

Printed Documentation

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Welcome

I-Mark™ Help System

	<p>FAQ's & Troubleshooting Access a comprehensive set of questions, answers, and troubleshooting solutions.</p>
	<p>Using the Help System Learn about the features of this Help System</p>
	<p>Additional Resources View additional sources of help.</p>

Rev 1.21210

FAQs & Troubleshooting

Click on link below to view FAQ's and troubleshooting for that category

- [Basic vs Advanced Mode](#)
- [Creating A Workspace](#)
- [Creating a Layout](#)
- [Mapping A controller](#)
- [Assigning a Layout](#)
- [Marking a Layout](#)
- [Date and Shift Codes](#)
- [Counters](#)
- [2D Code Sizing](#)
- [Serial Specification](#)

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[I/O Mark Start and Complete](#)
[E-Stop Suggested Configurations](#)
[Waypoint Setup for Custom Tool Path](#)
[I/O Setup and Configuration](#)
[Multiple Axis Configuration](#)
[Warning Messages When Saving Files](#)
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[Demos](#)
[Desktop Map](#)
[Layout Window](#)
[Machine Window](#)
[Orb Menu](#)
[Home Ribbon](#)
[Marking Ribbon](#)
[View Ribbon](#)
[Help Ribbon](#)
[Layout Ribbon](#)
[Marking Machine Ribbon](#)
[Entity tool Box](#)
[Navigation Window](#)
[Marking Window](#)
[Marking Order Window](#)
[Manual Window](#)
[Simulator Window](#)
[Output Window](#)
[Quick Access Tool Bar](#)
[Bottom Status Tool Bar](#)
[Create New Layout](#)
[Open Layout](#)
[Save Layout](#)
[Save All](#)
[Undo](#)
[Redo](#)
[Manage Marking Machines](#)
[Connect to Marking Machine](#)
[Disconnect From Marking Machine](#)
[Refresh Network](#)
[Download to All](#)
[Select Active Machine](#)
[Select Active Layout to Mark](#)
[Mark Layout](#)
[Pen Enable](#)
[Pen Disable](#)
[View Zoom](#)
[View Settings](#)
[Support - About](#)

[Graphic](#)
[Line](#)
[Text](#)
[Date Codes](#)
[Data Matrix](#)
[Waypoint](#)
[Set output](#)
[Wait input](#)
[Dwell Time](#)
[Copy](#)
[Cut](#)
[Paste](#)
[Delete](#)
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[Synchronization - clock](#)
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[Remove Layout](#)
[Configure - Layouts](#)
[Configure - Counters](#)
[Configure - Shifts](#)
[Configure - Date/Text](#)
[Configure - I/O](#)
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[Unmap From Workspace](#)
[Machine Window - Status](#)
[Machine window - Activity](#)
[Machine Window - Properties](#)
[Machine Window - Files](#)
[Machine Window - Diagnostics](#)
[Machine Window - Dynamic](#)
[System Log](#)

Using the Help System



Access the Help system when you want quick references for software commands, detailed information and entry samples for fields, flowcharts for complex concepts, and FAQs and Troubleshooting information. The following topics provide information on the different ways you can access and use the Help system, as well as ways to easily print a grouping of related Help topics.

[Using the Help Menu](#)
[F1 Help for a Field](#)
[Demonstration](#)

Print a Help PDF : Adobe Acrobat reader required

Additional Resources

In the normal course of using the software, questions may arise regarding procedures, system messages, and error conditions. Intelli-Mark Software provides several methods of obtaining answers to your questions.

For information about Columbia Marking Tools products, visit the Columbia Marking Tools Web site at: www.columbiamt.com

- Visit the [Intelli-Mark Software Online Web site](#). The Intelli-Mark Online Web site provides a direct link to latest internal research database, downloads, and numerous support services. This service is available only with a current Support Agreement or ClientCare Plan and to Intelli-Mark business partners. First year is included free with purchase of Intelli-Mark system.
- Access video demonstrations by selecting [Demos](#) on the [Help Menu Ribbon](#).
- Technical bulletins and download program corrections are available through the Intelli-Mark Software E-News.

Note Program updates are available exclusively through the internet.

For more information about Intelli-Mark Software's fee-based customer support services, contact [Columbia Marking Tools](#).

Using the Help System

Using the Help System



Access the Help system when you want quick references for software commands, detailed information and entry samples for fields, flowcharts for complex concepts, and FAQs and Troubleshooting information. The following topics provide information on the different ways you can access and use the Help system, as well as ways to easily print a grouping of related Help topics.

