

Welcome to your

SignBlazer5

Learning Guide

a seven hour journey to productivity

SignBlazer5

SignBlazer5 Pro

SignBlazer5 HotShot

SignBlazer5 LICENSE AGREEMENT

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Let's Begin

Installing the Program see **Note i**

- A1** Starting and closing the Program
- A1** Starting a New Work
- A2** Setting the Work Space Size
- A3** Getting Help

The Program Window

- B1** Program Window Features
- B2** Customising Your Work Space
- B3** Moving Around the Work Space
- B3** Setting Up the Grid
- B3** Moving the Work Space Origin
- B4** Viewing the Work Space
- B4** Zoom Extents
- B5** Zooming Using the Mouse
- B6** Creating and Using Guide Lines
- B7** Guide Line Options
- B8** Background and Wireframe Modes

Handling Files

Starting a New Sign (see **A1**)

- C1** Opening Saved Files
- C1** Opening a File as a Background
- C1** Opening a File as a Template
- C2** Saving Your Work
- C3** Naming Files and Creating Backups
- C4** Using File History
- C5** Importing Files
- C6** Exporting Files
- C7** File Control Options
- C8** Sending Files by Email

The Toolbar

- D1** Using the Toolbar
- D1** Customising the Toolbar
- D2** The Popup Tool Palette

Selecting Objects

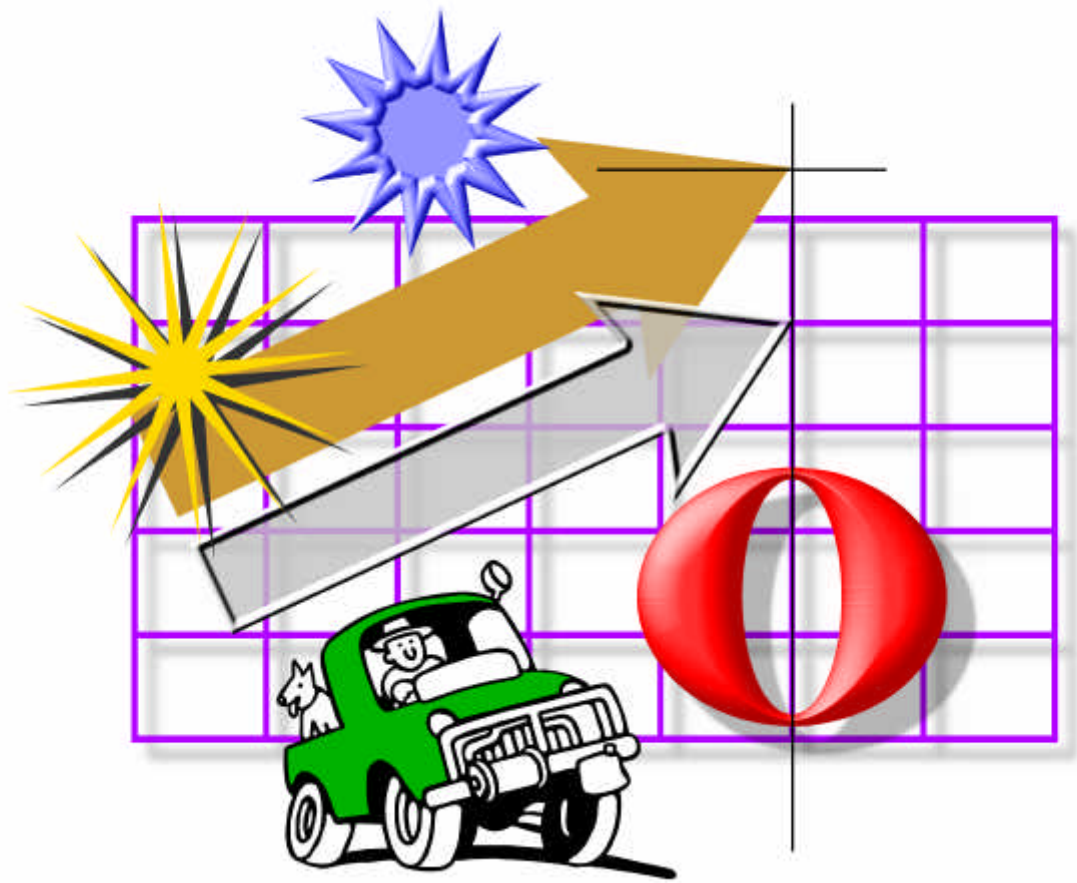
- E1** Single Objects
- E1** Selecting Objects by Color
- E2** Multiple Objects
- E3** Obscured Objects

Moving Objects

- F1** Moving Objects
- F2** Moving Objects Using the Grid
- Moving Using Guidelines (see **B6**)
- Group Before Moving (see **G1**)
- F3** Making an Exact Move
- F3** Nudging
- F4** Locking and Unlocking Objects
- F5** Cutting & Pasting
- F6** Copying To and From Other Applications

Grouping & Arranging

- G1** Grouping
- G1** Ungrouping
- G2** Assigning Objects to Layers



Editing Objects

Changing Size:

- H1 Taller or Shorter
- H1 Wider or Narrower
- H2 Larger or Smaller
- H2 Exact Size Changes
- H3 Changing Slope or Skewing
- H3 Making an Exact Skew
- H4 Mirror Options
- H5 Exact Rotations
- H6 Using 'Stretch'
- H7 Combining & Splitting Objects
- H8 Using the Chop tool
- H9 Using the Smooth Corners tool

The Multi-Function T-Bar™

- I1 Description
- I1 Rotation
- I2 Right Angle Rotations
- I2 Horizontal Mirror Image
- I3 Rotating Around a New Centre
- I3 Changing Size from the Centre
- I4 Skewing With Constant Width
- I4 Unconstrained Skewing
- I5 Right Mouse Button Functions

Drawing Basic Shapes

- J1 Rectangles and Squares
- J1 Exact Rectangles
- J2 Selecting Rectangle Corner Styles
- J3 *Circles:*
- J3 Exact Circles
- J4 Circle Drawing Modes
- J5 Ellipses
- J6 Hollow Circles and Ellipses
- J7 The Polyline Toolbox
- J8 Drawing Polygons and Stars
- J9 Drawing Arrows
- J10 Adding Dimensions
- J11 Drawing a Grid
- J12 Drawing Registration Marks

Copying Objects

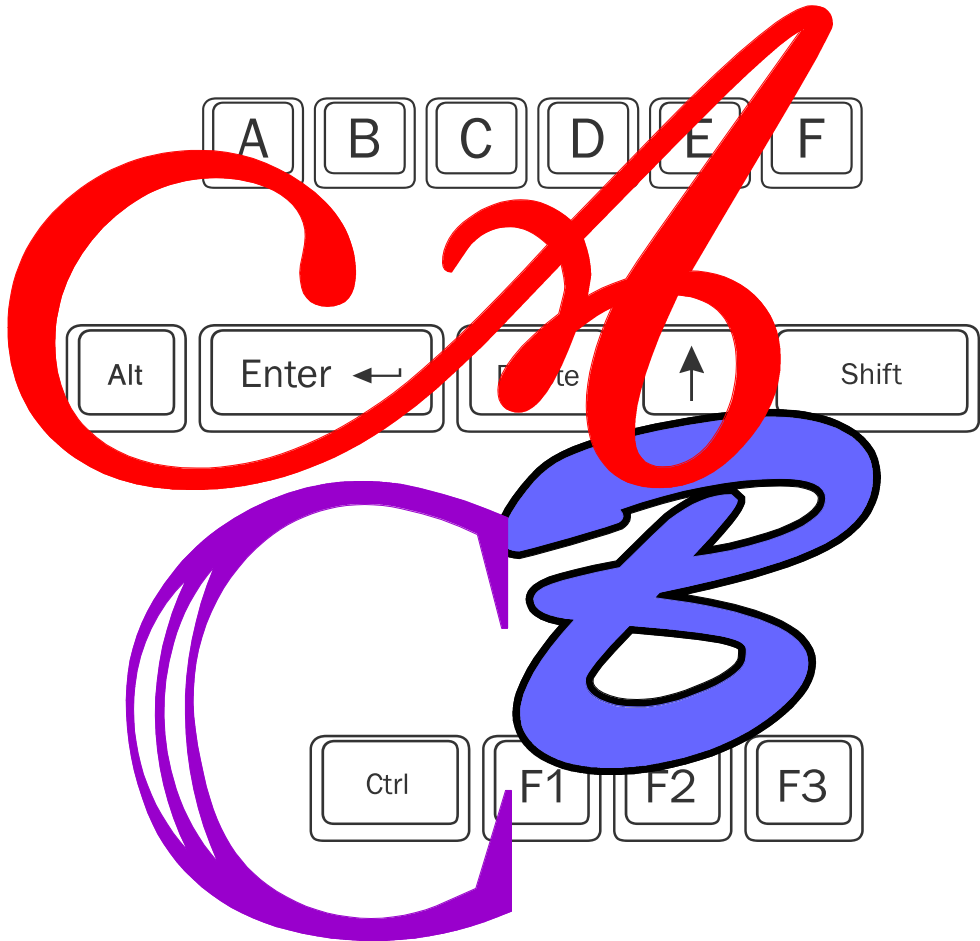
- K1 Duplicating Objects
- K1 Replicating Objects

Using Color Options

- L1 Choosing ColorWhiz™ Palettes
- L1 Changing an Object's Color
- L2 Creating Custom Colors
- L3 Using the Docking Toolbar
- L4 Saving Favourite Colors

Correcting Mistakes

- M1 Using 'Undo' and 'Redo'
- M1 Using Screen Redraw
- Deleting Objects (see E3)



Typing and Editing Text

- N1** Typing Text in the Work Space
 - Selecting Text Attributes:*
 - N2** - Font
 - N2** - Text Height
 - N2** - Compression
 - N2** - Slant
 - N3** - Justification
 - N3** - Superscripts & Subscripts
 - N3** - Case Mode
 - N3** - Bold and Italic Fonts
 - N3** Using 'Setup' to Store Selections
- N4** Spell Checking
 - Setting:*
 - N4** - Character Spacing
 - N5** - Line Spacing
 - N5** - Line Length
 - N6** - Tabs
- N7** Changing Blocks of Text
- N8** Moving Individual Characters
- N9** Changing Character Attributes
- N10** Creating/Editing Font Groups
- N11** Saving Kerning Pairs
- N11** Splitting Text Lines
- N12** Placing Text on an Arc -1
- N13** Placing Text on an Arc -
- N14** Typing Extended Characters



A

AGS

Learning Guide Schedule

Image Controls

- O1** Scanning Images
- O2** Color Reduction
- O3** Color Invert
- O3** Resample
- O4** Masking Bitmap Objects
- O4** Reverse Masking
- O5** Vectorise
- O6** ImageCut
- O7** Photo Fix
- O8** The Mode Tool
- O9** The Crop Tool
- O10** The Rasterize Tool

Aligning Objects

- P1** Using The 'Align' Tool
 - Aligning to the Grid (see **F2**)
 - Aligning to Guidelines (see **B6**)
 - Aligning Nodes (see **BB4**)

Making Arrays

- Q1** Rectangular Arrays
- Q1** Making Repeat Object Borders
- Q2** Circular Arrays

Using the Measuring Tool

- R1** Lengths and Scaling
- R2** Angles and Rotation

Drawing Borders and Panels

- S1** Basic Borders
- S2** Borders with Ornate Corners
- S3** Basic Panels
- S3** Ornate Panels

Drawing Using the Library

- T1** Using the Graphics Library

Creating Distortions

- U1** Vertical Bezier Distortion
- U2** Horizontal Bezier Distortion
- U3** Fit to Arc (Clockwise)
- U4** Fit to Arc (Counter Clockwise)
- U5** Fit to a Globe
- U6** Linear Distortions
- U7** Perspective
- U8** Vertical Arch Distortion
- U9** Horizontal Arch Distortion
- U10** Fit to Cylinder
- U11** Flag Distortion
- U12** Warp Distortion
- U13** Arch 2 Distortion
- U14** Twirl Distortion
- U15** Vertical Ridge Distortion
- U16** Horizontal Ridge Distortion

Fill Effects

- W1** Fractalise
- W2** Color Blend
- W3** **Color Medley**
- W4** Fill Attributes
- W5** Textures
- W6** Drop Shadow
 - 'Hand Tooled' Characters (see **V5**)
- W7** Special Effects
- W8** Linear Transparency
- W9** Color Transparency

HOUR 4

STYLE
Visual
EFFECTS
COLOUR

Learning Guide Schedule

Edge Effects

- V1 Expand/ Inline / Outline
Advanced Inline/Outline:
- V2 Using Inline/Outline
- V3 Outline Options
- V4 Inline Options
- V5 Using the Outline Tool
- V6 Clouding, Changing Weight
- V7 Color Trapping
- V8 Keyline
- V8 White Space
- V9 Glow
- V10 Enhance - Round
- V11 Enhance - Metallic
- V12 Enhance - Neon
- V13 Enhance - Chamfer
- V14 Enhance - Chamfer Styles

Welding

- X1 Total Welding
- X2 Punch Through Welding
- X2 Color Weld- Punch Through
- X3 Color Welding
- X3 Common Welding
- X3 Reverse Welding

Creating Shadows

- Z1 Selecting Styles and Options
- Z2 Block Shadows
- Z3 Perspective Shadows
- Z4 Solid Perspective Shadows
- Z5 Drop Shadows
- Z6 Relief Shadows
- Z7 Cast Shadows
- Z8 Extra Shadow Styles -1
- Z9 Extra Shadow Styles -2

The Node Editor

- BB1 Introduction
- BB2 Selecting Nodes
Opening The Node Editor
Toolbox
Selecting a section of a Node
Path
- Using Node Edit Tools:**
- BB3 - Moving Nodes ,
- Removing Nodes,
- Adding in Extra Nodes,
- Changing Node Type
- BB4 - Breaking and Joining Paths,
- Square or Right Angle Tool,
- Lining Up Nodes
- BB5 - 'Copy Length' and 'Apply
Length' Tools
- Sharpen Tool
- 'Copy Angle' and 'Apply
Angle' Tools
- BB6 - 'To Line' Tool,
- 'To Corner' Tool,
- 'To Arc' Tool
- BB7 - 'To Bezier' Tool
- BB8 - 'Set Angle' Tool
- BB8 - 'Set Length' Tool
- BB7 Changing Node Colors
- BB7 Correcting Mistakes - Using 'Undo'

HOUR 5



Cutting Your Work in Vinyl

- AA11** First Time Setup
- AA2** Setting Up the Cutter - 1
- AA3** Setting Up the Cutter - 2
- AA4** Cutter Toolbar and Screen
- AA5** Vinyl Cutting Options - 1 (Saving Space)
- AA6** Vinyl Cutting Options - 2 (Weeding, Multiple Copies)
- AA7** Vinyl Cutting Options - 3 (Registration Marks, Orientation)
- AA8** Sending Data to Your Cutter
- AA9** Using VinylSaver™
- AA10** Cutting Large Signs - Tiling Options
- AA11** Using the Cut Manager
- AA12** Cutting Prints - 1
 - Creating a Cut Mask Around a Bitmap
- AA13** Cutting Prints - 2
 - Creating a 'Cut Mask' Around Vector and Bitmap Objects
- AA14** Cutting Prints - 3
 - Creating a 'Cut Mask' from a 'Bitmap Mask'
- AA15** Cutting Across a Network
 - Setting Up a Server or Target Computer
- AA16** - Client or Host Computer Setup



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0110100
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Learning Guide Schedule

Printing

- Y1 The Printer Toolbar
- Y1 Print Registration Marks
- Y1 Selecting the Colors to Print
- Y2 Printer Selection and Setup
- Y3 Windows Printer Driver Setup
- Y4 Fitting Work to the Page
- Y5 Printing a Grid
- Y5 Starting the Print
- Y6 Large Format Printing
- Y7 Color Management
Printer Output Options

HOUR 7



Learning Guide Schedule

Technical Notes:

- i** Program Installation
- ii** System Requirements & Recommendations
- iii** Producing Artwork in Other Programs
- iv** Notes For Users of CorelDRAW! 4
- v** Importing Graphics Files from Macintosh and PC Programs
- vi** Using Photoshop Plugins
- vii** Hot Key (Shortcut) Summary

NOTES

Learning Guide Directory

SignBlazer5 HotShot

File


- New A1
- Open... Ctrl+O C1, C7
- History... C4
- Save Ctrl+S C2, C7
- Save As... C2
- Import... Ctrl+I C5, C7
- Export... Ctrl+E C6, C7
- Work Space Setup... A2
- Print... Y1 - Y7
- HotShot RIP... Ctrl+P Y6
- Cutter AA1 - AA16
- Cut & Print AA12 - AA14
- Exit Alt+F4 A1

c:\Sbd\Example 2.SBD
 c:\Sbd\Cafe Poster.SBD
 c:\Sbd\Blogs Billboard.SBD
 c:\Sbd\notice3.sbd
 c:\Sbd\Golfclub.SBD
 c:\Sbd\Shire Sign 4.SBD
 c:\Sbd\Example 1.SBD
 c:\Sbd\my sign.SBD


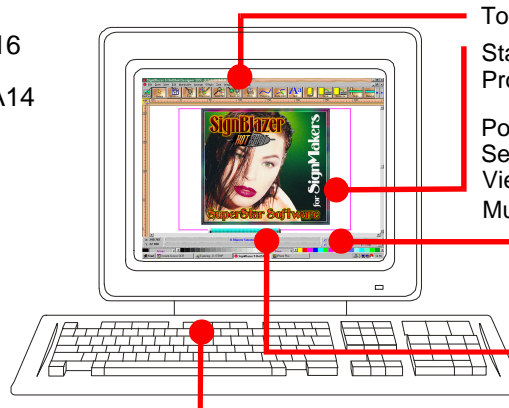
Draw

- Rectangle J1 - J2
- Circle / Ellipse J3 - J6
- Polyline J7
- Border S1 - S3
- Text N1 - N13
- Library T1
- Dimension J10
- Polygon / Star J8
- Arrow J9
- Registration Mark AA7
- Grid J11

Corner Styles S1 - S2



Panel Styles S3

- Toolbar: D1, D2
- Starting the Program: A1
- Program Window Features: B1 - B3
- Popup Tool Palette: D2
- Selecting Objects: E1, E2
- Viewing using the mouse: B5
- Multifunction T-Bar™: I1 - I5
- Grid Options: B3, F2
- Color Options: E1, L1, L2
- Guideline Options: B6 - B7
- Docking Toolbar: L3, L4
- HOT KEY SUMMARY:**
Note vii

Learning Guide Directory

SignBlazer5 HotShot

View	Edit	HotShot
Increase By 2	Undo Duplicate (Alt+Bksp)	Corner (BB3)
Decrease By 2	Redo Move (Alt+Ctrl+Bksp)	Curve (BB3)
Zoom All	Clipboard Cut (Shift+Del)	Tangent (BB3)
Zoom Work Space	Clipboard Copy (Ctrl+Ins)	To Line (BB6)
Zoom Selected	Clipboard Paste (Shift+Ins)	To Arc (BB6)
Zoom Window	Clear (Del)	To Corner (BB6)
Zoom Previous	Replicate	To Bézier (BB7)
Zoom Extents	Duplicate (Ctrl+D)	Add (BB3)
Zoom Width	Array	Remove (BB3)
Zoom Height	Select All (Ctrl+A)	Break (BB4)
Pan	Select None (Ctrl+Shift+A)	Join (BB4)
Outline/WireFrame	Edit Text (Aa)	Square (BB4)
Full Render	Node edit (Ctrl+H)	Sharpen (BB5)
Show Background	Lock Objects	Line Up (BB4)
Background WireFrame	Override Object Locking	Copy Len. (BB5)
Redraw	Object Information	Apply Len. (BB5)
	Remove Guide Lines	Set Len. (BB8)
		Copy Ang. (BB5)
		Apply Ang. (BB5)
		Set Ang. (BB8)
		Flip (BB2)

View Panel:
 Increase/Decrease By 2: B5
 Zoom All: B4
 Zoom Work Space: B4
 Zoom Selected: B4
 Zoom Window: B4
 Zoom Previous: B4
 Zoom Extents: B4
 Zoom Width: B5
 Zoom Height: B5
 Pan: B5
 Outline/WireFrame: B7, E3
 Full Render: B7, E3
 Show Background: B7
 Background WireFrame: B7
 Redraw: M1

Edit Panel:
 Undo Duplicate: M1
 Redo Move: M1
 Clipboard Cut: F5
 Clipboard Copy: F5
 Clipboard Paste: F5
 Clear: E3
 Replicate: K1
 Duplicate: K1
 Array: Q1, Q2
 Select All: E2
 Select None: E1, E2
 Edit Text: N8
 Node edit: BB1 - BB7
 Lock Objects: F4
 Override Object Locking: F4
 Object Information: C3
 Remove Guide Lines: B7

HotShot Panel:
 Corner: BB3
 Curve: BB3
 Tangent: BB3
 To Line: BB6
 To Arc: BB6
 To Corner: BB6
 To Bézier: BB7
 Add: BB3
 Remove: BB3
 Break: BB4
 Join: BB4
 Square: BB4
 Sharpen: BB5
 Line Up: BB4
 Copy Len.: BB5
 Apply Len.: BB5
 Set Len.: BB8
 Copy Ang.: BB5
 Apply Ang.: BB5
 Set Ang.: BB8
 Flip: BB2

Learning Guide Directory

SignBlazer5 HotShot

Manipulate

- Size: Ctrl+Z → H1, H2
- Move: → F1, F3
- Measure: Ctrl+M → R1, R2
- Rotate: Ctrl+R → H5
- Mirror: → H4
- Stretch: → H6
- Skew: → H3
- Multiple Inline/Outline: → V2 - V4
- Expand/Outline/Inline: → V1, V5 - V6
- Outline: → V5
- Smooth Corners: → H9
- Cut Mask ON/OFF: → AA11
- Shadows...: → Z1 - Z9
- Distortion...: → U1 - U16
- Special Effects...: → W7
- Fractalise...: → W1
- Color Blend...: → W2

Shadow Effects

- Shadow 4: Shadows
- Shadow 6: Shadows
- Shadow 7: Shadows
- Shadow 8: Shadows
- Shadow 9: Shadows
- Shadow 10: Shadows

U Effects

- U6: Linear
- U8: Arch
- U5: Globe
- U15: Ridge
- U2: Bezier
- U3: Arc
- U11: Flag
- U14: Twirl
- U7: Perspec
- U9: Arch
- U10: Cylinder
- U16: Ridge
- U1: Bezier
- U4: Arc
- U12: Warp
- U13: Arch 2

Z Effects

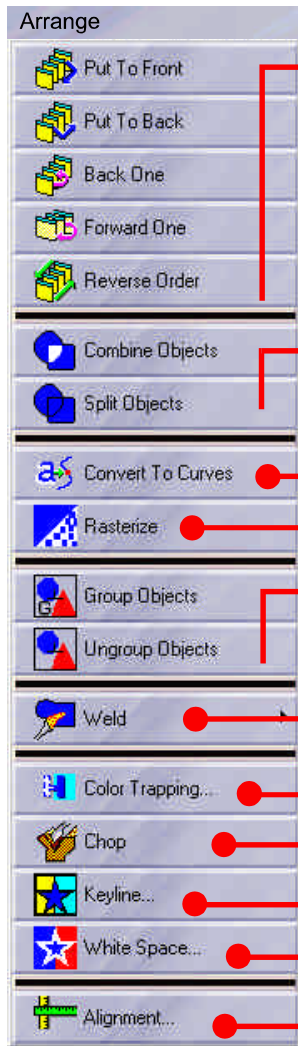
- Z2: Block
- Z3: Perspect.

W Effects

- W7: Effect, Effect, Effect, Effect, Effect, Effect
- W7: None, Single, Relief, Double
- W1: Fracta, Fracta, Fracta, Fracta, Fracta
- W2: BLEND, BLEND, BLEND, BLEND, BLEND

Learning Guide Directory

SignBlazer5 HotShot



G2

H7

BB1

O10

G1

V7

H8

V8

V8

P1



W3

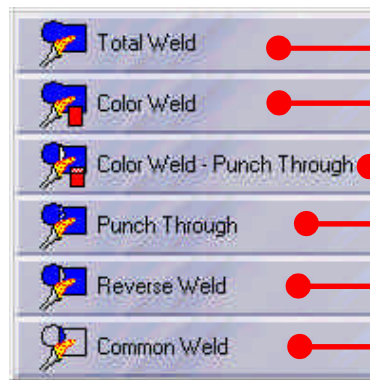
W4, W5

W6

V9

W8

W9



X1

X3

X2

X2

X3

X3

Round

V10

Metal

V11

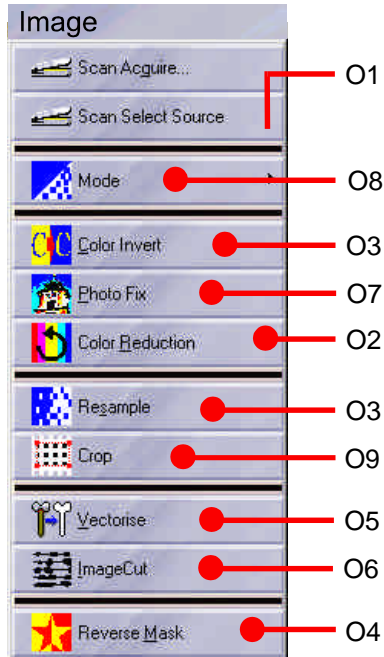
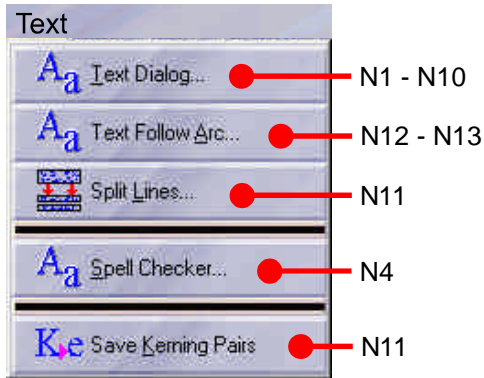
Neon

V12

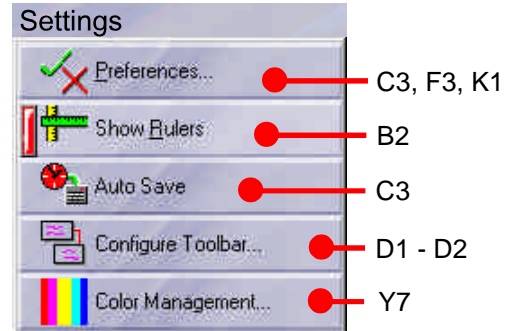
Chamfer

V13 - V14

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SignBlazer5 HotShot



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SignBlazer5 Pro

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- Save As... C2
- Import... Ctrl+I C5, C7
- Export... Ctrl+E C6, C7
- Work Space Setup... A2
- Print... Y1 - Y5
- Cutter AA1 - AA16
- Cut & Print AA12 - AA14
- Exit Alt+F4 A1

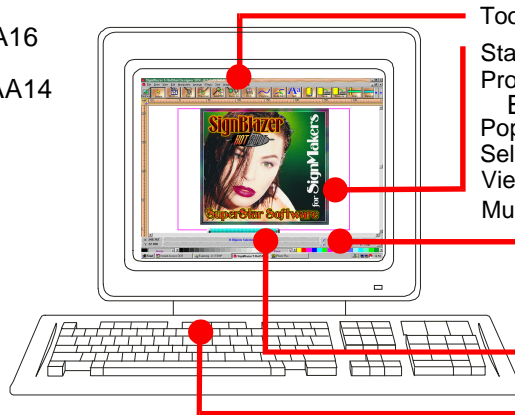
c:\Sbd\Example 2.SBD
 c:\Sbd\Cafe Poster.SBD
 c:\Sbd\Blogs Billboard.SBD
 c:\Sbd\notice3.sbd
 c:\Sbd\Golfclub.SBD
 c:\Sbd\Shire Sign 4.SBD
 c:\Sbd\Example 1.SBD
 c:\Sbd\my sign.SBD

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- Circle / Ellipse J3 - J6
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- Arrow J9
- Registration Mark AA7
- Grid J11

Corner Styles S1 - S2

Panel Styles S3



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- Docking Toolbar: L3, L4
- HOT KEY SUMMARY:**
Note vii

Learning Guide Directory

SignBlazer5 Pro

View	Edit	Shortcuts
Increase By 2	Undo Duplicate	Alt+Bksp M1
Decrease By 2	Redo Move	Alt+Ctrl+Bksp
Zoom All	Clipboard Cut	Shift+Del
Zoom Work Space	Clipboard Copy	Ctrl+Ins F5
Zoom Selected	Clipboard Paste	Shift+Ins
Zoom Window	Clear	Del E3
Zoom Previous	Replicate	K1
Zoom Extents	Duplicate	Ctrl+D K1
Zoom Width	Array	Q1, Q2
Zoom Height	Select All	Ctrl+A E2
Pan	Select None	Ctrl+Shift+A E1, E2
Outline/WireFrame	Edit Text	N8
Full Render	Node edit	Ctrl+H BB1 - BB7
Show Background	Lock Objects	F4
Background WireFrame	Override Object Locking	F4
Redraw	Object Information	C3
	Remove Guide Lines	B7

