

CREALITY



# HALOT BOX User Manual

V3.0

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# 1. Software Introduction

## 1.1 Halot Box Introduction

As the slicing software for the HALOT series printers, Halot Box has a wealth of functions for users to use. Users can select a matching printer and perform a series of operations such as model import, model adjustment, adding support, slicing, and exporting. At the same time, the software supports remote WIFI transfer of files, and users can import files into the printer without using a USB flash disk. There are many functions in the software, I believe you will like this software.

## 1.2 Applicable Printer Models

Printer Series	Models	Size	Images
HALOT Series	HALOT-ONE	128*80*160	
	HALOT-SKY	192*120*200	
	HALOT-MAX	293*165*300	
	HALOT-LITE	192*120*200	
	HALOT-ONE A	130*82*160	
	HALOT-ONE PRO	130*122*160	

	HALOT-One PLUS	172*102*160	
	HALOT-SKY PRO	198*123*200	
	HALOT- ONE_B	134*84*160	
CT Series	CT-005 PRO	192*120*250	
	CT-133 PRO	293*165*300	

## 2. Software Installation

### 2.1 Software Download

An installation package is provided in the USB flash disk that came with the printer. You can also get the latest version on our company's official website or on the Creality Cloud website.

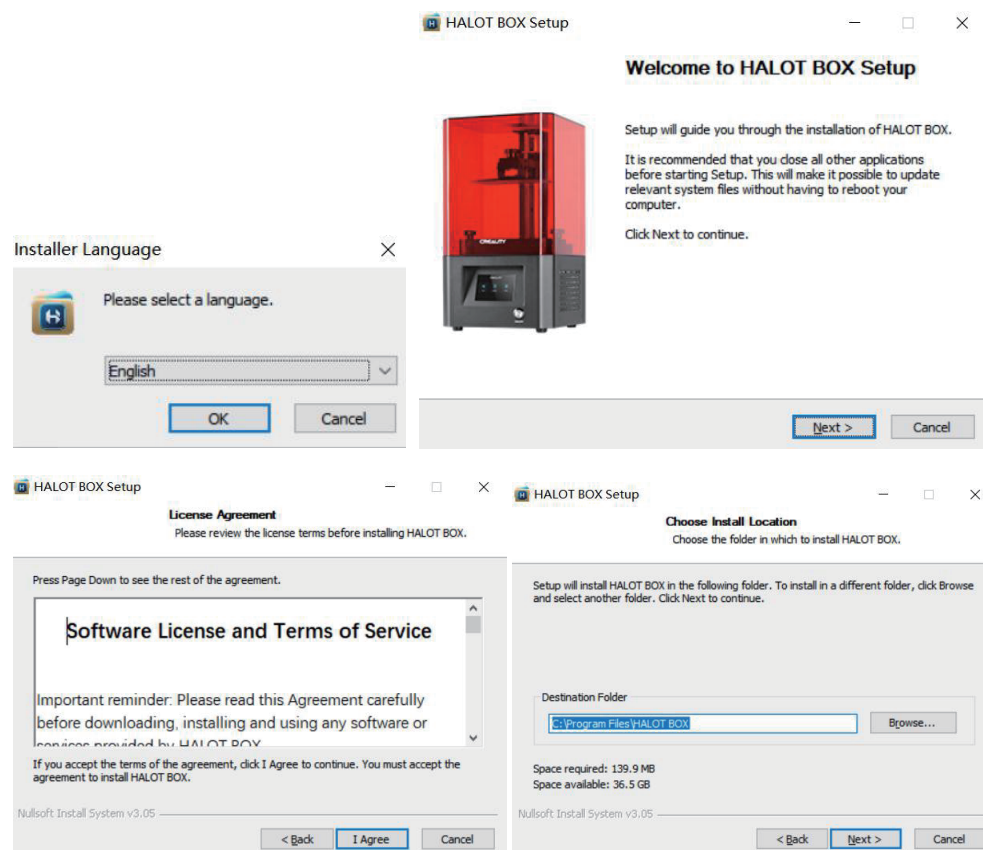
Creality 3D company official website:

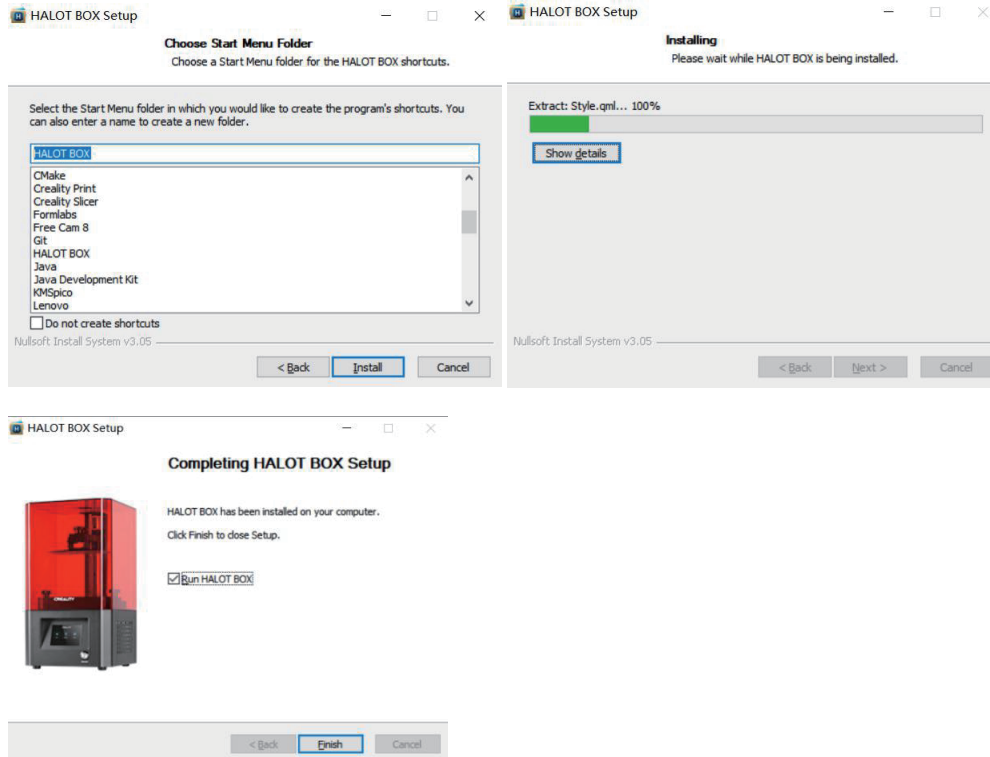
<https://www.creality.com/download>

<https://www.crealitycloud.com>

### 2.2 Software Installation and Start

(1) Open the downloaded installation package, select the Windows package and follow the prompts to complete the installation.



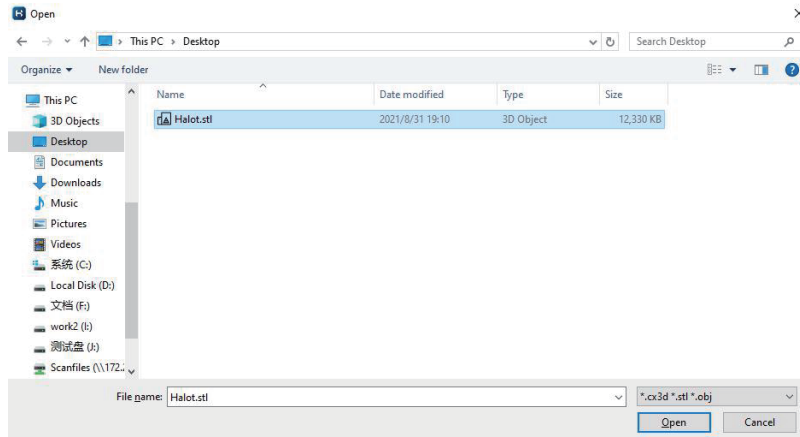


(2) Use the desktop icon or the shortcut in the start menu to start the software. When the software is opened for the first time, you can select the printer model you are using.

