currently enabled, they will be temporarily disabled, and if they're disabled, they'll be temporarily enabled.

See [Snapping](#) for more information.

#### Units

Determines the units displayed in LightBurn.

LightBurn internally operates in millimeters, but can display in either millimeters or inches. Speeds can be represented as either units per second or units per minute.

Users with diode lasers will likely prefer the units per minute setting, while CO<sub>2</sub> lasers generally express speeds using units per second.

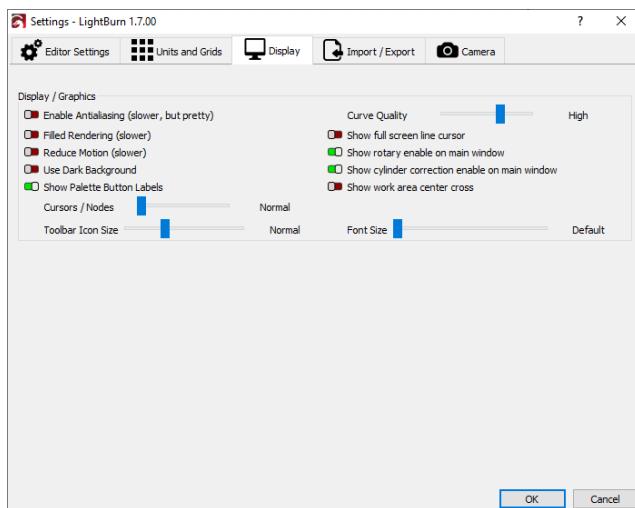
LightBurn automatically converts any existing values when you switch between units.

#### Visual Grid Spacing

**Visual Grid Spacing** determines the visual size of grid squares at the standard zoom level. As you [Zoom In](#), you'll see a secondary 10 x 10 grid of squares within each larger square. Each smaller square is 1/10<sup>th</sup> the size of the Visual Grid Spacing value.

Note that this setting is independent of the [Grid Snap Distance](#), which controls how close lines and other shapes must be to a grid line to snap to it.

#### DISPLAY

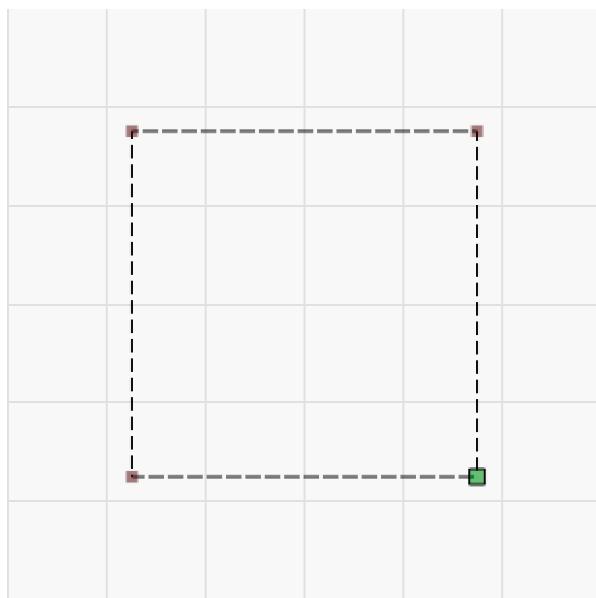
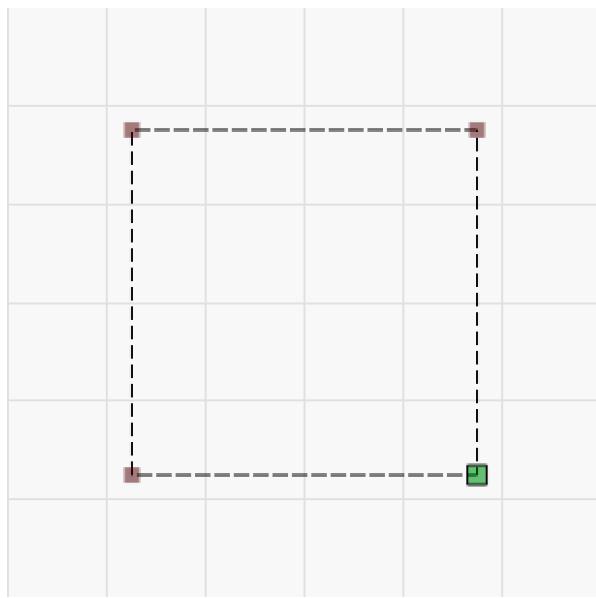
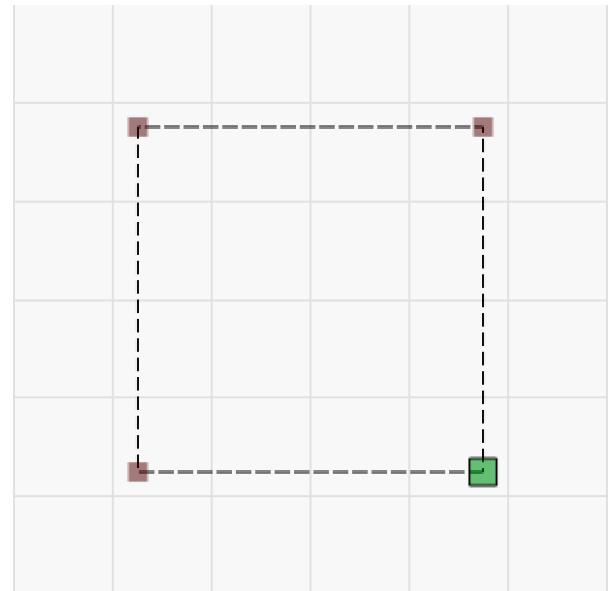


#### Cursors / Nodes

Adjusts the size of special cursors used when [Snapping](#), applying [radii](#), [Bending](#) text, and more, as well as the size of individual nodes when using [Edit Nodes](#).

Adjust the slider to select between **Normal**, **Larger**, and **Largest**.