Shortcuts	View	Shortcuts	
Corner	BB3	Square	BB4
Curve	BB3	Sharpen	BB5
Tangent	BB3	Line Up	BB4
To Line	BB6	Copy Len.	BB5
To Arc	BB6	Apply Len.	BB5
To Corner	BB6	Set Len.	BB8
To Bézier	BB7	Copy Ang.	BB5
Add	BB3	Apply Ang.	BB5
Remove	BB3	Set Ang.	BB8
Break	BB4	Flip	BB2
Join	BB4		

Learning Guide Directory

SignBlazer5 Pro

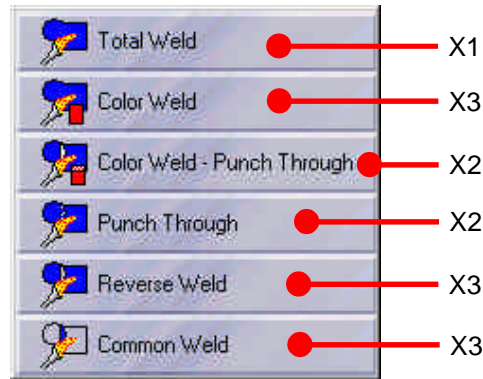
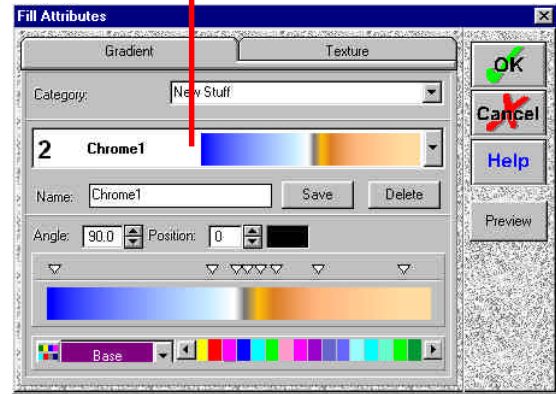
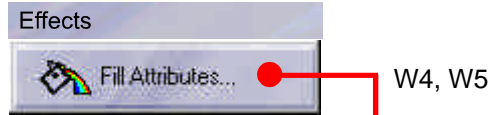
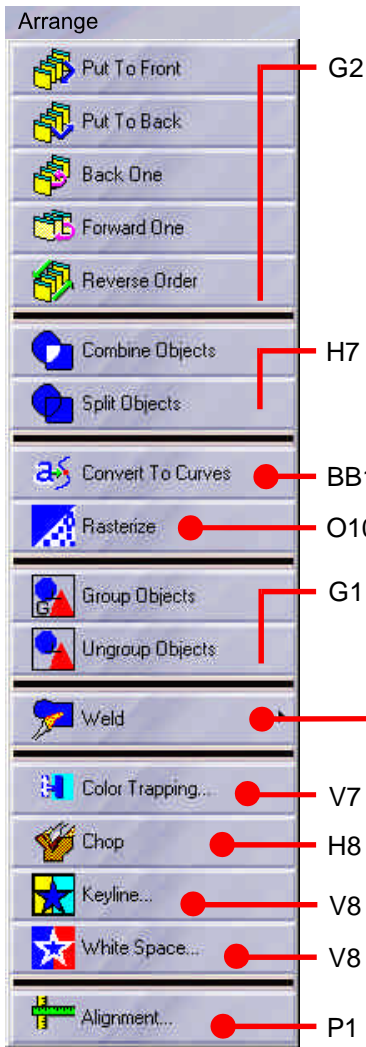
Manipulate	Shortcut	Effect
Size	Ctrl+Z	H1, H2
Move		F1, F3
Measure	Ctrl+M	R1, R2
Rotate	Ctrl+R	H5
Mirror		H4
Stretch		H6
Skew		H3
Multiple Inline/Outline		V2 - V4
Expand/Outline/Inline		V1, V5 - V6
Online		V5
Smooth Corners		H9
Cut Mask ON/OFF		AA11
Shadows...		Z1 - Z9
Distortion...		U1 - U16
Special Effects...		W7
Fractalise...		W1
Color Blend...		W2

Effect	Shortcut
Shadow 4	Z1
Shadow 6	Z2
Shadow 7	Z3
Shadow 8	U6
Shadow 9	U8
Shadow 10	U5
Block	Z2
Perspect.	Z3
Linear	U6
Arch	U8
Globe	U5
Ridge	U15
Bezier	U2
Arc	U3
Flag	U11
Twirl	U14
Perspec	U7
Arch	U9
Cylinder	U10
Ridge	U16
Bezier	U1
Arc	U4
Warp	U12
Arch 2	U13

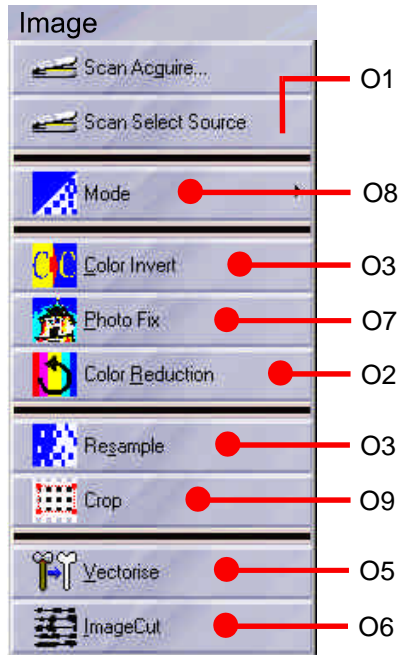
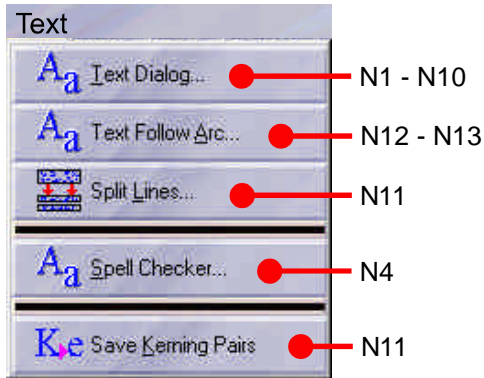
Effect	Shortcut
Effect	W7
Effect	W7
Effect	W7
Effect	W7
Effect	W7
Effect	W7
None	
Single	W7
Relief	W7
Double	W7
Fracta	W1
Fracta	W1
Fracta	W1
Fracta	W1
Fracta	W1
BLEND	W2
BLEND	W2
BLEND	W2
BLEND	W2
BLEND	W2

Learning Guide Directory

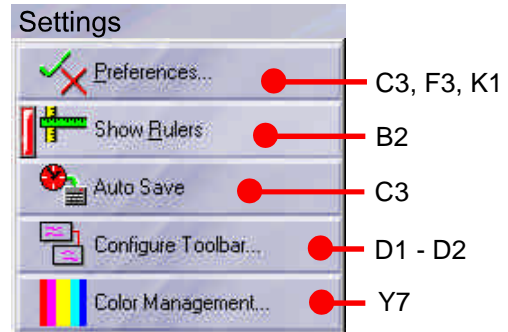
SignBlazer5 Pro



Learning Guide Directory



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SignBlazer5

File

- New → A1
- Open... Ctrl+O → C1, C7
- History... → C4
- Save Ctrl+S → C2, C7
- Save As... → C2
- Import... Ctrl+I → C5, C7
- Export... Ctrl+E → C6, C7
- Work Space Setup → A2
- Print... → Y1 - Y5
- Cutter → AA1 - AA16
- Exit Alt+F4 → A1

c:\Sbd\Example 2.SBD
 c:\Sbd\Cafe Poster.SBD
 c:\Sbd\Bloggs Billboard.SBD
 c:\Sbd\notice3.sbd
 c:\Sbd\Golfclub.SBD
 c:\Sbd\Shire Sign 4.SBD
 c:\Sbd\Example 1.SBD
 c:\Sbd\my sign.SBD

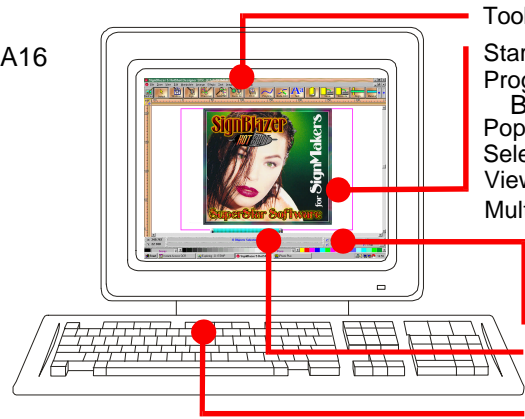
→ C1

Draw

- Rectangle → J1 - J2
- Circle / Ellipse → J3 - J6
- Polyline → J7
- Border → S1 - S3
- Text Aa → N1 - N13
- Library → T1
- Dimension → J10
- Polygon / Star → J8
- Arrow → J9
- Registration Mark → AA7
- Grid → J11

Corner Styles S1 - S2

Panel Styles S3



Toolbar: D1, D2

Starting the Program: A1

Program Window Features: B1 - B3

Popup Tool Palette: D2

Selecting Objects: E1, E2

Viewing using the mouse: B5

Multifunction T-Bar™: I1 - I5

Grid Options: B3, F2

Color Options: E1, L1, L2

Guideline Options: B6 - B7

Docking Toolbar: L3, L4

HOT KEY SUMMARY:
Note vii

View	Edit	Shortcuts
Increase By 2	Undo Duplicate	Alt+Bksp M1
Decrease By 2	Redo Move	Alt+Ctrl+Bksp
Zoom All	Clipboard Cut	Shift+Del
Zoom Work Space	Clipboard Copy	Ctrl+Ins F5
Zoom Selected	Clipboard Paste	Shift+Ins
Zoom Window	Clear	Del E3
Zoom Previous	Replicate	K1
Zoom Extents	Duplicate	Ctrl+D K1
Zoom Width	Array	Q1,Q2
Zoom Height	Select All	Ctrl+A E2
Pan	Select None	Ctrl+Shift+A E1,E2
Outline/WireFrame	Edit Text	N8
Full Render	Node edit	Ctrl+H BB1 -BB7
Show Background	Lock Objects	F4
Background WireFrame	Override Object Locking	F4
Redraw	Object Information	C3
	Remove Guide Lines	B7

Shortcuts	View	Shortcuts
BB3	Corner	BB4
BB3	Curve	BB5
BB3	Tangent	BB4
BB6	To Line	BB5
BB6	To Arc	BB5
BB6	To Corner	BB8
BB7	To Bézier	BB5
BB3	Add	BB5
BB3	Remove	BB8
BB4	Break	BB4
BB4	Join	BB2

Shortcuts	View	Shortcuts
BB4	Square	BB5
BB5	Sharpen	BB4
BB4	Line Up	BB5
BB5	Copy Len.	BB8
BB5	Apply Len.	BB5
BB8	Set Len.	BB5
BB5	Copy Ang.	BB5
BB5	Apply Ang.	BB8
BB8	Set Ang.	BB2
BB2	Flip	

Learning Guide Directory

SignBlazer5

Manipulate

Size	Ctrl+Z	•	H1,H2
Move		•	F1,F3
Measure	Ctrl+M	•	R1,R2
<hr/>			
Rotate	Ctrl+R	•	H5
Mirror		•	H4
Stretch		•	H6
Skew		•	H3
<hr/>			
Expand/Outline/Inline		•	V1, V5 - V6
Outline		•	V5
Smooth Corners		•	H9
<hr/>			
Shadows...		•	Z1 - Z9
Distortion...		•	U1 - U9

Shadow 1

Shadow 4

Shadow 11

Shadow 16

Z1 - Z7

Z2

Z3

U6

U8

U2

U3

U7

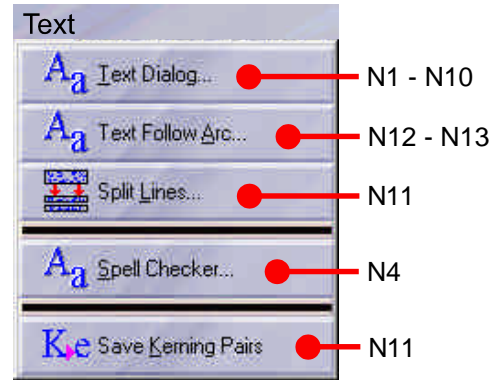
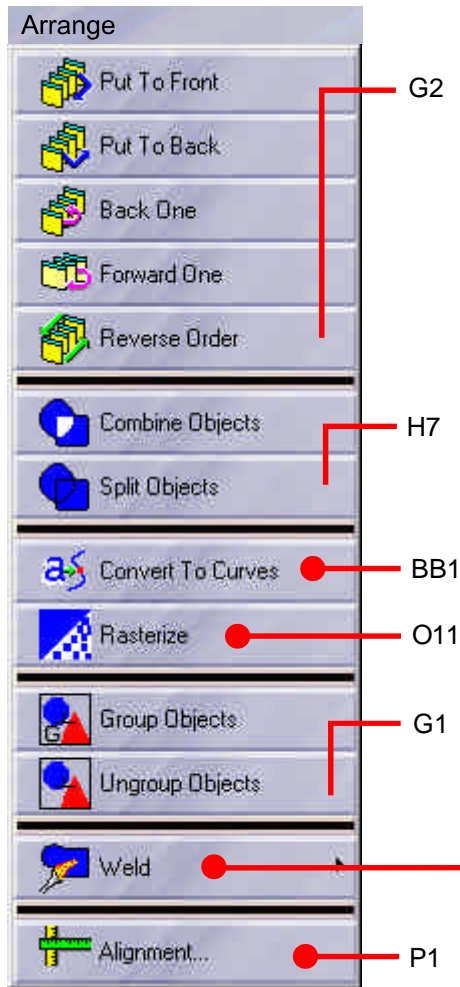
U9

U1

U4

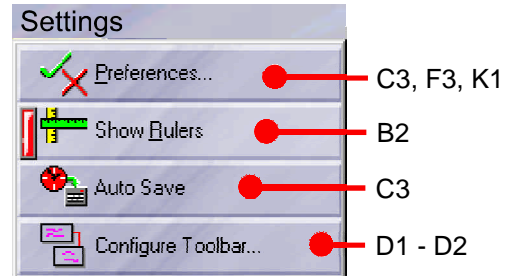
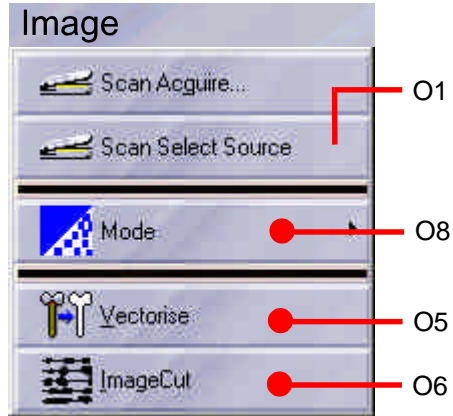
Learning Guide Directory

SignBlazer5



Learning Guide Directory

SignBlazer5



Let's Begin

Installing the Program see **Note i**

- A1** Starting and closing the Program
- A1** Starting a New Work
- A2** Setting the Work Space Size
- A3** Getting Help

The Program Window

- B1** Program Window Features
- B2** Customising Your Work Space
- B3** Moving Around the Work Space
- B3** Setting Up the Grid
- B3** Moving the Work Space Origin
- B4** Viewing the Work Space
- B4** Zoom Extents
- B5** Zooming Using the Mouse
- B6** Creating and Using Guide Lines
- B7** Guide Line Options
- B8** Background and Wireframe Modes

Handling Files

Starting a New Sign (see **A1**)

- C1** Opening Saved Files
- C1** Opening a File as a Background
- C1** Opening a File as a Template
- C2** Saving Your Work
- C3** Naming Files and Creating Backups
- C4** Using File History
- C5** Importing Files
- C6** Exporting Files
- C7** File Control Options
- C8** Sending Files by Email

The Toolbar

- D1** Using the Toolbar
- D1** Customising the Toolbar
- D2** The Popup Tool Palette

Selecting Objects

- E1** Single Objects
- E1** Selecting Objects by Color
- E2** Multiple Objects
- E3** Obscured Objects

Moving Objects

- F1** Moving Objects
- F2** Moving Objects Using the Grid
- Moving Using Guidelines (see **B6**)
- Group Before Moving (see **G1**)
- F3** Making an Exact Move
- F3** Nudging
- F4** Locking and Unlocking Objects
- F5** Cutting & Pasting
- F6** Copying To and From Other Applications

Grouping & Arranging

- G1** Grouping
- G1** Ungrouping
- G2** Assigning Objects to Layers

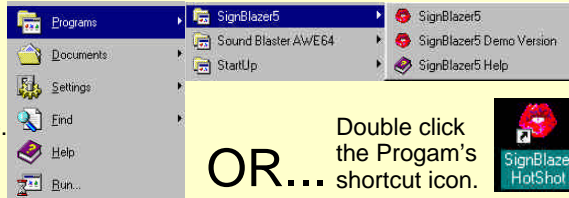
Learning Guide

Starting the Program



Press 'Start' on the bottom left of the Windows™ screen. Select 'Programs'. Locate and select the 'SignBlazer5' Program Group.

Select the 'SignBlazer5' program from the group.



OR... Double click the Program's shortcut icon.



* You may also open the Program by double clicking on any Program file (*.SBD) listing in Windows Explorer™. The Program will open with the selected file also opened for immediate use.

Starting a New Work

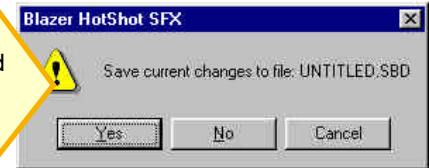
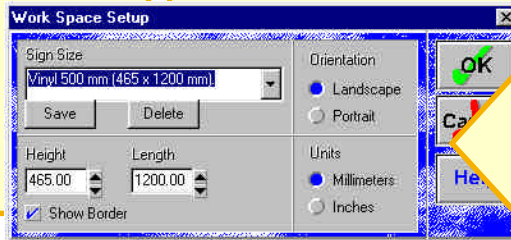
1



When you are ready to start a new work, click the 'New' tool icon on the Toolbar, or select 'New' on the 'File' menu.

2

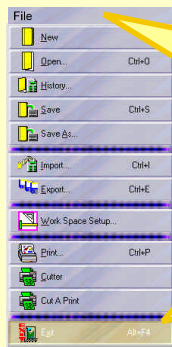
If you have made changes to your work since you last saved it, you are reminded and allowed to save it before the Work Space is cleared for new work.



Before new work can be put on the Work Space, you are invited to set the new sign (Work Space) size. The size you have last used will be displayed. You may change it if you wish.

3

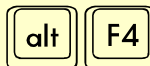
Closing the Program



Select the 'File' menu.

1

OR
Press

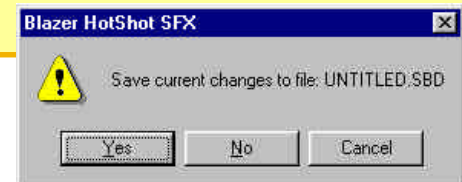


Select 'Exit'.

2

3

If you have made changes to your on screen work since you last saved it, you will be prompted to save those changes before closing the program.



Learning Guide

Setting up a Work Space

The first step in the layout of your work is setting the correct sign (Work Space) size.



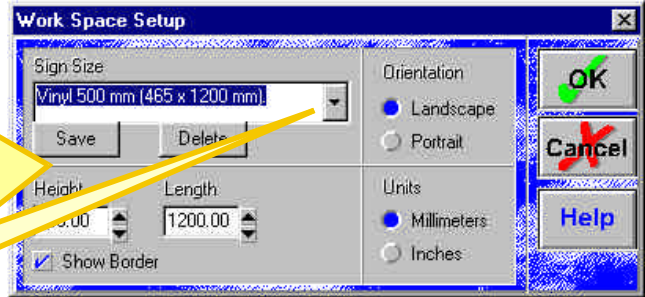
1

Click on 'WorkSpace' on the Toolbar or select 'Work Space Setup ...' from the 'File' menu.

The 'Work Space Setup' dialog box opens.

2

Open the 'Sign Size' list by clicking the list arrow ↓ beside the current 'Sign Size'.



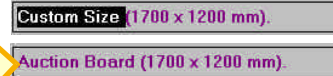
3

A list of sizes appears. Choose the size you need by clicking it or, if none are suitable, enter the values you want into the 'Width' and 'Height' boxes.



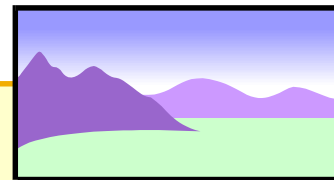
4

If the sizes you entered could be used again, you can save them. Click in the 'Sign Size' box and edit 'Custom Size' to add your description. Click on 'Save'. You can delete any list entry by clicking the 'Delete' button.



5

Before closing the Work Space Setup dialog box, make sure you have chosen the 'Orientation' option you need. You may choose either 'Landscape' or 'Portrait' orientation.



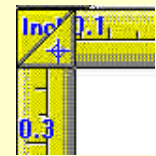
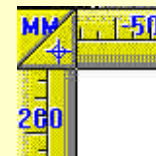
Landscape



Portrait

6

You can also choose to measure in millimetres (mm) or imperial inches (in). The rulers will be scaled in the unit you choose, and the unit will also be displayed where the rulers meet on the program window. (Clicking on this corner with your mouse will also change the selected unit.)



If you don't want the Work Space border to be displayed, remove the tick from the "Show Border" option box in lower left corner of the window.

Learning Guide

Getting Help

Help is never more than a click or two away ...

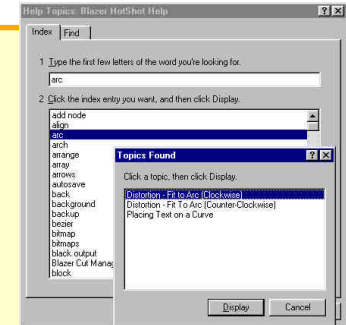
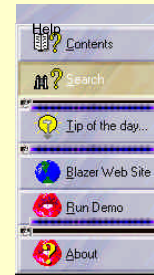
Using the Help File

You can open the 'Help' File by pressing the '**F1**' key or selecting '**Contents**' from the 'Help' menu or the '**Help**' icon on the Toolbar. The Help File displays every menu and tool icon. Click on the tool icon or menu item you want to review.



To get help on a specific topic, click 'Search' on the 'Help' menu. Type an initial letter to search topics alphabetically or choose one from the topics listing and click 'Display'.

OR
click the 'Help' icon found in **each tool's dialog box** to open that tool's help text.

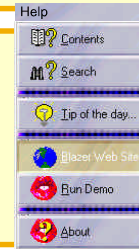


Blazer on the Internet:

Blazer maintains a World Wide Web site which you can reach by clicking your Windows™ Internet Explorer icon and typing "**www.blazer.com.au**" in the Explorer's address box.

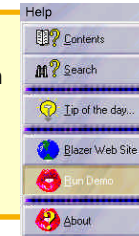


OR .. you can reach the site from the program by clicking 'Blazer Web Site' on the 'Help' menu. You can download the latest software or read the latest information.



Demonstration Version:

The demonstration version of the software allows you to try out **all the features of the software** even if you are running a simpler level of the program. It is a full working version, except that when you print or cut your work, there will be lines through your work. A software lock is not needed. You can access this version of the program by selecting 'Run Demo' from the 'Help' menu or Click the Windows 'Start' button, then point to 'Programs', - 'Blazer', - 'Demo Version'.



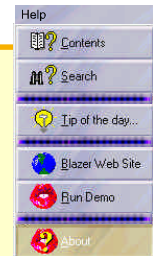
Using 'Tip of the Day'

Select 'Help', 'Tip of the Day' to display an item of interest to increase your program knowledge. Click 'Next Tip' to view more tips or 'Close' to exit. Tick the box at left bottom to see a tip each time you start.



Finding the Current Version

You can find the version of the program you are using displayed in the 'About ...' window. Click 'About' on the 'Help' menu.



Learning Guide

A Tour Around the SignBlazer Screen

Title bar: displays the current file name and program level.

Toolbar - can be scrolled and customised to place the tools you need most, where you can most easily and quickly use them.

Main menus - selecting a heading causes a drop-down menu to be displayed.

Windows minimize/maximize buttons.

Windows™ Control buttons.

Toolbar scroll buttons

Current selectable scale unit - either mm. or inches.

Horizontal/vertical scroll bars.

EasyRead™ selectable rulers

Current Workspace border.

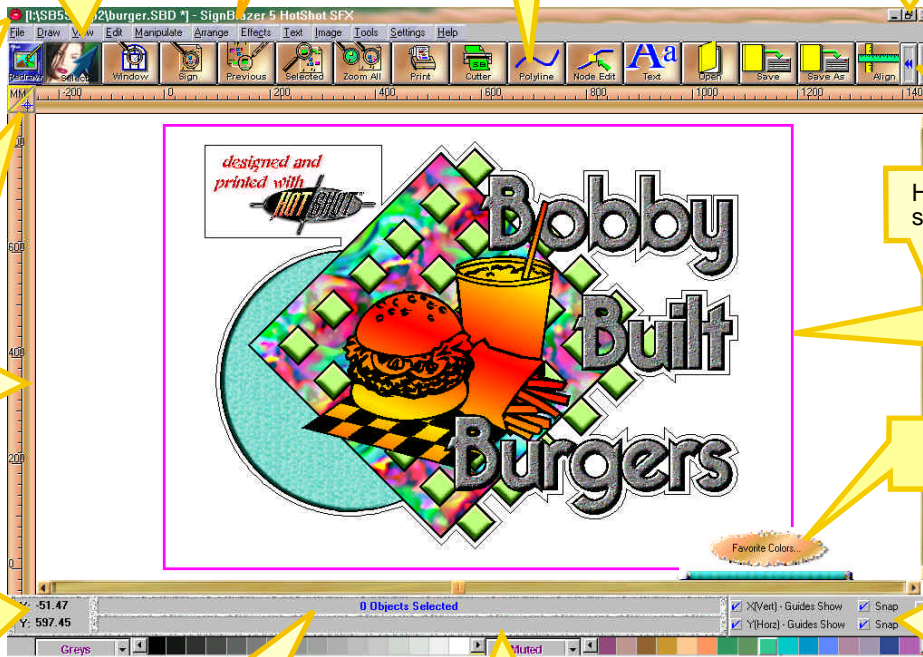
Mouse pointer position - 'X' = horizontal and 'Y' = vertical, shows distance from the origin.

Docking Toolbar.

On-screen Setup grid lines, guides, and other preferences..

Status windows - display the number and size of selected objects, text font and size, information notes, rotation and skew angles, give next step help hints, show the progress of imports and much more.

Two ColorWhiz™ palette selection menus - choose a color mood or theme for your work, or a range of the color spectrum.



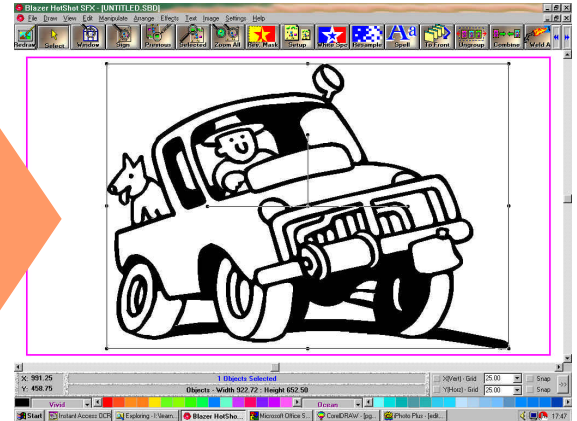
Learning Guide

Customizing Your Screen

A Work Space suited to your preferences can make your work more comfortable and efficient. This program allows you to alter the Work Space to suit your needs . . .

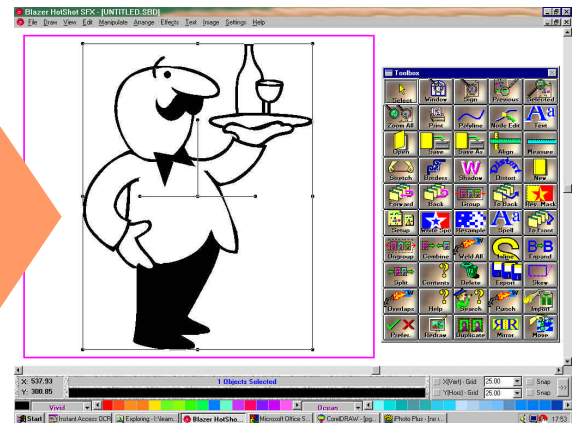
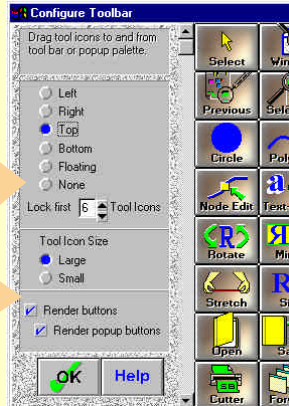
You may find that you prefer a larger Work Space. You can turn the rulers on or off.

- 1 Select 'Settings' from the main menu.
- 2 Click the item 'Show Rulers' to turn them on or off.



You may also choose where to place the Toolbar for quick and easy use.

