goengineer

User Guide

# stratasys

## Eden260V

## 3D Printing System


DOC-32020 Rev. F

## Copyright



## Trademarks



## FCC Compliance

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The 3D printer referred to in this guide contains a transmitter module, FCC ID YH6-RFID.

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6,569,373
7,209,797
7,364,686
7,369,915
7,500,846
7,604,768
7,628,857
7,658,976
7,725,209
7,896,639
7,958,841
7,991,498
7,996,101
8,219,234
8,278,866
8,323,017
8,469,692
8,781,615
8,865,047
8,932,511
9,017,589
9,020,627
9,031,680
9,227,365

Stratasys Ltd.
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# Contents

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# About This Guide

# Using This Guide

This user guide provides instructions for installing, operating and maintaining Eden260V 3D printing systems. It explains how to use features, and provides practical examples to guide you as you use the system.

**Important:** Read the entire Safety chapter before using the system.

The text and figures in this guide are based on the Eden260V 3D printer, software version 27.5 and Objet Studio software version 9.2.

This guide assumes that—

- all the hardware, software, and network components of your system are installed, configured, and operating correctly.
- the operator has a working knowledge of the Windows® PC platform.

# For More Information

Visit the Stratasys Support Center to download the latest revision of this document.This document is also available on the Support Center in other languages.

If you have any questions or comments about the way information is presented in this guide, or if you have any suggestions for future editions, please send a message to c-support@stratasys.com.

# Revision History

The following table lists the main changes in each revision of this document.

| Revision | Release Date | Description |
|---|---|---|
| Rev. F | February 2021 | • *About this Guide* was updated.<br>• *Additional Resources* was added.<br>• *Replacing the Odor Filter* was updated.<br>• *Replacing the UV Lamps* was updated with instructions for replacing the UV lamp bulb.<br>• *Photobleaching for Transparent Models* was updated.<br>• Text, style and format improvements. |

# Terms Used in This Guide

| | |
|---|---|
| **Build tray** | *In the print preparation application:* The surface displayed on the screen that represents the actual build tray in the printer.<br>*In the printer:* The surface upon which models are produced. |
| **Cleaning fluid** | Cleanser for flushing material feed tubes and the printing block, used to completely remove Model and Support material from the system before loading another type of material in the printer and before long-term shutdown. The cleaning fluid is supplied in material cartridges. |
| **Client/user workstation** | The workstation on which software is installed for preparing build trays for production on PolyJet printers. (There is no limit to the number of client workstations.) |
| **host/server workstation** | The workstation that interfaces directly with the Eden260V printer and is typically positioned next to it. |
| **Job Manager** | The part of Objet Studio software that manages production jobs before they are sent to the PolyJet printer. |
| **Model material** | Material used for building models. |
| **Objet Studio** | A software application that prepares files for printing on Stratasys PolyJet printers. |
| **OBJDF** | The extension of a file that contains information about the geometry of an object *and* the materials required to print it. *objdf* files are created in Objet Studio. |
| **OBJTF** | The extension of a file that contains all of the information needed for a model-printing job on PolyJet 3D printers. An *objtf* file is used by Objet Studio to send a print job to a PolyJet 3D printer. |
| **OBJZF** | The extension of a compressed “wrapper” file containing all of the files used in an Objet Studio build tray. Using *objzf* files, a printing job can be saved as a single file, for convenient storage and transfer. |
| **Printer computer** | The computer inside the Eden260V printer that operates it. |
| **Printer interface** | The GUI (graphical user interface) used for controlling Eden260V printers. |
| **Printer software, printer-control application** | Software running on the computer in the Eden260V printer, controling all printer operations. |

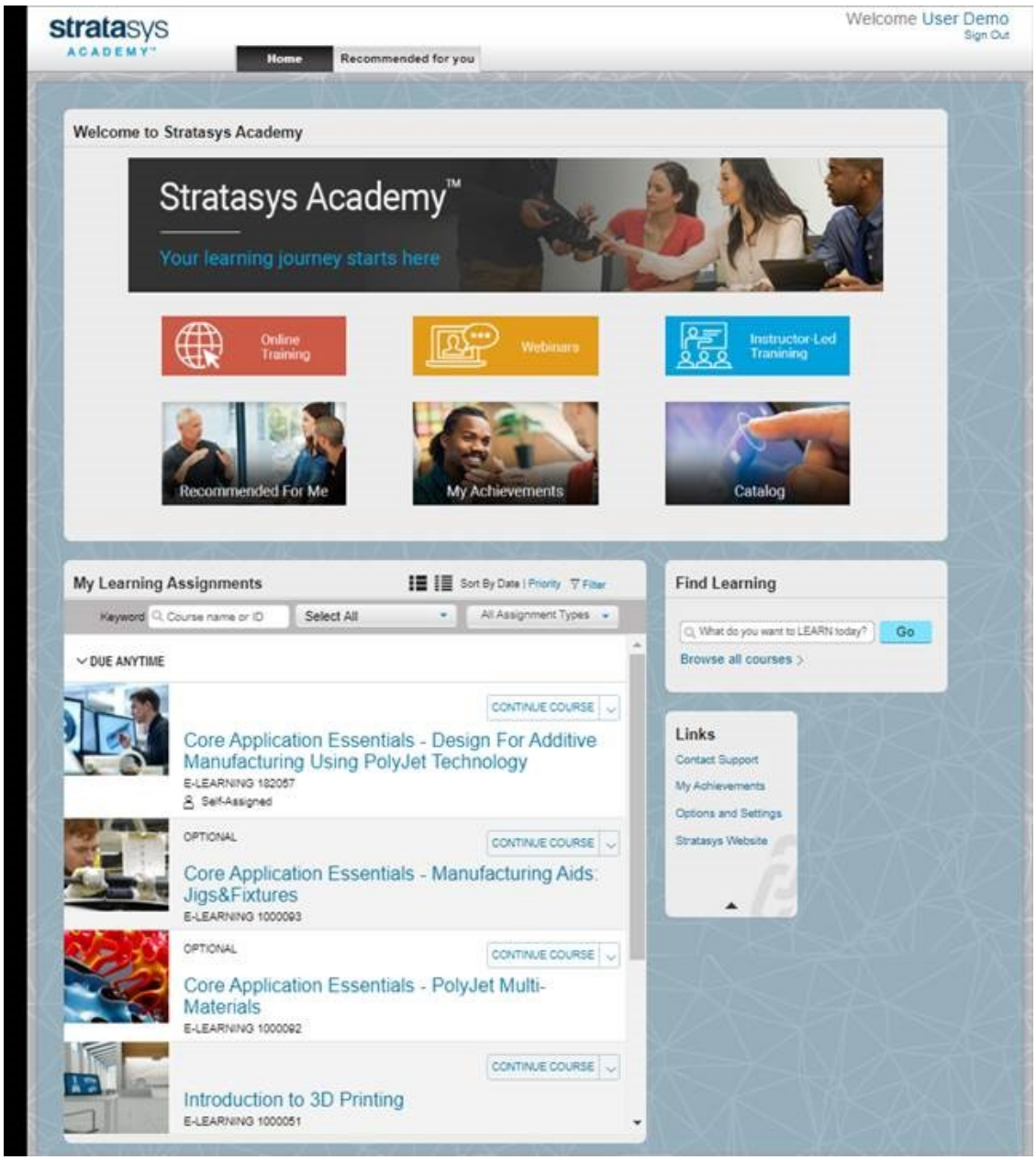
| | |
|---|---|
| **Resin** | The base substance from which photopolymer printing materials are made for use in Stratasys PolyJet printers.<br>In Objet Studio and printer-application screens, “resin” refers to cartridges of model and support materials. |
| **SLC** | A file that contains bitmaps of individual slices of an object, for printing 3D models. |
| **STL** | A file used for printing 3D models. |
| **Support material** | Material used for supporting the structure of models during production. |

# Additional Resources

Stratasys encourages you to learn more about your additive manufacturing printer, its capabilities and the technology. A wealth of information is available on our online digital platforms.

## Stratasys Academy

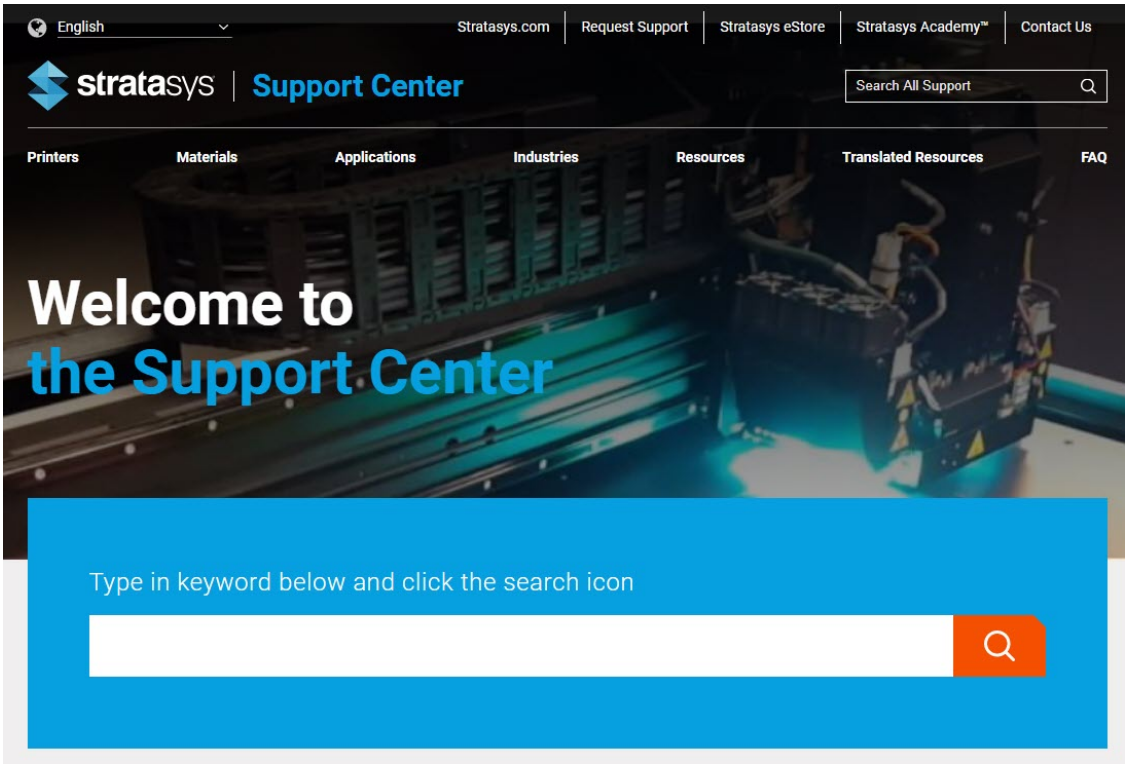
Stratasys Academy is your online learning platform. Here you can browse our extensive and growing course catalog, register to webinars, view tutorials and videos at your own pace, and enroll in face-to-face, in person courses. We encourage you register and start your leaning journey today.



## Stratasys Support Center

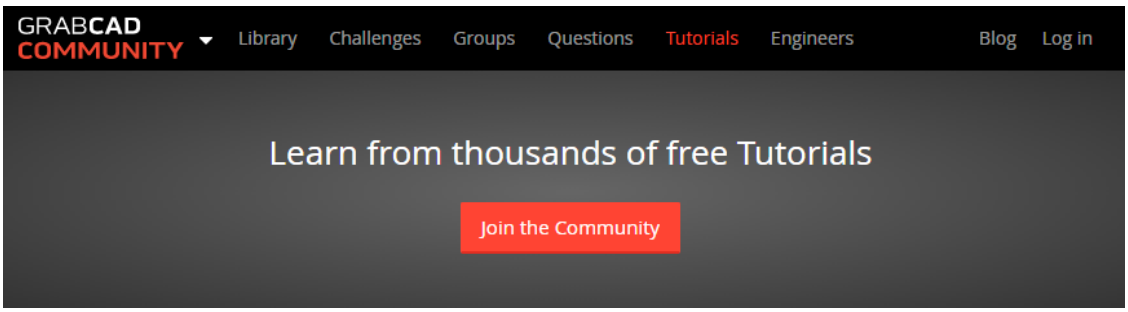
The Support Center is your portal to thousands of knowledge assets, including information on design, applications, and materials. The site also has links to Web-based training, "how-to" videos and the Stratasys blog. In addition, you can check the latest revision of the user guide for your printer, and download documents in different languages.

The Support Center is available in multiple languages. You can change the display language using the language drop-down menu in the top-left corner of the homepage.




## GrabCAD Community

The Tutorials section of GrabCAD Community portal is a valuable source for Stratasys-sponsored and user-genertated 3D printing tips. You can also ask 3D-related questions on the portal and download free CAD files.



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# Safety

# Safety Features

Stratasys 3D printers are designed to comply with CE and FCC standards. They are equipped with the following safety features:

## Interlock Switch

The power supplied to the UV lamp, the tray heater and the motion motors is turned off when the cover is opened.

**Warning**

**Do not defeat (override) the interlock switch.** Doing so could result in serious personal injury. If the interlock switch does not function correctly, do not use the printer, and contact your service provider.

## Safety Lock

The cover is locked while the printer is working. The lock is released when the printer reverts to *pause* or *stop* mode.

**Warning**

**Do not defeat (override) the safety lock.** Doing so could result in serious personal injury. If the safety lock does not function correctly, do not use the printer, and contact your service provider.

## UV Screening

The transparent section of the cover blocks harmful UV radiation, allowing the operator to view models as they are being made.


Figure 2-1 Front view of the Eden260V printer

## Circuit Breaker

The power to the printer is turned off in case of electrical overcurrent.

**Note:** The circuit breaker is only accessible to service personnel.

### UV-Lamp Overheating Protection

The power supplied to the UV lamp, the tray heater and the motion motors is turned off if the temperature around the lamp reaches 90°C (194°F). A label on the UV-lamp cover indicates if the temperature has exceeded 65°C (150°F).

### Grounded Chassis

The chassis of the printer is grounded, to prevent electrical shock.

**Note:** The power outlet must be grounded in accordance with the local electric code to provide this protection.

If the printer is not used as specified in this guide, these safety features may not provide adequate protection.

## Symbols and Warning Labels

The following table lists the warning labels located on or in the printer.

| Warning Symbol | Meaning | Location | Comments |
|---|---|---|---|
|  | Hazard (general) | On the name plate on the back of the printer. | Read the instructions in this document before operating the printer. |
|  | Hot surface | On the print block. | Risk of burns. Do not touch this surface after printing. |
|  | High voltage | Near the UV lamp connectors.<br>Near the power-supply enclosures. | Risk of electric shock. Disconnect the power before servicing. |
|  | Ultraviolet radiation | Near the UV lamps. | Risk of injury to skin and eyes from ultraviolet radiation. Disconnect the power before servicing. |

# Safety Guidelines

The following general guidelines, together with the instructions provided throughout this user guide, ensure user safety while operating and maintaining the system. **If the system is not operated as specified, the user's safety may be compromised.**

## Printer Installation

- Installation and removal of the printer should only be done by qualified service personnel.
- Connect the printer (and the UPS unit) to the electric outlet using a power cable that is safety-certified.
- The electric outlet should be easily accessible, near the printer.
- Never connect the power plug to an outlet that does not have a ground (earth) wire, and never disconnect the ground. Doing so might expose the operator to serious danger from electric shock.
- The following safety statement is followed by translations to Finish, Norwegian, Swedish and Danish, as required by local regulations:

  "The machine must be connected to a grounded power outlet."

  - FI: Laite on liitettävä suojakoskettimilla varustettuun pistorasiaan.
  - NO: Apparatet må tilkoples jordet stikkontakt.
  - SE: Apparaten skall anslutas till jordat uttag.
  - DK: Apparatets stikprop skal tilsluttes en stikkontakt med jord, som giver forbindelse til stikproppens jord.
- Leave a minimum of 15 centimeters (6 inches) between ventilation openings and walls or other objects.
- **For Japan:** The power cable supplied is provided for connecting the printer to the AC electric source. Do not use it with other equipment.

## Printer Operation

- The printer should only be operated by persons trained by an authorized Stratasys representative.
- All persons operating or maintaining the printer should know the location of first aid and emergency equipment and how to use it. **Never block access to this equipment.**
- Keep fingers and other body parts clear of the printer when closing the cover.
- Never attempt to open the printer while it is working.
- Never override the interlock safety switch.
- If the interlock safety switch ever fails, **do not use the printer**.
- Several parts of the printer remain extremely hot even after it has stopped operating. Avoid touching the UV lamps and the print block.

## UV Radiation

The UV lamps used in the printer emit dangerous radiation

➢ If the UV lamps remain on when the printer is open, do not stare directly at the UV light. Shut down the printer and call your Stratasys service provider.

## Printer Maintenance

➢ Service operations should be performed only by qualified personnel who have been instructed in relevant safety precautions.

➢ Notify co-workers and those who have access to the printer before beginning non-routine and hazardous work.

Report any potential dangers and safety-related accidents to your safety officer or to other appropriate authorities.

## Model and Support Materials

Model and Support materials are made of chemical substances. Although precautions must be taken when handling these materials directly, all Model and Support materials used by the printer are handled in sealed cartridges. Normally, operators of the printer should never be directly exposed to hazardous materials. In the unlikely event of a leak or spill, follow the instructions that are included with the material cartridges used.

➢ Store Model and Support materials indoors, in a dry area with adequate ventilation, between 15-25 degrees Celsius (59-77 degrees Fahrenheit). Never expose them to flames, heat, sparks, or direct sunlight.

➢ Keep Model and Support materials away from areas where food and drink are stored, prepared and consumed.

➢ Uncured printing material is considered a hazardous substance, requiring certain precautions when directly handling it. To prevent skin irritation, wear **neoprene** or **nitrile gloves**. If there is any chance that Model and Support materials might splash into the eyes, wear safety goggles. Prolonged direct contact with printing materials can cause an allergic reaction.

➢ When handling UV-cured models that may not be completely cured on the surface, common latex gloves are adequate.

➢ To prevent respiratory irritation, ventilate areas where Model and Support materials are used. If the printer is not equipped with an exhaust duct, the room ventilation system should replace the air 4–6 times per hour.

➢ Clean up Model-material and Support-material spills with disposable towels or other absorbent, non-reusable material, such as sawdust or activated charcoal. Rinse the spill area with denatured or isopropyl alcohol (IPA), followed by soap and water. Dispose of the absorbent material in accordance with local regulations.

➢ Do not wash contaminated clothing at home; clothing should be professionally laundered.

➢ Dispose of contaminated shoes, belts and other leather items in accordance with any applicable regulations. Absorbed printing material may re-expose the user when these items are worn.

## UV Lamps

UV lamps used by the printer to cure printing materials contain a small amount of mercury. In the unlikely event of lamp breakage, avoid inhaling mercury vapor, and ventilate the room. If the lamp ruptures (breaks) during operation, leave the room and ventilate it thoroughly for about 30 minutes.

Use protective gloves to prevent contact with mercury and other lamp components. Carefully remove spilled mercury with a method that prevents the generation of mercury vapor, such as a syringe, packing tape or paper.

Place the broken lamp, mercury and contaminated materials in an air-tight, non-metallic container. Dispose of the container in accordance with applicable regulations.

# First Aid for Working with Printing Materials

In general, try to avoid direct contact with uncured printing material. If skin or eyes come into contact with it, wash the area immediately and thoroughly with water, and follow these first-aid instructions.

The Material Safety Data Sheet (MSDS) that accompanies printing materials contains important safety information. Keep this in an accessible place where these materials are used and stored.

## Contact with Skin

If uncured printing material comes in contact with skin, wash the affected area immediately and thoroughly with soap and cool water, then remove contaminated clothing. Pay particular attention to flushing the hair, ears, nose and other parts of the body that are not easily cleaned.

- ➢ Use cool water to prevent skin pores from opening, so that the liquid material does not easily penetrate the skin.
- ➢ Do not use solvents to clean skin.
- ➢ If large areas of skin have been exposed, or if prolonged contact results in blisters, seek medical attention. In any case, if irritation persists, seek medical attention.
- ➢ Avoid the accidental transfer of printing material from the hands to other areas of the body, especially to the eyes.
- ➢ If protective cream was used, do not reapply it until the skin has been completely cleansed.

## Contact with Eyes

If uncured printing material comes in contact with the eyes, flush immediately with large amounts of water for 15 minutes and seek medical attention.

- ➢ Avoid sunlight, fluorescent light, and other sources of ultraviolet radiation.

Wearing contact lenses when handling liquid printing materials is not recommended. If the liquid splashes into the eyes when contact lenses are worn, immediately remove the lenses and flush the eyes with water.

- ➢ Clean and disinfect the contaminated lenses.
- ➢ Do not wear contact lenses until eye irritation disappears.

## Ingestion

If printing material is swallowed, refer to the instructions included with the cartridge. **Seek medical attention immediately**.

### Inhalation

Vapors from printing materials can be irritating to the respiratory system. If respiratory irritation occurs, expose the victim to fresh air immediately.

- ➢ If the victim has stopped breathing, perform artificial respiration or cardiopulmonary resuscitation.
- ➢ Seek medical attention immediately.
- ➢ Keep the victim warm but not hot.
- ➢ Never feed anything to an unconscious person.
- ➢ Oxygen should be administered by authorized personnel only.

## Waste Disposal

Fully cured printed models can be disposed of as ordinary office trash. However, special care is required when handling printer waste (uncured printing material).

### Printing Materials

- ➢ When removing the waste container from the printer, wear neoprene or nitrile gloves.
- ➢ To prevent liquid waste from splashing into the eyes, wear safety goggles.
- ➢ Liquid waste from the printer is classified as hazardous industrial waste. Therefore, printing-material waste must be packaged and disposed of in a manner that prevents human contact with it and contamination of water sources.
- ➢ Empty Model-material and Support-material cartridges contain residue of their contents. Some leakage of this residue may occur through the broken cartridge seal. Therefore, handle and store empty cartridges with care.
- ➢ Do not attempt to reuse empty cartridges, and do not puncture them.
- ➢ Dispose of used cartridges and waste containers in accordance with local regulations.
- ➢ Discard contaminated clothing, shoes, empty containers, etc., in accordance with any applicable regulations.

### UV Lamps

UV lamps used by the printer to cure printing materials contain a small amount of mercury, and are considered “Universal Waste.” Recycle or discard used lamps in accordance with applicable regulations.

Broken lamps:
After ventilating the area, use protective gloves and carefully remove spilled mercury with a method that prevents the generation of mercury vapor, such as a syringe, packing tape or paper. Place the broken lamp, mercury and contaminated materials in an air-tight, non-metallic container. Dispose of the container in accordance with applicable regulations.

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# Introducing the 3D Printer

# Work Configurations

Eden260V 3D printing systems can be set up as single-station systems or as multi-station systems. When connected to a local computer network, the system can serve multiple users. In such configurations, each user (client) prepares files for production. A server, typically next to the printer, sends jobs to the printer.

Figure 3-1 shows the printer set up in a multi-client configuration.

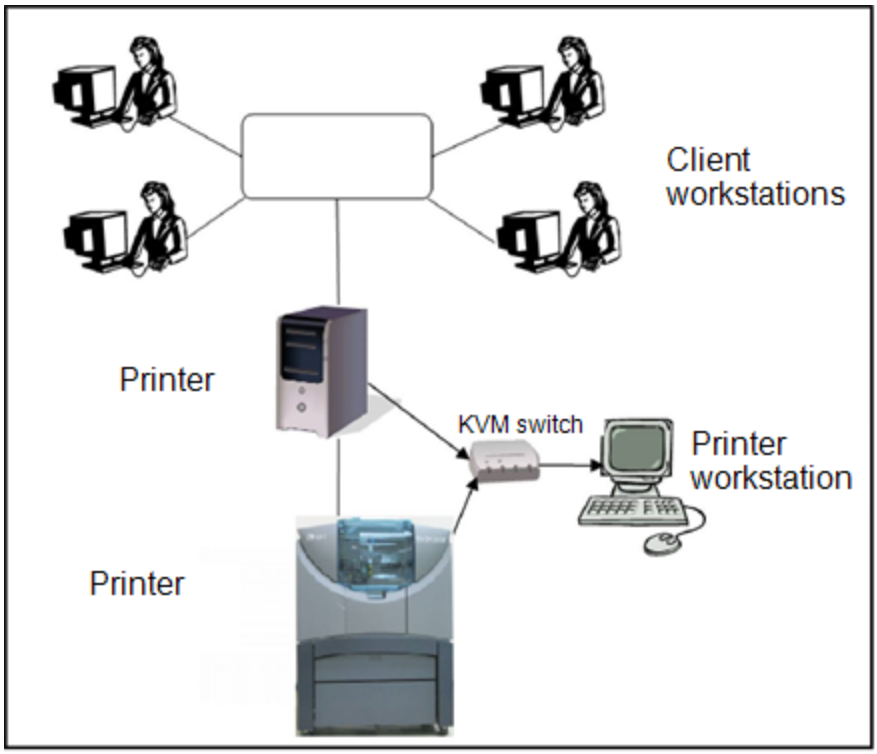


Figure 3-1 Multi-client network configuration

When jobs are sent to the printer, Job Manager, on the server computer, arranges them according to their priorities, model-material type, and other factors. In multi-workstation configurations, the operator of the server—typically the production administrator—has total control over the jobs sent to the printer, and can prioritize jobs, delete jobs, review job history and reprint jobs.

# Source Files

Eden260V printing systems produce three-dimensional models designed with most CAD tools and some other 3D applications.

Objet Studio supports these file formats:

- STL
- SLC

Eden260V systems feature the capability of producing different types of model files simultaneously.

## STL Files

STL is short for *STereoLithography* or *Standard Triangulation Language*. This language views any object as a collection of surfaces, and describes each surface of the object as a collection of triangles.
For example, a square can be described as two triangles; a cube (six squares) as 12 triangles. Curved surfaces need more triangles to describe them. The higher the tolerance (for smooth surfaces), the more triangles are needed.

Most CAD software can export STL files. Objet Studio/ opens these files for printing models on the printer.

## SLC Files

SLC is short for *Stereo-Lithography Contour*. SLC files describe two-dimensional contours of the three-dimensional models. These contour lines are polylines.
SLC files are ASCII (text) files that save models as a series of slices. This means that models based on SLC files cannot be orientated; only their scale (size) and position on the build tray can be controlled. For this reason, the model's orientation must be suitable for production before it is saved as an SLC file.
Because of the nature of SLC files, the appearance of models in Objet Studio may be different than the solid-object images displayed from STL files.

# Printing Materials

Eden260V printers produce models by jetting thin layers of printing materials on the build tray, until the complete model is formed. Two types of material are used in this process:

- *Model* material—which makes up the finished model
- *Support* material—which fills gaps and spaces in the model during printing, and is removed after printing

For up-to-date information about PolyJet printing materials and their properties, go to www.stratasys.com/materials/polyjet.

## Storage

Materials used for printing models with Eden260V printers are made of resins, which are composed of reactive monomers and oligomers. Although printing materials are supplied in sealed, UV-proof cartridges, care must be taken when storing and handling them. Follow these guidelines to protect operators and the environment, and to ensure optimum results.

- To ensure product stability, do not allow these materials to come into contact with metal. Plastics made from monomer-soluble substances (such as polystyrene or polyvinyl chloride) are not suitable for storing PolyJet printing materials.
- When not in use, keep material cartridges tightly sealed to prevent contamination, the effects of exposure to UV radiation, and accidental spillage.
- Store material cartridges indoors, in a dry area with adequate ventilation, between 15–25 degrees Celsius (59-77 degrees Fahrenheit). If exposed to heat or flames, cartridges might burst or ignite.
- Signs of premature polymerization in material cartridges include bulging, leaking, the emission of heat, and unusual odor. Exposure to heat can cause resin to gel in the cartridges.
- Make sure that material cartridges are stored in accordance with all local regulations and other applicable requirements.

## Shelf Life

Materials used for producing models have a limited shelf life. The expiry date on the label is valid when properly stored in an undamaged, unopened cartridge. Always rotate your stock, so that the cartridge with the earliest date is used first.

## Exposure to Light

If printing materials are not in their sealed cartridges, make sure to shield them from sunlight and other sources of UV radiation, such as fluorescent and

mercury-vapor lights. Exposure to UV radiation causes an increase in viscosity and, eventually, solidification.

### Safety Considerations

Before being cured, resins are hazardous materials. To prevent possible health hazards, follow these precautions regarding printing materials:

- Do not expose to flames, heat or sparks.
- Prevent contact with skin and eyes.
- Ventilate areas where they are handled.
- Keep them separate from food and drink.

Cured plastic parts, however, are safe. They can be handled and stored without precautions.

You can find more safety information about resins in:

- "Safety Guidelines" on page 2-4
- "First Aid for Working with Printing Materials" on page 2-7

### Disposal

Dispose of cartridges of model and support material in accordance with all applicable laws and regulations.

## Work Environment

Extreme heat and humidity conditions can adversely affect the operation of your Eden260V 3D printer. Use ventilation or air-conditioning systems, if necessary, to keep the work area within the following ranges:

- 18°–25° C (64°–77° F)
- 30%–70% relative humidity

## Workstation Requirements

**Objet Studio Workstation**

The requirements for client computers running Objet Studio are listed in the Eden260V Site Preparation Guide. You can download this document from stratasys.com.

# Preparing Files for Use with PolyJet 3D Printing Systems

Before printing design files with the Eden260V printer, make sure that they are in a file format supported by the applications you are using to send print jobs to the printer—Objet Studio. (See "Source Files" on page 3-3.)

## Converting CAD Files to STL Format

This procedure may vary slightly, depending on the CAD software used, but the following instructions generally apply.

**To convert a file to STL format (in a CAD program):**

1. From the **File** menu, select **Save As**.
2. In the *Save As* dialog box, open the *Save As Type* drop-down list and select ***.STL**.
3. Click **Options** and set the following parameters:
   - ❒ Total Quality—approximately 0.01 mm (deviation tolerance / linear-dimension tolerance)
   - ❒ Detail Quality—approximately 5° (angle tolerance)

   **Note:** Lowering these values produces more accurate models, but results in larger files and longer loading and processing times. For this reason, it is generally not recommended that you use lower values.
4. In the file format option, choose *binary* or *ASCII*. (Both binary and ASCII formats can be used in Objet Studio. However, binary files are smaller, so this option is recommended.)
5. Click **OK** or **Save**.

After converting the model files, it is recommended that you check them for defects before opening them in Objet Studio and producing the model. You can do this in a third-party STL-repair application (such as Magics™, by Materialise®).

For more information, download From CAD to Objet Studio Workflow for PolyJet Technology.

## Converting CAD Files to SLC Format

When converting files to SLC format, it is recommended that you set a layer thickness of 15 microns (0.015 mm). Since SLC files cannot be orientated in Objet Studio, it is important that models are properly orientated before being saved as SLC files. Considerations for suitable model orientation are explained in "Manual Positioning" in Chapter 3 on page 5-22.

# Objet Studio Software

The Objet Studio program for the Eden260V 3D printing system consists of two main screens:

- Tray Settings / Model Settings
- Job Manager

### Tray Settings / Model Settings

In the *Tray Settings* and *Model Settings* screens, you prepare source files for production in Eden260V 3D printers. Objet Studio offers you a wide variety of file-preparation options, but always consists of the following basic procedure:

1. Placing one or more objects on the *build tray*
2. Positioning the object(s) on the tray
3. Configuring object and tray parameters
4. Saving the tray configuration as an *objtf* (tray format) file
5. Sending the *objtf* file to the Eden260V 3D printer for production

Using Objet Studio to perform these tasks is described in detail in Chapter 5, "Using Objet Studio".

### Job Manager

The *Job Manager* screen is different for client workstations and for the computer connected directly to the Eden260V 3D printer.

- In Objet Studio installed on the directly-connected computer (server), the *Job Manager* screen displays the queue and status for all jobs sent to the 3D printer by the server itself and by all client computers on the network. All jobs displayed can be edited and manipulated.
- In Objet Studio installed on client computers, the Job Manager screen displays the queue and status only for jobs sent to a 3D printer server from that computer. Only these jobs can be edited and manipulated from the client computer.

Client computers can be connected, via the local network, to PolyJet 3D printers, but only to one at a time. The *Job Manager* screen displays the status of the 3D printer to which the client is currently connected.

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# Installing Objet Studio

# How to Install Objet Studio

Objet Studio software is installed during printer installation. This section is provided in case you need to reinstall Objet Studio, or install it on a remote (client) computer.

The Objet Studio setup wizard guides you when installing this software. Objet Studio is installed on the printer-server ("host") computer, but it can also be installed on remote, "client" computers and on computers used to prepare files for printing models, or for training and demonstration purposes. During installation, you choose to install either the printer-server ("host") application or the client application.

**To install Objet Studio software:**

1. Connect the USB flash drive (supplied with the printer) to a USB port.
2. On the USB flash drive navigate to the Objet Studio installation file, and run it.
3. To install Objet Studio, you must agree to the license agreement. After reading its terms, click **Yes** to continue, or **No** to close the wizard.
   If you click **Yes**, the following screen should appear.

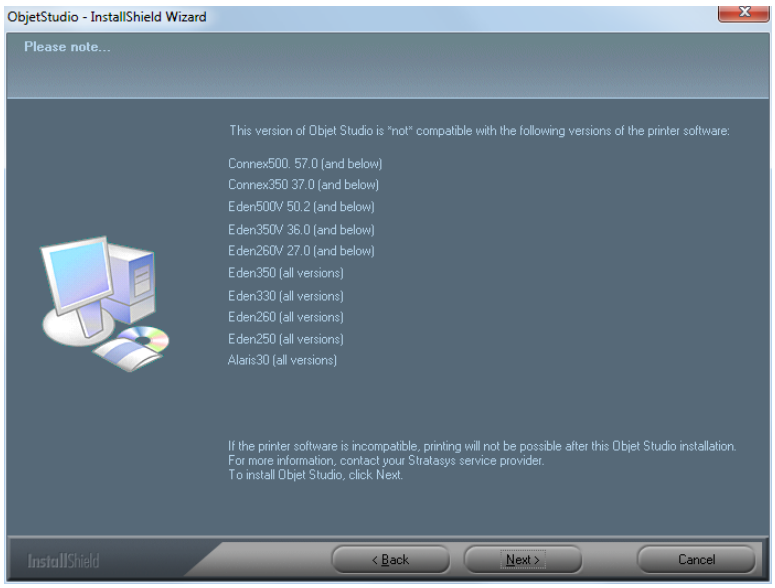



Figure 4-1 Objet Studio compatibility check

4. Make sure that your printer is compatible with Objet Studio by checking the list displayed.

   Note: The printers displayed are legacy printers that are **not** compatible with this version of Objet Studio.

5. In the *Installation type* screen, select the required installation option.

   Select **Objet Studio for a Server computer**—

   - ❒ if you are installing Objet Studio on the server ("host") computer—the computer directly connected to an Eden260V printer.
   - ❒ if you are installing Objet Studio on a standalone (offline) computer.

   Select **Objet Studio for Client workstations** if you are installing Objet Studio on a "client" workstation—a remote computer that prepares print jobs and then sends them to a server computer.

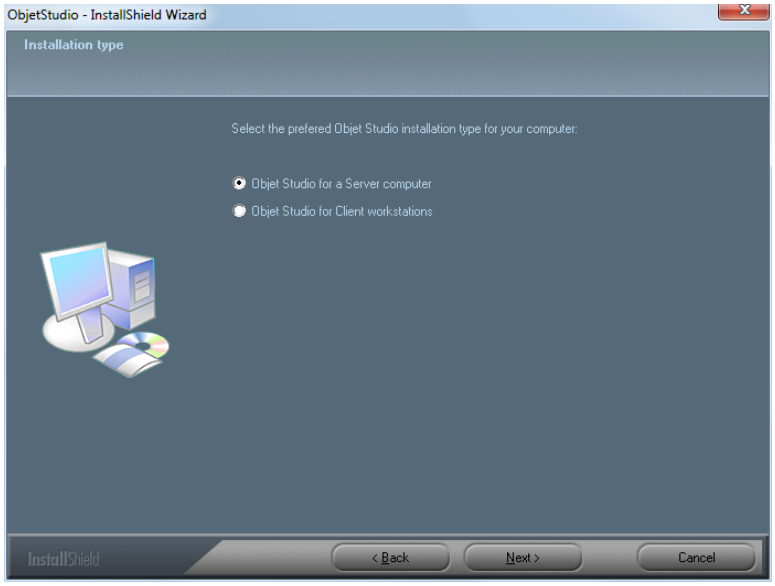



Figure 4-2 Objet Studio configuration selection

6. In the *Choose Destination Location* screen, verify the destination folder and click **Next**.

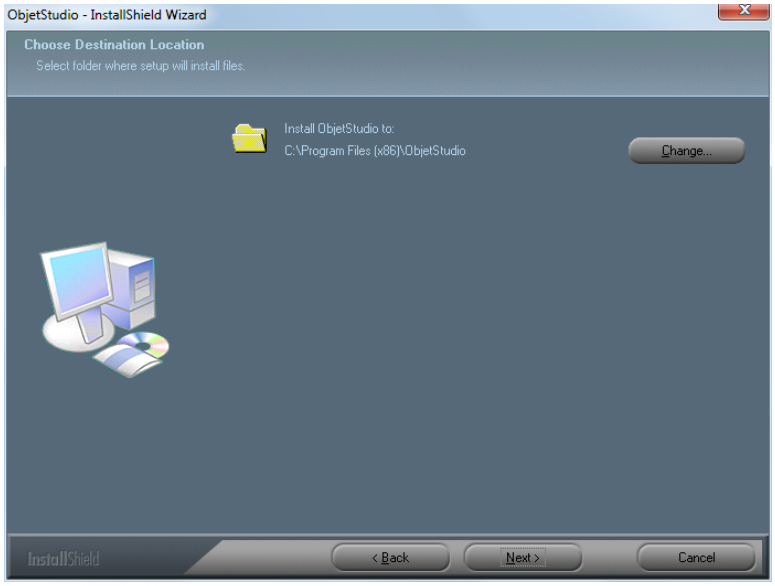



Figure 4-3 Objet Studio installation-folder selection

It is recommended that you do not change the default destination folder.

7. In the *Select Printer Type* screen, select the 3D printer used for producing models and click **Next**.

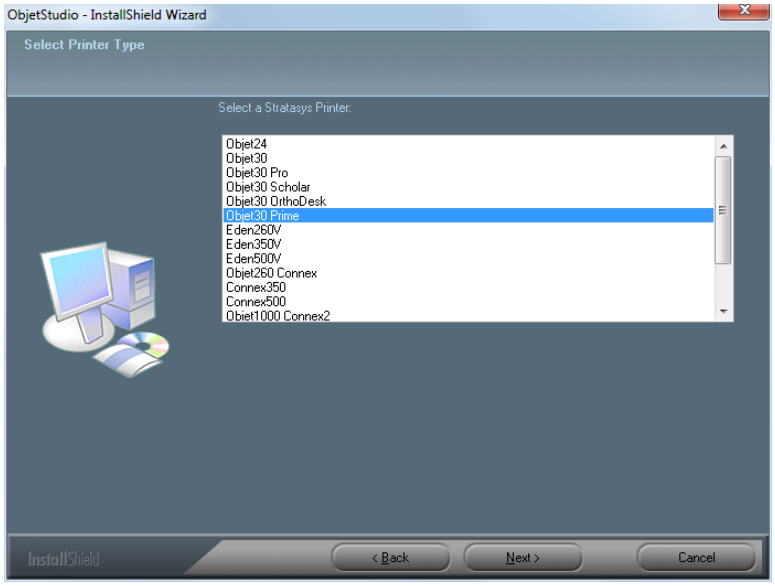



Figure 4-4 Printer selection

8. When the following screen appears, click **Install** to begin installation.

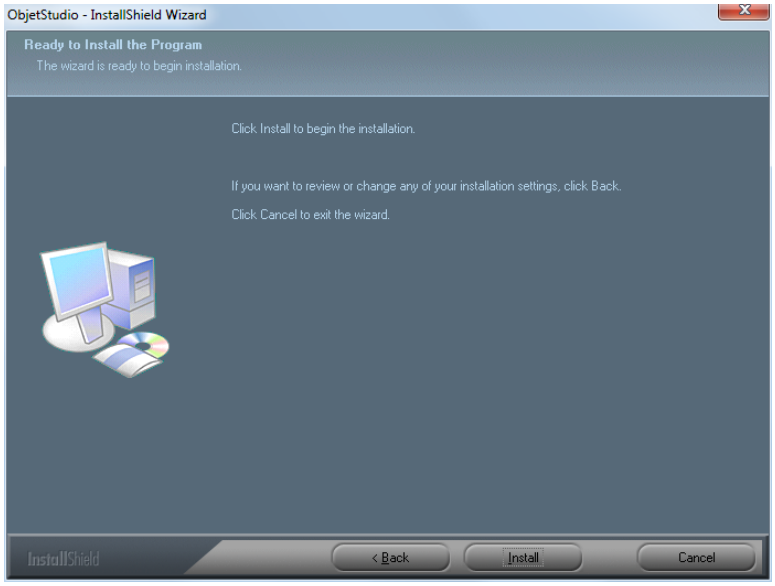



Figure 4-5 *Ready to Install* screen

After clicking **Install**, a progress bar shows the progress of the installation process.