[Using the Help Menu](#)

[F1 Help for a Field](#)

[Demonstration](#)

Print a Help PDF : Adobe Acrobat reader required

Using the Help Menu

[Using the Help System](#)

From the Desktop, select Help menu > Help Topics. The Help Center window appears, allowing you to access Help for any module.

The Help Center window allows you to view a table of contents of topics for all operations, as well as look up index items and search across all functions.

cool screen shot

F1 Help for a Field

[Using the Help System](#)

Press F1 at any field in the software to access Help for that field. The field-level Help topic that appears contains information for all fields for the task.

cool screen shot

Demos



this icon is located in the [Help Menu Ribbon](#). Selecting this command will access a complete list of demonstrations included with the Intelli-Mark software.

How to Create/Open *Workspace*

How to Create/Open *Layout*

Printed Documentation

How to place Entity in marking layout

How to put date code in layout

How to put 2D code in layout

How to put in I-O points in marking layout

How to assign layout to controller

How to access controllers

Getting Started

Getting Started

Type topic text here.

Basic Vs Advanced

Basic versus Advanced mode may be selected on the [Start Page](#) or from the [Orb Menu](#).



Create a Workspace

Type topic *text* here.

Mapping a Controller

Type topic *text* here.

Assign Layout to Marking Machine



This icon is located in the [Marking Machine Ribbon](#). This ribbon is visible once a *marking machine* has been selected in the [navigation window](#), and is opened in the [Main Work Area](#).

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon Tab](#). In addition, this system will be highlighted and opened in the [Main Work Area](#).

A drop down menu will appear and display all additional layouts from the PC available to be assigned to the machine.

- The *layout* must reside in the Intelli-Mark *data* directory located: ...Program Files\Intellimark vx_x_x (where the small "x"s are the version numbers).

Printed Documentation

- The layout must have the same marking machine type as the marking machine selected.

If a required layout does not appear check the layouts location on the PC, and the marking machine type assigned to it.

In addition to the Assign Layout icon, Intelli-mark software also allows for a "drag and drop" method to assign layout to marking machines. This is done by using the [navigation window](#). Click on the layout required and "drag" to the marking machine.



If this symbols continues to appear when you drag layout over marking machine, check to make sure that the layout machine type matches the marking machine type of the desired machine.

Navigating Through the Software

Navigate Through Software

Type topic *text* here.

Desktop Map

[Orb Menu](#): Drop down menu is visible when mouse goes over *orb*
[Main Top Icons](#) - Icons and commands accessible on the top of the Intelli-Mark screen

Main [command ribbons](#) are shown when the name tab is clicked with mouse.

[Home Ribbon](#)

[Layout Ribbon](#)

[Marking Ribbon](#)

[View Ribbon](#)

[Help Ribbon](#)

[Entity Ribbon](#)