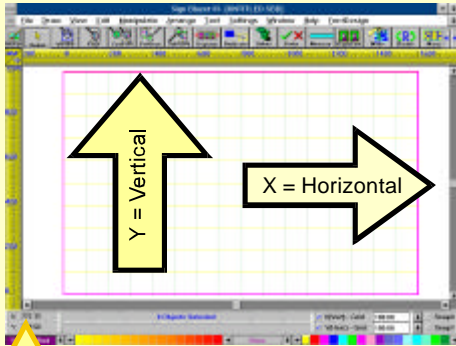
- 1 Select 'Configure Toolbar' from the 'Settings' menu Or click the Right Mouse Button on the toolbar.
- 2 Choose where you would like to place the Toolbar.
- 3 Choose 'Large' or 'Small' icons, then press 'OK'.



Learning Guide

Moving Around The Work Space

This program follows the standard method of naming locations on the screen. The default zero position is at the bottom left corner of the Work Space border.



The location of your mouse pointer is shown as 'X' (horizontal) and 'Y' (vertical) values, both measured from the zero position.

1 You can move the zero position to any place on the Work Space.

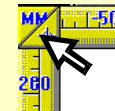
Click the 'cross hairs' where the rulers meet. The Origin dialog box opens.



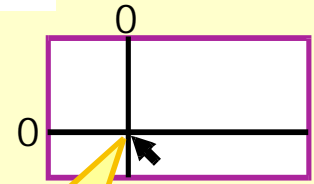
Enter the co-ordinates for the new origin position in the 'X' and 'Y' boxes, or you may choose 'Centre'.

3 Press the 'Zero' button to return to the original (default) zero position.

2
OR



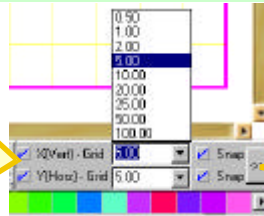
Grab the 'cross hairs' where the rulers meet.



Drag the cross hairs to the required location on the Work Space, and release the mouse.

You can place regularly spaced grid lines on the Work Space to help in the layout of your work.

You must tick a 'Grid' box to make the grid lines visible, and tick a 'Snap' box to snap objects to the grid lines.



Setting Up the Grid

Click this button to bring up the grid settings. Then click the ↓ beside either grid spacing box to bring up a list of values. Click the value you need, or type your own value in a grid spacing box and press 'Enter'.



The X Grid makes VERTICAL lines equally spaced ACROSS the Work Space.

The Y Grid makes HORIZONTAL lines equally spaced on the Work Space.

Learning Guide

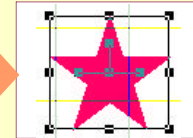
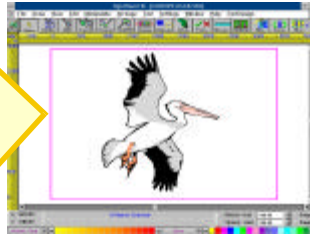


Viewing The Work Space

In the process of laying out your work, it is necessary to be able to enlarge small details as well as view the whole design. The **Toolbar**, the **View Menu** and the **Function Keys** have tools you can use to see areas of interest on the Work Space.



The View menu item 'Zoom Workspace' or the 'Sign' tool or Function Key F8, all cause the Workspace to fill the screen.



View menu 'Zoom Selected', the 'Selected' Tool or the Function Key 'F10', enlarges any **selected** object to fill the program window.



The 'Zoom All' tool or View menu item or Function Key 'F7', rescales the screen so that all objects are visible in the program window.



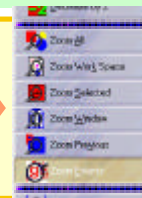
To view an area of interest, click the 'Window' tool, or View menu 'Zoom Window' or press Function Key 'F4'. Drag a box around the area you want to view and click again to enlarge the area to fill the program window.

The View menu item 'Zoom Previous', the 'Previous' tool or the Function Key 'F9', allow you to switch back and forth between views, perhaps a detail and your complete work.



Zoom Extents

Selecting 'Zoom Extents' on the View menu allows you to view all objects including the **Work-space border** itself as an object. This can be useful for instance, when moving remote objects back to the Workspace.

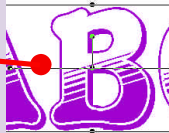


Learning Guide

Viewing The Work Space

Zooming to Height or Width

Select an object to be viewed.
Select "Zoom Width" or "Zoom Height" from the "View" menu or the tool from the Toolbar



Panning

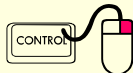
Select "Pan" from the "View" menu or choose 'Pan' from the Toolbar . Using the mouse, drag the 'hand' icon to pan the screen in any direction you want.



Click the Right Mouse button or choose 'Select' to finish.

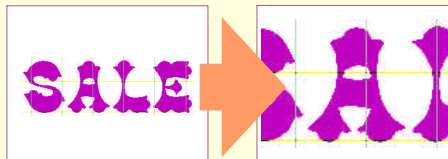


ZOOM IN x 2

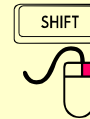


Hold 'Ctrl'. Click the **RIGHT** mouse button to Zoom IN X 2.

Or you can select 'Increase by 2' from the View menu or press Function Key 'F5'

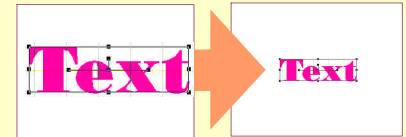


ZOOM OUT x 2



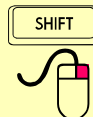
Hold 'Shift'. Click the **RIGHT** mouse button to Zoom OUT X 2.

Or you can select 'Decrease by 2' from the View menu or press the Function Key 'F6'

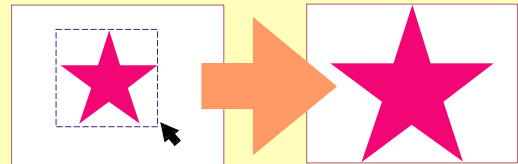


MOUSE 'WINDOW' ZOOM

You can also use the mouse to select an area for closer viewing which acts the same as the 'Window' tool.

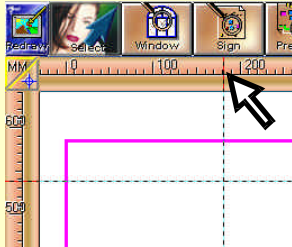


Hold the 'Shift' key. Click and hold the **RIGHT** mouse button and drag a box to enclose the area you want to see in detail. Then release the mouse.



Although you can place grid lines onto your Work Space, often you will need lines which are not evenly spaced and are easily moved. You can easily set, move and delete guidelines as you need them.

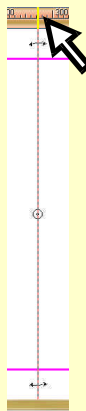
1 Creating Guide Lines



To create an 'orthogonal' (vertical or horizontal) guideline, click your mouse on the **ruler** at the place you want the guide to appear.

2 Creating Angled Guide Lines

Click on an orthogonal guide line on its ruler tag to select it. The ruler tag will become solid yellow.



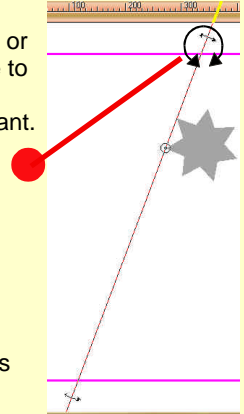
Move the central node to the point you want to rotate around.

You can drag the node off the guide to rotate around any point on the screen.

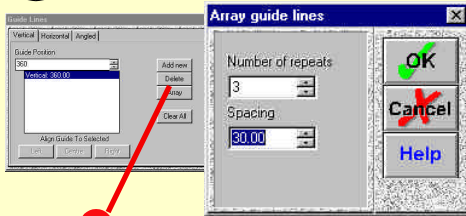


Drag the top or bottom node to create the angle you want. Click on the screen to deselect the guide line.

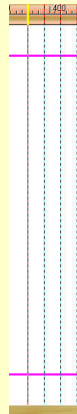
You can reselect the guide by clicking on its ruler tag.



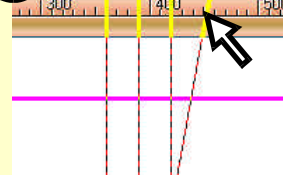
3 Making Guide Line Arrays



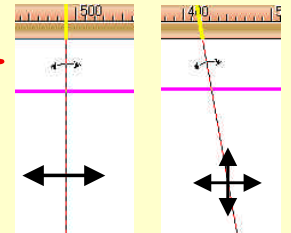
To create guide arrays and stems, click the **right mouse button** on a guide line ruler tag. In the 'Guide Lines' window, click the 'Array' button. Enter the number of **repeat** guides you want and the Guide separation you want. Click OK.



4 Moving Guide Lines



You can move any guide line, orthogonal or angled, by clicking on its ruler tag and dragging it along the ruler to a new location.



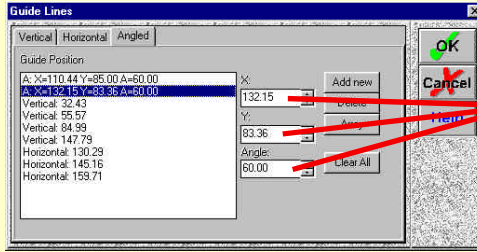
If you hold the 'ALT' key you can also drag guide lines on the screen.



To select guide arrays or a group of guide lines, hold the SHIFT key and select each guide by clicking its ruler tag. While still holding SHIFT, drag the guides along the ruler.

5 Setting Exact Guide Line Positions

Click the **right mouse button** on a guideline where it crosses the ruler. This guide line will appear selected in the Guide Lines window. Use the **tabs** to select a new guide line orientation if required.



For orthogonal guide lines, type a location value in the Guide Position entry box.

For **angled guide lines**, type a location value for the rotation point in the "X" and "Y" entry boxes. Type the required line angle into the Angle entry box.

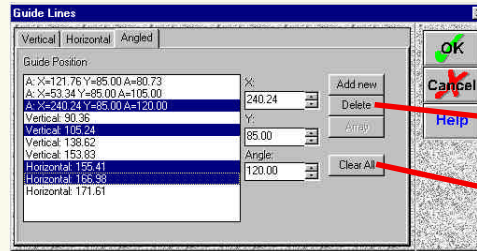
6 Setting Attributes

Select the "Guides" attribute box at the bottom right of the screen to set 'Snap To' and visibility attributes.



7 Removing Guide Lines

Click the **right mouse button** on a guideline where it crosses the ruler. This guide line will appear selected in the Guide Lines window. Use the **tabs** to select a new guide line orientation if required.



Hold the CTL key to select additional individual guide lines.

Hold the Shift key to select additional guide lines as a group.

Click 'Delete' to remove all selected guidelines.

Click 'Clear All' to remove all the guidelines appearing in the list for any guide line orientation.

You can also remove all guidelines by selecting '**Remove Guidelines**' on the 'Edit' menu.

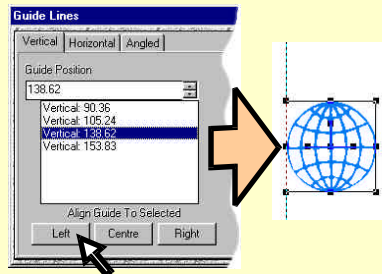


8 Aligning Guide Lines to Objects

With an object selected, click the right mouse button on the guide line where it crosses the ruler.

Click an 'Align Guide To Selected' button.

Click 'OK' to align.

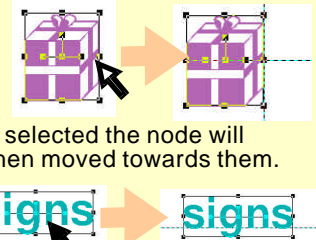


9 Aligning Objects to Guide Lines

Grab a selected object near the node you want aligned to the guide line.

With 'Snap' to Guides selected the node will 'stick' to the guides when moved towards them.

You can also grab text near its baseline to align the **text baseline** to a guide line.



Learning Guide

Background and WireFrame Modes

There are several viewing modes that can assist when doing complex graphics

Outline/Wireframe viewing mode allows you to display only the outlines of objects without their fill colors.

Using this mode you can see objects otherwise obscured by other artwork and you can more easily select components of your drawings.



You can turn the mode on and off using 'Cntl' + 'F' keys or by selecting 'Outline/Wireframe' from the 'View' menu. A bar on the menu item's left glows red when the mode is active.



'Full Render' allows complex bitmap graphic effects to be displayed on the screen (e.g. 'bitmap masking', transparency, enhancements and fills) and must be selected for them to be viewed correctly. (If no bitmap effects are included in your work unselecting this option will speed up the redisplay of non-rendered objects)



You can turn 'Full Render' on or off by pressing 'Cntl' + 'F' keys, or selecting 'Full Render' by selecting the item on the 'View' menu. A bar on the item's left will glow red to indicate that 'Full Render' is currently active.



If you have opened a file as a background you can turn the background on and off by simply selecting '**Show Background**' from the 'View' menu. A bar on the left of the menu item glows red when the mode is active. When turned off, the background file will not appear on the screen and will not be printed.

It is convenient sometimes to view a background file as a 'WireFrame'. This still allows you to see the background, while getting a clear view of any work in the Work Space. To view the background in WireFrame mode, select '**Background WireFrame**' from the 'View' menu. A bar on the left of the menu item glows red to indicate that 'Wireframe' mode is active. To view the background in solid mode, select this item again.

Learning Guide

Opening Saved Files

1



Click on the Toolbar tool icon 'Open' or select 'Open' from the 'File' menu. The Open dialog box will appear.

● The last 8 files opened are listed at the end of the 'File' menu. Clicking on a name will reopen the file.

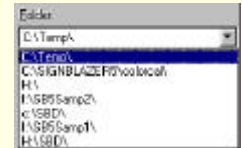
2

Select the Drive and Directory which you used when you saved your files from the 'Drives' and 'Directories' lists.

3

Select the mode you want to apply to the file to be opened then scroll through the list of preview thumbnails and 'file names' and double click the file you want or click on it and select 'OK'

Clicking the 'Folder' drop down list arrow gives you a history of last opened folders.



Note:

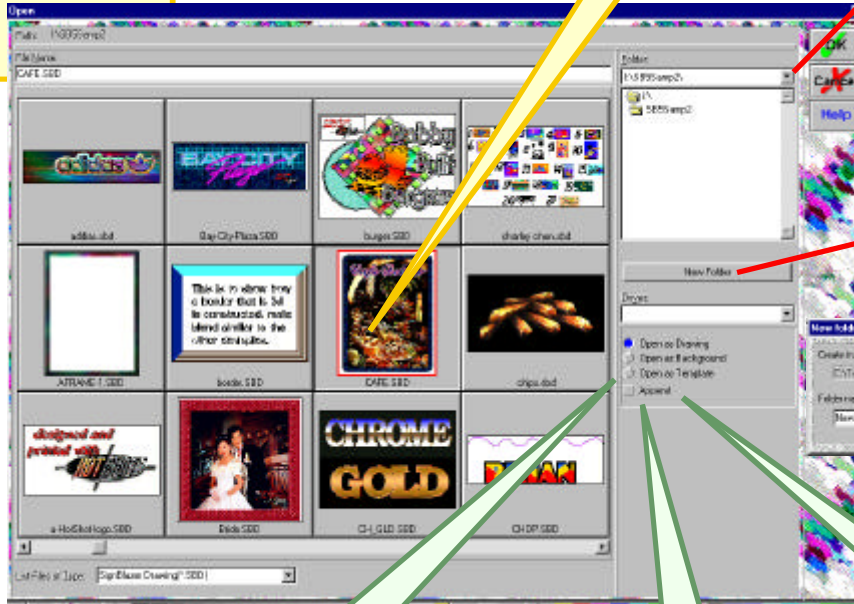
Opening a file clears the Work Space unless you choose the "Append" option, so you will be prompted to save changes to your current work.

You can even create a new folder for new files (without opening 'Explorer™') by clicking 'New Folder'



Drawing

This is the standard way to open a file. Your work will re-appear exactly as it was when last saved. any previous file you were working on will be closed.



Template

The objects in the file you are opening will be drawn on the Work Space behind the current objects. You can't select these objects, as they can't be unlocked but you can print and cut them.

Background


The objects in the file you are opening are added to your current work, but placed behind it and are all initially locked. These objects can be printed but can't be cut and can be unlocked as standard objects. Using 'View' menu options they can be turned on or off or viewed in 'wireframe' mode.

Append

When the file is opened, it will be placed in the Work Space without removing an existing drawing. This allows you to merge two or more designs onto the one Work Space.

Learning Guide

Saving Your Work

 It is good policy to save all your work. You can always delete files later if you decide not to keep them.

The first time you save a new sign, use 'Save' or 'Save as' to give your work a file name. You can also choose 'Save as' to save versions of your work under other names for later recall.



To save your work with a new name, click on the 'Save as' tool icon on the Toolbar, or choose 'Save as' from the 'File' menu. The 'Save as' dialog box appears.

(If you are saving new work, selecting 'Save' will also open the 'Save As' dialog window to allow you to name the new file).



To check that the name you wish to use is not already in use, scroll through the displayed file names and previews - pressing a keyboard key with a file selected will locate that alphabetical section.



Choose a name for your work and enter it in the 'File Name' box. (See Page C3 for naming rules).



Tick the 'Selected' box if you want to save just the work that you have selected on the Work Space. Click OK to save the file.

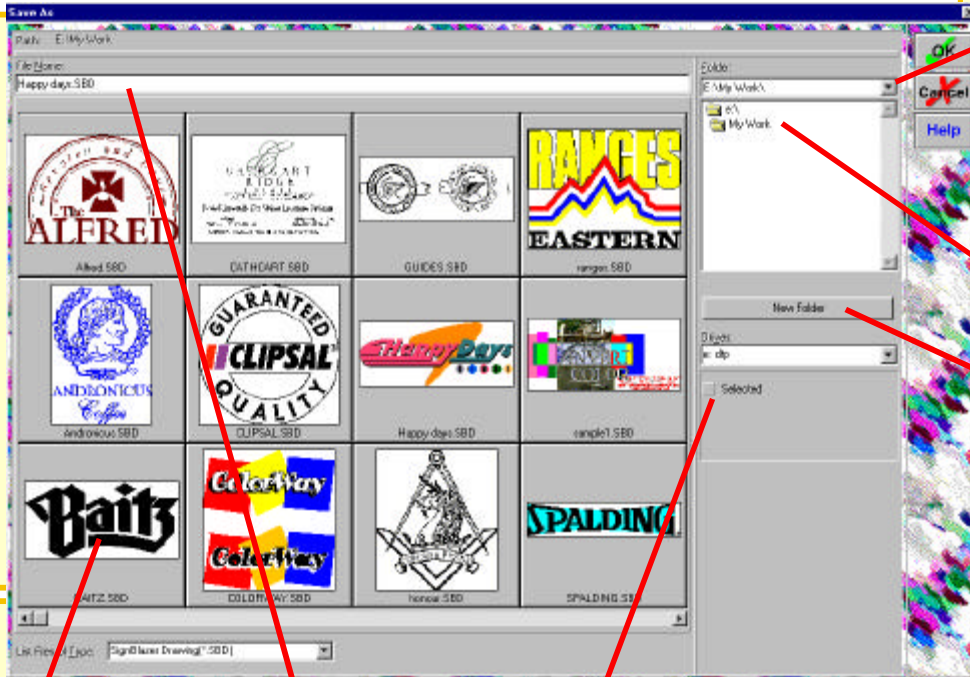


Once your work has been saved in a file, just click on the 'Save' tool icon on the Toolbar, or select 'Save' from the 'File' menu, to keep your disc file up to date as you continue to work.



Selecting the Folder Drop-down List will give you a history of the last folders used. Select one or use the 'Drives:' list box to select the drive and folder (directory) you wish to save your files in.

If you need to, you can **create a new folder** for your work - just click the 'New Folder' button and type in the folder name.



Learning Guide

Saving Your Work Naming Files

Under earlier versions of Windows™ (like Windows 3.1) you were limited to 8 characters when naming your files, and you could not use some characters such as the 'Space' character in a name. When naming files or file folders in 32bit versions of Windows™, (Windows 98/ME/2000/NT etc.) you can use up to 256 characters **and include spaces**. The only character you should not use is the 'Full Stop' as the system will consider following characters as a file extension (like 'sbd' or 'tif')

You do not need to type in '.sbd' after typing in a new file name as the program will add that for you.

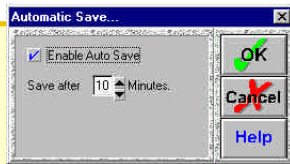
Contents of 'E:\My Work'

ranges.SBD

This is the stuff I did for Bloggs & Co before my holidays.SBD

Backup Options

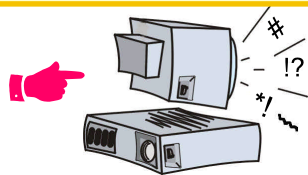
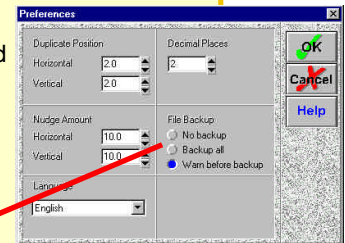
If the power fails to your computer you will lose any work done on the screen since you last saved it.



You can "Automatically Save" your work at set intervals. Choose "Auto Save" on the "Settings" menu. Tick "Enable" and enter an interval. (Avoid setting to '1 min' - some very large files may take that long to save, leaving no time before resaving)

To further protect your work, you can have the program save a copy of a file as a 'Backup' file. If your current work should be accidentally corrupted, you can find the backup file (named like 'myfile.BAK') using Windows™ Explorer and rename it to 'myfile.SBD'

To use the backup system, tick the option you want in "Preferences" under the "Settings" menu.

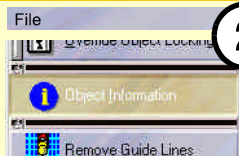


Although modern computer hard drives have become much more stable, it is still good policy to **regularly copy all your working files** to some form of mass storage such as high capacity discs, data tape or writable CD's



Saving Information in Files

You can attach a **text note** to any selected object in your file.

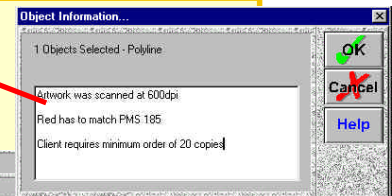


1 Select a screen object.

2 Select "Object Information" from the "Edit" menu and type your notes into the window.

3 Your notes are saved with your files and are displayed in the top information window whenever you select the object...

1 Objects Selected - Polyline - Artwork was scanned at 600dpi
Object size: Horizontal 366.64 Vertical 383.42 Keep proportional



Learning Guide

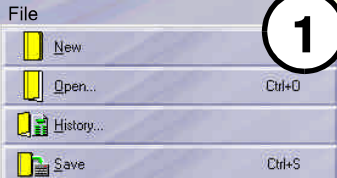
Using History



*What was that file I worked on last Monday?
Where is the logo for Bloggs that I did last week?*

'History' gives the answers.

The Program's 'History' feature keeps a record of every file and file version you do - and keeps them in convenient categories of time frame - previous weeks in weekly groups and then each day of the current week.



Select 'History' from the 'File' menu.

2

Select the time slot you want to recall

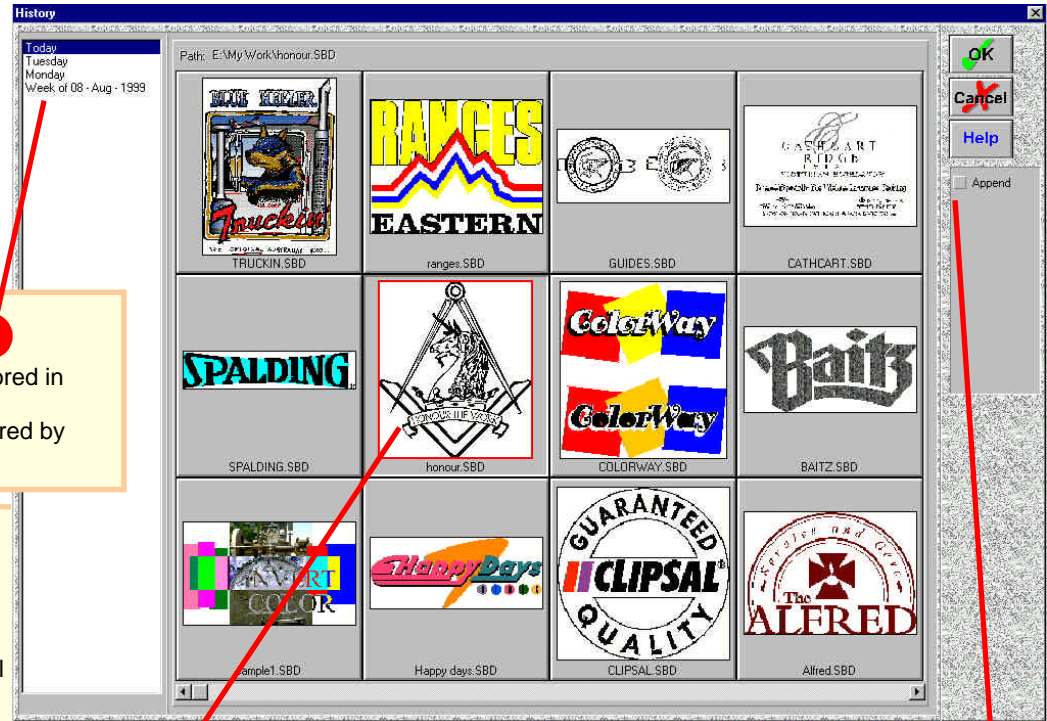
- - previous weeks are stored in weekly groups
- - the current week is stored by each day.

3

Use the scroll bars to scroll through the displayed file names and thumbnails.

- - pressing a keyboard key with a file selected will locate that alphabetical section.

Click on the thumbnail of any file to see its full disc path. Click OK or double click to open the file.



Tick 'Append' if you want to add the selected file to work already on the screen.

Learning Guide

Importing Files

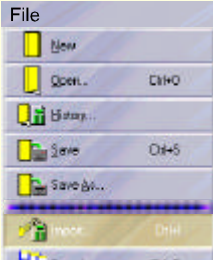
You can bring artwork, clipart and drawings created in other programs, directly onto the Work Space. A number of different formats are used by other programs to store their work in files.

A wide range of file formats such as 'EPS', 'AI', 'BMP', 'TIF', 'GIF', 'PCX', 'TGA', 'JPG', 'DXF', 'PCD', 'PCT', 'PSD' and 'CMX' are supported.

1

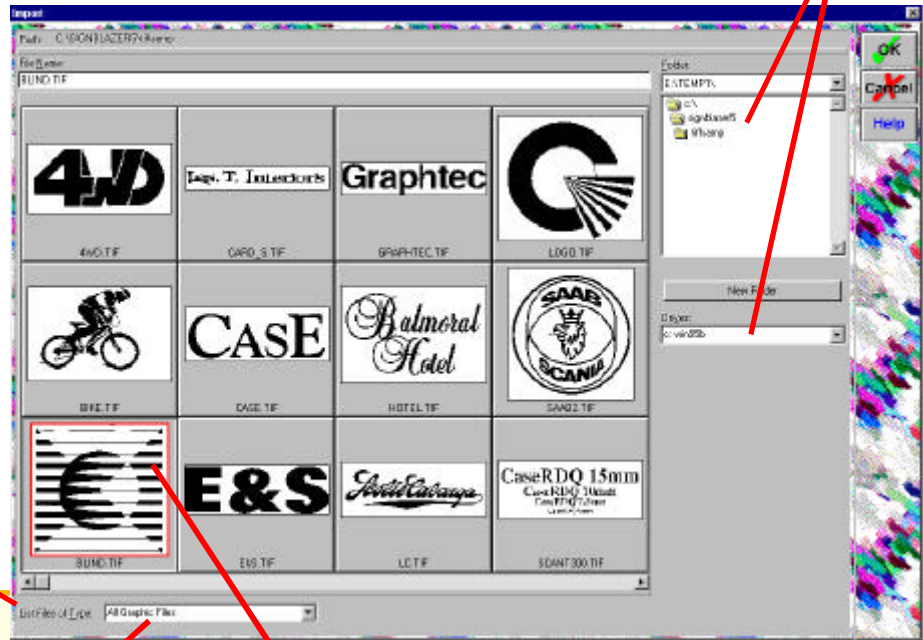


Click on the 'Import' tool icon on the Toolbar
or
Select 'Import' from the 'File' menu
or
Press 'Cntl' + 'I' to open the 'Import' dialog box.



2

Locate the folder(directory) where the files are located. You may need to select a disk drive from the 'Drives' window and scroll through the 'Directories' list.



3

The default setting 'All Graphics Files' shows every graphic formatted file in the folder (directory), to help quickly locate the correct files.

4

If you have many files, you can reduce the files listed - click the list arrow and select the 'File Type' you want. Only files of this type will now be shown, e.g. 'Encapsulated PostScript *.EPS' files.

5

Locate the file you want by its icon and double click on it, or click on it and then click 'OK'. The file will be opened onto the Work Space.

