

# PM Win Software guide

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We would like to thank you for making a Patmark marking machine your choice for meeting your marking and traceability needs. To help you use your Patmark, this manual contains detailed information. Please read these instructions carefully and keep this document for future reference. As certain precautions for proper product usage are provided in the attached document titled "Patmark Startup guide," please be sure to also review that as well before operating the product.

Tocho Marking Systems, Inc.

This is a translation of the original instruction and the original instruction is in Japanese.

## Basic Information of PM Win Software

Marking methods	Push the start/stop trigger on the Patmark unit to start. * Enable to store data even after off the power.
Marking force setting	- 0 (no marking) – 9 (strong force)
Marking quality	- 1 (less density) (9 (more density)) * higher quality gives more density and slower.
Default font setting	- PM font (original font) - 5x7 font (speed prioritized) - PC font (outline type, requires PC connection)
Number of characters into a text field	- Up to 50 characters (alphanumeric letters)
Number of text fields into a file	- Up to 30 fields
Number of files stored on the unit	- Up to 255 files
Available characters into 2D codes	- 0-9, A-Z, a-z, and various symbols (DM and QR)
Number of characters into 2D codes	- Up to 80 bytes (DM and QR)
Number of serial settings in a file	- Up to 4 serial settings
Number of digits of serial characters	- Up to 4 digits, 1 - 9999
Digit options for calendar marking	- Year: 4, 2 or 1 digit(s) - Month: 2 or 1 digit(s) - Day: 2 or 1 digit(s) - Time: hour 2 digits, minutes 2 digits - Julian date: 3 digits
Number of shift settings	- 24 hours, up to 5 shifts
Number of logos stored on unit	- up to 31 logos
Convertible DXF data types	- Straight lines, circles, ovals, and polygons * Splines and letters cannot be supported.
Types of bitmap (BMP) marking	- Fill - Outline
User-level setting by password	- Administrator (full functions) - Operator (limited functions)

## Procedure for PM Win Software installation

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**Required time approximately 10~15 minutes.**

- ▶ 1. Download the PM Win Software
- ▶ 2. Install into the computer (PC)
- ▶ 3. Connect the Patmark (installation of USB driver required)
- ▶ 4. Start PM Win Software

\*Do not start PM Win Software until the USB driver has been installed.

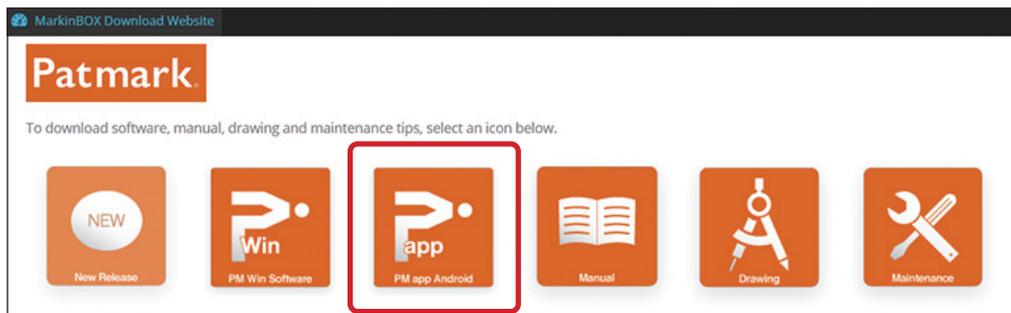
## Download the PM Win Software

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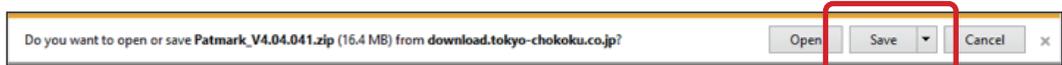
Access the following website and download the latest software version.

<http://download.tokyo-chokoku.co.jp/>

You can also access from [MarkinBOX & Patmark DOWNLOAD SITE] in the toolbar of our company's website. Register and login from the home screen. After logging in, click the following button to download the PM Win Software.



From the following screen, select [Save (S)] or [Name and save (A)] and unzip the folder after the download has completed.



Following unzipping, click the [Setup] application to start the installation. After installation, the password input screen will appear, close it by clicking the x button in the top right corner.

