Robot Laser

Ver. 0.5.1 Beta

Installation.

You first need to install the serial driver for Arduino.

In case of Arduino Nano and duemilanove you must use the CH340 driver,

Arduino Uno and Mega the FTDI driver.

Once installed the drivers and connected the USB cable you must identify the port:

Right click on <This PC -> Management -> Device Manager -> Ports (COM & LPT), and then verify that there is a USB-SERIAL CH340 (Arduino Nano) and note the COMx port.

The RobotLaser software is written in a portable way, then unpack it in the most pleasing folder (ex. C:\RobotLaser) or on a USB stick.

Licensing.

Although the beta version is free, you will still need to register the software.

At startup a warning will inform that it is operating in a Trial Mode (10 days)

In Trial mode you can not save view or upload the GCode.

To register, press [Info] and then [License]: you will see a summary screen license status.

Press the [Registration] button. Complete the fields User / Organization and eMail. CAUTION; Must be a valid email because the unlock code will be sent to this address.

Press the [Generation] button and wait, the operation can last a few minutes, depending on the type of PC and disk bios.

Email the code to robotlaser@robot-eyes.com; for convenience there is a button (under the [Generation] button) that creates the mail to be sent.

Upon receipt of the liberation code, copy it from the email and paste it into the appropriate field; you're your convenience there is a [Paste] button that performs the operation finally press [Register], the software now will operate without restrictions.

NOTE:

The validation code is locked to the unit where the software is installed, so if you feel you want to use it on more than one PC, you should install it on a USB stick.

Though ABSOLUTELY NOT MANDATORY, on the "info" there is a button to donate via PayPal a small contribution to sustain the effort made in making the program available to everyone.

Mail: <u>RobotLaser@robot-eyes.com</u> - <u>http://www.robot-eyes.com</u>