Learning Guide

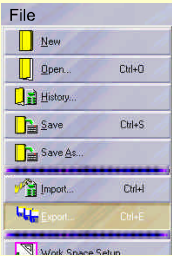
Exporting Files

You can save your work in graphics formats other than '*.SBD' and then import it in other graphics programs (such as CoreIDRAW or Adobe Illustrator.) The popular bitmap and vector formats 'EPS', 'TIF', 'DXF', 'JPG' and 'CMX' are supported

1

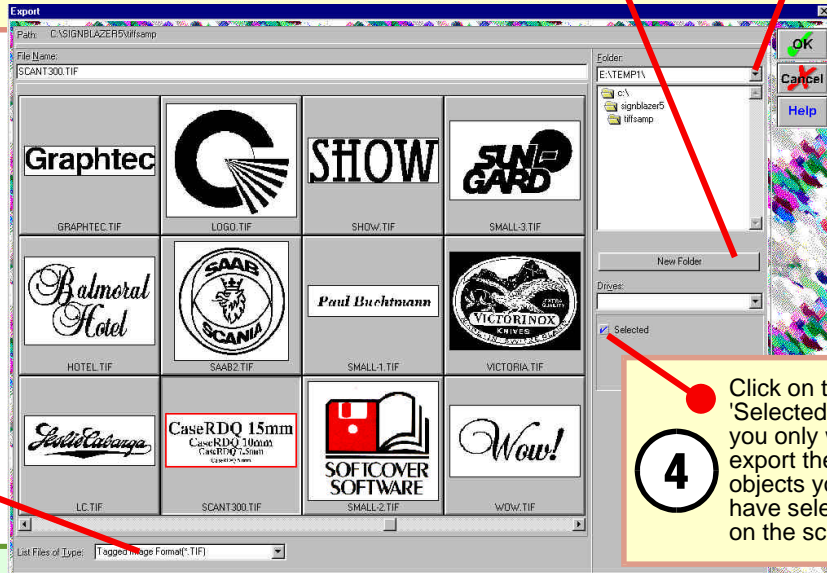


Click on the 'Export' tool icon on the Toolbar or select 'Export' from the 'File' menu. Or ... you can use the Hot Keys 'Ctrl' + 'E'. to open the 'Export dialog box.



2

Select the drive from the 'Drives' window and then locate the folder (directory) where you want to store your exported file from the 'Directories' list, or click the Folders Drop-down List for a history of previously used folders. If you want to, you can create a new folder for your file - just click the 'New Folder' button and enter the new folder name.



4

Click on the 'Selected' box if you only want to export the objects you have selected on the screen.

3

Select the format you want to use from the formats in the 'Files of Type' box.

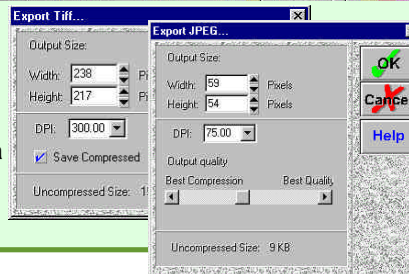


5

You may scroll through the file previews, choose a file and double click on it (this overwrites the original file with your changes) or enter a new name into the entry box and click 'OK'.

6

Depending on the format you chose, a further dialog box may open...



... select the options and settings you want then click 'OK' to export your file.

Learning Guide

Organising Computer Files

1



You can access your files, delete, rename or send them as Email from your program screen - without opening Windows Explorer™.

You can access your files by selecting 'Open', 'Save As', 'Import' or 'Export' dialog windows and selecting the folder your files are stored in.

2

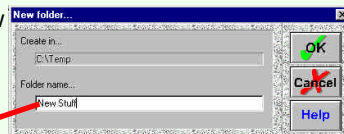


Click the Right Mouse button on a selected file preview. A menu of tools is dropped down.

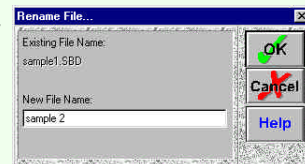


You can create a new folder for new files by clicking 'New Folder'

Enter the new folder name into the text box and click 'OK'

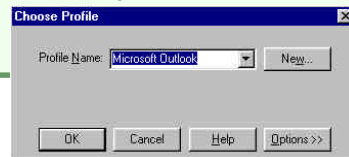


Click to give your file a new name - enter the name into the text box and click 'OK'.



Click to choose your usual Email procedure and click 'OK'. to send your file by Email.

Your Email editor will open with the selected file attached ready for sending.

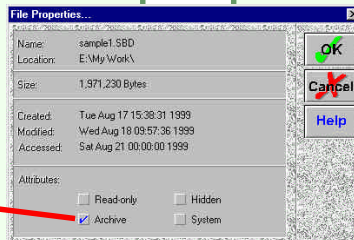


Click to Open the selected file.

Click to Delete (erase) the selected file from the selected folder. It is good to 'clear out' your folders of outdated and superceded files on a regular basis to free up space on your disc drive.

Click to get information about your file - like how big it is and when you last changed it.

The file 'Attribute' must be 'Archive' for you to open it and make changes to it.





Before you can use the program's Email facility you need to have an Internet connection through an 'Internet Service Provider' and an Email account. You also need a modem (Either internal or external) connecting your computer to the telephone service.

1

To send a program file from the screen by Email, select 'Send' from the 'Tools' menu. You can also select 'Send' for any file selected in the 'File Open' dialog window.



2

The 'Choose Profile' dialog box opens. Choose the method (or 'Profile') you want to use for sending Email (this is either 'Inbox' or a program you have installed to handle your Email), and click 'OK'.



3

The Email editor associated with your Email handling program will automatically open and the program file will be automatically inserted in the message.

4

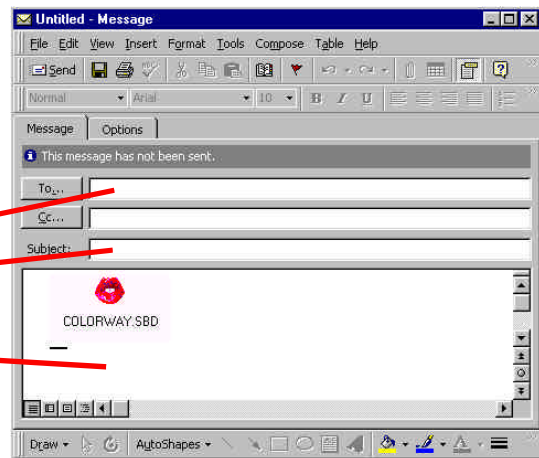
Enter the Email address you want to send to or select one from your 'Address Book' (e.g. blogs@hotmail.com)

Enter a 'Subject' if needed.

Enter any text message you want to accompany the file.

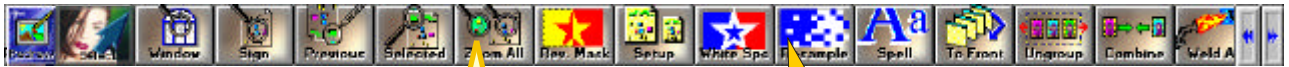
5

Select the 'Send' or 'Deliver' option from the Editor's options or menu.

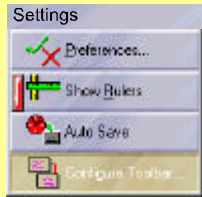



Learning Guide

Customising the Toolbar



1 Select 'Configure Toolbar' from the 'Settings' menu to open the dialog box.



2 You may choose to make some of the tool icons on the Toolbar remain visible all the time. Just enter the number you want **locked**, into the box.
 The 'Redraw' tool icon is always locked.

3 You can change the **order** that tool icons appear on the Toolbar so that the ones you use most come first.

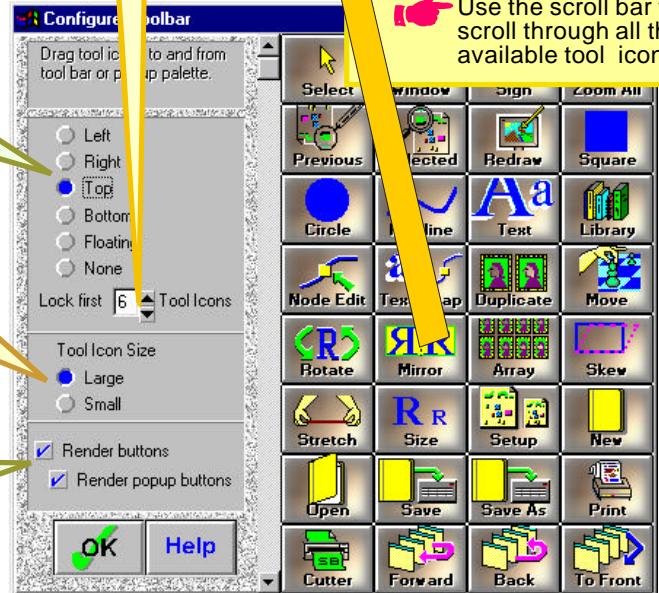



Just **click and drag** any tool icon to or from the Toolbar.

4 Choose where you want the Toolbar displayed on or around the screen - or even choose not to have one to conserve workspace.

5 Choose the size you want the Tool icons to be:
Large 
or Small 

6 Choose to have icons rendered '**3D gold**' or **flat silver grey**
Click 'OK' to finish



 Use the scroll bar to scroll through all the available tool icons.

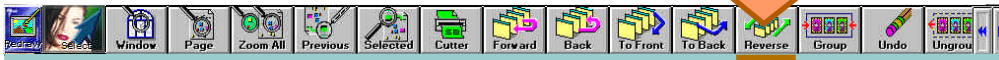
Learning Guide

Using the Toolbar

The main Toolbar allows you to use the tools you need most, quickly and easily. Just click a tool icon to use that tool.



Scroll through all the Toolbar tools by simply clicking the arrow buttons.



With each click a new set of icons will appear in the **unlocked** section.



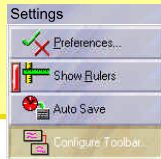
A greyed-out item shows that the option is not available in **this level** of the program.

Customising the Tool Palette

The Popup Tool Palette is a floating toolbox which appears on the screen when you click the Right Mouse Button on any empty Workspace area. You can customise it to suit your needs.

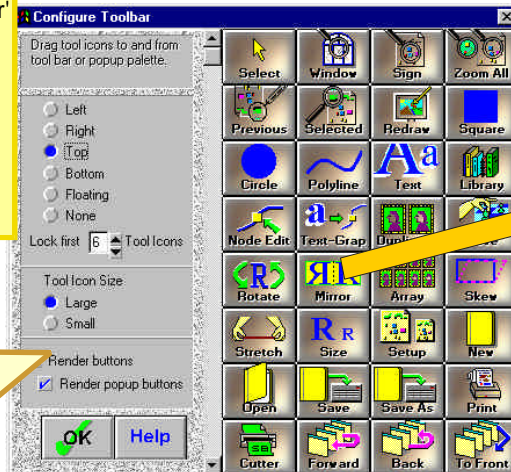
1

Select 'Configure Toolbar' from the 'Settings' menu or click the Right Mouse Button on the toolbar..



2

Choose to display icons in '3D gold' or flat silver grey



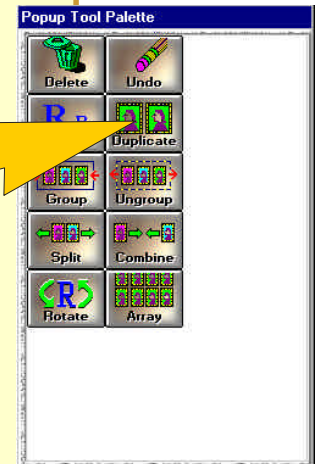
3

Up to 21 icons can be held in the palette - in 3 columns of 7 rows



Just **click** and **drag** any tool icon to or from the Palette.

Click 'OK' to finish

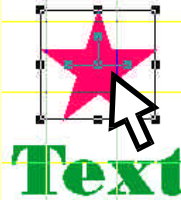


Learning Guide

Selecting an Object

You cannot do anything with an object until you 'select' it, there are various ways you can do this.

Click your mouse on an object. A selection box with eight nodes appears around it. Also the Multi-Function T-Bar appears inside the box.

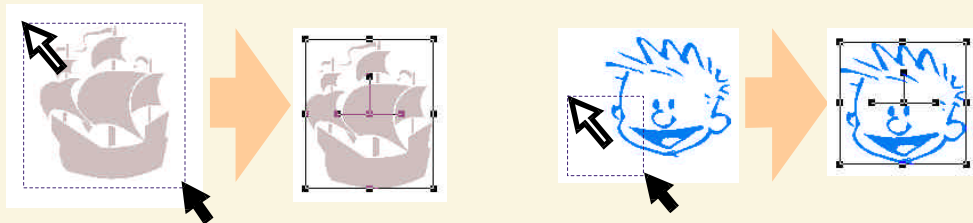


The star is now 'selected'. You can move it or use any of the tools on it.



The top status window shows that an object is selected, and the lower window shows the size of the selection box.

You may also select an object by using your mouse to drag a box on the Work Space which completely - or even partly - covers the object. Then release the mouse.

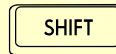


Select by Color

You can also select objects by color. This can be useful if you want to change all objects of a specified color, select hidden objects or lock objects of a particular color. To do this simply right click **on one of the color palettes** and the Color Select dialog box will appear:



Click on the colors from the swatch you want to select - to make this quicker you may want to use 'Select All' or 'Deselect All'. With 'Auto Select' ticked all screen objects having the same color as selected swatch colors will be automatically selected. Without 'Auto Select' ticked, clicking or dragging the mouse on the screen will only select chosen swatch colors.



Holding 'Shift' while choosing colors will allow you to select or deselect more than one color at once.

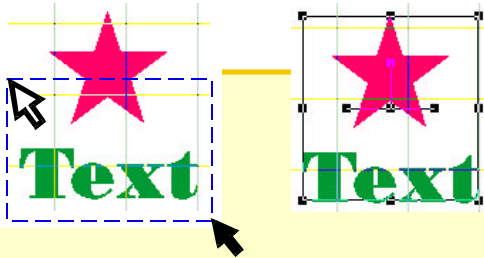
Click 'Close' after selecting by color.

To deselect an object, click on an empty space on the Work Space, or select another object.

To deselect all objects, press '**Ctrl**+'**Shift**+'**A**' keys together.

Learning Guide

Selecting More Than One Object



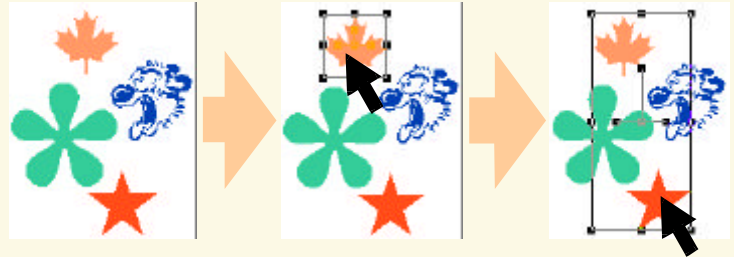
Click to the top left of the objects and drag a box to at least partly cover the objects. Then release the mouse.

Every object falling **even partly** within the box will now be selected and a selection box will surround them all.

Objects you want to select together may be spread out with other objects in between ...

SHIFT

Press and hold the 'Shift' key.

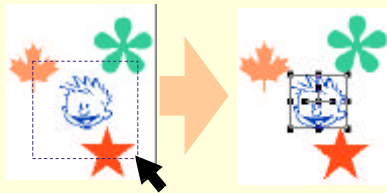


Click on each object to be selected. A selection box forms around the objects. Only the objects you clicked on will be selected.

SHIFT

If you hold down **both** the 'Ctrl' and 'Shift' keys as you drag a box ...

CONTROL



... only those objects **completely** enclosed inside the box will be selected.

To **select all objects** at once, choose 'Select All' in the 'Edit' menu

... or press 'Ctrl' + 'A'

CONTROL

A

To **deselect all objects** choose 'Select None' in the 'Edit' menu

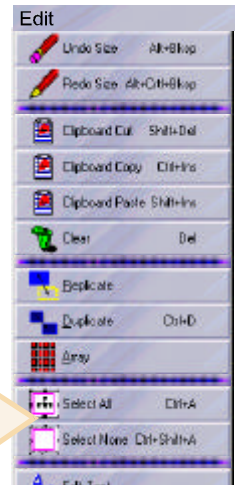
... or press Control +Shift+'A'

CONTROL

SHIFT

A

The status windows show the number of objects selected, and selection box size.



Learning Guide

Selecting Objects Hidden Underneath Others

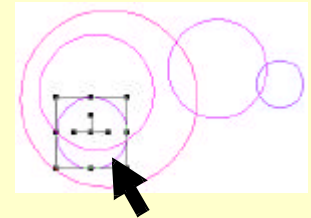
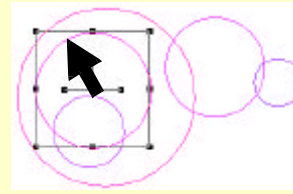
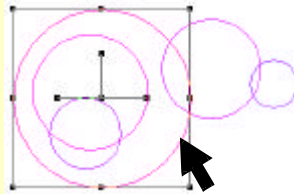
In the process of drawing, objects can become hidden beneath others.



Selecting the 'Wireframe' tool icon from the Toolbar **reveals all objects** as outlines, with the outlines in each object's fill color.



You can then select objects inside the borders of others by holding the 'Ctrl' key



... and then clicking the mouse directly over an object's outline.

Deleting

To clear an object from the Work Space ...

1

Select the object and then ...

2

Click the 'Delete' button on the ToolBar.

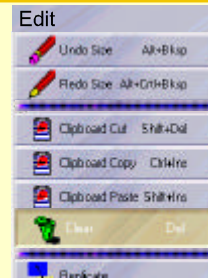


OR



Click the right mouse button and select 'Delete' from the 'Popup Tool Palette' (if you have included it on the Palette).

OR



OR

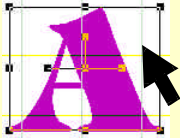
Press the 'Delete' key.

Select 'Clear' from the 'Edit' menu

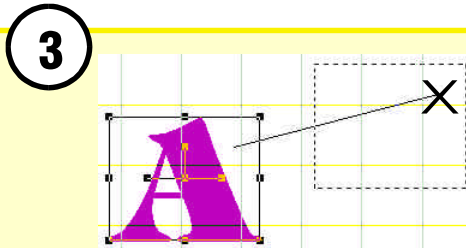
Learning Guide

Moving Objects

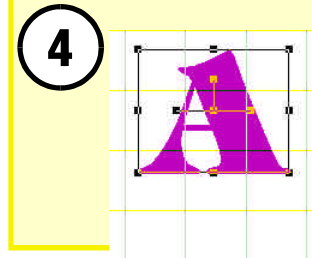
- 1 Select the object you want to move.



- 2 Click and hold the mouse inside the selection box.



Move the 'X' pointer to the new location. A line shows the direction and distance of the move. A dotted box shows the new location.

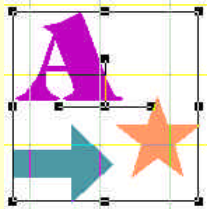


Release the mouse to complete the move.

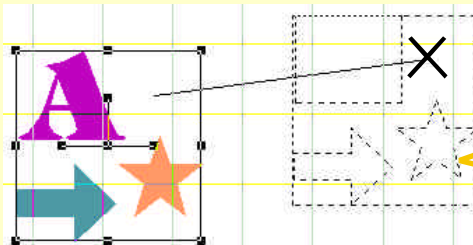
- i** The top status window shows details of the move: DX = horizontal shift; DY = vertical shift and DL = the length of the movement line. Angle=angle of move (0=directly to the left)



Moving a Number of Objects



- 1 Select the objects you want to move.



- 2 Click and hold inside the selection box and drag the 'X' pointer to a new location. A movement line shows the direction and distance of the move.

An **image** of the selection box shows the new location.

Each object has its **own** image to help in making the move (the image of simple objects is a replica of the object).

Learning Guide

Moving Using The Grid Lining Up

You have the flexibility to line up any corner, side centre, or the object's own centre, with both guide lines and the Work Space grid. To align with the Work Space grid:

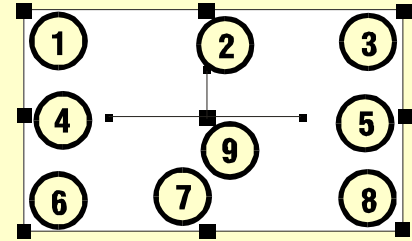
1



Press the right arrowed button until the grid settings appear. Choose the grid spacing you need and tick the leading boxes to make the grid visible. Remember to tick the 'Snap' boxes to make the grid active.

2

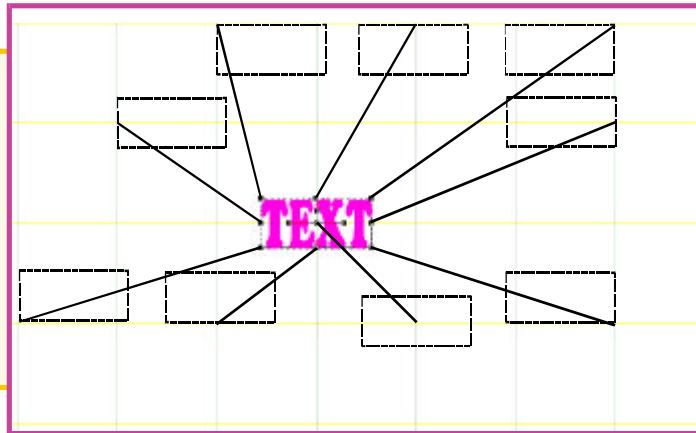
Grab the selected object close to the node you want to use for aligning to the grid.



3

Move the object towards the place you want it to be lined up.

A movement line and dotted outline will extend from the chosen node and 'stick' to the grid.

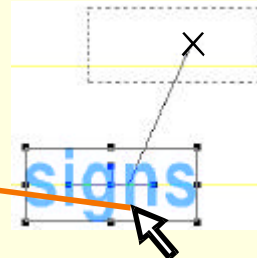


Including the centre node, **nine** places on your object can be aligned with the grid.

4

Lining up Text Baseline with the Grid

Not only can text be aligned to the grid by midlines, corners and centre; but also by its baseline. Grab text **close to its baseline** and move it ...

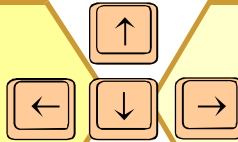


The text baseline is aligned with the grid.


Learning Guide

Nudging Making Small Movements

Pressing any of the keyboard direction keys will 'nudge' a selected object in the arrow direction.



Making Micro Movements

If you hold the  key while nudging, the distance moved will be only 1/10 (10%) of the normal distance.

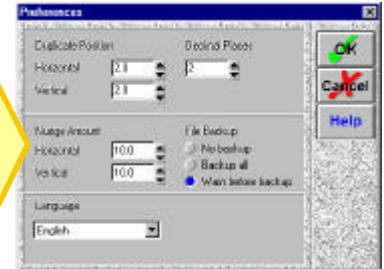
You can set the **distance moved** in a nudge.

On the right of the lower status bar, keep clicking the '->>' button, until the nudges settings are visible. Enter values the 'Horizontal' and 'Vertical' boxes.



OR...

Click the 'Prefer' tool icon on the Toolbar, or select 'Preferences' in the 'Settings' menu. The Preferences dialog box opens. Enter values into the 'Horizontal' and 'Vertical' boxes. then Click 'OK'.



Making An Exact Move

1



Click on the 'Move' tool icon on the Toolbar,

OR

Select 'Move' from the 'Manipulate' menu.

2

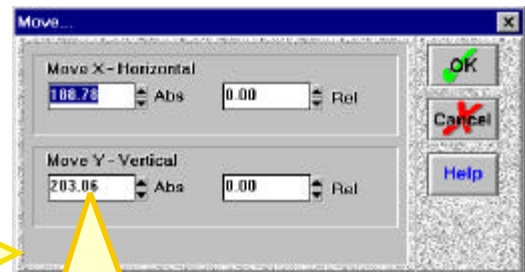
The Move dialog box opens.

3

Enter values into the 'Horizontal' and 'Vertical' entry boxes (use either **Abs** or **Rel** boxes). Click 'OK'.




'Absolute Values' are those you can read from the rulers.
'Relative Values' are measured from the present position of the object.




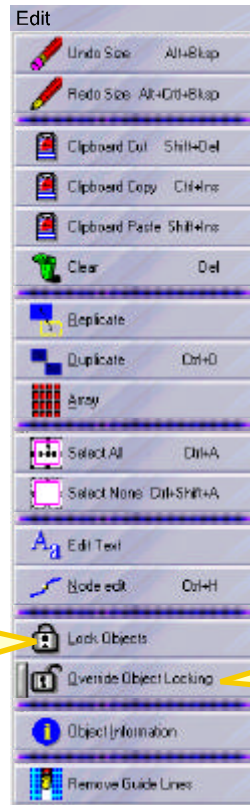
Learning Guide

Moving Objects Locking & Unlocking Objects

The **advantage** of locking an object is that you can't select or move a locked object. This allows you to finalise the position of one or more objects, and then lock them in position. You may also want to lock a scanned bitmap and use it as a template for building a sign over the top of it. Any further editing you do will not change the position of these locked objects.



To lock an object, first select it. Then choose 'Lock Objects' from the 'Edit' menu or click on the Toolbar icon 'Lock Objects'.



To allow locked objects to be selected, choose 'Override Object Locking' from the 'Edit' menu, or select the 'Unlock Objects' tool icon from the Toolbar. To lock objects again, choose 'Override Object Locking' again and the tick beside this item on the menu will go off again.

Locking also makes it easier to select small objects. When you select a number of objects by dragging a selection box over a part of your work, many large objects also will be selected. If you want to select **only** the small objects around the large ones, simply **lock** the large objects, and then click and drag the mouse over the selected area again.

Learning Guide

Moving Objects Cutting & Pasting

Objects can be moved between '.SBD' files by using the Windows Clipboard.

To cut an object to the clipboard, select the object and choose 'Clipboard Cut' from the 'Edit' menu or press "Shift" + "Del" together or press 'Cntl' + 'X'.

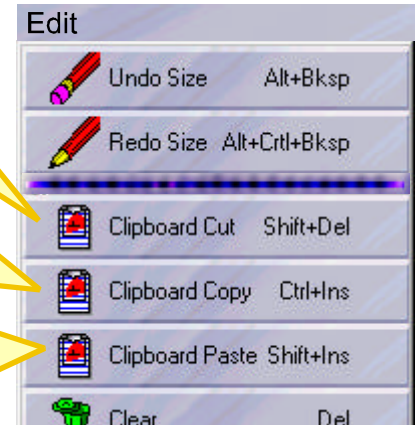
The object is removed from the screen but a copy of it is placed on the clipboard

To copy an object to the clipboard, select the object and choose 'Clipboard Copy' from the 'Edit' menu or press "Ctrl" + "Ins" together or press 'Cntl' + 'C'.

The object remains on the screen and a copy of it is also placed on the clipboard

To paste an object from the clipboard, select 'Clipboard Paste' from the 'Edit' menu or press the "Shift" + "Ins" keys together or press 'Cntl' + 'V'.

Both 'cut' and 'copied' objects can be pasted back onto the screen - either the same screen they came from or into another file.



Cutting & Pasting Text

Text can be brought directly into the program from other Windows applications using **copy** and **paste**.

- 1 Select the text you wish to bring into this program from a writing program such as MS Word:


The Quick Brown Fox

Select that program's method of 'Clipboard Copy' - usually found in the "Edit" menu and copy the selected text to the Clipboard.

- 2 Select 'Clipboard Paste' from the 'Edit' menu, and your text will be placed onto the Work Space as **editable text** in the **original font and size** but in the current palette color.

The Quick Brown Fox

You can now apply any of the text editing features to your text.

- 3  If you open the Text Editor before selecting 'Paste' from the Clipboard, imported text will be placed at the cursor in the font, size and other attributes currently selected in the Text Dialog box.


Learning Guide

Moving Objects Copying to Other Applications

The Windows clipboard can be used as a quick method of transferring a graphic image from the program to other applications.

- 1 Select the objects you want to copy. You can select any combination of text, vector or bitmap objects.
- 2 Choose 'Clipboard Cut' or 'Clipboard Copy' from the 'Edit' menu.
- 3 Open the application you wish to copy to. Select that program's 'Clipboard Paste' command often found in an 'Edit' or equivalent menu.



 The graphic objects including text, will be placed onto the screen of the target application as a single bitmap at 72dpi for Windows applications but at set sizes for other applications.



When copying to Word for Windows, it is recommended that you first create a 'Text Box' on the Word screen (using the 'Insert' menu). With the cursor inside the Text Box, select 'Clipboard Paste'. The graphic will be placed inside the Text Box which can then be moved anywhere on the screen without causing text to flow around it. The Text Box outline can be made transparent by selecting 'No Line' as an option for the Text Box.

Copying from Other Applications

Some objects can be brought directly into the program from other applications using **Clipboard copy** and **paste**.



You can copy vector objects from Adobe Illustrator using Clipboard Copy and Paste

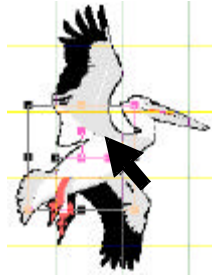
You can copy objects formatted as "*.cmx" directly from the CorelDRAW screen using Clipboard Copy and Paste.

- Vector objects with flat color fills will copy with colors and layers preserved.
- Stroke weights will convert with correct cuttable outlines automatically.
- Once pasted onto the Work Space, you should drag the graphic to a new location and check for any additional wireframe outline and delete it.
- Object outlines will automatically be converted to cuttable objects with the correct thickness.