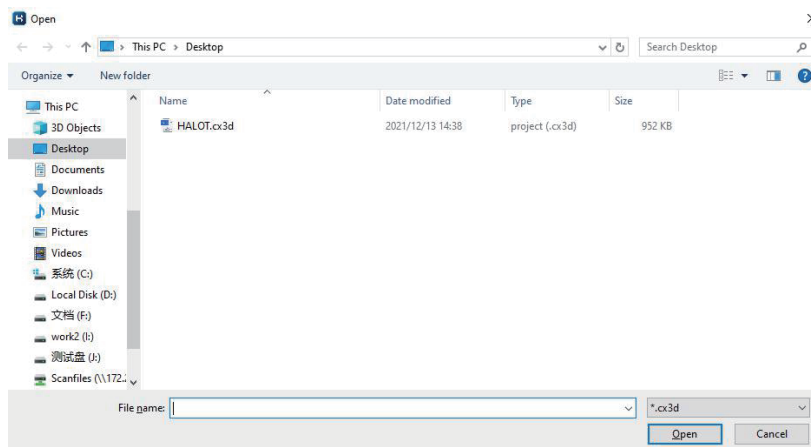
# 3. Basic Functions

## 3.1 File

### 3.1.1 Open: Open the file (.stl/.obj).



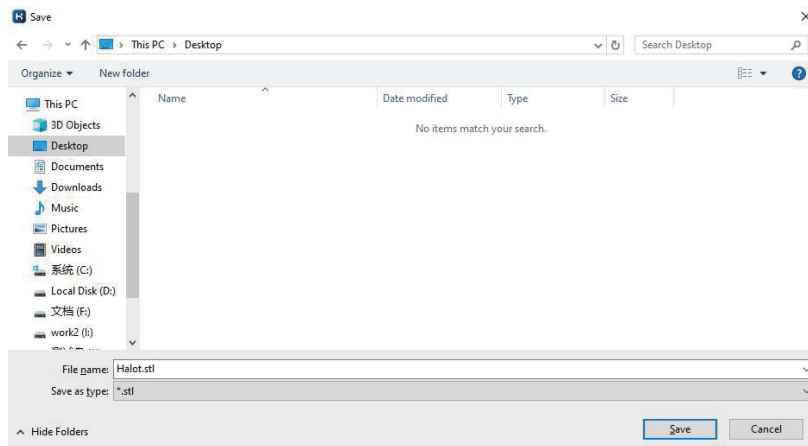
### 3.1.2 Open project: Open the file (.cx3d).



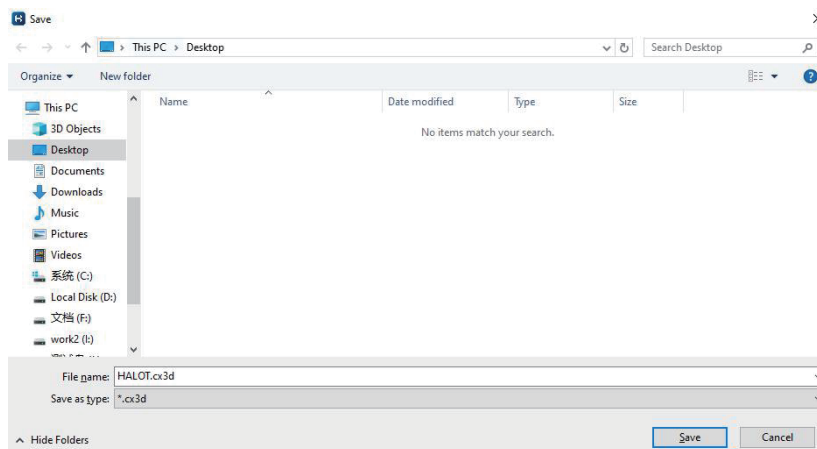
### 3.1.3 Recently accessed files: List of recently opened files, the file format is (.stl/.obj).

### 3.1.4 Recently opened project: List of recently opened project files, the file format is (.cx3d).

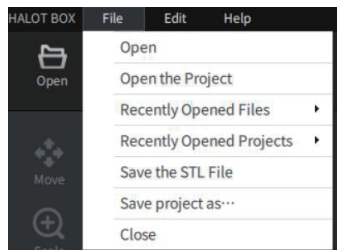
### 3.1.5 Save STL file: Save the model as a file in .stl format.



### 3.1.6 Save project as: Save the model as a file in .cx3d format.



### 3.1.7 Close: Close the software.



## 3.2 Edit

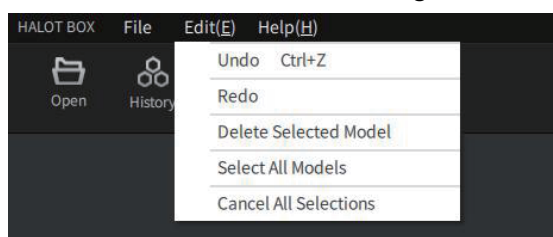
**3.2.1 Undo:** Cancel the last operation.

**3.2.2 Redo:** Get back the last operation.

**3.2.3 Delete Selected Models:** Delete the selected Models.

**3.2.4 Select All Models:** Select All Models.

**3.2.5 Cancel All Selection:** Change the selected models to be unselected states.





## 3.3 Help

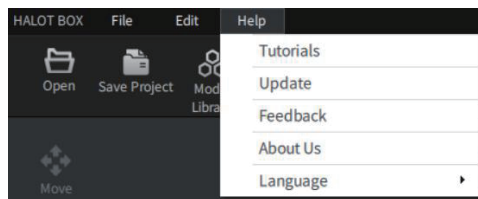
**3.3.1 Tutorials:** The E-tutorial booklet of the Halot Box.