### Node Size Comparison

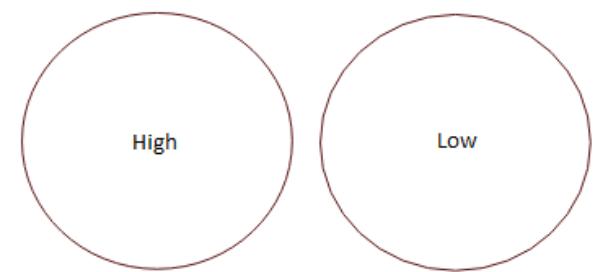
*Normal nodes**Large nodes**Largest nodes*

### Curve Quality

Controls the precision LightBurn uses in displaying curves on the screen. All curves are displayed as a series of short lines, but the higher this value is, the shorter those lines will be.

Reduce this value to improve performance if your system is slow.

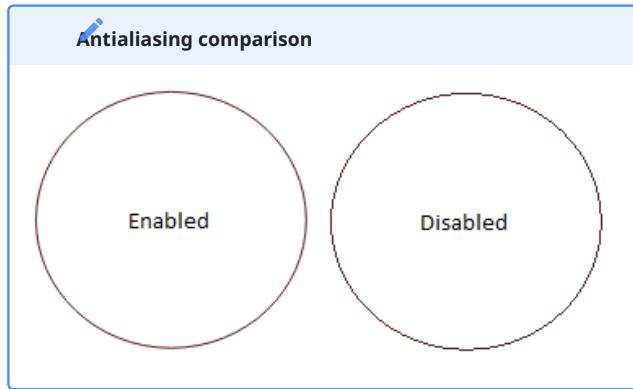
### Curve Quality comparison



### Enable Antialiasing (slower, but pretty)

Antialiasing smooths the appearance of lines on your screen. Enabling anti-aliasing will make your design rendering look much nicer, but increases demand on your machine.

If you notice your computer lagging, especially on older computers or when working with very complex designs, try disabling this setting.

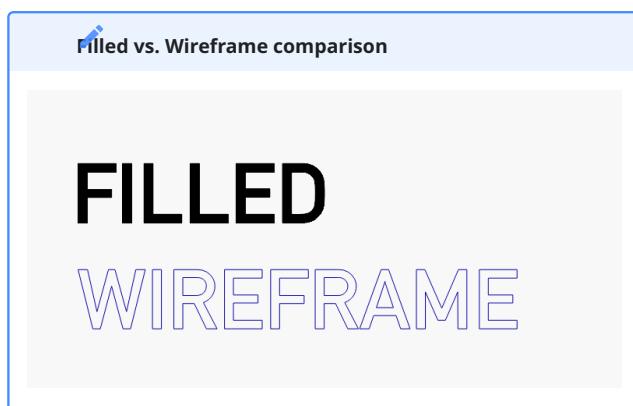


## Filled Rendering (slower)

Renders shapes that are assigned to layers set to [Fill Mode](#) as solid shapes.

This takes longer than rendering the wire outlines, and it can hide graphics behind Filled shapes that may still be sent to the laser, so we recommend using this only for spot-checking your work, and not for general editing.

See [View Style](#) for more information.



## Font Size

Increases or decreases the font size for LightBurn window text anywhere in the program. This allows for manual overrides for HiDPI screens, UI scaling, and visually impaired users. Not all UI elements may fit on screen if increased too high.

Adjust the slider to select **Default**, or a size between **8** and **24**.

**Warning**

Setting this slider too high may result in clipping of UI elements. If you scale font up or down such that you cannot reach the menu items to re-open the **Settings** window and shrink it, use the method listed [here](#) to reset LightBurn.

## Reduce Motion (slower)

Instructs LightBurn to try to reduce motion or other flickering effects in the rendering.

If you notice your computer lagging, especially on older computers, or when working with very complex designs, try disabling this setting.

## Show cylinder correction enable on main window

Adds a toggle to the [Laser Window](#) to enable or disable [Cylinder Correction](#) mode.

## Show full screen line cursor

Draws a moving crosshair, centered on your cursor, that spans the entire edit screen.

## Show Palette Button Labels

Shows numbered labels on the [Color Palette](#) swatches, making it easier to tell similar colors apart.

## Show rotary enable on main window

Adds a toggle to the [Laser Window](#) to enable or disable [Rotary Mode](#).

## Show work area center cross

Draws an immovable crosshair through the center of your [Workspace](#), spanning the entire grid.

## Toolbar Icon Size

Changes the scaling of icon elements in the LightBurn UI. This allows for manual overrides for HiDPI screens, UI scaling, and visually impaired users. Not all UI elements may fit on screen if this is increased too high.

Adjust the slider to choose between **Smallest**, **Smaller**, **Normal**, **Larger**, **Large**, **Very Large**, and **Largest**.

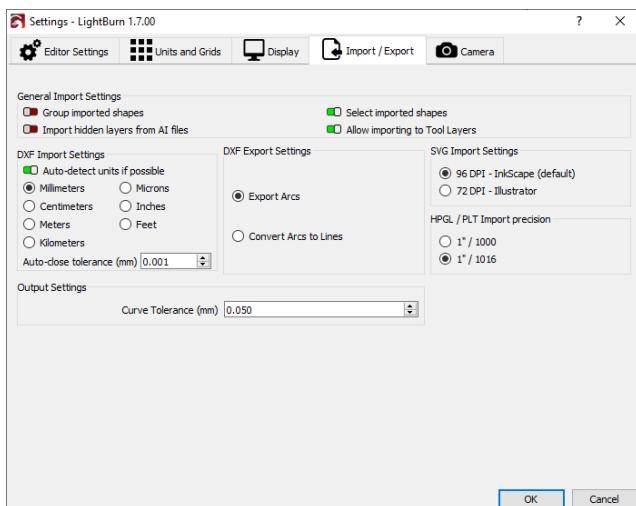
**Warning**

Setting this slider too high may result in clipping of UI elements. If you scale icons up or down such that you cannot reach the menu items to re-open the **Settings** window and shrink them, use the method listed [here](#) to reset LightBurn.