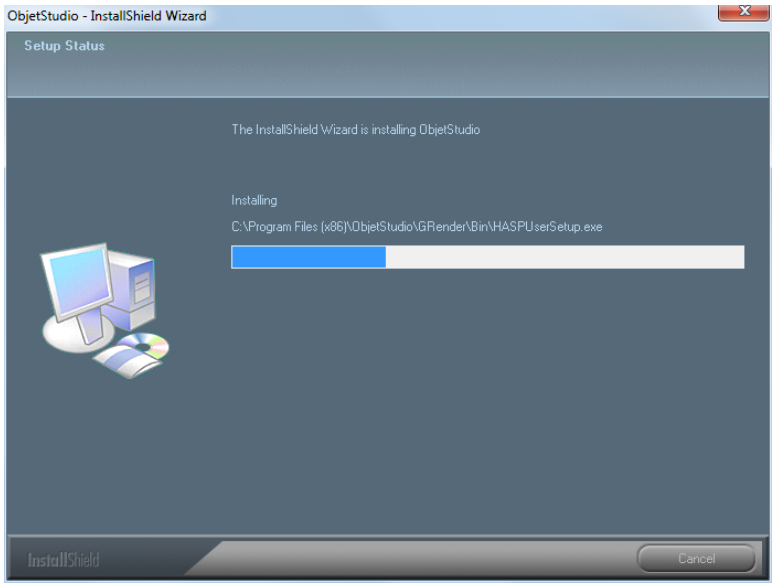



Figure 4-6 Installation progress bar

Objet Studio requires that Microsoft® DirectX® is installed on the computer. If necessary, an installation screen for this program will appear. To continue with Objet Studio installation, accept the DirectX agreement.

When installation is complete, the final InstallShield wizard screen appears.

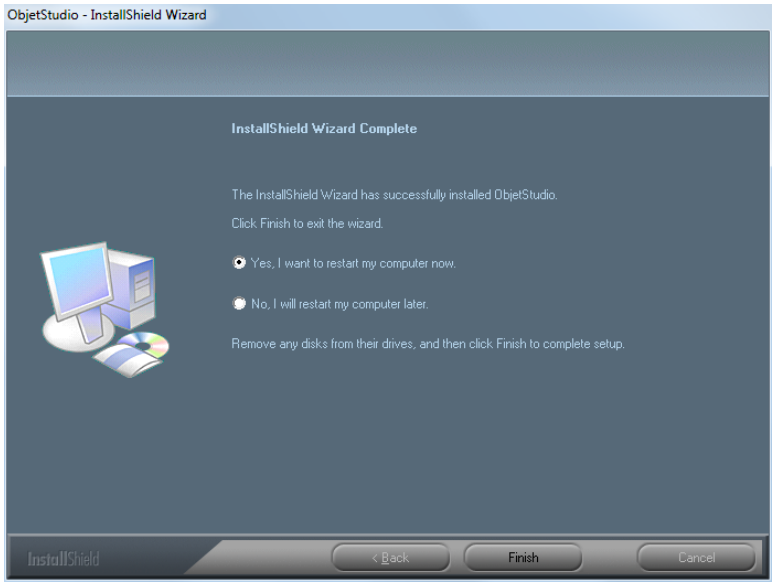



Figure 4-7 Final installation screen

9. To complete the software installation, click **Finish**.

The installation process ends when the appropriate icon(s) appear on the computer desktop:

- Objet Studio
- Stop Job Manager (for servers and standalone stations)

## How to Uninstall Objet Studio

If there is ever a need to uninstall the Objet Studio software, do **not** attempt to do so from the Windows Control Panel. (This does not completely remove all software components.) Instead—

➢ From the *Start* menu, select **All Programs > Stratasys > Uninstall Objet Studio.**

5

# Using Objet Studio

# Launching Objet Studio

After you install Objet Studio, a launch icon  appears on the Windows desktop. Open the application by double-clicking this icon, or by selecting Objet Studio from the **Start** menu.

## Objet Studio Interface

When Objet Studio opens, the *Tray Settings* screen appears, showing an empty build tray.

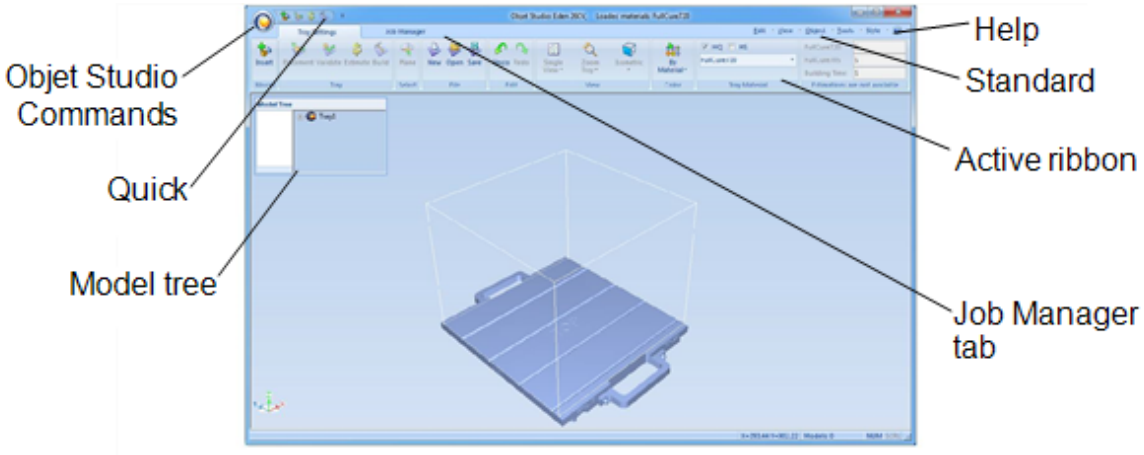



Figure 5-1 Objet Studio opening screen

The Objet Studio interface consists of two main screens:

- **Tray Settings**—for arranging models and preparing them for printing.
- **Job Manager**—for monitoring and managing print jobs.
  This screen is described in "Monitoring and Managing Print Jobs" on page 5-65.

Each screen is controlled by menus and icons on its own ribbon. An additional ribbon, *Model Settings*, displays controls for configuring and manipulating selected models.

Objet Studio anticipates your workflow by displaying and enabling the options relevant to your current task. For example, when you first open Objet Studio, the *Model Settings* ribbon is disabled until you place a model on the build tray. Similarly, options available from the standard toolbar menus are enabled or disabled to match the current workflow.

The ribbon, colors used, and several other interface features can be customized. How to change the appearance of the interface is explained in "Customizing Objet Studio" on page 5-52.

Instructions for using the commands for preparing models for production and sending jobs to the printer, appear later in this chapter.

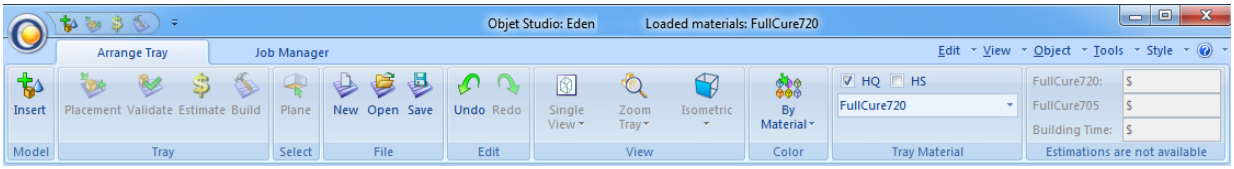



Figure 5-2 Tray Settings ribbon

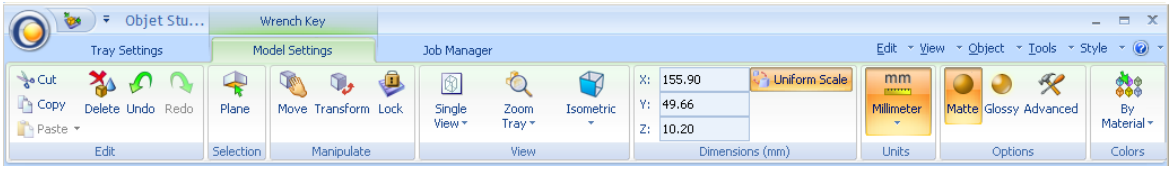
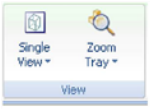
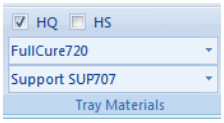
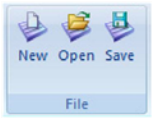
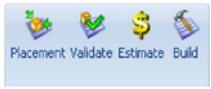
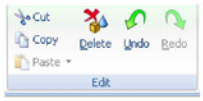
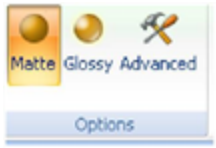



Figure 5-3 Model Settings ribbon

## Ribbon Commands

The following table lists the *Tray Settings* and *Model Settings* ribbon command groups, and shows when they are enabled, and where they appear.

| Group | Purpose | When enabled | Tray Settings Ribbon | Model Settings Ribbon |
|---|---|---|---|---|
|  | Setting display colors. | Always. | ✓ | ✓ |
|  | Selecting perspective and zoom level. | Models are on the build tray. | ✓ | ✓ |
|  | Choose to select a plane. | Models are on the build tray. | ✓ | ✓ |
|  | Change the perspective of the active pane. | Models are on the build tray. | ✓ | ✓ |
|  | Assigning printing materials. | Build tray is empty.<br>Models are not selected. | ✓ | |
|  | Undoing or redoing actions. | After an action or object selection. | ✓ | ✓ |
|  | Estimating the amount of printing materials required. | Build tray is not empty. | ✓ | |
|  | Opening and saving files. | Models are not selected. | ✓ | |
|  | Placing model files on the build tray. | Always. | ✓ | |

| Group | Purpose | When enabled | Tray Settings Ribbon | Model Settings Ribbon |
|---|---|---|---|---|
|  | Pre-build/build commands. | Models are on the build tray. | ✓ | |
|  | Setting model dimensions. | A model is selected. | | ✓ |
|  | Cutting, copying, pasting and deleting models. | A model is selected. | | ✓ |
|  | Moving, rotating and resizing models. | A model is selected. | | ✓ |
|  | Assigning model finish and setting support strength/“hollow.” | A model is selected. | | ✓ |
|  | Setting a model’s unit of measure (millimeters or inches). | A model is selected. | | ✓ |

To quickly identify an icon, move the cursor over it to display a tooltip. The “Undo” and “Redo” tooltips change to reflect your last Objet Studio action.

After activating some of the ribbon commands (by clicking them), they remain active until you click another button or until you press the Escape key.

## Objet Studio Commands Menu

Clicking the icon in the upper-left corner opens the Objet Studio Commands menu. This menu displays basic application commands and options.

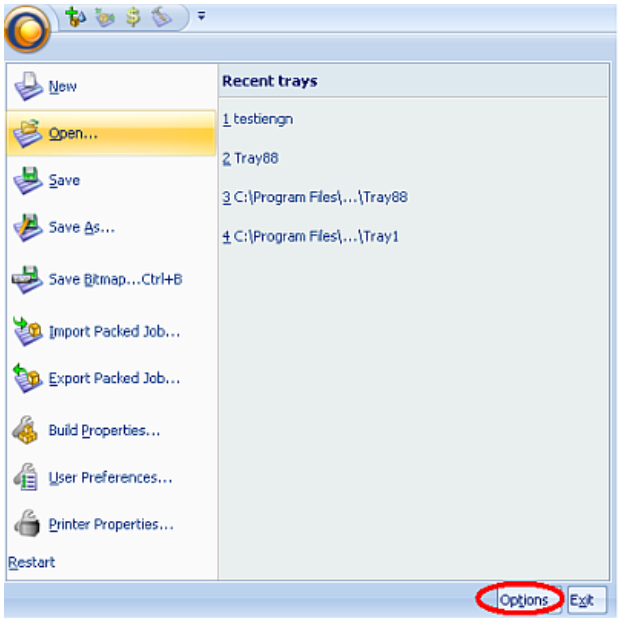



Figure 5-4 Objet Studio Commands menu

The *Options* button opens a dialog box for customizing Objet Studio.

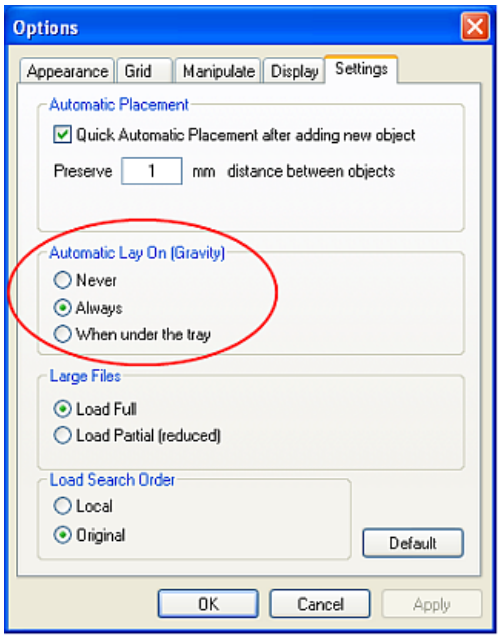



Figure 5-5 *Options* dialog box

## Model Tree Pane

The Model Tree pane lists the objects placed on the build tray. By default, the pane “floats”— that is, you can move it to another position on the screen and resize it. Alternatively, you can fix its position at the left of the application window, and even hide it.

# Preparing Models for Production

Model preparation involves the following basic steps:

1. Place objects on the build tray.
2. If necessary, manipulate the object's orientation and position.
3. Select the material and model finish.
4. Select the materials and model finish.

## OBJDF Files: Overview

An *objdf* file describes both the geometry of a single object and the material, and finish required to print it.

You can use this file format to save a group of separate objects on the build tray as one unit, together with their relative positions and material.

Further explanations of *objdf* files, and their features, appear throughout this chapter.

## Model Files

To produce models, you open one or more model files in Objet Studio and position objects on the build tray. You can place objects on the build tray in two ways:

- by inserting individual *stl* files.
- by pasting objects that you copied to the Windows clipboard.

If you know what type of model material will be used to produce the models, make sure it is selected from the material drop-down menu.

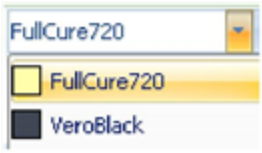



Figure 5-6 Model material selection toolbar

**Note:** It is not necessary to select the Model material now, but it is recommended—each type of material has unique characteristics that may affect the valid positioning of objects on the build tray.

## Placing Objects on the Build Tray

To place an object on the build tray:

1. Open the *Insert* dialog box—
   ❒ From the *Object* menu, select **Insert**.
   or—
   ❒ On the *Tray Settings* ribbon, click 

   .
   or—
   ❒ Right-click on the build tray, and select **Insert** from the context menu.
   The *Insert* dialog box appears.

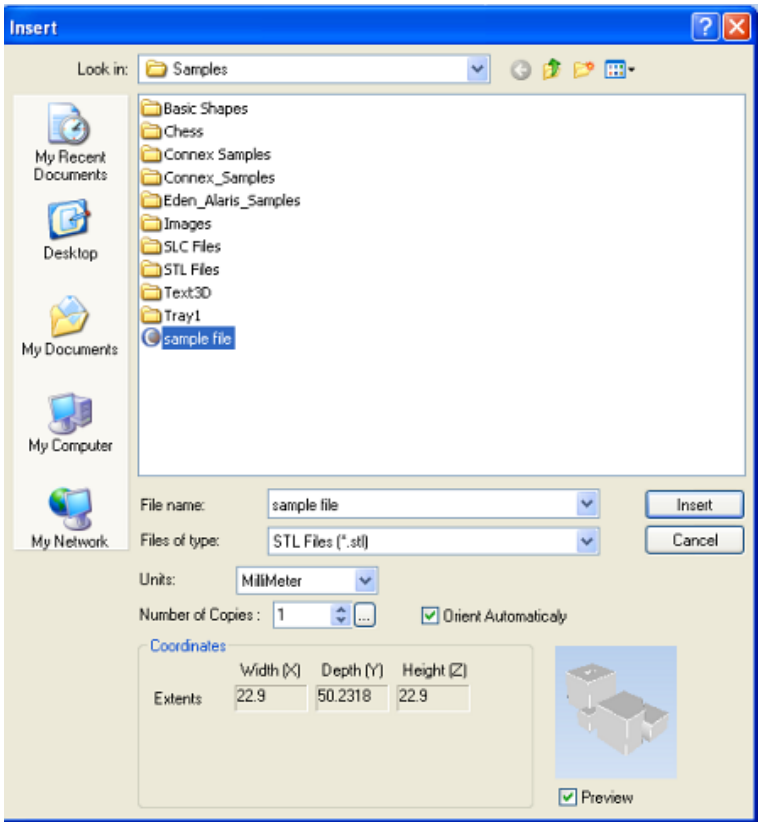



Figure 5-7 *Insert* dialog box

2. In the *Look in* field, display the appropriate folder.
3. In the *Files of type* field, select the file type to display.
4. Select the desired file, and make sure that it appears in the *File name* field.
   If the *Preview* check box is selected, the object is displayed in the dialog box, as shown in Figure 5-7.

   The *Model Settings* ribbon is displayed when objects are placed on the build tray.

5. Select any of the following options, as required:
   - ❒ **Units**—*Millimeters* or *inches* for the object's units of measure.

     The 3D file contains the object's proportions, but not its units of measure. Therefore, make sure to correctly select either **millimeters** or **inches** when inserting an object. Otherwise, the size of the object on the build tray will be either much too large or much too small. To change the measurement units of objects already placed on the tray, see "Measurement Units" on page 5-27.
   - ❒ **Number of copies**—How many copies of this object to place on the build tray.
   - ❒ **Orient Automatically**—Automatically orient objects on the build tray for efficient model building.

   **Note:** The Extents values displayed in the *Coordinates* section of the *Insert* dialog box, represent the maximum dimensions of the object on each axis. These dimensions correspond to the virtual "bounding box" surrounding the object see Figure 5-33 on page 5-34).

6. Click **Insert**.
   Objet Studio places the object on the build tray, and in the model tree.

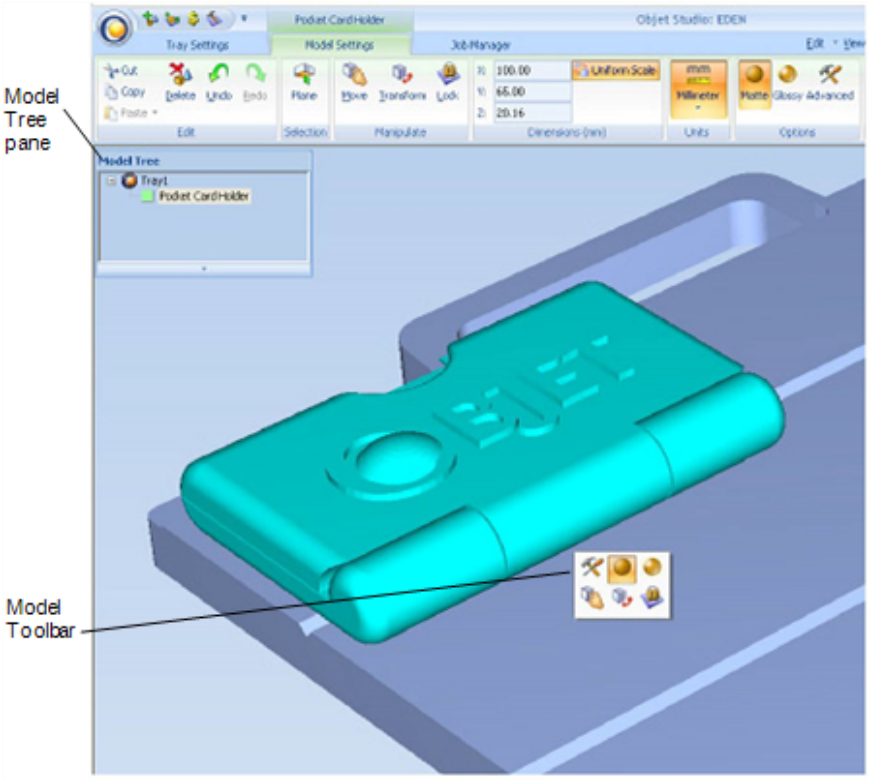



Figure 5-8 Default screen layout

The *Model Settings* ribbon is displayed when objects are placed on the build tray.

If the object is over a certain size, the *Loading Placed Elements* dialog box appears.

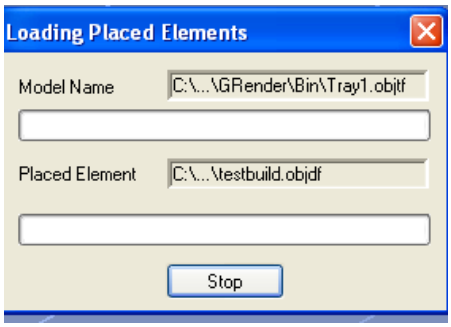



Figure 5-9 *Loading Placed Elements* dialog box

You can speed up the opening of large files by changing the *Large Files* settings—see "Loading Large Files" on page 5-38.

## Opening *objdf* Files

Before placing *objdf* files on the build tray, Objet Studio must extract the component *stl* files together with information about their relative position and model materials. To do this, Objet Studio creates a folder with the same name as the *objdf* file, in the same location.

If you are opening an *objdf* file, the *Insert* dialog box also includes a *Materials* field that shows the object's printing material assignment (see below).

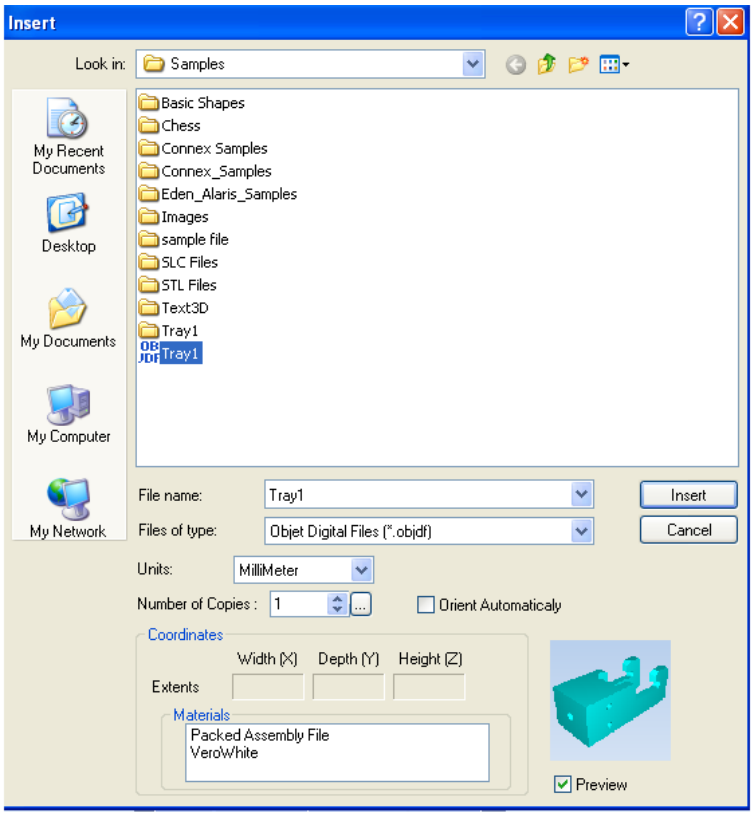



Figure 5-10 *Insert* dialog box (*objdf* file)

A warning message appears if a part is defined with materials not supported by your system, or if an object already on the build tray uses different materials.

## Opening Objet Tray Files

You can open trays that were saved as *objtf* files. (Saving *objtf* files is described in "Saving Build Trays" on page 5-50).

**To place an object saved as an Objet Tray File (*objtf*) file on the build tray:**

1. From the *File* group, click Open.
   or—
   From the Objet Studio Commands menu, select **Open**.
   The *Open* dialog box is displayed.

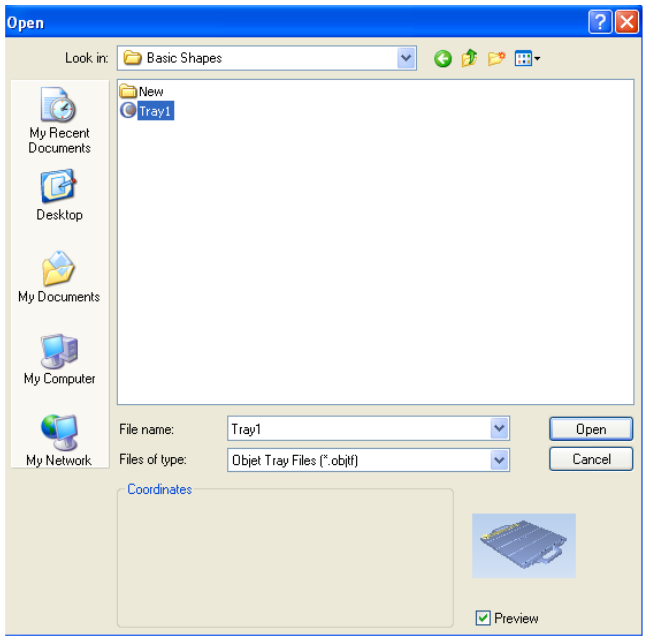



Figure 5-11 Objet Tray File *Open* dialog box

2. Select the desired file, and make sure that it appears in the *File name* field.
   If the *Preview* check box is selected, the object is displayed.

3. Click **Open**.
   Objet Studio opens the tray file.

The *objtf* file is actually a file containing instructions for printing—which *stl* files to print and their position on the build tray. Because the *objtf* file references the *stl* files used, they must remain in the same file location as when the *objtf* file was saved.

## STL file loading preference

If there are identically named *stl* files in more than one location, you need to ensure that the correct component *stl* files are linked to the *objtf* file. For example, if there are identically named *stl* files on one drive and on a flash drive (this can occur if you copy the original files to a working folder), you can set the default location from which files are loaded.

**To set the Load Order:**

1. From the *Tools* menu, select **Options**.
   or—
   In the Objet Studio Commands menu , click **Options**.
2. In the *Options* dialog box, display the *Settings* tab.

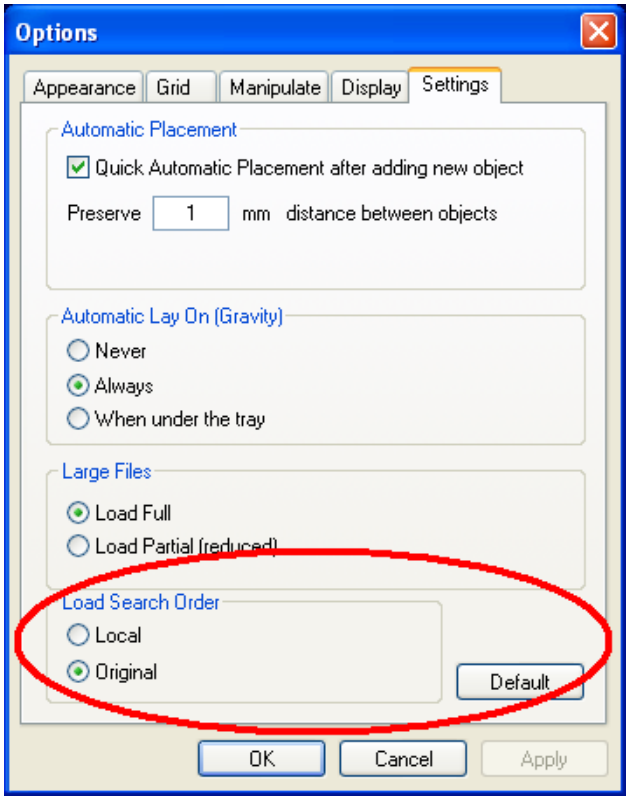



Figure 5-12 *Options* dialog box, *Settings* tab

3. Under *Load Search Order*, select an option:
   - ❒ **Local**—to load files from the location where they were last saved.
   - ❒ **Original**—to load files in their original location.
4. Click **OK**.

## Quick-Access Model Commands

You can access common commands for working with objects on the build tray with the convenient Model Toolbar and context menus.

## Model Toolbar

Select an object in the tray to display the Model Toolbar that contains icons to perform common tasks.

Figure 5-13 Model Toolbar

The table below describes the Model Toolbar icons.

| Icon | Description |
|---|---|
|  | Applies a matte finish to the model. |
|  | Applies a glossy finish to the model. |
|  | Opens the *Advanced Properties* dialog box for setting the Grid Style and the Hollow option. |
|  | Enables dragging an object (see page 5-29). |
|  | Opens the *Transform* dialog box for changing the object's position and scale. |
|  | Toggles the Lock Model Orientation setting. |

## Right-click model menu

If you right-click on an object, a pop-up context menu is displayed from which you can also select the model finish, change its position and scale, and set the *Grid Style* and *Hollow* options.

You can also create a Quick Access toolbar with your most commonly used icons grouped together. See "Creating a Quick Access Toolbar" on page 5-52.

## Selecting Objects

To manipulate an object on the build tray or assign characteristics to it (building style, for example), you must first select the object. You select an object by clicking it, either on the tray or in the model tree. Its image on the build tray changes color (to light blue, by default) and its name is highlighted in the model tree. You can select multiple objects by drawing a box around them with the mouse cursor, or by pressing the **Ctrl** or **Shift** keys while clicking additional objects.

Alternatively, select or de-select objects using the following *Edit* menu commands:

- Select All
- Invert Selection
- Undo Select object


Figure 5-14 *Edit* menu

## Copying and Pasting Objects

If you need to duplicate objects on the build tray, you can insert the same object from its file more than once. An easier way, however, is to copy and paste the object. You can copy objects from the build tray or the model tree. The objects copied remain in the Windows clipboard until you paste them onto the build tray.

You can also copy objects from one tray and paste them onto another, in the same way as you copy text from one document and paste it into another one. However, Objet Studio allows only one tray to be open at a time. For each build tray you need to work with (at the same time), you must open a separate Objet Studio window, by running the application again (from the Windows *Start* menu).

Having multiple Objet Studio windows open can be convenient when you need to manipulate or configure objects before inserting them in your production build tray. Copying and pasting also allows you to use objects already configured on previously-used build trays for newer projects.

You perform the *Copy* and *Paste* commands as in other Windows applications:

- from the right-click context menu.
- by using keyboard shortcuts (Ctrl+C and Ctrl+V, respectively).

The *Paste Special* command (from the object's right-click context menu) enables you to place duplicate objects even more efficiently:

- You can specify the number of duplicates to place on the build tray at once.
- You can set the distance, on each axis, between the duplicate objects.
- You can manipulate mirror images of the original object, and flip them on selected axes.

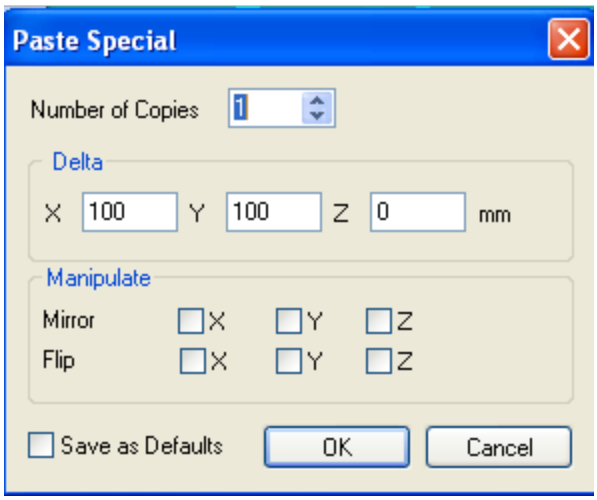



Figure 5-15 *Paste Special* dialog box

## Surface Finish

Models can be printed with a matte or glossy surface finish. To create a matte finish, the printer surrounds models with a thin layer of support material.

**To set the model finish:**

1. Select the model.
2. Select **Matte** or **Glossy** in one of the following places:
   - ❒ *Model Settings* ribbon, *Options* group
   - ❒ Model Toolbar
   - ❒ right-click context menu (when selecting the model)

You can configure Objet Studio to distinguish between objects' surface finish on the build tray by color. To configure how Objet Studio displays objects, see "Setting Object Colors" on page 5-37.

# Positioning Objects on the Build Tray

To produce models efficiently and with the required finish, it is important to carefully position objects on the tray. Objet Studio supports the automatic positioning of objects. However, you should check to make sure that the objects are orientated optimally for your needs, according to the considerations explained in "Manual Positioning" on page 5-22.

Two things that affect the positioning of objects on the tray are *orientation* and *placement*. You can let Objet Studio determine the optimum orientation and position, or you can control them.

## Automatic Orientation

By default, Objet Studio automatically orients objects, when placed on the build tray, for the shortest printing time. (You can later change the orientation manually.) However, you can cancel automatic orientation when placing an object on the build tray.

**To place an object on the build tray without automatic orientation:**

➢ In the *Insert* dialog box, make sure *Orient Automatically* is **not** selected.

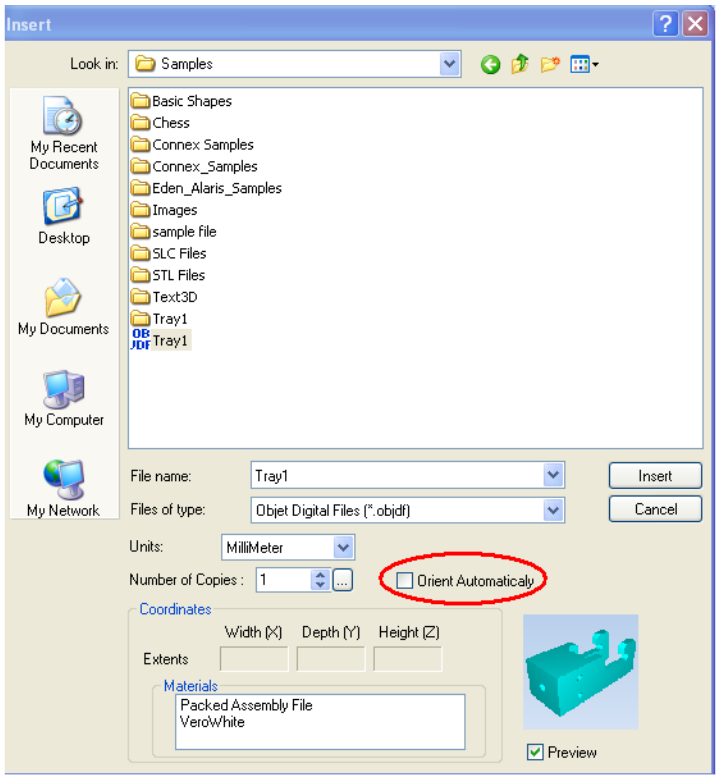



Figure 5-16 *Orient Automatically* option disabled

You can change the default setting, so that automatic orientation is *not* applied unless you select the *Orient Automatically* check box each time you place an object on the build tray. To do this, see "Default Settings" on page 5-59.

## Automatic Positioning

After placing several objects on the build tray, you can let Objet Studio arrange them before printing. This ensures that the objects are positioned properly, and that they will be printed in the shortest time and with a minimum of material.

**To automatically arrange objects on the build tray:**

➢ On the *Tray Settings* ribbon, click 

.

or—

From the *Tools* menu, select **Automatic Placement**.

The effects of automatic positioning are shown in the figures below.

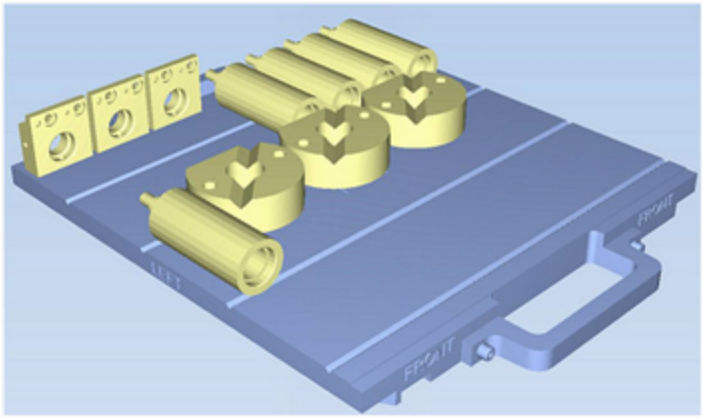


Figure 5-17 Tray before objects are properly arranged

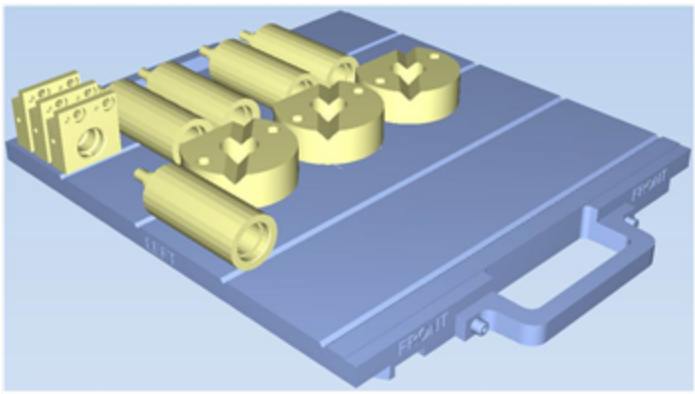


Figure 5-18 Tray arrangement after applying Automatic Placement

- For best results, arrange the tray with *Automatic Placement*,on the *Tray Settings* ribbon, even if you inserted the objects with the *Orient Automatically* option.
- The physical characteristics of each type of Model material you use can affect the positioning of objects on the tray. Therefore, select materials **before** running *Automatic Placement*.

## Manual Positioning

You can change the position of objects on the build tray—even if they were inserted with the *Orient Automatically* option. Tools for changing the position of objects are presented in "Manipulating Objects on the Tray" on page 5-24.

The orientation of models on the build tray affects how quickly and efficiently they will be produced by the printer, where and how much Support material is used, and whether or not model parts will have a glossy finish. Therefore, you should consider a variety of factors when deciding how to place models on the build tray, using the following positioning rules.

### X-Y-Z Rule

This rule considers a model's outer dimensions.

- Since the print heads move back and forth along the X-axis, the printing time along this axis is relatively short, compared to printing time along the Y-axis and Z-axis. From this point of view, it is advisable to place the object's *largest* dimension along the X-axis.
- Surfaces that come into contact with Support materials become matte.
- Since models are built up, on the Z-axis, in 16- or 30-micron layers (according to the printing mode), it is very time-consuming to print a tall object. From this point of view, it is advisable to place the object's *smallest* dimension along the Z-axis.
- Since the print heads measure about 2 inches (5 centimeters) on the Y-axis, models measuring less than this (on the Y-axis) are printed in one pass. From this point of view, it is advisable to place the object's *intermediate* dimension along the Y-axis.

### Tall-Left Rule

This rule considers models where, after being orientated on the build tray according to other considerations, one side is taller than the other.

- Since the print heads move along the X-axis from left to right, taller sections on the right require the print heads to scan unnecessarily from the left until reaching them. If, on the other hand, the taller sections are positioned on the left of the build tray, the print heads only have to scan the model until printing these sections—once the lower parts have been completed. Therefore, you should position the taller side of the model, when possible, *on the left*.

The following rules are based on the fact that Support material is not required on the top of the printed model.

### Recess-Up Rule

This rule considers models containing surface recesses.

- Recesses in the surface (like hollows, drill holes, etc.) should, when possible, be positioned *face-up*.

### Fine-Surface Rule

This rule considers models that have one side on which there are fine details (like the keypad side of a telephone).

➢ The side of the model containing fine details should, when possible, be positioned *face-up*. This results in a smooth finish.

### Avoid Support-Material Rule

This rule considers models that have large holes or hollows, open on at least one side (like a pipe or a container).

➢ It may be advantageous to print a model *standing up*, so Support material does not fill the hollow, even though printing the model lying down would be much faster.

# Manipulating Objects on the Tray

## Positioning Objects on the Z-Axis

When you use the automatic positioning option to arrange objects on the build tray (see "Automatic Orientation" on page 5-20), the objects are positioned directly on the tray. If you do not insert objects with automatic positioning, they often appear either above or below the tray.

In practice, the Eden260V system prints all models on the build tray on a one-millimeter bed of support material. The importance of positioning objects directly on the build tray with Objet Studio is to correctly display the objects on the screen.