[Entity Boxes](#): are opened through the icon ribbons

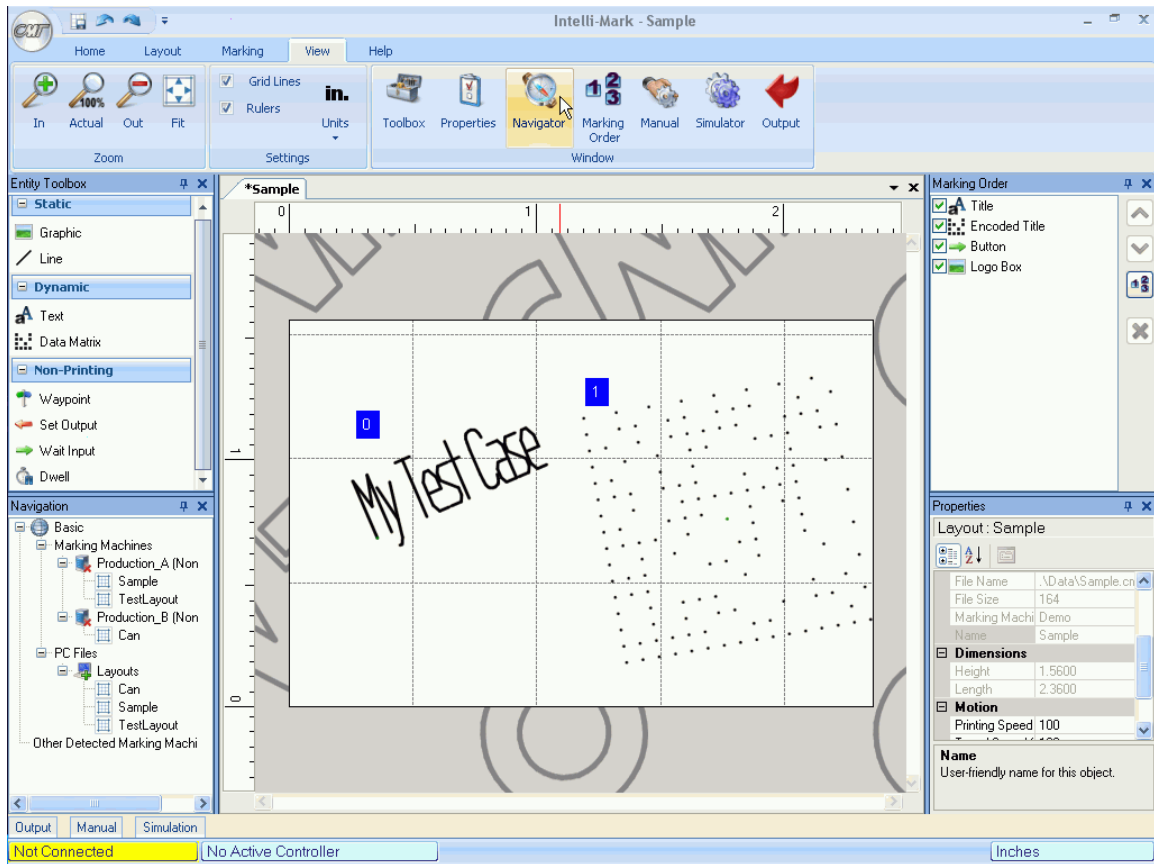
[Entity Toolbox](#)

[Navigation](#)

[Marking Order](#)

[Properties](#)

Desktop is displayed below use mouse to identify icons and menus.



Keyboard and Button Navigations

List of Keystroke commands

Delete



is located in the [Marking Order Window](#) and



is located to the far right of the [Layout Menu Ribbon](#).

Both icons perform the same command. This command will delete all the currently selected entities in the opened *layout*. These selected entities are outlined by a blue *line* in the Main Work Area, or highlighted in the *Marking Order* Window.

In addition, hitting the delete key on the keyboard will perform the same task.

Right-Click Menus

On any Toolbar the following options are displayed when the right button of the mouse is clicked.

Add to Quick Access Toolbar : This adds the icon that the mouse is hovering over to the Quick Access Toolbar with the Save *Layout*, Undo, and Redo buttons.

Show Quick Access Toolbar Below/Above the Ribbon: This puts the Quick Access Toolbar above or below the icon ribbon.

Minimize Ribbon: The ribbon will not display until the top command is click, and will disappear when the mouse is clicked outside of the ribbon area.

Using the Desktop

Using the Desktop

Type topic *text* here.

Workspace



The Intelli-Mark *workspace* is the customized *layout* of the software.

Each workspace may have different windows open, different commands in the quick access ribbon, and default settings.

Workspace files may be created, opened, saved, closed or saved as. These commands are located in the drop down [Orb Menu](#).

Menu_Ribbon

Type topic *text* here.

Entity Toolbox

Tool Box

Type topic *text* here.

Graphic Element

Type topic *text* here.

Line Element

Type topic *text* here.

Text Element

Type topic *text* here.

Data Matrix

Type topic *text* here.

Waypoint



The *waypoint* icon is located in the [Layout Ribbon](#). This Ribbon menu is only available if a *layout* is active in the center work area.

Clicking on this icon will create a new waypoint in the open layout. The new waypoint will be created in the x-y *position* of the last entity in the layout and after the last entity in the [Marking Order Window](#).

The *properties* of this waypoint are shown the [Properties Window](#) when the entity is selected.



the use of a series of waypoints is a nice way to assure that critical path points may be entered in to the marking legend. Most common use of this feature is for part relief and other obstructions.

Set Output

Type topic *text* here.

Wait Input



The Wait for Input icon is located in two places in the Intelli-Mark software, one is on the [Layout Ribbon](#) and one is in the [Entity Toolbox](#) .

The "*Wait Input*" entity is a *non-printing* object, and will pause until the required I/O operation is completed.

Once the Wait Input entity is selected on the opened [layout](#) the configuration associated with it may be changed. These variables may be changed in the *Properties Window*

Navigator



The navigator icon.

This icon is located in the [View Ribbon](#). This icon will turn show/hide the *Navigation* Window.