## Use Dark Background

Shows the [Workspace](#) using a [dark color scheme](#).

## IMPORT / EXPORT



### DXF Export Settings

When exporting in DXF format, choose whether to **Export Arcs** or **Convert Arcs to Lines**.

When Convert Arcs to Lines is selected, arcs in your LightBurn designs will be exported as a series of small line segments.

### DXF Import Settings

Enable **Auto-detect units if possible** to have LightBurn automatically detect the units used to produce the DXF, if it can.

Select the appropriate unit of measurement for your DXF if the units are not contained in the file, or the DXF may import at an incorrect scale.

**Auto-close tolerance (mm)** determines how close together imported nodes must be for LightBurn to automatically **close** them, placing them on a shared path.

### Allow importing to Tool layers

Enables importing graphics directly onto **Tool layers** in LightBurn.

### Group imported shapes

Automatically **Groups** shapes imported from a single file together, so they don't get scattered in a complex design.

### HGPL / PLT Import precision

Determines the precision of files imported from HGPL or PLT format.

### Import hidden layers from AI files

Enables importation of layers hidden in the source file, when importing from AI (Adobe Illustrator) files.

### Output Settings

**Curve Tolerance** specifies the maximum amount of error allowed when projects are output to your laser. The *lower* the value, the more accurate the curve will be. A value of 0 would be "perfect", but would create very dense data, as some lasers can only process line segments. Most users will be fine leaving this at the default value of 0.05 mm.

### Technical Details

In the above image, the blue curve between the two points is the ideal shape. The black line is a straight line between them, and the red line shows the error (how far the line is from the curve). LightBurn measures this error, and if it's equal to or lower than the Curve Tolerance value, it outputs the straight line. If not, the curve is subdivided into two linear segments and the process repeats with each new segment. Those segments are shown below in violet, along with their new error values. You can see that the two new lines do a much better job of approximating the original curve.

Most people will probably never need to change this — the default is 0.05 mm, which is about  $\frac{1}{2}$  the width of a typical beam. Note that this is the *maximum* error value allowed, typical output will be better than this, and this only affects curves, not straight lines or vertices — which are exact.

### Select imported shapes

Automatically **selects** shapes upon importing them.

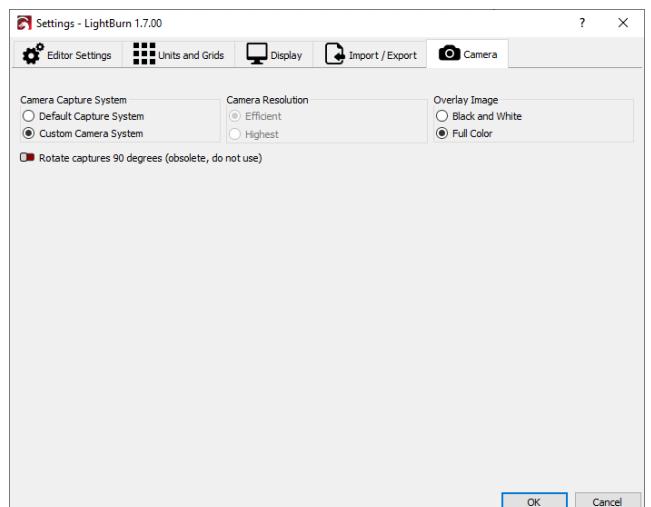
### SVG Import Settings

Select whether to import SVGs at:

- **96 DPI** — the default for Inkscape
- **72 DPI** — the default for Adobe Illustrator

If your SVGs import at the incorrect scale, try the alternate setting to the one you currently have selected.

### CAMERA



### Camera Capture System

**Windows Only**

Select whether to access the camera using LightBurn's **Custom Capture System** or a **Default Capture System** provided by our cross-platform framework.

Select Default Capture System if you are having trouble accessing your camera.

#### Camera Resolution

Choose **Highest** (the default) for general use. Switch to **Efficient** (an experimental option) if you are on a resource-constrained system, are worried about USB hub congestion, or experience other camera-related issues.

#### Camera View

Select whether to show [overlay](#) captures from your camera in **Full Color** or **Black and White**.

Rotate captures 90 degrees (obsolete, do not use)

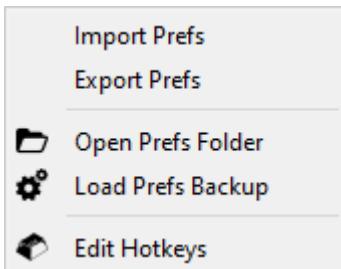
This option has been rendered unnecessary by changes to LightBurn's camera support. Do not enable it.

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).



### 5.7.3 Managing Preferences

The **Preferences** submenu provides several tools to manage your LightBurn Preferences. Access the Preferences submenu by going to **File → Preferences**. For information about adjusting Preferences themselves, see [Settings/Preferences](#).



#### Importing and Exporting Preferences

The following tools are useful for backing up, restoring, saving, importing, and migrating LightBurn Preferences between computers.



User Bundles streamline the process of migrating between computers, allowing you to export not only your Preferences, but also your [Custom Hotkeys](#), [Material Test Presets](#), [Image Presets](#), [Devices](#), [Material Libraries](#), and [Art Libraries](#), all in one bundle.

#### IMPORT/EXPORT PREFS

The **Export Prefs** command allows you to save a copy of your LightBurn Preferences as a `.lbprefs` file. You can import this file to another LightBurn installation using the **Import Prefs** command.