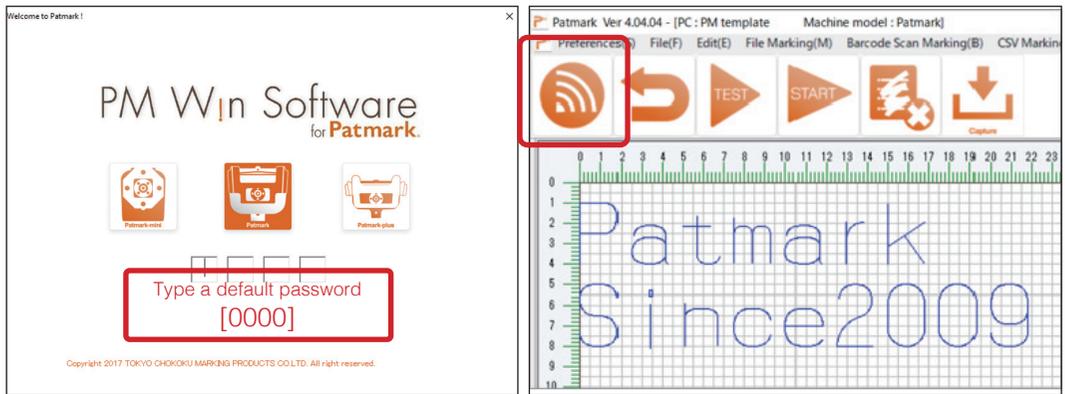
## Connect the Patmark (via USB, installing USB driver)

After installing the PM Win Software, connect Patmark to the PC by the following procedure using a USB cable.

\*After connecting the USB cable, the USB driver will automatically install. Do not start PM Win Software until the USB Driver installation is complete.

## Start PM Win Software

Double-click the PM Win Software icon on the desktop to initiate software. When the start screen appears, Choose the proper unit then input default password [0000]. After logging in, confirm connection with Online icon highlighted in the top left.



If the Online icon does not turn on automatically, go to “Preferences” in the menu bar, click on “Communication” then select “USB” icon. Finally confirm clicking “Done” button.



### Manual installation USB driver

In the event of the manual installation is necessary, go to “Preferences” in the menu bar, click on “Communication” then click on the “Install USB Driver” button to start the procedure.

