

# Intuitive SmarTrac™ Interface



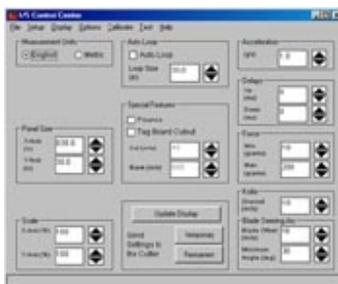
Powerful Yet Easy

- Designed for intuitive use and easy maintenance.
- Out of the box, up and running in under 30 minutes.
- Includes an easy to read [quickstart guide](#).



Easy To Use Keypad

- Allows faster setup every time. You get done faster, which means more profit per job, more jobs per week.
- Quick Test Cut Button makes adjusting for different vinyls easy.
- Dial adjustment for force and speed lets you adjust "on the fly", no pausing necessary, no LED menu, just turn the dial.
- Repeat plot button stores last job. Makes it easy to do multiple copies without tying up the computer.
- Down force is easy to adjust to whatever range of down force you need.
- Start/Stop button lets you pause job, forward material for inspection, then resume cutting where you left off.



Customize Control

- Additional easy-to-understand cutter adjustments are displayed on the PC instead of the complex and cryptic LED used on other cutters.
- Diagnostic tests and test cuts can be performed from the Control Center, which provides detailed step-by-step instructions as you use it.
- Groups of settings for specific materials can be stored and recalled when needed. The number of groups of settings that can be saved is unlimited. (Most cutters have only 4)
- The Control Center allows you to scale any job sent to the cutter as needed.
- The range of downforce (high & low limits) can be set to your preference. Such as a high range for sandblast material (200 gr. to 400 gr.). If all you use is high performance vinyl, you can set a low range (50gr.-120gr.).
- SmarTrac™ includes a Print Cut Feature used with an optional Print/Cut Alignment tool for cutting around pre-printed images on vinyl.
- The tagboard cutting feature is used for cutting stencils, diecut labels, and single layer materials (such as magnetic sheeting).



Convenience Tool Tray

- Built-in tool tray holds a roll of vinyl, weeding tools, blades, etc. Whatever you need to keep handy is always close at hand.