**To position objects directly on the tray:**

1. Select the object.
2. From the *Object* menu, select **Lay On**.

**To ensure that objects are always positioned directly on the tray:**

1. From the *Tools* menu, select **Options**, and display the *Settings* tab.

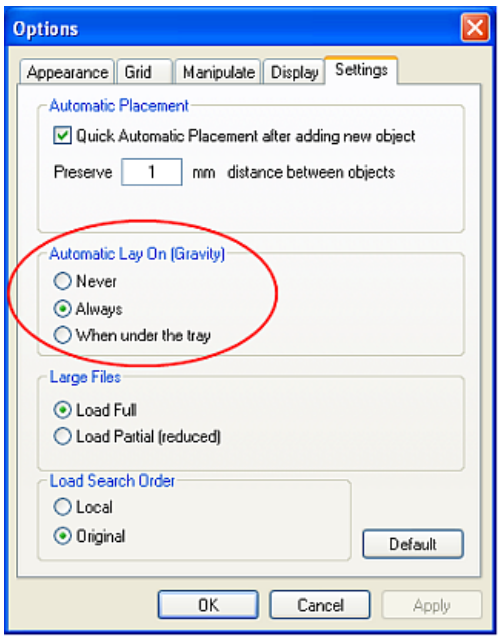



Figure 5-19 *Options* dialog box, *Settings* tab

2. In the *Automatic Lay On (Gravity)* section, select **Always**.

**Other Z-axis options (in the *Automatic Lay On* section):**

- **When under the tray**—The display of objects that are below the build tray is automatically changed so that the object is at tray level.
- **Never**—The display of objects that are above or below the build tray is not changed.

## Valid Object Placement

You can ensure that models do not overlap when you position them on the build tray, and that they do not extend beyond the tray.

**To ensure valid object placement:**

1. From the *Tools* menu, select **Constraints Settings**.

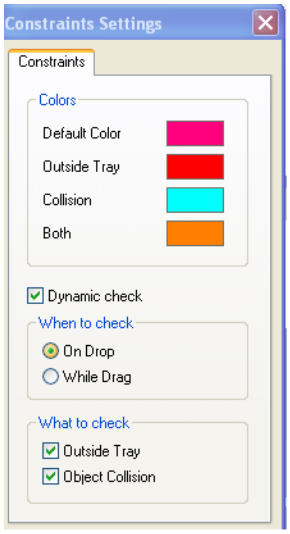



Figure 5-20 *Constraints Settings* dialog box

2. Select **Dynamic check** to identify—
   - ❒ invalid object placement while placing objects—*On Drop* selected.
   - ❒ invalid object placement after moving objects—*While Drag* selected.
   - ❒ objects placed beyond the tray's boundaries—*Outside Tray* selected.
   - ❒ objects that overlap—*Object Collision* selected.

Even if you do not use *Dynamic Check* when placing objects on the build tray, Objet Studio automatically checks if there is a problem with the positioning of objects on the tray before sending it to the printer. You can also manually check for problems after positioning objects (see "Tray Validation" on page 5-42).

**Note:** Remember that Objet Studio calculates the space occupied by an object including the "bounding box" surrounding it (see Figure 5-33 on page 5-34).

## Using a Grid to Position Objects

Displaying a grid on the image of the build tray can be useful when positioning objects. To use the grid features, select the following menu options.

| Menu Option | Result |
|---|---|
| Tools > Grid | Displays a grid on the build tray. |
| Tools > Snap to grid | When moving the object, it aligns with the nearest grid line. |
| Tools > Options > Grid | Enables you to change the grid origin (X- and Y-axis meeting point) and appearance. |

You can review and configure grid settings—and apply them—from the *Options* dialog box.

**To view and change grid settings:**

1. From the *Tools* menu, select **Options**, and display the *Grid* tab.
   The current grid settings are displayed.

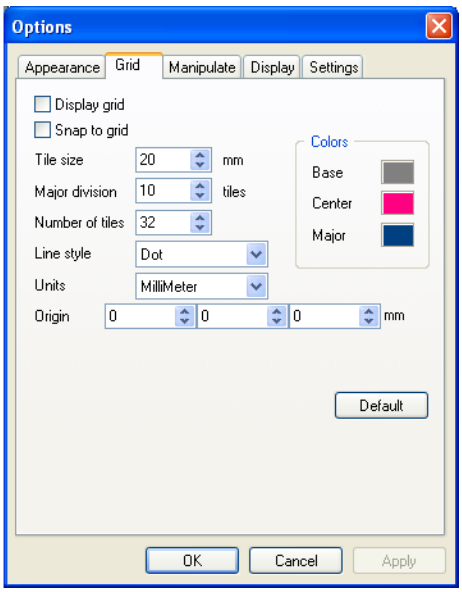



Figure 5-21 *Options* dialog box, *Grid* tab

2. As required, change the settings, and select or clear the check boxes.
3. Click **Apply** or **OK**.

## Measurement Units

3D files contain an object's proportions, but not its units of measure. Therefore, make sure to correctly select either millimeters or inches when inserting an object. Otherwise, the size of the object on the build tray will be either much too large or much too small.

**To set the measurement units when inserting an object:**

➢ In the *Insert* dialog box, *Units* field, select **Millimeter** or **Inch**:

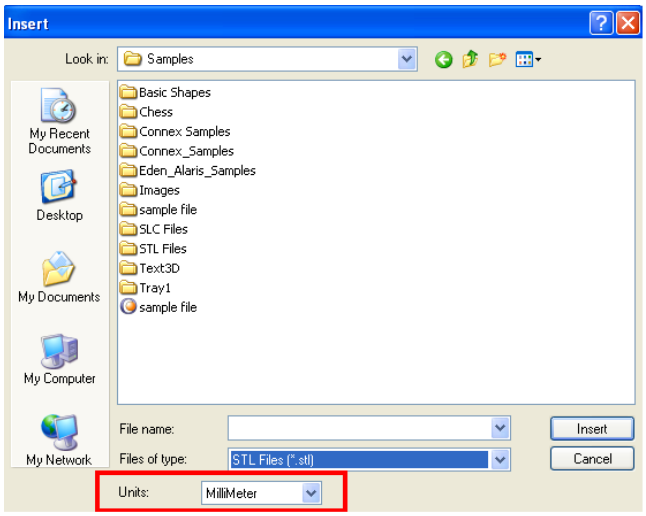



Figure 5-22 *Units* field in the *Insert* dialog box

**To change measurement units for a selected object from the *Model Settings* ribbon:**

1. Open the *Units* flyout toolbar.


Figure 5-23 *Units* flyout toolbar

2. Select the measurement units desired.

**To change measurement units for a selected object from the standard toolbar:**

1. From the *Object* menu, select **Change Units**.

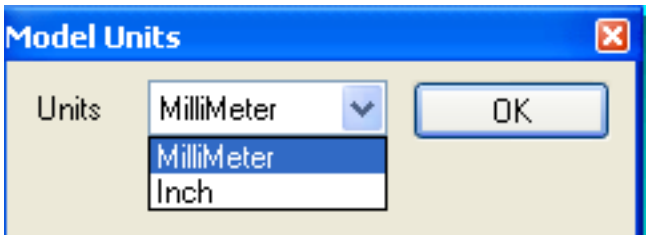



Figure 5-24 *Model Units* dialog box

2. In the *Model Units* dialog box, change the setting and click **OK**.

## Setting Model Dimensions

You can change an object's dimensions by changing its size on the X-, Y-, and Z-axes, from the *Dimensions* group on the *Model Settings* ribbon.


Figure 5-25 *Dimensions* on the *Model Settings* ribbon

- If *Uniform Scale* is enabled, changing the object's dimension on one axis affects the other dimensions, proportionately.
- After changing a measurement, press Enter or click in another field in the *Dimensions* group.

**Note:** You can change the height of the objects on the build tray only if this is allowed by the Objet Studio settings (see "Positioning Objects on the Z-Axis" on page 5-24).

## Manually Repositioning Objects

You can manually move and rotate an object on the build tray with the arrow keys, or by dragging it with the mouse.

**To manually manipulate an object:**

1. Select an object by clicking it on the build tray, or in the model tree pane.
2. Click Move on the Model Toolbar, or on the *Model Settings* ribbon.
   A frame appears around the object, and the cursor changes to indicate that the object can be moved.

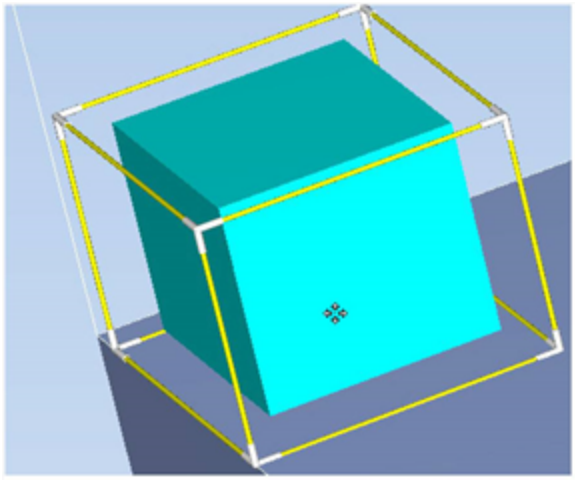


Figure 5-26 Manually moving an object

3. If you click on a corner of the frame, the cursor changes to indicate that the object can be rotated.

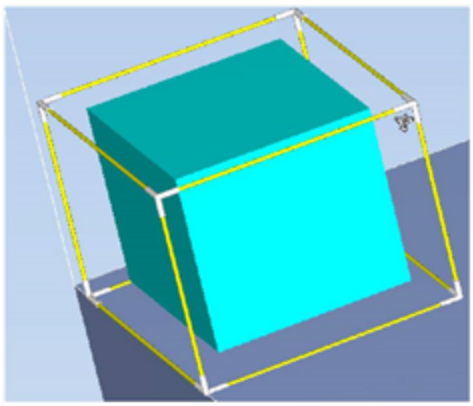


Figure 5-27 Manually rotating an object

4. Manipulate the object with the arrow keys or with the mouse.

## Using the *Transform* Dialog Box

You can make precise changes to an object by changing the properties in the *Transform* dialog box.

**To access the *Transform* dialog box (when an object is selected):**

- Click  on the Model Toolbar or on the *Model Settings* ribbon.
- From the right-click context menu, select **Transform**.
- From the *Object* menu, select **Transform**.


Figure 5-28 *Transform* dialog box

**To change an object with the *Transform* dialog box:**

➢ Change any of the values, then click **Apply** to see how the object changes on the build tray.

**Note:** The changed values remain in the dialog box after clicking *Apply*. Therefore, you can make small changes to values in the dialog box to see how the object changes on screen each time you click *Apply*.

**To reset all of the values in the dialog box:**

➢ Click **Reset**.

**Note:** The object does not change. Any changes previously applied remain.

**To undo all changes made with the *Transform* dialog box:**

➢ Click **Cancel Actions**.

After closing the *Transform* dialog box, clicking *Undo* (on the *Model Settings* ribbon or from the *Edit* menu) cancels **all** changes made with the dialog box.

## Changing an Object's Orientation

There are several methods for changing the orientation of objects on the build tray.

**To rotate an object:**

➢ Select the object and use the *Object* menu options (see also "Manually Repositioning Objects" on page 5-29).

**To re-align an object's plane:**

1. On the *Tray Settings* or *Model Settings* ribbon, click 

.

   **or—**

   From the *Tools* menu, select **Plane Alignment > Select Plane**.

2. Click on part of an object on the build tray.
   The selected plane is displayed.

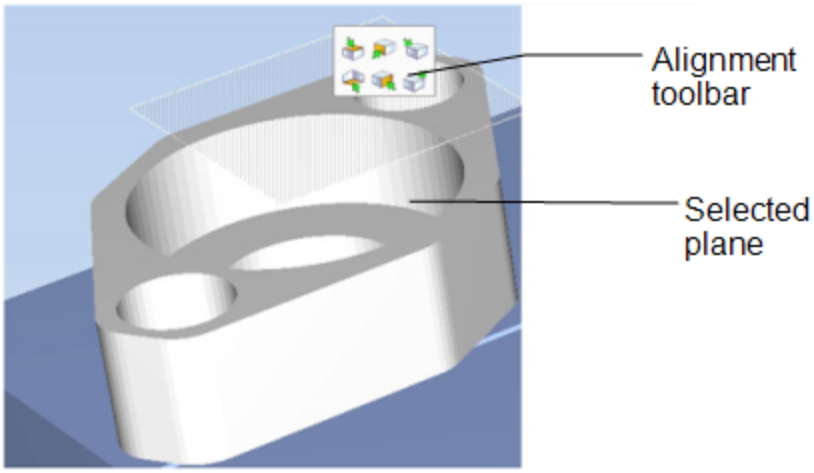



Figure 5-29 Aligning by plane

3. On the Alignment toolbar, click an appropriate icon to change the alignment.
   or—
   From the *Tools* menu, select **Plane Alignment**, and select an alignment option.

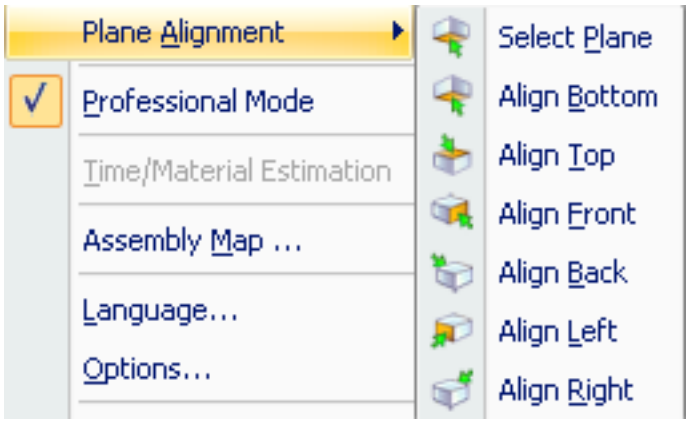



Figure 5-30 *Tools* menu, *Plane Alignment* options

**To cancel plane selection after re-aligning objects on the build tray:**

➢ On the *Tray Settings* or *Model Settings* ribbon, click 

.
**or**—

➢ From the *Tools* menu, select **Plane Alignment > Select Plane**.

**To flip an object 180 degrees on any axis:**

1. Select the object.
2. From the *Object* menu, select **Flip > Flip X / Flip Y / Flip Z**.

**To make precise changes to the object's orientation on any axis:**

1. Select the object.
2. Display the *Transform* dialog box (see Figure 5-28 on page 5-30).
3. Change the **Rotate** parameters for each axis.

## Freezing Model Orientation

If you manipulate an object on the build tray, you can freeze its orientation so that it does not change when you position it automatically (see "Automatic Positioning" on page 5-21).

**To freeze an object:**

1. Select an object on the build tray.
2. On the *Model Settings* ribbon, in the *Manipulate* group, or on the Model Toolbar, click  .

**To unfreeze an object:**

➢ Select the object and click  (to de-select it).

# Display Options

## Viewing Objects

From the *View* menu, you can change the way objects are displayed. The default method for displaying models on the build tray is as solid ("shaded") objects.

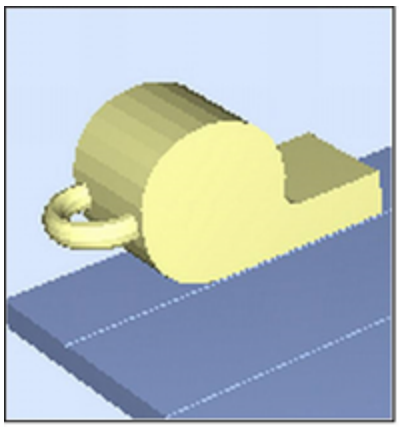


Figure 5-31 Tray and model displayed in *Shaded* view

The other display options are *WireFrame* and *Points*.

**To display the build tray in *WireFrame* view:**

➢ From the *View* menu, select **WireFrame**.

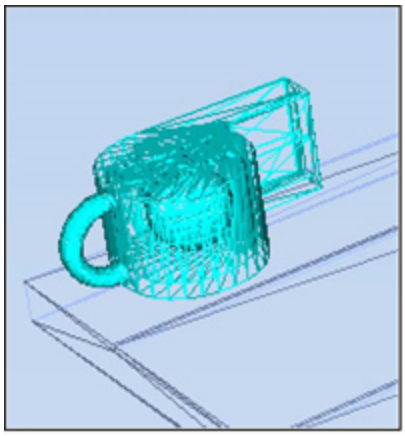


Figure 5-32 Tray and model displayed in *WireFrame* view

**To revert to the *shaded* view:**

➢ From the *View* menu, select **Shaded**.

**To display objects as boxes, showing their maximum dimensions instead of their shape:**

➢ From the *View* menu, select **Display Bounding Box**.

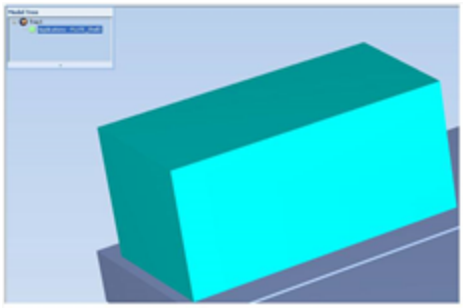


Figure 5-33 Model displayed with bounding box

**To display the area around objects needed for support material (to produce a matte finish):**

➢ From the *View* menu, select **Display Thickening Box**.

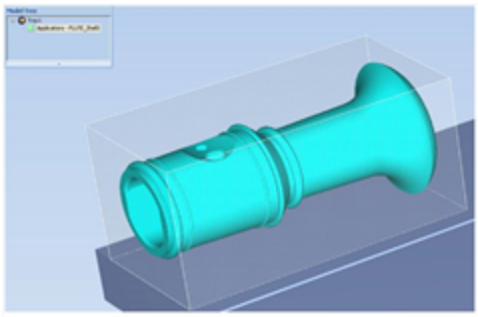


Figure 5-34 Model displayed with thickening box

**To display the maximum build height:**

➢ From the *View* menu, select **Display Tray 3D Box**.

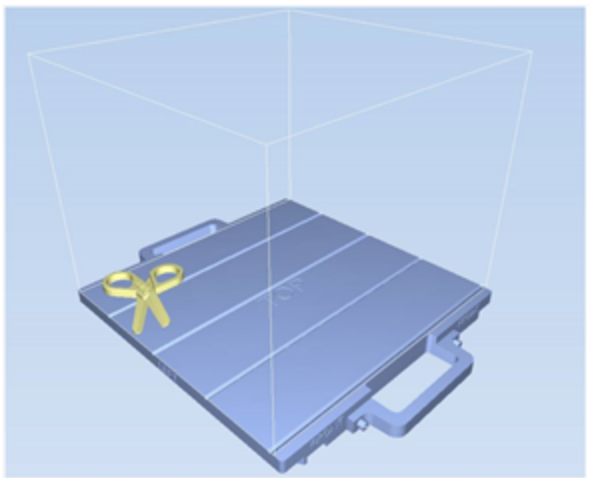


Figure 5-35 Tray 3D Box

**To display objects without the build tray:**

➢ From the *View* menu, clear (de-select) the *Display Tray* option.

## Screen Layout

Objet Studio automatically adjusts the default screen layout to display the optimum views of the build tray and the model tree. You can view models from different perspectives by changing the screen layout.

**To change the screen layout:**

➢ On the *View* flyout toolbar, select **Single View**, or **4 Views**.


Figure 5-36 Screen layout icons

❒ **Single View** is the default screen layout.

❒ **4 Views** displays *perspective*, *top*, *front* and *right* views.

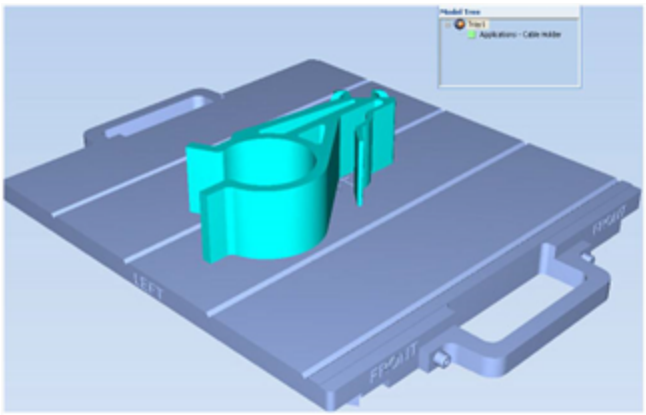


Figure 5-37 Single-view screen layout

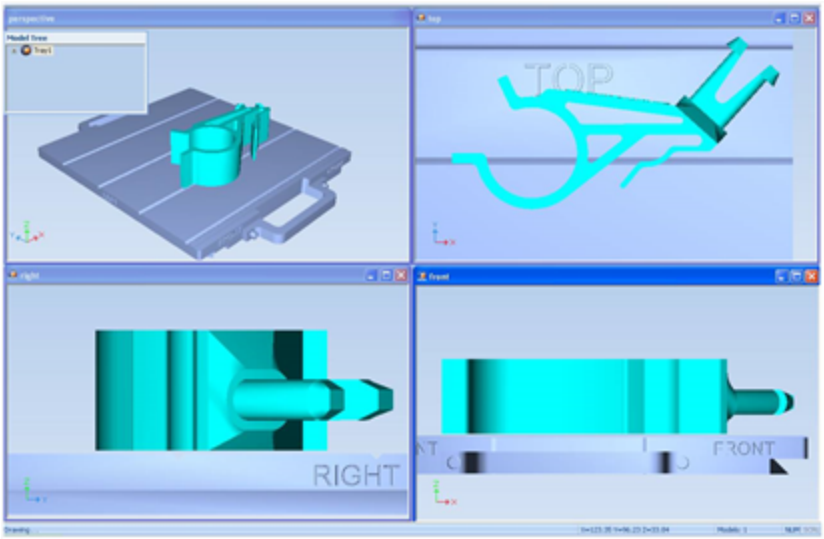



Figure 5-38 4-view screen layout

## Tray Perspective

The default perspective of the build tray is “isometric.” You can change the perspective of the active window with one of ten options.

**To change the perspective of the build tray in the active window:**

1. On the *Tray Settings* ribbon, open the *Perspective* flyout toolbar.


Figure 5-39 *Perspective* toolbar

2. Click the icon that represents the desired perspective.

## Tray Positioning

To view the tray and models from different directions, you can move the tray around the screen and change its display angle.

**To move the tray in the Objet Studio screen:**

➢ Press the mouse wheel while moving the mouse.

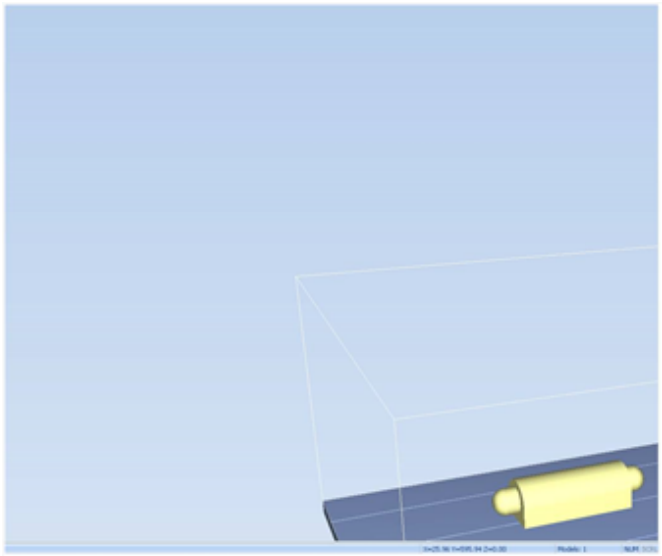


Figure 5-40 Tray after moving it in the Objet Studio display

**To manually rotate the tray:**

➢ Press Alt and press the mouse wheel while moving the mouse.

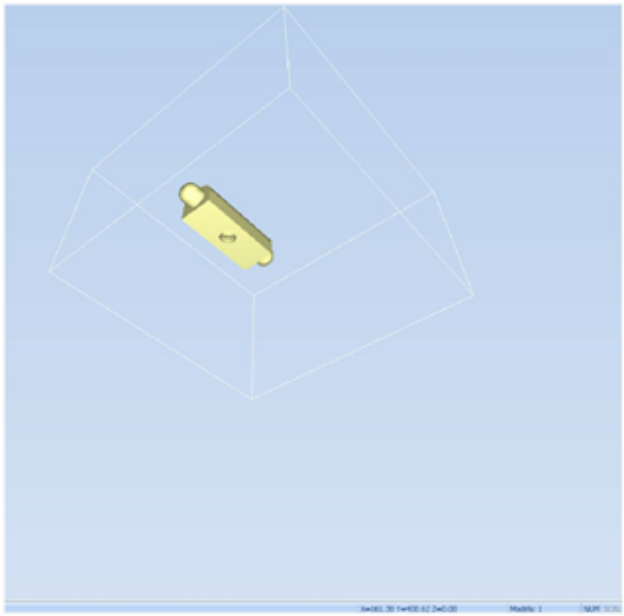


Figure 5-41 Tray after rotating it upside-down

To view the tray and models from different directions, you can change its display angle.

## Setting Object Colors

The color of objects on the build tray can indicate how they are printed. Objet Studio enables you to choose the color display so that you can easily see the material, and surface of objects.

**To choose how colors are applied on the display:**

➢ On the *Model Settings* ribbon, in the *Colors* group, select one of the options from the flyout toolbar.

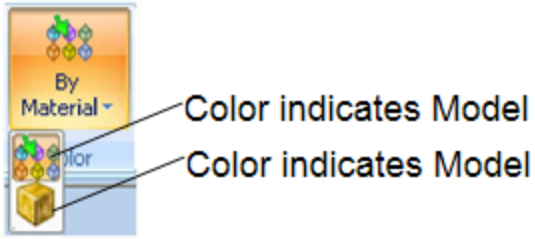



Figure 5-42 *Colors* display options

Before sending a build tray to the printer, or when you perform *tray validation*, Objet Studio checks if there is a problem with the *stl* files or the positioning of objects on the tray. If so, the affected objects are displayed with special colors (see "Tray Validation" on page 5-42).

## Loading Large Files

Very large *stl* files can be slow to load and may be difficult to manipulate easily on the build tray. If this is the case, you can display just an image of the object on the build tray without loading the entire file. The *stl* file itself is not changed, and the complete file is sent to the printer.

**To display an image of *stl* files when you place objects on the build tray:**

1. From the *Tools* menu, select **Options**, and display the *Settings* tab.

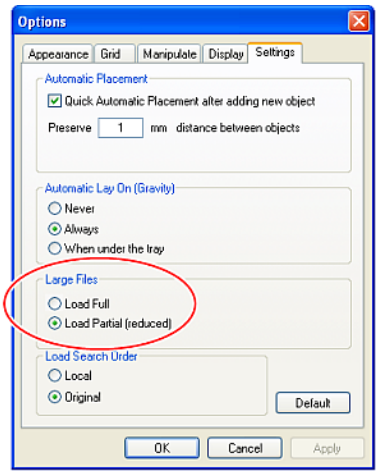



Figure 5-43 *Options* dialog box, *Settings* tab

2. In the *Large Files* section, select **Load Partial (reduced)**.

## Large File Manipulation

If you need to work with a detailed model that is composed of a large number of polygons, you can speed up its display and manipulation in Objet Studio by reducing the number of polygons on the screen. Although this may reduce the resolution on the screen, it has no affect on the printed models.

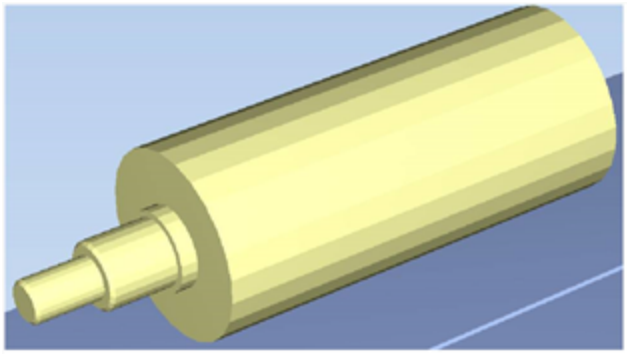


Figure 5-44 Object displayed without polygon reduction

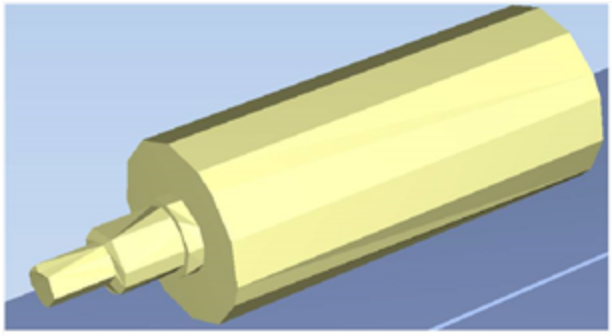


Figure 5-45 Object displayed with only five percent of its polygons showing

**To use polygon reduction:**

1. From the *Tools* menu, select **Options**.
   or—
   From the Objet Studio Commands menu , click **Options**.
2. In the *Options* dialog box, display the *Display* tab.

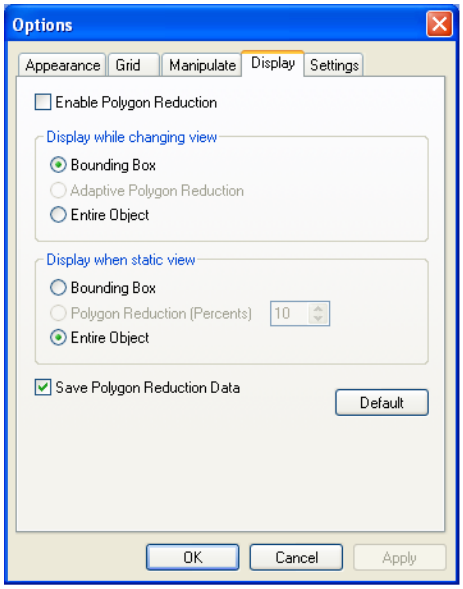



Figure 5-46 *Options* dialog box, *Display* tab

3. Select **Enable Polygon Reduction**.
4. Select **Polygon Reduction (Percent)**.
5. Enter the percentage of total polygons to display.
   When you click **Apply**, the display changes.

   **Note:** The setting affects the static display (when the object is not being moved).

6. Set display options when the object is being moved (*Display while changing view*):

- ❒ *Bounding Box*—A box representing the object's maximum dimensions is displayed.
- ❒ *Adaptive Polygon Reduction*—Varying degrees of polygon reduction are applied, as necessary.
- ❒ *Entire Object*—No polygon reduction is applied.

7. To save these settings, so that they will be applied every time you place **this object** on the build tray, click **Save Polygon Reduction Data**.
8. Click **Apply** to see the results of the settings without closing the dialog box.

Selecting the *Entire Object* option cancels polygon reduction.

## Object display options

The display format affects how quickly objects display. For example, if you select **Bounding Box**, objects display faster than they do when you select **Entire Object**. You can choose display formats for objects when they are stationary (*static view*) and for when you are dragging them (*changing view*).

**To select the object display preference while changing view, and in static view:**

1. Select to display objects:
   - ❒ With a *Bounding Box* (see Figure 5-33 on page 5-34)
   - ❒ With *Adaptive Polygon Reduction* (*changing view* only)
   - ❒ With *Polygon Reduction* (*static view* only)
   - ❒ *Entire Object*
2. Click **OK** when done.

## Zoom Options

While manipulating objects, you often need to view them at different zoom levels.

**To change the zoom level:**

➢ On the ribbon, open the *Zoom* flyout toolbar and select an option:

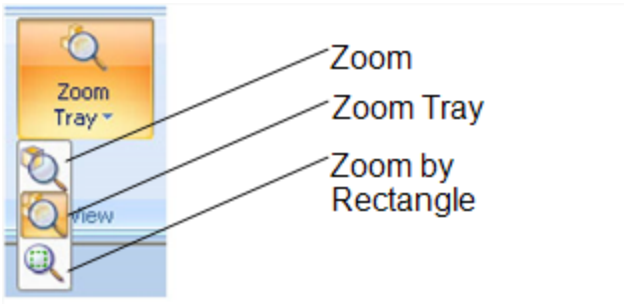



Figure 5-47 *Zoom* flyout toolbar

- ❒ *Zoom Object* focuses on the selected object.
- ❒ *Zoom Tray* displays the whole tray.

- ❒ *Zoom by Rectangle* allows you to display a section of the tray by selecting it with the mouse.

You can also zoom in and zoom out with the mouse wheel.

You can configure Objet Studio to automatically zoom in on the objects placed on the build tray. See "Automatic Zoom" on page 5-60.

# Handling Trays

After preparing models on the build tray, you can do the following:

- Test that it can be printed ("validation").
- Calculate the time and material resources needed to print it.
- Send it to the printer for production.
- Save it for later completion or printing.
- Save it as a compressed file for convenient storage and transfer.

## Tray Validation

Before sending a job to the printer for production, you should check that the tray is “valid” and can be printed.

**To validate that the tray can be printed:**

➢ On the *Tray Settings* ribbon, in the *Build Process* group, click 

.

or—

From the *Tools* menu, select **Placement Validation**.

If the tray is not valid, the color of the problematic models on the tray changes according to a pre-set code.

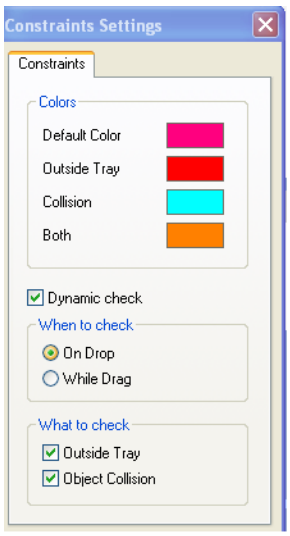



Figure 5-48 Color code

**Note:** The “Both” color also indicates a problematic *stl* file.

The validation status appears on the bar at the bottom of the screen.


Figure 5-49 Validation details in status bar

## High Quality/Speed Setting

When preparing models, Objet Studio allows you to choose the quality/speed setting most suitable for your job.

**HQ (High Quality)—**

- Prints models in 16-micron layers, suitable for producing fine details and delicate items.
- Requires much more time to print most trays, compared to High Speed setting.

**HS (High Speed)—**

- Prints models in 30-micron layers, suitable for producing larger models.
- Requires much less time to print most trays, compared to High Quality setting.

Change the setting, if necessary, before sending the tray to the 3-D printer.

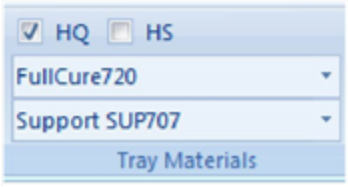



Figure 5-50 Quality/speed setting

## Production Estimates

Objet Studio enables you to calculate the time and material resources needed for producing trays before sending them to the printer. The time it takes Objet Studio to perform this calculation depends on the number of objects on the tray and their complexity. Calculating the production estimate for a full tray could take up to 15 minutes, depending on your computer's specifications.

**To calculate the time and materials needed for producing the current tray:**

➢ On the *Tray Settings* ribbon, in the *Build Process* group, click 

.

While the estimate is being calculated, a progress bar is displayed—on the right side of the status bar (at the bottom of the screen).

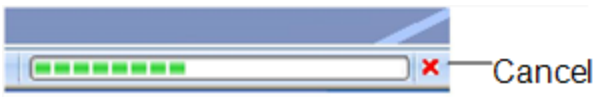



Figure 5-51 *Estimate* progress bar

When Objet Studio finishes calculating the production resources, the results are displayed in the *Estimated Consumptions* group on the *Tray Settings* ribbon.

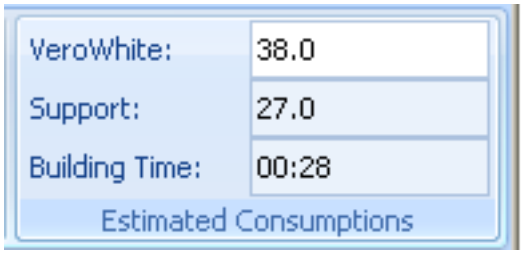



Figure 5-52 Production resource calculation

## E-mailing Objet Digital Files

You can easily e-mail *objdf* files using Microsoft® Office Outlook®. Sending *objdf* files is recommended (instead of *stl* files) because the size of a file is typically reduced by more than half. An added benefit is that the *objdf* file contains the model-material information for the object.

**To e-mail a file:**

1. From the *Tools* menu, select **Email Objet Digital File**.
   Outlook opens with the file attached and *Subject* details added to the e-mail form.
2. Enter the e-mail address and send the file.

## Printing the Tray

When a tray is ready to be printed, it is placed in the Jobs Queue. When the job reaches the head of the queue, Objet Studio pre-processes the tray file to create slices, and feeds them to the printer.

**To send the tray to the print queue:**

➢ On the *Tray Settings* ribbon, *Build Process* group, click 

.

➢ Click **Build** and continue on the next page

If the build tray file has not been saved when you click *Build*, the *Save As* dialog box opens for you to save it.

Objet Studio checks if there is a problem with the positioning of objects on the tray. If so, the affected objects are displayed with special colors (see "Tray Validation" on page 5-42), and a warning message appears.

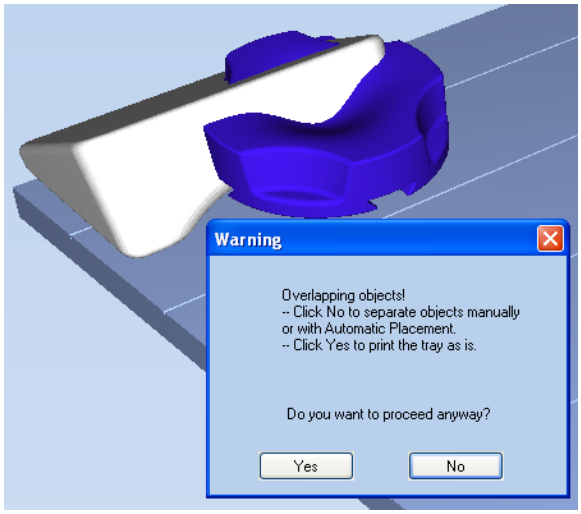



Figure 5-53 Tray validation warning message

➢ To cancel the *Build* command so you can correct the problem, click **No**.

➢ To print the models as they are positioned on the tray, click **Yes**.

The *Job Manager* screen opens, so you can monitor the progress of your trays—before, during, and after printing. See "Monitoring and Managing Print Jobs" on page 5-65.

# Applying Additional Objet Studio Features

## Dividing Objects

You can use the Split Object feature to produce objects larger than the tray area by dividing the model into separate parts. With this feature, you produce only a specific section of a model.

**To split an object:**

1. Select the object.
2. From the *Object* menu, select **Split**.
3. In the *Split Object* dialog box, enter the values to determine how Objet Studio will divide the object. You can divide an object along any of its axes, by entering either exact measurements or the number of parts.

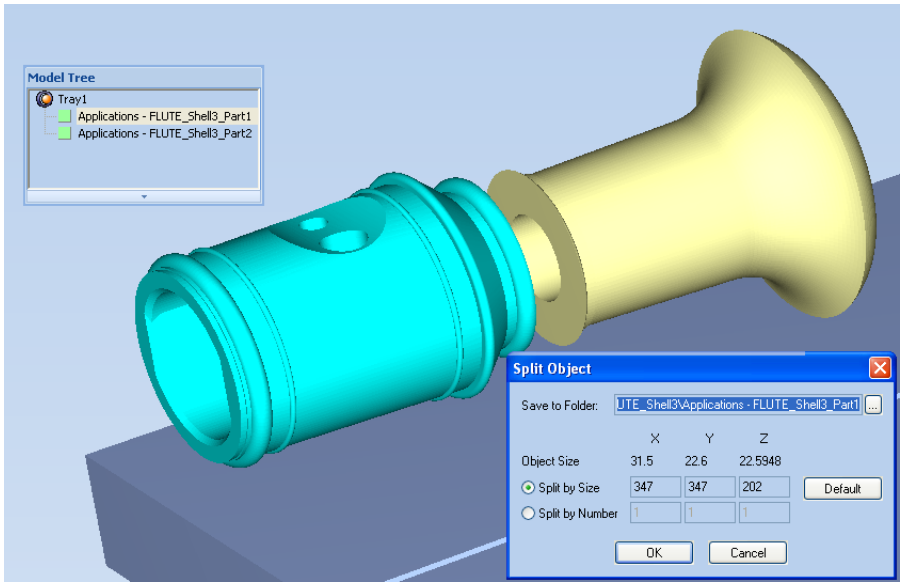



Figure 5-54 *Split Object* dialog box

4. In *Save to Folder*, enter the folder name.
5. Click **OK**.

   The composite parts are saved as new *stl* files with “Part 1,” “Part 2,” etc., added to the original file name.

**Note:** Before printing the newly created *stl* files, it is recommended that you check them for defects in an STL-repair application, such as Magics™, by Materialise®.

## Choosing the Support Strength

When producing models, support material fills some hollow and empty sections (see "Manual Positioning" on page 5-22). Objet Studio allows you to adjust the strength of the structure formed with the support material. This adjustment is useful when producing either large/massive models or small/delicate models. For most purposes, the default setting provides adequate support strength.

