



Columbia Marking Tools

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HANDY ANDY

Operations Guide



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Handy Andy Operations Guide Version 2.1

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Unpacking / Setup



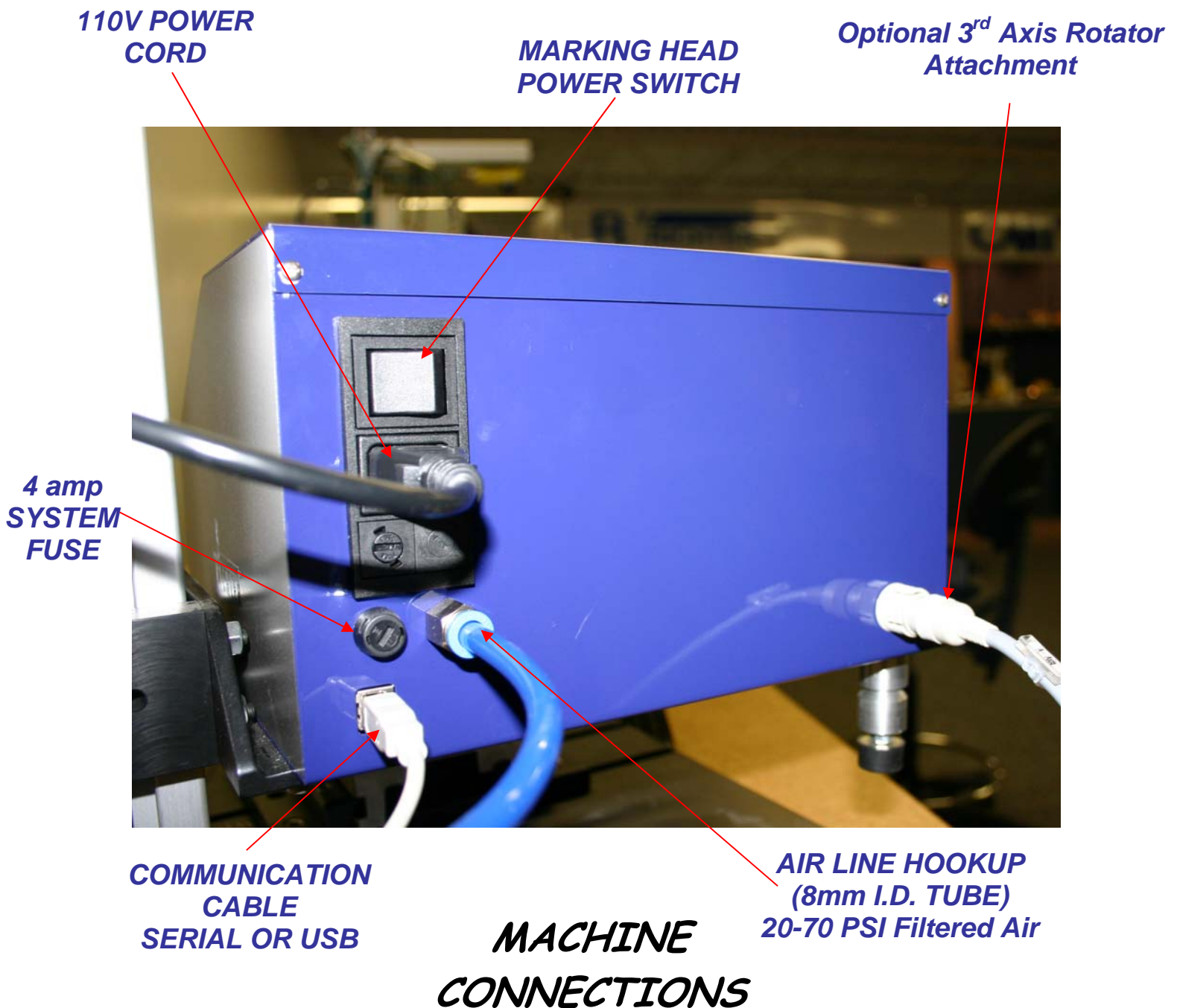
Machine & Base



Cables and Software

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Connections



NOTE: ALWAYS MAKE ALL CONNECTIONS WITH POWER AND AIR OFF!!!

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Software Installation

This section will help you get the Handy Andy marking software installed on your PC. Minimum PC requirements are 64mb of RAM and a Pentium Processor or equivalent. The Handy Andy is WIN95, 98, ME, 2000, & XP compatible.

This Section is written for instructions to install the Handy Andy Marker with USB connection support. It is very important to install the Handy Andy in the order listed with this instruction manual to limit the possibility of error.

NOTE: DO NOT CONNECT THE HANDY ANDY YET.

Installing Handy Andy Software:

Place the Handy Andy Software installation CD into your computer's CD-ROM. The disc is programmed to Auto-Start with the software installation wizard.

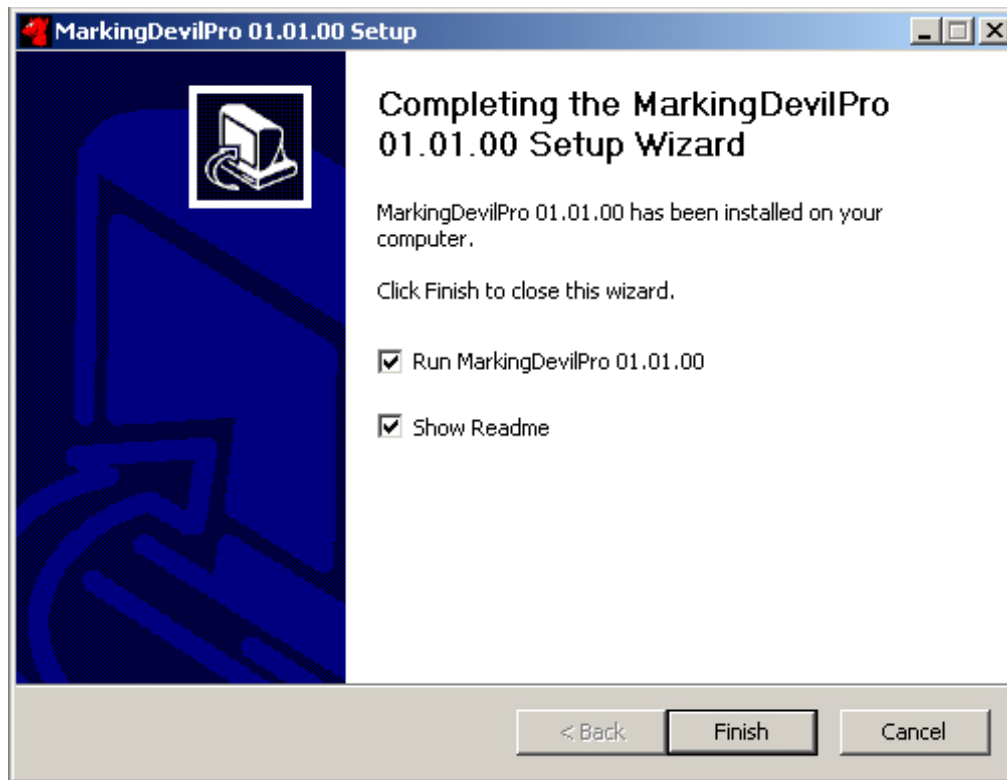


When the Handy Andy Installation wizard begins you will see this "Splash" screen which starts before the wizard loads.

