



www.LaserProNA.com  
LaserPro Dealers of North America

## **How to set Origin on a Spirit with Calipers** ***These directions are for all LaserPro Spirit Series Equipment.***

In your software create a .5" rectangle located .5" from the top and .5" from the left of the page.

Vector engrave this rectangle on coated brass or aluminum.

Using a pair of calipers measure the actual distance from the top of the plate to the top edge of the rectangle. Next measure the distance from the left edge of the material to the left edge of the rectangle. (When measuring use the center of the line width as reference point.)

As an example lets say the top distance was exactly .5". However, the left distance turned out to be .435". This of course is a difference of .065"

Turn off the Spirit.

Turn Spirit back on while holding down the **Enter** button on the Spirit's control panel.

Release the Enter button after the Spirit's display shows **Set Origin** at the top of the screen.

After the lens carriage has moved to the upper left-hand corner press the **Enter** button.

Your display will list two sets of numbers. We are only going to work with the left column.

You will see a value for **X** and one for **Y**. (**X** is left to right, while **Y** is front to back movement.)

In our example let's say X value on the display is .004. We need to add .065 to locate origin properly  $.004 + .065 = .069$

Press the right arrow until the lens carriage starts to move. Let go and check to see how far you have moved. The display does not change while moving. Use whatever arrows necessary to properly set the origin on your machine. In our example we want  $X = .065$ , or as close as we can get.

When you are satisfied with the location press the **F4** button.

Press the **Start** button. In about 20-40 seconds the Spirit will initialize and be ready to run.

Run your rectangle job again. If satisfied with location you are done. If the location is still off start at the top of this page and repeat.

If you would like a simpler, fairly accurate way of setting origin, please see

**"How to set Origin on an Spirit with Red Beam"**.