**To change the strength of the support structure used when printing a model:**

1. Select a model on the tray.
2. On the *Model Settings* ribbon, in the *Options* group, click .
   or—
   - On the Model Toolbar, click .

   or—
   - From the right-click context menu, select **Advanced Properties**.

   The *Advanced Properties* dialog box opens.


Figure 5-55 *Advanced Properties* dialog box

**Note:** If an object is split into shells, the *Advanced Properties* enabled vary with the object selection. If a single element is selected only *Hollow* is enabled. If a group of elements is selected only *Grid Style* is enabled.

3. In the *Grid Style* section, choose the support strength suitable for the selected model. You can select a different support strength for each model on the tray.
   - **Standard**—for models needing average support (most models).
   - **Heavy**—for large models needing much support.
4. Click **Apply**.

## "Hollow"— Filling Models with Support Material

Many objects placed on the tray from *stl* files are "solid." This means that, when printed, the model will be completely filled with model material. Often, especially with large objects, this is unnecessary. Instead, the model can be filled with support material, which is less costly. It is also advisable to fill models with support material when preparing them for investment casting, since this material burns off more quickly during the process of making the cast.

Objet Studio enables you to print objects on the tray with an outer shell of model material and a center filled with support material. When using this feature, called "Hollow," the thickness of the shell should be no less than 0.5 millimeters.

**To use the Hollow feature:**

1. Select a model on the tray.
   or—
   ❒ On the Model Toolbar click .
   or—
   ❒ From the right-click context menu, select **Advanced Properties**.
   The *Advanced Properties* dialog box opens.
2. Select **Hollow**.

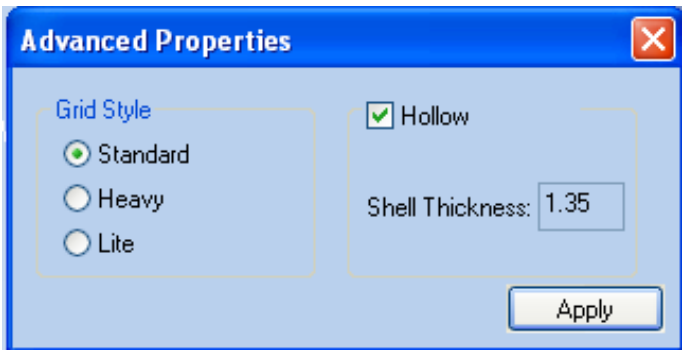



Figure 5-56 *Advanced Properties* dialog box

3. Set the shell thickness, in millimeters.
4. Click **Apply**.

   **Note:** There is no change in the display of objects in Objet Studio when Hollow is selected.

**To inspect, change or cancel the Hollow setting:**

1. Select a model on the tray.
2. Access the *Advanced Properties* dialog box, as above.
3. If you change or cancel the Hollow setting, click **Apply**.

## Displaying the Cross Section of Objects

The *Section* feature enables you to view the interior of an object by "slicing" it on any axis. You can then manipulate the object to inspect the interior from different angles. This may be important for deciding on the type of support necessary when producing the model (see "Choosing the Support Strength" on page 5-47). Displaying an object's cross section only affects how the tray is displayed on the screen; it does not change the object itself.

**To display a cross section of the tray:**

1. From the *Tools* menu, select **Section**.
   The *Section* dialog box opens.

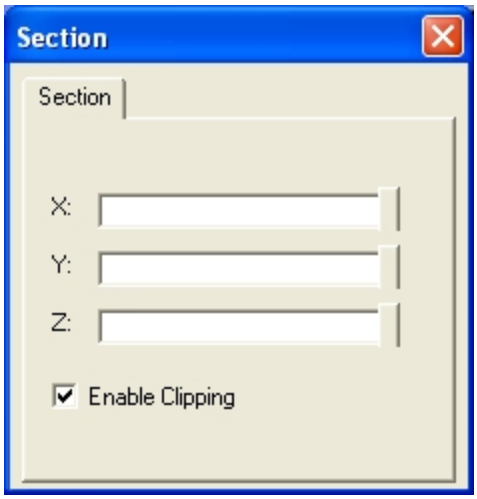



Figure 5-57 *Section* dialog box

2. Select **Enable Clipping**.
3. Use the slider controls for the X-, Y-, and Z-axes to cut the tray so that you see the cross section you want.

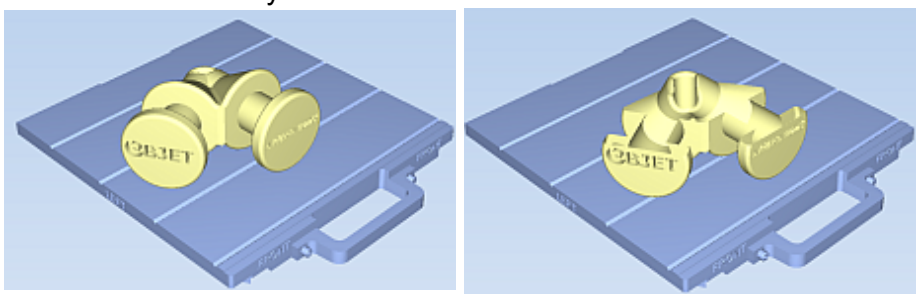


Figure 5-58 **Left:** Whole view; **Right:** Cross section view after using the Z-slider

## Saving the Screen Display as an Image File

You can save the image displayed in the active viewing screen as a graphic file.

**To save the screen display as an image:**

1. Press **Ctrl+B**.
   or—
   From the Objet Studio Commands menu , select **Save Bitmap**.
   The *Save Bitmap* dialog box opens.

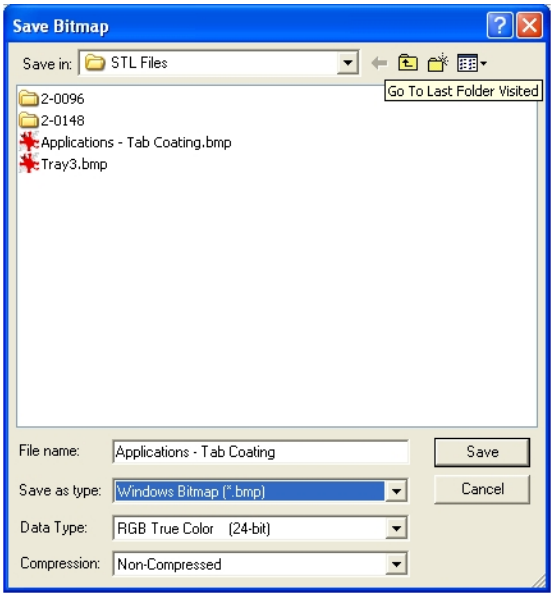



Figure 5-59 *Save Bitmap* dialog box

2. At the top of the dialog box, select the appropriate folder.
3. At the bottom of the dialog box, enter a file name.
4. Open the *Save as type* drop-down list, and select the file format.
5. Click **Save**.

## Saving Build Trays

You can save your work in different Objet Studio file formats, depending on how you want to use them later.

### *OBJTF* Files

*objtf* files contain instructions to Objet Studio and to Eden260V printers for displaying and producing the *stl* files used on the tray. When you save build trays in Objet Studio, they are saved as *objtf* files.

Saving in *objtf* format is useful, for example, if you have not finished preparing the tray for printing, or if you want to make changes before printing it again in the future. *objtf* files are also useful when working from your company's network, where the STL files are stored.

**Note:** Because the *objtf* file references the *stl* files used, they must remain in the same file location as when the *objtf* file was saved.

**To save the tray as an *objtf* file:**

➢ In the *Tray Settings* tab, *File* group, click 

.

To open trays saved as *objtf* files, see "Opening Objet Tray Files" on page 5-15.

## *OBJZF* Files

To conveniently save all of the files as they are positioned on the build tray, for storing the job, or for transferring it to another location, Objet Studio compresses them into one *objzf* file. To later use the *objzf* file, the file must first be expanded in Objet Studio and its component files saved.

**Note:** If you export an *objzf* file containing a *stl* file originally saved as read-only, you cannot open (import) this *objzf* file to the folder where the read-only *stl* file is saved.

**To create an *objzf* file:**

1. From the Objet Studio Commands menu  , select **Export Packed Job**.
   The *Save As* dialog box opens.
2. Select the folder, set the file name, and click **Save**.

**Note:** You can also export a print job as an *objzf* file from the *Job Manager* screen—see "Additional Server Features" on page 5-76.

**To open an *objzf* file:**

➢ Double-click on the *objtf* file.
or—

1. From the Objet Studio Commands menu  , select **Import Packed Job**.
2. In the *Open* dialog box, display the appropriate folder and select the file.
3. In the *Browse for Folder* dialog box, display the folder in which you want Objet Studio to expand the compressed file, and click **OK**.
   The *objtf* file and associated *stl* files are expanded and placed in the selected folder, and the tray is displayed in Objet Studio.

# Customizing Objet Studio

You can customize Objet Studio to suit your particular working needs and preferences. Features that you can customize include:

- ❒ Creating a quick-access toolbar for frequently used commands.
- ❒ Changing the position of the Quick Access toolbar.
- ❒ Minimizing the ribbon.
- ❒ Changing the Objet Studio color theme.
- ❒ Configuring default settings for objects placed on the build tray.

## Creating a Quick Access Toolbar

As you work with Objet Studio, you may use certain commands frequently. You can create a quick-access toolbar to make your work easier.

**To create a quick-access toolbar:**

1. Above the ribbon tabs, click .
   The *Customize Quick Access Toolbar* menu opens.

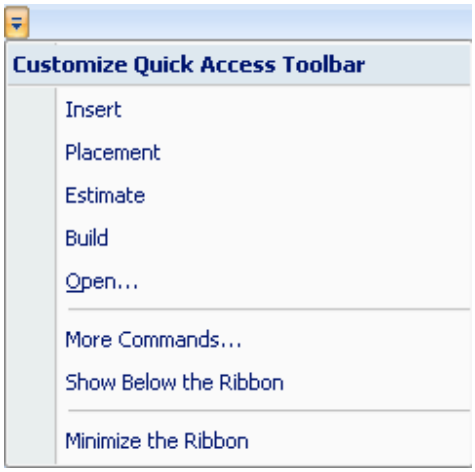



Figure 5-60 *Customize Quick Access Toolbar* menu

2. Select a command you want to add to the toolbar.
   An icon for the selected command is added to the toolbar.

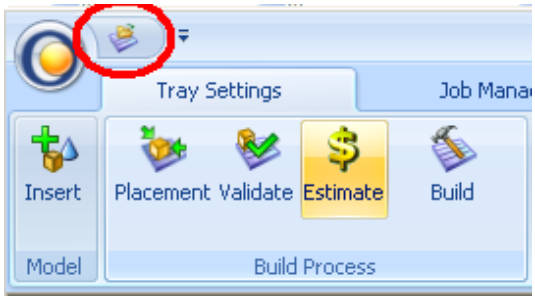



Figure 5-61 Quick Access toolbar

To add another command, repeat the above procedure.

3. To choose from a wider range of commands:

   ❒ From the *Customize Quick Access Toolbar* menu (see Figure 5-60 on the previous page), select **More Commands**.

   or—

   ❒ Right-click on the Objet Studio Commands icon  , or elsewhere on the ribbon, and select **Customize Quick Access Toolbar**.

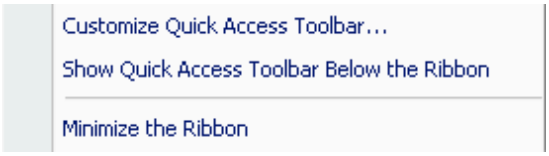



Figure 5-62 Right-click ribbon menu

The *Options* dialog box opens.

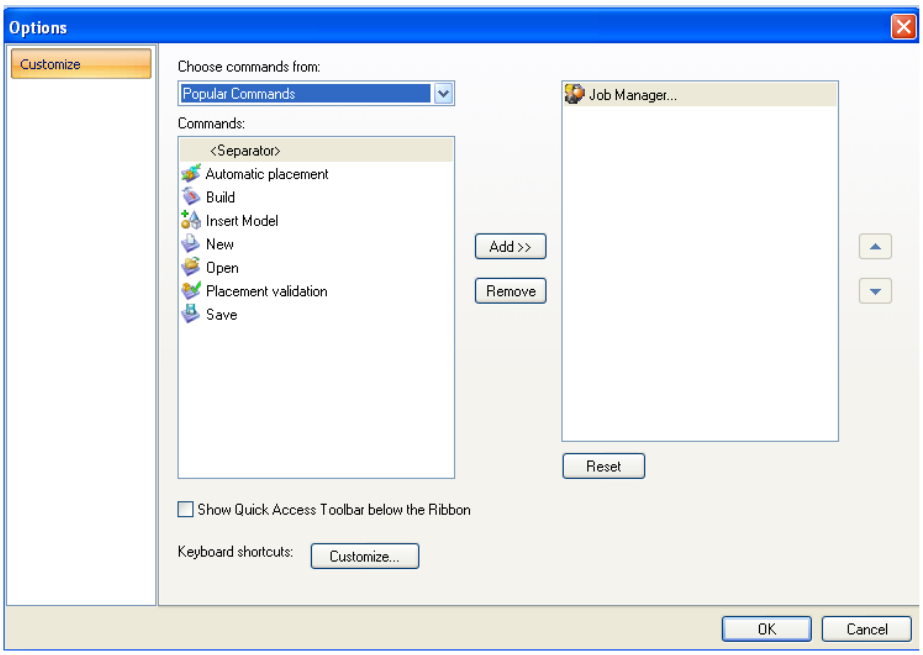



Figure 5-63 Quick Access Toobar *Options* dialog box

4. Open the drop-down list and select either **Popular Commands** or **Commands not on the Ribbon**.
5. Select a command and click **Add**.
6. Click **OK**.

## Hiding the Ribbon

To make more room for displaying the build tray, you can hide the Objet Studio ribbons.

**To hide the ribbons:**

1. Right-click anywhere on the ribbon or on the menu bar, or in the Objet Studio Commands menu .
2. Select **Minimize the Ribbon**.
   The ribbons disappear, but you can temporarily display the ribbon icons by clicking **Tray Settings** or **Job Manager** on the menu bar. When you next click outside of the ribbon, it disappears again.

**To return the permanent ribbon display:**

➢ Repeat the steps above to cancel *Minimize the Ribbon*.

## Display Colors

You can customize some of the colors used for displaying Objet Studio screens and for displaying objects on the build tray.

**To change the colors used in Objet Studio screens:**

1. From the *Tools* menu, select **Options**.

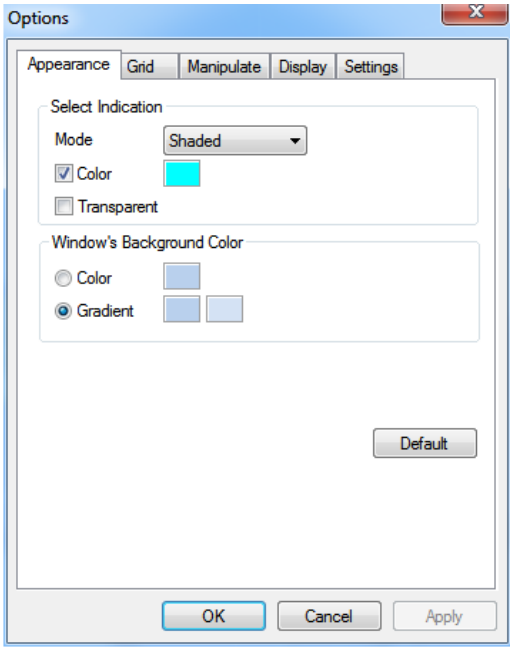



Figure 5-64 Display settings

2. In the *Appearance* tab of the *Options* dialog box, you can configure the display.
   - ❒ The *Mode* selection determines how models appear on the build tray. The default method for displaying models on the build tray is as solid ("shaded") objects. The other options are **WireFrame** and **Points**.
   - ❒ If *Shaded* is selected, you can display the model on the tray as a see-through object.

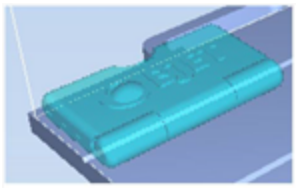


Figure 5-65 Transparent display

- ❒ Double-click the color patches to customize colors.
- ❒ The *Windows Background Color* settings enable you to change the color behind the build tray—with either a solid or a two-color gradient.
- ❒ To return to the default display settings, click **Default**.

## Changing Color Themes

Objet Studio offers a choice of four background color themes—blue, black, silver and aqua.

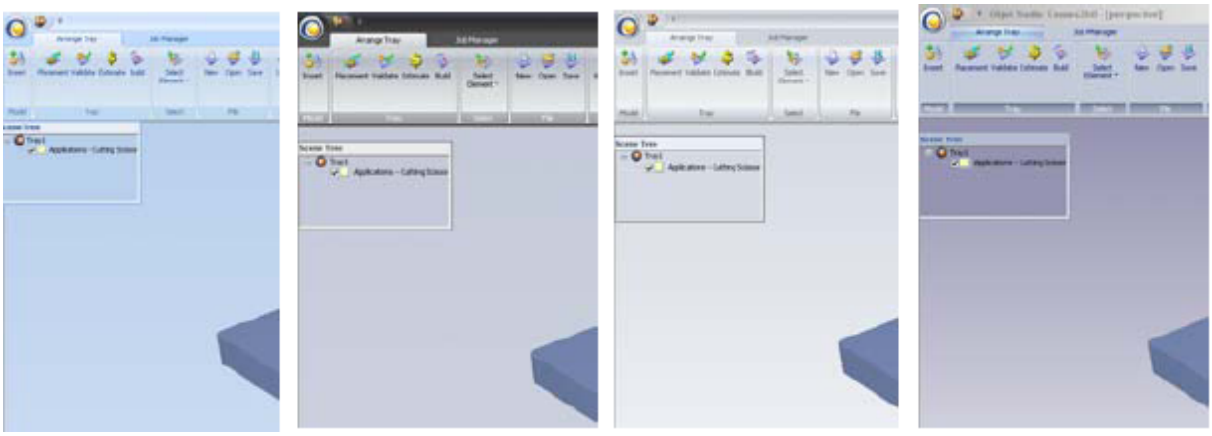


Figure 5-66 Background color themes

**To change the color theme:**

➢ From the *Style* menu, select one of the options.

## Keyboard Shortcuts

You can define shortcut keys for frequently used commands.

**To define shortcut keys:**

1. Above the ribbon tabs, click .
   The *Customize Quick Access Toolbar* menu opens.

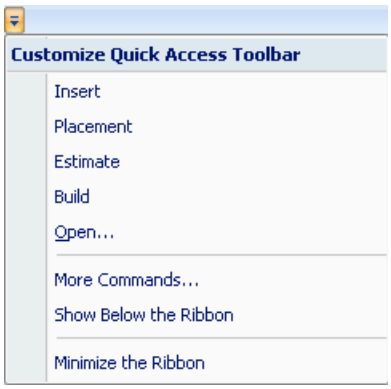



Figure 5-67 *Customize Quick Access Toolbar* menu

2. Select **More Commands**.
   The *Options* dialog box opens (see Figure 5-63 on page 5-53).

3. Click **Customize**.
   The *Customize Keyboard* dialog box appears.

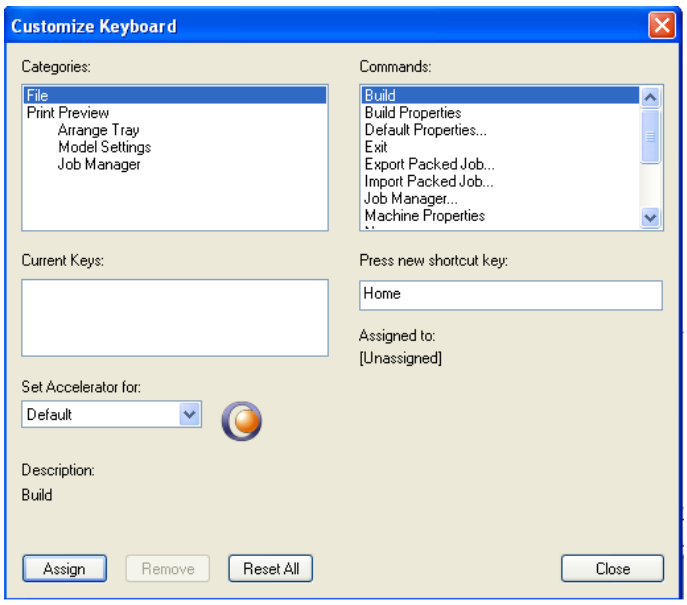



Figure 5-68 *Customize Keyboard* dialog box

4. Select command *Categories* to display all the commands in that category, for example, all the *Model Settings* commands.
   Current shortcut keys are displayed.
5. Enter the shortcut key in the *Press new shortcut key* field, and click **Assign**.
6. If you want to redefine all shortcut keys, click **Reset All**.

## Setting User Preferences

You can change several Objet Studio settings that affect objects placed on the build tray.

**To change default settings:**

➢ From the Objet Studio Commands menu  , select **User Preferences**.

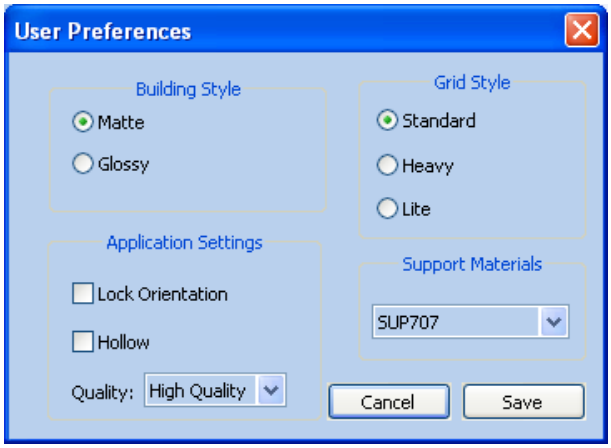



Figure 5-69 Setting work preferences

- Building Style—see "Surface Finish" on page 5-19.
- Grid Style—see "Choosing the Support Strength" on page 5-47.
- Application Settings:
  - ❒ Lock Orientation—see "Freezing Model Orientation" on page 5-32.
  - ❒ Hollow—see "“Hollow”— Filling Models with Support Material" on page 5-48.

# Professional Mode Features

Some advanced features of Objet Studio are only accessible in *Professional Mode*.

**To see the current Objet Studio setting:**

➢ Open the *Tools* menu.

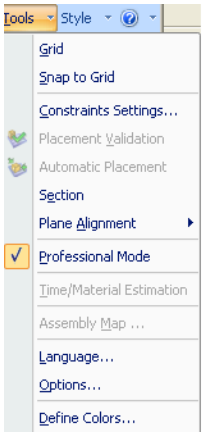



Figure 5-70 *Tools* menu, showing *Professional Mode* selected

If *Professional Mode* is selected, advanced features are displayed.

**To change the *Professional Mode* setting:**

1. From the *Tools* menu, select **Professional Mode**.

   The following message is displayed, reminding you that the change will only take effect the *next time* you open Objet Studio—even though the check mark next to the *Professional Mode* option appears immediately.

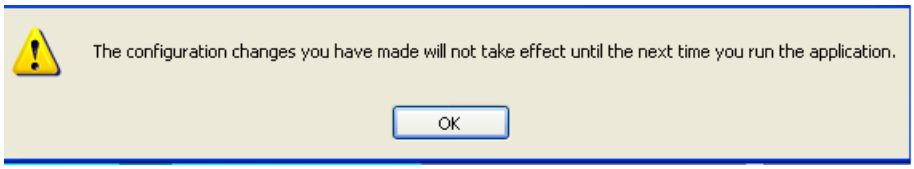



Figure 5-71 Configuration-change message

2. Close and re-open Objet Studio to use the Professional Mode features.

## Default Settings

You can control the default settings of several Objet Studio features from the *Advanced* tab of the *Options* dialog box.

**To display the Options dialog box**

➢ From the *Tools* menu, select **Options**.

or—

In the Objet Studio Commands menu , click **Options**.

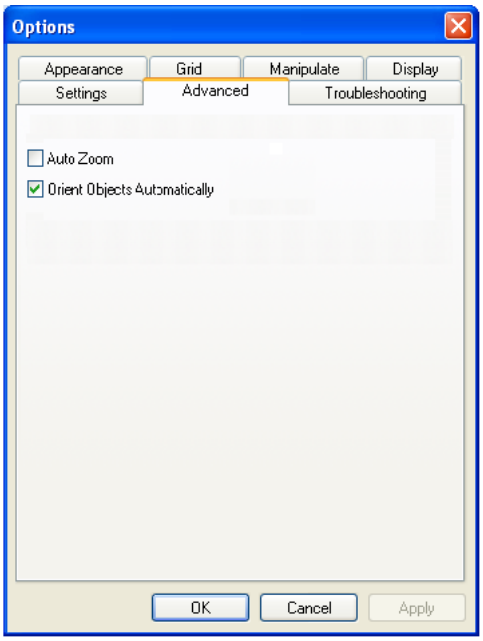



Figure 5-72 *Options* dialog box, *Advanced* tab

The Advanced tab is only accessible when Professional Mode is active (see "Professional Mode Features" on the previous page).

## Automatic Orientation

By default, when Objet Studio places objects on the build tray, it orients them optimally, for the shortest printing time. If necessary, you can choose to cancel automatic orientation each time you place an object on the build tray (see "Automatic Orientation" on page 5-20). In any case, when objects are on the build tray, you can change their orientation manually (see "Manual Positioning" on page 5-22.)

**To change the default setting so that *Automatic Orientation* is disabled:**

➢ In the *Advanced* section of the *Options* dialog box, clear the check box.

## Automatic Zoom

When *Auto Zoom* is selected in the *Advanced* section of the *Options* dialog box, the display zooms in, to display the objects placed on the build tray. This allows you to carefully inspect and manipulate the objects.

By default, this feature is **not** enabled. In any case, you can change the zoom level, as necessary (see "Zoom Options" on page 5-40).

## OpenGL Driver Configuration

The OpenGL driver displays 3D graphics on your screen. There is normally no reason to adjust its settings. If you suspect a problem with the way Objet Studio displays objects, you can use the OpenGL Driver Configuration tool to check and configure the driver settings.

**To access the *OpenGL Driver Configuration* dialog box:**

1. From the *Tools* menu, select **Options**.
   or—
   In the Objet Studio Commands menu  , click **Options**.
2. In the *Options* dialog box, display the *Troubleshooting* tab.

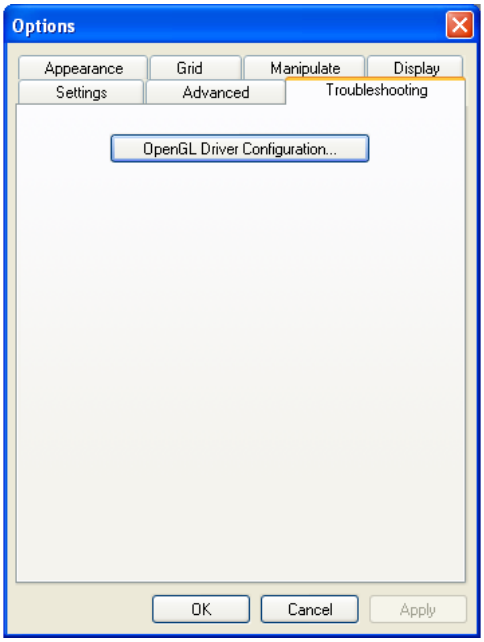



Figure 5-73 Access to OpenGL Driver configuration

The Troubleshooting tab is only accessible when Professional Mode is active (see "Professional Mode Features" on page 5-58).

3. Click **OpenGL Driver Configuration**.
   The dialog box that opens displays details of the pixel format ID (index) for the window and the memory.

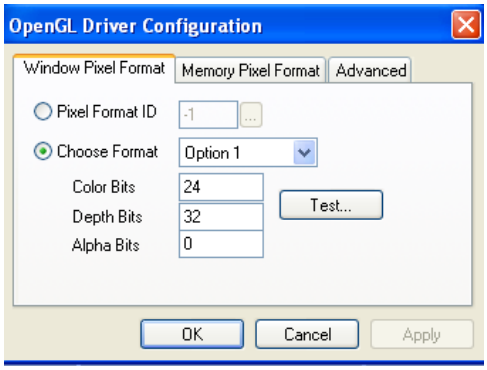



Figure 5-74 *OpenGL Driver Configuration* dialog box

If you want to display the values and change them, click ... Alternately, you can select **Choose Format** and change the values in this dialog box.

**To perform a test of the driver configuration and enter the suggested pixel format ID:**

1. Select **Choose Format**.
2. Click **Test**.
   Objet Studio returns the recommended pixel format ID.


Figure 5-75 Recommended pixel format ID

3. Click **OK**.
4. In the *OpenGL Driver Configuration* dialog box (Figure 5-74), select **Pixel Format ID** and enter this number.
5. Click **Apply**.
6. Display the other pixel format tab, and repeat this procedure.

# Getting Additional Objet Studio Assistance

Objet Studio Help provides on-screen instructions and information, as you work.

**To view Objet Studio Help:**

➢ On the standard toolbar, click and then click **Objet Studio Help**.

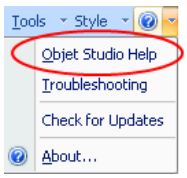



Figure 5-76 Help options

You can also view information on the following subjects:

- ❒ *Troubleshooting* opens a list of error messages and their explanations.
- ❒ *Check for Updates* checks if you are using the latest Objet Studio version.

# Objet Studio Version, Material Module and Licensed Features

You can view details of the Objet Studio version, the material module installed, and the features available with your license.

**To view details of your Objet Studio installation:**

➢ On the standard toolbar, click and then click **About...**.

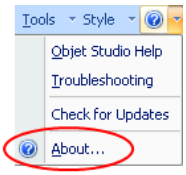



Figure 5-77 Displaying Objet Studio details

## About Objet Studio tab

The *About Objet Studio* tab shows the Objet Studio version number and basic information about your computer.

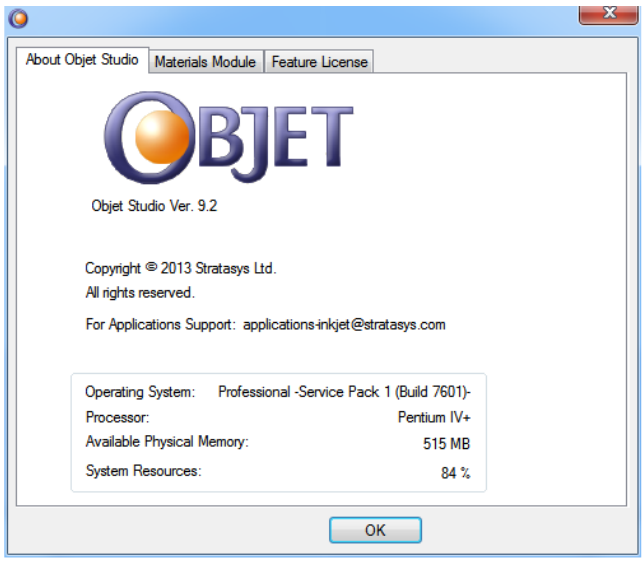



Figure 5-78 About Objet Studio tab

## Materials Module tab

The *Materials Module* tab shows details of the material module installed.

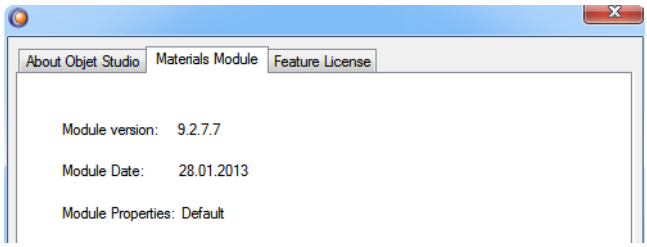



Figure 5-79 Materials Module tab

- *Module version*

  If a Materials Module upgrade (patch) was installed, the new Materials Module version is displayed. If no patches were installed, the *Module version* is the same as the Objet Studio version.

- *Module date*

  If a Materials Module upgrade (patch) was installed, the date of its creation is displayed. If no patches were installed, the *Module date* is the date of the Objet Studio version.

- *Module properties*

  If a Materials Module upgrade (patch) was installed, its description is displayed. If no patches were installed, “Default” is displayed.

## *Feature License* tab

The *Feature License* tab shows the Objet Studio features available with your license.

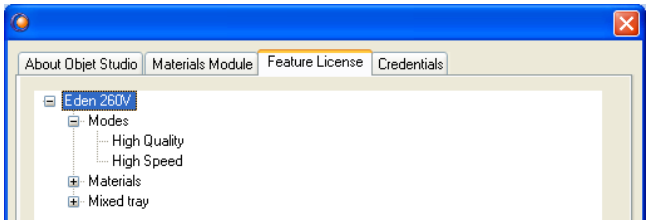



Figure 5-80 Feature License tab

Click ⊞ to expand the details for each feature.

- *Modes* shows the printing modes available.
  See "High Quality/Speed Setting" on page 5-43.
- *Materials* shows model materials available.

# Monitoring and Managing Print Jobs

In the *Job Manager* screen of Objet Studio, you monitor and manage jobs sent to the printer. There are a few differences between Objet Studio on client workstations and on the computer connected directly to the 3D printer—the server workstation.

- Objet Studio installed on a client computer only displays the queue and status for jobs sent to the 3D printer server from that computer, and it allows the user to edit only these jobs.
  **Note:** If there are several PolyJet printers on the local network, client computers can connect to any of them, but only one at a time.
- Objet Studio installed on the computer directly connected to a specific 3D printer (server), displays the queue and status for all jobs sent to that 3D printer by the server and by all client computers on the network. It also allows editing and manipulation of all jobs, and enables re-sending previously-printed jobs to the printer.

If Objet Studio is not connected to a printer (or printer server), you can prepare tray files for any PolyJet printer. Later, these files can be used by Objet Studio on the appropriate printer server.

## Job Manager Screen

The *Job Manager* screen on the client and server workstations looks identical. The only difference is that options only relevant to the server workstation are disabled for client installations.

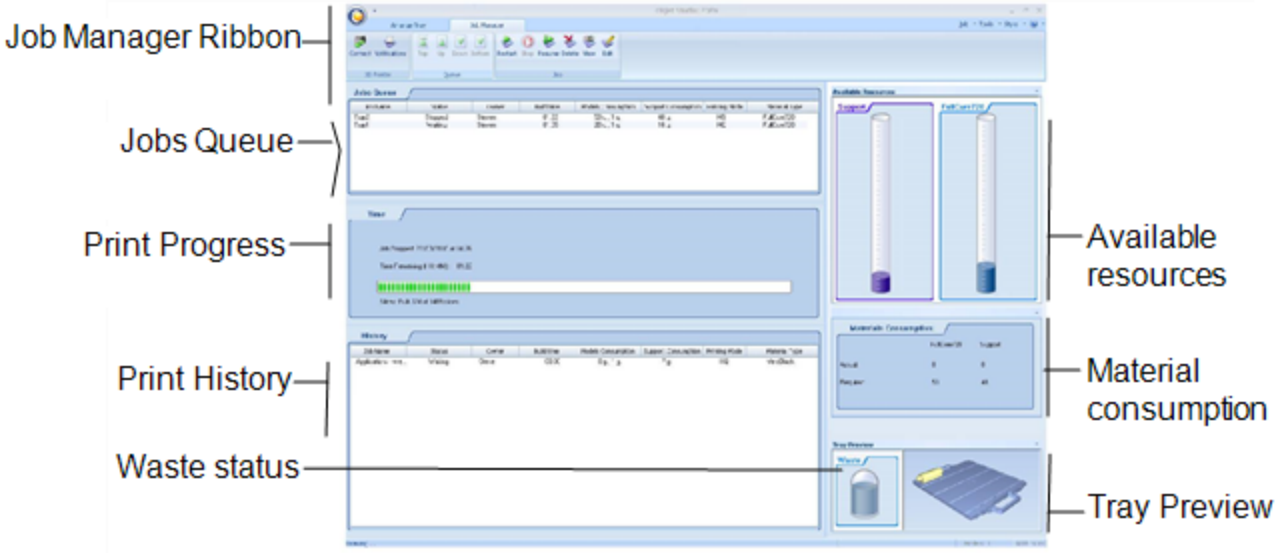



Figure 5-81 *Job Manager* screen

The *Job Manager* screen is divided into panels:

- Jobs Queue
- Printing Progress
- History
- Available Resources
- Material Consumption
- Tray Preview
- Waste

## Jobs Queue

On the server, the *Jobs Queue* lists the last 15 jobs sent from client computers. On client workstations, it lists jobs sent from that computer to the server.

Information for each of the queued jobs is displayed, including the job status.

| Status | Meaning |
|---|---|
| Waiting | Printing of this job has not started. |
| Building | Printing of this job is in progress. |
| Stopped | Printing of this job was interrupted. Printing can later be continued (*Resume*) or begun again (*Restart*). |
| Error | Errors occurred during the printing of this job, and it was placed in the Jobs Queue again. |
| Editing | This job is now being edited in Objet Studio. |
| Spooling | The job file is being spooled in the printer. |
| Preprocessing | The 3D printer is readying itself for printing: the cover locks, the print heads warm up and are put in starting position, the UV lamps are turned on, and the build tray level is adjusted. |
| On Schedule | The job is scheduled to be printed at a specified time. |

In addition, the following information is displayed:

- *Owner*—the computer that sent the job
- *Build Time*—the estimated building time for the job
- *Model Consumption*—the amount of model material required to complete the job, and the amount actually used till now
- *Support Consumption*—the amount of support material required to complete the job, and the amount actually used till now

## Printing Progress

The *Time* panel shows printing times and the number of slices sent to the printer.

## History

The *History* panel shows information for the last 50 jobs and their final status. You can drag a job from *History* to *Jobs Queue* to print the tray again.

## Available Resources

The *Available Resources* panel contains graphic indicators that show the amount of available printing materials remaining in the printer.[1]

[1]Objet Studio displays the weight of the printing materials in both cartridges as long as each cartridge contains more than 100 grams of material. The weight under 100 grams is not calculated and displayed. However, if a cartridge contains less than 100 grams of material, the printer uses it—as long as the material in the other cartridge weighs more than 100 grams. In any case, the weight of each cartridge is displayed in the printer application.

## Material Consumption

- *Actual*—the amount of material used till now
- *Required*—the amount of material still needed to finish the job

## Tray Preview

The *Tray Preview* panel displays the build tray view of the job selected in the *Job Queue* or the *History* list.
On a server, you can open an enlarged preview window by clicking on the *Tray Preview* display (see "Additional Server Features" on page 5-76).

## Waste

The amount of waste appears when the cursor is over the *Waste* display.

## Setting the Printer Connection

When your printer is installed, the server computer is connected to that printer. Normally, there should be no reason to change this connection. Occasionally, however, you may need to reset the connection, to connect the server to another printer, or to use Objet Studio in offline mode (without a printer connection).

**To set (or change) the printer connection:**

1. On the *Job Manager* ribbon, in the *3D Printer* group, click 

.
2. In the *Set Printer* dialog box, click **Connect**.

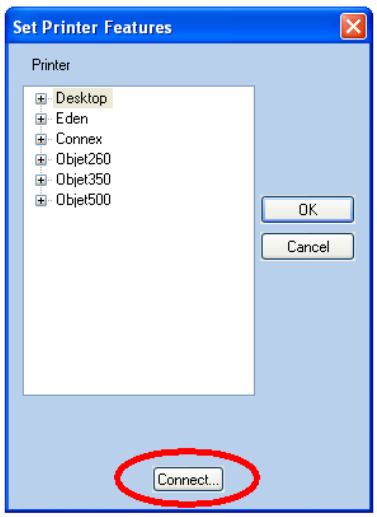



Figure 5-82 Connecting to a printer (A)

3. Enter the computer name or its IP address, or click **Browse** to find and select it.


Figure 5-83 Connecting to a printer (B)

4. Click **OK**.
   When the connection is established, Objet Studio is configured to prepare print jobs for that printer.

If you can see the material levels in the "Job Manager Screen" (see Figure 5-81 on page 5-66), Objet Studio is connected to the printer.

Note: A printer can be listed by its name or by its computer's IP address.

## Offline Mode

You can use Objet Studio to prepare trays for printing in offline mode, on a remote computer or when the printer connection is not available. You also use offline mode to prepare trays for printing with other printers. In this case, if Objet Studio is currently connected to a printer, you must change to offline mode by removing this connection.

**To disconnect Objet Studio from the printer:**

1. On the *Job Manager* ribbon, in the *3D Printer* group, click 

.
2. In the *Set Printer Features* dialog box, click **Connect** (see Figure 5-82 on page 5-68).