The Installation guide will walk you through setup of the software by simply reading the On-Screen instructions you can get through the installation painlessly. Be sure to use the default settings and installation locations when going through the installer wizard.

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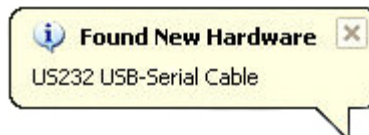


When you are finished with the installation and you arrive at this last screen. Un-check both of the options here and click "Finish", so we can install the drivers for the USB port.

Connecting the Handy Andy:

At this time you can begin to connect the Handy Andy with all the proper connections. Be sure that you are using 115vAC power outlet for plugging into. Before switching the Handy Andy on plug the provided USB Cable into your computer and then turn the power on.

When the Handy Andy is turned on your computer will prompt you to locate the drivers for a "US232 USB Serial Cable".



Make sure that the Handy Andy CD is still in the CD-ROM.

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When the setup utility loads it will ask you if you want to connect to the internet to locate the drivers for this device. Select "No, not this time" and then click "Next" to continue.



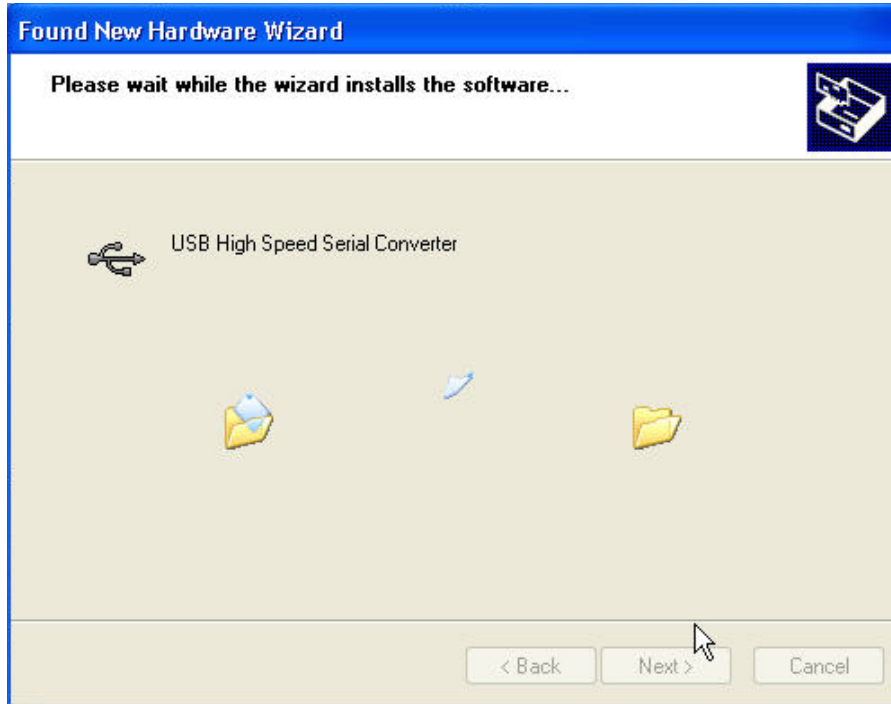
The very next screen will be an installation screen to ask you for where you want to find the drivers for this new device. **BE SURE THE HANDY ANDY CD IS IN YOUR CD-ROM.** Select the "Install the drivers automatically" option and click "Next" to continue.



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At this time the installation guide will search a number of standard locations for the drivers require for this device. One of those is the CD-ROM which is where it will find them.



The installation software will find the device and recognize it as a "USB High Speed Serial Converter". After the drivers are installed for this device, click on "Finish" and the Found New Hardware wizard will re-launch for the second part of the driver installation.



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This will now install the virtual serial port. Continue to do the same directions you have done previous. Until you see this screen.



Windows XP has a feature built into it that will identify hardware that has NOT been tested at the Microsoft test facility for compatibility. Basically its just a disclaimer from Microsoft stating that they don't guarantee this particular hardware to work properly with Windows.

Click Continue Anyway and the installer will finish on its own.

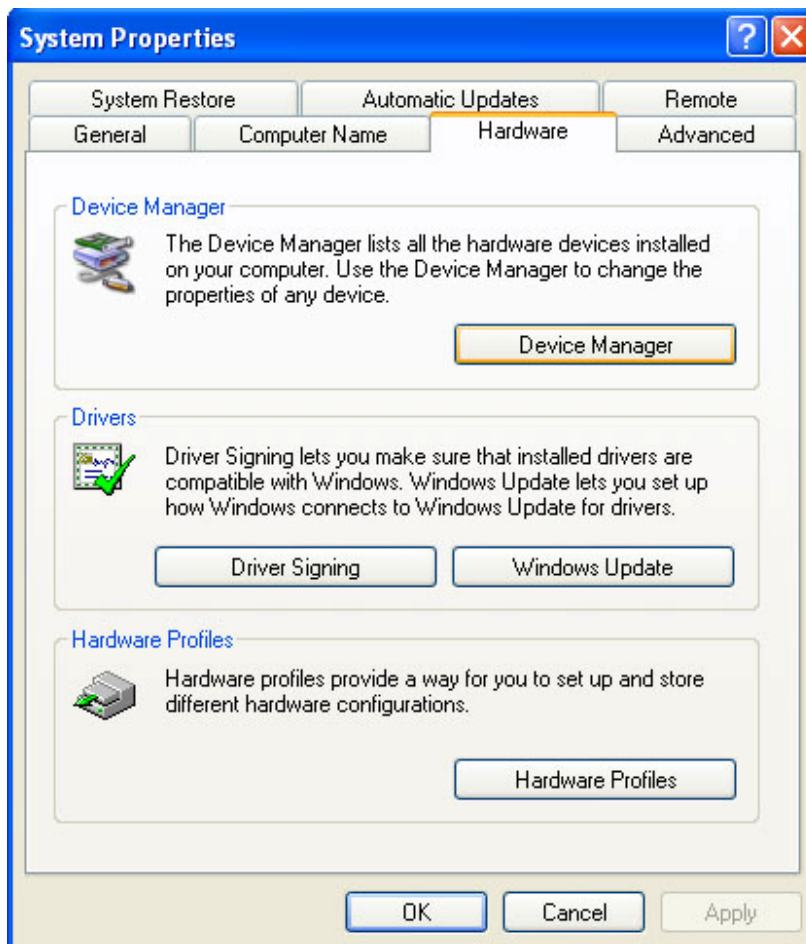
Final Setup:

The Handy Andy software only registers the first 4 com ports on a computer when it installs. What does that mean? In some cases this USB device will register with an available COM port number greater than 4. This doesn't mean something is broken It just means that Handy Andy software will not be able to communicate on this port. In order to fix this we are going to check the port that the USB Serial Port registered with and change it if needs be.

Locate these settings by right clicking on the "My Computer" icon and select Properties. Click then on the "Hardware" tab and then select "Device Manager".

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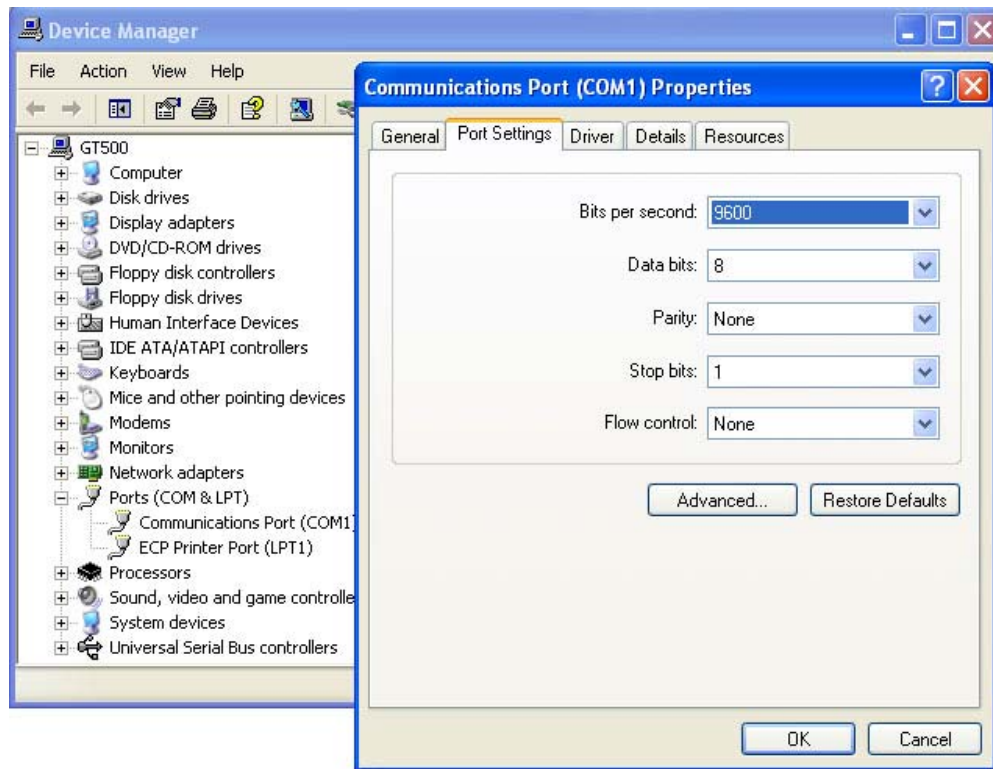


After selecting "Device Manager," Windows will take you to a list of all the devices that are installed/attached to your computer where you can do a number of options to them.

Locate "Ports" in the list and hit the + next to it to expand the option and view the different ports attached to your computer. The one you are looking for is "USB Serial Port". There is going to be 2 of them installed. Double click on the first (top) one to open its properties.

Click on the Port Settings tab at the top of this new window.

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Then click on “Advanced” to open up the adjustable settings.

Located at the top of this new window is a drop down box that will allow you to change the COM Port number being used with this device. Make sure that the number is 4 or lower. If it is not then you need to change it. Just click on this selection and change it to an available COM Port 4 or lower.

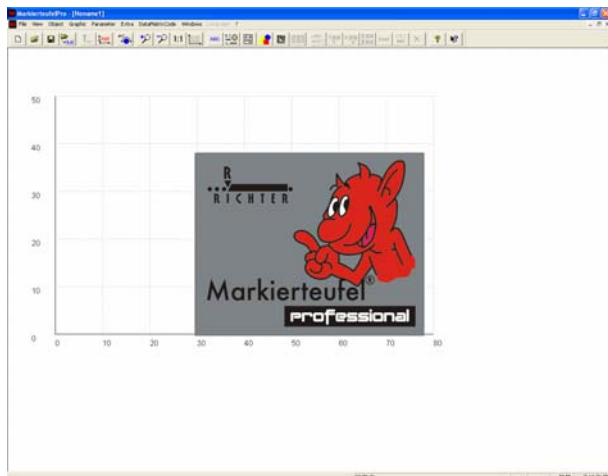
After you have finished this close out all of the windows you have open and continue to use your standard manual for Setup and Operations of the Handy Andy.

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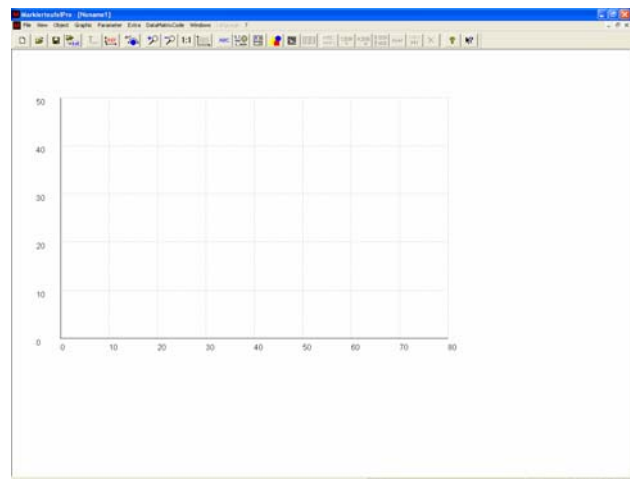
Getting Started

In the getting started section we will launch the software and get started on creating editing and positioning objects that we would like to mark.