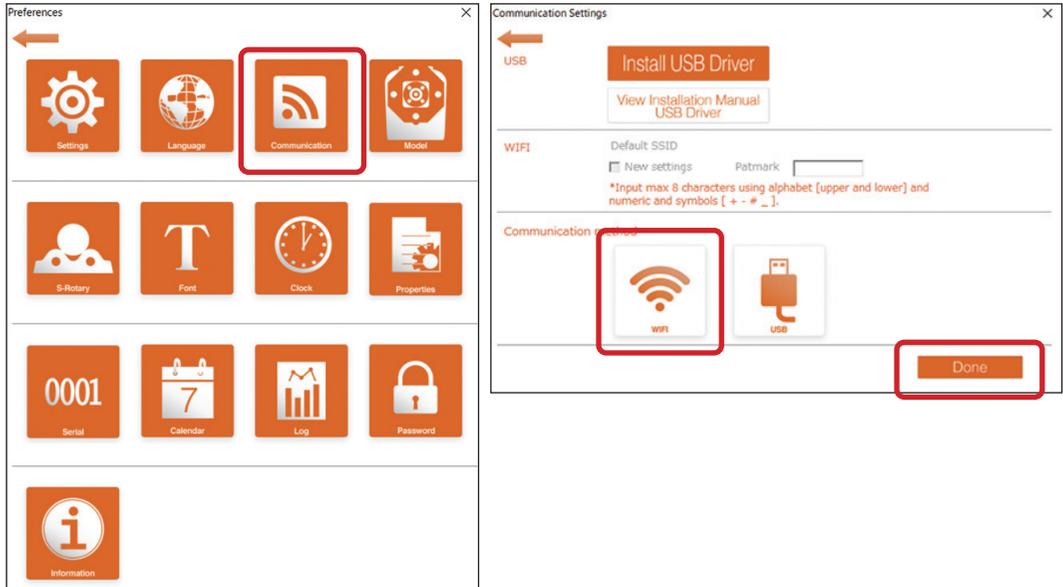


### Connect the Patmark (via Wi-Fi)

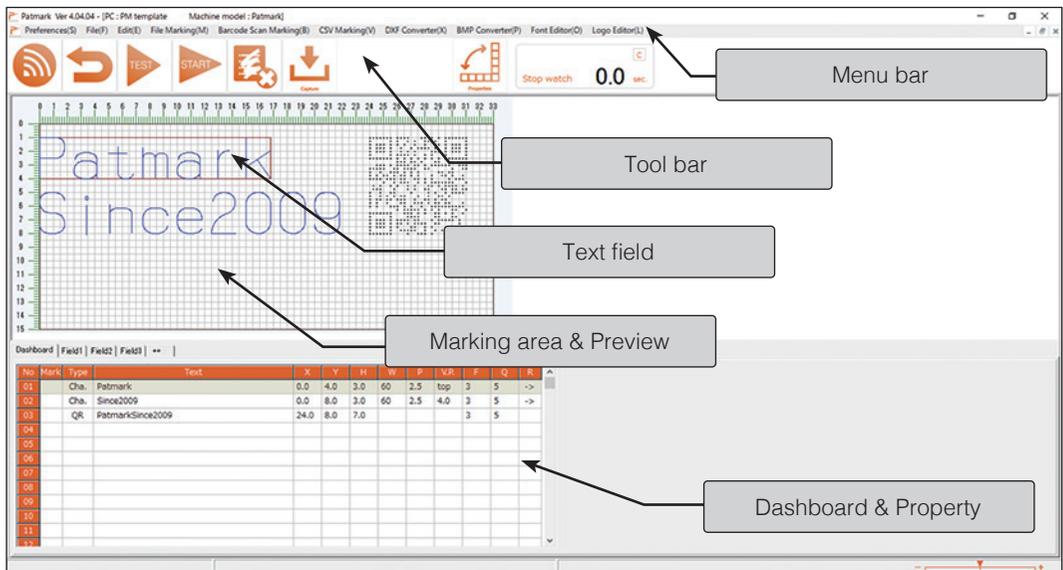
The serial number that is indicated on the name plate will be shown on the PC as Wi-Fi SSID after the Patmark unit is powered on. Choose the Patmark SSID and wait for connection.



Start PM Win Software after. If the Online icon does not turn on automatically, go to “Preferences” in the menu bar, click on “Communication” then select “WIFI” icon. Finally confirm, clicking “Done” button.



### Home Screen



### 1. Tool bar

	<p><b>Online icon</b> Allows the user to choose between the online and offline modes.</p>
	<p><b>Home icon</b> Returns the pin back to the original position.</p>
	<p><b>Simulation icon</b> Allows the user to perform a marking simulation. After clicking this icon, press the start/stop trigger on the Patmark unit to run a simulation. To end the simulation, either click this icon or press and hold down the start/stop trigger until it returns.</p>
	<p><b>Start icon</b> Sends marking data. Press the start/stop trigger on the Patmark unit to start a marking process.</p>
	<p><b>New File icon (all clear)</b> Clears all current data and creates a new file. It will cancel the marking data memory function.</p>
	<p><b>Capture icon</b> Capture the most recent marked data.</p>
	<p><b>Organize property icon</b> Choose the position of the Dashboard &amp; Property panel.</p>

### 2. Dashboard

No	Mark	Type	Text	X	Y	H	W	P	V.P.	F	Q	R
01		Cha.	Patmark	0.0	3.5	3.0	60	2.2	top	3	5	->
02		Cha.	-mini	0.0	7.0	3.0	60	2.2	3.5	3	5	->
03		DM	Patmark-miri	4.5	14.5	6.0				3	5	
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												

### How to edit the dashboard

Shift key + click	Select an entire column.
Ctrl key + click	Select multiple columns.
Double click on a cell	Directly enter data into cells.

### Menu bar on the Dashboard.

<b>Mark</b>	Choose whether to mark or not.	<b>W</b>	Edit the width of characters.
<b>Type</b>	View the field type.	<b>P</b>	Edit the pitch.
<b>Text</b>	Edit text.	<b>V.P.</b>	Edit the vertical pitch (direction of the Y-axis).
<b>X</b>	Edit the position on the X-axis.	<b>F</b>	Edit the marking force.
<b>Y</b>	Edit the position on the Y-axis.	<b>Q</b>	Edit the marking quality.
<b>H</b>	Edit the height of characters.	<b>R</b>	Choose the reverse mode (in reverse direction)

### 3. Properties



By clicking on a field, the properties panel opens and allows adjustment to the character height, marking force and quality, XY position and more settings such as serial settings.

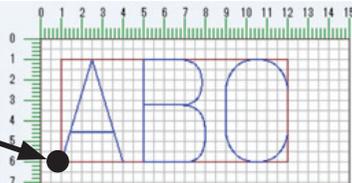
	<p><b>Text icon</b> Create a text field which contains alphanumeric and various symbols below (! " # \$ % &amp; ' ( ) * + , - . / : ; &lt; = &gt; ? @ [ \ ] ^ {   } ~ · ).</p>
	<p><b>2D code icon</b> Create 2D barcode. By clicking on the icon, switches Data Matrix and QR code. Only Data Matrix dimensions are adjustable.</p>
	<p><b>Serial marking icon</b> Create a serial marking field. See the section "Serial marking" for details.</p>