**3.3.2 Update:** Detection & update of Halot Box version.

**3.3.3 Feedback:** Leave your opinion about Halot box.

**3.3.4 About Us:** Display the basic information of the version of software and the software developer.

**3.3.5 Language:** Set software language



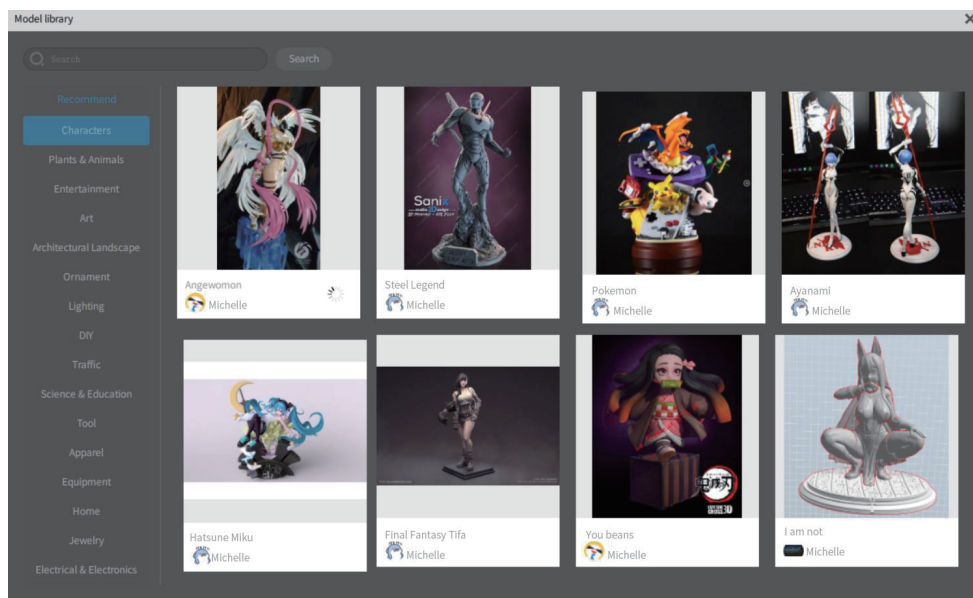
## 3.4 Top Bar

**3.4.1 Open:** See 3.1.3 for details

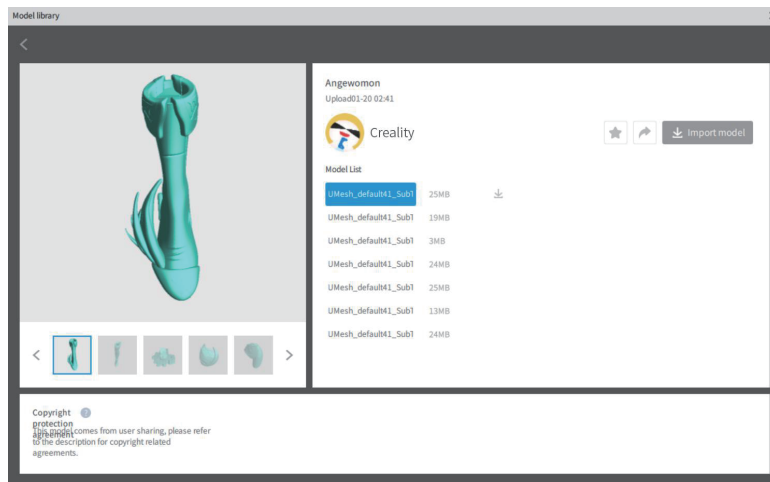
**3.4.2 Save project:** See 3.1.6 for details

**3.4.3 Model Library:** List recently opened model files

(1) List the model libraries in the Creality Cloud for users to download.



(2) Download and import the model.



**3.4.4 Undo:** Undo the last operation

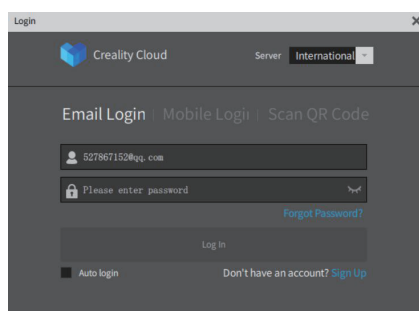
**3.4.5 Redo:** Cancel the operation that was undone in the previous step

**3.4.6 Printer:** Select printer

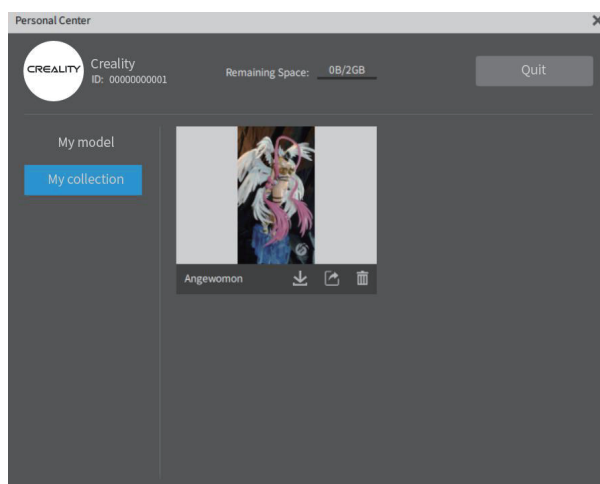
**3.4.6 Printer:** Select printer

**3.4.7 Account login:**

(1) Click to log in to the Creality Cloud account.



(2) After logging in, you can view my model and my collection.



