



# TruMark QuickFlow



## COURSE DESCRIPTION

The TruMark Quickflow course has been designed to enable users of the TRUMPF TruMark to maximize the potential of a marking operation. This software allows the user to read real-time production data from many sources, mark the product with a unique code, and upload the information to a part history database for purposes of quality control and product traceability. This course includes comprehensive hands-on practice creating a flow chart, which represents a production process and becomes the user's software program.

## PREREQUISITES

Students attending this course must have completed a distributor's or end-user's QuickFlow Operator/Maintenance course. Students must also have a strong computer background including programming skills and a general familiarity with the TruMark machine and WinMark software.

## COURSE DURATION

2 days

## OBJECTIVES

- Identify the purpose, features and capabilities of QuickFlow.
- List the QuickFlow interfaces and software commands.
- Identify QuickFlow object functions and their structures.
- Understand the Windows-based layout and structure of QuickFlow.
- Create, modify, and test a program using QuickFlow.

**TRUMPF**



Training Department  
c/o TRUMPF Inc.  
111 Hyde Road  
Farmington, CT 06032

Contact Kathy Coco at 860-255-6068  
training@us.trumpf.com

## COURSE OUTLINE

- Introduction to QuickFlow
- Operation
  - QuickFlow as the client
  - Laser control via QuickFlow
  - WinMark as the server
  - Field of operation including automatic production processes, process control, various interfaces, preparation of marking files at runtime, and communication with databases
- QuickFlow features
  - Data handling
  - Program flow
  - System control
  - Interfaces
  - Marking programs
  - Call-up of external programs
  - User interfaces
- QuickFlow interfaces
  - Menu, tool, and object bars
  - Editor surface
  - QuickFlow program
  - Status line
- Programming and software commands
  - Advanced programming
  - Sub-routine libraries
  - Workstation control
  - Debugging and analysis
  - Hands-on programming
- Understanding object functions and structure
  - Laser on/off
  - Function of variable
  - I/O interface
- Windows-based layout and structure of QuickFlow
- Using examples of QuickFlow
- Creating and testing QuickFlow programs

CUSTOMER SERVICES

COURSE OUTLINE