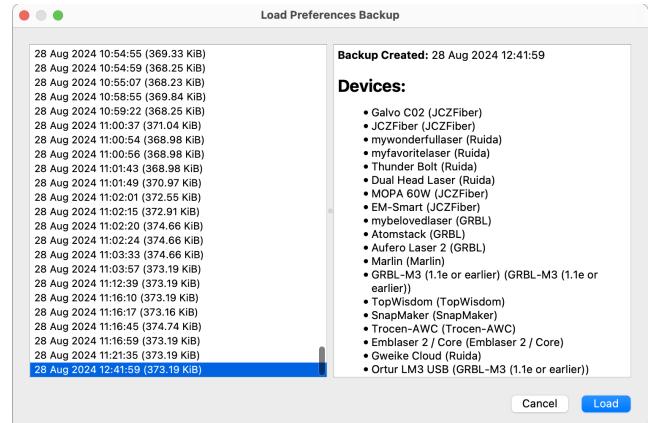
#### OPEN Prefs FOLDER

The **Open Prefs Folder** command opens the folder containing your LightBurn Preferences.

#### LOADS PREFS BACKUP

The **Load Prefs Backup** command allows you to import preferences from a timestamped list of automatic backups. Click a backup in the list to see the list of [Devices](#) available in that backup, on the right side of the window.

Click **Load** to restore the settings from the selected backup, or **Cancel** to close the window and maintain your current settings.



#### EDIT HOTKEYS

Opens the [Hotkey Editor](#) window, where you can customize keyboard shortcuts.

#### Related Topics

- [LightBurn Migration](#)
- [Settings/Preferences](#)
- [User Bundles](#)
- [Hotkey Editor](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[migration](#) [preferences](#) [settings](#) [settings-and-preferences](#)

## 5.7.4 User Bundles

into the LightBurn [Main Window](#) or using **File → Bundles → Import Bundle**.

A bundle can include any of the following. You can export everything, or select only the components you want to include:

- LightBurn Settings

- Custom Hotkeys

- Material Test Presets

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1. Move the `.lbzip` file created by **Export Bundle** to the new computer.
2. Open LightBurn on the new computer. Go to **File** → **Bundles** → **Import Bundle** and select the file. Click **Okay**.
3. Make sure that all components you want to import are selected, and uncheck any components you don't want to import. Components that are already detected on the computer will be grayed out and unavailable, with some exceptions:
  - If you choose to import a **Device** that conflicts with one that already exists, a duplicate will be created, and the existing profile preserved.
  - If the new computer has an existing **Material Library** or **Art Library** with the same name but different contents as the one contained in the bundle, a new copy of the library will be created, without overwriting the original.
4. Click **Import** to complete the process.



You can also import a bundle by dragging the `.lbzip` file into LightBurn.

#### Related Topics

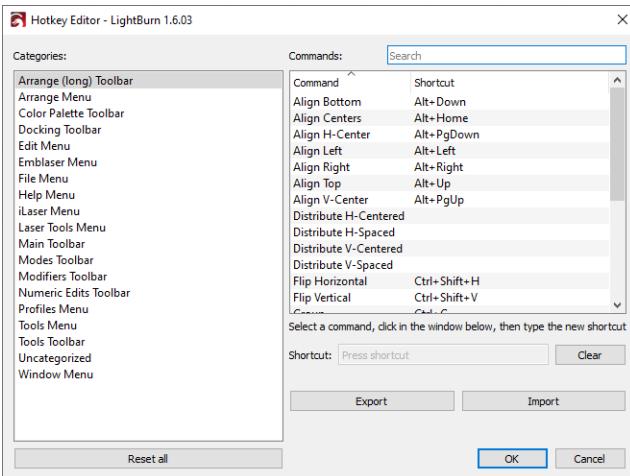
- [Migration Guide](#)
- [Managing Preferences](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[migration](#) [settings](#)

## 5.7.5 Edit Hotkeys

Use the **Hotkey Editor** to customize LightBurn's hotkeys. From this window, you can add new keyboard shortcuts and edit or delete existing ones. Access the Hotkey Editor by going to **File → Preferences → Edit Hotkeys**.



- Find the command you want to modify using the categories on the left or the search bar at the top of the window.
- Select the command.
- Click in the **Shortcut** text box.
- Type the new hotkey, or press **Clear** to erase the hotkey.
- Click **OK** to save your changes when you're finished.

From this window, you can also use **Reset All** to return hotkeys to their defaults, or use the **Export** and **Import** buttons to back up your custom hotkeys or restore a backup. Custom hotkeys can also be imported and exported as part of a [User Bundle](#).

### Related Topics

- [Settings/Preferences](#)
- [User Bundles](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[hotkeys](#) [preferences](#)

## Using the Hotkey Editor

To customize hotkeys:

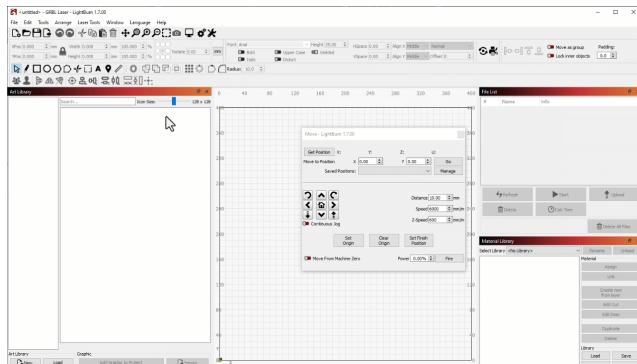
## 5.7.6 Reset to Default Layout

**Reset to Default Layout** restores the layout of the full LightBurn window to the [same format](#) it was in when you first installed and opened LightBurn. If you've made lots of changes to your layout that you want to reverse all at once, or you've lost sight of the [Laser Window](#), [Cuts / Layers Window](#), [Color Palette](#), or any other default windows or toolbars, use this option to get them back.

Resetting the layout doesn't reset anything else — your preferences, devices, and libraries are all preserved.

Go to [Window](#) → **Reset to Default Layout** to re-open and re-dock all default windows in their original order, while closing any that are not visible by default.

Holding [!\[\]\(ca4efd04a9b37b3802618f51809952b8\_img.jpg\) Shift](#) while clicking to open LightBurn will also reset the layout.