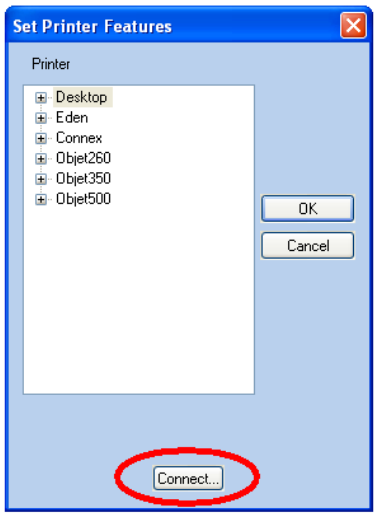



Figure 5-84 Disconnecting Objet Studio from a printer (A)

3. In the *Printer Connection* dialog box, delete the computer name/IP address.


Figure 5-85 Disconnecting Objet Studio from a printer (B)

4. Click **OK**.
   "Unknown" appears in the printer-name field.
5. Click **OK**.

6. In the pop-up message, confirm that you want to work in offline mode by clicking **No**.

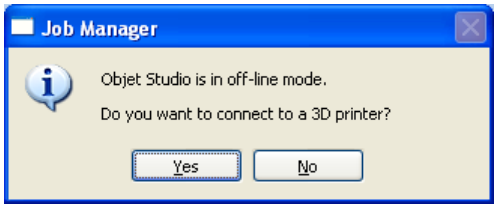



Figure 5-86 offline message

When Objet Studio is in offline mode, you can configure it for preparing print jobs for different printers.

**To change the Objet Studio offline configuration:**

1. In the *Set Printer Features* dialog box, select a printer type.

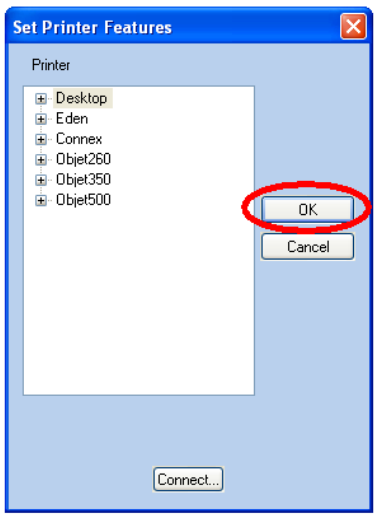



Figure 5-87 offline printer selection

2. Click **OK** (*not* "Connect").

## Setting the Remote Printer Connection (Client Mode)

When you open Objet Studio for the first time in a client installation, you are prompted to connect to a server computer that sends jobs to a 3D printer. To do this, the server computer must be operating and connected to the local network.

**To set (or change) the connection to the server-computer:**

1. On the *Job Manager* ribbon, in the *3D Printer* group, click 

.
2. Enter the name of the server computer or its IP address, or click **Browse** to find and select it.
3. Click **OK**.


Figure 5-88 *Printer Server Connection* dialog box

## Job Manager Commands

The *Job Manager* ribbon has three icon groups:

- 3D Printer
- Queue
- Job

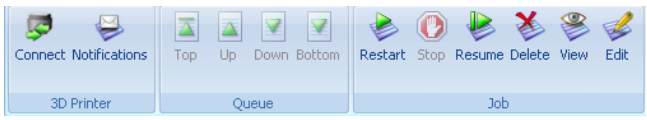



Figure 5-89 *Job Manager* ribbon commands

Icons are enabled or disabled according to their relevancy. For example, since you cannot stop printing a job that is not being printed, the *Stop* command is disabled when the printer is idle.

Job Manager icons are described in the table on the next page.

The following operations are available on the *Job Manager* ribbon:

| Group | Icon | Purpose |
|---|---|---|
| 3D Printer |   | **Server**: Sets the printer connection. See "Setting the Printer Connection" on page 5-68.<br>**Client**: Sets the server connection. See "Setting the Remote Printer Connection (Client Mode)" on the previous page. |
| |   | Configures options for printer alerts. See "Configuring User Alerts" on page 5-75. |
| Queue |   | **Server**: Moves a job to the head of the Jobs Queue.<br>**Client**: Disabled.<br>See "Jobs Queue" on page 5-67. |
| |   | **Server**: Moves a job to a higher position in the *Jobs Queue*.<br>**Client**: Disabled.<br>See "Jobs Queue" on page 5-67 |
| |   | **Server**: Moves a job to the bottom of the *Jobs Queue*.<br>**Client**: Disabled.<br>See "Jobs Queue" on page 5-67. |
| |   | **Server**: Moves a job to a lower position in the *Jobs Queue*.<br>**Client**: Disabled.<br>See "Jobs Queue" on page 5-67. |
| Job |   | **Server**:<br>• For a job in the *Jobs Queue*—Prints it again (from the beginning).<br>• For a job in the *History* list—Moves it to the *Jobs Queue* for printing.<br>**Client**: Disabled.<br>See "Restarting Jobs" on page 5-78. |
| |   | **Server**: Stops a job in progress.<br>**Client**: Disabled |
| |  | **Server**: Continues printing the current job from the point where printing stopped.<br>**Client**: Disabled.<br>See "Resuming Jobs" on page 5-78. |
| |   | Removes the selected job from the queue. |
| |   | Refreshes the image of the selected job in the *Tray Preview* display. |
| |   | Opens the *Tray Settings* screen and displays the tray. For deleted jobs, this enables you to make changes before printing. |

In addition to using ribbon command icons, you can use commands on context (pop-up) toolbars and from the *Job* menu on the standard toolbar.


Figure 5-90 Icons on pop-up toolbar (server)


Figure 5-91 Icons on pop-up toolbar (client workstation)

**Note:** Most icons and menu commands are only enabled when a job is selected.

When you position the cursor over an item, a tooltip displays the name of the command.

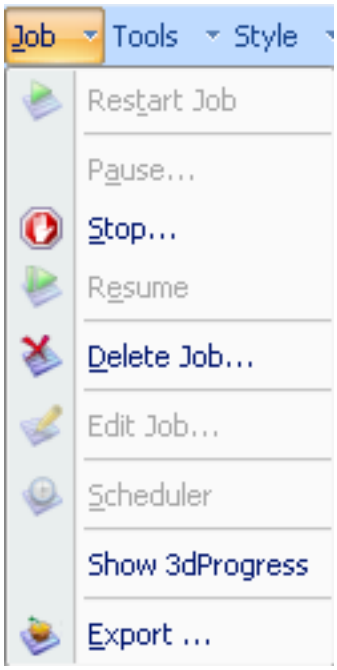



Figure 5-92 *Job* menu options (server)

## Configuring User Alerts

Objet Studio can alert you (and others) to the status of jobs sent to the server for printing. This is especially useful during long printing jobs, when the operator is away from the printer. The following events can be reported:

- The level of model or support material is low.
- The job was interrupted.
- The job was completed successfully.

To send e-mail and SMS alerts, make sure that e-mail software supporting MAPI is installed on the server computer. To send SMS alerts, the cellular phone service must support the transmission of e-mail messages by SMS. Only the subject line of the e-mail message is transmitted by SMS.

**To configure Objet Studio to send notifications and alerts:**

1. On the *Job Manager* ribbon, in the *3D Printer* group, click 

.

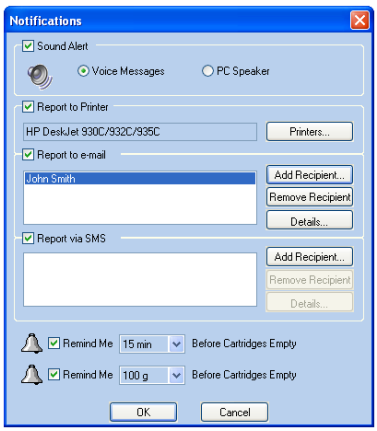



Figure 5-93 *Notifications* dialog box (server)

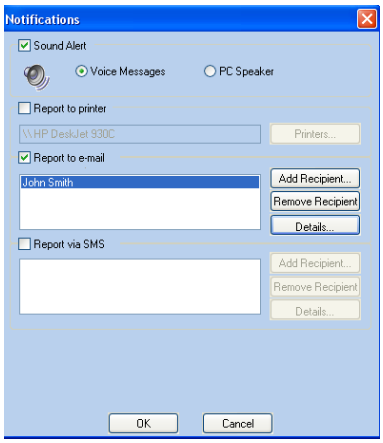



Figure 5-94 *Notifications* dialog box (client workstation)

2. Set the desired reporting options.
3. Click **Details**.

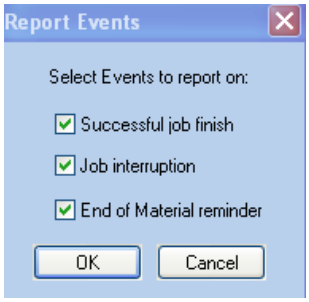



Figure 5-95 Event selection for alerts

4. In the *Reports Events* dialog box, select the alert events and click **OK**.
5. In the *Notifications* dialog box, click **OK**.

## Printing from the Jobs Queue

If there is a job in the Jobs Queue, it is sent automatically to the Stratasys PolyJet printer—as long as it is on, there is a connection to the printer, and the printer is on line.
Chapter 6 describes starting and operating the printer.

## Additional Server Features

Objet Studio on the printer server includes the following additional features:

- Extended Tray Preview
- Editing Jobs
- Restarting Jobs
- Resuming Jobs
- Scheduling Jobs
- Exporting Jobs (objzf)
- Modifying the Job Manager Screen

These features are described below.

### Extended Tray Preview

In this window, you can view the tray from different angles and magnifications without leaving the *Job Manager* screen. In addition to displaying the selected job in the *Tray Preview* pane, you can open an enlarged build tray window.

**To display the build tray window:**

1. Select a job in the *Jobs Queue* or the *History* list.

2. Click the *Tray Preview* pane.

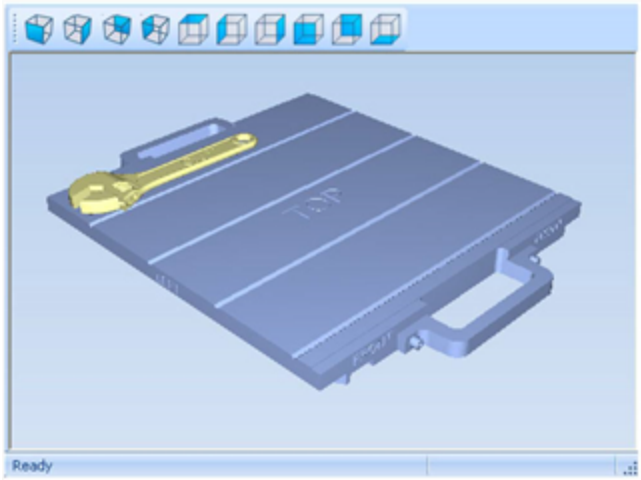



Figure 5-96 Job Preview

- ❒ To change the tray magnification, turn the mouse wheel.
- ❒ To view the tray from a different perspective, click the relevant icon.
- ❒ To resize the window, drag its edge or corners.

If there are several objects on the build tray, you can exclude one or more from being printed, without actually deleting the object from the tray file.

**To prevent the printing of an object on the build tray:**

1. Double-click on the object you do **not** want to print.
2. Display the *Build* tab.
3. Select **Exclude from Build**.

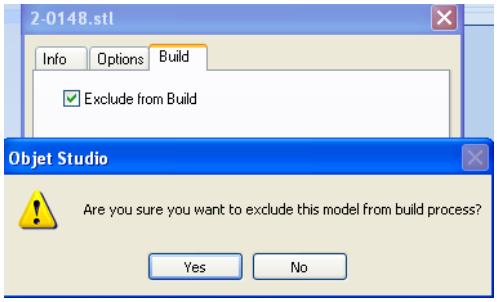



Figure 5-97 Excluding a model from the build

4. Click **Yes** to confirm.

On server computers, you can use Tray Preview to dynamically display objects as they are printed, layer by layer. This enables you to visually monitor printing progress on the computer screen.

**To display printing progress in the Tray Preview pane:**

➢ From the *Job* menu, select **Show 3dProgress**.

This option uses additional system resources.

## Editing Jobs

You can open jobs in the *Jobs Queue* for editing.

**To edit a job:**

1. Select the job.
2. Click the *Edit* icon 

.
   The *Tray Settings* screen opens, displaying the build tray. The status of the job in the *Job Manager* screen changes to "Editing."
3. Edit the job.
4. On the *Tray Settings* ribbon, click 

.
   The status of the job in the *Job Manager* screen changes back to "Waiting."

## Restarting Jobs

You can restart jobs from the *Jobs Queue* and the *History* list.

**To restart a job:**

1. Select the job.
2. Click the *Restart* icon 

.
   The job status changes to "Waiting" (in the *Jobs Queue*).

## Resuming Jobs

If the printing process is stopped or interrupted, you may be able to continue printing the job from the point where printing stopped.

When resuming a print job, the printer tray does not move. The printer expects Objet Studio to send the slice from where the stoppage or failure occurred.

To resume printing:

1. Select the job.
2. Click 

.

## Scheduling Jobs

You can schedule jobs to be printed at a future time. For example, you can configure Objet Studio to start long printing jobs in the late evening and early morning hours.

**To schedule a job:**

1. Select a job in the *Jobs Queue*, and click on the pop-up toolbar.
2. In the *Scheduler* dialog box, set the Start Date and Start Time for the job. Click on the *Start Date* arrow to open a calendar.

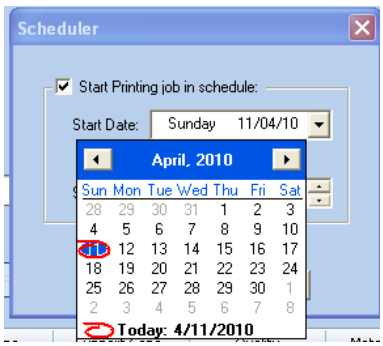



Figure 5-98 Scheduler with calendar displayed

3. Click **OK**.

## Exporting Jobs (*objzf*)

You can save print jobs as compressed files.

For an explanation of *objzf* files, see "Saving Build Trays" on page 5-50.

**To export a print job:**

1. Select a job.
2. On the pop-up toolbar, click .
3. In the *Save As* dialog box, select a folder.
4. Click **Save**.

## Modifying the Job Manager Screen

You can change the size of the sections of the *Job Manager* screen, by dragging the panel edges. This applies to:

- the *Jobs Queue* panel
- the *Time* panel
- the *History* panel

Similarly, you can change the way the screen area is divided between the main section (*Jobs Queue*/*Time*/*History*) and the panels on the right side of the screen.

You can collapse (hide) the right panels (*Available Resources*/*Material Consumption*/*Tray View*) by clicking the top of the panel.

➢ Click again to display the panel.

6

# Operating and Maintaining the Printer

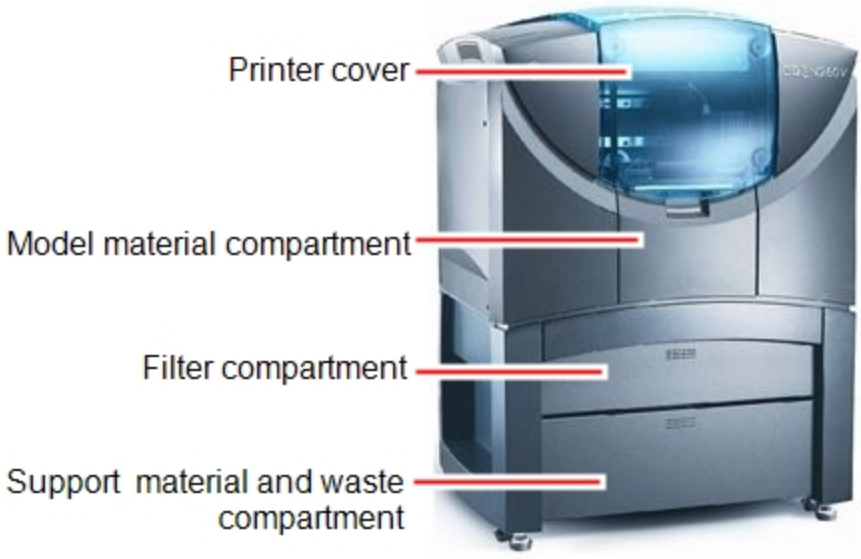



Figure 6-1 The Eden260V 3D Printer

## Starting the Printer

**Caution**

- Do not attempt to operate the printer before being trained by an authorized Stratasys representative.
- Observe all safety warnings and follow the safety guidelines described in Chapter 2.

1. Turn on the main power switch, located at the back of the printer.

Figure 6-2 Main power switch and cable

The main power switch turns on the Eden260V printer, which includes the built-in computer.

2. After the printer-control computer boots, log in to Windows and launch the printer-control program:

   ❒ On the printer-computer desktop, double-click the Eden260V printer icon.

   or—

   ❒ From the Windows *Start* menu, select **(All) Programs** > **Objet** > **Eden260V**.

A HASP plug containing a valid product activation key is required on the printer computer. This is supplied during printer installation or upgrade. If the application does not open and a HASP message appears, contact your Stratasys dealer or service provider.

The printer interface screen opens. All monitoring and controlling of the printer is done from this interface.


Figure 6-3 Printer interface

Eden260V installations use one monitor for displaying both the computer running Objet Studio and the computer installed inside the printer. Make sure that the KVM (keyboard-video-mouse) switch is in the correct position so that the printer interface is displayed.

# Loading Model and Support Cartridges

Eden260V printers use two cartridges of Model material and two cartridges of Support material, each weighing 3.6 kilograms when full. A graphical representation of the cartridges loaded and their current weight appears in the printer interface (see the figure on the previous page).

The printer uses RFID technology to automatically identify cartridges of printing material. Tampering with the RFID module will render the printer inoperable and may void Stratasys warranties and service contracts.

**Important:** If you need to replace the printing material currently installed with another type, see "Changing the Printing Material" on page 6-12. Otherwise, make sure to replace the material cartridge with one containing the same type of material.

**To load Model and Support material:**

1. On the front of the printer (see the figure on page 6-3), push the door of the relevant storage compartment to release and open it.
2. If you are replacing a cartridge, grasp its handle and pull the cartridge out, taking care not to twist or turn it.
3. Load Model and Support cartridges into their respective compartments. (Note that the cartridges only fit into their correct compartments.)

   You should feel some resistance, as a needle pierces the cartridge seal.
4. Check the printer interface to make sure that the new cartridge is detected and that its weight is displayed (see the figure on the previous page).
5. Close the storage-compartment door.

Tips about loading and replacing material cartridges:

- You can replace material cartridges either before or during printing.
- You can load partially used cartridges, provided that they contain more than 100 grams of material.
- You can replace a partially used cartridge to avoid the need for replacing it during printing.
- The cartridge type is automatically detected by the printer. If you replace a cartridge containing different Model material, a message appears recommending that you run the Material Replacement wizard to flush out the old material.
- If printing stops for an extended time before you replace a material cartridge, the printer may go into *Standby* or *Idle* mode. If this happens, see "Resuming Production After Printing has Stopped" on page 6-10.

# Producing Models

The Eden260V printer produces models after they are arranged on a virtual build tray in the Objet Studio application and sent to the printer from there. For information about preparing model files for printing, see "Using Objet Studio" in this user guide or Objet Studio Help.

## Preparing the Printer

Before beginning to produce models, it is recommended that you check the current printing quality of the print heads by performing the Pattern Test.

**To prepare the printer for producing models:**

1. Make sure that the build tray in the printer is empty and clean. If not, remove cured material with the scraper, and clean the tray thoroughly with a cleaning cloth soaked with 90% alcohol (IPA or ethanol).

**Caution**

Use protective gloves when cleaning the build tray, and be careful of the sharp edges of the scraper blade.

2. Make sure that there is sufficient Model and Support material loaded, as indicated on the printer interface (see the figure on page 6-4). You may want to replace the cartridges of Model and Support material currently loaded in the printer to avoid the need for replacing them during printing.

   Note: When you click *Print* in GrabCAD Print, a warning message appears if there is not enough of one or more material.

For loading material cartridges and replacing empty ones, see "Loading Model and Support Cartridges" on the previous page.

For changing the *type* of material currently loaded, see "Changing the Printing Material" on page 6-12.

You can monitor printer status by switching the printer interface display. To do this, click the display toggle button on the printer interface screen.

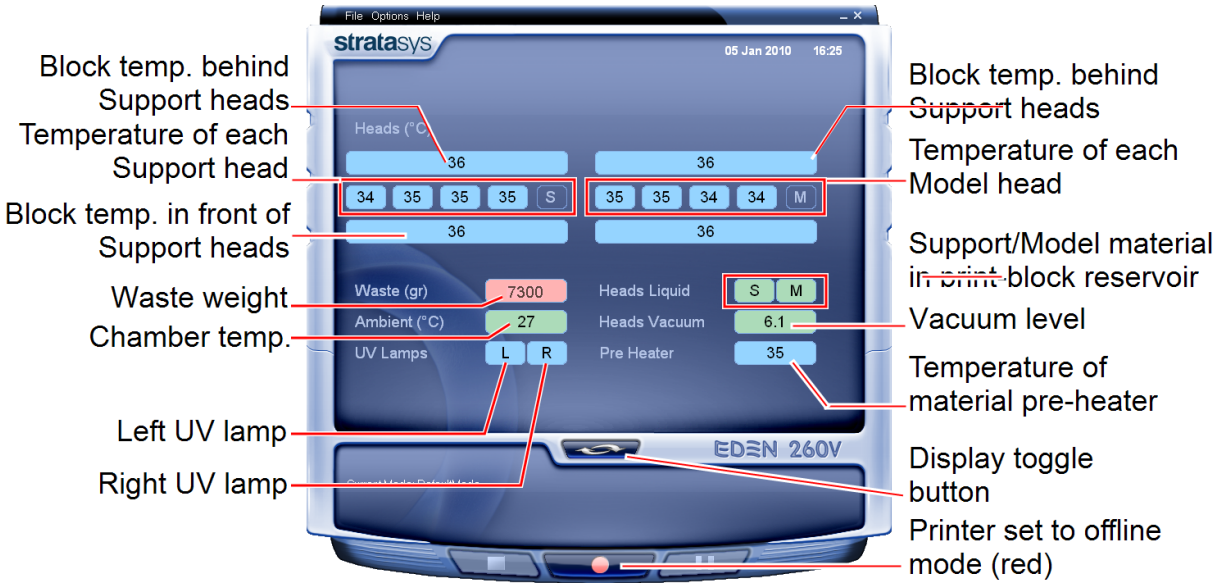



Figure 6-4 Printer status

## Starting Printing

**To begin printing:**

➢ On the printer interface, click the red button to switch the printer to *online* mode.

The color of the button changes from red to green (see the figure on page 6-4). If there is a job in the Job Manager queue, it is sent to the printer.

When switching the printer to *online* mode, a message is displayed if a maintenance activity is required to ensure optimum printing quality. (See "Routine Maintenance Schedule" on page 6-21.) Maintenance notifications can be disabled/enabled from the *Options* menu.

In the printer interface, the printer mode changes from *Idle* to *Pre-print*, as the printer's components prepare themselves for production:

- The print block is heated.
- The UV lamps are powered and they warm up.

When printing begins, Objet Studio sends seven slices to the printer-control application. This is the standard buffer between Objet Studio and the printer. As each slice is printed, as a layer of the models on the build tray, another slice is sent to the printer.

Depending on the size of the model(s) to be produced, printing can take between several hours to several days. As long as there is enough Model and Support material in the supply cartridges, printing proceeds automatically until the job is finished.

During printing, the server computer must remain on and it must communicate with the Eden260V printer. Do not log-off Windows until printing is finished.

The Eden260V printer uses one Model-material cartridge and one Support-material cartridge to produce models. When four cartridges are loaded in the printer, two of them are reserve, or standby, cartridges. By default, the printer first uses the cartridges with the least material in them. The printer interface indicates which are being used (see "Printer Interface Color Key" below).

## Printer Interface Color Key

The background colors in the printer indicator fields tell you at a glance whether or not the value or item is suitable or ready for printing.

- **Green**—suitable/ready for printing
  For example, in Figure 6-4 on the previous page:
  - ❒ *Ambient*—The ambient temperature of the printing chamber is within the acceptable range.
  - ❒ *Heads Liquid*—The level of Model and Support material in the print-block reservoir is OK.
  - ❒ *Heads Vacuum*—The vacuum level in the system is within the acceptable range.

- **Blue**—not ready
  For example, in Figure 6-4 on the previous page:
  - ❒ *UV lamps*—The UV lamps are not on.
  - ❒ *Heads (°C)*—The heads have not reached the temperature required for printing models (in printing mode).
  - ❒ *Pre-Heater*—The Model and Support resins need to be heated before being supplied to the print block. The temperature has not yet reached the acceptable range.

- **Red**—not suitable for printing (or indicates a warning)
  For example, in Figure 6-4 on the previous page:
  - ❒ *Waste*—The weight of the waste container is 9000 grams, more than allowed when beginning a print job. (See "Replacing the Waste Container" on page 6-78.)

The color of the material cartridges displayed in the printer interface indicates which cartridges are active for the current (or next) print job.

For example, in Figure 6-3 on page 6-4:

- *Blue*—active cartridge
- *Gray*—reserve cartridge

## Printing Indicators

The printer interface screen changes when you send a print job to the printer, if the printer is *online*:

- The mode changes from *Pre-print* to *Printing*.
- The specific activity being performed is shown in the “current activity” field.
- Current job-printing information is displayed.
- The printing progress bar is displayed.
- The *Stop* and *Pause* buttons are enabled.

When the weight of a cartridge drops below 100 grams, the display of the material level in the printer interface is *red*.


Figure 6-5 Printer interface during printing

# Resuming Production After Printing has Stopped

If the printing process is interrupted, Job Manager stops sending slices to the printer. This can happen, for example, if the printing material runs out in the middle of a print job, and you do not replace the empty cartridge immediately. After the printer changes to *Standby* or *Idle* mode, you need to resume printing from the *Job Manager* screen of Objet Studio.

After printing stops, the printer goes into *Standby mode*, when heating of the print heads is reduced. About 10 hours later, the printer goes into *Idle* mode, when heating of the print heads is stopped.

**To continue printing the model:**

1. If the printer is in *offline* mode, switch it to *online* mode by clicking the red button at the bottom of the printer interface (see the figure on page 6-4). The button changes from red to green.
2. If you don't know why printing has stopped, make sure that the connection between the printer and the server computer is active.
3. In the *Job Manager* screen of Objet Studio, click the *Resume* icon 

.
4. In the *Continue from Slice* dialog box that appears, confirm the slice number, after checking the printer interface.


Figure 6-6 Printer interface after interrupted printing


Figure 6-7 *Continue from Slice* confirmation in Objet Studio (*Job Manager* screen)

5. If, for any reason, the correct number does not appear in the dialog box, enter the number and click **OK**.

You cannot continue printing the model if:

- The number of the last slice printed does not appear in the printer interface, even if the server computer displays the *Continue from Slice* confirmation dialog box.
- There was a relatively long interruption in printing, even if the “last slice” and “continue from slice” indicators are correct. This is because the part already printed might slightly deform or shrink before printing continues, causing a visible difference between it and the part of the model printed later. The effects of a printing stoppage depend on the model size and structure, the Model material used, ambient temperature and the length of the stoppage.

**If you cannot continue printing:**

6. Remove the partially printed model from the build tray.
7. Restart the job from the *Job Manager* screen (in Objet Studio).

You can stop and later resume printing from either the printer interface or the *Job Manager* screen of Objet Studio. After clicking the *Stop* button on the printer interface, you can resume printing only from the *Job Manager* screen. However, after clicking the *Pause* button in the printer interface, you can only resume printing from the printer interface.

# Changing the Printing Material

Before producing models using a different type of printing material than is currently installed, run the Material Replacement wizard to flush the print block and feed tubes.

You should carefully plan printing models with different materials to avoid unnecessary waste of the materials currently loaded. The amount of material flushed depends on the flushing cycle chosen and if you are replacing one or both Model cartridges.

**Note:** When performing manual material replacement, certain replacement options are blocked to protect the system. In these cases, follow the recommendations of the Material Replacement wizard for best replacement options.

**To replace the printing material with the wizard:**

1. Start the Material Replacement wizard from the *Options* menu.


Figure 6-8 Starting the Material Replacement wizard

2. In the opening screen, click **Next**.
3. If the printer cover is not closed, a screen appears, prompting you to close the cover. Confirm that it is closed and click **Next**.

4. In the *Compartment Selection* screen, select the compartment(s) containing the printing material you want to replace, and click **Next**.

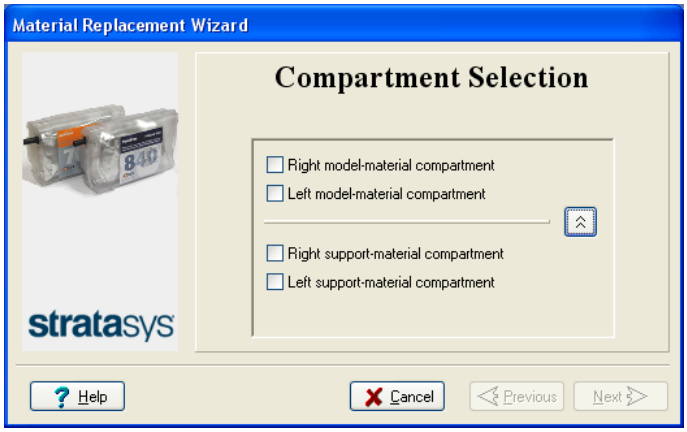



Figure 6-9 Compartment selection

5. From the drop-down menu, choose the material you want to install, and click **Next**.

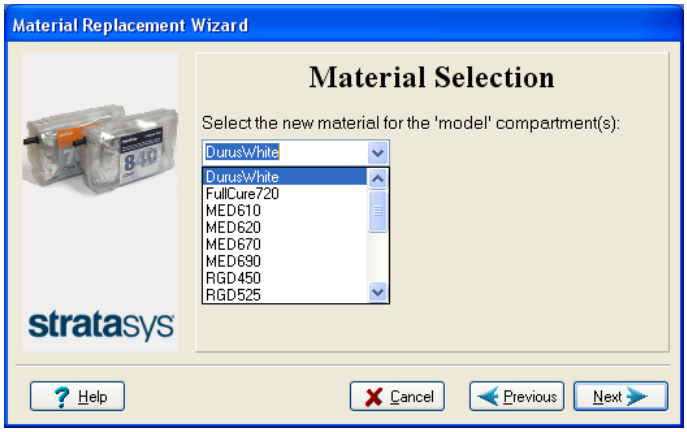



Figure 6-10 Material selection

When SUP707 Support material is loaded, certain Model materials are not available.

6. In the *Flushing Options* screen, choose the appropriate cycle for the Model material you want to install.


Figure 6-11 Flushing options

- *Economy*. During this cycle, which takes about 20 minutes, the pump purges the Model material from the print block, then flushes the system with the new material.

  Since traces of the previous material may be present in the first models printed with the new material, this cycle is usually acceptable when replacing a light-colored Model material with a darker material (such as TangoBlack™ or VeroBlack™), or if the exact color of the printed models is unimportant. In most cases, models will have the mechanical properties of the new material (except when switching between rigid and flexible materials).

- *High-performance*. During this cycle, which takes about 55 minutes, the wizard cleans the feed tubes and print block more thoroughly, compared to the *Economy* cycle, by flushing the system with more material.

  This cycle ensures that models will have both color and mechanical properties of the new material. This is important when replacing a dark-colored material (such as VeroBlack or TangoBlack) with a lighter-colored material, and when switching between rigid and flexible materials. This cycle is also recommended when changing the type of Support material.

7. Click **Next**, and take note of the warning.

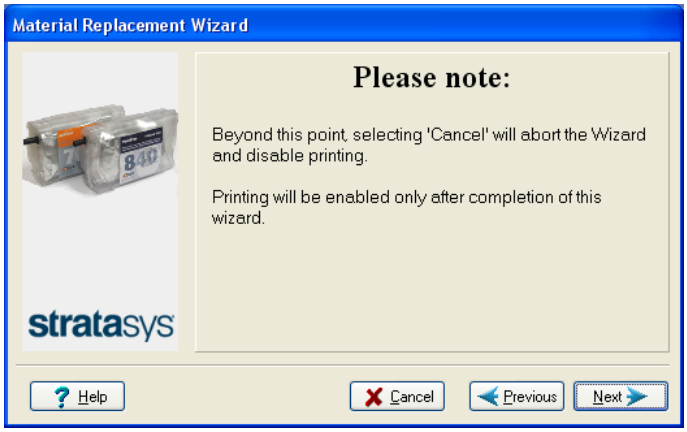



Figure 6-12 Material replacement warning

Once you start this procedure, you must complete it before you can produce models with the printer. To perform the procedure at another time, click **Cancel**. If you continue (by clicking **Next**) and you do not complete the procedure, you must start the Material Replacement wizard again before producing models.

8. When prompted by the wizard screen, remove the material cartridge(s) and load the replacement cartridge for the required compartment(s). Confirm this in the wizard screen and click **Next**.

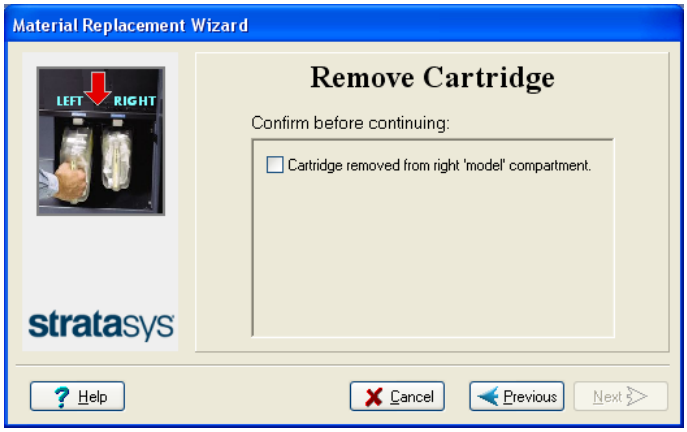



Figure 6-13 Cartridge removal confirmation

If the printer does not identify the replacement cartridge(s), the following wizard screen appears.


Figure 6-14 Prompt to load new Model cartridges

After identifying the cartridge(s), the printer begins filling the print heads with the new Model material.


Figure 6-15 Material replacement: filling heads with new material

9. In the final wizard screen, click **Done**.

   The printer-control application is automatically updated, and it restarts.

   When it opens, the interface displays the new material(s). Objet Studio (on the server computer) is also updated and displays the new material(s).

10. Inspect the area around the purge unit and clean it, if necessary.

# Keeping the Printer in Idle Mode

Between printing jobs, the printer can be left unused for up to one week. If the printer will not be used for more than a week, use the Shutdown wizard to automatically perform the procedures that must be done before turning off the printer (see "Shutting Down the Printer" on the next page).

When the printer stops producing models, the printer software automatically reduces the temperature of the print heads, as follows:

| After printing stops | Mode | Change in heating of print heads |
|---|---|---|
| first 15 minutes | Standby 1 | no change |
| next 10 hours | Standby 2 | heating reduced (to room temp.) |
| after Standby 2 | Idle | heating stopped |

**Note:** The printer mode is indicated in the upper left of the main printer interface screen (see the figures on pages 6-4, and 6-9).

If, after printing a job, you know that the printer will not be used for 10 hours or more, you can immediately turn off the heating of the print heads by putting the printer into Idle mode.

**To put the printer into Idle mode:**

➢ From the *File* menu (in the printer interface) click **Exit**.

**Note:** The printer remains in Idle mode until you open the printer application and begin printing again.

When the printer is in Idle mode, do **not** turn it off. It can remain in this mode—with the cover closed—for up to a week. For longer periods, shut down the printer by running the Shutdown wizard (see "Shutting Down the Printer" below).

# Shutting Down the Printer

You only need to shut down the printer if it will not be used for 30 days or more. Otherwise, the printer can remain on, in *Idle* mode. However, if there is a need to turn off the printer sooner, use the Shutdown wizard to automatically perform the necessary processes before turning off the printer

The Shutdown process flushes printing materials from printer components. To avoid flushing out valuable material, make sure to print models at least once a week. Many printer operators use this opportunity to print customer samples or test models.

To properly shut down, the printer needs to perform several processes. These are controlled by the Shutdown wizard. **Except for immediate servicing, do not attempt to shut down the printer by simply closing the computer interface (the printer-control application), and never disconnect power to the printer before completing this wizard.**

**Caution**

Turning off the printer for an extended period without first running the wizard can cause serious damage to print heads and other expensive printer parts.

Depending on the length of time the printer will not be used, you can choose between a short shutdown procedure, and a more thorough procedure.

- **Up to 10 days**: The wizard empties the print block of Model and Support material, to prevent leaks. This takes about 10 minutes.
- **More than 10 days**: The wizard empties the print block, then flushes the system with cleaning fluid. This takes up to 35 minutes, and you must be present to load a cleaning-fluid cartridge when instructed.

**To run the Shutdown wizard:**

1. Start the Shutdown wizard from the *Options* menu.


Figure 6-16 Shutdown wizard, opening screen

2. Click **Next**.

3. Select the option corresponding to the length of time that the printer will not be used—less or more than 10 days.

   **Note:** Before selecting *More than 10 days*, make sure that cleaning-fluid cartridges are available.


Figure 6-17 Shutdown options

4. In the next screen, verify that the tray is empty and click **Next**.

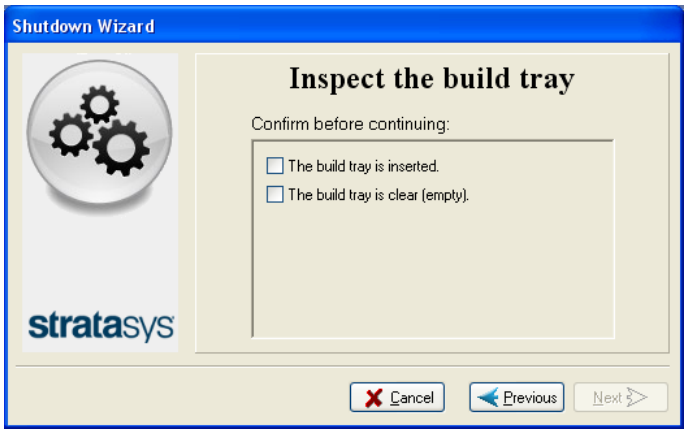



Figure 6-18 Tray status

The shutdown procedure begins.

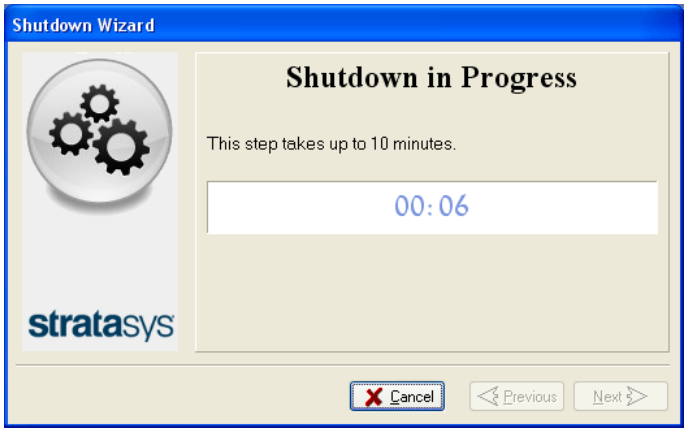



Figure 6-19 Shutdown progress

5. When the final wizard screen appears, close the printer-control application and shut down the printer computer.

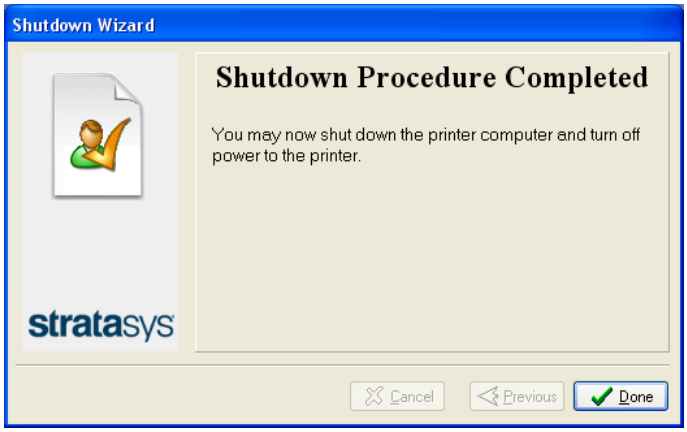



Figure 6-20 Final Shutdown wizard screen

6. After the printer computer shuts down, turn off the main power switch at the back of the printer (see Figure 6-2 on page 6-3).

# Maintaining the Printer

Performing routine maintenance tasks is essential for getting satisfactory results from your printer. Perform the tasks at specified intervals.