## 3.5 View

Quickly select the visual orientation of the model: Switch the visual orientation of the model by clicking on different orientations. This function supports fast switching to 8 vertices, 6 faces, 12 lines and a total of 26 views. Click 'Home' above to restore the original perspective.



## 3.6 Basic Operation

**3.6.1 Click to select the model:** Left click.

**3.6.2 Rotate the platform:** Right click and hold on.

**3.6.3 Zoom view:** Scroll the mouse wheel.

**3.6.4 Move the platform at the screen display:** Click and hold the mouse wheel.

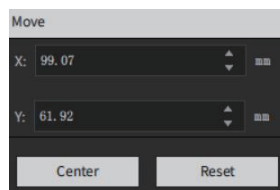
## 3.7 Left Column

### 3.7.1 Move:

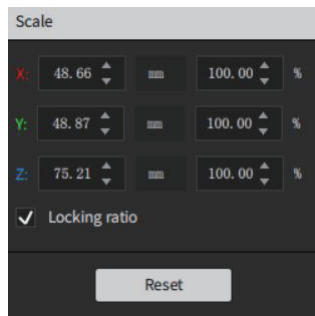
(1) Move the selected model, including X/Y direction movement.

(2) When click 'Center', the model will be placed in the center area of the platform.

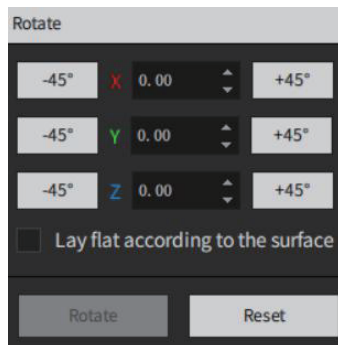
When click 'reset', all operations will be restored.



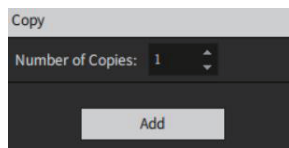
**3.7.2 Scale:** Scale the size for the model by altering the number in X, Y, Z (The size of the model). You can also lock the ratio for scaling. (Locked: Change the x, y, z at the same time, you can also drag the square on the direction to achieve it. Unlocked: only change the x, y, z for the model you need)



**3.7.3 Rotate:** Rotate the selected model in the X/Y/Z direction. The set value can also be reset. It also supports 'Flatten by face', the side will be bottomed if user choose it and click a side of model.

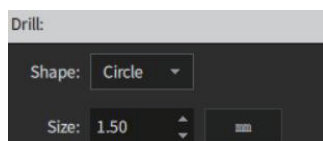


**3.7.4 Copy:** Copy the selected model. You can select the number of models to be copied before copying.

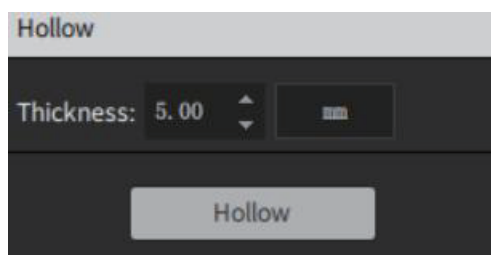


**3.7.5 Layout:** Move the selected model to a suitable location.

**3.7.6 Drill:** Make holes on the selected model, you can set the shape and size of the holes. Holes are usually drilled in places that are not easy to see at the bottom, usually used to cooperate with shell extraction operations.

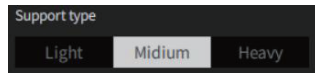


**3.7.7 Hollow:** Hollow the selected model, the wall thickness for the model can be set.

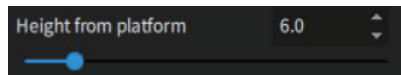


## 4. Support

**4.1 Support type:** The software provides a quick selection of three support types: Light, Medium and Heavy. Users can choose the type of support they want according to the model.



**4.2 Height From Platform:** The height from the platform, the initial value is 6mm, the adjustable range is from 0mm to 50mm.



**4.3 Density:** The density value of the support, the initial value is 50%, and the adjustable range is from 0% to 100%.



**4.4 Tip Diameter:** The support tip diameter, the initial value is 0.8mm, and the adjustable range is from 0.1mm to 1.2mm.



**4.5 Support Diameter:** The support column diameter, the initial value is 1.2mm, and the adjustable range is from 0.1mm to 8.0mm.

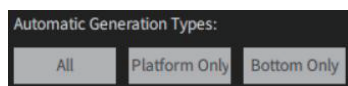


### 4.6 Automatic Generation Types

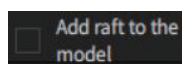
**4.6.1 ALL:** Automatically generate all supports.

**4.6.2 Platform Only:** Only automatically generates the support on the platform.

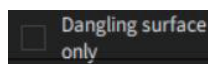
**4.6.3 Bottom Only:** only automatically generates the bottom support.