 <p>Calendar</p>	<p><b>Calendar marking icon (Shift marking)</b> Create a Date/Time marking field. See the section “Calendar settings” for details.</p>
 <p>Shapes</p>	<p><b>Shapes icon</b> Creates various types of shapes. Quadrangle, circle, oval, triangle and line are available.</p>
 <p>DXF</p>	<p><b>DXF icon</b> Create a DXF field. DXF data needs to be converted into FDX data by using the DXF converter. See the section “DXF convertor” for details.</p>
 <p>BMP</p>	<p><b>BMP icon</b> Create a BMP field, BMP data needs to be converted into MBP data by using BMP convertor. See the section “BMP convertor” for details.</p>
	<p><b>Clear icon</b> Clears all current data and creates a new file. It will cancel the marking data memory function.</p>
 <p>Mirror</p>	<p><b>Mirror icon</b> Mirrors the marking fields image.</p>
 <p>Font</p>	<p><b>Font icon</b> Choose PM font (default), PC font or 5x7 font. Go to the “Preferences” in the menu bar and click on the “Font” to choose a font style for PC font.</p>

**Create a text field**

- 1) Click the “Field#” tab on the Dashboard to show the Properties panel.
- 2) Enter text using alphanumeric characters then press the Enter key to confirm. If the data is longer than the marking area, press the left and right arrows to view the entire data.
- 3) Adjust the XY position, height, pitch, width of the text, force and quality by using arrows or enter direct value. 
- 4) Click the ++tab in the Dashboard and Property to create new field.

**[Tip] : XY position starts at the left-bottom of the field.**



## Start marking

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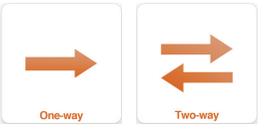
- 1) Click the “Start” icon in the toolbar to send the data over the Patmark unit.
- 2) Push the Start/Stop trigger on the Patmark unit once and let go of the button. The marked data is stored in the flash memory so that able to continue the marking after the power reset.

## Advanced settings

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### 1. 2D code marking

- 1) Click the “Field#” on the Dashboard to show the Properties panel.
- 2) Enter text using alphanumeric characters then press the Enter key to confirm.
- 3) Click the “2D code” icon then choose Data Matrix or QR code.
- 4) Adjust the XY position, height, force and quality by using arrows or enter direct value.

 <p>One-way</p> <p>Two-way</p>	<p><b>Direction icon</b></p> <p>Choose “One-way” or “Two-way” of the 2D code marking direction.</p>
 <p>DM</p> <p>Dimensions</p>	<p><b>Dimensions icon (only for Data Matrix)</b></p> <p>Choose the dimensions of the Data Matrix. The square and rectangle of the Data Matrix are acceptable.</p>

### 2. Serial marking

- 1) Click the “Field#” on the Dashboard to show the Properties panel.
- 2) Click the “Serial” icon to show serial settings panel.
- 3) Choose the format.
- 4) Enter the Max value (end of the number or alphabet) and Present value (start of the number or alphabet).
- 5) Choose the reset method. Check the box if want “Reset to 0”.
- 6) Choose the Repetition and Skip number (both default to 1).
- 7) Click the “Done” button to confirm. The serial text is displayed in the text field and preview. @S[n-N] is the symbol for serial marking(n: present value, N: serial No.)

**[Tip] : Only single serial setting can be created in each text field. To enter more than 1 in a file, create separate text fields.**

**Furthermore, maximum 4 serial settings can be made per file.**

Format	9	Choose to count up the 1-digit number (1 ~ 9)
	99	Choose to count up the 2 digits number (01 ~ 99)
	999	Choose to count up the 3 digits number (001 ~ 999)
	9999	Choose to count up the 4 digits number (0001 ~ 9999)
	A,B,C...	Chose to count up the alphabetical character (A、 B...Z)
Value	Max	Select a maximum alphabetical value between A – Z.
	Present	Select a present value (start of the number)
Alphabet	Max	Enter the single alphabet (end of the alphabet)
	Present	Enter the single alphabet (start of the alphabet)
Reset	MAX	The value will be reset when the maximum value is reached.
	YEAR	The value will be reset when the year changes (on January 1st).
	MONTH	The value will be reset when the month changes (on the first day of each month).
	DAY	The value will be reset when the date changes (at 24:00 each day).
	TIME	The value will be reset at a specified time.
	SHIFT	The value will be reset at a specified shift.
	STOP	The marking process will be stopped after the maximum value has been reached. When it is stopped, an alarm will be warned.
Other	Repetition	Set this value to make serial marking repetitively, e.g., 001, 001, 002, 002... The maximum number of repetitions that can be set is 10.
	Skip number	Set this value to make serial marking with skips, e.g., 001, 003, 005... The maximum number of skips that can be set is 10.