## Routine Maintenance Schedule

| Frequency | Task | For More Information |
|---|---|---|
| Before printing | Clean the UV lamp lenses. | See "Cleaning the Print Heads and the Roller" on page 6-24. |
| Before / after printing | Check the UV lamp overheating indicator. | See "UV Lamp Check " on page 6-24. |
| Before / after printing | Clean the print heads and the roller surface. | See "Cleaning the Print Heads and the Roller" on page 6-24. |
| Daily | Clean and inspect the wiper. | See "Cleaning and Replacing the Wiper" on page 6-27. |
| Weekly | Perform the Pattern test. | See "Pattern Test" on page 6-29. |
| Weekly—*when printing with Biocompatible materials* | Calibrate the UV intensity. | See "Testing and Calibrating the UV Lamps" on page 6-52. |
| Weekly | Restart the printer computer and the server computer. | |
| Weekly | Clean the roller waste collector. | See "Cleaning the Roller Waste Collector and Inspecting the Roller Scraper" on page 6-31. |
| Every 300 hours of printing (A reminder message appears.) | Calibrate the UV intensity. | See "Testing and Calibrating the UV Lamps" on page 6-52. |
| Every 300 hours of printing | Optimize the print heads. | See " Calibrating Print Heads" on page 6-41. |
| Monthly, and after replacing print heads | Check the alignment of the print heads. | See "Aligning the Print Heads" on page 6-37. |

| Frequency | Task | For More Information |
|---|---|---|
| Monthly | Clean debris from the Z-axis shaft with a vacuum cleaner. | |
| Monthly | Inspect the exhaust system (duct, fan, connections). | |
| Monthly | Calibrate the load cells. | See "Calibrating the Load Cells" on page 6-59. |
| Every two years or every 3500 hours of printing | Preventive maintenance visit by service engineer. | Contact your Stratasys service provider. |

## Maintenance Counters

The printer computer application records the dates and frequency for each maintenance task. You can display the Maintenance Counters screen from the Options menu.

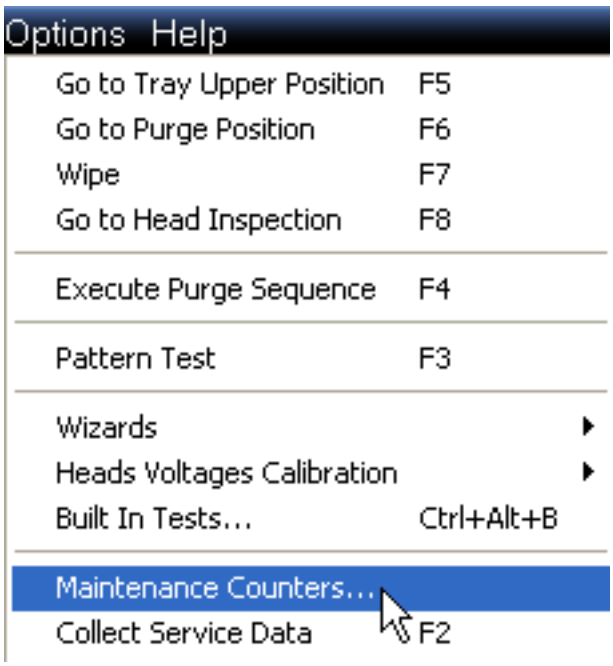



Figure 6-21 Selecting Maintenance Counters

If there is a maintenance task due, this is indicated on the main interface screen.


Figure 6-22 Maintenance Required indicator

If this indicator appears, you can display the Maintenance Counters screen by clicking on it.

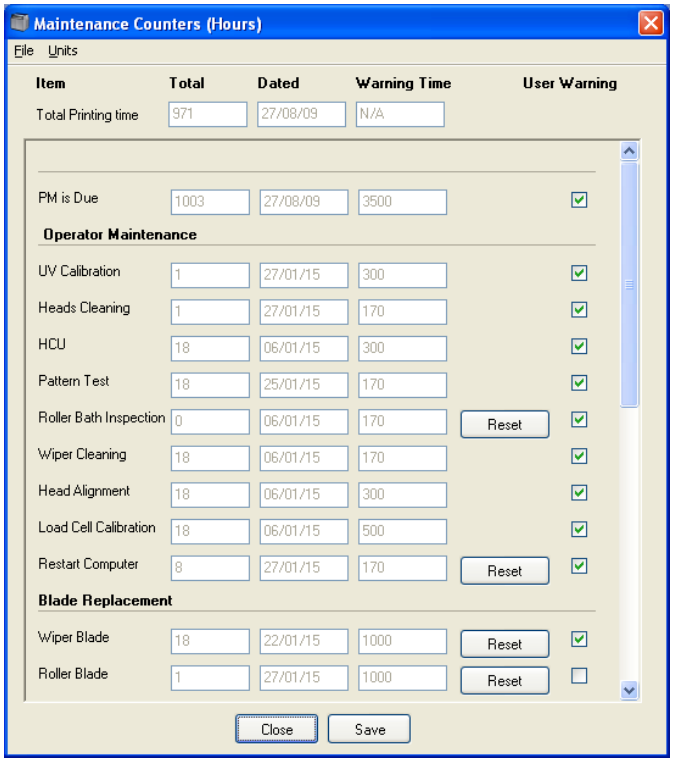



Figure 6-23 Maintenance Counters screen

The Maintenance Required indicator appears by default for most operator-performed maintenance tasks. The check box under “User Warning” controls whether or not it appears when a particular task is due.

For maintenance tasks that are controlled by wizards, the dates and printing times are reset automatically when the relevant wizard is run and completed successfully. Manual maintenance tasks (for example, roller inspection and wiper replacement) are reset by clicking the reset button in the Maintenance Counters screen.

## UV Lamp Check

A heat-sensitive label is fixed to the UV lamp covers as a warning against overheating. Its center changes from white to black if the temperature of the cover reaches 65°C (150°F). If this occurs, do not use the printer, and call your service provider. As a precaution, it is recommended that you check the label before and after printing.

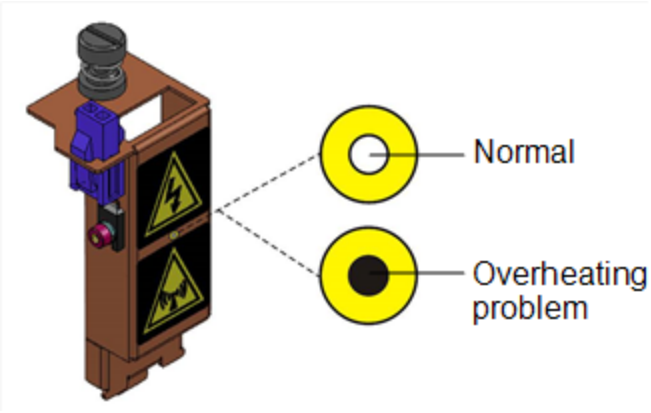



Figure 6-24 Heat-sensitive label on UV lamp cover

If the UV lamp continues to overheat, and the temperature around the lamp reaches 90°C (194°F), a heat fuse turns off the electricity to the power to the UV lamp, the tray heater and the motors for the X, Y, and Z axes. In the unlikely event that this occurs, the printer cannot be used until it is serviced by an authorized service engineer.

## Cleaning the Print Heads and the Roller

Periodic inspection and cleaning of the orifice plates on the bottom of the print block ensures that the print nozzles are not clogged. A wizard guides you through the procedure, and adjusts components of the printer to enable you to perform it. This procedure takes about 20 minutes, and should be done at the beginning of the work day or before a big printing job.

**To clean the print heads and the roller:**

1. Prepare—
   - ❒ 90% isopropanol (IPA—isopropyl alcohol) or ethanol (ethyl alcohol)
   - ❒ disposable cleaning gloves
   - ❒ a supplied cleaning cloth or equivalent
   - ❒ a mirror
2. Start the Head Cleaning wizard from the *Options* menu (see Figure 6-29 on page 6-27).

3. Follow the instructions on the wizard screens, and select the confirmation check boxes.


Figure 6-25 Tray and cover confirmation

4. Click **Next**.
   The printer prepares for you to clean the print heads.

5. When the following screen appears, open the cover.


Figure 6-26 Head cleaning wizard—steps 5–11

**Warning: Hot Surface**

The print head orifice plates (bottom surface) may be hot. Do not touch them with your bare hands, and proceed with caution.

6. Place the mirror on the build tray.
7. Put on the gloves.

**Caution**

Uncured printing material on the print heads might cause skin irritation. Use disposable cleaning gloves to protect your hands.

8. Soak the cleaning cloth with alcohol.

9. Clean the orifice plates, with a back-and-forth motion (see Figure 6-27). Use the mirror to make sure that you have removed all of the residue material.

Figure 6-27 Cleaning the heads

10. Clean the entire roller surface, by rotating it as you clean.

Use this opportunity to clean the glass lens on the UV lamps using the supplied sanding sponge.

11. When you have finished cleaning, select the confirmation check box in the wizard screen (see Figure 6-26) and click **Next**.
12. Remove the cleaning materials from the printer and close the cover.
13. Select the confirmation check boxes in the wizard screen and click **Next**.
    The head-purge cycle begins. When the process is complete, click **Done** in the final wizard screen.


Figure 6-28 Final wizard screen

## Cleaning and Replacing the Wiper

A rubber wiper removes excess material from the print heads after the purge sequence. This is done automatically before each print job, and performed manually during maintenance tasks. You should clean the wiper and surrounding area at least once a week. If the wiper is damaged or worn, replace it.

**To inspect and clean the wiper:**

1. Prepare—
   - ❒ 90% isopropanol (IPA—isopropyl alcohol) or ethanol (ethyl alcohol)
   - ❒ disposable cleaning gloves
   - ❒ a supplied cleaning cloth or equivalent
   - ❒ a spare wiper
2. Start the Wiper Cleaning wizard from the *Options* menu.

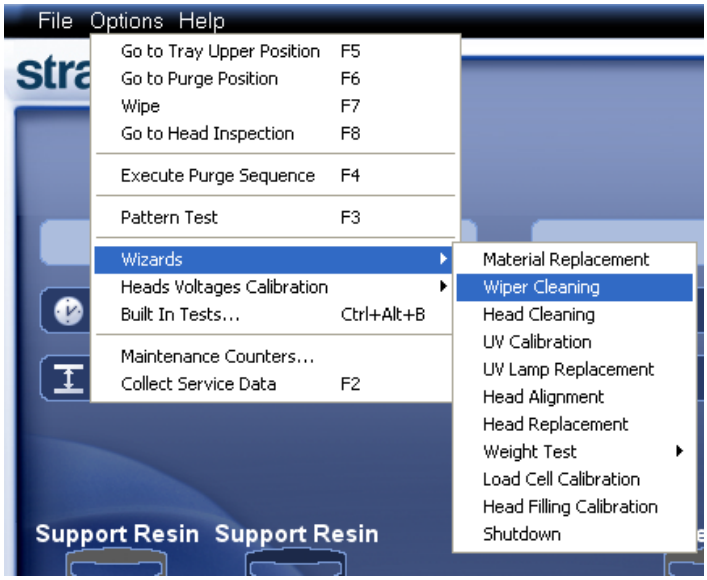



Figure 6-29 Starting the Wiper Cleaning wizard

3. In the opening wizard screen, click **Next**.

4. Make sure that the build tray is empty, and close the printer cover.
   Confirm this in the wizard screen, and click **Next**.

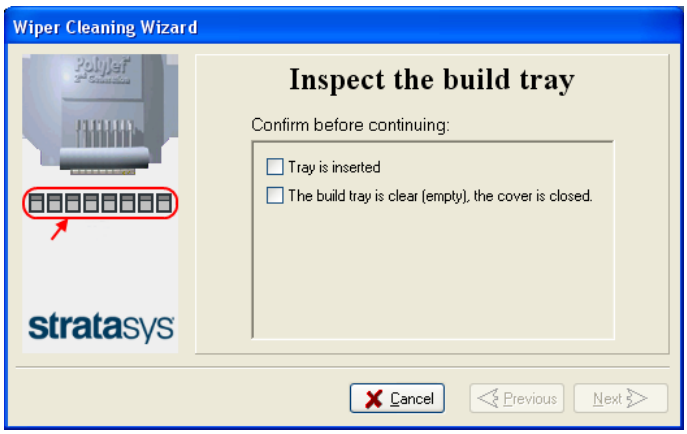



Figure 6-30 Tray and cover confirmation

5. When the following screen appears, open the cover.

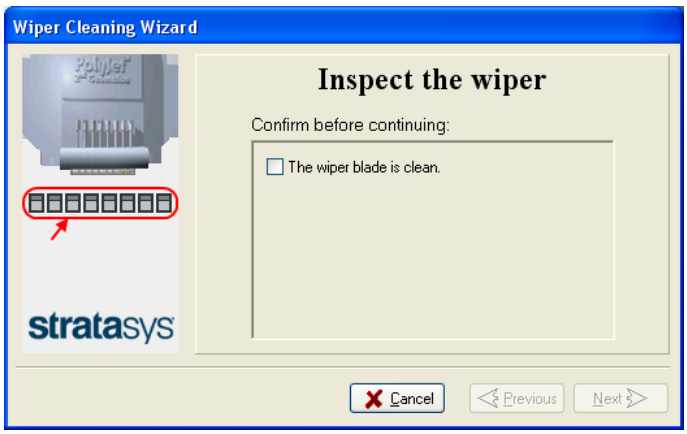



Figure 6-31 Wiper Cleaning wizard during steps 6–10

6. Put on the cleaning gloves.
7. Using a generous amount of alcohol on the cleaning cloth, remove any material remaining on the wiper and the surrounding area.
8. Remove any pieces of waste material collected in the purge unit.
9. Inspect the wiper.
   If the wiper is scratched, torn or worn, or if you cannot clean it completely, replace it:
   a. Grasp it and pull it up and out of its bracket.
   b. Insert the new wiper blade, *making sure that it is straight and secured well on both sides*.
10. In the wizard screen (see Figure 6-31), confirm that the wiper blade is clean, and click **Next**.
11. Remove all tools and cleaning materials from the printer, and close the cover.

12. Confirm this in the wizard screen, and click **Next**.

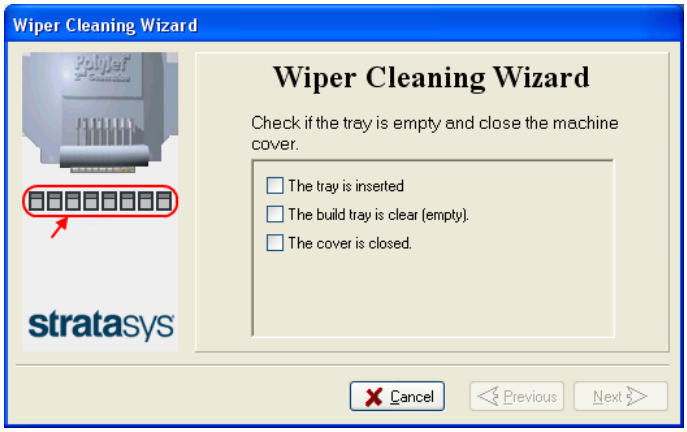



Figure 6-32 Tray and cover confirmation

13. In the final sceen, click **Done** to close the wizard.

## Pattern Test

The pattern test is the basic verification of the printer's ability to produce quality models, since it demonstrates the condition of the nozzles in the print heads. Make sure, therefore, that you perform this test weekly, and whenever you suspect a printing problem.

**To perform the pattern test:**

1. Make sure that the build tray is empty.
2. Prepare a sheet of pink paper, A-4 or Letter size.
3. In the printer, tape the pink paper to the center of the build tray.

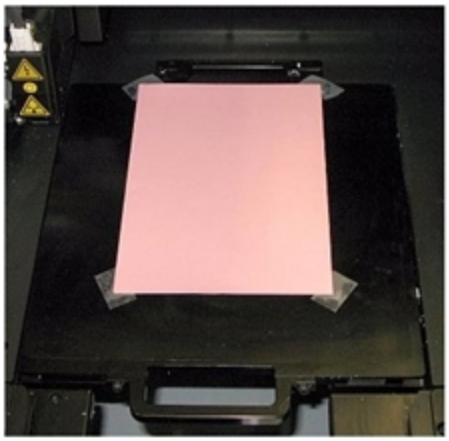


Figure 6-33 Paper positioned for pattern test

4. Press **F3**, or open the *Options* menu and select **Pattern Test**.

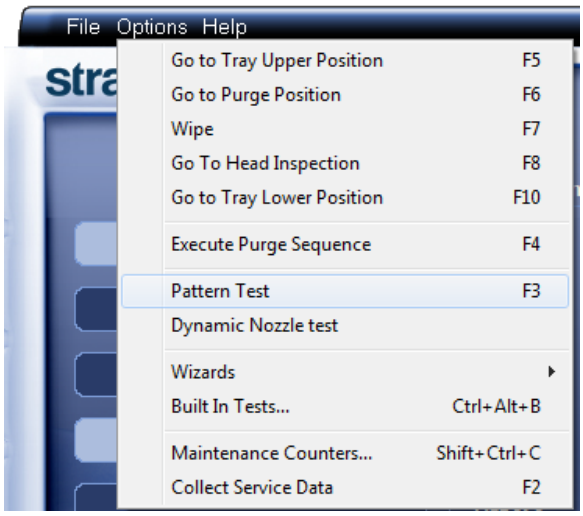



Figure 6-34 Selecting Pattern Test

5. Click **Yes** in the *Confirm* dialog box to begin.

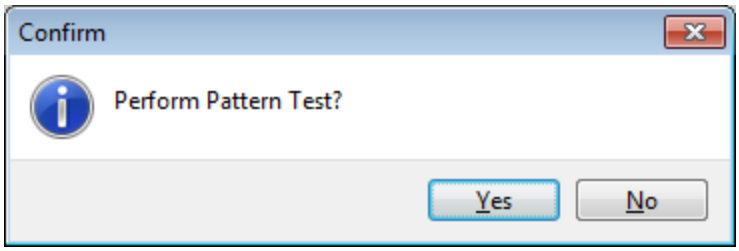



Figure 6-35 Pattern Test confirmation

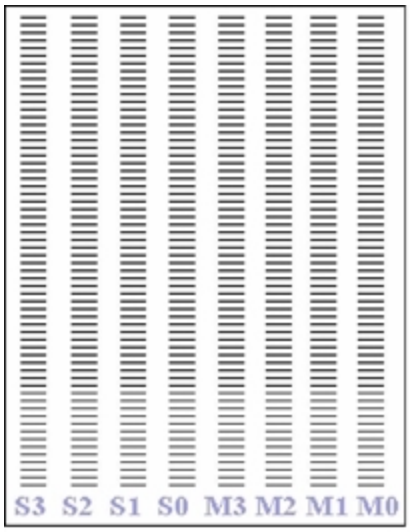



Figure 6-36 Sample Pattern Test

6. Carefully inspect the test paper to see if there are missing lines.

   Too many missing lines, especially if they are in the same area, indicates that the quality of printing when producing models will be poor. If this is the case, see "Improving Print Quality" on the next page.

   **Note:** Acceptable model quality is subjective, and depends on the type and scale (size) of the models produced. As a rule, however, more than 10 missing lines in one area of a column is considered unacceptable.

## Improving Print Quality

If you suspect that print quality is poor, perform the Pattern Test (see "Pattern Test" on page 6-29). If the results are poor, use the following procedure to improve print quality.

**If the results of the last pattern test are poor:**

1. From the *Options* menu, select **Purge Sequence**, or press **F4**.
2. In the confirmation dialog box, click **Yes**.
   The print heads are purged of Model and Support material, and the wiper removes excess material from them.
3. Repeat the purge sequence.
4. Perform the pattern test.

**If the results of the pattern test are still poor:**

1. Manually clean the print heads (see "Cleaning the Print Heads and the Roller" on page 6-24).
2. Perform the purge sequence.
3. Perform the pattern test.

**If the results of the pattern test are still poor:**

1. Carefully clean the print heads again, making sure there is no residue left on them.
2. Perform the purge sequence.
3. Perform the pattern test.

**If the results of the pattern test are still poor:**

➢ Optimize the print heads and replace faulty print heads, if necessary (see " Calibrating Print Heads" on page 6-41).

## Cleaning the Roller Waste Collector and Inspecting the Roller Scraper

The roller waste collector removes waste material scraped from the roller. Suction removes this waste to the printer's waste container.

This assembly should be cleaned weekly to prevent a blockage in the tubes leading to the waste container, so that waste material does not overflow into the printer.

**To clean the roller waste collector:**

1. Prepare—
   - ❒ M2.5 and M2 Hex (Allen) keys
   - ❒ disposable cleaning gloves
   - ❒ 90% isopropanol (IPA—isopropyl alcohol) or ethanol (ethyl alcohol)
   - ❒ cleaning cloth
   - ❒ cotton swabs (Q-tips or similar)
   - ❒ mirror
   - ❒ flashlight
2. From the *Option* menu, select **Go to Head Inspection Position**.
3. Put on the gloves.
4. Remove the right UV-lamp assembly:
   a. Disconnect the UV power cable and the fan power cable.

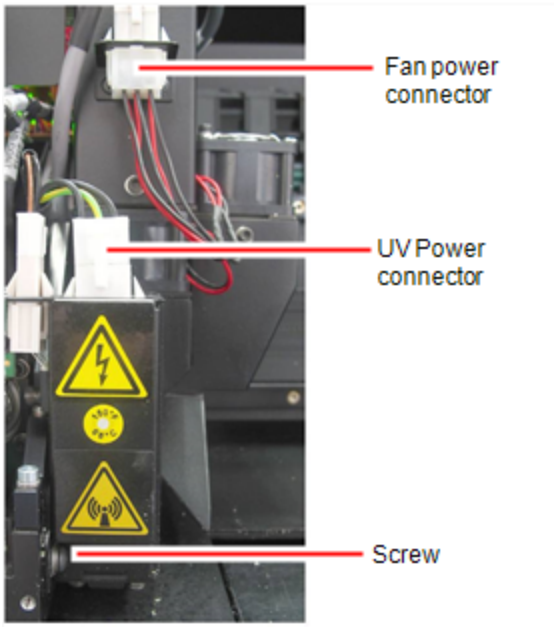



Figure 6-37 Disconnecting the right UV assembly

   b. Remove the screw that secures the right UV lamp, and then pull and lift up the UV lamp.

5. Loosen the two screws securing the suction tube on the print block.

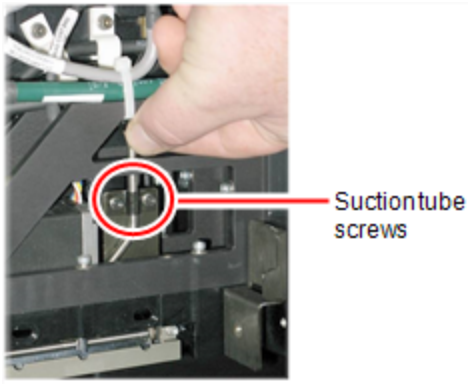



Figure 6-38 Lifting the suction tube

6. Lift the suction tube to secure it in a raised position.
7. Remove the two screws securing the covering of the roller waste collector and remove it.

Be very careful to save the covering screws. These are special screws; if they are lost, you need to order replacements.

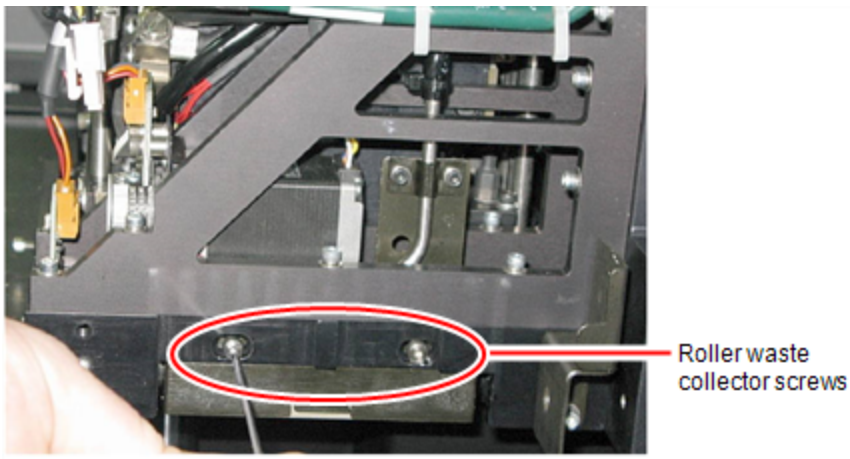



Figure 6-39 Removing the roller waste collector screws

8. Remove the covering by pulling it out, and then lower it.

9. Clean the roller waste collector and the scraper blade surface using cotton swabs. Make sure to remove any remaining printing materials.

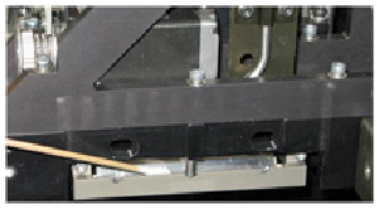


Figure 6-40 Cleaning the roller waste collector

Before replacing the covering, you can check the effectiveness of the roller scraper—see below.

**To check the effectiveness of the roller scraper:**

1. Put on the cleaning gloves.
2. Wet a cloth with isopropanol.
3. Use the cloth to wet the bottom of the roller.
4. Turn the roller slowly with your hand. As the blade scrapes the roller, make sure the isopropanol is spread evenly over the entire length of the blade.
5. Inspect the roller. If it is not dry, replace the blade. (See "Replacing the Roller Scraper" on the next page.)
6. Before returning the roller waste collector to the print block, make sure that the pins are clean.

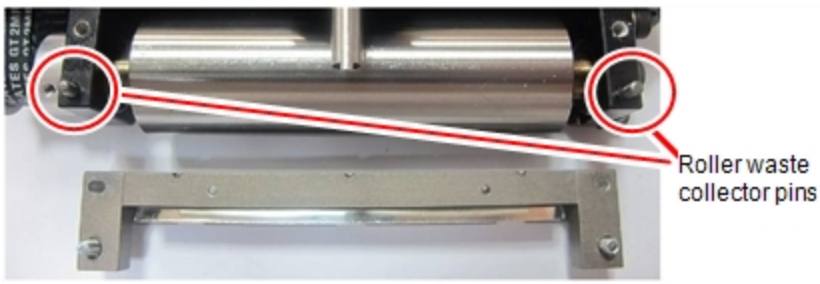



Figure 6-41 Roller waste collector pins

**To re-assemble the components:**

1. Return the roller waste collector to the print block and screw on the covering (see Figure 6-39 on the previous page).

2. Loosen the screws securing the suction tube.

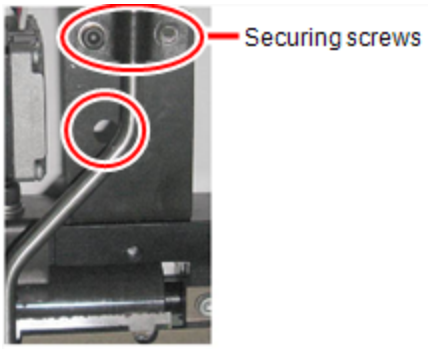



Figure 6-42 Positioning the suction tube

3. Lower the suction tube so that the hole in the panel behind the tube is visible, and tighten the screws to secure the tube.
4. Attach the right-UV-lamp assembly to the print block and reconnect the UV power and fan cables.

## Replacing the Roller Scraper

You should replace the roller scraper blade—

- after 1,000 hours of printing.
- if it does not effectively keep the roller clean.

You should periodically test the effectiveness of the roller scraper when you clean the roller waste collector. See "Cleaning the Roller Waste Collector and Inspecting the Roller Scraper" on page 6-31.

**To replace the roller scraper:**

1. Prepare—
   - ❒ a new roller scraper blade (KIT-37017-S)
   - ❒ a Phillips 1x75 mm screwdriver
   - ❒ a 2.5-mm and a 2-mm hex (Allen) key
2. Remove the right UV lamp and the roller waste collector covering (see steps 4 to 7 on page 6-32).
3. Loosen the two screws securing the roller waste collector and pull it out.

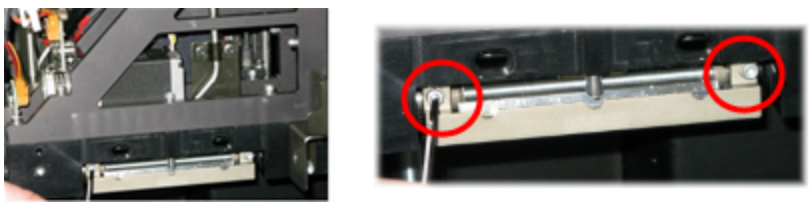


Figure 6-43 Removing the roller waste collector

4. Remove the screws that secure the roller scraper assembly.

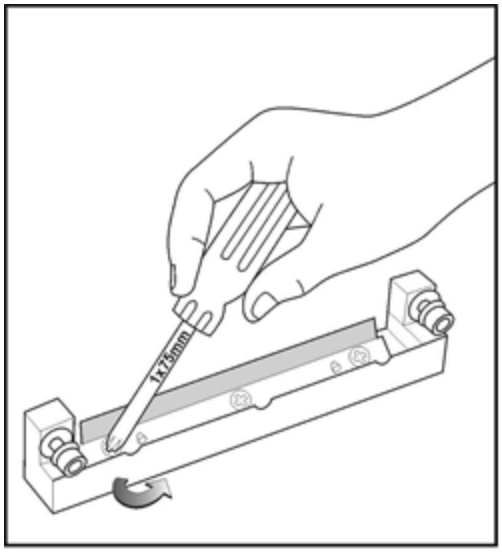


Figure 6-44 Removing the roller scraper screws

5. Remove the scraper blade and discard it.

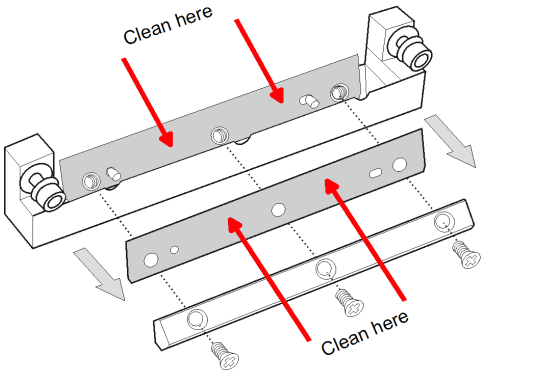



Figure 6-45 Removing the old roller scraper blade

6. Place the new scraper blade onto the pins in the holder, as shown.

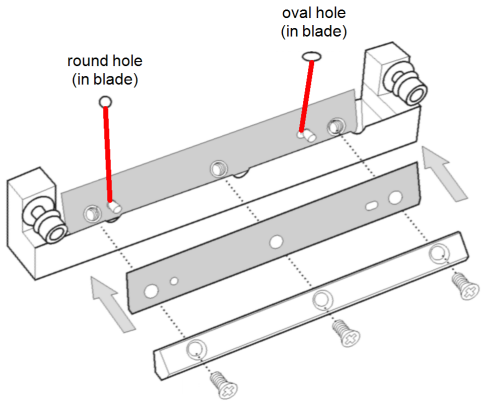



Figure 6-46 Inserting the new roller scraper blade

7. Insert and tighten the roller scraper blade screws.

**Important:**

- Tighten the screws in the order shown in Figure 6-47.
- Use the new screws supplied in the replacement kit

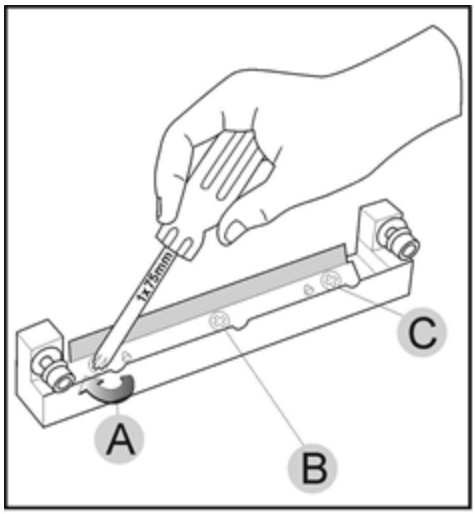



Figure 6-47 Tightening the roller scraper screws

8. After tightening the screws, inspect the blade and make sure that it is straight. If necessary, loosen the screws and tighten them again, evenly.
9. Return the roller waste collector assembly and the right UV lamp to the print block. (See steps 5 to 7 on page 6-32 in "Cleaning the Roller Waste Collector and Inspecting the Roller Scraper".)

## Aligning the Print Heads

You should check the alignment of the print heads—

- once a month
- after replacing one or more heads
- if model quality is not acceptable even after cleaning the orifice plate on the bottom of the print block (see "Cleaning the Print Heads and the Roller" on page 6-24).

This procedure takes about 20 minutes.

**To check the alignment of the print heads:**

1. Prepare—
   - ❒ a transparency sheet, about half of the standard A-4 or Letter size
   - ❒ any type of adhesive tape, to fasten the transparency sheet to the build tray
2. Start the Head Alignment wizard from the *Options* menu.

3. When instructed to do so, place the transparency on the build tray—next to the left and rear edges of the tray, as shown in the following figure.

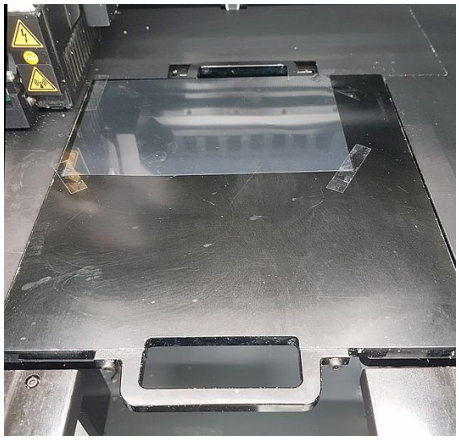


Figure 6-48 Positioning the transparency on the build tray

4. Make sure that the transparency sheet is lying flat, and tape it to the tray.
5. Close the printer cover.
6. In the wizard screen, select the check box to confirm that the transparency sheet is secured to the build tray, and click **Next**.

   When you click **Next**, the printer prints the head alignment test on the transparency. When printing is finished, the following screen appears.


Figure 6-49 Head Alignment wizard—steps 7–9

7. Open the printer and remove the transparency.

   The transparency sheet is printed with sets of vertical lines in seven columns, each showing the results from a different print head.

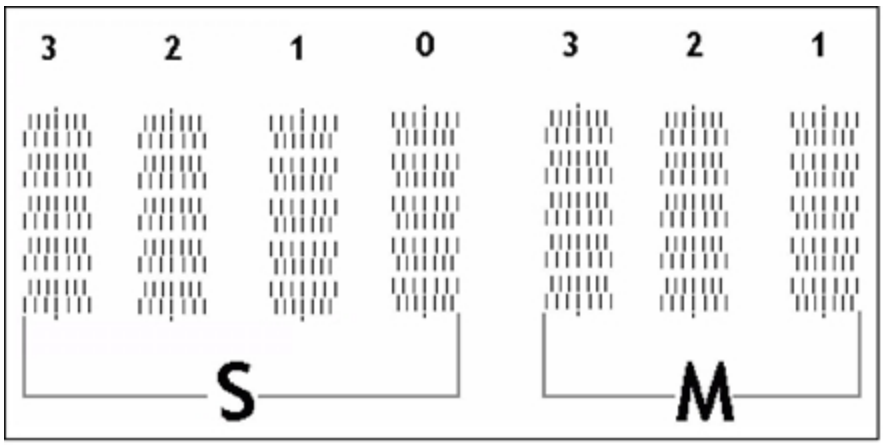



Figure 6-50 Sample head-alignment test

- ❒ The three columns on the right were printed by the heads used for applying Model material when producing models. From right to left, the columns represent heads M1, M2, M3, respectively. (There is no column for head M0 because its alignment is used as a reference for aligning all other heads.)
- ❒ The four columns of lines on the left were printed by the heads used for applying Support material. The columns represent heads S3, S2, S1 and S0, respectively.

8. For each column of lines, use a magnifying glass or loupe to inspect pairs of consecutive rows printed on the transparency to see where the vertical lines align.

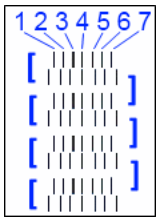



Figure 6-51 Comparing rows of alignment lines

**Note:** It does not matter which pair of lines you inspect, since they were all printed by the same head. Choose a pair of clearly printed lines for the inspection. (Since some nozzles may not print clearly, you may have to inspect several pairs of lines to properly view the alignment.)

Optimum head alignment is shown when the *fourth* lines in the upper and lower rows are aligned, as in Figure 6-51. In the example shown, no change to the head alignment is necessary. If other lines in the set are aligned, you need to change the alignment of that head—in the next wizard screens.

9. In the wizard screen shown in Figure 6-49, select the *Transparency removed* check box, and click **Next**.
   The first in a series of alignment screens appears.

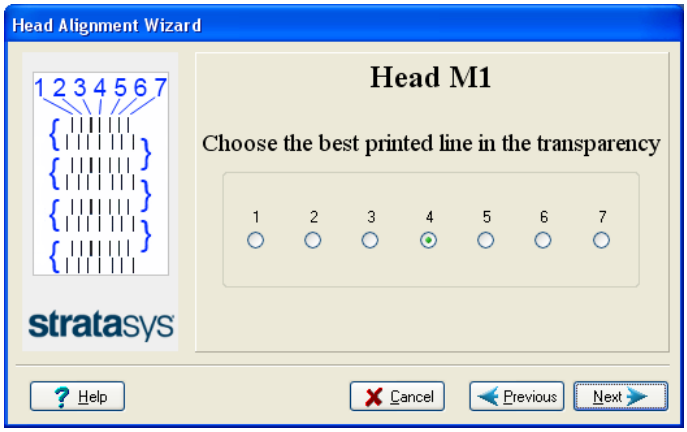



Figure 6-52 Head alignment selection

10. In the head-alignment screen, select the number that indicates which lines align in the upper and lower rows of a pair on the transparency (counting from the left) for this print head.

    **Note:** Because the alignment of the fourth lines is optimum, the number “4” is selected, by default, in the wizard screen. This does not change the head alignment. If you select other numbers, the wizard adjusts the head alignment, accordingly.

11. Click **Next** to display the next head alignment screen, and again select the number representing the most closely aligned vertical lines on the transparency for that print head.
    When you have finished aligning all of the heads, the following screen is displayed.

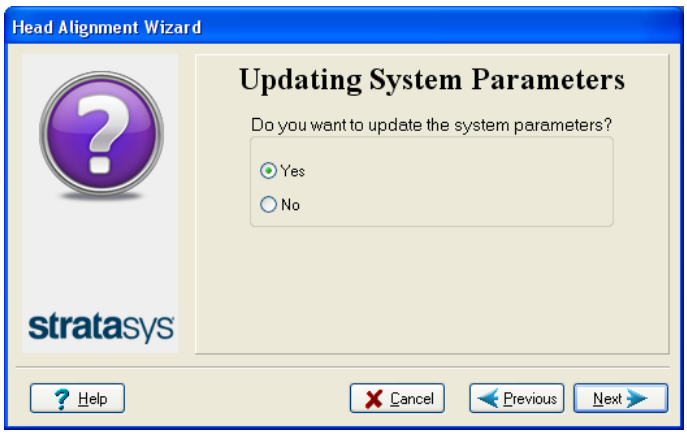



Figure 6-53 Parameter update confirmation

12. Continue as follows:
    - ❒ To make the alignment changes in the printer, make sure that *Yes* is selected, and click **Next**.
    - ❒ To recheck the alignment test results before making the alignment changes in the printer, click **Previous**.
    - ❒ If you do not want to make alignment changes in the printer at this time, select *No* and click **Next**.
13. In the following screen, you can choose to either repeat the head alignment procedure, or close the wizard.


Figure 6-54 *Repeat head alignment* option

- ❒ If the most closely aligned vertical lines for a print head were at either extreme—the first or seventh lines—, choose *Yes* to run the Head Alignment wizard again, then click **Next**.

  The additional transparency test will show if the heads are now properly aligned, and—if not—the wizard will allow you to “fine tune” the alignment.
- ❒ If the vertical lines for the print heads were not aligned at either extreme, choose *No* to close the wizard, then click **Next**.

## Calibrating Print Heads

The condition of the print heads directly affects the quality of printed models. To maintain optimum printing, you should test the print heads and calibrate them to the best working configuration possible every 300 hours of printing. You should also calibrate print heads—

- whenever you suspect that the condition of print heads is negatively affecting the quality of printed models
- if there is a problem with one or more of the print heads
- after replacing a print head

To perform the calibration procedure, use the external Head Calibration Utility. You can download this application and related documentation from the Stratasys Support Center.