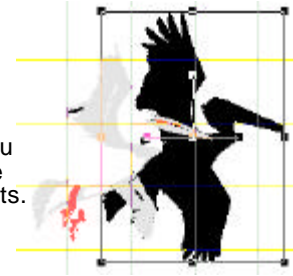
Learning Guide

Making Groups Keeping Objects Together

Objects which you have imported or drawn yourself may be composed of many separate objects - each one individually selectable.



It would be easy (and annoying) to find that you had selected only a few objects when you wanted to move, scale or change many objects.



To keep all the objects which make up a section of your work together ...

1

Make certain you have selected all the objects you want to keep together.



2



Click the 'Group' tool icon on the Toolbar or select 'Group' from the 'Arrange' menu.

3

Clicking on any object will now select the whole group.

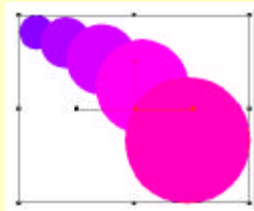


You can include groups in larger groups. Each group of objects remains as a separate group even when included in a larger group. The information window lists the total number of both groups and objects selected. Three groups included in another group will be seen as '4 groups'

58 Objects Selected in 4 Groups

Ungrouping

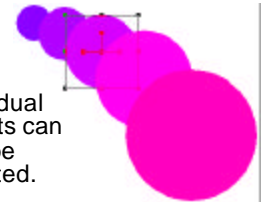
Once grouped, you can no longer alter individual objects. If you need to select an object in the group, you first need to ungroup it.



Simply click on the 'Ungroup' tool icon on the Toolbar or 'Ungroup' from the 'Arrange' menu.

If the group you want is included in a larger group you must first ungroup the larger group.

Individual objects can now be selected.



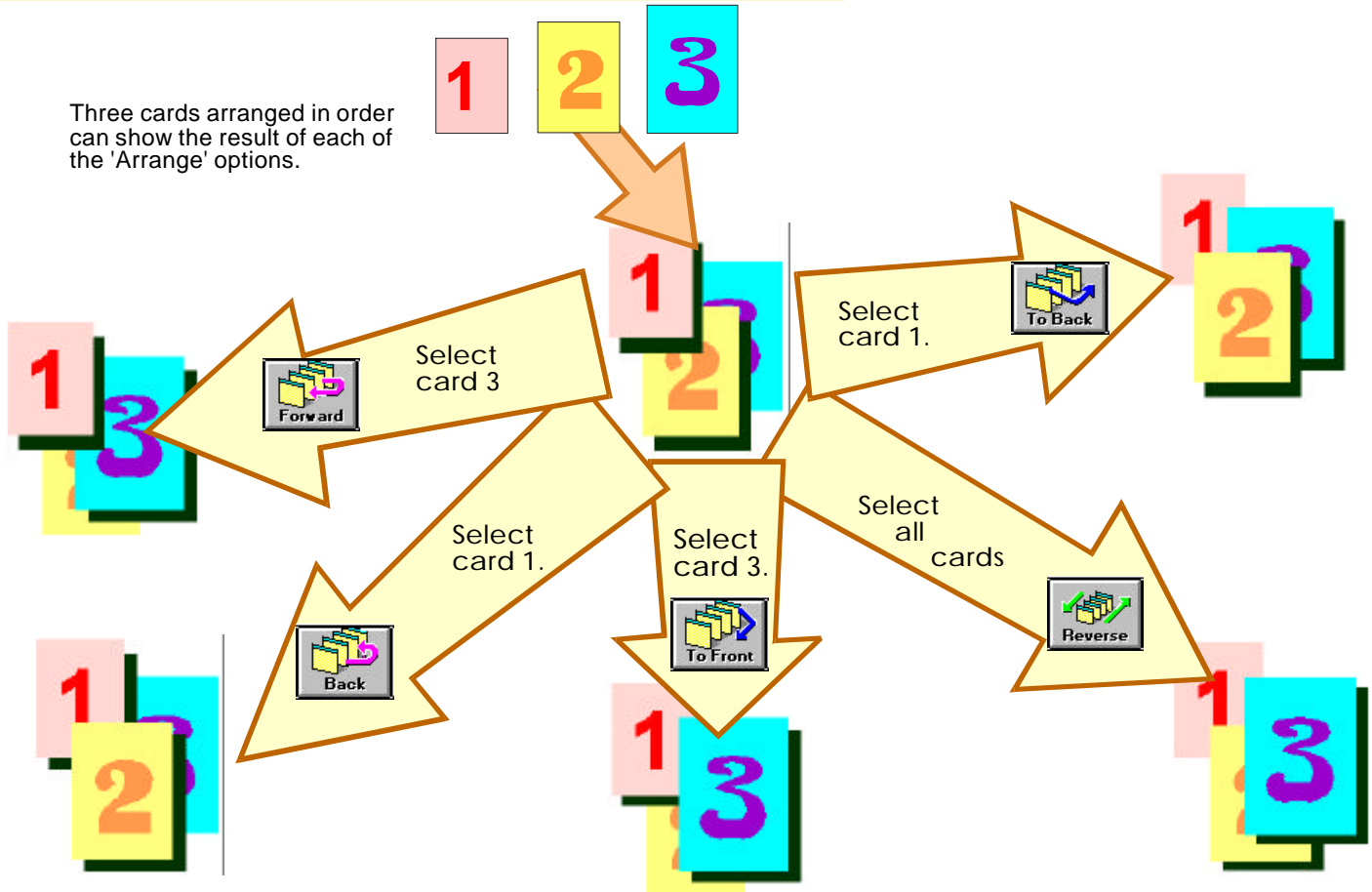
Learning Guide

Assigning Objects to Layers

You can place objects in layers on the Work Space. The five Arrange tool icons on the Toolbar allow you to control which objects are on top, or the order that they will be stacked. You may also select each option from the 'Arrange' menu.



Three cards arranged in order can show the result of each of the 'Arrange' options.



Editing Objects

Changing Size:

- H1 Taller or Shorter
- H1 Wider or Narrower
- H2 Larger or Smaller
- H2 Exact Size Changes
- H3 Changing Slope or Skewing
- H3 Making an Exact Skew
- H4 Mirror Options
- H5 Exact Rotations
- H6 Using 'Stretch'
- H7 Combining & Splitting Objects
- H8 Using the Chop tool
- H9 Using the Smooth Corners tool

The Multi-Function T-Bar™

- I1 Description
- I1 Rotation
- I2 Right Angle Rotations
- I2 Horizontal Mirror Image
- I3 Rotating Around a New Centre
- I3 Changing Size from the Centre
- I4 Skewing With Constant Width
- I4 Unconstrained Skewing
- I5 Right Mouse Button Functions

Drawing Basic Shapes

- J1 Rectangles and Squares
- J1 Exact Rectangles
- J2 Selecting Rectangle Corner Styles
- J3 *Circles:*
- J3 Exact Circles
- J4 Circle Drawing Modes
- J5 Ellipses
- J6 Hollow Circles and Ellipses
- J7 The Polyline Toolbox
- J8 Drawing Polygons and Stars
- J9 Drawing Arrows
- J10 Adding Dimensions
- J11 Drawing a Grid
- J12 Drawing Registration Marks

Copying Objects

- K1 Duplicating Objects
- K1 Replicating Objects

Using Color Options

- L1 Choosing ColorWhiz™ Palettes
- L1 Changing an Object's Color
- L2 Creating Custom Colors
- L3 Using the Docking Toolbar
- L4 Saving Favourite Colors

Correcting Mistakes

- M1 Using 'Undo' and 'Redo'
- M1 Using Screen Redraw
- Deleting Objects (see E3)

Learning Guide

Changing Size Taller or Shorter

1

Select the object you wish to change.




2

Move the mouse pointer to a node in the **MIDDLE** of the top or bottom of the selection box.

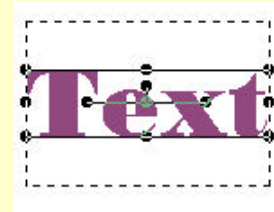
3



The pointer becomes . Grab the node and move it **UP** for taller or **DOWN** for shorter.

Adotted line shows the changing shape.

CONTROL If you hold the 'Cntl' key, you will size equally around the object's centre.



4

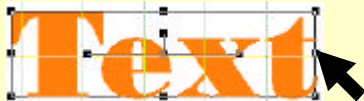


Release the mouse to complete the change.

Wider or Narrower

1


Select the object you wish to change.



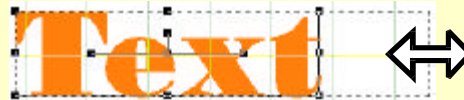
2

Move the mouse pointer to a node in the **MIDDLE** of either end of the selection box.

3

The pointer becomes . Grab the node and move **OUT** to grow wider or **IN** to grow narrower.

CONTROL If you hold the 'Cntl' key, you will size equally around the object's centre. A dotted line shows the changing shape.




4

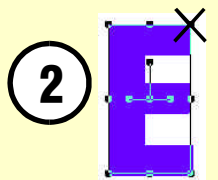


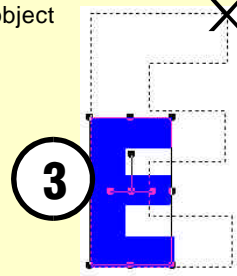
Release the mouse to complete the change.

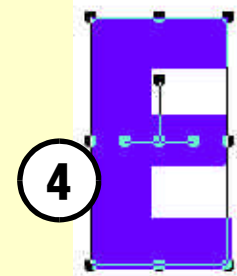
Learning Guide

Changing Size Larger or Smaller

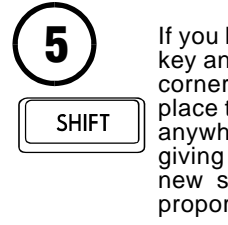
- 

1 Select the object you wish to re-size.
- 

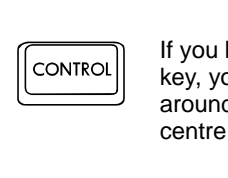
2 Click and hold a CORNER node of the selection box. The pointer becomes an 'X'.
- 

3 Move the node away to grow bigger or inwards to shrink. An outline shows the changing size.
- 

4 Release the mouse. The object is redrawn at its new size and in the original proportions.

- 

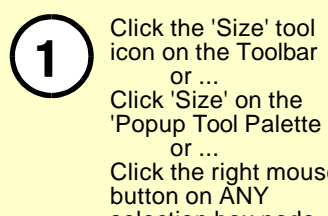
5 If you hold the 'Shift' key and then grab a corner node, you can place the node anywhere you wish, giving the object a new size and new proportions.

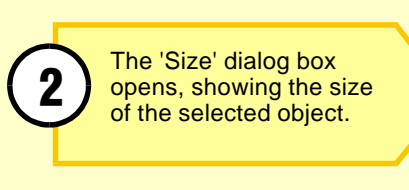
SHIFT
- 


CONTROL

If you hold the 'Ctrl' key, you will resize around the object's centre.

Making an Exact Size Change

- 

1 Click the 'Size' tool icon on the Toolbar or ...
Click 'Size' on the 'Popup Tool Palette' or ...
Click the right mouse button on ANY selection box node or ...
Select 'Size' from the 'Manipulate' menu.
- 

2 The 'Size' dialog box opens, showing the size of the selected object.
- 

3 You may now change the width and/or height. You can enter new values, or choose a percentage change. Remember to tick the 'Keep Proportional' box if you need to keep the original proportions.

OR

You can also change both height and width of any selected object directly from the lower status window. Click the up/down arrows to change by 5mm a time or enter exact values into the entry boxes.

Tick 'Keep Proportional' to retain your object's original proportions



Learning Guide

Skewing Changing the Slope

You can select the horizontal and vertical 'skew' tool in a number of ways:



Click the RIGHT mouse button on the screen.

Click the 'Skew' tool icon on the 'Popup Tool Palette'.



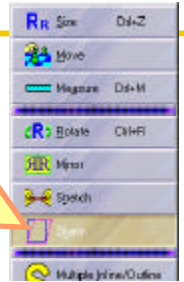
OR



Click the 'Skew' tool icon on the Toolbar.

OR

Select 'Skew' from the 'Manipulate' menu.



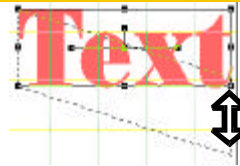
1

Move the mouse pointer to a selection box node in the middle of a side. The pointer shows the direction of the skew.



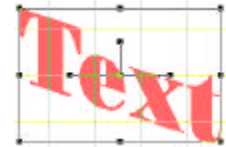
2

Grab the node and move in the direction you wish to skew. An outline shows the changing shape.



3

Release the mouse to complete the change.



Making an Exact Skew



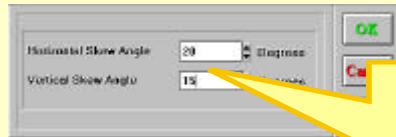
Click on the 'Skew' tool icon.

1



Move to the Work Space and click the right mouse button.

2



The Skew window opens.

3

Enter your skew angles into the boxes and click OK.



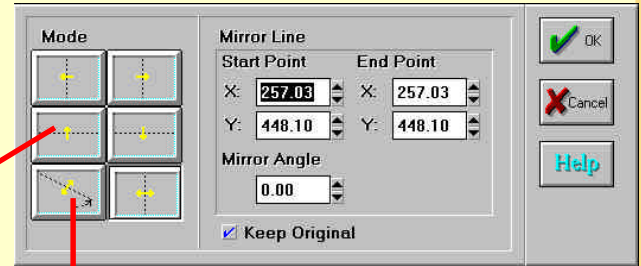
Learning Guide



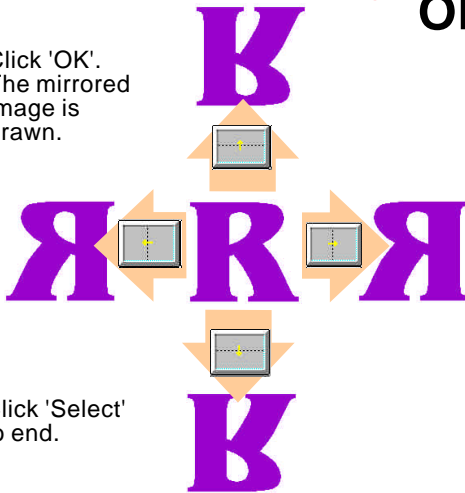
Using Mirror Options


You may need to create a forward, or 'sunrise' shadow effect requiring a vertical mirror.
This program offers a number of mirror options ...

- 1 Select the object or group to be mirrored. Click the left T-bar button to mirror the object in the **same space** as the original, or follow the directions below...
- 2 Click on the 'Mirror' tool icon on the Toolbar or Toolbox, or select 'Mirror' from the 'Manipulate' menu. Click the right mouse button on the Work Space to open the Mirror dialog box.
- 3 Select the mirror mode you need.




- OR...
- 4 Click 'OK'. The mirrored image is drawn.
 - 5 Click 'Select' to end.



 Tick 'Leave Original' to place both the original and mirrored image together on the Work Space.

You can create a mirrored image on a different angle.

- 4  After selecting the 'Mirror Line' button Click 'OK'.

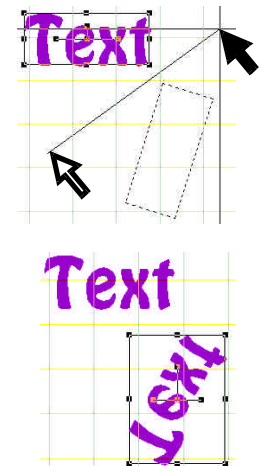
- 5 You can enter **coordinates** for the line or its **angle** or ..

Click on the Work Space to place one end of the mirror line.

- 6 Move to reveal the mirror line and the mirrored image of your object.

- 7 Click again to draw the mirrored image. If you ticked 'Leave Original' both are placed on the Work Space.

Click 'Select' to end



Learning Guide

Exact Rotations

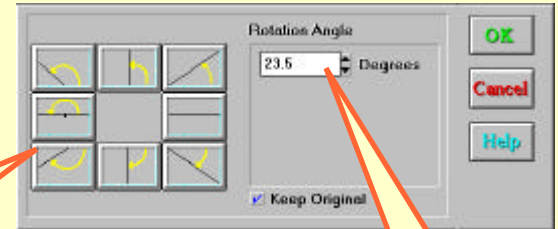
Although you can rotate any object very easily using the T-Bar, there will be times when you need to make a very accurate rotation - perhaps just 1.5 degrees - to exactly align a vectorised image.

This program allows you precise angle changes exact to 2 decimal places.

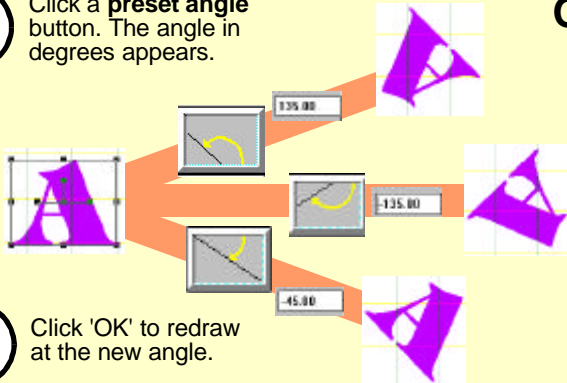
- 1 Click the 'Rotate' tool icon on the Toolbar
or ...
Click the 'Rotate' tool icon in the 'Pop-up Tool Palette'
or ...
Select 'Rotate' on the 'Manipulate menu.'



- 2 Click the right mouse button on the Work Space to open the 'Rotate' dialog box



- 3 Click a **preset angle** button. The angle in degrees appears.

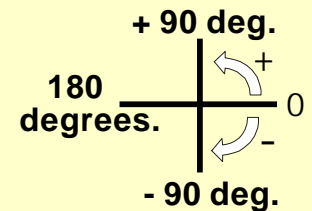


OR...

- 3 Enter into the box the number of degrees to rotate the object.
Click 'OK' to make the change.



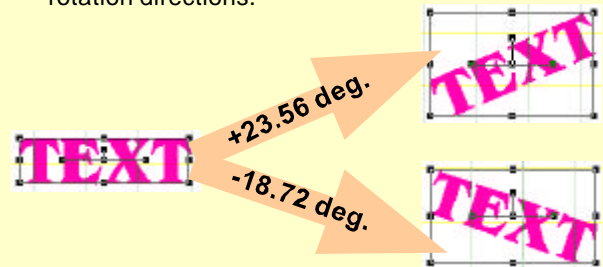
This program follows the standard conventions for rotation directions.



- 4 Click 'OK' to redraw at the new angle.



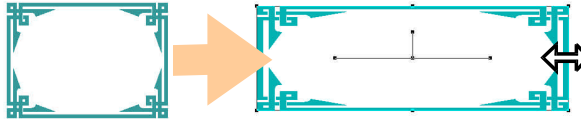
Tick 'Keep Original' to create new objects.



Learning Guide

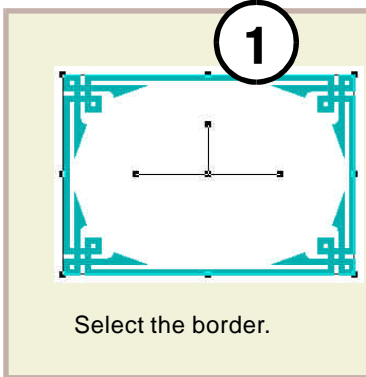
Using Stretch

If you need to alter the length of a border, dragging the width of its selection box would cause distortion of its corners.

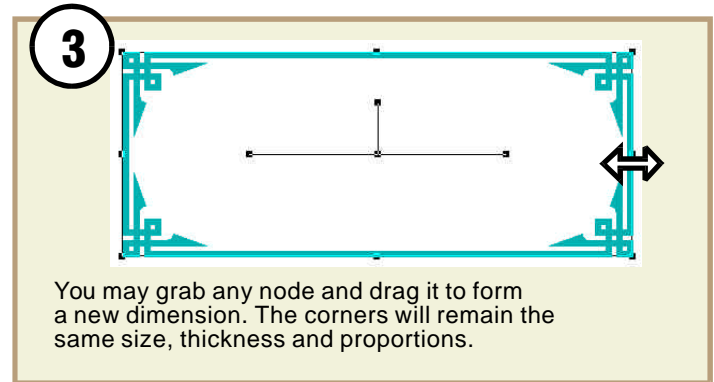


The 'Stretch' tool allows you to change the size or proportions of an object without distortion of its corners or alteration of the thickness of a border.

To change the dimensions of a border:



Click the 'Stretch' tool icon on the Toolbar, or select 'Stretch' from the 'Manipulate' menu.

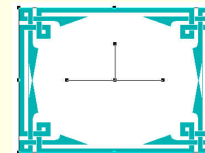
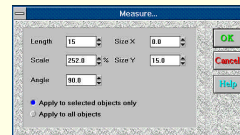
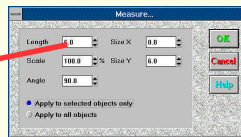
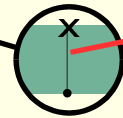
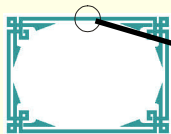


4

The top status window shows the changing dimensions as a ratio



Using Stretch to Change a Border's Thickness



Use the 'Stretch' tool on a corner node to restore the original dimensions. The corners will remain undistorted but will show the changed thickness.

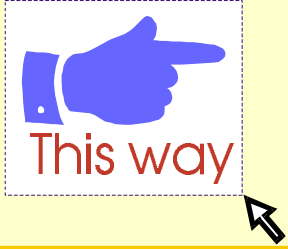
Select the 'Measure' tool and measure the border thickness. Enter the desired thickness into the 'Length' entry box, and click 'OK'. The border will be redrawn with the new thickness but at a new size.

Learning Guide


Combining Objects

When you combine two (vector) objects, all selected lines and curves are made into a single object with one color. This can be useful for editing nodes simultaneously in different objects, & also viewing uniform color changes.

1 Select the objects & text you want to combine.

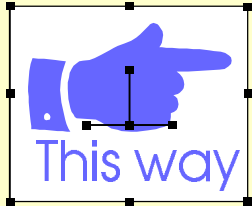


2



Click on the 'Combine' tool icon in the Toolbar, or select 'Combine Objects' from the 'Arrange' menu.

3




The objects are now combined, making manipulation easier.
Note: Text is converted to curves.

Note: You can use 'Combine Objects' to mask a bitmap object with a vector object. See 'Masking Bimap Objects'.


Splitting Objects

You may want to separate objects that you have combined or imported to give each object different outlines or fills. This is not the best way to undo a combine command, as various attributes maybe lost. If you have combined by accident, select 'Undo' from the 'Edit' menu.

1 Select the object you want to split.




2



Click on the 'Split' tool icon on the Toolbar, or select 'Split Objects' from the 'Arrange' menu.

3



Notice some attributes are lost, like the centre of the 'a' is filled. You will need to restore these changes by selecting each object & choosing another fill color.



The chop tool **splits** an object in two. This allows you to create stunning effects using **different colors**.

1

To perform a chop, choose the object you wish to chop, and use 'Polyline' to draw a line across the object. The polyline must be open (i.e. must be a line with a start and finish) and must not cross itself. Select the object, hold down the 'Shift' key and select the polyline. Then choose 'Chop' from the 'Arrange' menu, or click on the 'Chop' tool icon on the Toolbar.

The word 'Text' is written in a large, bold, yellow font with a black outline. A black, wavy line is drawn across the middle of the letters, representing the chop operation.

2

The original object will now be split in two. Viewing the object on 'Outline / WireFrame' will show that there are now two separate objects. It is possible to apply different colors to each side of the border.

The word 'Text' is shown with a vertical line to its right. The letters are split vertically by the chop line. The left side of each letter is colored red, and the right side is colored blue. The bottom half of each letter is colored yellow.

Learning Guide

Editing Objects Using the Smooth Corners Tool

You can apply any degree of smooth rounding to the corners of any vector object ...

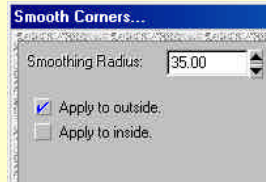
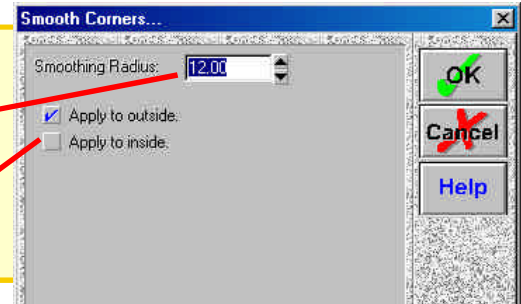
- 1 Select an object whose corners you wish to smooth.

Select 'Smooth Corners' from the 'Manipulate' menu.

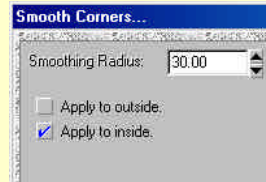
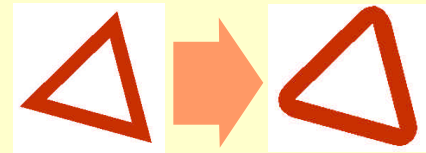


- 2 In the 'Smooth Corners' dialog box, enter the radius size of the rounding you want to apply.

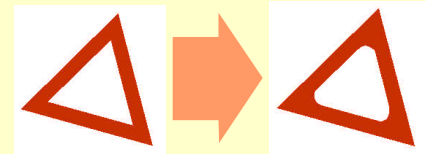
- 3 Tick either or both boxes to select where you want the smoothing to be applied. Select 'OK' to draw the corners.



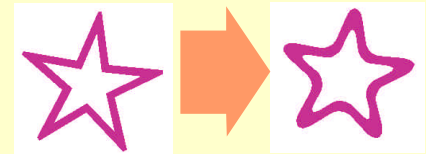
Selecting 'Apply to outside' smooths the outside corners only.



Selecting 'Apply to inside' smooths the inside corners only.



Selecting both options applies smoothing to both inside and outside of an object.

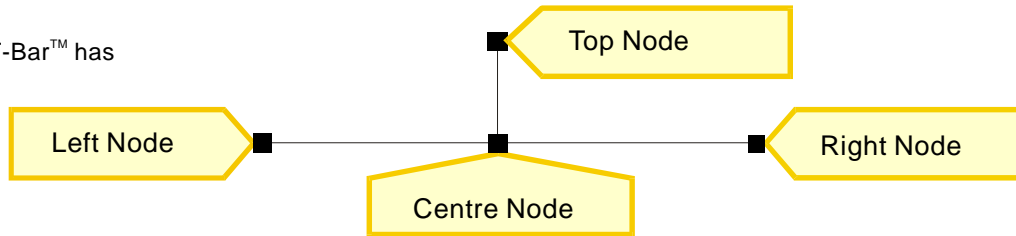


Learning Guide

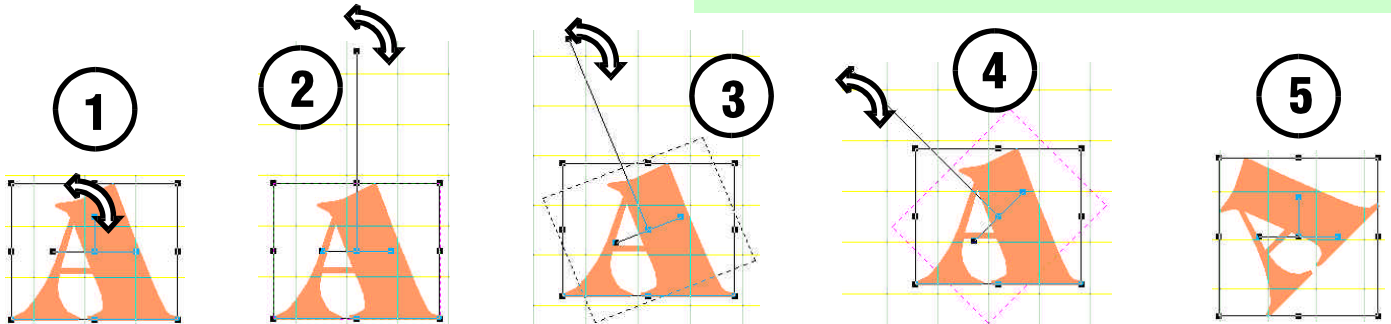
The Multi-Function T-Bar™

Inside the selection box that surrounds the selected object(s), you will see the 'Multi-Function T-Bar'™, a tool that can make much routine work easy. With this one tool you can Rotate, Mirror, Skew and Size.

The Multi-Function T-Bar™ has four nodes.



Rotating Made Easy



Select the object to be rotated and place the mouse pointer on the top T-Bar™ node.

The pointer becomes ...



Grab the node.

You may pull the node up to make it much easier to use.

Simply move the node in the direction you want to rotate. A dotted image shows the new angle.

The node 'sticks' at every 15 degrees and changes color, to make these commonly needed angles easy to see.



Press the 'Alt' key if you want to rotate close to a 15 degree angle without the node 'sticking'.

Release the mouse to complete the rotation.

As you rotate, the status window shows the new angle in degrees.



Learning Guide

The Multi-Function T-Bar™

Rotating at Right Angles

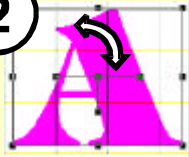
Rotating by 90, 180 or 270 degrees is probably the most commonly needed of all rotations. This program makes right angle rotating very easy ...

1

CONTROL

Press and hold the 'Ctrl' key.