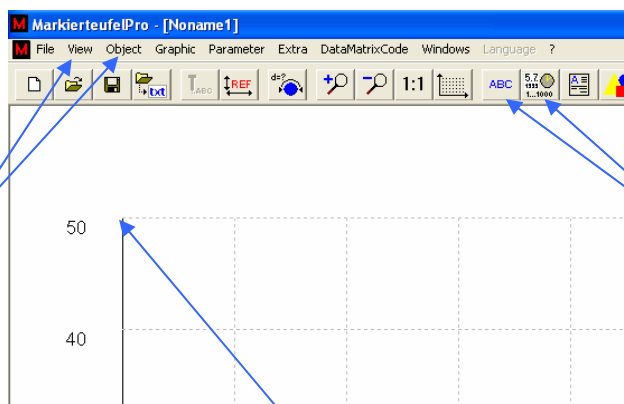
After installing the software double click on the desktop icon to start the program.



The software window has a basic grid layout in the shape of the marking window.



Standard Windows pull down menus



Easy to use point & click icons.

Easy to follow grid layout.

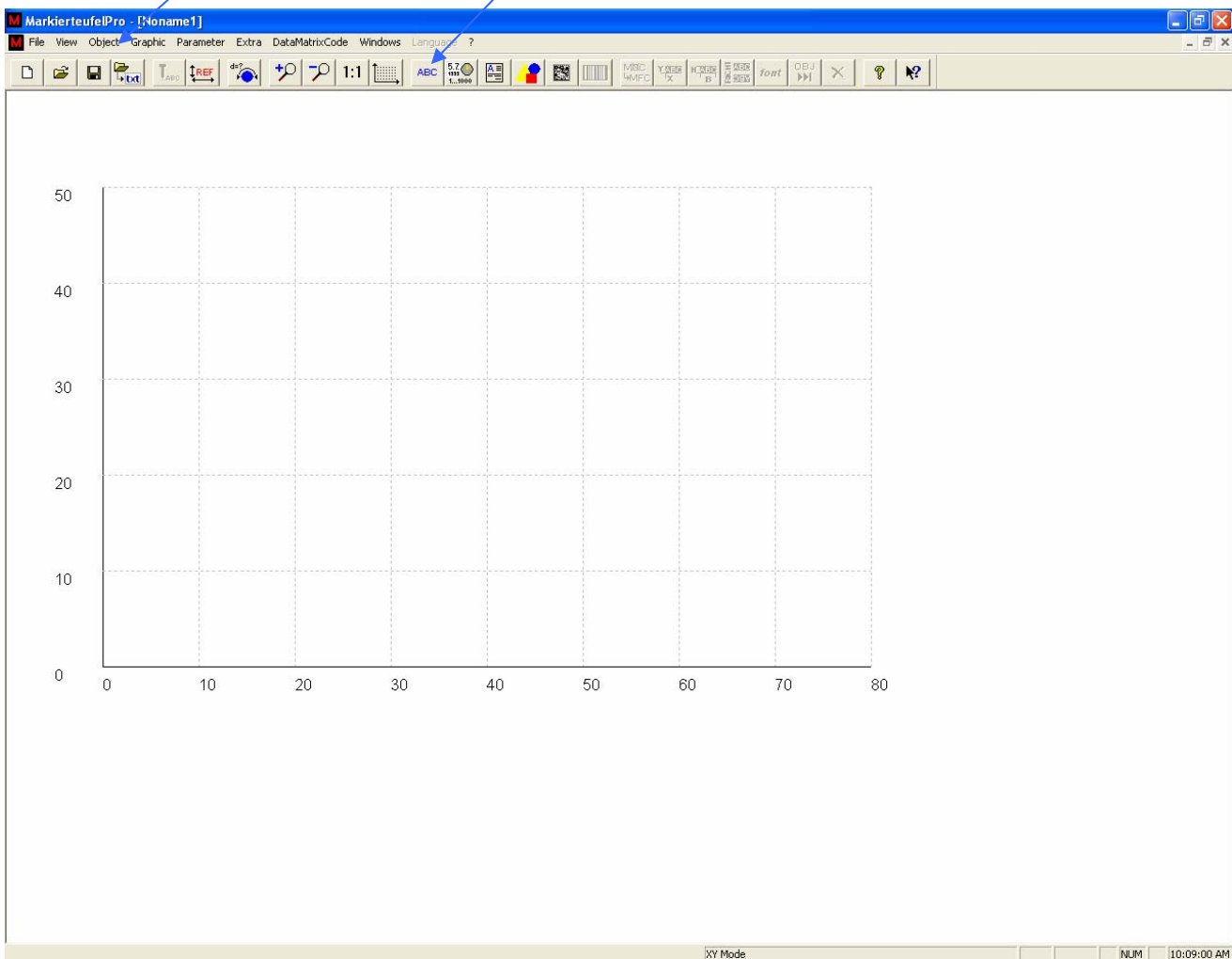
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Let's start by creating some new text that we would like to mark.

The text icon allows you to type in text you would like to mark.

Or you may go to the objects pull down and select new text.

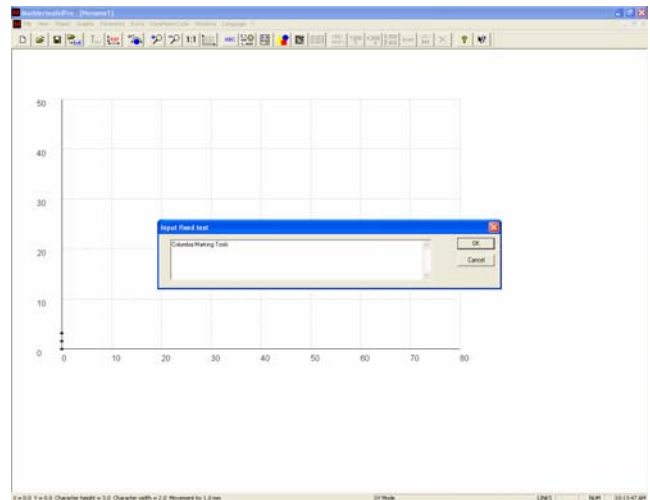
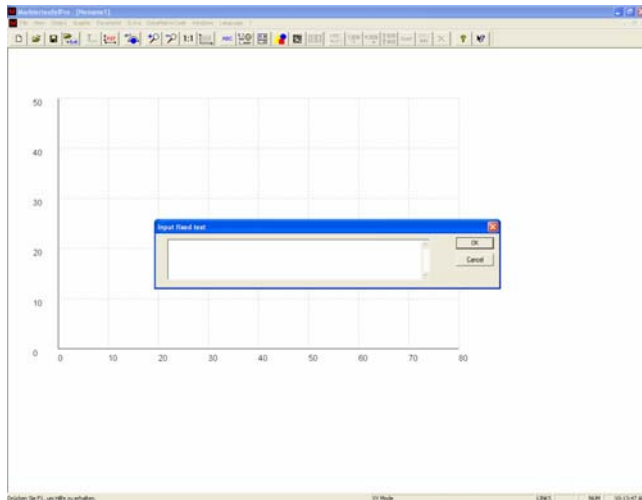