## Related Topics

- [Workspace](#)
- [Main Window](#)
- [Customizing the LightBurn Window](#)
- [Reset to Default Settings](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[troubleshooting](#) [ui](#) [workflow](#)

## 5.8 Help and Software Questions

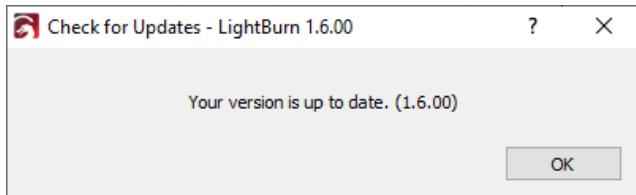
### 5.8.1 Check for Updates

**Check for Updates** checks whether there is a more recent version of LightBurn available than the version currently running, and whether it was released within your license's valid update period. If a valid newer version is available, you can begin downloading it from the Check for Updates dialog window.

#### Check for Updates Responses

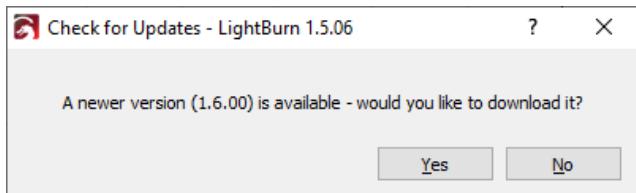
Go to [Help → Check for Updates](#) to tell LightBurn to check for available updates. There are three possible responses.

##### Version Up to Date



The currently running version is up to date. No further action is required.

##### Newer Version Available



A newer version is available. Click **Yes** to automatically begin downloading the newer version. Click **No** to remain on the current version.

##### License Expired



A newer version is available, but your license has expired. To use the newest version, you must [renew](#) your license. You will be able to continue receiving updates for one year after you renew your license.

#### Related Topics

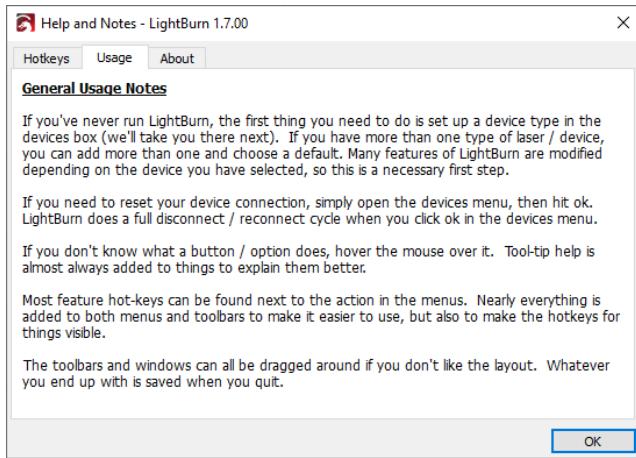
- [How the License Works](#)
- [Install LightBurn](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

license-management

## 5.8.2 Help and Notes

Open the **Help and Notes** window by going to **Help** → **About**, **Help** → **Quick Help and Notes**, or pressing **F1**.



This window has three tabs:

- **Hotkeys** summarizes some of the most frequently used mouse and keyboard shortcuts. See [Hotkey Editor](#) for information on setting custom hotkeys.
- **Usage** contains tips to help you get started.
- **About** contains information about the version of LightBurn installed on your computer.

### Related Topics

- [Help Menu](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

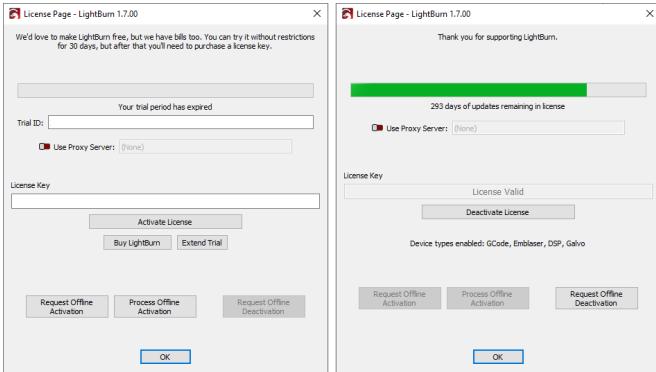
[UI](#) [build-date](#) [help](#) [help-and-notes](#) [help-menu](#)  
[hotkeys](#) [keyboard-shortcuts](#) [version](#)

### 5.8.3 License Management

If your LightBurn installation has not been activated, you'll see the **License Page** as soon as you open LightBurn. From this page, you can:

- Enter and activate a license key you've already purchased
- Start a free 30 day trial
- Purchase a license key from [our website](#)
- Extend your free trial
- Deactivate a license to free up an installation for a different computer

You can get back to this screen in LightBurn at any time by going to [Help → License Management](#). For more information on License Management, including offline activation and deactivating a computer, please see our [License Management Guide](#).



*Left: The License Page before activation  
Right: The License Page after activation*

#### Activate Trial

Click the **Activate Trial** button to activate a free 30 day trial of LightBurn.

#### Extend Trial

Click **Extend Trial** to automatically extend your trial period. You can extend your trial up to 3 times, for an additional 15 days each time. Trial keys over a year old are extended for 30 days, but may only be eligible for a single auto-extension.

#### Activate License

If you already have a license key, enter it into the **License Key** field and click **Activate License**. Be sure to enter your license key *exactly* as provided, including the dashes. We recommend

copying the license key directly from your original order email and pasting it into the License Key field.

#### USE PROXY SERVER

See [System Locked and Floating Licenses: Network Restrictions](#) for information on connecting to LightBurn's licensing server through a proxy.

#### TROUBLESHOOTING

If you receive an error message when trying to activate your license, see [Troubleshooting: License Activation and Management](#).

#### Request Offline Activation and Deactivation

If you will be using LightBurn on a computer without an internet connection, please see our [Offline Activation](#) instructions.

#### Deactivate License

Click **Deactivate License** to deactivate LightBurn on your computer, freeing up an activation to be used on another computer.

See our [License Management Guide](#) for information on deactivating a computer that you no longer have access to.

#### After Activation Information

##### LICENSE EXPIRATION

After you've activated your license, you'll see the number of days remaining on your license at the top of the **License Page**.