**4.7 Add raft to the model:** Supports are automatically generated on the raft.



**4.8 Only Overhang:** Only automatically generates support at the overhang.



### 4.9 Advanced

**4.9.1 Maximum Cross Width:** If the distance between each support is greater than the width, there will be no crossover.



**4.9.2 Stagger Height:** The distance between the two supports is less than height, there will be a cross, if the distance between the two supports is greater than height,

there will be no cross generation.

Staggered Height 3.00 mm

**4.9.3 Angle:** The minimum angle between the model and the platform. If this angle is exceeded, support will be added.

Angle 45.00 °

**4.9.4 Top:** The parameters of top of the support.

(1) Contact Shape: The shape for the connection between the top of the support and the model.

Contact Shape No

(2) Contact Diameter: The diameter of the connection between the top of the support and the model.

Contact Diameter 1.00 mm

(3) Depth of Contacted part: The depth of the connection between the top of the support and the model.

Depth of contact part 0.50 mm

(4) Connected shape: The shape of the top support.

Connected shape Cone

(5) Top diameter: The diameter of the upper connection between the top of the support and the model.

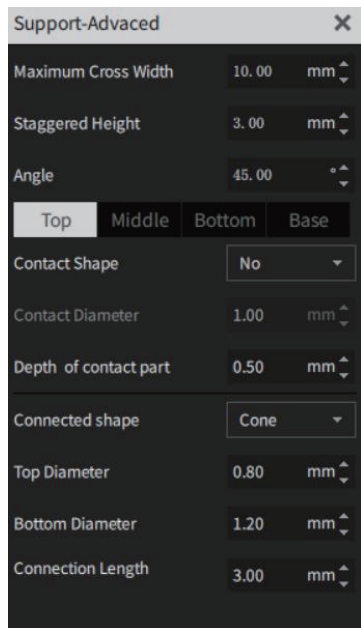
Top Diameter 0.80 mm

(6) Bottom diameter: The diameter of the bottom part of the top support.

Bottom Diameter 1.20 mm

(7) Connection length: The length of the top support.

Connection Length 3.00 mm



**4.9.5 Middle:** The parameters of the middle of the support.

(1) Contact Shape: The shape of the middle part of the support.



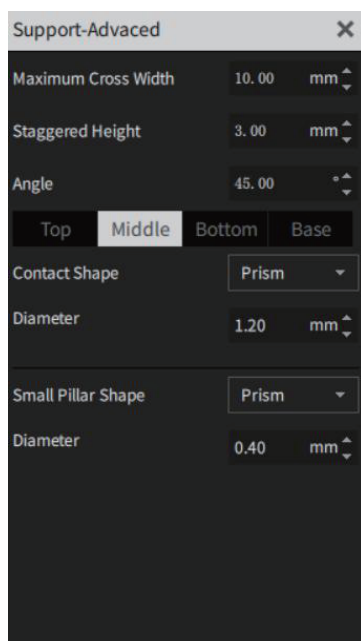
(2) Diameter: The diameter of the middle part of the support.



(3) Small Pillar shape: The shape of the small support contact part of the model.

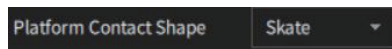


(4) Diameter: The diameter of the middle part of the model.



**4.9.6 Bottom:** The parameters of the bottom of the support.

(1) Platform Contact shape: The shape of the contact area between the support and the platform.



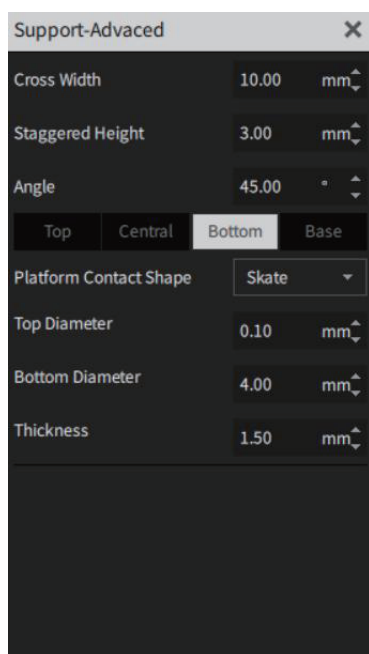
(2) Top Diameter: The diameter of the upper of the bottom support.



(3) Bottom Diameter: The diameter of the lower of the bottom support.



(4) Thickness: The thickness of the contact area between the support and the platform.



**4.9.7 Base:** Set the parameters of the base, which can be customized by the user.

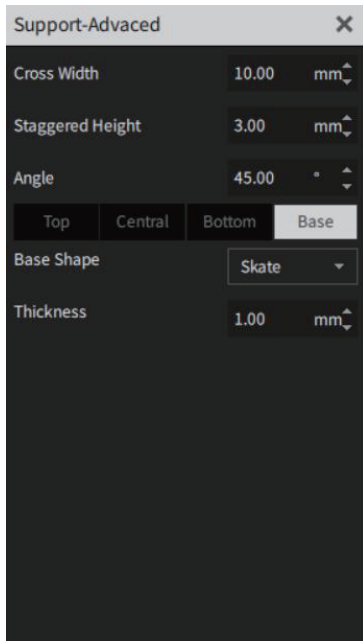
(1) Base shape: The shape of base between the support and the platform.