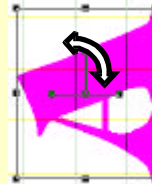
2



Move the mouse pointer to the TOP T-Bar™ node. The pointer becomes ...

3

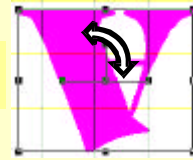
Then simply CLICK!



90 degrees

4

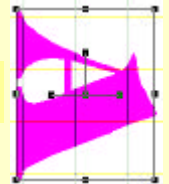
CLICK!



180 degrees

5

CLICK!



270 degrees

Making a Mirror Image

Sometimes a sign or notice must be put on the inside of a glass door or window. For it to read correctly you need to cut a 'horizontal mirror image'...



1

Move the mouse pointer to the left T-Bar™ node. The pointer becomes...



2


Click the mouse. The object is changed into its mirror image.

Learning Guide

The Multi-Function T-Bar™

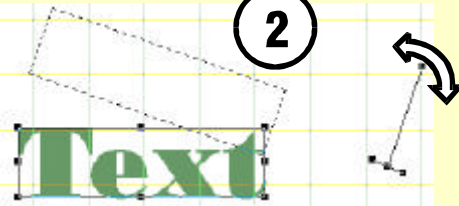
There are two more functions that you can use on the T-Bar™.

1 You can move the centre node to form a new central point for your rotation.



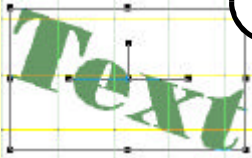
Just grab the centre node and place it where you want the new central point to be.

2



Grab the top node - pull it up to make it easier to use - and rotate the object in the direction you need.

3

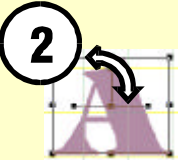


Release the mouse to complete the rotation.

1 **2**

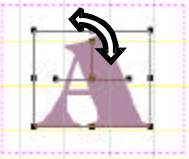
SHIFT

Press and hold the 'Shift' key.



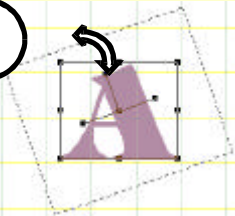
Move the mouse pointer to the top T-Bar™ node. The pointer becomes ...

3



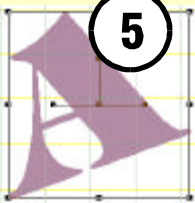
Grab the node and pull up to grow larger, or down to shrink. A dotted image shows the changing size.

4



You may also rotate as you change size. The dotted box changes color each 15 degrees to aid in making common rotations.

5



Release the mouse to complete the change.

The top status window shows the change in size and the angle in degrees.



Skewing with Constant Width

The **right** T-Bar™ node allows you to change the **length**, **angle** and **slope** of an object.



After selecting an object or group of objects, grab the right T-bar™ node.



Move the node up or down. An outline shows the changing shape. The width stays constant.



Release the mouse to complete the change.

Unconstrained Skewing

1

SHIFT

Press and hold the 'Shift' key.

2



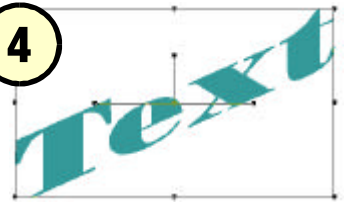
Select an object or group of objects, and grab the right T-bar™ node.

3



Move the node up or down, forward or backward to skew in any way you wish.

4



An outline shows how the shape is changing. Release the mouse to complete the change.



Learning Guide



The T-Bar™ and the Right Mouse Button

Clicking the **right** mouse button on the T-Bar™ nodes opens each option window allowing you to make exact changes.

Exact Rotations

Exact Mirror Options

Exact 'Base Point' location for new centre or action.

Exact Skewing

Summary of T-Bar™ Options

LEFT node	TOP node	CENTRE node	RIGHT node
Horizontal Mirror	15 degree detented Rotation	Change Centre of T-Bar Action.	Skew With Constant Width.
	Free Rotation		
	Right Angle Rotation	Move Centre of T-Bar Action.	Unconstrained Skew
	Size From Centre and Rotation		Skew Options

Learning Guide

Drawing Basic Shapes Rectangles and Squares

1



Click the 'Squares' button on the Toolbar or select 'Rectangles' from the Main 'Shapes' menu.

2



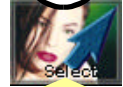
The pointer becomes cross-hairs. Click to place a corner. Move to the opposite corner - an outline shows the rectangle forming ...

3



Click to place the second corner. The rectangle is drawn. You may continue to draw rectangles or ...

4



Click 'Select' or press the 'Spacebar' to end.



SHIFT

Holding the "Shift" key as you drag a rectangle will constrain the shape to an exact square

Making Exact Rectangles or Squares

Sometimes you need the draw exact rectangles or squares. This program offers many ways to do this ...

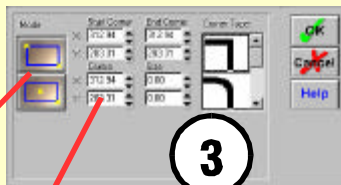
1



Click the Squares button. Move to the Work Space and click the Right Mouse Button. The Rectangles dialog box opens.

2

Choose to draw from the corners or from the centre of the rectangle.

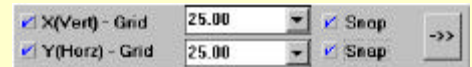


3

Enter values to place the corner or the centre. Then enter values to place either the other corner or enter the size you want the rectangle or square. Click 'OK'. to draw the shape.

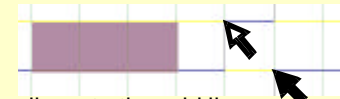
OR

Click the '->>' button at the right of the status bar until the grid settings are visible. Enter the exact size you want into the Work Space grid boxes. Remember to tick the 'Snap' boxes.



Click the Squares button.

Drawn rectangles will adhere to the grid lines.



OR

Place guide lines to the exact dimensions and location you need. Remember to have "Snap" selected in the guide line control box

OR

Select a rectangle and then select the "Size" tool from the Toolbar Icons or from the "Manipulate" menu. Enter your required dimensions into the "Size" dialog box

Learning Guide

Drawing Basic Shapes Choosing Rectangle Corners

1



Click the 'Squares' icon on the Toolbar or select 'Rectangle' from the Main 'Draw' menu.

2

Move to the Workspace and click to start drawing using the previous corner settings or click the Right Mouse Button to open the Rectangles dialog box.

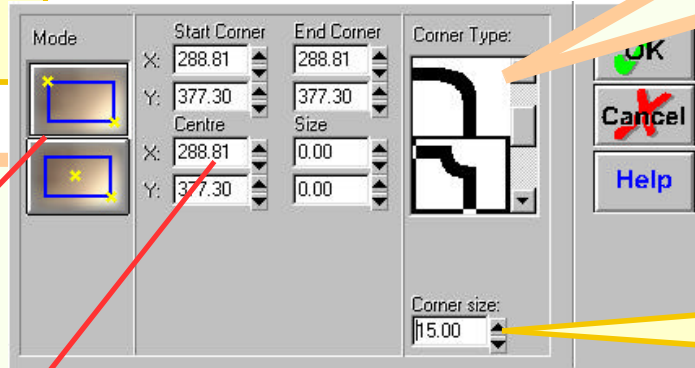
3

Use the scroll bar to view all the corner styles.
Click on a style you want your square or rectangle to have.

5

Choose to draw from the corners or from the centre of the rectangle.

You may enter values to place the corner or the centre and other dimensions of the shape -
OR
You may click on the Workspace to begin freehand drawing.



4

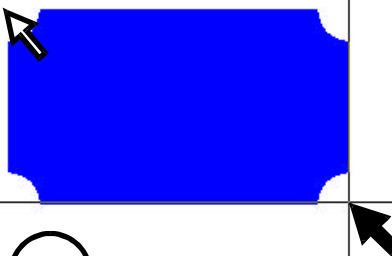
Select the size you want your corner to be drawn

6

Drag the crosshairs and click again to complete the drawing

7

You may draw more shapes or click 'Select' or press 'Spacebar' to finish



SHIFT

Holding the "Shift" key as you drag a rectangle will constrain the shape to an exact square
Use the "Stretch" tool to change the height or width without distortion of the corners

Learning Guide

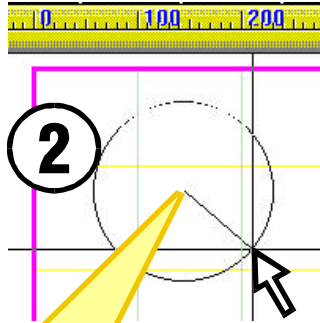
Drawing Basic Shapes Circles

1



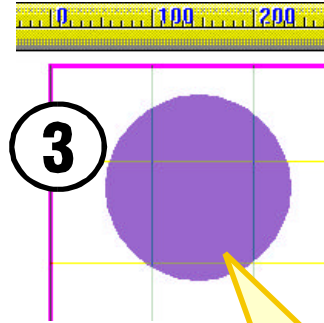
Click the 'Circle' tool icon on the Toolbar, or select 'Circle/Ellipse' from the 'Draw' menu.

2



The pointer becomes cross-hairs. Click to place the circle centre. Move the mouse ... a radius line forms with a size outline. Click again to set your circle size.

3



A circle forms in the current palette color. You can continue clicking to make more circles or ...

4

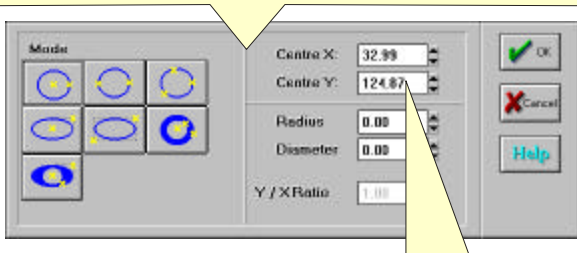
Click 'Select' or press the 'Spacebar' to end making circles.

You often need to place circles at exact positions, or draw them to an exact size. In this program you can:

1



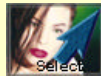
Click the 'Circle' tool icon in the Toolbox. Move to the Work Space and click the right mouse button. The Circles dialog box opens.



Enter X and Y values to locate the centre. You can choose to enter either the radius or diameter length. Click on 'OK'.

Click 'Select' to finish.

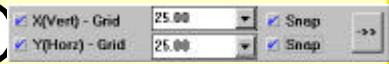
2



OR

Click the '->>' button until the grid settings are visible. You can set your radius size in the Hor. (or Vert.) grid values. Remember to tick the 'Snap' boxes to make the points 'stick' to the grid.

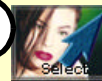
1



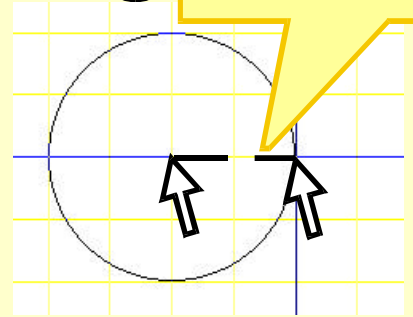
2

Click to place the centre and then the radius

3



Click 'Select' or press the 'Spacebar' to end making circles.



Learning Guide

Drawing Basic Shapes More Ways to Draw Circles

You can draw circles in a number of different ways.
You can choose the best way to suit a particular need.



1 Click the 'Circles' tool, or select 'Circle/Ellipse' from the 'Draw' menu.



2 Move to the Work Space and click the right mouse button.

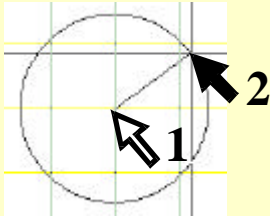
3 You may choose one of the three different modes of drawing a circle, Click 'OK' to begin placing points on the Work Space.

2

The Circles dialog box opens.



Drawing a circle using the radius

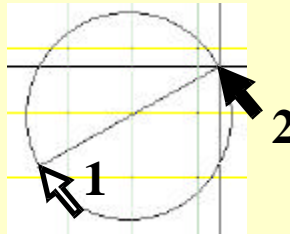


Click to place the centre then move and click to set the radius.

The top status window shows both new radius and diameter values.

Radius : 110.64 - Diameter : 221.28

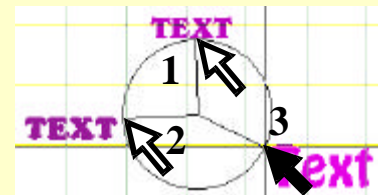
You may know how wide you need your circle. You can choose to draw using the diameter.



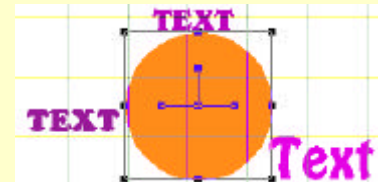
Click one side, move to the width you want using top status window values as a guide. Click the second point to draw the circle.

Radius: 181.23 - Diameter: 362.46

You may need to place the largest circle you can amongst other objects ...



Simply click three points you wish the circle to lie on.



Learning Guide

Drawing Basic Shapes Ellipses

1



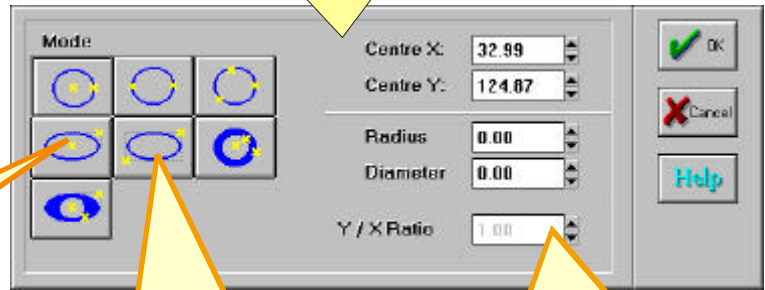
Click the 'Circle' tool icon on the Toolbar, or select 'Circle/Ellipse' from the 'Draw' menu.



Move to the Work Space and click the right mouse button.

2

The Circles dialog box opens.



3

Choose the way you want to draw your ellipse, then click 'OK' to begin placing points on the Work Space.

The pointer becomes cross-hairs.

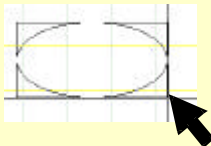
Click to place the centre of the ellipse.



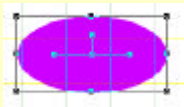
Help hints are found in the top status window.



Move to place the second point. An image shows the forming ellipse.



Click again. The ellipse is drawn.

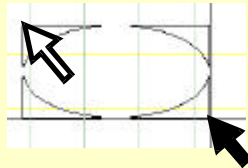


The top status window shows the dimensions of the ellipse.

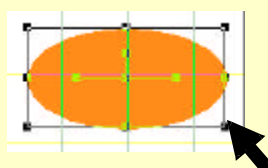


The pointer becomes cross-hairs

Click to place the first 'corner' point.



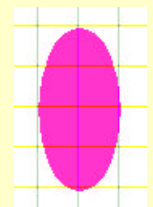
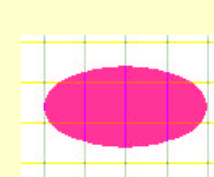
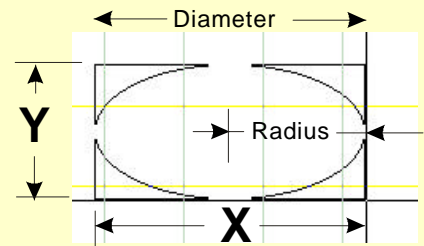
Move to place the opposite 'corner'. An image shows the forming ellipse.



Click again to draw the ellipse. The top status window shows the dimensions.



You can enter exact values to draw an ellipse:





Examples:

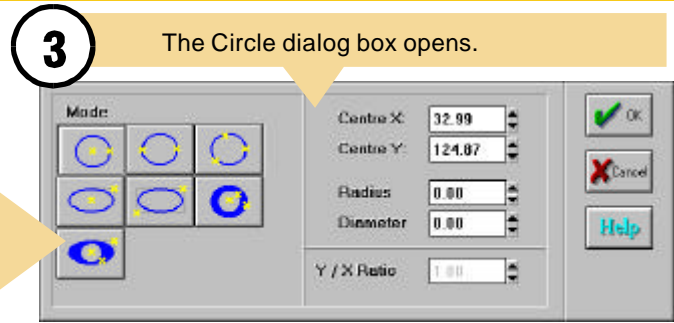
Radius: 100
(Diam.: 200)
Y/X = 1/2 (0.5)

Radius: 50
(Diam.: 100)
Y/X = 2.0

Learning Guide

Drawing Basic Shapes Hollow Shapes

-  Click the 'Circle' tool or select 'Circle/Ellipse' from the 'Draw' menu.
-  Move to the Work Space and click the right mouse button.
- Choose the type of hollow shape you want to draw - either hollow circles or hollow ellipses. Click 'OK' to begin placing points on the Work Space.



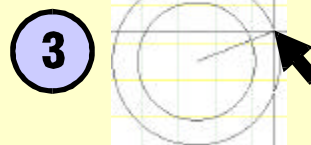
Hollow Circles



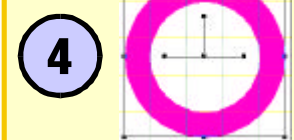
The pointer becomes cross-hairs. Click to place the centre.



Move and click to set the inner circle.



Move again and click to set the outer circle.



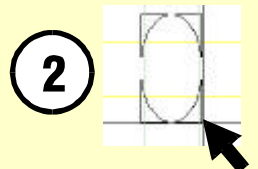
The hollow circle is drawn.



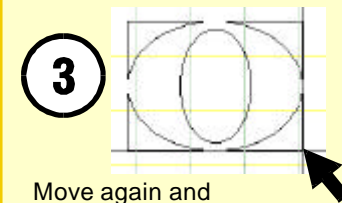
Hollow Ellipses



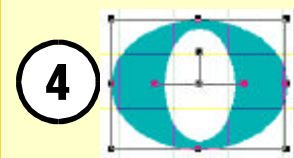
The pointer becomes cross-hairs. Click to place the centre.



Move and click to set the inner ellipse.



Move again and click to set outer ellipse.



The hollow ellipse is drawn.

Learning Guide



Drawing Polylines The PolylineToolbox

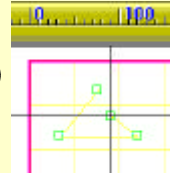
Polyline lets you draw freehand an object composed of lines and curves. Polyline figures are made by drawing lines point by point, and then connecting them up to form objects

1



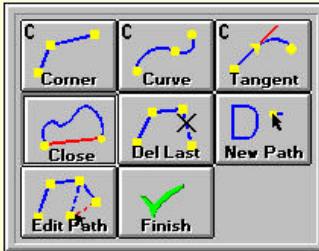
To use Polyline, click on the 'Polyline' tool icon in the Toolbar, or select 'Polyline' in the 'Draw' menu.

2



The pointer becomes cross-hairs. Click at the first point, move the mouse and click at the second point. You can continue clicking to add as many lines to your object as you like.

3

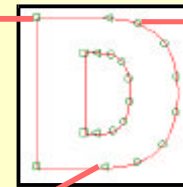


By clicking on the right mouse button while drawing a Polyline you will access the 'Polyline' Toolbox.

4



Ideal for joining straight lines.



Sets node type to curve, and determines the curvature.



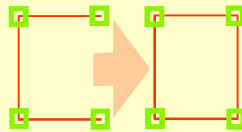
Creates a smooth join between a straight and curved line.

Tip: Press the 'C' key to change node type.

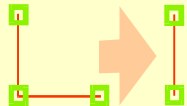
5



Turns the polyline into a closed object by drawing a line from the last node to the first.



Removes the last positioned node.



Leaves the current polyline drawing, and starts another one when the next node is placed. NOTE: If you don't choose close, your drawing won't appear with a fill color.

6



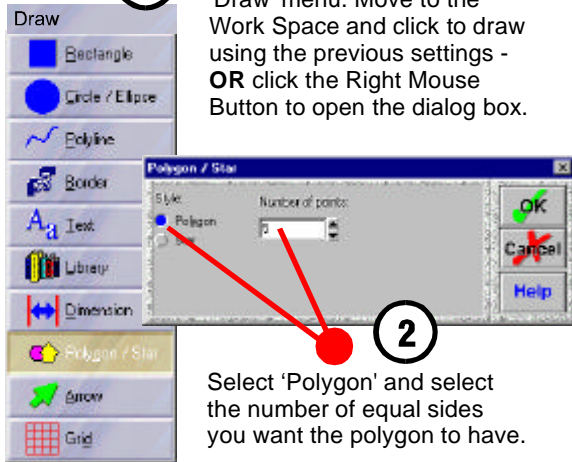
Lets you edit the polyline figure as it is using the normal node edit keyboard commands. In particular paths can be joined by pressing 'J' on the keyboard.

REMEMBER : Any open polyline path is useless for cutting, you must use the 'Close' tool, or select 'Join' while using 'Node Edit' on the Toolbar.

Learning Guide

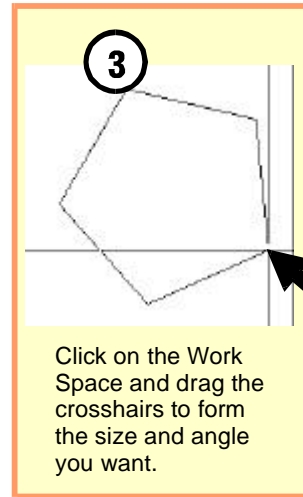
Drawing Basic Shapes Drawing Polgons

1 Select 'Polygon/Star' from the 'Draw' menu. Move to the Work Space and click to draw using the previous settings - **OR** click the Right Mouse Button to open the dialog box.

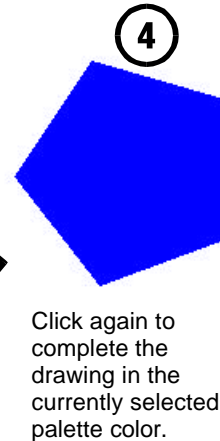


2 Select 'Polygon' and select the number of equal sides you want the polygon to have.

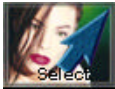
3 Click on the Work Space and drag the crosshairs to form the size and angle you want.



4 Click again to complete the drawing in the currently selected palette color.

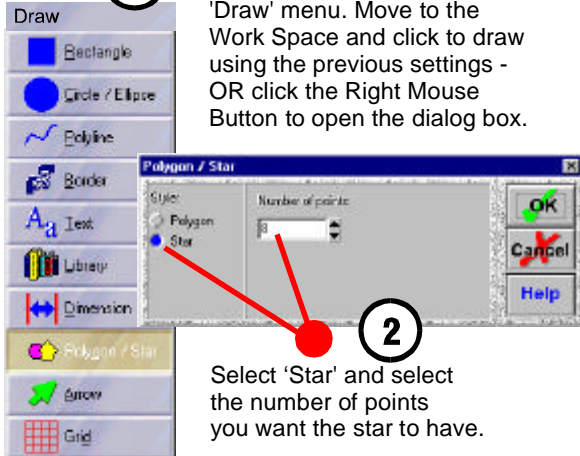


5 You may draw more shapes or click 'Select' or 'Spacebar' to finish.



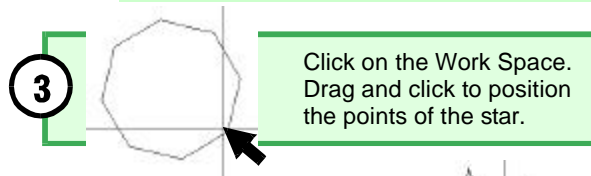
Drawing Stars

1 Select 'Polygon/Star' from the 'Draw' menu. Move to the Work Space and click to draw using the previous settings - **OR** click the Right Mouse Button to open the dialog box.

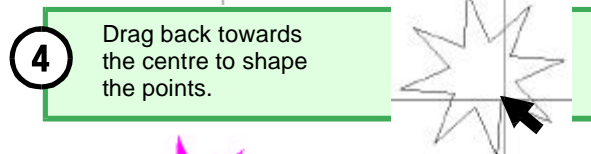


2 Select 'Star' and select the number of points you want the star to have.

3 Click on the Work Space. Drag and click to position the points of the star.



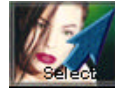
4 Drag back towards the centre to shape the points.



5 Click to draw the star in the current palette color.



6 You may draw more stars or click 'Select' or 'Spacebar' to finish.



Learning Guide

Drawing Basic Shapes Drawing Arrows

Although there are many arrow shapes to be found in the Program's Library you can draw an arrow to your own specifications in a few simple steps.



1

Select 'Arrow'
from the 'Draw'
menu.

Diagram 2 shows a mouse cursor clicking on a vertical line to start drawing an arrow. A callout box with the number '2' is next to it.

Click on the Work Space to locate the arrow's base. Drag to form the arrow length and direction and click again. Hold the 'Shift' key to constrain to horizontal or vertical.

Diagram 3 shows the mouse cursor dragging the crosshairs towards the tail of the arrow to adjust the head size and angle. A callout box with the number '3' is next to it.

Drag the crosshairs towards the tail to form the arrow head size and head angle. Click again.

Diagram 4 shows the mouse cursor dragging the crosshairs towards the inside of the arrow to adjust the tail width and angle. A callout box with the number '4' is next to it.

Drag again towards the inside of the arrow to form the width of the tail and the angle of the tail's entry into the head.

Diagram 5 shows the final completed arrow in a bright pink color. A callout box with the number '5' is next to it.

Click again to have the arrow drawn in the current palette color. You may continue to draw more arrows or click 'Select' or press the 'Spacebar' to finish.

Learning Guide

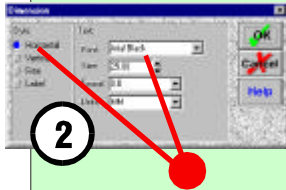
Drawing Basic Shapes Drawing Dimensions

Including dimensions with your work provides customers with useful information and a professional appearance.

1
Select 'Dimension' from the 'Draw' menu



2
Click the Right Mouse Button on the Work Space to open the dialog box.



3
Select the Style, Font, Type size, and Format you want to use. Select 'OK'.

4
To draw a horizontal dimension, move the crosshairs to align with the left of an object and click on the Work Space above it.



5
Drag and align to the right side. Click to set the width. Move up or down to draw extension lines. Holding the 'Shift' key will make them equal.



6
Click to draw the dimension. You can change its color and move it like any screen object. To have it print, tick the box "Print Dimensions items" in the Printer Dialog window.



7
To add a vertical dimension, click the Right Mouse Button and select the 'Vertical' style. Click the crosshairs aligned to top and bottom of the object. Move horizontally to add extension lines and click to draw.



8
To add descriptive labels, click the right Mouse Button and select 'Label'. Click on the Work Space to start an arrow line and drag. Click again to draw a second section to the line.



9
Click again to open the 'Label Dialog Box' and enter your text. Select 'OK' to draw the label.



Learning Guide

Drawing Basic Shapes Using the Grid Tool

Graphical presentation of a number of items might include arranged 'boxes' or a 'grid'. Drawing a grid of any size or proportions and any number of boxes is easy using the 'Grid' tool.

1

Select the 'Grid' tool from the Toolbar or choose 'Grid' from the 'Draw' menu.



2



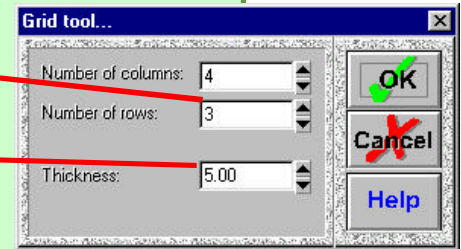
To choose new grid settings, open the 'Grid Tool' dialog box by clicking the Right Mouse button on the screen.

3

Enter your choice of the number of rows and columns into the entry boxes.

Enter the grid thickness you want into the lower entry box.

Click 'OK' to start drawing a grid.

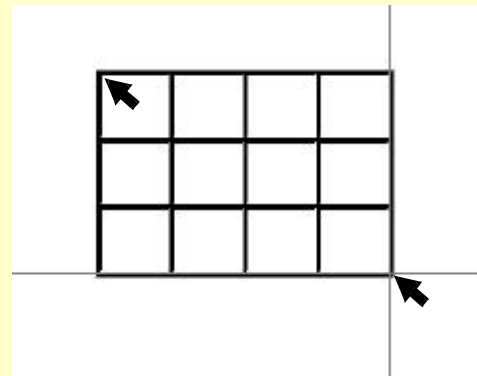


4

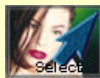
Click on the screen to place the top left corner of the grid.

Drag the 'cross-hair' pointer to place the bottom right hand corner and click again.

You can draw another grid or click the right mouse button on the screen to reopen the dialog box and change your selections.



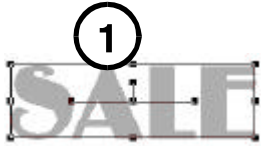
5



Click 'Select' to finish drawing grids.

Learning Guide

Duplicating Making a Single Copy



1 Select the object you wish to duplicate.



2 Click the 'Duplicate' tool on the Toolbar or 'Edit' menu.



3 The duplicate appears and is the new selected object. It will be offset from the original by the values in the Preferences 'Duplicate Position' box.



You can choose a **new color** for the duplicate to make a simple 'drop shadow' effect.