### 3. Calendar marking

- 1) Go to the “Preferences” in the menu bar then click the “Calendar” icon to show the setting panel while being connected with Patmark unit. Enter the single symbol for Year, Month and Day then press “Done” button to confirm.
- 2) Click the “Field#” in the Dashboard to show the Properties panel.
- 3) Click the “Calendar” icon to show the calendar settings.
- 4) Click the Calendar button to mark.
- 5) Click the “Done” button to confirm. The calendar text is displayed in the text field and preview. @C[XX] is the symbol for calendar marking.

Year	YYYY	Select this option to indicate years in 4 digits, e.g., 2017, 2018.
	YY	Select this option to indicate years using their last 2 digits, e.g., 17, 18.
	Y	Select this option to indicate years using their last 1 digit, e.g., 7, 8, or by using another symbol. Be sure to go to “Preferences” → “Calendar,” and press the “YEAR” button to enter settings properly beforehand.
Month	MM	Select this option to indicate months using 2 digits, e.g. 01, 02.
	M	Select this option to indicate months using 1 digit, e.g., 1, 2, or by using another symbol. Be sure to go to “Preferences” → “Calendar,” and press the “MONTH” button to enter settings properly beforehand.
Date	DD	Select this option to indicate days using 2 digits, e.g. 01, 02.
	D	Select this option to indicate days using 1 digit, e.g., 1, 2, or by using another symbol. Be sure to go to “Preferences” → “Calendar,” and press the “DAY” button to enter settings properly beforehand.
	JJJ	Select this option to indicate dates in the Julian date which will be displayed dates using the numbers 001 through 365.
Time	hh	Select this option to indicate hours using 2 digits, e.g. 01, 12.
	ss	Select this option to indicate minutes using 2 digits, e.g. 01, 30.

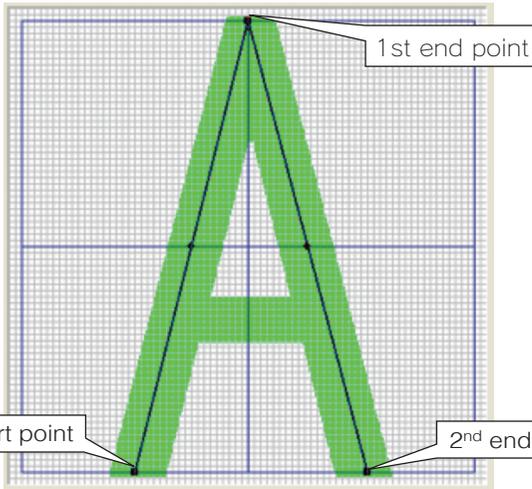
#### 4. Shift marking

- 1) Go to the “Preferences” in the menu bar then click the “Calendar” icon to show the setting panel while being connected with Patmark unit.
- 2) Click the “Shift” tab then enter the symbol at single character, each shift start-and -end time at 24-hour notation.
- 3) Click the “Done” button to confirm. The shift symbol is displayed in the text field and preview. @C[S] is the symbol for calendar marking.

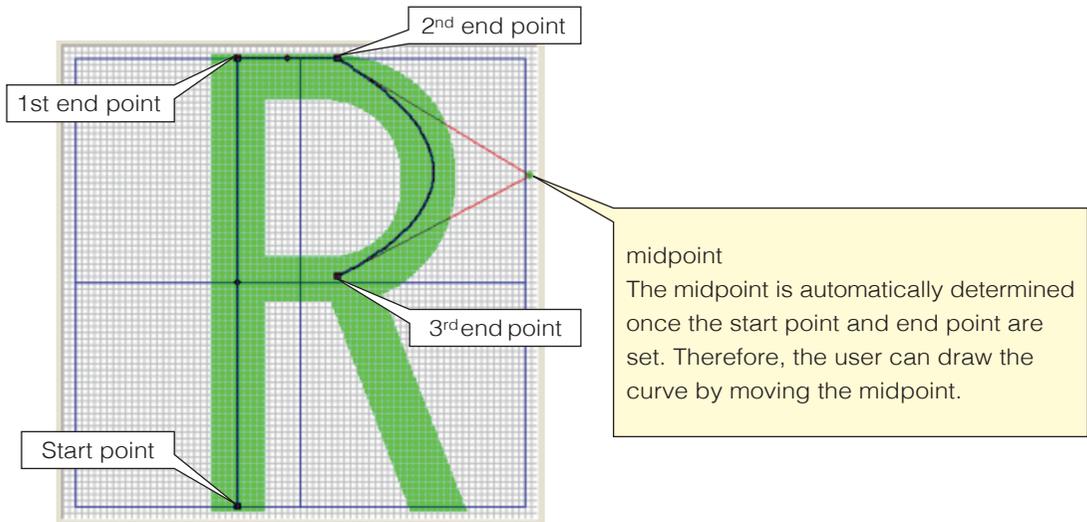
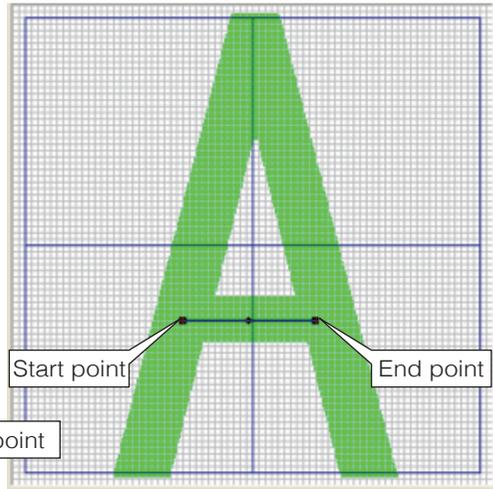
#### 5. Font and Logo editor