(2) Thickness: The thickness of the base between the support and the platform.







**4.10 Reset:** Reset all parameters.

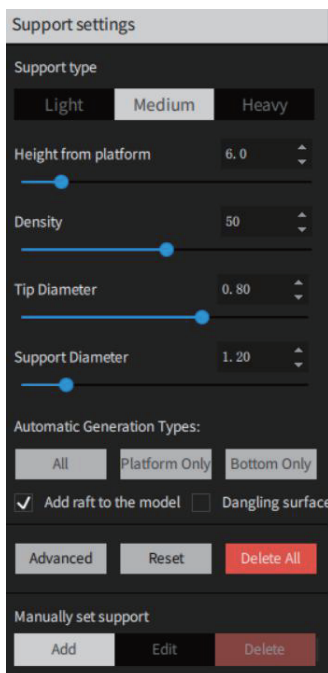
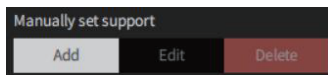
**4.11 Delete ALL:** Delete all of support.



**4.12 Add:** Manually add model support, this function will automatically open after entering the support interface.

**4.13 Edit:** After clicking, you can select the support and move it.

**4.14 Delete:** After clicking, click on the support to delete.

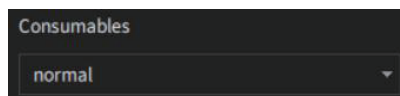


# 5. Slice

Before slicing, you can edit and set each slice parameter. The setting items include consumables, layer thickness, XY compensation value, Z compensation value, gray value range.

## 5.1 Basic

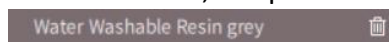
**5.1.1 Consumables:** Options for printing consumables.



**5.1.1.1 Normal:** Users can set parameters by themselves.



**5.1.1.2 Officially set resin:** According to the parameters determined after official measurements, the parameters cannot be changed.

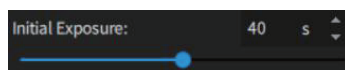


**5.1.1.3 New:** Add resin parameters to save.

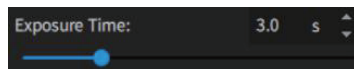
**5.1.2 Layer Thickness:** It can set the thickness of each layer of printing, and the adjustable range is 0.01-0.2. The default parameter is 0.05mm.



**5.1.3 Initial Exposure:** The exposure time of the bottom layer. The bottom layer needs to be used longer than the common layer to make the resin solidify and adhere to the platform.



**5.1.4 Exposure Time:** The exposure time of each layer of common layer.



**5.1.5 Rising Height:** The height of the platform rising during the printing process. No need to adjust it normally.



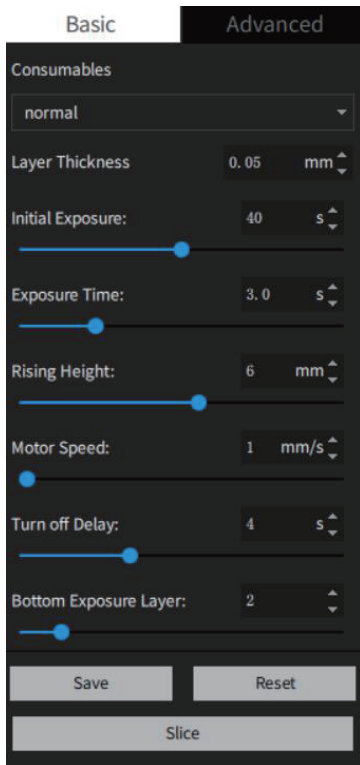
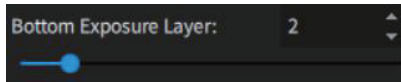
**5.1.6 Motor Speed:** Platform ascent/descend speed.



**5.1.7 Turn-off Delay:** After the platform is lowered, it takes a while to turn on the light to continue printing the next layer. The time required for this delay in turning on the lights is called the turn-off delay.

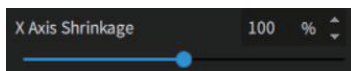


**5.1.8 Bottom exposure layer:** Set the bottom layer number, the higher the layer number, the higher adhesion of the model.



## 5.2 Advanced

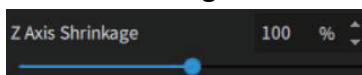
**5.2.1 X Axis Shrinkage:** The X-axis shrinkage compensation ratio can be set, and the setting range is 90%-110%. Shrinking inward reduces the ratio, and shrinking outwards enlarges the ratio.