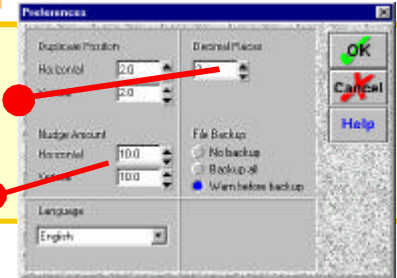
You can choose where your duplicates will be drawn on the Workspace.



1 Click the 'Prefer' tool icon on the Toolbar or choose 'Preferences' from the 'Settings' menu.

2

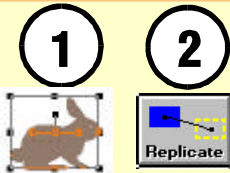
You can set the number of decimal places you need for the degree of precision required. Enter your offset values into the 'Duplicate Position' boxes. Click 'OK'.



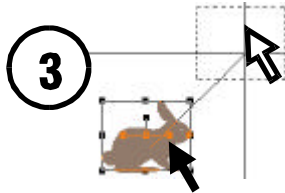
You can place your duplicate directly on top of the original - just press the "+" keyboard key

Replicating Making Many Copies

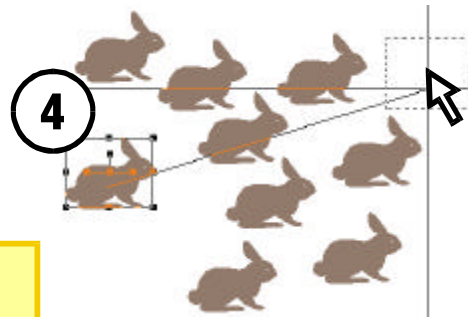
Making many copies would be tedious if each had to be made as a duplicate and then moved. This program makes multiple copies easy ...



1 Select the object to be copied and click the 'Replicate' tool icon on the Toolbar or select 'Replicate' from the 'Edit' menu.



3 The pointer becomes cross-hairs. Click on the selected object then move to place the first copy. An image and movement line shows the move.. Just click ...



4 Continue to move and click to draw all your copies ...



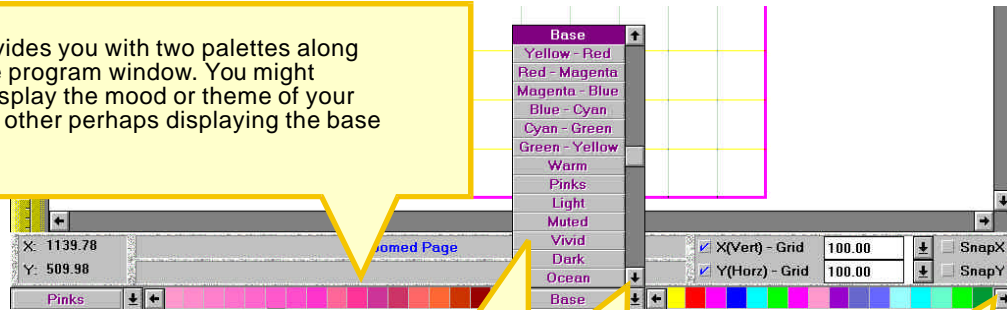
5 Click 'Select' or press the 'Spacebar' to stop replicating.

Learning Guide

Using ColorWhiz™

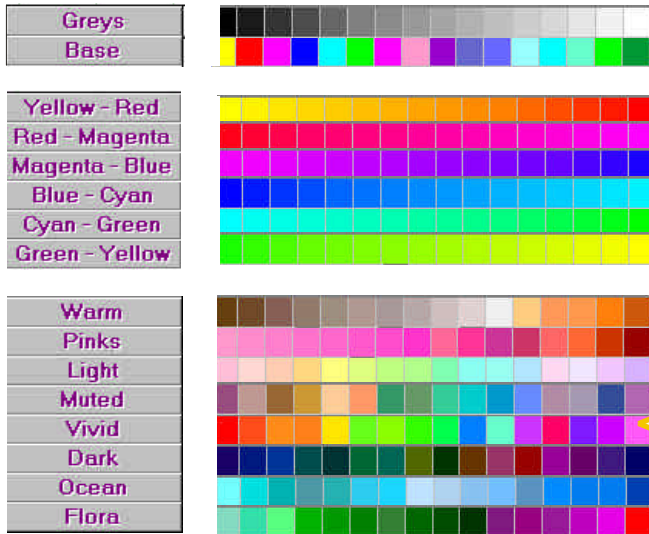
ColorWhiz™ is: a unique system which organises color into palettes relating to moods, tones and themes as well as the complete color spectrum, base colors and grey tones.

ColorWhiz™ provides you with two palettes along the bottom of the program window. You might choose one to display the mood or theme of your artwork, with the other perhaps displaying the base colors.



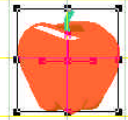

You may access the unique ColorWhiz™ system by simply clicking the ↓ beside each palette to reveal pop-up menus of the palette names. Click your choice.

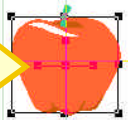
You may also scroll through all the color selections by using the arrow buttons at the ends of each palette.

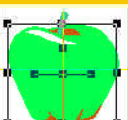


Changing an Object's Color

- 1 If the object is part of a group you can first click on 'Ungroup' to separate the objects.


- 2 Select the single object to be changed.


- 3 Choose the palette which contains the new color. Simply click on the color you want.



Learning Guide

Using Color Whiz Creating Custom Colors

It is easy to create a color of your own using 'Color Adjust'. You can change the percentage values of color components using either the 'RGB', 'HLS' or 'Gray' systems of color description..

1

First, **double click** on a color from one of the two color palettes along the bottom of the SignBlazer screen in the position that you wish to create a new color. The 'Color Adjust' dialog box will appear:

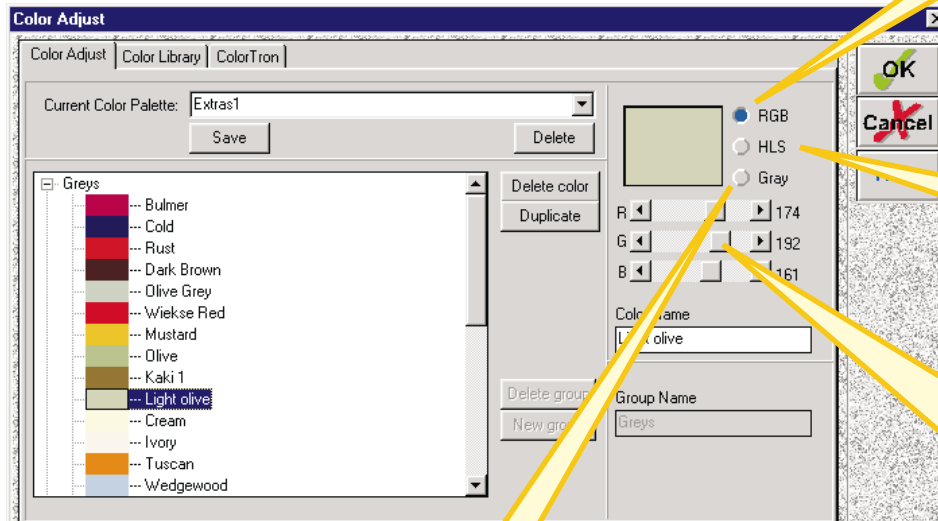
RGB RGB (Red, Green, Blue) is the color system used by computer monitor displays. A full color monitor can display over 16 million colors. You can change colors here to match closely the vinyl you are cutting.

HLS 'HLS' is a color model based on three coordinates: Hue, Lightness (or luminance) and Saturation. Hue controls the color intensity, Lightness controls the amount of white and Saturation the amount of grey.

2

Scroll Bars

Change the existing color by using the three scroll bars to adjust the percentage values for the chosen color model by dragging the box along the bar, using the arrows or clicking in the bar to change it by 10% at a time.



Gray

Displays the selected color in a percentage of black to create a distinct grey tone. Adjusting the scroll bar to the left will create a darker grey, and a lighter grey if scrolled to the right.

3

Once you have created a new color, you can save it in place of the color you originally selected by simply selecting "OK" OR you can save the color to a new palette. To create a new palette for your new color, simply enter a name into the "Color Palette Setup" text box and select "Save". Selected Color palettes can also be removed by using the "Delete" button

Learning Guide

Saving Favorite Colors The Docking Toolbar

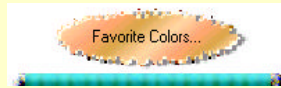
The 'Favorite Colors' tool is available to capture and store colors, color gradients and textures used in your drawings. It is quickly and easily accessed from the 'Docking Toolbar'.

Opening and Closing the Docking Toolbar

- 1** Move your mouse pointer onto the edge of the Docking Toolbar.



- 2** The edge will glow and the 'Favorite Colors' icon appears.



- 3** Click on the Toolbar edge and the Toolbar will open onto the screen.



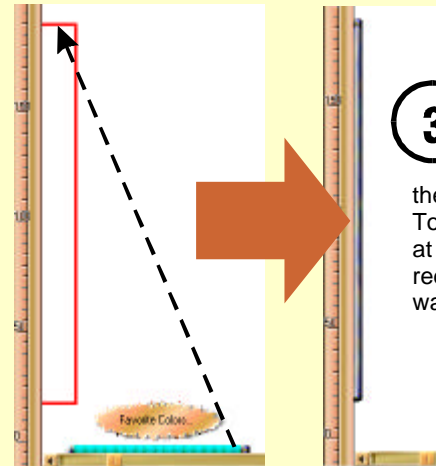
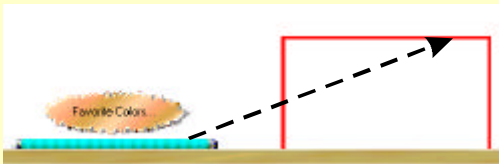
- 4** To close the Toolbar, click on any edge. The Toolbar will dock to its previous location.

You can locate the Docking Toolbar anywhere along the bottom edge, sides or even the top edge of the screen work area.

- 1** Click the left mouse button on the Docking Toolbar and hold the button ...



- 2** Drag the mouse... A red wire-frame of the Toolbar forms. Drag the frame to where you want to relocate the Toolbar and release the mouse.



- 3** the Docking Toolbar will dock at the location the red wire-frame was located.

The 'Favorite Colors' tool is available to capture and store colors, color gradients and textures used in your drawings. It is quickly and easily accessed from the 'Docking Toolbar'.

Creating, Saving and Deleting Groups



1 With a vector graphic on the screen, open the Docking Toolbar.

Click 'Create Group from Drawing'. All the solid colors, color gradients and texture fills in the drawing will be saved into a group.

2

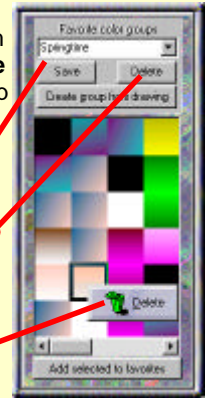


3

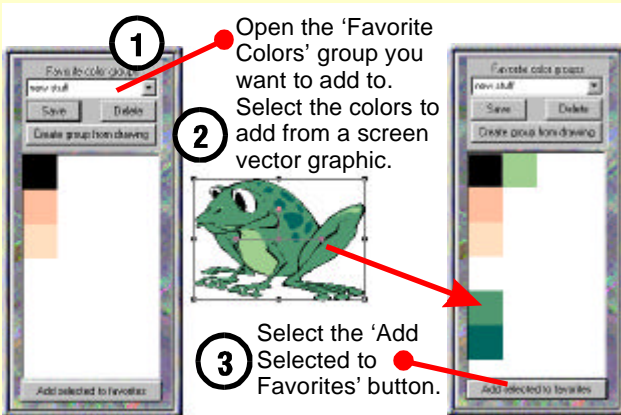
The group will be named from the name of the **file you have open**. You can save the group by another name if you want to. Enter a name into the entry box. Click on 'Save'.

Click on 'Delete' to remove a group you no longer need.

To remove a color click Right Mouse button on it and click the 'Delete' option.



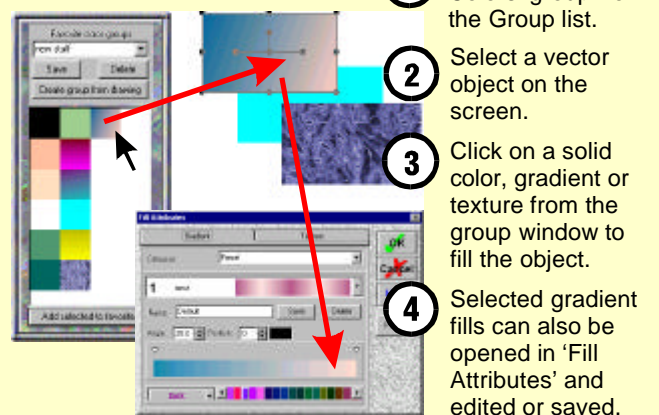
Adding Colors to a Group



1 Open the 'Favorite Colors' group you want to add to.
2 Select the colors to add from a screen vector graphic.

3 Select the 'Add Selected to Favorites' button.

Using Favorite Colors



1 Choose a 'Favorite Colors' group from the Group list.
2 Select a vector object on the screen.
3 Click on a solid color, gradient or texture from the group window to fill the object.
4 Selected gradient fills can also be opened in 'Fill Attributes' and edited or saved.

Learning Guide

OOPS! Using 'Undo' and 'Redo'

Maybe you accidentally deleted the work you have spent lots of time getting just right. Or maybe you accidentally grabbed the the wrong node - and your text has been skewed out of all recognition ...

There are **TWO** simple rules to follow:



RULE 1: DO NOT PANIC !



RULE 2: PRESS THE UNDO BUTTON



You may select the 'Undo' tool icon on the Toolbar ...



or from the Popup Tool Palette ...



or from the 'Edit' menu...



or simply press 'Alt' + 'Backspace'.



You may continue to press 'Undo' to move backwards through the work you have done.

You can also "undo" an 'Undo' operation. This is called 'Redo'. The 'Redo' function allows you to move forward through a history of 'Undo' operations - or you may want to simply review "before" and "after" views of your work.

To perform a 'Redo' you can press 'Cntrl' + 'Alt' + 'BkSpC' or click the 'Redo' tool on the Toolbar or select 'Redo' from the 'Edit' menu.



Using Screen Redraw

Some video controllers occasionally leave line fragments or other parts of a drawing incorrectly on the screen ...

You can click 'Redraw' or press Function Key F3 to remove any unwanted 'mistakes' ...



Typing and Editing Text

- N1** Typing Text in the Work Space
 - Selecting Text Attributes:*
 - N2** - Font
 - N2** - Text Height
 - N2** - Compression
 - N2** - Slant
 - N3** - Justification
 - N3** - Superscripts & Subscripts
 - N3** - Case Mode
 - N3** - Bold and Italic Fonts
 - N3** Using 'Setup' to Store Selections
- N4** Spell Checking
 - Setting:*
 - N4** - Character Spacing
 - N5** - Line Spacing
 - N5** - Line Length
 - N6** - Tabs
- N7** Changing Blocks of Text
- N8** Moving Individual Characters
- N9** Changing Character Attributes
- N10** Creating/Editing Font Groups
- N11** Saving Kerning Pairs
- N11** Splitting Text Lines
- N12** Placing Text on an Arc -1
- N13** Placing Text on an Arc -
- N14** Typing Extended Characters

Learning Guide

Typing Text Onto The Screen

1



Click the 'Text' tool icon on the Toolbar, or select 'Text' from the 'Draw' menu to type text directly onto the Work Space.



When typing and you want to change any details of the font used for text entry, Press 'Ctrl'+T' or select 'Text Dialog' from the 'Text' menu or simply click the **Right mouse button on the Work Space.**



2

The Text Dialog window opens. Make any necessary changes to the font settings and resume typing with the new settings.

The window will close again as soon as you start to type a new block of text but can be reopened at any time to change settings. You can close the window by clicking the top left icon and selecting 'Close'



3

Click on the Work Space at the place you want to begin typing. A vertical blinking cursor will indicate where your text will be entered.



In order to keep text from going off screen, start typing on the left of the screen for 'Left' aligned, at the centre for 'Centre' aligned and at the 'Right' for 'Right' aligned text.



4

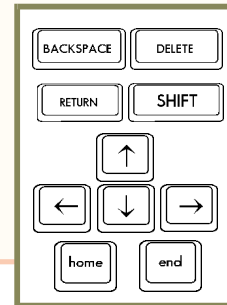
Begin typing directly onto the Work Space ... your text appears in real time as you type - in the color, font, style and size last selected in the Text Dialog window. The cursor moves to indicate where the next character will be placed.



During typing, you can use keyboard keys to edit or move around the text - 'Backspace' to remove a character to the left and 'Delete' to remove one to the right of the cursor. Arrow keys move the cursor in each direction.

'Home' and 'End' move the cursor to the start and end of a line

'Return' starts a new line and 'Shift' enters upper case.



5



You may click on another place on the Work Space to start a new block of text or click the 'Select' button to finish entering text.

Learning Guide

Entering Text Choosing Fonts and Attributes - 1



If you want to enter text in a different font, character height or other attributes to those currently selected, you will need to make changes in the Text Dialog window.



Press 'Ctrl'+ 'T' or select 'Text Dialog' from the 'Text' menu or



select the 'Text' tool on the Toolbar or 'Text' from the 'Draw' menu and click the right mouse button on the Work Space.

2 Choosing A Font

Click the list arrow box.

A drop-down listing appears. Use the scroll bar or arrow buttons to scroll through the font list.

A sample of the highlighted font is shown in the top window. You can choose the Alphabet, or type your own sample in the entry box.

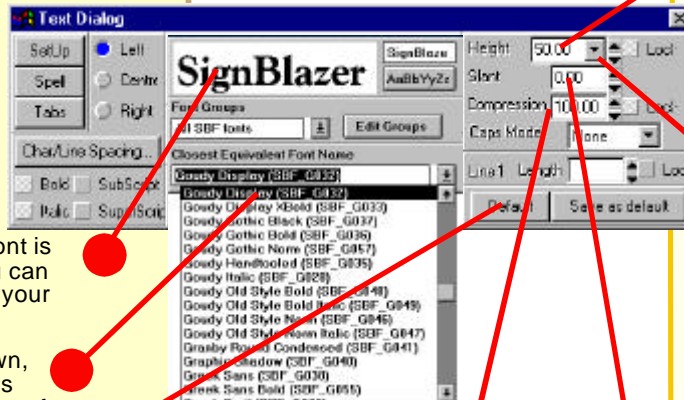
You can also use the Up, Down, Page Up and Page Down keys to move the highlight to different fonts.



Click a font name to select it or press the 'Default' button to choose the font stored as default. You can choose any font and save it as your default font along with a height, compression etc. by pressing the 'Save as Default' button.

👉 You may change to a new font selection at any time while typing.

👉 Selecting text you typed before shows the font you used in the status window.



5 Changing Compression

Changing Compression squashes or stretches your text. 100% is normal text with no compression.

TEXT TEXT TEXT
60% 100% 140%

Enter a value into the 'Compression' box and press 'Enter'.



3 Choosing Text Height

The height of your text is measured by the height of the capital 'X' of the selected font.

You may enter a height value into the entry box and press 'Enter' or ...

Click the up and down arrows to change the current value by 5mm at a time or ...

Click the large list arrow. A drop-down listing of your last 10 height selections appears. Simply click the height you want.



You may change to a new text height at any time while typing onto the Work Space.

4 Choosing a Slant

You may type *oblique* text by changing the Slant angle. A new angle may be entered at any time during typing.

Text on a slant gives emphasis.

Enter the degrees of slant required into the 'Slant' box and press 'Enter'. 12 deg. is commonly used for 'italic' text.

Learning Guide

Entering Text Choosing Fonts and Attributes - 2

6 Selecting Text Justification

Text Justification - or the way a text block lines up- you can be chose from 3 options:

LEFT

The quick brown fox jumps over the lazy dog.

CENTRE

The quick brown fox jumps over the lazy dog.

RIGHT

The quick brown fox jumps over the lazy dog.

Click on a button to choose the type of text justification you want.

7 Typing Superscripts and Subscripts

Superscripts are smaller characters placed along the top line of your text such as in:

$E = mc^2$ TrueSign™

Subscripts are smaller characters placed slightly below the text baseline as in: H_2O

Type text up to the super/subscript, then click the super or subscript button. Type the required characters, which will appear on the Work Space at the correct size and place.

Click the same button again to return to normal typing.

10

Storing Your Selections in Setup

You may save a particular font and attributes setup for quick access later.

After making your selections, click 'Setup'. Enter a name into the entry box. Press 'Save'



To open a stored selection, click the list arrow.

Click the required setup from the drop-down list. Click 'OK'.



9 Selecting Bold or Italic Fonts

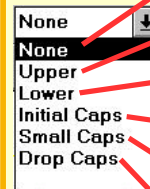
Some TrueType fonts exist in groups of 'Normal, Bold, Italic, Bold Italic'. If the highlighted font is grouped then the 'Bold' and 'Italic' buttons become active.

Clicking 'Bold' and/or 'Italic' will then select the correct font attribute.

8

Choosing a Capitals or 'Case' Mode

Click the list arrow to reveal the Caps Mode drop-down list. Click on a mode to choose it. The mode operates automatically as you type.



Normal keyboard operation.

THE QUICK BROWN FOX JUMPS ...

the quick brown fox jumps over ...

The Quick Brown Fox Jumps Over ...

THE QUICK BROWN FOX JUMPS OVER ...

the quick brown fox jumps over ...

Learning Guide

12 Using the Spell Checker

Click the mouse on the block of text to be spell checked. Click the 'Spell' button.

The quick brown fox jumps over the lazy dog



Words which are not found in this program's Dictionary will change color. A list of possible corrections will appear in the Spell Check 'Alternates' window and the most likely of these appears in the 'Replace with' box.

If the correction you want is not displayed in the 'Replace with' box, scroll through the 'Alternatives' list. Click the correction you want.



Replace Click Replace to correct the word.
Replace All Click Replace All to automatically correct additional occurrences of the same error in the rest of the same text block.

Skip Some text may include the date, or numbers, or other non dictionary characters. Click Skip to ignore a single item, or Skip All to ignore repeats in the same text block.
Skip All

Uncommon words can be added to the dictionary by clicking Add to dictionary.

To spell check text you are **not** editing, select 'Spell Checker' from the 'Text' menu, click the desired option, then press 'OK'.



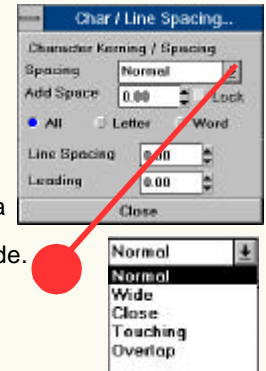
Entering Text Choosing Fonts and Attributes - 3

13 Setting Character Spacing

You can choose either a quick character spacing mode, or accurate manual spacing control.

Click on the 'Char/Line spacing ...' bar to open the dialog window.

Click the list arrow to reveal a drop-down list of convenient spacing modes. Select a mode.



Normal Spacing
Wide Spacing
Close Spacing
Letters Touching
LETTERS OVERLAPPING

More precise spacing adjustment can be made by entering a value in mm. into the 'Add Space' box.

20mm. text

- Add Space 0mm The Quick Brown Fox Jumps ...
- Add Space 5mm The Quick Brown Fox Jumps ...
- Add Space -1mm The Quick Brown Fox Jumps ...

You may choose to individually change character spacing or the space between words. Clicking 'All' adjusts both char. and word spacing together.

- Add 'Word' Space 8mm

The Quick Brown Fox Jumps ...

Click the 'Close' bar to end char/line spacing.

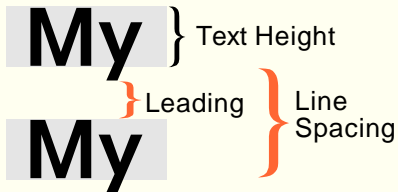
14

Setting Line Spacing

Click the 'Char/Line Spacing ...' button.

The Char/Line Spacing dialog box opens.

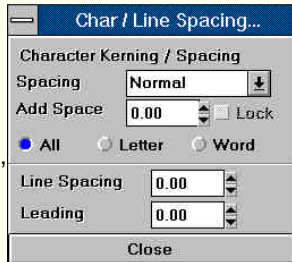
In this program, the terms applied to text and line measurement are defined as:



You may enter a required line spacing into the entry box or click the up/down arrows to change the value 5mm at a time.

Alternatively you may enter or change the Leading value. Line spacing values will automatically update.

Click the 'Close' bar to end.



15

Setting Line Length

You may need to set the length of a line of text to exactly fit some feature of your work.

Select the line whose length you need to set. The line length is displayed in the Line Length box.

Practice makes perfect

Lock the line length by clicking its 'Lock' box. Enter your required length into the Line Length box and then press 'Enter'. The text height will change to keep the text line proportional.

Practice makes perfect

If you lock both length and height, you may now set values in both the length and height entry boxes, and press 'Enter'. The compression will now change to reflect the changes.

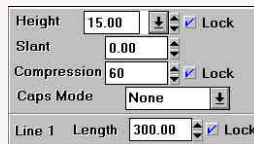
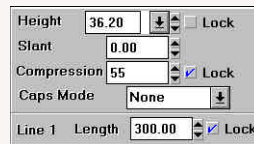
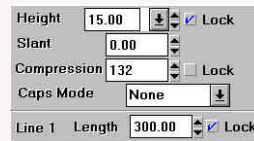
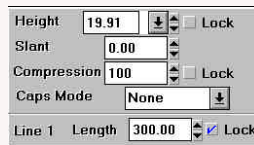
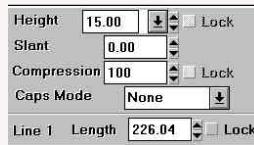
Practice makes perfect

If you lock both the length and compression, you may enter length and compression values into their entry boxes and press 'Enter'. The text height will now reflect the changes.

Practice makes perfect

If you lock the length, height and compression, you may enter values into all their entry boxes and press 'Enter'. The inter-character spacing will alter to reflect the changes.

Practice makes perfect




Learning Guide

Entering Text Using the Tab Feature

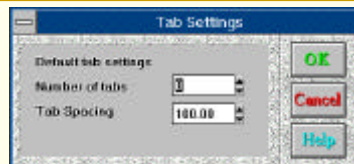
Laying out your work when 'tabular' text is required, is made easy by using the 'Tabs' feature.

For instance, you may need to set out opening times and activities in tabular form ...

 *The Tab feature is only available when your text is "Left Justified"*

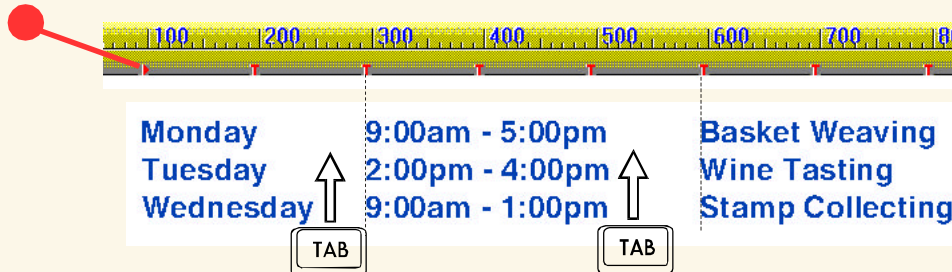
1

Before typing the text, open the Tab Settings dialog box and enter some values. You do not need to know the exact values required - you can edit your tab locations after typing.



2

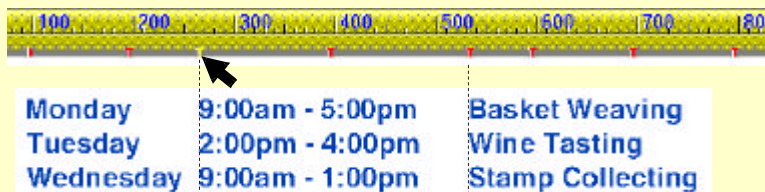
The Tabs will appear along the ruler margin when you start to type. Each one marks the position of the next 'column' your text can be aligned to.



3

Having typed 'Monday', press the 'Tab' Key to move the cursor to the next tab position. Text will now be entered aligned to the tab position as you continue to type. After typing '-5:00pm' press 'Tab' again to move to the next tab position.

4



After typing your text, you can grab any tab with the mouse and move it to suit your needs. The text will move to remain aligned with the tab.

Learning Guide

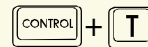
Editing Text Changing Blocks of Text

You can change the **font**, **styles** and **attributes** of complete **blocks** of text with the minimum of movements, and see the changes instantly on the Work Space:

- 1 You can first select the text block to be edited if you wish.

There is a tide in the affairs of men
Which, taken at the flood,
leads on to fortune;

2



Press 'Ctrl'+ 'T', or select 'Text Dialog' from the 'Text' menu

OR **double click** on the text you want to edit

The Text Dialog window opens.

3



A selected text block is displayed in a changed color.

You can select any text or text block by clicking on it and then dragging a selection box completely around it.

There is a tide in the affairs of men
Which, taken at the flood,
leads on to fortune;

4

Changing items in the Text Dialog window will instantly change the selected text. You can ...

... Change Character Spacing



You can click the up/down arrows to see spacing change on-screen by 1mm at a time.