Marking order

Type topic *text* here.

Properties

Type topic *text* here.

Output Tab

Type topic *text* here.

Menu

Menu_Ribbon

Type topic *text* here.

Main top

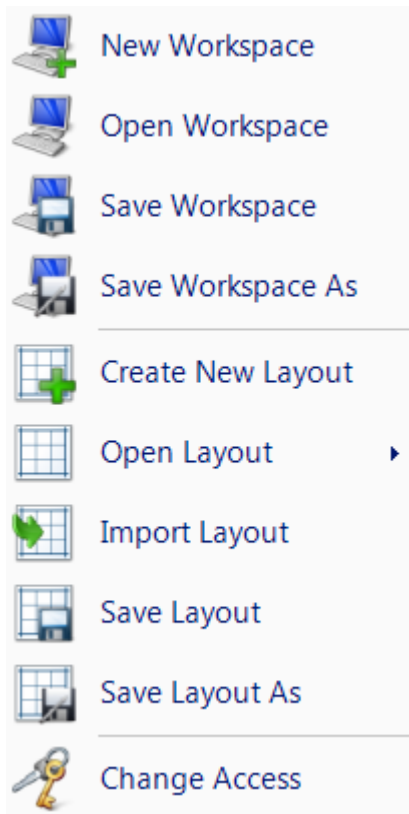
Main top

Type topic *text* here.

Intelli-Mark Start Orb Menu

Intelli-Mark Start Orb Menu

A mouse click on the start *Orb* will show the following icons.



New Workspace

Printed Documentation

Type topic *text* here.

Open Workspace

Type topic *text* here.

Save Workspace

Type topic *text* here.

Save Workspace As

Type topic *text* here.

Create New Layout



This icon is located in two places; the [Orb Menu](#) and the [Home Menu Ribbon](#). This command will create a blank [layout](#) in the current [workspace](#).



This file is not automatically created nor saved. The filename on the tab in the [Main Work Area](#) will be followed by an asterisk if the file has not been saved in its current state.



When the file is saved the file is located in the *data* directory under the Intelli-Mark program files. The extension name is *.html*

Open Layout

Type topic *text* here.

Save Layout

Type topic *text* here.

Save Layout As

Type topic *text* here.

Change User Mode



Change User Mode icon is located as the bottom menu option in the drop down [Orb Menu](#).

Intelli-Mark software allows for different access levels based on user knowledge and responsibility.

The standard software has two modes [Basic and Advanced](#).

Custom software settings may restrict some of the advanced software settings. The software may be restricted for single machine use, or may be limited in I/O protocols and 2D functionality.

In addition, advanced software applications may have different access levels to ensure that marking legends and settings are not changed inadvertently. And may even be customized to allows access to certain machines on the network and not others, depending on responsibility.

Options

Type topic *text* here.

Exit

Type topic *text* here.

Save All

Type topic *text* here.

Undo

Type topic *text* here.

Redo

Type topic *text* here.

Home Menu Ribbon

Home Menu Ribbon

Type topic *text* here.

Printed Documentation

Save All

Type topic *text* here.

Undo

Type topic *text* here.

Redo

Type topic *text* here.

Manage Marking Machines

Type topic *text* here.

Disconnect from Network

Type topic *text* here.

Synchronizing

Type topic *text* here.

Layout Menu Ribbon

Layout Menu Ribbon

Type topic *text* here.

Start Marking

Type topic *text* here.

Graphic Element

Type topic *text* here.

Line Element

Type topic *text* here.

Text Element

Type topic *text* here.

Data Matrix

Type topic *text* here.

Waypoint



The *waypoint* icon is located in the [Layout Ribbon](#). This Ribbon menu is only available if a *layout* is active in the center work area.

Clicking on this icon will create a new waypoint in the open layout. The new waypoint will be created in the x-y *position* of the last entity in the layout and after the last entity in the [Marking Order Window](#).

The *properties* of this waypoint are shown the [Properties Window](#) when the entity is selected.



the use of a series of waypoints is a nice way to assure that critical path points may be entered in to the marking legend. Most common use of this feature is for part relief and other obstructions.

Set Output

Type topic *text* here.

Wait Input



The Wait for Input icon is located in two places in the Intelli-Mark software, one is on the [Layout Ribbon](#) and one is in the [Entity Toolbox](#) .

The "*Wait Input*" entity is a *non-printing* object, and will pause until the required I/O operation is completed.