Font and Logo editor, allows you to create various fonts and logos that can be registered into the Patmark unit. It displays the browsed BMP and JPEG images so that the user can trace over them. Each group will consist of lines that can be drawn in one stroke. For example, the following are the steps it takes to draw the letter ‘A’, which will consist of two groups.

Group No.1



Group No.2



### How to create new font

- 1) Click the "Font Editor" in the menu bar.
- 2) Click the "Add" button and draw lines. Press the "Add" button to add more groups as needed. You may register up to 31 points per group.
- 3) To make corrections, click on the group in the group list to be edited and edit the points using the mouse. You may also directly enter coordinate values in the point list to make corrections.
- 4) To delete any group, click on the desired group in the group list and press the "Delete" button. You may also delete the point by pressing the "Delete" button in the point list.
- 5) After the font has been created, click the "Save" button and specify where to save the file.
- 6) After pressing the "Done" button to confirm, save the file to the Patmark unit.

### **How to edit previously saved fonts**

- 1) Click the "Font Editor" on the menu bar.
- 2) Press the "Read" button. Enter the text to be edited in the "TEXT" section and press the "Done" button.
- 3) Click the "Browse" button to open the image and make any adjustments as needed by expanding, contracting, or moving the image.
- 4) Click on the groups to be edited from the group list and edit them by performing drawing actions on the applicable points, moving them to the desired positions. You may also directly enter coordinate values in the point list.
- 5) After the editing is complete, click the "Save" button. To save as same name, click the "Yes" button. To save as a different name, click the "No" button and save as a new font in a specified location.
- 6) After pressing the "Done" button to confirm, save the file to the Patmark unit.

### **How to create new logo**

- 1) Click the "Logo Editor" on the menu bar.
- 2) Click the "Browse" button and open a browsed image (it must be a BMP or JPEG to browse a logo). After the file has been opened, make any adjustments as needed by expanding, contracting, or moving the image.
- 3) Click the "Add" button and draw lines by tracing over the image. Press the "Add" button to add more groups as needed. You may register up to 31 points per group.
- 4) To make corrections, click on the group in the group list to be edited and edit the points using the mouse. You may also directly enter coordinate values in the point list.
- 5) To delete any group, click on the desired group in the group list and press the "Delete" button. You may also delete the point by pressing the "Delete" button in the point list.
- 6) After the logo has been created, click the "Save" button and choose logo No. where to save the file.
- 7) After pressing the "Done" button to confirm, save the file to the Patmark unit.

### **How to edit previously saved logos**

- 1) Press the "Read" button. Select the logo No. to be edited in the "LOGO" section and press the "Done" button.
- 2) The logo will be displayed on the preview. Click on the groups to be edited from the group list and edit them by performing drawing actions on the applicable points, moving them to the desired positions. You may also directly enter coordinate values in the point list.
- 3) After the editing is complete, click the "Save" button. To save as same name, click the "Yes" button. To save as a different name, click the "No" button and save as a new logo in a specified location.
- 4) After pressing the "Done" button to confirm, save the file to the Patmark unit.

### How to delete fonts and logos

- 1) Click the “Read” button. Enter or select the text or logo to be deleted in the “TEXT” or “LOGO” section and press the “Done” button.
- 2) The text or logo will be displayed on the preview. Click the “Delete” button to delete it.