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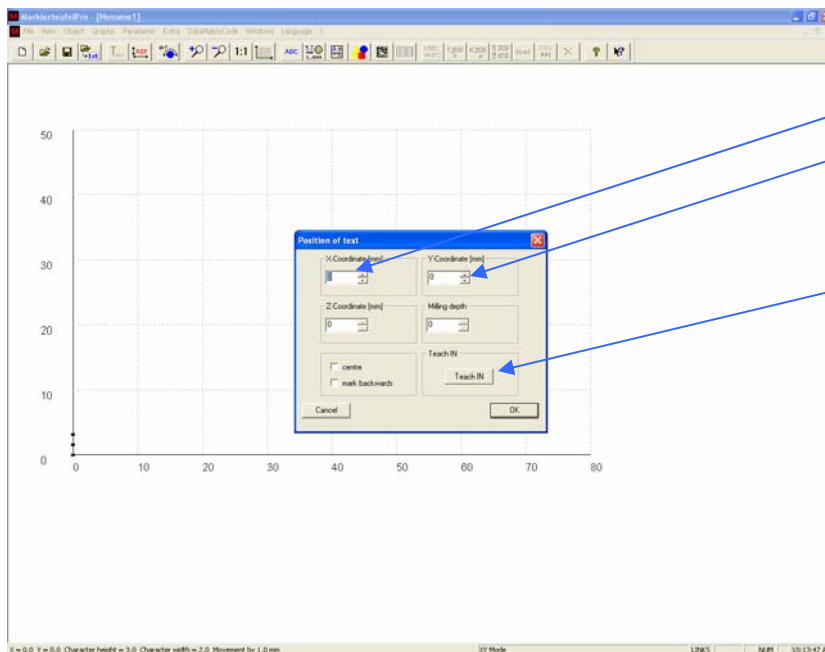
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After you have selected the standard font you will be displayed with the text dialog

Just enter the text you would like to mark and click OK.



After clicking OK you will see that your text is placed on the marking window and you are prompted with the position menu.



Type in the coordinate location you would like the new text to be placed.

Or select the teach option to teach in the new texts position in the marking area.

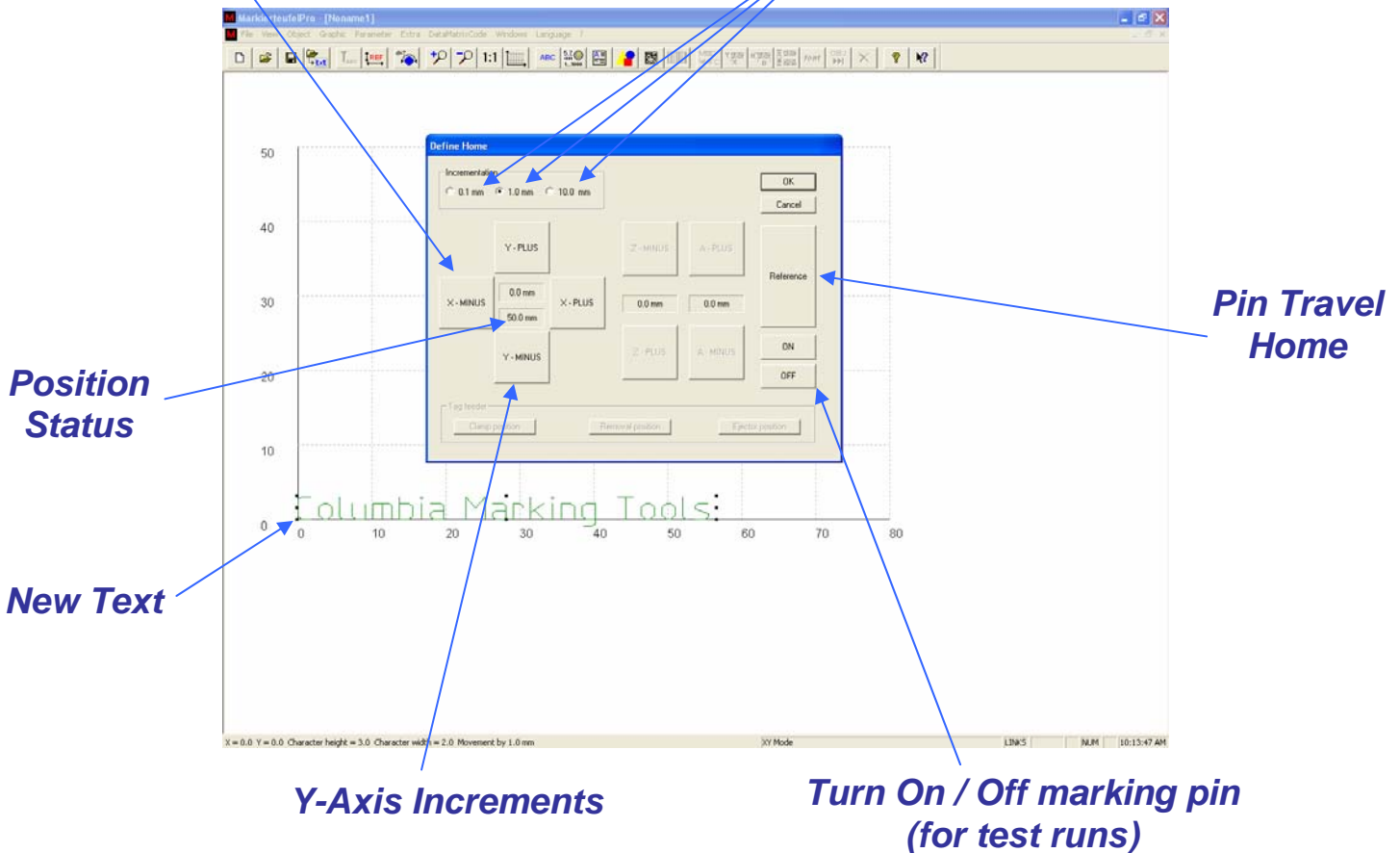
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Positioning

If you choose to teach in the text position, you can use the teach menu to move the marking pendant to the location you would like to mark