## Replacing Print Heads

The condition of the print heads directly affects the quality of printed models. You may need to replace a print head if one or more of the following symptoms occurs:

- There are noticeable grooves in the surface of printed models.
- Visual inspection of the head reveals that its surface is damaged—peeling or bubbles in the nozzle area.
- The pattern test or the weight test reveals that more than four consecutive nozzles—or a total of more than 12 nozzles—are not functioning.
- The Head Calibration Utility indicates that a head cannot be calibrated for acceptable printing (see " Calibrating Print Heads" on the previous page).
- The printer interface displays a warning or malfunction message relating to a print head—
  - ❒ Head Heater temperature timeout
  - ❒ Head Heater thermistor open
  - ❒ Head Heater thermistor short

Replace print heads only after attempting all other means for improving print quality (see "Improving Print Quality" on page 6-31) and after consulting with an authorized service engineer.

A wizard guides you through the procedure of replacing a print head, and adjusts printer components to enable you to perform it. Only replace a print head with the aid of the wizard. The entire procedure takes 75—90 minutes, and consists of the following phases:

A. Identifying the head(s) needing replacement.
   This is usually done during the head-calibration procedure. Otherwise, evidence of physical damage to the head surface or a malfunction message indicates which head needs replacing.

B. Preparing the print block for head replacement.
   This is done automatically when you run the Head Replacement wizard.

C. Removing the defective print head.

D. Installing a new print head.

E. Performing head calibration.

F. Performing head alignment.

**To replace a print head:**

1. Prepare—
   - ❒ replacement print head(s)
   - ❒ 90% isopropanol (IPA—isopropyl alcohol) or ethanol (ethyl alcohol)

- ❒ disposable cleaning gloves (supplied with the print head; or use any clean, powder-free protective gloves)
- ❒ a supplied cleaning cloth or equivalent
- ❒ a 5 mm flat-head screwdriver or a 3 mm Hex (Allen®) key (depending on the type of print block)

**Note:** Make sure that you have these items before performing the head-replacement procedure.

2. Open the Head Replacement wizard from the *Options* menu.

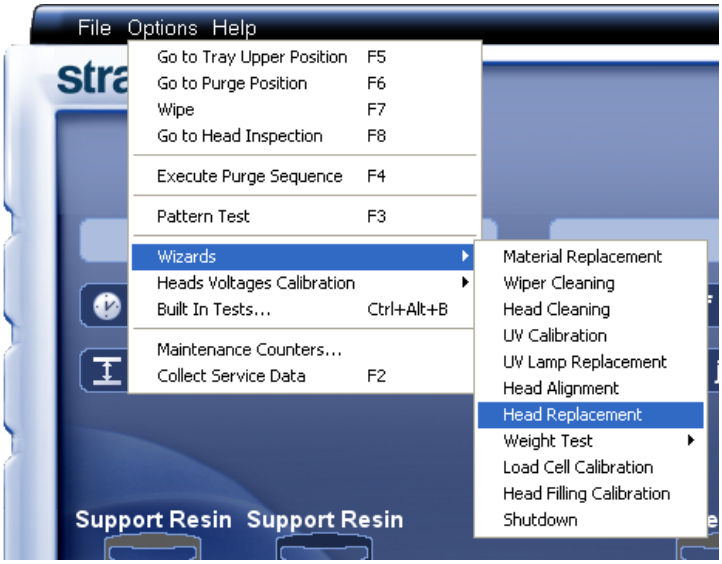



Figure 6-55 Starting the Head Replacement wizard

3. In the opening wizard screen, click **Next** to begin.
   The *Wizard Conditions* screen appears.
4. Read the conditions, select **I Agree** and click **Next**.

## Preparing the Print Block

5. Select the print head(s) needing replacement, and click **Next**.

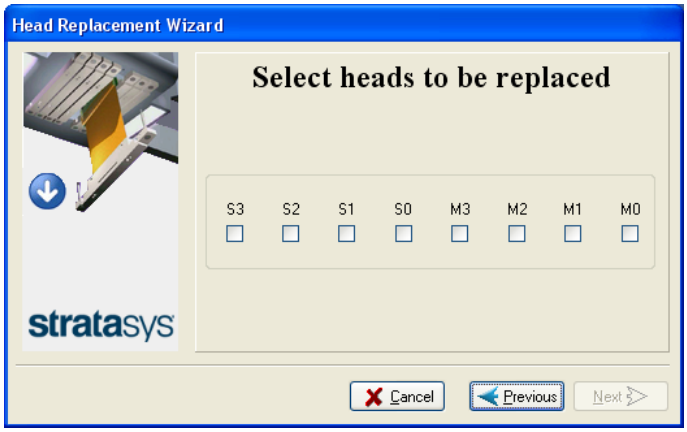



Figure 6-56 Head selection screen

The printer heats and empties the print block, and prepares the printer. (This should take up to 30 minutes.)

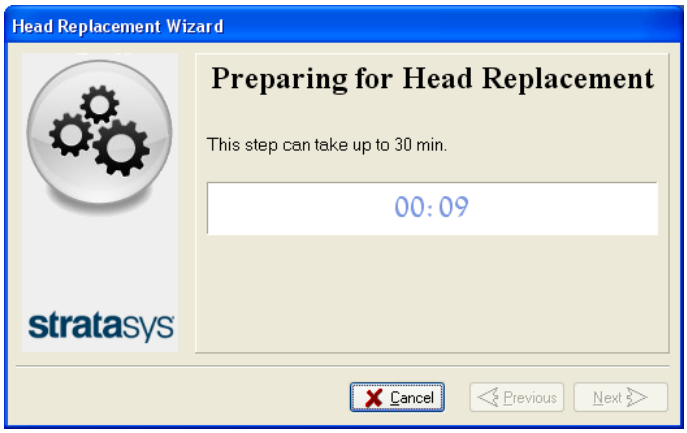



Figure 6-57 Printer preparation progress screen

6. The following screen appears when the printer is ready for you to replace print heads.

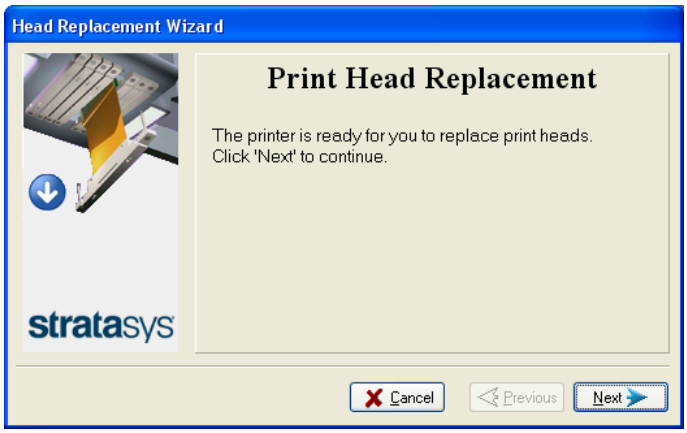



Figure 6-58 Printer ready for head replacement

7. Put on the protective gloves and open the printer cover.

   **Note:** The printer disconnects power to the heads for your safety.

## Removing the Defective Head

8. On the print block, release the upper and lower screws that secure the print head in the block. (If necessary, you may use a tool to loosen the screws.)

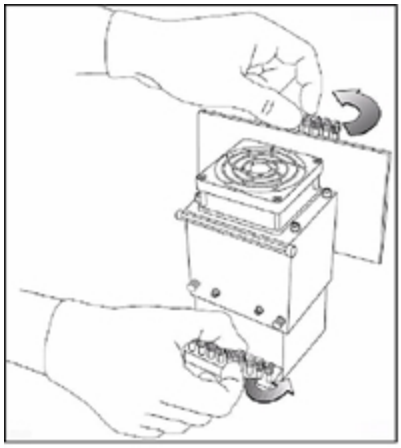


Figure 6-59 Releasing the locking screws

9. Press down on the upper and lower locking screws to release the print head.

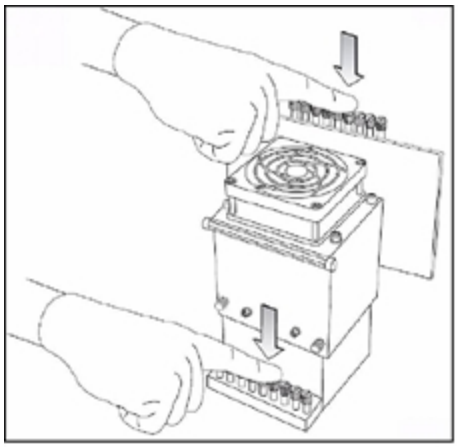


Figure 6-60 Releasing the print head

10. Loosen the screws on the door of the compartment protecting the print-head driver cards (A), then pull and lift up the door (B).

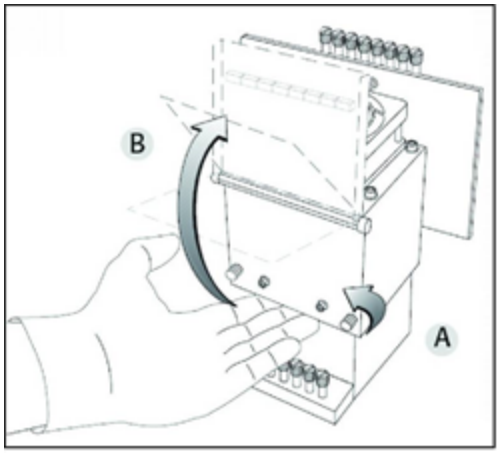



Figure 6-61 Opening the print-head compartment

11. Pull the print-head driver card out of its socket so that the head is free (A), and remove it from the bottom of the print block (B).

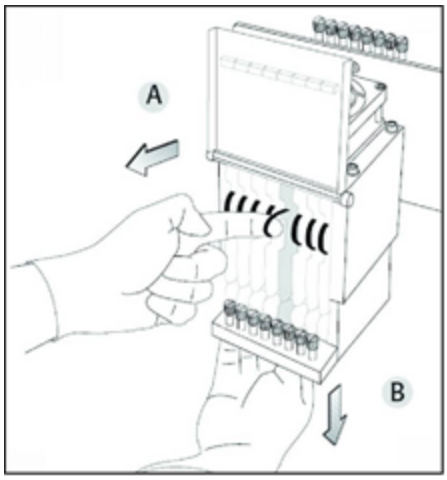



Figure 6-62 Releasing the print-head driver card to remove the head

12. Make sure that along with the head, you remove the two rubber O-ring seals.

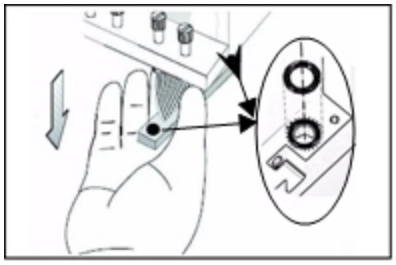


Figure 6-63 O-ring seals on the print head

**Important:**

If the seals are not removed with the head, they are probably stuck to the print block housing. If so, remove them.

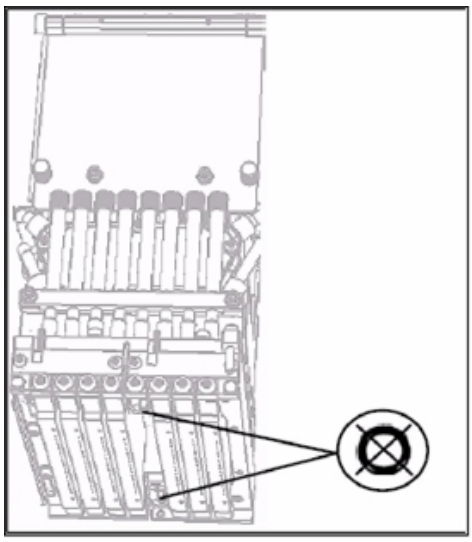


Figure 6-64 Making sure the O-rings are not stuck to the print block

## Installing the New Head

13. Inspect the replacement head, and make sure that the O-ring seals are in place (see Figure 6-63 on the previous page).
14. Gently insert the replacement head into the vacant slot in the print block, and push the print-head driver card into its socket.

    **Note:** Make sure to insert the head with the driver card facing its socket, in the rear of the print block.

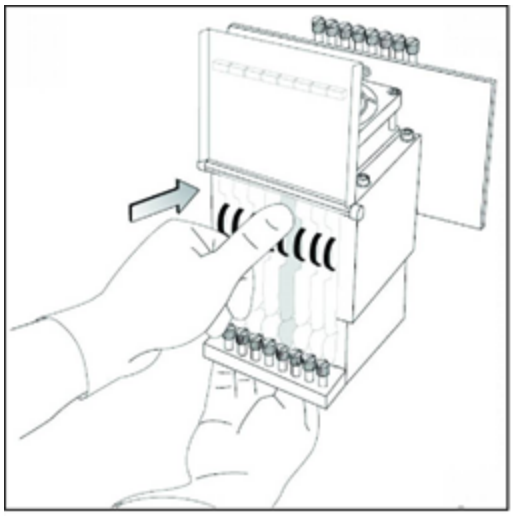


Figure 6-65 Inserting the print-head driver card into its socket

15. Push the head up until you hear it click into place, in both front and rear holders.

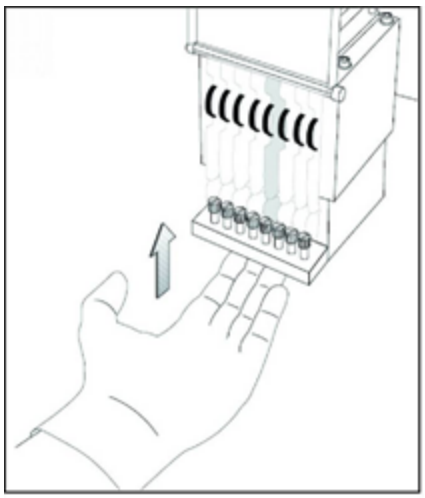


Figure 6-66 Clicking the head into place in the print block

16. Lower the door of the print head compartment, and tighten the screws to lock it in place.
17. Tighten the upper and lower screws that secure the print head in the print block (see Figure 6-59 on page 6-45).

    **Note:** Hand-tighten only! Do *not* use tools to tighten these screws.

18. In the *Replace print heads* screen, select the check box to confirm that you have replaced the head(s), and click **Next**.

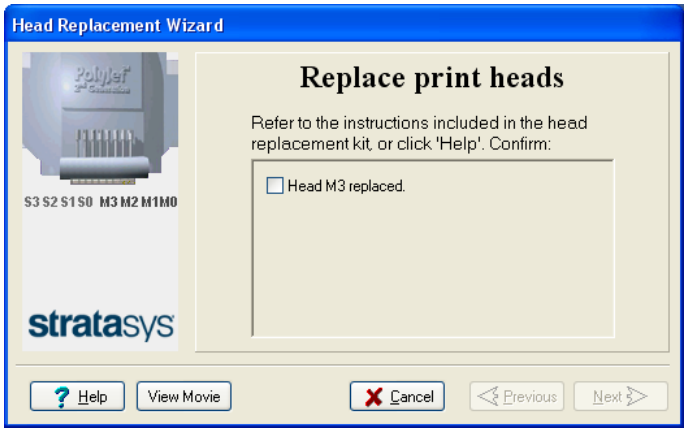



Figure 6-67 *Replace print heads* confirmation screen

19. With your fingers, make sure that the new head is level and even with the other heads.

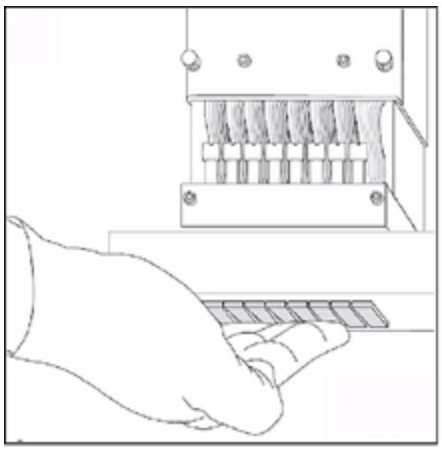


Figure 6-68 Checking the level of the new head

20. Confirm that the heads are level and even by selecting the check box in the following wizard screen, and click **Next**.

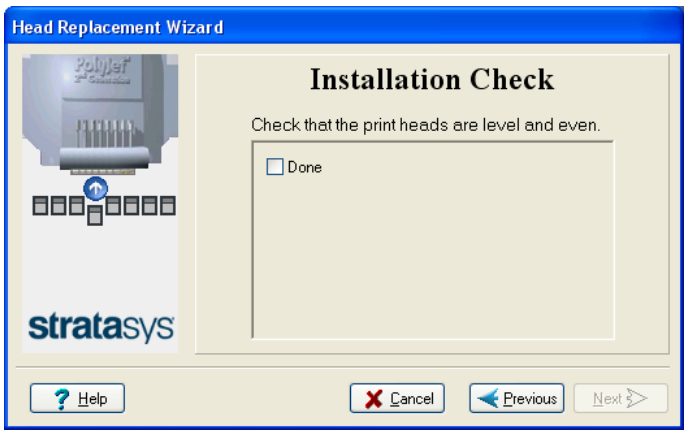



Figure 6-69 Installation-check screen

21. When the following wizard screen appears, remove all tools and objects from the printer and confirm that you have done so.

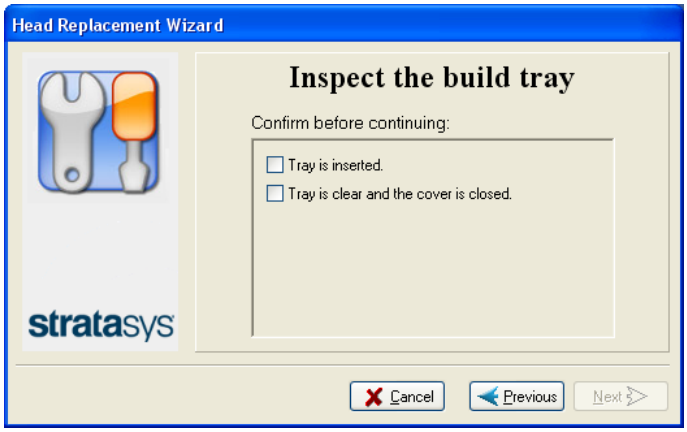



Figure 6-70 Cleared-tray confirmation screen

When you click **Next**, the print block is heated and filled with printing material.

If installation problems are detected, the wizard alerts you and instructs you how to continue (see "Installation Problems".)

22. If print-head installation is successful, the wizard instructs you to clean all of the print heads. Confirm that the heads are clean, and click **Next**.

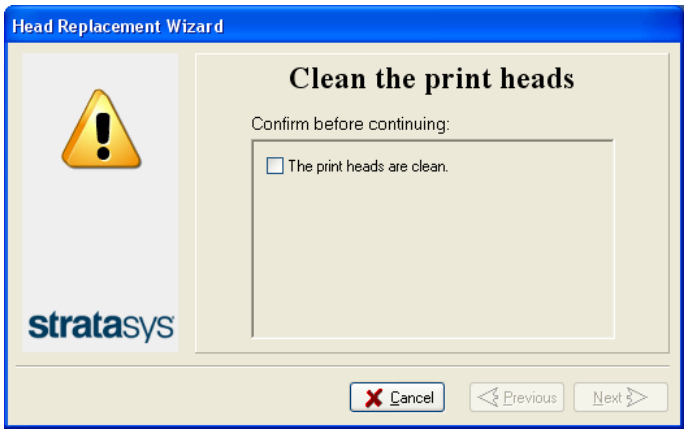



Figure 6-71 Clean heads confirmation screen

23. Remove all objects from the printer and close the cover. Confirm that you have done so, and click **Next**.

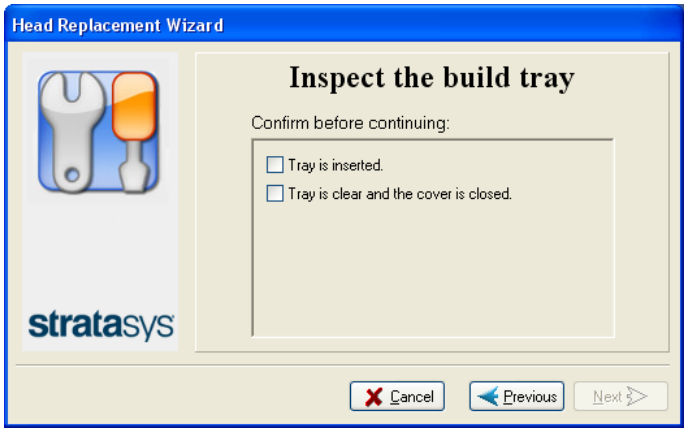



Figure 6-72 Cleared-tray confirmation screen

Before using the printer to produce models, you should calibrate the heads and check their alignment.

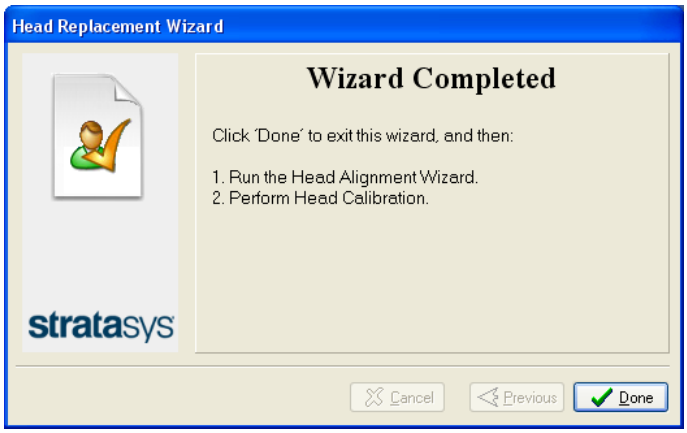



Figure 6-73 Final wizard screen after successfully replacing print heads

## Installation Problems

If the printer detects that there is a problem after you install print heads, a relevant warning screen appears.

➢ If the printer software does not detect the replaced head:

If this happens:

a. Open the print head compartment (see Figure 6-61 on page 6-46).
b. Re-insert the print-head driver card into its socket (see Figure 6-65 on page 6-48).

➢ If the replacement head was not calibrated by Stratasys, remove the head and replace it with another one.


Figure 6-74 Invalid-head warning

Contact your Stratasys service provider about the uncalibrated head.

## Testing and Calibrating the UV Lamps

The level of UV radiation from the lamps used for curing models can change over time. To ensure optimum curing of models during printing, a pop-up message reminds you to test the lamps and calibrate the level of UV radiation after every 300 hours of printing. You do this by running the UV Calibration Wizard.

To measure the UV radiation, you need:

- Stratasys TOL-03005-S (UV sensor and cable)

  or—

- a stand-alone UV radiation meter, approved for use with the printer

The wizard compares the measured radiation to the recommended radiation level for each of the lamps, at each printing mode—High Speed / High Quality.

When calibrating the lamps, the wizard attempts to adjust the radiation level, if necessary.

- If the reading is within the acceptable range, the wizard continues to the next phase.
- If further adjustment is necessary, the current phase is repeated.
- If the level of UV radiation is too low to be properly adjusted, the wizard continues to the next phase, but the final wizard screen indicates that the lamp's radiation for the printing mode is unacceptable.

Before testing and calibrating the UV lamps:

- Make sure the glass lens on each of the UV lamps is clean. For easy access, run the Head Cleaning Wizard, and use the special sanding sponge supplied in the Start-Up Kit.
- Make sure that the glass over the UV radiation sensor is clean.

**To test and calibrate UV lamp radiation:**

1. Start the UV Calibration Wizard from the *Options* menu.
2. In the following screen, select **Calibrate UV Intensity** to adjust the lamp's radiation level to the acceptable range.

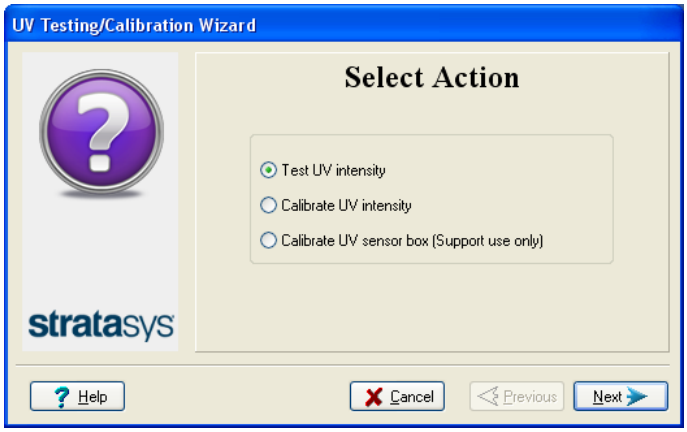



Figure 6-75 UV Test/Calibration selection

3. In the following screen, select the UV sensor and measuring device to be used.

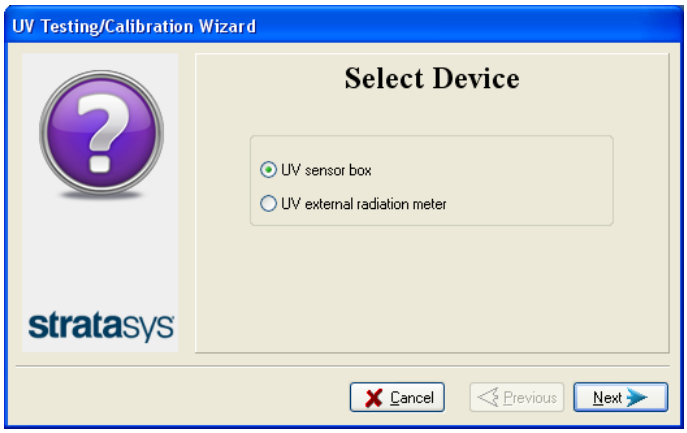



Figure 6-76 UV device selection

### UV Measuring Device

When you use the Stratasys UV sensor box (TOL-03005-S), you connect it to the printer. The wizard automatically measures and calibrates the UV radiation.

If you use a stand-alone UV radiation meter, you need to manually enter the readings from the meter in the wizard screens.

4. Make sure that the build tray is empty. Confirm this in the wizard screen and click **Next**.

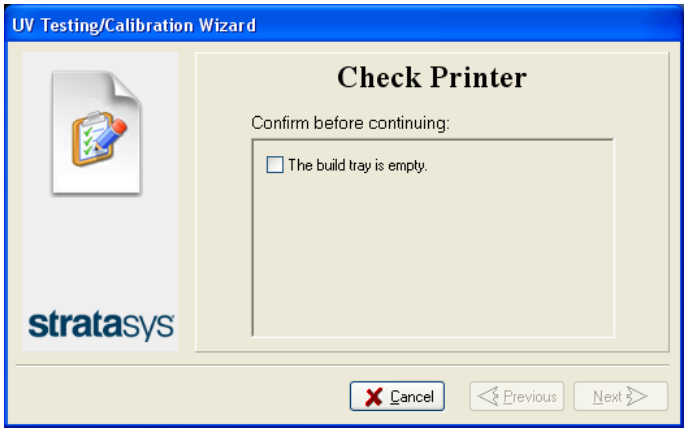



Figure 6-77 Printer preparation

➢ When using a Stratasys UV sensor box that you connect to the printer (TOL-03005-S), continue with "UV Sensor Connected to Printer" on the next page.

➢ When using a stand-alone UV radiation meter, continue with "External UV Meter" on page 6-57.

## UV Sensor Connected to Printer

The following steps apply when using the Stratasys UV sensor box that you connect to the printer. They do not apply when using a UV external radiation measuring device.

1. To synchronize the wizard and the UV sensor, enter the CF number from the label on the back of the UV sensor box.

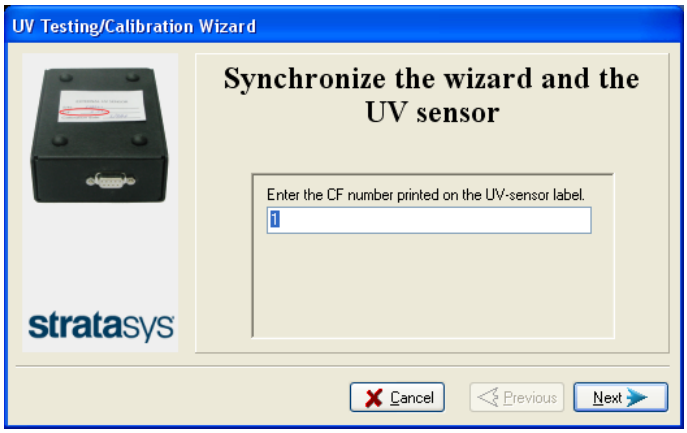



Figure 6-78 UV sensor synchronization


Figure 6-79 Label on the bottom of the UV sensor box

2. Click **Next**.
   The build tray lowers.

3. Open the printer and connect the UV sensor cable to the connector in the printer.

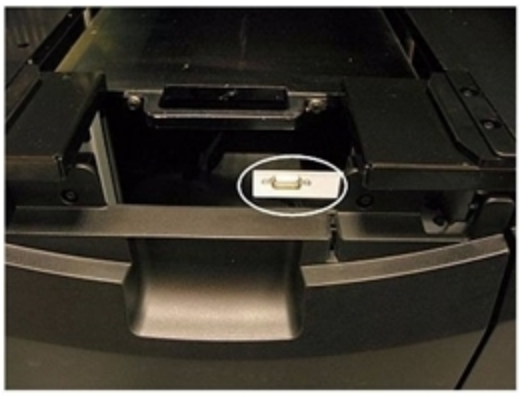


Figure 6-80 UV sensor connector in the printer

4. Position the UV sensor as shown in the wizard screen.
5. Confirm the items listed in the wizard screen and click **Next**.

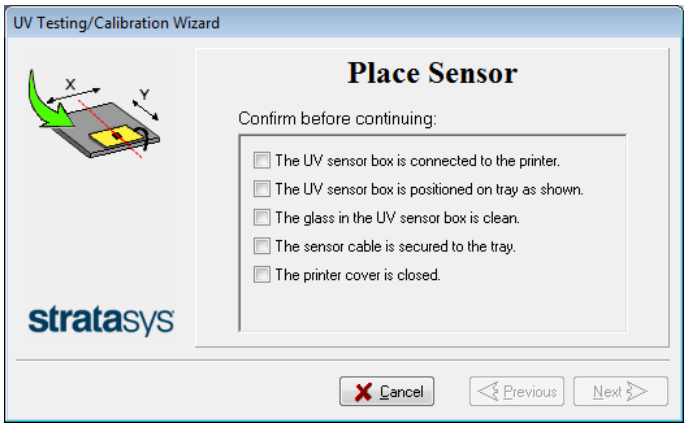



Figure 6-81 Sensor positioning

Continue with *"UV Measurement " on page 6-58*.

## External UV Meter

The following steps apply when using a stand-alone UV meter. This section does **not** apply when using the Stratasys UV sensor box connected to the printer.

1. When the following screen appears, open the printer and place the UV sensor (probe) at the rear edge of the tray, in the center.

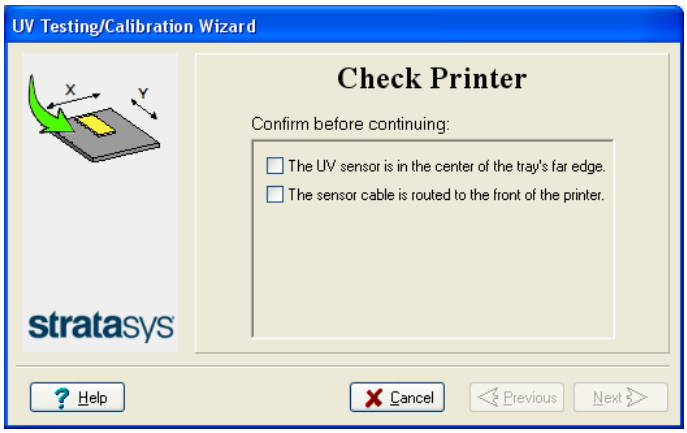



Figure 6-82 Sensor placement screen

2. Lead the cable out of the printer so that you can close the printer, and tape it down to make sure that it does not interfere with the moving print block.

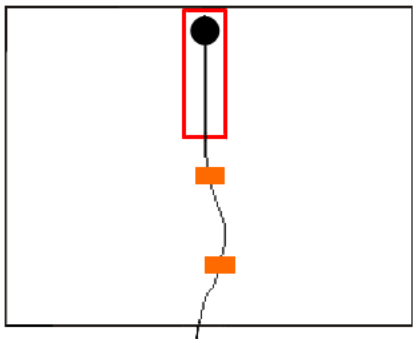


Figure 6-83 Correct UV-sensor placement

3. Close the printer, while checking that the sensor does not move out of position.
4. Set the UV meter to measure mJ/cm2.
5. Set the range on the meter to 2,000.
6. Connect the cable from the sensor to the UV meter.
7. Turn on the UV meter, and wait until “0 0 0.0” appears on the display.
8. In the wizard screen, confirm that the sensor is positioned correctly, and click **Next**.

Continue with "UV Measurement " on the next page.

## UV Measurement

The UV lamps power up and stabilize. (This takes several minutes.) Then, the print block passes over the sensor and the wizard compares the measured radiation to the recommended level for each UV lamp. During this process, which takes 20–40 minutes, you need to monitor the progress as displayed in the wizard screen.

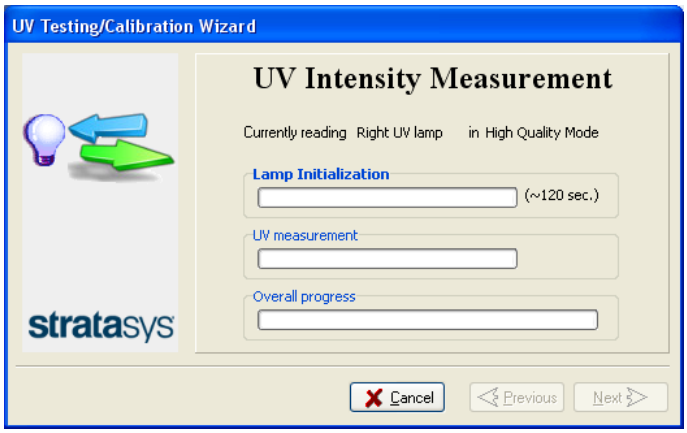



Figure 6-84 UV measurement progress

When using a stand-alone radiation meter (not the Stratasys UV sensor box connected to the printer): Reset the meter and enter the reading (measurement) when you are prompted to do so.

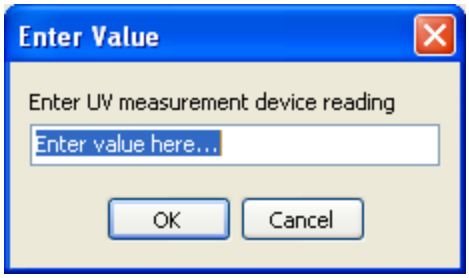



Figure 6-85 UV Measurement dialog box

If the UV level measured is not acceptable, the wizard calibrates the UV lamp by adjusting the current supplied to it, and then tests it again.

When all UV tests have finished, the results are displayed, showing the condition of the lamps after calibration (see Figure 6-86 below).

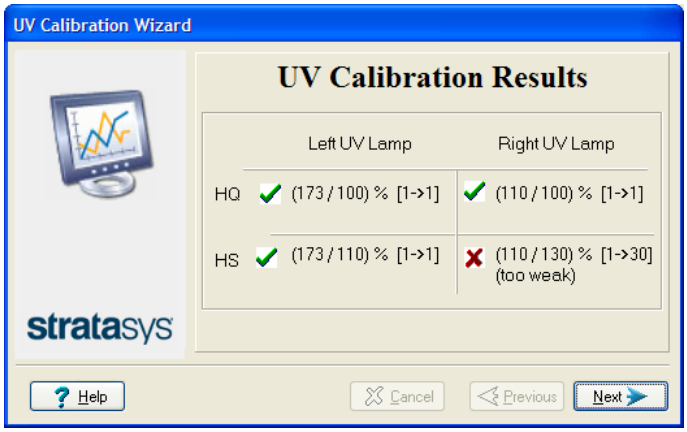



Figure 6-86 Results and condition of UV lamps after calibration

After examining the UV calibration results:

1. Click **Next**.
2. Remove the UV sensor and close the printer cover. After confirming the items listed in the wizard screen, click **Next**.

   If the results are not acceptable for quality printing, this is indicated in the final wizard screen.

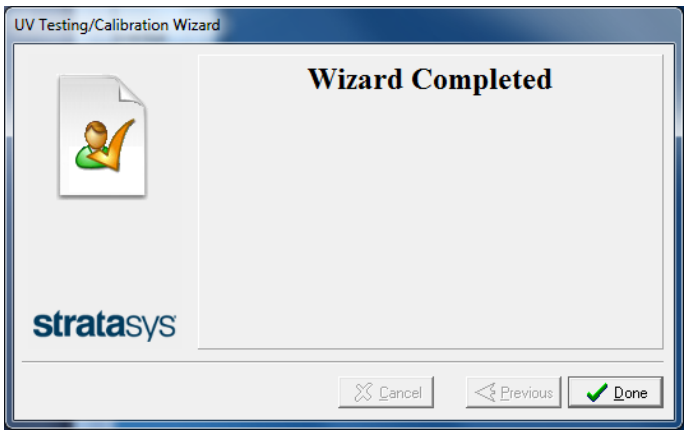



Figure 6-87 Final UV Calibration Wizard screen

## Calibrating the Load Cells

Load cells are sensors that measure the weight of the material cartridges and the waste container in the printer. It is important that you periodically check that the weight measurements are accurate to prevent unnecessary waste of printing materials or printer malfunctions.

**To calibrate load cells:**

1. Start the Load Cell Calibration wizard from the *Options* menu.
2. Select one or more load cells that you want to calibrate, and click **Next**.

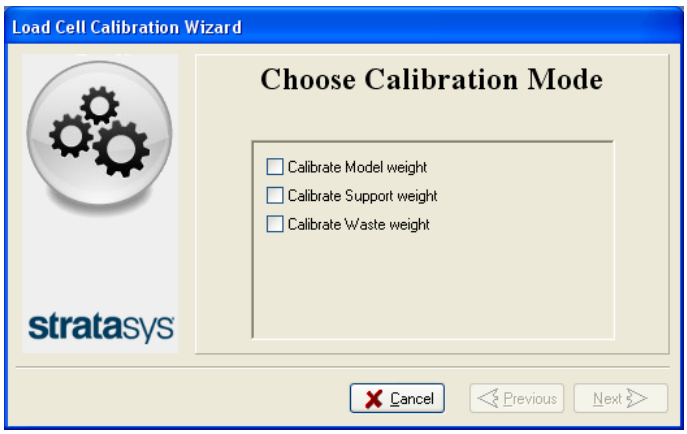



Figure 6-88 Load cell selection

3. Remove the cartridge, as instructed by the wizard, confirm this in the wizard screen, and click **Next**.

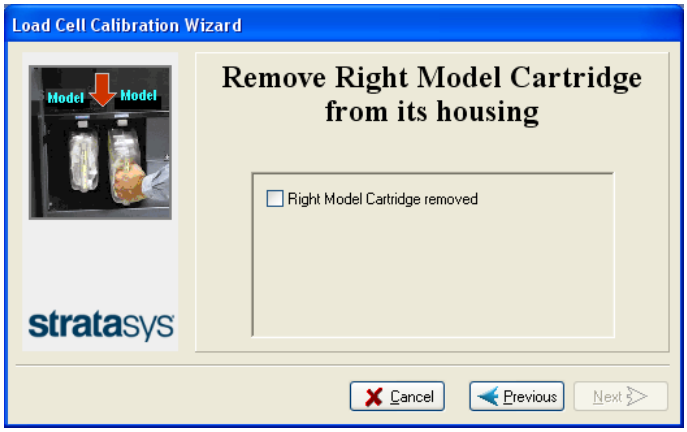



Figure 6-89 Confirmation of cartridge removal

4. In the next wizard screen, observe the numbers and wait until the weight level is relatively stable—two units above or below the average level shown.

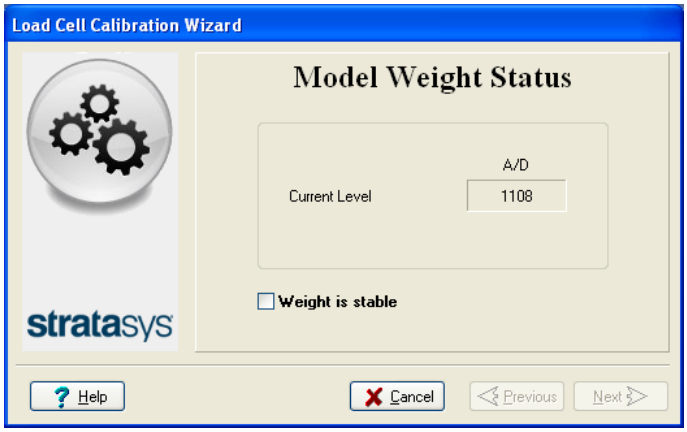



Figure 6-90 Weight stabilization

5. Select the check box, and click **Next**.

   If you need to calibrate more than one load cell, the next calibration screen appears. Repeat steps 4 and 5 until all of the load cells are calibrated.