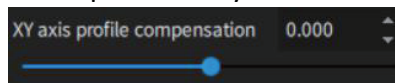
**5.2.2 Y Axis Shrinkage:** Y-axis shrinkage compensation ratio can be set, the setting range is 90%-110%. Shrinking inward reduces the ratio, and shrinking outwards enlarges the ratio.



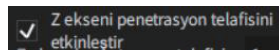
**5.2.3 Z Axis Shrinkage:** The Z-axis shrinkage compensation ratio can be set, and the setting range is 90%-110%. Shrinking inward reduces the ratio, and shrinking outwards enlarges the ratio.



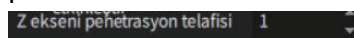
**5.2.4 XY Axis Profile Compensation:** It's able to set XY compensation value, the range of setting is from -0.05 to 0.05. XY compensation can repair the area reduction problem caused by resin shrinkage. Every time 0.01mm is set, the overall area size will expand out by 0.01mm.



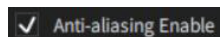
**5.2.5 Enable Z Compensation:** Turn on/off the setting item of Z compensation.



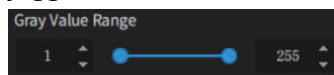
**5.2.6 Z Compensation Setting:** It's able to set Z compensation value, the range of setting is from 0 to 3. If the user punches a hole on the sidewall, the round hole may become oval due to the shrinkage of the resin. Z-axis compensation can fix this problem.



**5.2.7 Anti-aliasing:** Turn on/off anti-aliasing settings.



**5.2.8 Gray value range:** It can adjust the gray value range, and the setting range is between 1 and 255. The main effect of adjusting this parameter is to reduce the jagged chromatic aberration of the model.



**5.2.9 Save:** Save the setting parameters

**5.2.10 Reset:** Reset all parameters

**5.2.11 Slice:** Click to perform slice operation. After the slicing is completed, the software will automatically enter the export step.



Basic Advanced

X Axis Shrinkage 100 %

Y Axis Shrinkage 100 %

Z Axis Shrinkage 100 %

XY axis profile compensation 0.000

Z eksenini penetrasyon telafisini etkinleştir

Z eksenini penetrasyon telafisi 1

Anti-aliasing Enable

Gray Value Range

1 255

Image Blur

Image Blur Pixel 2

Save Reset

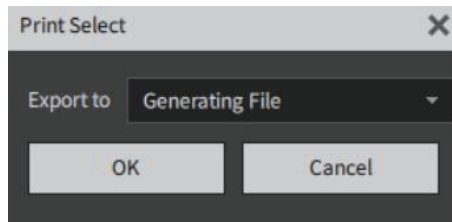
Slice

# 6.Export

## 6.1 Generating File

Step1: Select 'Generating File' and then click 'OK'.

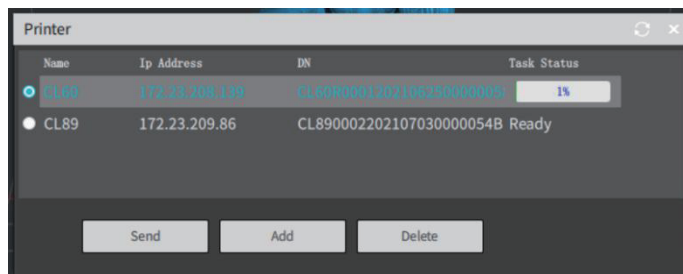
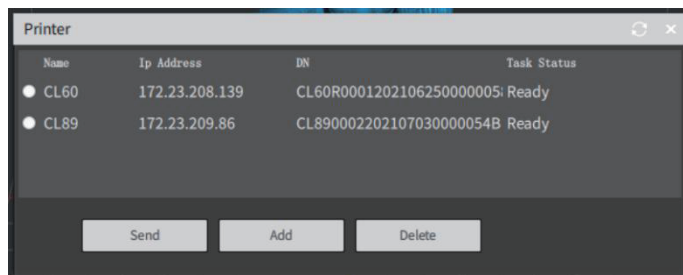
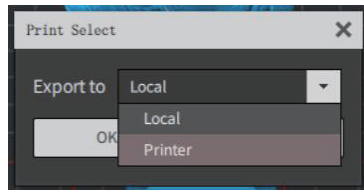
Step2: Save the file in computer



## 6.2 Export (Transfer to Printer via Wifi)

Step 1. Make sure the printer is connected to wifi.

Step 2. Make sure that the computer and the printer are connected to the same wifi.



Name	Ip Address	DN	Task Status
<input checked="" type="radio"/> CL89	172.28.208.139	CL8900001202106300000005	Finished
<input type="radio"/> CL89	172.23.209.86	CL890002202107030000054B	Ready

Send Add Delete

The final explanation rights shall be reserved by Shenzhen Creality  
3D Technology Co., Ltd



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