X-Axis Increments

Size of Increments



Pin Travel Home

Position Status

New Text

Y-Axis Increments

Turn On / Off marking pin (for test runs)

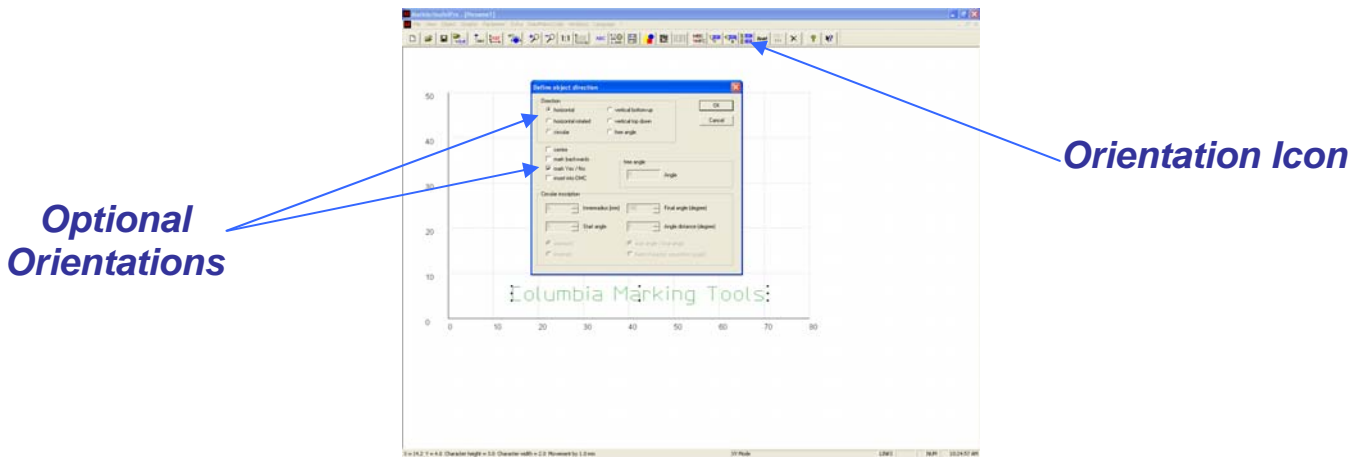
After selecting the teach in option, the marker will return to the home position. You may then click on the X & Y-Axis increments to move the marking pin the desired location. After you are happy with the location select OK and you will see that the text is moved on the screen to the new position that you have made.

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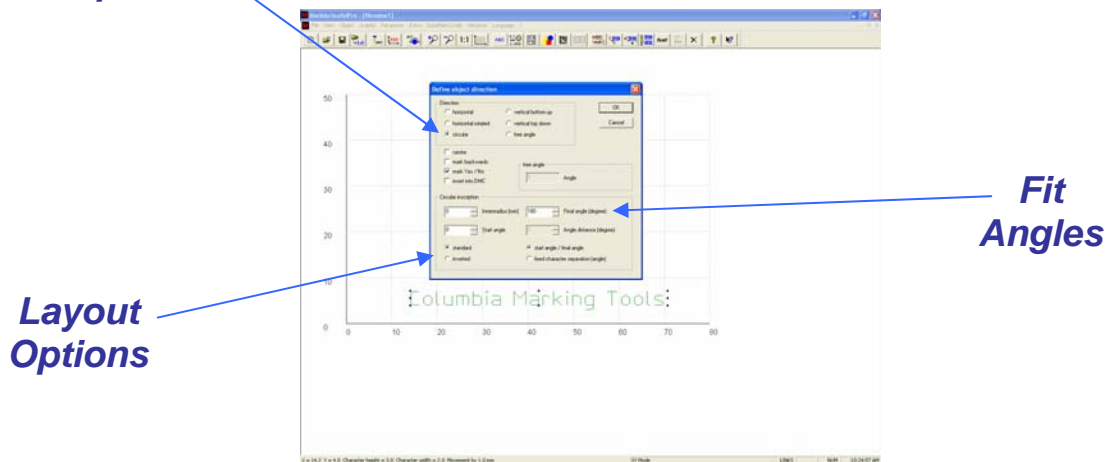
Orientation

As well as being able to teach in the position of your mark, you may also click on the orientation icon and select multiple orientations for the mark.



In the parameter section of the circular option you are able to specify a center point for your circle as well as Rad. size and angle to fit.

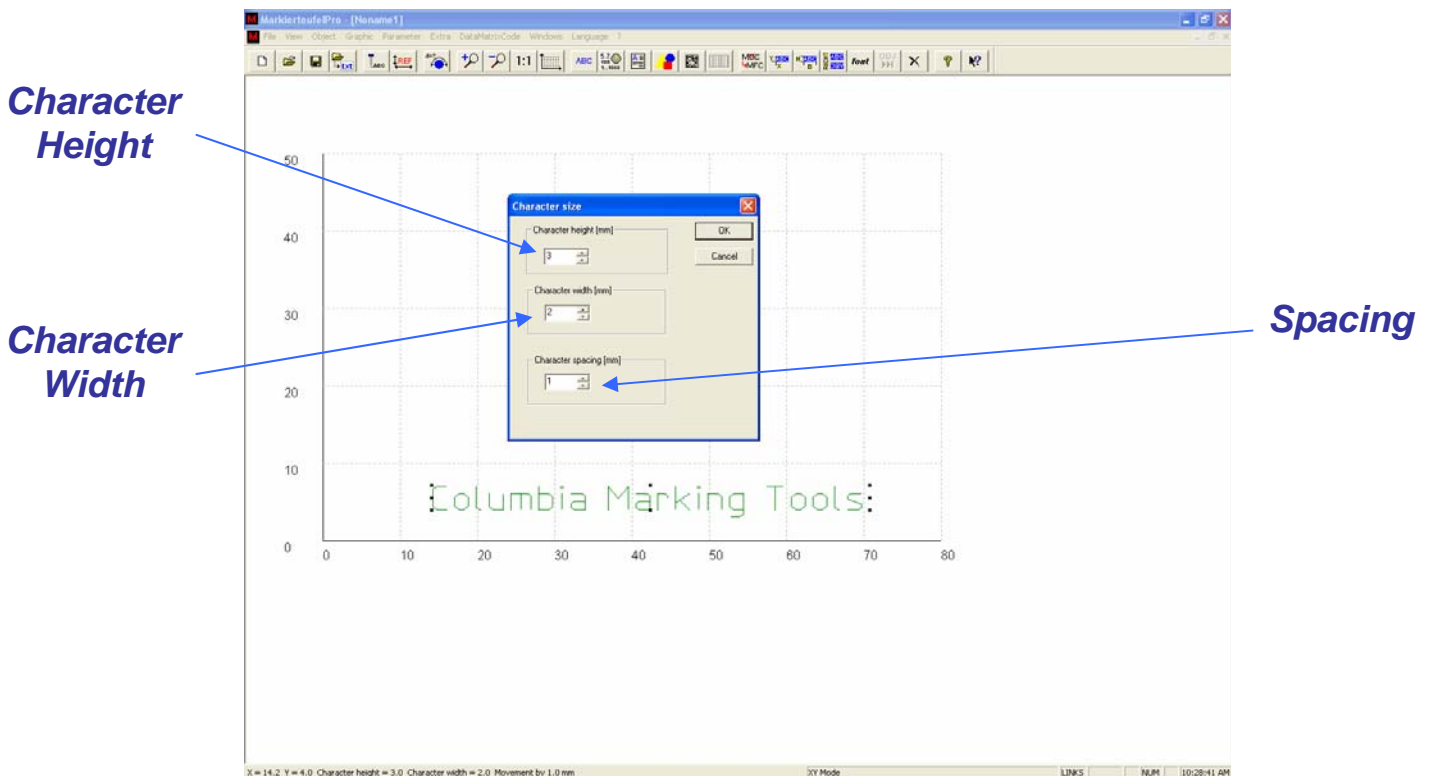
Make Circular Marks using the Circular Option