After your key has expired, you'll still be able to use the last version of LightBurn released before it expired forever, but you'll need to [Renew](#) your key in order to receive future updates.

##### DEVICES SUPPORTED

Beneath the **Deactivate License** button, you'll see the list of device types supported by your key. To add support for new device types to your key, see our [website](#).

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

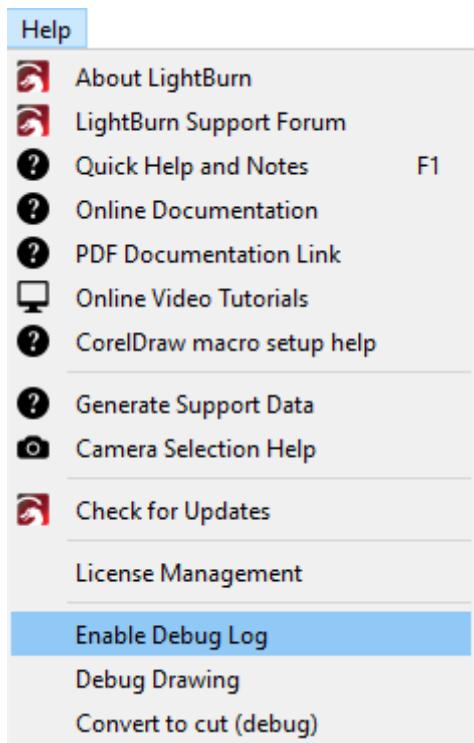
[activation](#) [license-management](#) [trial](#)

## 5.8.4 Enable Debug Log

Use **Enable Debug Log** to begin recording a log saved in the **My Documents** folder on Windows or **Documents** on Mac. You can send a Debug Log to [LightBurn Support](#) to aid in troubleshooting or bug fixing.

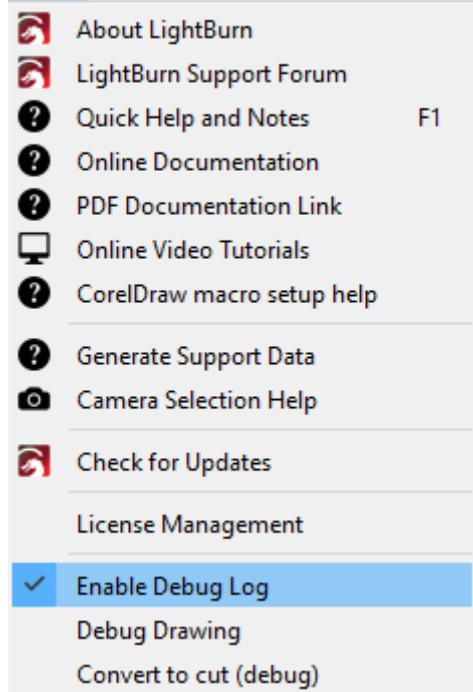
### Enabling and Disabling the Debug Log

Go to **Help** → **Enable Debug Log** to begin recording a log of the actions you take in LightBurn. A check mark will appear next to it when it's enabled, and logging will continue until you select **Enable Debug Log** again to disable it, or restart LightBurn.



*No check mark — Debug Log not enabled*

## Help



*Check mark — the Debug Log is enabled*

The Debug Log will automatically save to **My Documents** on Windows or **Documents** on Mac, with the file name **LightBurnLog.txt**.

The Debug Log is cumulative — each time you use **Enable Debug Log** it will append to any existing log, so it's a good idea to delete it after you're finished and have sent the log to LightBurn Support.

### Related Topics

- [Generate Support Data](#)
- [Get Controller Info](#)
- [Troubleshooting](#)

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

## 6. Collections

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Lasers are versatile machines, and what you do with them is up to you. No matter your aim, it's likely LightBurn has a tool to help you achieve it, as long you know where to look. We've assembled a range of tools, features, and resources into collections below, organized according to the goals they'll help you accomplish.

### 6.1 Getting Started

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New to lasers or LightBurn? Everyone's a beginner once, and we know there's a lot to learn — here are some resources that will help you hit the ground running, and get to making things with your machine.

#### **Identify Your Laser**

What you can do in LightBurn – and what license you need – depends on what type of laser you have. This page can help you identify it.

#### **Install LightBurn**

Get help installing LightBurn on Windows, macOS, and Ubuntu Linux, as well as links to current and old releases.

#### **Add a Laser**

Get help adding a laser to your LightBurn installation.

#### **Connect to a Laser**

Get help making sure your computer is able to communicate with your laser.

#### **First Project**

Follow along to create your first LightBurn project – a coaster with a QR code to connect to your WiFi network.

#### **Next Steps**

Next steps for beginners getting started with LightBurn.

#### **Coordinates and Origin**

Get familiar with LightBurn's coordinates and origin settings.

#### **Layer Modes**

Learn the difference between the four Layer Modes that determine how your laser will cut or engrave graphics in your design.

#### **Laser Types**

The type of laser you have determines what it's capable of, what type of license you need, and what the LightBurn UI looks like.

### 6.2 Job Optimization

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The faster your laser finishes one job, the sooner you can start another. These tools will help you learn how speed up your project runtimes, without any loss in quality of the finished product, so you can spend less time waiting and more time making things.

**Line Interval**

Read more about how **Line Interval** affects your design and how to adjust it.

**Optimization Settings**

Learn more about how you can speed up your jobs using **Optimization Settings**.

**Fill-by Modes**

Learn to control how filled objects are grouped together when you send a job to your laser.

**Preview**

Learn more about the **Preview** window and how to use it.

**Additional Settings**

Learn to adjust your **Device Settings** to make the time estimate in the **Preview** window more accurate.

**Speed vs. Power**

Learn more about the relationship between speed and power.

**Material Test**

Learn to use the **Material Test** tool to determine optimal cut settings for your laser and material.

**Material Library**

Save cut settings to a **Material Library** to be reused in the future.

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## 6.3 Material Utilization

No one likes it when unusable scraps pile up in their workshop, so the more you can get out of a sheet of acrylic or piece of wood, the better. These tools will help you lay out and arrange graphics so they're close-fitting, directly next to each other, or perfectly positioned for the material you're working with.