Once the Wait Input entity is selected on the opened [layout](#) the configuration associated with it may be changed. These variables may be changed in the *Properties* Window

Dwell Time



The *dwell* time icon is located in two places in the Intelli-Mark software, one is on the [Layout Ribbon](#) and one is in the [Entity Toolbox](#) .

The "Dwell Time" entity is a *non-printing* object, and will input a pause into the marking operation. This is used as parts are moved, measurement/camera operations occur, or fixture and guarding motions complete.

Once the Dwell Time entity is selected on the opened [layout](#) the time value associated with it may be changed. This value is in milliseconds.

1 equals 1ms

1000 equals 1 second

Copy



The icon is located on the far left side of the [Layout Menu Ribbon](#). The [Layout Menu Ribbon](#) is only available if a [layout](#) is open in the [Main Work Area](#). When selected this command copies all the currently selected entities to the clipboard.

After using the copy command, using the [paste](#) command will create a duplicate set of entities. Multiple sets of entities may be created by continued use of the [paste](#) command.

Cut



The icon is located on the far left side of the [Layout Menu Ribbon](#). The [Layout Menu Ribbon](#) is only available if a [layout](#) is open in the [Main Work Area](#). When selected this command cuts all the currently selected entities and copies them to the clipboard.

After using the cut command, using the [paste](#) command will create a new set of entities. Multiple sets of entities may be created by continued use of the [paste](#) command.

Paste



This icon is located on the far right of the [Layout Menu Ribbon](#). Using this command will place into the currently opened [layout](#) the [entities](#) that have been [copied](#) into the clipboard.

Delete



is located in the [Marking Order Window](#) and



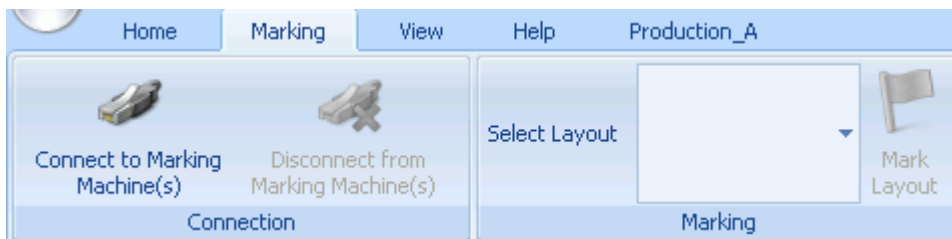
is located to the far right of the [Layout Menu Ribbon](#).

Both icons perform the same command. This command will delete all the currently selected entities in the opened *layout*. These selected entities are outlined by a blue *line* in the Main Work Area, or highlighted in the *Marking Order* Window.

In addition, hitting the delete key on the keyboard will perform the same task.

Marking Ribbon Menu

Marking Ribbon Menu



[Connect to Marking Machines](#)



[Disconnect from Marking Machines](#)



[Select Layout](#)



[Mark Layout](#)

Connect to Marking Machines



This icon is located in the [Marking Menu Ribbon](#). When selected it will list the Intelli-Mark controllers/marketing systems that are available on the network.

If no systems are available, check the following issues:

1. Is the computer that Intelli-Mark is running on connected to the network?
2. Are the Marking Systems connected to the Network?
3. Are the Marking Systems on?
4. Have the Marking Systems been properly configured/mapped?

Disconnect from Marking Machine(s)



This icon is located in the [Marking Menu Ribbon](#). When selected it will list the Intelli-Mark controllers/marketing systems that are currently connected to this PC. Select the machine to disconnect from.

Select Active Layout



This icon is located in the Marking Ribbon Menu. Select a *layout* from the list of layout on the *marking machine*. the highlighted layout will be run when the marking machine is next cycled.

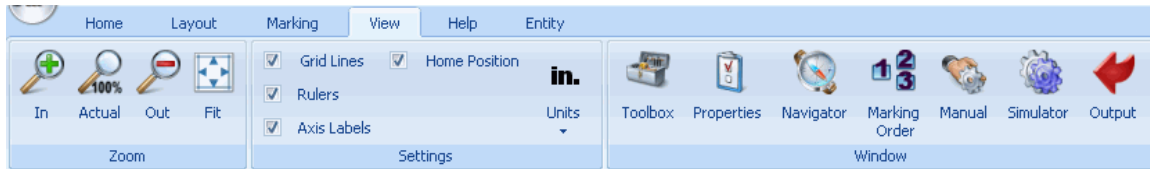
this command is followed by the Mark Layout icon or

Start Marking

Type topic *text* here.