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Character Size

Once you have entered the text that you would like to mark you will need to adjust the size that you would like to make it. You can do this by clicking on the size icon.



Using the character Height, Width, and Spacing fields you can adjust your character sizes accordingly.

Note: the Handy Andy is capable of marking characters as small as 1mm and as large as the marking window will allow.

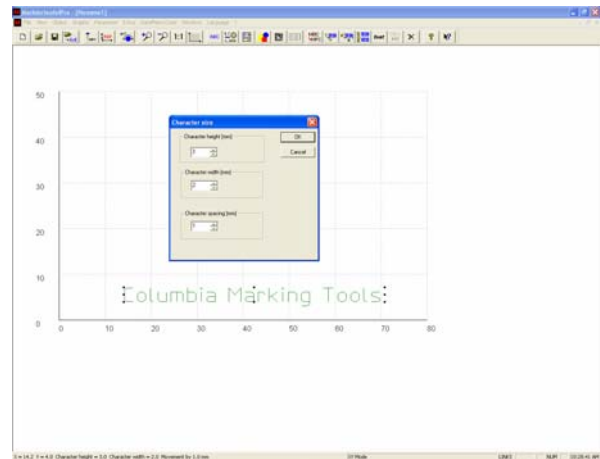
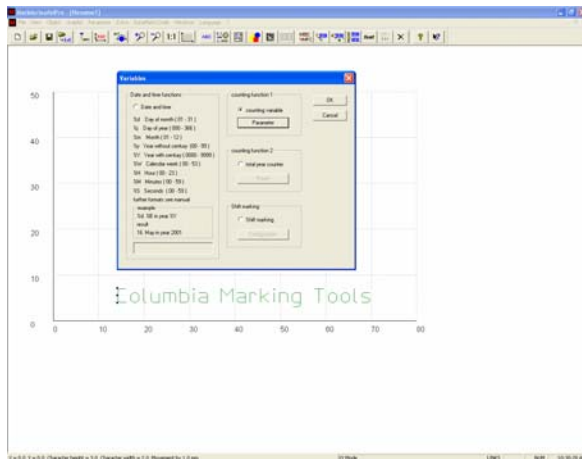
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Variables

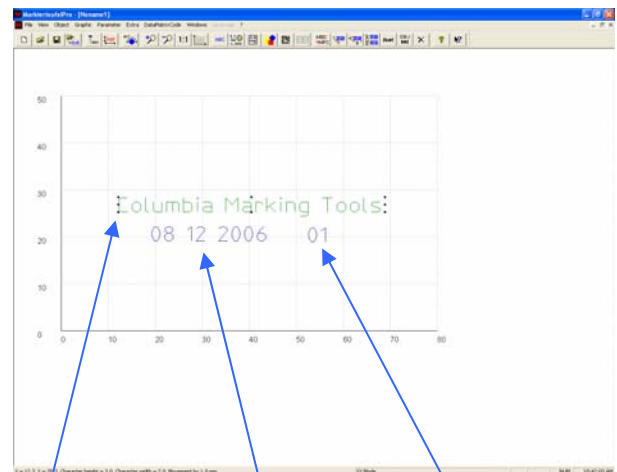
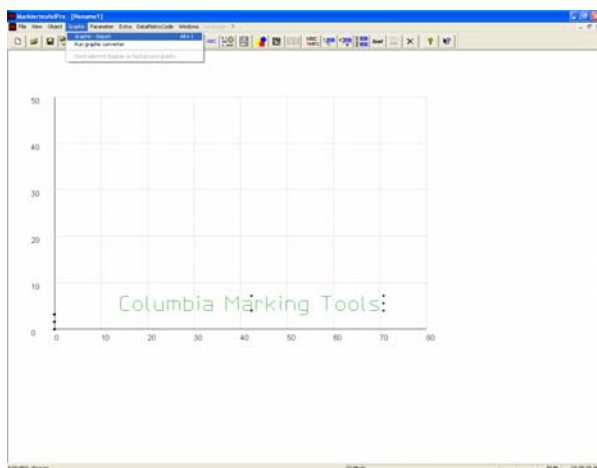
The Handy Andy is also capable of marking a variety of date and time scenarios. Simply click on the variables tab.

The variables key also allows you to set up counters for sequential numbering.



You may also enter a Logo by clicking on the icon pull down.

After entering your Date, Time, Counter or Logo you may position them the same as text.