6. Click **Done** in the final wizard screen.

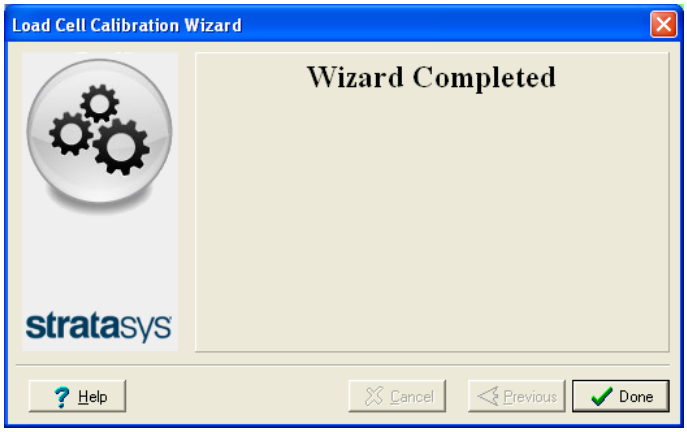



Figure 6-91 Final wizard screen

## Replacing the Odor Filter

If the printer exhaust is not connected to an external ventilation system, a built-in activated-carbon filter removes odors from printing materials. This filter should be replaced regularly (as necessary) to keep your working environment pleasant. This is normally done during the preventive-maintenance service visit.

If the printer exhaust is connected to an external ventilation system, the odor filter is not needed and should be removed from the printer.

Odor filter removal improves heat expulsion and system cooling.

## Replacing the UV Lamps

The UV lamps used for curing models have a long, but limited, working life. You can test and adjust their effective power with the UV Calibration wizard (see "Testing and Calibrating the UV Lamps" on page 6-52). If you need to replace a UV lamp bulb or UV reflector, follow these instructions:

**To replace the UV lamp bulb or UV reflector:**

1. Make sure the printer is in *offline* mode.

Figure 6-92 Offline mode indicator (red)

The *online/offline* button at the bottom of the printer interface should be red. If not, click it to switch the printer to *offline* mode.

**Warning**

Before continuing, make sure that the safety interlock is not defeated, and that the UV lamp is not hot.

2. Start the UV Lamp Replacement wizard from the *Options* menu.

3. Make sure that the build tray is empty, and confirm this in the wizard screen. Then, close the printer, and click **Next**.


Figure 6-93 Tray confirmation

The axes move to the “home” position.

4. Select the UV lamp(s) to be replaced and click **Next**.

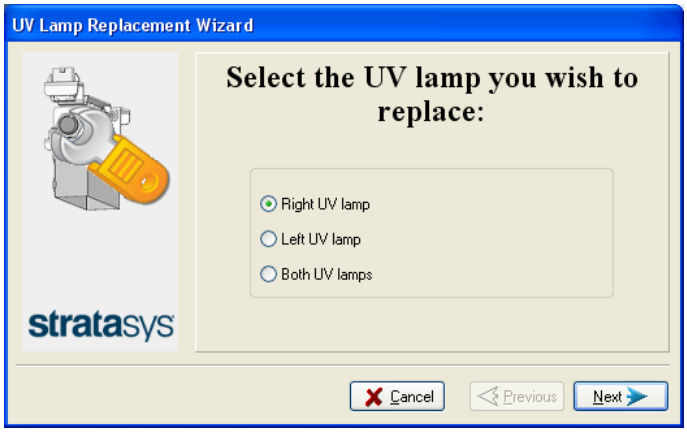



Figure 6-94 UV lamp selection screen

5. Disconnect the UV-lamp power connector and the UV heat fuse connector.

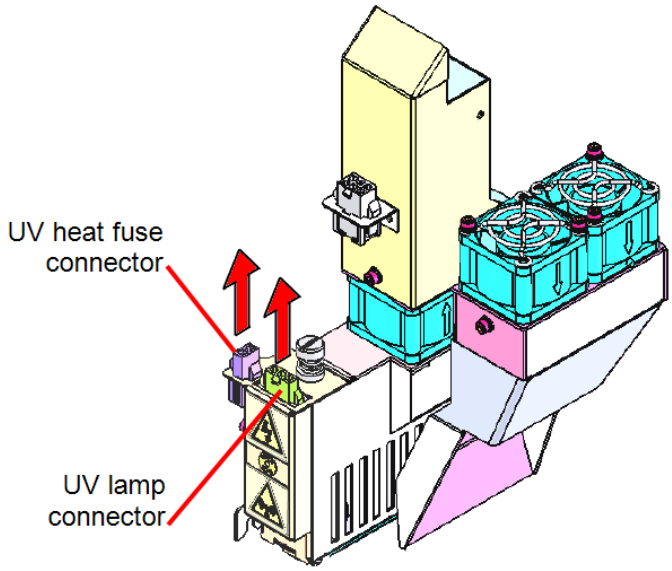



Figure 6-95 Disconnecting the UV lamp

**Note:** Do *not* disconnect the power connection to the cooling fans.

6. Loosen the screw securing the UV lamp cover (A), and pull the cover up (B), then out (C).

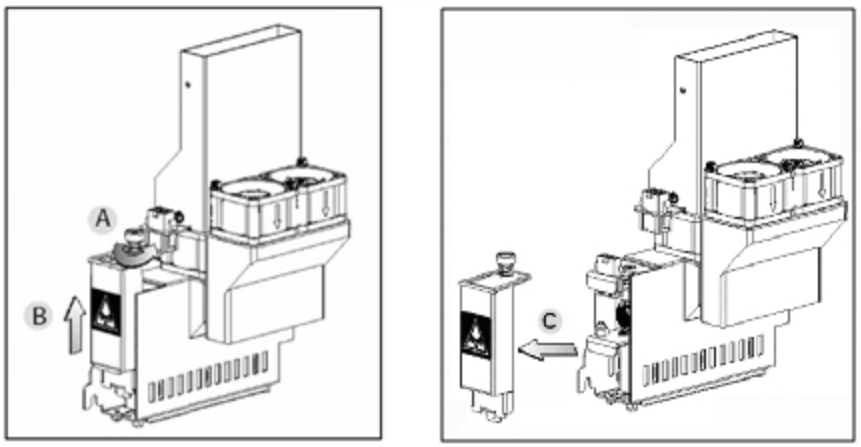



Figure 6-96 Removing the UV lamp cover

7. Pull the UV reflector out of the print block.

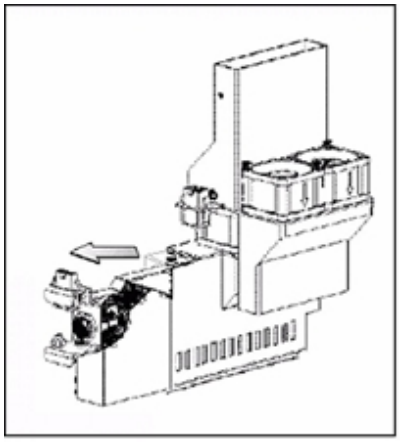


Figure 6-97 Removing the UV lamp reflector

8. Using a 2.5-mm hex key, remove the UV lamp clamp (2 screws).

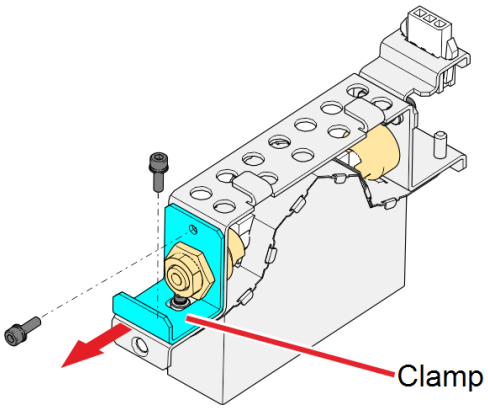



Figure 6-98 Removing the UV lamp clamp

9. Remove the UV lamp bulb from the UV reflector.

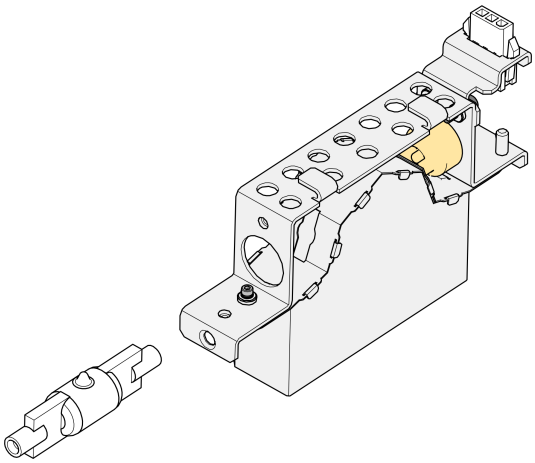


Figure 6-99 Removing the UV lamp bulb

10. Before continuing, inspect the spring-loaded pins. If there are burn marks around the pins or if the pins are loose—their springs are not functioning properly—and do not support the bulb, continue with step 15, to replace the UV reflector.

    Otherwise, continue with step 8 to replace the UV bulb.

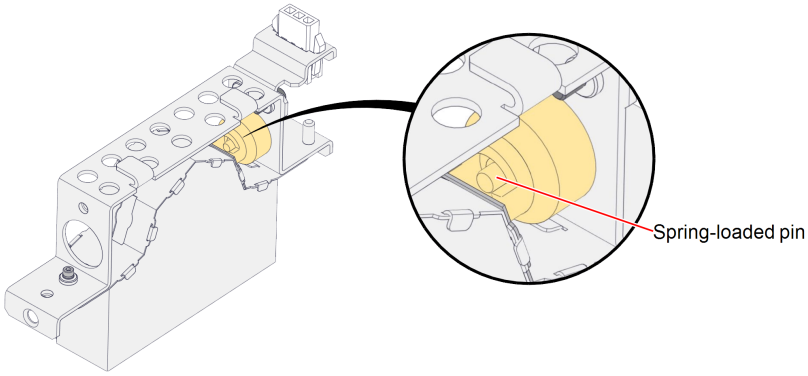



Figure 6-100 Spring-loaded pin

11. Using the polyurethane tube provided in the kit, push the new UV lamp bulb into the UV reflector. Make sure that the tip on the bulb is facing the slot.

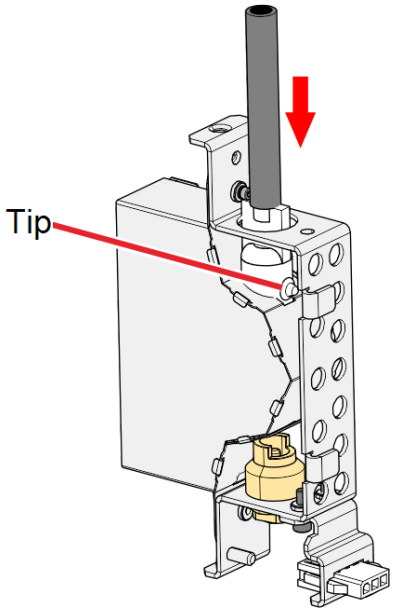



Figure 6-101 Pushing the new UV bulb into the UV reflector

12. Twist the tube by 180° (a), and continue to insert the UV lamp bulb into the UV reflector (b).

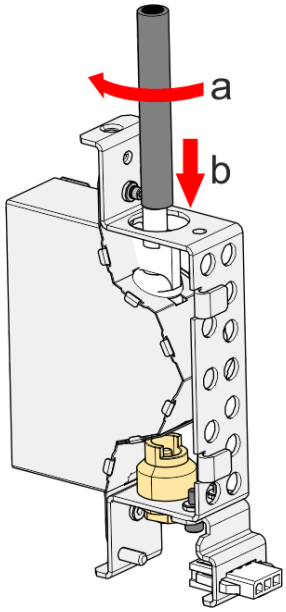



Figure 6-102 Twisting the tube and inserting the UV lamp

13. Use the UV lamp clamp to insert the lamp into place in the UV reflector.

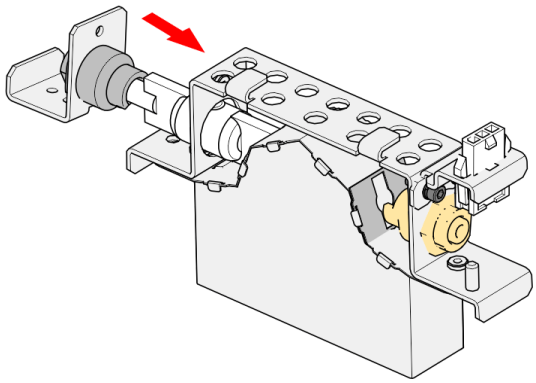


Figure 6-103 Pushing the UV lamp into place

14. Using a 2.5-mm hex key, secure the clamp to the UV reflector, and continue with step 25.

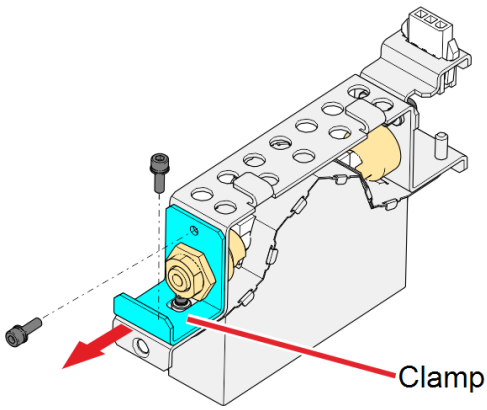



Figure 6-104 Attaching the UV lamp clamp

15. Inspect the new UV reflector, and make sure that a black strip is attached to the inside of it. If not, install one—on the side of the reflector *opposite* (not next to) the print block.

    **Note:** Extra black strips are included in the printer Start-Up Kit. If necessary, you can remove the black strip from the old reflector and install it in the new reflector (as long as the black paint has not faded).

16. Discard the old UV reflector and lamp.

Dispose of the used UV lamp in accordance with environmental and safety requirements.

**Warning: Broken UV lamp hazard**

UV lamps contain mercury. Deal with broken lamps with caution.

- Ventilate the room thoroughly.
- Use protective gloves when collecting mercury and lamp components.
- Remove spilled mercury with a method that prevents the generation of mercury vapor, such as a syringe, packing tape or paper.
- Place the broken lamp, mercury and contaminated materials in an air-tight, non-metallic container.

17. Insert the UV reflector unit into the housing, next to the print block.

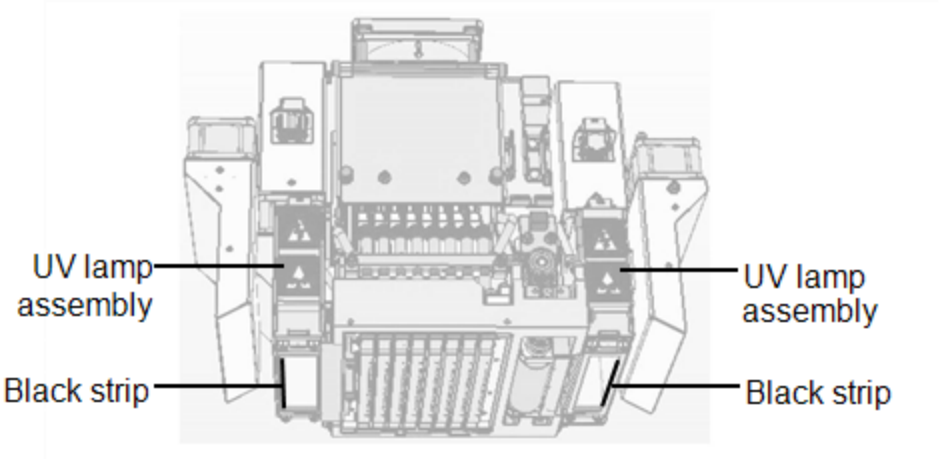



Figure 6-105 Print block and UV lamp assembly, showing correct placement of black strip

18. Replace the UV lamp cover by inserting it into the slot on the bottom of the housing, and tighten the securing screw on top.

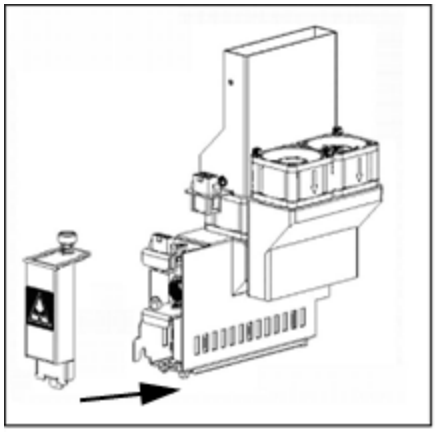


Figure 6-106 Replacing the UV lamp cover

19. Reconnect the power and heat fuse connectors.

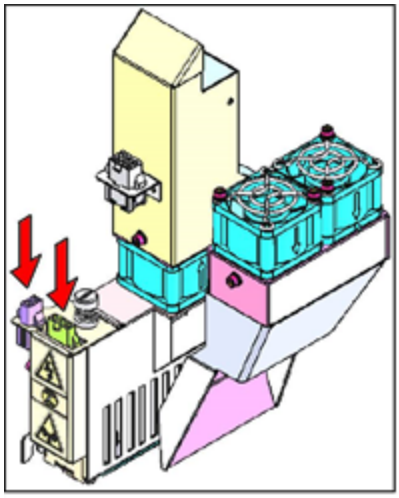


Figure 6-107 Connecting the UV lamp

20. In the wizard screen, confirm that you have replaced the UV lamp and that the black strip is attached, then click **Next**.

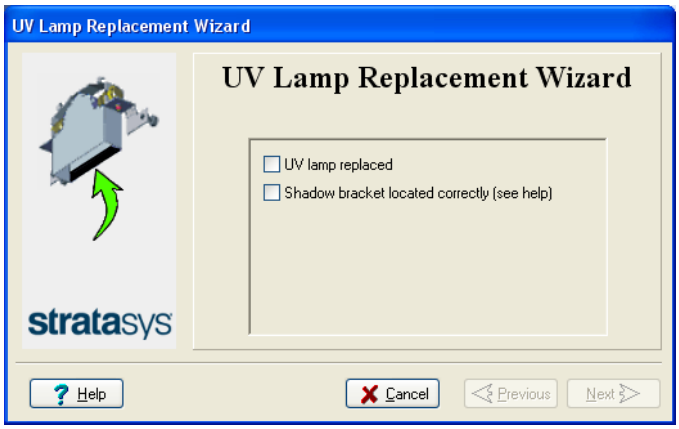



Figure 6-108 UV-installation confirmation

The wizard operates the UV lamps and checks if their power is within the acceptable range for each printing mode.

**Note:** The mode currently being checked appears in the lower-left corner of the printer interface.


Figure 6-109 Status during UV lamp check

21. When the final wizard screen appears, click **Done**.

    After replacing a UV lamp, it is recommended that you calibrate its power. The next screen allows you to continue to the UV Calibration wizard (see "Testing and Calibrating the UV Lamps" on page 6-52).


Figure 6-110 Final wizard screen

## Built-in Tests

The printer application contains a suite of tests for regularly checking the hardware and software, and for troubleshooting. You can configure basic communications and environment tests to run automatically, when the Eden260V application opens. In addition, you can run a more comprehensive set of tests before processing a print job, as a system check, to ensure optimum printing results.

Because running the tests affects the operation of the printer, you can only open the Built-in Tests interface when the system is not printing.

The test suite features:

- The organization of printing-related tasks in categories:
  - ❒ Communications
  - ❒ Data cards
  - ❒ Temperatures
  - ❒ Voltages
  - ❒ Encoder repeatability
  - ❒ Print-head heating
  - ❒ Print-head filling
- A clear display of test results and the source of any failures, enabling you to determine if printing is possible or worthwhile.
- The ability to monitor test results for specific components.
- Troubleshooting tips.

Running these tests can help identify problems in the printer hardware and software. A large number of hardware defects (or near-defects) warns you of possible printing problems, either for current or future jobs.

Stratasys recommends running the built-in tests in the following cases:

- as a routine test, once every two weeks
- as a system check, before major (long) jobs
- as needed, for troubleshooting

**To open the Built-in Tests screen, do one of the following:**

- From the *Options* menu, select **Built-In Tests**.
- Press **Ctrl+Alt+B**.

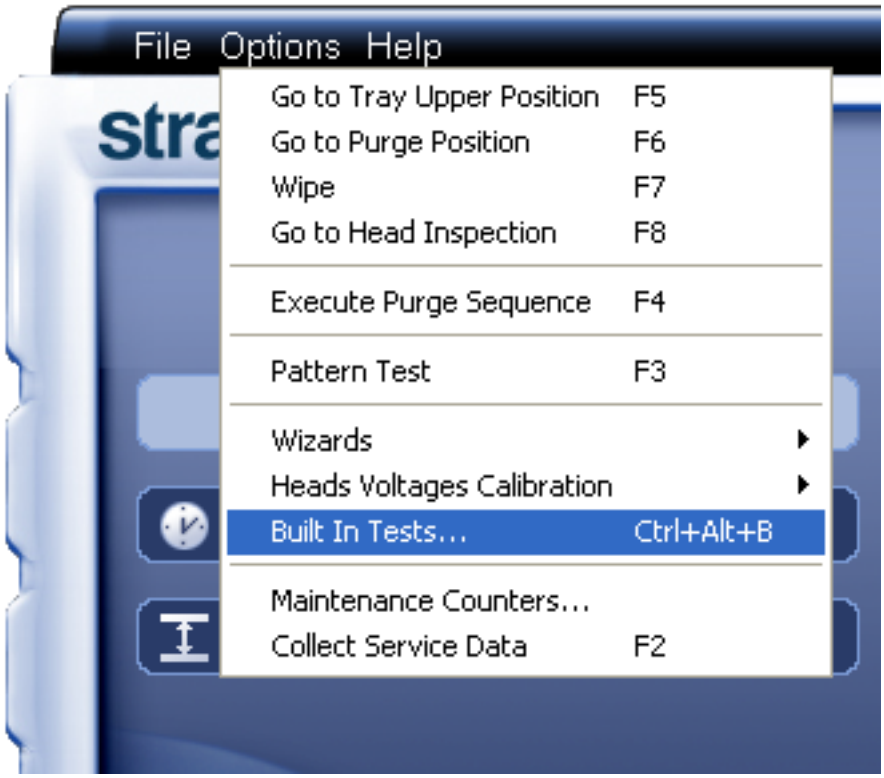



Figure 6-111 Selecting *Built-In Tests* from the *Options* menu

The *Built In Tests* screen lists pre-configured tests, grouped by component categories. In this screen, you select and run tests, and the results are displayed.

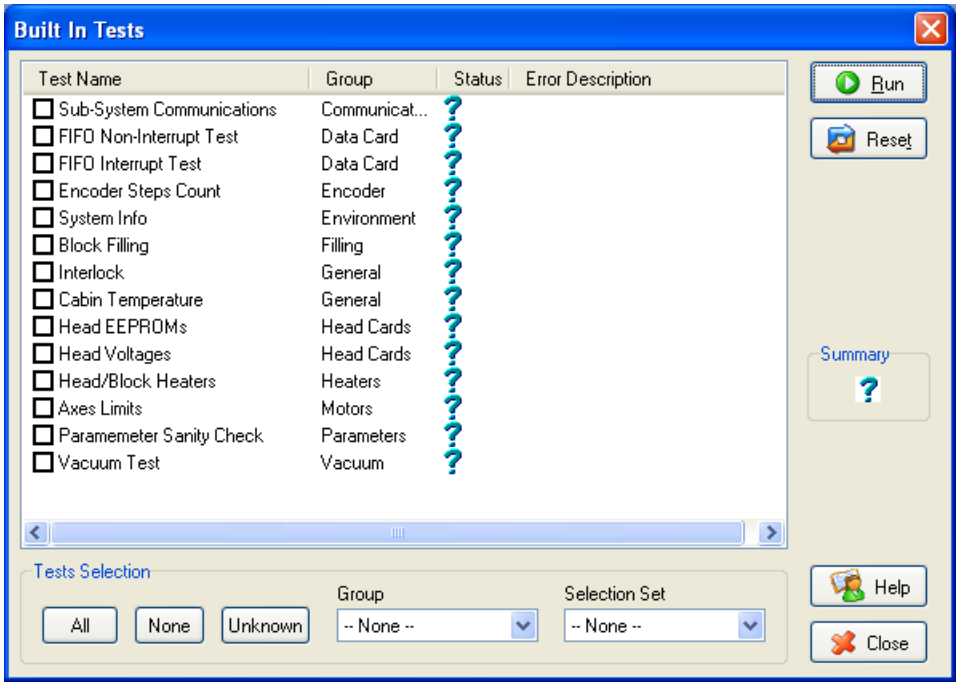



Figure 6-112 *Built In Tests* screen

## Test List

### Test Name

This column lists all of the tests, together with selection check boxes.

Click the check boxes to select the tests you want to run. To remove a selection, click the check box again. To quickly select all of the tests in a component category, use the *Group* drop-down list at the bottom of the screen.

### Group

This column shows the component categories for each test.

This tells you which tests are run when selecting a category from the *Group* drop-down list at the bottom of the screen.

### Status

This column shows the results of each test after you run it:

- ✔ Test successfully completed.
- ✘ Test failed. (Double-click on a failed test's line to review the failure details.)
- ? Unknown results. (The test has not been run yet.)

### Test Selection Area

In the *Test Selection* area, at the bottom of the screen, you can quickly select or de-select tests by their characteristics:

| | |
|---|---|
| **All** | Click to select all of the tests in the list. |
| **None** | Click to de-select all of the tests in the list. |
| **Unknown** | Click to select all test that have not been run yet (Status = ?). |
| **Group** | Use this menu to select tests by component category. |
| **Selection Set** | Use this menu to select a pre-configured set of tests to run at specified times (computer startup, before printing, etc.). |

## Running Built-in Tests

**To run the selected tests:**

➢ Click 

.

After you run a test, the *Save* and *View* command buttons are added to the *Built In Tests* screen.

## Test Results

**To save and view a report of all tests:**

➢ Use the Save and View command buttons.

## Command Buttons


Click the command buttons, on the right side of the screen to perform the following operations:

### Run

Click to run the selected tests.

### Reset

Click to clear previously run tests. This returns the status of each test to *Unknown* (?).

### Save

Click to save a report that summarizes the tests run. The report is saved as an HTML file. You can save any number of reports for the tests you run; the name of the file saved is **BITReport [date][time].htm**. By default, these files are saved in the printer installation folder, but you can save it in any other folder.

### View

Click to display the latest test report that you saved. (You can view other test reports by opening the relevant files in your Web browser. To do so, open Windows Explorer, and double click the *BITReport* file.)

### Close

Click to close the *Built-in Tests* screen.

## Summary

On the right side of the screen, a symbol represents the combined results of all the tests run, using the symbols from the *Status* column.

- ✔ All tests successfully completed.
- ✘ At least one test failed.
- ? Not all tests performed.

## Test Descriptions and Troubleshooting

The following table lists the name of each test in the Built-in Tests suite, together with its description and a possible reason for its failure. If you need assistance, contact your Stratasys service provider.

| Test Name | Description | Possible Reason for Failure |
|---|---|---|
| FIFO Non-Interrupt/<br>FIFO Interrupt | • Tests the data queue in the DATA PCI card.<br>• Tests the Windows interrupt. | • If both FIFO tests fail: Faulty DATA_PCI card.<br>• If only the FIFO Interrupt test fails: Faulty Windows interrupt. |
| System Info | Compares the following parameter values with the minimum requirements.<br>• physical memory<br>• available memory<br>• free space on disk<br>• monitor resolution | Failure of RAM memory allocation in the printer computer. |
| Parameter Sanity Check | Compares the values of all printer parameters (in cfg files) to the required values. | One or more of the printer parameters is not within the required range. Details appear in the BIT report. |
| Sub-System Communications | Tests communication between printer components. | • Disconnected communications cable.<br>• Faulty cable. |
| Cabin Temperature | Tests the temperature level in the build-tray area. | • Faulty temperature sensor (OHDB).<br>• Failure of exhaust fan.<br>• Clogged exhaust filter. |
| Head EEPROMs | Tests the read/write capabilities of the print-head driver cards. | Faulty print-head driver card(s). |
| Head Voltages | Checks the control of voltages supplied to the print heads. | Faulty print-head driver card(s). |
| Head/Block Heaters | Tests the heaters in the print heads and in the print-block body. | Faulty heaters or thermistors. |
| Axes Limits | Tests the hardware and software limits of all axes. | Faulty hardware sensors.<br>Wrong *Max Position* parameter. |
| Block Filling | Analyzes the thermistor readings when the block is full and when it is empty. | Faulty thermistor. |
| Encoder Steps Count | Tests the encoder's reliability by comparing readings from multiple runs along the X-axis. | Misaligned or faulty encoder. |
| Vacuum Test | Tests the vacuum level in the print block. | • Faulty vacuum sensor.<br>• Vacuum leakage.<br>• Wrong parameters. |

| Test Name | Description | Possible Reason for Failure |
|---|---|---|
| Interlock | Tests the interlock in the printer cover. | • Failure of interlock mechanism.<br>• Faulty latch.<br>• Disconnected cable. |
| Version Tests | Checks the compatibility between the software and component firmware versions. | |

## Replacing the Waste Container

Printer waste contains partially cured polymeric material, collected during normal operation and maintenance of the printer. For safety and environmental reasons, this material is kept in a special leak-proof, disposable container.

The container has a capacity of about eight kilograms of waste material—usually enough for several months of printer use. The printer application displays a warning message when there are 7.3 kilograms of material in the container, and stops the printing when the net weight reaches 7.8 kilograms. Above 7.3 kilograms, the software does not allow you to start a printing job or activity until you replace the waste container.

You can monitor the weight of the waste container in the Printer Indicators display in the printer interface.

**To monitor the waste weight (and other indicators) in the printer:**

➢ In the main printer interface screen, click the display toggle to view the printer indicators.


Figure 6-113 Printer interface, showing waste weight (red background indicates operator alert)

The waste container consists of a sealed bag inside a cardboard box. You typically dispose of the entire waste container—including the box. Therefore, you must assemble a new box and insert a new waste bag before you can install it in the printer.

Replacement boxes, waste bags, and sealing caps are supplied in the printer start-up kit and in the preventive-maintenance kit.

**To prepare a new waste container:**

1. Assemble the cardboard box, making sure to punch out the perforated sections.
2. Fold a new waste bag—so it fits in the box—and insert the bag's screw-connector into the hole in the top of the box.

   **Note:** Do not close the box until you connect the waste drain tube from the printer.

**To replace the waste container:**

1. Push the door of the lower printer compartment to open it.

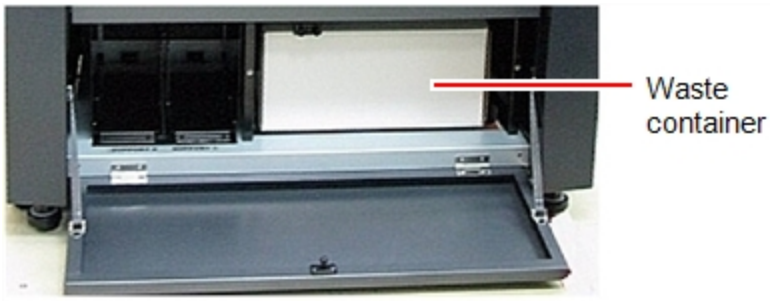



Figure 6-114 Waste container under the printer

2. Carefully slide out the waste container to remove it from the printer.

Figure 6-115 Waste container removed from the printer

3. Place the new waste container next to the full container.

4. Unscrew the cap securing the waste drain tube and connect it to the new container.
5. Close the full container with the cap supplied with the new waste container.

   **Note:** The sealing cap contains an inner stopper that prevents leakage when the cap is tightened. Do not be concerned that air can still flow through the opening on the top of the cap, since the inner stopper seals the waste container.

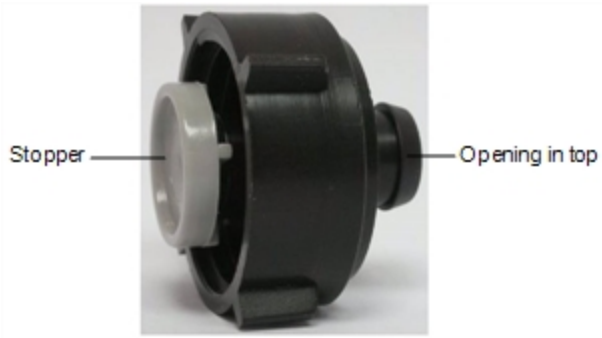



Figure 6-116 Waste container sealing cap

6. Close the new waste container box.
7. Position new the waste container in the printer.

   **Note:** Make sure that the waste drain tube is not crimped or twisted, and that it is not pinched by the container.

8. Close the compartment door.

Dispose of the full waste container in accordance with environmental and safety requirements.

## Cleaning the Exterior Panels

The painted exterior plastic panels of the printer has a durable finish, offering excellent chemical resistance to common cleaning materials. Follow the recommendations below when cleaning these areas of the printer.

### Acceptable Cleaning Agents

- mild soap solution
- common household cleaners and window cleaners
- common commercial and industrial detergents, 5% solution in water
- alcohol (ethanol, isopropanol), 10% to 40% solution in water

Wipe the exterior of the printer, using a soft cloth moistened with the cleaning solution.

### Unacceptable Materials

- industrial solvents
- cleaning agents containing hydrocarbons, ketones, esters and lacquer thinners
- spray disinfectants
- abrasives and agents which could wear away the panel finish

## Cleaning the UV Screen

The transparent section of the cover is made of strong, acrylic material that screens out harmful UV radiation. Use extreme care when cleaning it to prevent the appearance of scratch marks.

**Caution**

Do not use abrasive cleaners or cleaning fluids containing ammonia, alcohol, acetone, benzine, carbon or tetrachloride. These materials can cause permanent damage to the surface.

**To clean the UV screen:**

1. Blow off surface dust.
   Do **not** wipe the surface to remove dust; this might scratch the surface.
2. Prepare a 1-percent solution of mild dish-washing soap in water—about two teaspoons (10 ml) in a liter of water.
   **Note:** While soapy water is effective for cleaning, commercial products are also available for cleaning acrylic surfaces (for example, Novus® and Brillianize®). These products give the surface antistatic, smudge and scratch-resistant properties.
3. Soak a micro-fiber cloth in the solution.
   Do not use paper towels, which can cause scratch marks.
4. Thoroughly wet the surface with the cloth. Do not wipe!
5. Rinse the cloth with clean water.
6. Absorb the solution from the acrylic surface with the cloth, without applying pressure.

7. If necessary, repeat to remove any remaining marks, or apply clean water to rinse the surface.
8. If the surface is still wet, you can dry it with a clean, micro-fiber cloth by gently wiping in one direction.

If convenient, you can apply the cleaning solution and water to the acrylic surfaces with a spray bottle instead of with the cloth.

7

# Handling Printed Models

# Removing Models After Printing

After printing models, you should allow them to cool as much as possible before handling them. If additional models do not have to be produced on the printer, it is best to let the printed models cool in the printer, with the cover closed, as long as possible.

**If the printer must be used to produce additional models as soon as possible:**

1. Let the printed models cool on the build tray for at least 10 minutes.
2. Very carefully, remove the models from the tray with a scraper or spatula (supplied in the tool kit), taking care not to pry or bend the model.

**Warning:**
Wear protective gloves when handling printed models before they are washed.

3. Place the models on a flat surface, and cover them with a cardboard box or paper hood.
   This allows the models to cool slowly and evenly.
4. Let the models cool for several hours.

# Removing the Support Material

After printed models have cooled, the Support material must be removed. This can be done by different methods, depending on the type of Support material, the size of the model, how delicate it is, the amount and location of the Support material, and other factors. The methods described in this section refer to removing general-purpose Support materials from models, for most printing applications. Use this information as a guide, and adapt the methods (or a combination of them) for cleaning your models.

For special printing applications, refer to documents on the Stratasys Support Center or consult a Stratasys 3D printing expert.

There are two types of Support material available:

- SUP705 (FullCure705), a gel-like Support material.
- SUP707, a water-soluble support material, suitable for some printers.

## Removing SUP705

SUP705 (FullCure705) Support material can be removed from printed models using the following methods, in this order:

1. by hand
2. water pressure (in a suitable cleaning unit)
3. 1% caustic soda solution (recommended for a smooth finish)

## Removing Support by Hand

While wearing protective gloves, break away excess Support material on the outside of the model. For delicate models, use a toothpick, pin or small brush after dipping the model in water.

## Removing Support with Water Pressure

For most models, the most efficient way to remove Support material is by using a high-pressure water jet. One suitable system is the Objet WaterJet cleaning unit. This device is marketed by Stratasys.

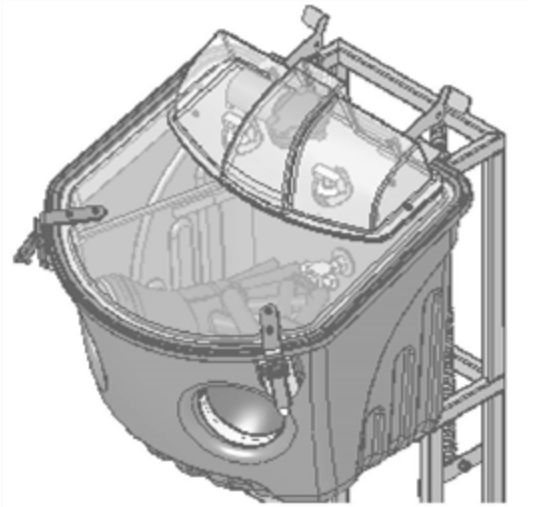


Figure 7-1 Objet WaterJet Cleaning Unit

To clean a model using this device, you manipulate it and the water using the built-in, waterproof sleeves. A pump turns ordinary tap water into a high-pressure jet. A wiper keeps the window clear.

Use caution when cleaning delicate models with high-pressure water systems.

## Removing SUP705 with Caustic Soda

Soak models in a 1-percent solution of caustic soda (sodium hydroxide) to remove Support material from difficult-to-reach areas and to give the model a smooth, clean finish. The amount of time you soak the model in the solution depends on how delicate it is and how much Support material needs to be removed, but it is typically between half-an-hour and several hours. In any case, you should remove as much Support material as possible before the caustic soda treatment, and rinse the model thoroughly (with a water jet) afterwards.

**Warning**

Caustic soda may cause chemical burns, scarring and blindness. Mixing it with water generates heat that could ignite other materials. Never pour water into caustic soda. When diluting the solution, always add caustic soda to water. Take adequate safety precautions; always use nitrile gloves when handling caustic soda and models soaked in it.

## Removing SUP707

SUP707 (water-soluble support material) can be removed from printed models using the following methods, in this order:

1. water-whirlpool treatment (in a suitable cleaning unit)
2. 1% caustic soda solution (recommended to remove traces of support material)
3. 15% glycerol (recommended to strengthen the walls of the model)

## Removing Support Material with a Whirlpool Cleaning Unit

When printed models are placed in a whirlpool water bath, jets of water and air cause the support material to come free of the model and dissolve. One suitable cleaning system is the DT3 CleanStation.


Figure 7-2 DT3 CleanStation

When the cleaning cycle is complete, inspect the models. If additional treatment is necessary, replace the water in the cleaning unit and repeat the cleaning cycle.

### Soaking models in Caustic Soda (Recommended)

Soak models in a 1-percent solution of caustic soda (sodium hydroxide) to remove excess support material and to give the model a smooth, clean finish. The amount of time you soak the model in the solution depends on how delicate it is and how much support material needs to be removed, but it is typically between three to eight hours. Rinse the model thoroughly after soaking.

**Warning**

Caustic soda may cause chemical burns, scarring and blindness. Mixing it with water generates heat that could ignite other materials. Never pour water into a caustic soda solution. When diluting the solution, always add caustic soda to water. Take adequate safety precautions; always use nitrile gloves when handling caustic soda and models soaked in it.

### Strengthening Models with Glycerol

After printing with SUP707 support material and using the methods described above to remove it from printed models, it is recommended to strengthen the walls of models by immersing them in a 15-percent glycerol solution for a few minutes.

**Note:** After this treatment, do not rinse the model, and allow it to dry overnight.

## Post-Printing Treatment

Post-printing treatment is recommended for models printed with several special-purpose materials or for special applications. Recommendations for treating and finishing models after printing are described in the Best Practices for the desired printing material available on the Stratasys Support Center.

### Photobleaching for Transparent Models

Models printed with clear materials, such as VeroClear (RGD810) have a slight yellow tint when removed from the printer. This is especially true for models printed with a glossy finish. The yellow tint fades naturally over time, but you can greatly accelerate this process by using a suitable photobleaching treatment. This involves exposing models to intense light immediately after printing.

Photobleaching methods and instructions are described in the Best Practices for the relevant clear material. These are available on the Transparent materials page on the Stratasys Support Center.

Refer to the Best Practices for:

- VeroClear RGD810

# Storing Models

Models are cured as they are printed, making them safe and stable for a long time. However, proper storage conditions are necessary to prevent deforming.

- Keep printed models at room temperature and in a low-humidity environment.
- Do not expose models to direct sunlight and other heat sources.