**Grid Array**

Creates copies of an object in rows and columns.

**Circular Array**

Creates copies of an object in a circular pattern.

**Docking**

Moves objects in a particular direction until they meet the edge of either the **Workspace** or another object.

**Distribute and Move Together**

Moves objects to space them evenly.

**Alignment Tools**

Repositions selected objects to align them along edges or center points.

**Camera**

Helps you position your design on oddly-shaped material using a camera.

## Snapping

Align objects to other shapes in your **Workspace** or to the Workspace grid.

## Move Laser to Selection

Physically moves your laser to a location based on your current selection in LightBurn.

## Move Selected Objects

Move objects to a corner, midpoint, or center of your **Workspace**. Can also move to the last reported laser position for gantry style machines.

## Position Laser

Click in the **Workspace** to jog your laser to a new location.

## Remove Overlapping Lines

Removes overlapping lines that would cause your laser to cut in the same place twice.

## 6.4 Batch Production

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Once you've mastered the craft of making one thing really well, you're going to want to make many more of that thing really well. Use these tools to lay out copies of your design, or set your laser up for several runs in succession. If you're a small business owner with orders to fill, these features will help you scale up and expedite your production process.

### Grid Array

Creates copies of an object in rows and columns.

### Circular Array

Creates copies of an object in a circular pattern.

### Material Library

Save cut settings to a **Material Library** to be reused in the future.

### Variable Text

Automatically replaces specially formatted expressions with data you choose, similar to how Mail Merge works.

### Coordinates and Origin

Various ways to tell LightBurn where to output your work within your laser's work area.

### Feeder Setup

Set up an Auto-feeder to feed material into your laser.

## Repeat Marking

Use a Rotating or Linear axis table with Galvo lasers to run repetitions of identical jobs.

## Optimization Settings

Learn more about how you can speed up your jobs using **Optimization Settings**.

## Print and Cut

Aligns a current project to existing Target Positions in a previously output design.

## Rotary Mode

Set up LightBurn to engrave cylindrical objects with a rotary.

## Bar Codes and QR Codes

Creates bar codes, QR codes, and other similar formats.

## 6.5 Design Tools

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Looking to get creative? LightBurn contains a suite of tools for designing projects from scratch. If you have a background in other design software, many of these tools may be familiar to you — instead of bouncing between programs, you can keep all your laser-design work under one roof.

### Create Text

Add and edit text in LightBurn.

### Primary Shapes

Create and edit Primary Shapes, including **Rectangles/Squares**, **Ellipses/Circles**, and **Polygons**.

### Edit Nodes

Make precise edits to individual nodes of vector paths.

### Draw Lines

Create vector paths out of straight and curved line segments.

### Tools Toolbar

Tools for selecting, creating, and editing objects.

### Transform Controls

Directly edit selected objects using control handles to alter their position, dimensions, orientation, or shape.

### Selection

Overview of methods to select objects in LightBurn.

### Grouping and Ungrouping

Combines selected objects into single units and splits them back up.

### Boolean Tools

Combine existing shapes into more complex new shapes.

**Locking**

Locks selected objects, preventing accidental editing.

**Automatic Guidelines**

Guidelines help place and align objects within your **Workspace**.

**Distribute and Move Together**

Moves objects to space them evenly.

**Alignment Tools**

Repositions selected objects to align them along edges or center points.

**Tool Layers**

Create layers that will never be output to the laser and can be used for positioning and placement.

**Grid Array**

Creates copies of an object in rows and columns.

**Circular Array**

Creates copies of an object in a circular pattern.

**Image Tracing**

Convert imported images into vector graphics.

**Shape Properties**

Displays editable properties of selected objects, making them available for adjustment.

## 6.6 Working Quickly in LightBurn

LightBurn is packed with tools that speed up the process of getting from idea to finished product. We've listed some of our most powerful workflow optimization features below — check them out to become a LightBurn ace.

**Automatic Guidelines**

Guidelines help place and align objects within your **Workspace**.

**Alignment Tools**

Repositions selected objects to align them along edges or center points.

**Snapping**

Align objects to other shapes in your **Workspace** or to the Workspace grid.

**Distribute and Move Together**

Moves objects to space them evenly.

**Locking**

Locks selected objects, preventing accidental editing.

**Quick Tip Videos**

Short videos with tips for using LightBurn effectively.

**Grid Array**

Creates copies of an object in rows and columns.

**Circular Array**

Creates copies of an object in a circular pattern.

**Transform Controls**

Directly edit selected objects using control handles to alter their position, dimensions, orientation, or shape.

**Variable Text**

Automatically replaces specially formatted expressions with data you choose, similar to how Mail Merge works.

**Two Point Rotate and Scale**

Turn and resize objects around custom pivot points in your **Workspace**

**Move Laser to Selection**

Physically moves your laser to a location based on your current selection in LightBurn.

**Hotkey Editor**

Customize LightBurn's hotkeys to suit your preferences.

**Equation Support in the Numeric Edits Toolbar**

The position, width, and height boxes in the **Numeric Edits Toolbar** accept units of measurements and equations.

**Offset Shapes**

Create a new shape by outlining selected shapes at a distance you specify.

**Delete Duplicates**

Find and remove duplicated objects in your project.

**Make Same Width and Height**

Resize all selected objects to the width or height of a single object in the selection.

**Move Selected Objects**

Move objects to a corner, midpoint, or center of your **Workspace**. Can also move to the last reported laser position for gantry-based machines.

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## 6.7 Getting a Design Laser-Ready

So you've imported a design into LightBurn that wasn't made with laser engraving in mind, and it's going to take some work to get it ready to go. Don't worry — the tools below are up to the job and then some.

## Preview

Learn more about the **Preview** window and how to use it.

## Boolean Tools

Combine existing shapes into more complex new shapes.

## Open vs. Closed Shapes

Learn more about the difference between open and closed shapes.