View Menu Ribbon

View Menu Ribbon



The View Menu Ribbon is shown when the view tab is selected. All of the icons on this menu effect the look of the [workspace](#).

First Group on left hand side of Ribbon controls the *Zoom*



Zoom In



100% Actual



Zoom Out



Fit to Screen

Second Group in the middle of the ribbon controls the Look:

Grid Lines: Check box for on. Internal grid lines go through the *layout* area. Grid lines are shown every inch, or 5 millimeters.

Rulers: Check box for on. Rulers run along the top and left of the layout screen. They display inches or Millimeters depending on the *units*.

Axis Labels: Check Box for on. Specifies X,Y axis and *motion* type (linear, rotational), and Units.

Home *Position*: Check Box for on. Home position is labeled with two intersecting green lines with arrows.

Units: English or Metric. Select system through drop down menu. If In is shown the units are in Inches. If MM is shown the units are in millimeters.

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The Third group on the right hand side of the ribbon controls seven other windows



[Toolbox](#)



[Properties](#)



[Navigator](#)



[Marking Order](#)



[Manual](#)



[Simulator](#)



[Output](#)

Display Settings - Zoom Features

The *Zoom* features are controlled through four icons on the far left of the [View Menu Ribbon](#).



The in icon will zoom in to a smaller area of the *layout* file on the screen.



The Actual icon will reflect the actual size of the mark. If used with *pen* options it will help determine how close lines and character will be on the final product.

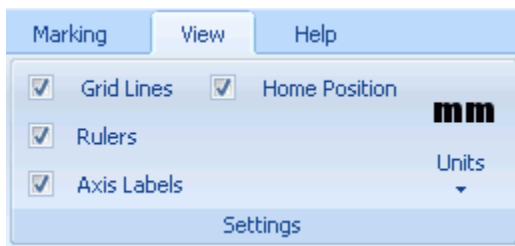


The out icon will zoom out to show more of the layout file on the screen



The *Fit* icon will automatically display the entire marking field in the [Main Work Area](#).

Display Settings - Grid/Rulers



Center portion of the [View Menu Ribbon](#)

Grid Lines: Check box for on. Internal grid lines go through the *layout* area. Grid lines are shown every inch, or 5 millimeters.

Rulers: Check box for on. Rulers run along the top and left of the layout screen. They display inches or Millimeters depending on the *units*.

Axis Labels: Check Box for on. Specifies X,Y axis and *motion* type (linear, rotational), and Units.

Home Position: Check Box for on. Home position is labeled with two intersecting green lines with arrows.

Units: English or Metric. Select system through drop down menu. If In is shown the units are in Inches. If MM is shown the units are in millimeters.

Tool Box

Type topic *text* here.

Properties

Type topic *text* here.

Navigator

Printed Documentation



The navigator icon.

This icon is located in the [View Ribbon](#). This icon will turn show/hide the *Navigation* Window.

Marking order

Type topic *text* here.

Manual Mode

Type topic *text* here.

Simulation Mode

Type topic *text* here.

Output Settings

Type topic *text* here.

Help Menu Ribbon

Help Menu Ribbon

Type topic *text* here.

About



This icon is located in the [Help Menu Ribbon](#), and opens a window containing the information about the software.

Included on the page is the address and contact information for the servicing center:

Intelli-Mark
27430 Luckino Dr
Chesterfield MI 48047

586.949.8400
586.949.8401 fax

info@intelli-mark.net

There is also a link to the website, www.intelli-mark.net. This site includes all the latest upgrades and FAQ's. The Intelli-Mark Online Web site provides a direct link to latest internal research database, downloads, and numerous support services. This service is available only with a current Support Agreement or ClientCare Plan and to Intelli-Mark business partners. First year is included free with purchase of Intelli-Mark system.

In addition, the version and release of the software is also noted. Please provide this information with all requests.

Demos



this icon is located in the [Help Menu Ribbon](#). Selecting this command will access a complete list of demonstrations included with the Intelli-Mark software.

- How to Create/Open *Workspace*
- How to Create/Open *Layout*
- How to place Entity in marking layout
- How to put date code in layout
- How to put 2D code in layout
- How to put in I-O points in marking layout
- How to assign layout to controller
- How to access controllers

Marking Machine Menu Ribbon

Open Marking Machine

Type topic *text* here.

Controller Download



This icon is located in the [Marking Machine Menu Ribbon](#). This ribbon is only available when a *marking machine* is opened in the [Main Work Area](#). When selected this command will update all the layouts assigned to the controller with the most recent saved layouts on the PC.