Text

Date

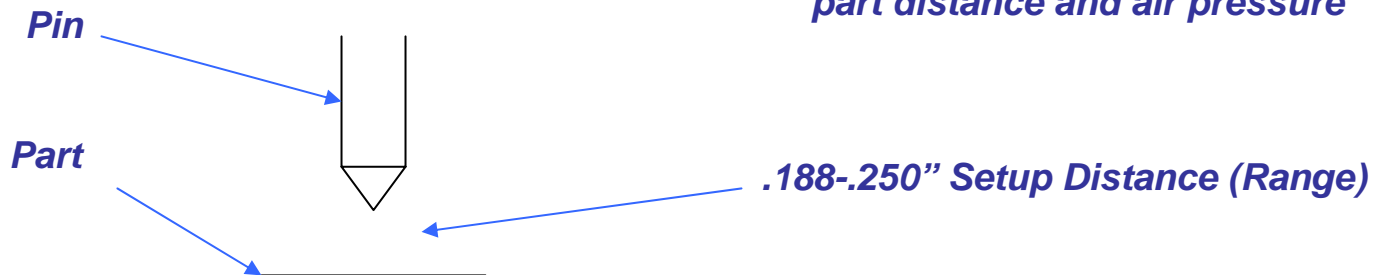
Counter

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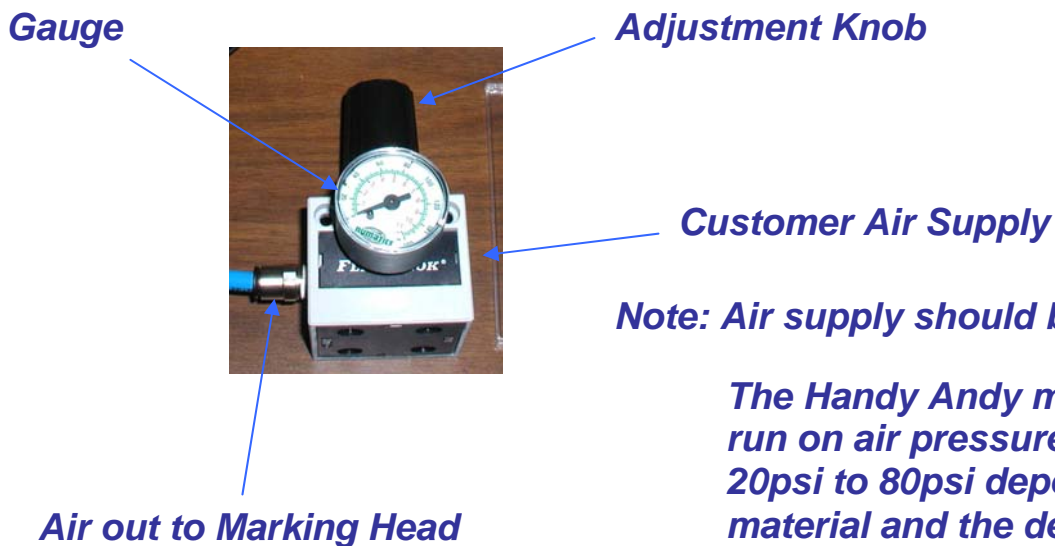
Marking

Marking Stylus Setup

Before starting the marking cycle you will need to setup the pin to part distance and air pressure



Air Pressure Setup



Note: Air supply should be Filtered & Min 20PSI

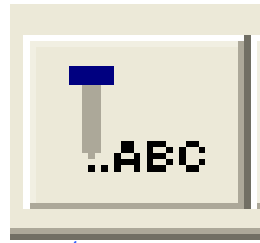
The Handy Andy marking head can run on air pressure anywhere from 20psi to 80psi depending on the material and the depth required.

Once you have finished adjusting the pin to part distance as well as the air pressure you can click on the Start Icon or "Mark" in the File menu.

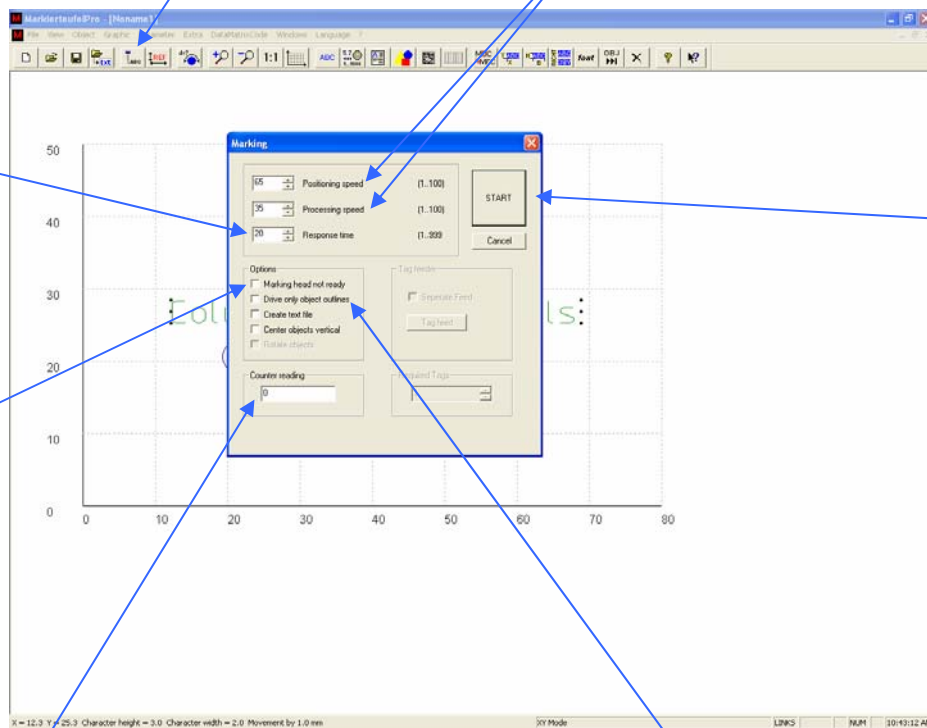
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After clicking on the start button you will be prompted with the start menu.



Marking and Positioning Speed Adjustment



Marking head dwell time

Marking head not active disables pin for test cycles

Initiate Start (Machine will cycle each time you click)

Consecutive Cycle Counter

Drive only object outlines. Will outline the area of text to be marked (For setup & test)

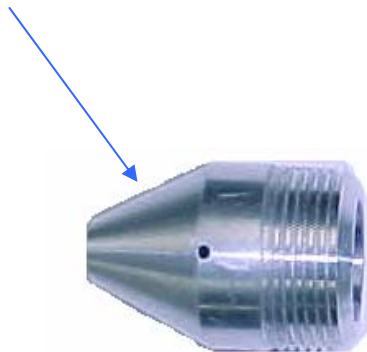
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Maintenance / Spare Parts

Replacing The Marking Stylus

1. Switch off the Handy Andy with the power switch located on the back side of the marker.
2. Loosen the locking screws for the height adjustment.
3. Adjust the height of the marking unit to a level that allows easy access to the marking head.
4. Loosen the rod housing which fixes the marking stylus (turning counterclockwise).
5. Remove the marking stylus.
6. Insert the new stylus and spring then remount the rod housing (turning clockwise).
7. Set the correct height again for the marking unit.
8. Re-tighten the locking screws.

**EMPH100
Pin housing**



Stylus Spring



**EMP100
Marking Pin**