**[Tip] : The font being updated will only become effective after being transferred into the Patmark unit so that please be sure to send the font file to the Patmark unit before starting the marking process.  
Go to the “Preferences” > “Font” icon then select the font file in the “Choose PM font” to transfer into the Patmark unit.**

### 6. Logo marking

\*See the section “How to create new logo” to create logos.

- 1) Click the “Field#” in the Dashboard and Property to show the Properties panel.
- 2) Click the “logo” icon to capture the created logo. @L[##] is the symbol for the logo. (##:logo No.)
- 3) The logo is displayed in the preview then adjust the XY position, height, force and quality by using arrows or direct enter value in the properties panel.
- 4) Click the “Start” icon to send into the Patmark unit then start marking.

### 7. Shapes marking

- 1) Click the “Field#” in the Dashboard to show the Properties panel.
- 2) Click the “Shapes” icon then choose the shape style.
- 3) The shape is displayed in the preview then adjust the XY position, height, force and quality by using arrows or direct enter value in the properties panel.
- 4) Click the “Start” icon to send into the Patmark unit then start marking.

### File marking

Go to the “File marking” in the menu bar while being connected with Patmark unit. Up to 255 files can be stored in the Patmark unit. Stored files can be retrieved using the Patmark app, but unable to edit the retrieved file on the app.

	<p><b>Send a file icon</b></p> <p>Send a file to the Patmark unit. A maximum of 8 characters can be added to the file name.</p>
	<p><b>Retrieve a file icon</b></p> <p>Retrieve a file from the Patmark unit.</p>
	<p><b>Delete a file icon</b></p> <p>Delete a file in the Patmark unit. Please note, you are unable to restore the files after deleting.</p>
	<p><b>Send multiple files icon</b></p> <p>Send multiple selected files to the Patmark unit. You may choose multiple files using Shift key. The files that can be sent are as below.</p> <ol style="list-style-type: none"> <li>Files that have been read into the PC once by reading the "Read All Files" icon.</li> <li>File with character "F001_" added to the file name. e.g. F001_test. The numbers can be added from F001 to F255.</li> </ol> <p>Note: All files saved in the Patmark unit will be replaced by this function.</p>
	<p><b>Retrieve all files icon</b></p> <p>Retrieve all files being stored in the Patmark unit.</p>
	<p><b>Delete all files icon</b></p> <p>Deletes all files being stored in the Patmark unit. Please note, you are unable to restore the files after deleting.</p>

## Barcode scan marking

Barcode scan marking allows to transfer data that has been read from the barcode reader and start marking automatically.

- 1) Connect the barcode reader to a PC with PM Win Software installed.
- 2) Create a text field so that data read from the barcode reader can be transferred to it.
- 3) Go to "Barcode Scan Marking" on the menu bar.
- 4) In "Linked Field" select a text field number that has been created beforehand.
- 5) In "Scan Digits," choose the correct number of digits included in each barcode that will be scanned, in order to perform marking accurately. If there is no need to specify the number of digits, select "None."
- 6) While making sure that the cursor is placed within the text field, start the scanning process using the barcode reader.
- 7) The characters to be marked will be automatically transferred to the text field and start marking when you push start/stop trigger on the Patmark unit.

## CSV marking

CSV marking allows to transfer any Excel file being used as a database as a CSV file and start marking automatically.

- 1) Save Excel data as a CSV file (where values are separated by commas). Set up the data so that the columns (A, B, C...) contain Field No. 1, Field No. 2, Field No. 3..., while the rows (1,2,3...) contain the data sets in the order in which they should be marked.
- 2) Create text fields.
- 3) Go to “CSV Marking” on the menu bar.
- 4) Browse the CSV data that has been created beforehand.
- 5) After browsing the data, press the start/stop trigger on the Patmark unit. The characters to be marked will be automatically transferred to the text field.

**[Tips] example CSV data**

	A	B	C
1	LA, USA	Nov.2016	0001
2	LA, USA	Nov.2017	0002
3	LA, USA	Nov.2018	0003
4	LA, USA	Nov.2019	0004
5	LA, USA	Nov.2020	0005
6	LA, USA	Nov.2021	0006
7	LA, USA	Nov.2022	0007
8	LA, USA	Nov.2023	0008
9	LA, USA	Nov.2024	0009
10	LA, USA	Nov.2025	0010
11	LA, USA	Nov.2026	0011
12	LA, USA	Nov.2027	0012
13	LA, USA	Nov.2028	0013
14	LA, USA	Nov.2029	0014
15	LA, USA	Nov.2030	0015

**Fill in the field order.**  
**Column A → Field 1**  
**Column B → Field 2**  
**Column C → Field 3**  
**In this case, create the fixed text after filed 4.**

**Fill in the workpiece order.**  
**Row 1 → Workpiece 1**  
**Row 2 → Workpiece 2**  
**Row 3 → Workpiece 3**

## DXF convertor

DXF convertor allows you to convert DXF data into the Patmark file format (\*.fdx).