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon](#) Tab. In addition, this system will be highlighted and opened in the [Main Work Area](#).

Files on the controller may also be updated by dragging and dropping in the [Navigation Window](#).

In addition, a *layout* file on the controller may be edited directly in the controller. This is accomplished by double clicking on the layout file associated with the marking machine in the [Navigation Window](#).



Warning messages will occur about the revision of a layout file, if the Marking System is selected to run and contains an earlier version of a layout file of an assigned layout file than the file resident on the marking System.

Controller Upload



This icon is located in the [Marking Machine Menu Ribbon](#). This ribbon is only available when a *marking machine* is opened in the [Main Work Area](#). When selected this command will upload all the layouts that reside on the controller to the PC.

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon](#) Tab. In addition, this system will be highlighted and opened in the [Main Work Area](#).

Files on the controller may also be updated by dragging and dropping in the [Navigation Window](#).

In addition, a *layout* file on the controller may be edited directly in the controller. This is accomplished by double clicking on the layout file associated with the marking machine in the [Navigation Window](#).



Warning messages will occur about the revision of a layout file, if the Marking System is selected to run and contains an earlier version of a layout file of an assigned layout file than the file resident on the marking System.

Controller Clock



This icon is located on the [Marking Machine Menu Ribbon](#). This ribbon is visible once a *marking machine* has been selected in the [navigation window](#), and is opened in the [Main Work Area](#). When selected this command will synchronize the clock on the selected marking machine to match the PC clock.

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon](#) Tab. In addition, this system will be highlighted and opened in the [Main Work Area](#).

Assign Layout to Marking Machine



This icon is located in the [Marking Machine Ribbon](#). This ribbon is visible once a *marking machine* has been selected in the [navigation window](#), and is opened in the [Main Work Area](#).

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon](#) Tab. In addition, this system will be highlighted and opened in the [Main Work Area](#).

A drop down menu will appear and display all additional layouts from the PC available to be assigned to the machine.

- The *layout* must reside in the Intelli-Mark *data* directory located: ...Program Files\Intellimark vx_x_x (where the small "x"s are the version numbers).
- The layout must have the same marking machine type as the marking machine selected.

If a required layout does not appear check the layouts location on the PC, and the marking machine type assigned to it.

In addition to the Assign Layout icon, Intelli-mark software also allows for a "drag and drop" method to assign layout to marking machines. This is done by using the [navigation window](#). Click on the layout required and "drag" to the marking machine.



If this symbols continues to appear when you drag layout over marking machine, check to make sure that the layout machine type matches the marking machine type of the desired machine.

Remove Layout from Controller

Type topic *text* here.

Layouts



Layouts are the files associates with the marking programs. They contain both marking and non-marking [entities](#). These files may be managed through the Intelli-Mark software via a PC. They may be resident on either or both the PC and the Marking Machines.



These files are not automatically created nor saved. The filename on the [Main Work Area](#) tab will be followed by an asterisk if the file has note been saved in its current state.



When the file is saved the file is located in the *data* directory under the Intelli-Mark program files. The extension name is .html

Counter Configuration



The counter configuration icon is located on the [Marking Machine Menu Ribbon](#). This ribbon is only available when a *marking machine* is opened in the [Main Work Area](#).

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon](#) Tab. In addition, this system will be highlighted and opened in the [Main Work Area](#).

When selected the following configuration widow appears.

The image shows a software dialog box titled "Configure Counters". On the left side, there is a list box labeled "Production_A" containing seven entries: "Counter 1", "Counter 2", "Counter 3", "Counter 4", "Counter 5", "Counter 6", and "Counter 7". "Counter 1" is currently selected. To the right of the list, there are four configuration fields: "Increment" with a text box containing the value "3"; "Final" with a text box containing "100"; "Reset" with a text box containing "6"; and "Reset Condition" with a dropdown menu currently set to "Daily". At the bottom of the dialog, there are three buttons: "Apply", "OK", and "Cancel".

Counter List: List of counters in the marking machine.

Increment: Value the counter changes each time the machine is cycled.

Final: the value at which the counter will stop.

Reset: The number which the counter will reset to

Reset Condition: If set to NONE, the counter will not reset. If set to FINAL, the counter will reset when it reaches the final value. If set to DAILY, the counter will reset at the end of each day. If set to END OF SHIFT, the counter will reset at the end of each shift. This command is paired with the [Shift](#) configuration.

When INPUT is select as a reset condition additional fields will display.

Input: Requires a I/O number form 1 through 7, and relates to the I/O *position* in the Controller.

