

Legend:			
Quality:		Process:	
Working well	++	Annealing	A
No good quality	+	Engraving	E
Quite bad	+ -	Cutting	C
Not reacting	-	Color Change	CC
Back reflection (in rare cases)	--	Thermark	T
		not applicable	n/a



Material overview

1064 nm laser systems

	FC100 (FM 100)		FP100		FineMarker		FineMarker Hybrid		SpeedMarker FL	
	Quality	Process	Quality	Process	Quality	Process	Quality	Process	Quality	Process
Metals:										
Aluminium:	-	n/a	++	E	++	E	++	E	++	E
Aluminium anodized:	++	E	++	E	++	E	++	E	++	E
Brass:	+	A	++	E	++	E	++	E	++	E
Brass polished:	- / --	n/a	++	E	++	E	++	E	++	E
Chromate:	++ / --	A	++	A / E	++	A / E	++	A / E	++	A / E
Copper:	- / --	n/a	++	E	++	E	++	E	++	E
Copper polished:	- / --	n/a	++	E	++	E	++	E	++	E
Gold:	-	n/a	++	A / E	++	A / E	++	A / E	++	E
High-speed steel:	++	A	++	A / E	++	A / E	++	A / E	++	A / E
Silver:	-	n/a	++	E	++	E	++	E	++	E
Stainless steel brushed:	--	A	++	A / E	++	A / E	++	A / E	++	A / E
Stainless steel polished:	--	A	++	A / E	++	A / E	++	A / E	++	A / E
Titanium:	--	A	++	A / E	++	A / E	++	A / E	++	A / E
NonMetals:										
Ceramic:	-	n/a	+ -	CC	+ -	CC	+ -	CC	+ -	CC
Food:	-	n/a	-	n/a	-	n/a	++	E	-	n/a
Glass:	-	n/a	-	n/a	-	n/a	++	E	-	n/a
Leather:	-	n/a	+	E	+	C	++	E / C	+	E
Mirror:	-	n/a	++	E	++	E	++	E	++	E
Paper:	-	n/a	++	E	++	E	++	E / C	+	E
Plastics:	+	CC	++	CC	++	CC	++	E / C / CC	++	CC
Rubber:	-	n/a	++	CC	++	CC	++	E / C / CC	++	CC
Stone:	-	n/a	-	n/a	-	n/a	++	E	-	n/a
Wood:	-	n/a	-	n/a	-	n/a	++	E / C	-	n/a