## Optimize Selected Shapes

Simplifies and smooths selected shapes. Often useful for imported or traced artwork.

## View Styles

Control the appearance of vector graphics in your **Workspace**

## Edit Nodes

Make precise edits to individual nodes of vector paths.

## Grouping and Ungrouping

Combines selected objects into single units and splits them back up.

## Close Path

Create a closed path from an open one by connecting the start and end points with a line.

## Trim Shapes

Cut line segments back to the next intersection with another line. Deletes the entire shape if it doesn't intersect with any other lines.

## Convert to Path

Transforms LightBurn's built-in shapes into paths editable by the **Edit Nodes** tool.

## Delete Duplicates

Find and remove duplicated objects in your project.

## Tool Layers

Create layers that will never be output to the laser and can be used for positioning and placement.

## Close Selected Paths with Tolerance

Create a closed path from an open one by connecting the start and end points with a line. Set a tolerance to determine how close together these points must be in order to be closed.

## Auto-join Selected Shapes

Automatically connects line start and end nodes of shapes when they are directly on top of each other but not technically connected. Often useful for imported graphics.

## Resize Slots

Adjust the size of slots or tabs in selected objects.

## Kerf Offset

Compensate for the extra material removed by the laser when cutting without modifying the underlying shape.

## Measuring Kerf Width

Learn to measure your laser's kerf in a given material for use with the **Kerf Offset** setting.

## 6.8 Working With Images

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Engraving images is one of the coolest things your laser can do, but it's also one of the hardest processes to get just right. Check out the following pages to learn the basics of image engraving with LightBurn, along with some advanced techniques for when you're a seasoned pro.

### 5 Steps to Perfect Image Engraving

Learn more about how to make your image engravings even better in this guide.

### Image Mode

A special engraving mode for images, which is similar to **Fill Mode** but with additional image processing.

### Adjust Image

Streamlines the process of tweaking **Image Settings** and **Layer Settings**.

### Shape Properties

Displays editable properties of selected objects, making them available for adjustment.

### Images vs. Vectors

Learn more about the differences between images and vector objects.

### Mask Image

Use a closed shape to hide unwanted portions of an image.

### Convert to Bitmap

Turns selected vector graphics into bitmap images.

### Image Tracing

Convert imported images into vector graphics.

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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## 7. Explainers

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### 7.1 Explainers

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Our explainers go into detail about the concepts behind using LightBurn effectively.

**LightBurn Cut Settings and EZCAD2  
Hatches**

**Images vs. Vectors**

**Layer Modes**

**Open vs. Closed Shapes**

**Steps Per Millimeter**

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For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

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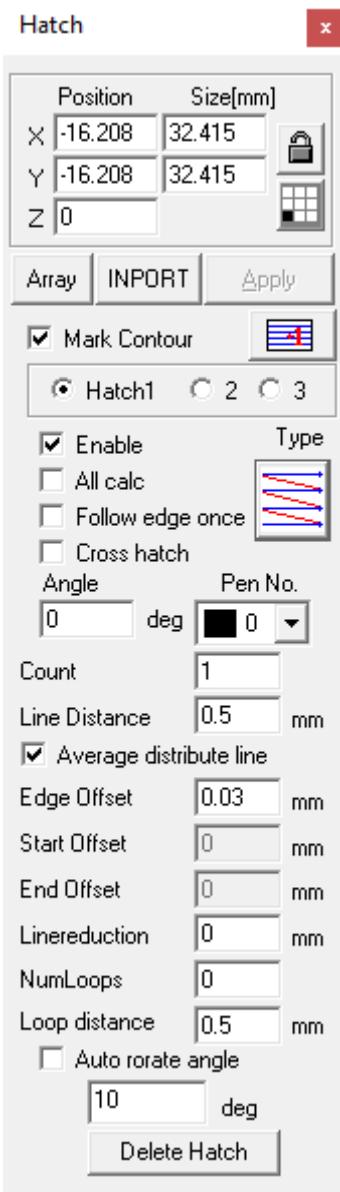
## 7.2 LightBurn Cut Settings and EZCAD Hatches

If you're coming from EZCAD2 and having trouble finding hatch settings you're used to, follow this guide to match your usual hatch settings to LightBurn's [Fill](#) settings.

If you're not sure how to adjust cut and engraving settings, see the [Cut Settings Editor](#) page.

### 7.2.1 Mark Contour

EZCAD2's "Mark Contour" option can be replicated with LightBurn's [Sub-Layers](#). By creating a [Line](#) Sub-Layer and a [Fill](#) Sub-Layer, you can achieve the same effect. The Sub-Layers will be cut in the order they appear in the Cut Settings Editor.



### 7.2.2 Hatch 1, Hatch 2, Hatch 3

EZCAD2 allows for three different hatches on the same geometry. This is equivalent to LightBurn's [Sub-Layers](#).

### 7.2.3 Cross-Hatch

This functionality is the same between the two programs, and is a checkbox in each.

### 7.2.4 Hatch Patterns and Settings

#### Unidirectional hatch & Bidirectional hatch



EZCAD2's bidirectional hatch and unidirectional hatch are the same as the default hatch in LightBurn, with the [Bi-directional fill](#) toggle either on or off.

#### Ring-like hatch / Pyramid Hatch



EZCAD2's ring-like hatch is equivalent to LightBurn's [Offset Fill](#).

#### Snake Hatch

Snake hatch is equivalent to a regular fill in LightBurn with [Flood Fill](#) enabled.

#### Auto Rotate Hatch Angle

LightBurn's [Angle Increment](#) setting is equivalent to EZCAD2's "auto rotate hatch angle".

For more help using LightBurn, please visit [our forum](#) to talk with LightBurn staff and users, or [email support](#).

[cut-settings](#) [explainer](#) [galvo](#)

## 7.3 Images vs. Vectors

Understanding the difference between **vectors** and **images** is essential for creating and editing custom projects. It influences the tools and methods used in LightBurn, as well as the settings, speed, and quality of jobs.

There are two main ways a computer can describe something visually:

### Images