Input Level: This option is specified as either low or high.

Production_B

Counter 1	Increment	3
Counter 2	Final	100
Counter 3	Reset	6
Counter 4	Reset Condition	Input
Counter 5	Input	0
Counter 6	Input Level	Low
Counter 7		

Apply OK Cancel

Additional information about the counters in the marking machine is located on the [Status & Control](#) Tab of the marking machine in the [Main Work Area](#).



The standard counter does not have functionality for counting down, having negative values, and all values must be in integers. Whole numbers with no decimal values.

Shifts

Type topic *text* here.

Date

Type topic *text* here.

I/O

Type topic *text* here.

Enable-disable

Type topic *text* here.

Remove Marking Machine

Type topic *text* here.

Advanced Topics

Advanced Topics

Type topic text here.

Date & Shift Codes

Type topic *text* here.

Counter Configuration



The counter configuration icon is located on the [Marking Machine Menu Ribbon](#). This ribbon is only available when a *marking machine* is opened in the [Main Work Area](#).

While a number of marking machines may be opened, the selected machine will be the associated with the name on the [Marking Machine Menu Ribbon Tab](#). In addition, this system will be highlighted and opened in the [Main Work Area](#).

When selected the following configuration widow appears.

Configure Counters

Production_A

- Counter 1
- Counter 2
- Counter 3
- Counter 4
- Counter 5
- Counter 6
- Counter 7

Increment

Final

Reset

Reset Condition

Apply OK Cancel

Counter List: List of counters in the marking machine.

Increment: Value the counter changes each time the machine is cycled.

Final: the value at which the counter will stop.

Reset: The number which the counter will reset to

Reset Condition: If set to NONE, the counter will not reset. If set to FINAL, the counter will reset when it reaches the final value. If set to DAILY, the counter will reset at the end of each day. If set to END OF SHIFT, the counter will reset at the end of each shift. This command is paired with the [Shift](#) configuration.

When INPUT is select as a reset condition additional fields will display.

Input: Requires a I/O number form 1 through 7, and relates to the I/O *position* in the Controller.

Input Level: This option is specified as either low or high.

The screenshot shows a configuration window titled "Production_B". On the left is a list box containing "Counter 1" through "Counter 7", with "Counter 1" selected. To the right are several input fields: "Increment" (text box with value 3), "Final" (text box with value 100), "Reset" (text box with value 6), "Reset Condition" (dropdown menu with "Input" selected), "Input" (dropdown menu with "0" selected), and "Input Level" (dropdown menu with "Low" selected). At the bottom are three buttons: "Apply", "OK", and "Cancel".

Additional information about the counters in the marking machine is located on the [Status & Control](#) Tab of the marking machine in the [Main Work Area](#).



The standard counter does not have functionality for counting down, having negative values, and all values must be in integers. Whole numbers with no decimal values.

2D Code Sizing

Type topic *text* here.

Serial Specification

Type topic *text* here.

I/O Mark Start and Complete

Type topic *text* here.

E-Stop Suggested Configuration

Type topic *text* here.

Waypoint Setup for Custom Tool Path

Type topic *text* here.

I/O Setup and Configuration

Type topic *text* here.

Multiple Axis Setup

Type topic *text* here.

Warning Messages When Saving Files

Type topic *text* here.

Error Messages

Error Messages

Type topic *text* here.

Error 100

Type topic *text* here.

Error 101

Type topic *text* here.

Glossary

D

Data:

Dimensions:

Dwell:

Dynamic: Text or data Matrix marking entities. These entities may change from mark to mark.

E

Entity Toolbox: Window that contain all the entities that may be put into a marking layout: Static, Dynamic, and Non-Printing

F

Fit:

Font:

G

Graphic:

Grid Lines:

L

Layout: Marking legend displaying position and style of all the entities to be marked.

Line:

M

Manual:

Marking Machine:

Marking Order:

Motion:

N

Navigation:

Non-Printing: Entities within the layout that do not produce a mark. These include: Waypoints, Outputs, Inputs, and Dwell Time.

O

Orb: Intellimark symbol in the upper left hand corner of the main window.

P

Pen:

Position:

Properties:

R

Rulers:

S

Set Output:

Simulation:

Static: Entities that do not change. These include lines, and graphics.

T

Text: Data Matrix

U

Units:

W

Wait Input:

Waypoint:

Workspace: The Intelli-Mark program layout. The windows and navigation may be configured different for different users, applications, or systems.

Z

Zoom:

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