- 1) Go to “DXF Converter” on the menu bar.
- 2) Select the DXF data to mark and then capture the data. After the data has been captured, it will be displayed in the marking area. Make any adjustments to the data as needed by expanding or contracting the image etc.
- 3) Press the “Convert” button to convert the data into the \*.fdx format and then save the file.
- 4) Click the “Field#” in the Dashboard to show the Properties panel.
- 5) Click the “DXF” icon and select the saved \*.fdx data and then capture it.
- 6) The selected DXF data will appear in the marking area and adjust the XY position, height, force and quality by using arrows or enter a direct value in the properties panel.
- 7) Press the start icon to start the marking process.

**[Tip]**

- \*The types of compatible DXF data include straight lines, circles, ovals, and polygons. DXF containing splines and letters are not support.**
- \*Only single FDX data can be captured with each file. Multiple FDX data cannot be captured into one file.**
- \*Marking tasks can be performed only while being connected to a PC.**
- \*File marking cannot be performed.**

## **BMP convertor**

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BMP convertor allows to convert bitmap (BMP) data into the Patmark file format (\*.mbp)

- 1) Go to "BMP Converter" on the menu bar.
- 2) Select the BMP data to mark and then capture the data. After the data has been captured, it will be displayed in the preview section on the right. Perform drag actions to select objects and trim them. Make any adjustments to the data as needed by expanding, contracting, and moving the image.
- 3) After the image has been set, press the "Next" button to proceed to the next screen.
- 4) Use the "Density" and "Contrast" buttons and the arrow keys to adjust the density and contrast of the dots as needed.
- 5) Choose either "Fill" or "Outline."
- 6) After the settings are complete, press the "Convert" button to convert the data into the \*.mbp format and then save the file.
- 7) Click the "Field#" in the Dashboard to show the Properties panel.
- 8) Click the "BMP" icon on the left text bar and select the saved \*.mbp data and then capture it.
- 9) The selected BMP data will appear in the marking area and adjust the XY position, height, force and quality by using arrows or enter a direct value in the properties panel.
- 10) Press the start icon to start the marking process.

**[Tip]**

- \*Only single MBP data can be captured with each file. Multiple MBP data cannot be captured into one file.**
- \*Marking tasks can be performed while being connected to a PC.**
- \*File marking cannot be performed.**

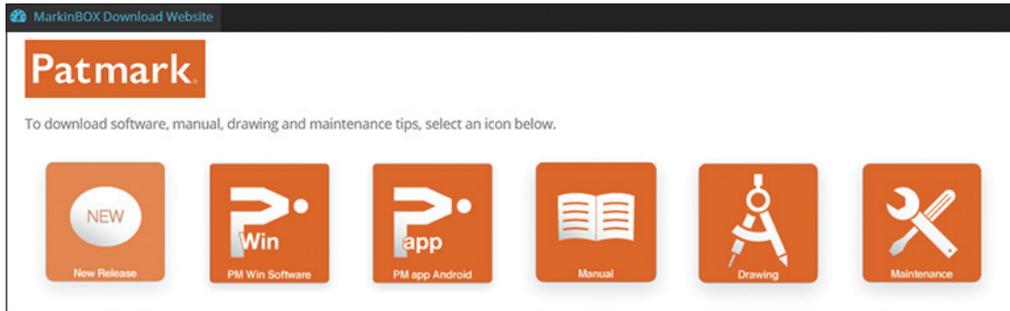
## **Optional S-Rotary**

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S-Rotary device set is necessary (option).

- 1) Go to "Preferences" > "S-Rotary" icon.
- 2) Click the "Digits" and choose digits which you like to mark continuously (Max 5 digits).
- 3) Click the "Interval" and choose the seconds which you would like to pause after marking (Max 5 sec.).
- 4) Press the "Done" button to confirm.
- 5) Create a text field and start the marking process.

**Appendix 1: Description of the icons in the download site**



Icon	Description
	Download the latest software.
	Download PM Win Software for Windows. It includes ROM firmware.
	Download App for Android.
	Download the manuals.
	Download the drawings including PDF, DXF and 3D.
	Download the maintenance manuals.

## **Tech Support**

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Please contact our distributor if you have inquiry for operation and malfunction.

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