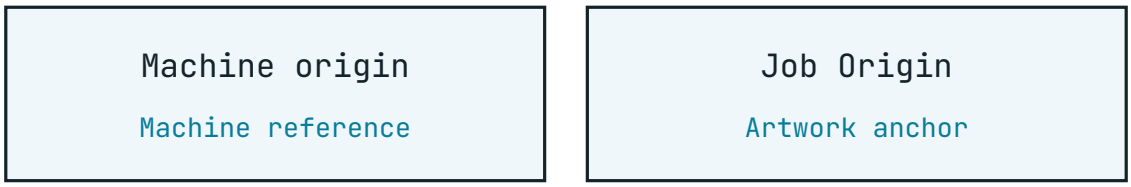
LESSON GUIDE

Machine origin and job origin

Distinguish the machine reference from the anchor chosen on the artwork.

Software practice

Leave **No Machine** selected and stay disconnected. These files retain example operation values for software Preview. They are not tested material settings. Course machine-profile links have been removed from the learner copies.



Conceptual references. Your machine setup determines its reference; the artwork anchor is a separate choice.

1. Open **origins-start.lzrproj** in Run. Keep No Machine selected. Unknown X and Y readings, shown as --, do not mean zero.

2. In Laser Control, choose **Current Position** under Start From. Select Center, Top left and Center again in Job Origin.

3. Changing an anchor chooses a point on the whole included job. It does not move a disconnected head or change machine zero.

4. Click Preview and read the missing-position message. Current Position needs a connected controller with a reported work position.

5. Choose **Absolute Coords**. Read the helper that Job Origin is ignored. Preview now uses the artwork's workspace coordinates.

6. Save a separate copy and compare with **origins-finished.lzrproj**. It stores Absolute Coords and Center; that anchor is ignored.

INDEPENDENT PRACTICE

Independent practice

Open **origins-practice.lzrproj**. Choose Bottom right while in Current Position, then return to Absolute Coords. Save a separate copy and compare with **origins-practice-answer.lzrproj**.

☐ Keep both shapes, their dimensions and workspace unchanged.

☐ Explain why the stored Bottom right anchor does not reposition the Absolute Coords plan.

What does -- tell you about X and Y?

Does choosing Job Origin move the head?

Which mode ignores the stored artwork anchor?

Keep the comparison meaningful

Preserve the supplied starter. Save your own result separately before opening the answer.

EXPLAINED ANSWERS AND FILES

Explained answers and files

Unknown coordinates
-- means no reported position. Treat it as unknown, rather than zero.

Practice answer
Absolute Coords; stored Bottom right; unchanged geometry. Absolute Coords ignores that anchor.

Movement commands
Home and Go Machine Zero are machine movement commands. Neither is a Start From mode.

origins-finished.lzrproj
Saved demonstration setup, not a completed physical result.

origins-practice-answer.lzrproj
Compare saved fields and artwork after your attempt.

origins-practice.lzrproj
Independent starter for this lesson.

origins-start.lzrproj
Follow the demonstrated setup.

Use the machine manufacturer's documented reference procedure. Homing applies only when supported and configured.

Matches the demonstrated Beam Bench 0.2.37 controls and the corrected ending where applicable. Later panel layouts may differ.