There is a tide in the affairs of men,
Which, taken at the flood,
leads on to fortune;

... Change Font

There is a tide in the affairs of men,
Which, taken at the flood,
leads on to fortune;

... Change Text Height

You can click the height up/down arrows to see the height change by 5mm at a time, or enter a new value, or select from the drop down list of last used values.

There is a tide in the affairs of men
Which, taken at the flood,
leads on to fortune;

... Change the 'Caps' Mode

There Is A Tide In The Affairs Of Men,
Which, Taken At The Flood,
Leads On To Fortune;

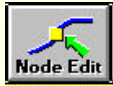
THERE IS A TIDE IN THE AFFAIRS OF MEN,
WHICH, TAKEN AT THE FLOOD,
LEADS ON TO FORTUNE;

... or ANY OTHER text feature

Learning Guide

Editing Text Moving Individual Characters

1



Click on the text to select it.

Select 'Edit Text' from the 'Edit' menu,

or select the 'Node Edit' tool from the Toolbar.

2

Moving individual letters

Each character in a block of text will appear with a **node** to the left of it.

3


Moving individual letters

Any character can be moved by holding its node with the mouse and **dragging** the node.

4

Moving individual letters

Multiple nodes can be selected by **dragging a box** around them. A group of characters can then be moved together.

 Holding down the 'Ctrl' key while dragging constrains the text to stay on the original horizontal baseline.

5

Each text block will also have **two** nodes.

Line Spacing node

Changing inter-letter spacing and line spacing

Character Spacing node.

6

Changing inter-letter spacing and line spacing




Dragging the Line Spacing node up or down changes the distance between text baselines.

7


Changing Character Spacing

Dragging the Character Spacing node left or right changes the spacing between both words and characters.

Changing Inter-word Spacing

 By holding the 'Ctrl' key, dragging the same node will change only the spacing between words.



Changing Inter-letter Spacing

 By holding the 'Shift' key, dragging the same node changes only the spacing between characters.

Learning Guide

Editing Text Changing Characters

You can add, delete or change the font, style or attributes of any **character** or **group** of characters, in any **block** of text.

- 1   Click on the text to be changed
Press 'Ctrl'+ 'T' or select 'Text Dialog'
from the 'Text' menu.
OR double click on the text you want to edit
The Text dialog box opens.



- 2 **Adding or Deleting Characters**
Click on the text at the place you want to edit.
The text cursor will appear at the margin of the
nearest character.

You may now move the cursor with the arrow
keys, type in more text, or delete existing text
at the cursor position.

TO BE, OR | NOT TO BE, ..

TO BE, OR | NOT TO BE, ...

- 3 **Changing a Character's Attributes**

Click on the text
block to be edited
and open the Text
Dialog window.

Click and drag a
selection box
around the
character to be
edited.

The character's
color changes to
indicate selection.

Click 'Caps Mode' Upper
to change the case to a
capital character.

Signblazer

Signblazer

Signblazer

SignBlazer

Click the 'Select' button to
end.

SignBlazer

- 4 **Changing Character Font, Height & Slant.**

Click on the text block, open the
Text Dialog window and
draw a selection box around
the characters to be changed.

Click on a new font from the font list.
Choose a new text height and enter
a new slant value into the entry boxes.

The selected text changes on-screen
and character spacing is automatically
adjusted.
Click 'Select' to finish text editing.

Have a nice day

Have a nice/day

Have a nice day

Have a nice day!

Learning Guide

Entering Text Creating Font Groups

Font groups are a useful way of managing your fonts. You may group fonts into serif, sans serif, script, making it easy to search for a particular style. Alternatively, you can group them according to their **use**, for example: 'Real Estate', 'Windows', 'Block Headings'.

To **create** or **edit** font groups you need to have the Text Dialog window open:

1



Press 'Ctrl'+ 'T' or select 'Text Dialog' from the 'Text' menu.

2

The Text Dialog window will appear. Select the 'Edit Groups' button. The Font Group Edit Dialog box will appear.

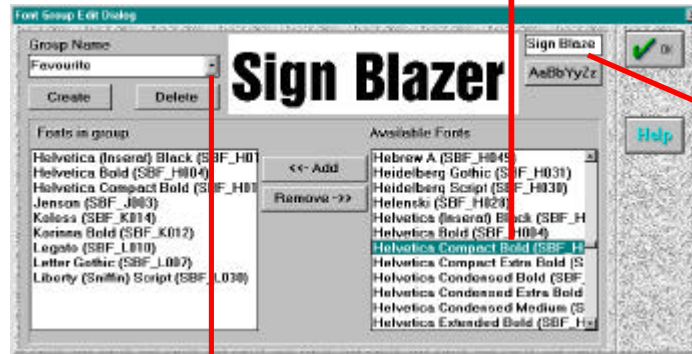


4

Select the fonts you want in this group by clicking on their names in the 'Available Fonts' list, and clicking on: <<- Add
To remove fonts from a group, simply select the fonts and click on: Remove-->

3 Creating a Font Group

To create a Font Group, click in the 'Group Name' box and type in the name of your new group. Then click on:



7 Changing Sample Text

Click in the small white box to the right of the sample, and type a new Sample. To reset the sample, click on:



5 Removing a Font Group

Select the font group you wish to remove by clicking on the ▾ arrow. From this list select the group you want to remove and click on the Delete button.

6 Editing Font Groups

To add or remove fonts from a group at a later time is easy. Simply select the group from the 'Group Name' list, and add or remove them as in step '4'.

Learning Guide

Typing and Editing Text Save Kerning Pairs

Kerning is the spacing applied to pairs of letters to make their appearance in words look more even.

For instance: Without kerning, the areas between letters can make words like 'VAULT' look very uneven.

VAULT

With kerning applied to 'V,A' 'A,U' and 'L,T' letter pairs, the word appears more even.

VAULT

You can alter existing kerning pairs and save them for all future use of a particular font.

1

Type the pair of letters in the font to be changed on the screen using the 'Text' tool and click 'Select' to finish typing.

WA

2



Select the text and click the 'Node Edit' tool or select 'Edit Text' from the 'Edit' menu.

WA

A node will appear to the left of each letter

3

Drag the nodes to give the spacing you want and click 'Select' to finish. You can change letter spacing in any blocks of text - but be careful to change only the letter pairs you intended.


WA

4



Select 'Save Kerning Pairs' from the 'Text' menu or click the 'Save Kern Pairs' tool on the Toolbar.

The letters will have the same kerning next time you use this font.

 You can undo kerning changes BEFORE YOU SAVE THEM by selecting the changed text while in 'Text' typing mode and pressing 'Shift' + 'Delete' to cut it to the clipboard. Then, still in 'Text' typing mode, press 'Shift' + 'Ins' to paste it back to the screen without the changed kerning.

Splitting Text Blocks Into Lines

1

The boy stood on
the burning deck

Select the text block you wish to split into individual lines.

2



Select 'Split Lines' from the 'Text' menu.

3

The boy stood on
the burning deck

Select individual lines for independent treatment.

Learning Guide

Placing Text on an Arc - 1

1

text on an arc

Select the text you want to place on an arc.

2



Click the 'Text Arc' tool icon on the Toolbar, or select 'Text Follow Arc...' from the 'Text' menu.

3



The Follow Arc dialog box opens and the selected text will be redrawn onto the arc of a circle using the last values chosen. You may now choose new values if required.

4



The circle has two nodes. You can grab the centre node, and move the circle centre to any location you need.

5



Choose the type of Justification you want ...



...left

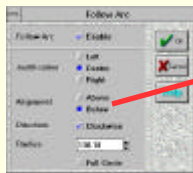


...centre



...Right

6



Choose to align the text baseline either ...



...above



... or below

the circle guideline.

7



Choose a direction for the text, either ...

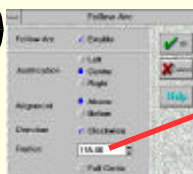


...clockwise

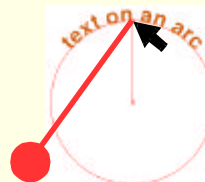


...or counter clockwise

8



Set the radius of the circle by entering a value in the entry box or click the up/down arrows to change it by 5mm at a time - or grab the outer node and drag it up or down.



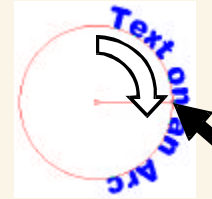
... or Click the 'Full Circle' box to draw the text around a full circle.



9 Rotating the Text Node




If you drag the **top** node in an arc, the node will snap to new positions at **right angles** to the original position and carry the text with it.



10

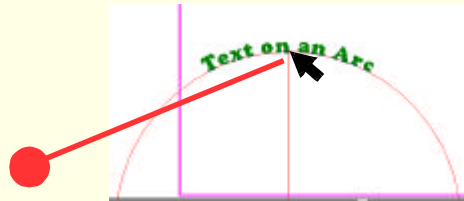
By holding down the 'Shift' key you may drag the top node in an arc and change the angle of the node to any new position. When you release the mouse, the text will be redrawn to the new node angle.



 The arc radius is not fixed during rotation, and may need to be reset. You may drag the radius to align again with the text baseline, before releasing the mouse. Alternately, you can reset the length in the radius entry box.

11 Using the Control Key

The centre node may sometimes be hidden when the arc is large or forms off screen. By holding down the 'Control' key, the top node can be used to move the text and the arc in place of the centre node.



12

Click 'OK' to end.

Learning Guide

Typing Extended Characters

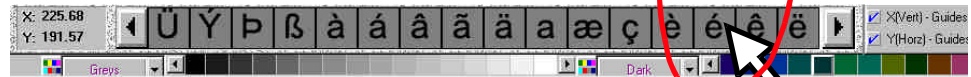


The Windows operating system can only install a limited number of fonts (usually <1000 depending on font name lengths). **All** your SignBlazer fonts are available **at all times** and are not 'installed' in the Windows Fonts folder but are loaded in the 'SignBlazer5\sbfonts' folder. There is **no limit** to the number of SignBlazer fonts you can have available to the program. Additional TrueSign™ font packs can be downloaded from the Blazer web site as they become available.

- 1 Whenever you open the Text Dialog box, all the characters in the selected font are available for display in the information window.
- 2 Use the scroll arrows to view all the available characters including accented characters and symbols. Some fonts also carry different forms for the same letter - these can also be viewed in the same window.
- 3 Once you have clicked on the Work Space to start typing you can click on any character in the information window and it will be typed directly at the cursor position.



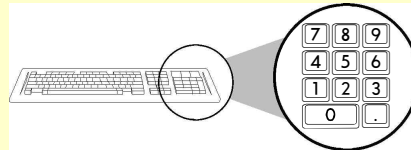
Café



You can also use the more complicated Windows keyboard codes for extended characters if you wish.

Additional letter forms included in some fonts cannot be seen using this method.

“Try our pâté and specialty ragoût”



In TEXT mode, hold the 'Alt' key down and then type the four digit character code on the **keyboard number pad**.

À	à	Á	á	Â	â	Ã	ã	Ä	ä	Å	å
0192	0224	0193	0225	0194	0226	0195	0227	0196	0228	0197	0229
Æ	æ	Ç	ç	È	è	É	é	Ê	ê	Ë	ë
0198	0230	0199	0231	0200	0232	0201	0233	0202	0234	0203	0205
Ì	ì	Í	í	Î	î	Ï	ï	Ñ	ñ	Ò	ò
0204	0236	0205	0237	0206	0238	0207	0239	0209	0241	0210	0242
Ó	ó	Ô	ô	Õ	õ	Ö	ö	Ø	ø	Œ	œ
0211	0243	0212	0244	0213	0245	0214	0246	0216	0248	0140	0156
Š	š	Ù	ù	Ú	ú	Û	û	Ü	ü	Ý	ý
0138	0154	0217	0249	0218	0250	0219	0251	0220	0252	0159	0255
Ý	ý	ı	İ	£	¢	¥	f	€	©	®	™
0221	0253	0161	0191	0163	0162	0165	0131	0128	0169	0174	0153
a	o	Đ	đ	„	‘	’	“	”	•	«	»
0170	0186	0208	0240	0132	0145	0146	0147	0148	0149	0171	0187

Learning Guide Schedule

Image Controls

- O1** Scanning Images
- O2** Color Reduction
- O3** Color Invert
- O3** Resample
- O4** Masking Bitmap Objects
- O4** Reverse Masking
- O5** Vectorise
- O6** ImageCut
- O7** Photo Fix
- O8** The Mode Tool
- O9** The Crop Tool
- O10** The Rasterize Tool

Aligning Objects

- P1** Using The 'Align' Tool
 - Aligning to the Grid (see **F2**)
 - Aligning to Guidelines (see **B6**)
 - Aligning Nodes (see **BB4**)

Making Arrays

- Q1** Rectangular Arrays
- Q1** Making Repeat Object Borders
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- T1** Using the Graphics Library

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- U3** Fit to Arc (Clockwise)
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- U7** Perspective
- U8** Vertical Arch Distortion
- U9** Horizontal Arch Distortion
- U10** Fit to Cylinder
- U11** Flag Distortion
- U12** Warp Distortion
- U13** Arch 2 Distortion
- U14** Twirl Distortion
- U15** Vertical Ridge Distortion
- U16** Horizontal Ridge Distortion

Fill Effects

- W1** Fractalise
- W2** Color Blend
- W3** **Color Medley**
- W4** Fill Attributes
- W5** Textures
- W6** Drop Shadow
 - 'Hand Tooled' Characters (see **V5**)
- W7** Special Effects
- W8** Linear Transparency
- W9** Color Transparency

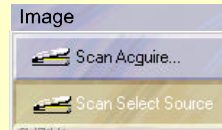
HOUR 4

To place a hand-drawn picture or photo on your work, it will have to be scanned in. Scanners convert images into formats that the computer can manipulate.

1

If you have upgraded your scanner software, changed scanners or have more than one scanning device attached to your system, you will need to select 'Scan Select Source' from the 'Image' menu.

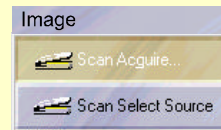
Choose the device you want from the list and click 'OK'.



2

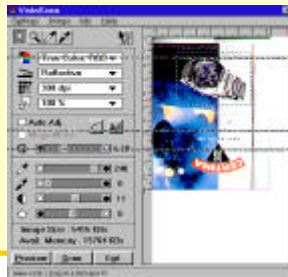


To place an image directly into this program: Click on the 'Scan' tool icon on the Toolbar.



or
Select 'Scan Acquire' from the 'Image' menu.

3



A scanner dialog box will appear. Each brand of scanner will have a different looking dialog box. For information on how to use your particular scanner, select 'Help' when the dialog box appears or see its manual. If a 'Scanner Setup' dialog box appears, your scanner configuration has changed, or was not correctly installed. Contact your scanner supplier for technical support.

After following the scanning procedure in the dialog box, the scanned image will appear directly on the screen.

Learning Guide

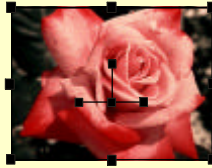
Image Controls Color Reduction

Colored Images that you bring into this program are often composed of many colors. In order for these images to be cut, you need to reduce the number of colors. Four to eight colors are desirable. Note: A white or black background is also a color.

1



To do a 'Color Reduction', select an image. Then click on the tool icon 'Color Reduction' on the Toolbar, or select 'Color Reduction' from the 'Image' menu.



2

The Color Reduction dialog box pictured below will appear. Select the 'Number of Colors' you want, and select 'OK'. Several extra 'Color Reduction' features are explained below:



Save

To save a color palette once you have chosen a number of colors, type a new name in the drop down list and press 'Save'.

Delete

Highlight the palette name you want to remove from the list, and press 'Delete'.

Auto Palette

Determines colors as close to the original as possible, limited by the number of colors you specify, and then shows a preview. To accept the result select 'OK'. To **cancel** only the **preview** press the 'Image Reset' button. To cancel the **whole** function press cancel.



Image Reset

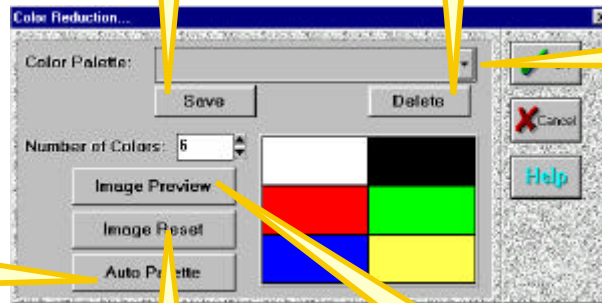
Cancels the 'Image Preview' and 'Auto Palette' functions, returning the image to its original state.

Image Preview

Selected settings will be applied to the image as a preview. To change back select the 'Image Reset' button.

Color Palette

To select a color palette, click on the  button, and select the one you want to use. To create a new color palette click in the box on the left of the  button and type its name, and select the 'save' button.



Learning Guide

Image Controls Color Invert

The 'Color Invert' command **reverses** the **colors** of an image. For example, black parts of the image are made white. Note: Images created in this program are vector based, and you **can't invert** them unless you export and save them in another bitmap format like 'EPS', and then import them for inverting.

1

First you must 'Import' or 'Scan Aquire' an image, and then select it.



2



Click on the 'Color Inv' tool icon on the Toolbar ,or select 'Color Invert on the 'Image' menu.

3

All the colors in the image are now inverted.



Image Resample

The 'Image Resample' command changes the detail of an image by changing its **resolution**. Note: Images created in this program are **vector** based and **cannot** be 'Resampled'.

1

To 'Resample' an image select it. Then click on the 'Resample' tool icon on the Toolbar or select 'Resample' from the 'Image' menu.

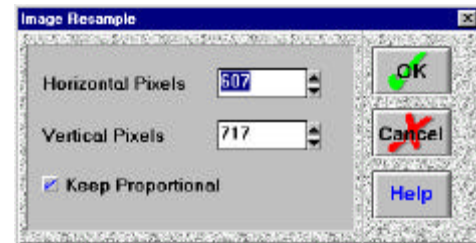


2

The Image Resample dialog box appears. The current resolution of the image is displayed. To change the resolution simply type in the new values you want to use. If the 'Keep Proportional' box is selected the other dimension will be calculated for you.

3

Remember: Images with a lower resolution use less disk space, and working on the image is quicker. Once you have chosen the values select 'OK'.



Learning Guide

Image Controls Masking Bitmap Objects

One way you can use the combine function is to **mask** a **bitmap** object.

Note: You must have 'Full Render' selected in the 'View' menu for results to be seen correctly on the screen



To mask a bitmap object, place a **vector** object in **front** of the bitmap. The color of the vector object does not matter, it will be ignored. Select the objects, and then choose 'Combine Objects' from the 'Arrange' menu, or press the 'Combine' tool icon on the Toolbar.



Before Combining Objects

Reverse

Final Result

You can also create a **reverse mask** effect. If you have used a vector object to mask a bitmap object with the 'Combine Objects' function, you can use 'Reverse Mask' to make the vector object 'punch through' the bitmap, as pictured below.



1) Select the object that you masked with the combine command.

2) Select 'Reverse Mask' from the 'Image' menu, or press the 'Reverse Mask' tool icon on the Toolbar. The mask will now be reversed.

Reverse

Masked Bitmap

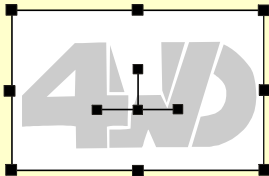


After Reverse Mask

- Once you have scanned an image into your computer, you need to change it into a format that can be recognised for **cutting**.
- Just as graphics, shapes and text you create are made of **vector** outlines, so too must any image you scan if you want to be able to **cut** it. This process is to 'Vectorise' an image.
- You have a great degree of control over the way images are vectorised, but also it is easy for people unfamiliar with the process to achieve **high quality** results efficiently.

1

To vectorise an image, first 'Import' or 'Scan Aquire' an image, and then select it:



2




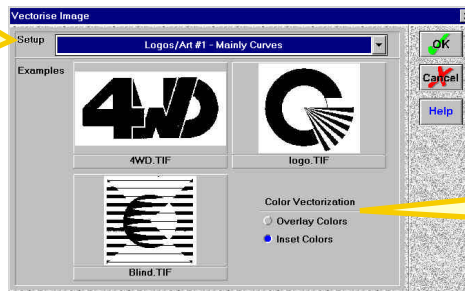
Click on the 'Vectorize' tool icon on the Toolbar, or select 'Vectorize' from the 'Image' menu.

3

The Color Reduction dialog box will appear. If you would like to reduce the number of colors in your image, choose the settings you require and press 'OK'. If you don't wish to alter the number of colors, press 'Cancel'. The Vectorize dialog box will appear.

Setup

Click on the  button to select various settings for different images. Look at the **quality** and **type** of image. Is it mostly lines or curves? Several examples are given with each setting. Selecting the right setup will produce very accurate results.



Color Vectorisation

If the vectorise process results in some *white space* between overlapping objects, you need to select 'Overlay Colors'. If however you wish to **save vinyl**, selecting 'Inset Colors' will discard parts of objects hidden by overlapping.

4

Once you have chosen the settings, select 'OK' to vectorise the image. NOTE: The original image will be left **underneath** the vectorised image, and will be the **selected** object. You can move or delete it.

Learning Guide

Image Controls ImageCut

ImageCut is a powerful method for reproducing **photographs** on **vinyl**. ImageCut converts photos (including color photos) into a series of horizontal stripes which can be cut using a vinyl cutter. ImageCut can also place **weeding tags** on each stripe to make weeding easy.

1 Once you have scanned or imported a photograph, select it and choose 'Image Cut' from the 'Image' menu. The 'Image Cut' dialog box appears:

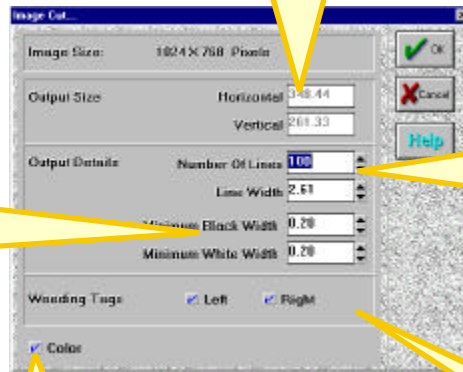
Output Size

Sets the size the image will be on your sign. While you can change dimensions here, it is recommended these boxes be used to see the dimensions, as the other variables create the output size. For example: if you import a square you must have a square output. Note: The height of the output is always the number of stripes times the stripe width.

Minimum Black & White

Minimum black sets the width of the **stripe** and minimum white sets the **space** in between the stripes. The lower the setting the **sharper** the picture, having the settings too high reduces the resolution. The **0.20** default is usually sufficient, and makes weeding easy.

Note: Increasing the black width makes the image **darker**, increasing the white width makes the image **lighter**.



Number of Lines

Selects the number of stripes the output will have. More stripes creates more detail, but makes weeding harder. Generally **40** lines for low detail or **80** lines for a highly detailed photo is enough.

Line Width

Sets the vertical width each stripe works within. This will largely depend on the other settings you choose.

Color

You can create full color photographs using special **translucent vinyls**. Click on this box and four separate **CMYK** versions will be generated for cutting. Notice the different angles of each color, and be careful with registration.

Weeding Tags

Puts tags on left, right, neither or both sides of the graphic to make weeding easy.

2 Click 'OK' to cut the picture once you have selected the settings. The image will appear towards the bottom left corner of your sign ready for cutting.



Photo Fix is a most comprehensive collection of tools placed into a single toolbox which allows the beginner and expert alike to make all the adjustments necessary to print professional quality bitmapped photographic reproductions

1

Select the photo image you wish to adjust.

2

Select "Photo Fix" from the "Image" drop down menu to open the Photo Fix Toolbox

3

Select and alter the image controls needed to make the required adjustments or select saved or default settings from the bottom list box

4

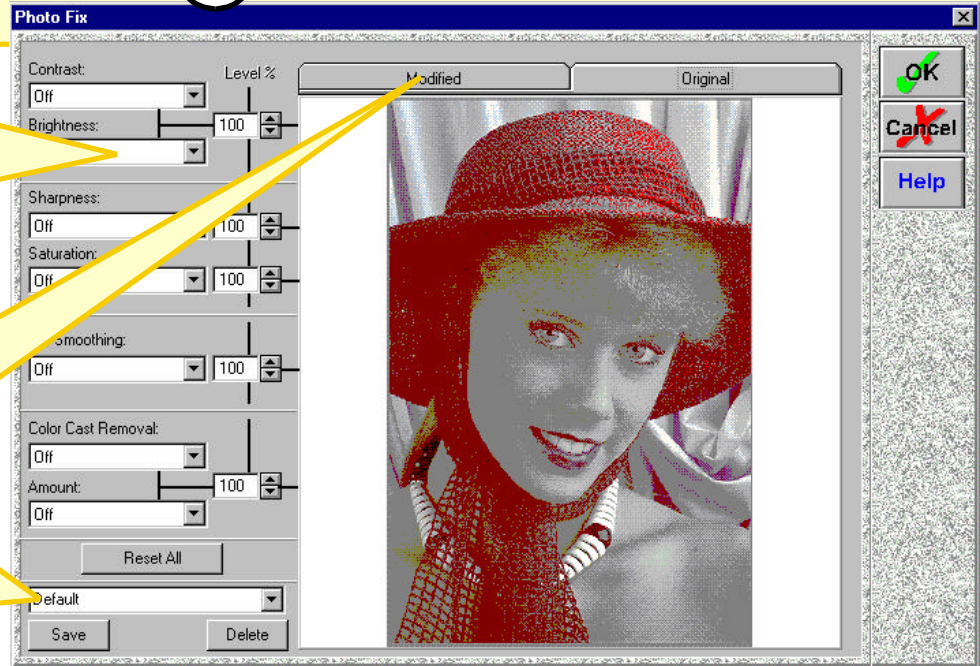
You can continue to make adjustments using the "Original" and "Modified" views of the image for comparison

5

You can save a set of control settings for re-use later or delete saved settings using the bottom list box

6

Click OK to accept the changes



In order to understand the use and effects of the range of image controls available in Photo Fix you can open the sample files provided with the program. Each file shows a "Before" and "After" photo image and gives the name of the default setting used to achieve the results.

**The sample files are found on your installation CD and are named:
PHOTOFIX-1.SBD PHOTOFIX-2.SBD PHOTOFIX-3.SBD and PHOTOFIX-4.SBD**

The “Mode” tool lets you convert a bitmap into the ‘color depth’ best suited for an application. The greater the depth the more information must be stored to describe each bitmap picture element. Smaller depths create smaller file sizes but fewer colors can be represented.

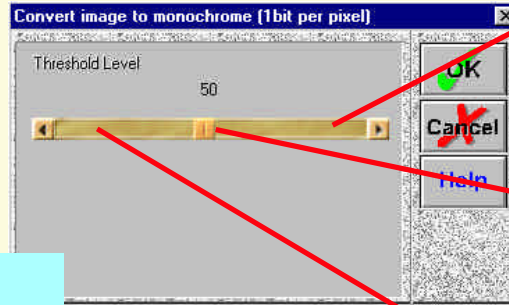


To convert a bitmap to a different color depth, select the “Mode” tool from the “Image” menu. A menu fly-out will open. Color depths available for the selected bitmap will display as solid.

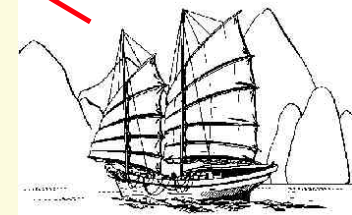
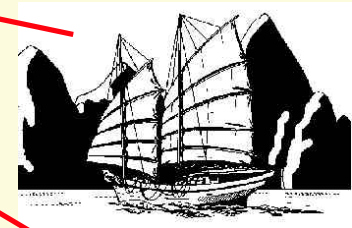
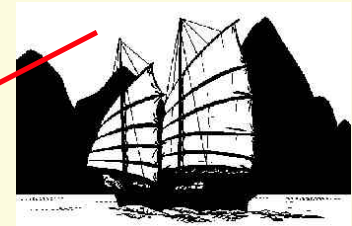
- ☞ Select 24 bit for full color Large Format printing.
- Select ‘Grayscale’ for color representation on black and white printing.
- Indexed 4 and 8 bit create small color files useful for Internet publication.
- Monochrome (1 bit) bitmaps can be vectorised for vinyl cutting.

Converting Color Images into Monochrome (1bit)

- 1 Color images including photos can be reduced to monochrome (1 bit) bitmaps which you can then vectorize for single color vinyl cutting. Select the color image. Select “Mode” from the “Image” menu and select **“Monochrome - 1 bit”** from the fly-out.



- 2 A window with a threshold level will open. Moving the threshold to the right causes lighter colors to convert to black. Moving the threshold to the left converts darker colors to white. Click “OK” when the degree of detail or level conversion is correct.



- 3 You can vectorise the monochrome bitmap for single color vinyl cutting.
 - If you want a multiple color vinyl image, use the “Color Reduction” tool rather than the “Mode” tool.

Learning Guide

Image Controls Cropping Bitmap Objects

The "Crop" tool allows you to select the area of interest in a photograph or other bitmapped graphic and crop away the areas not required.



1

Select the bitmap object you wish to crop - the bitmap may be color, greyscale or black and white. Select the "Crop" tool from the "Image" menu.

A red 'cropping box' will appear around the outside of the selected bitmap.



2

Drag the sides or corners of the cropping box to the size and area you wish to keep. Everything outside this box will be discarded.



You can also click your mouse inside the cropping box and drag the box to any location on the bitmap

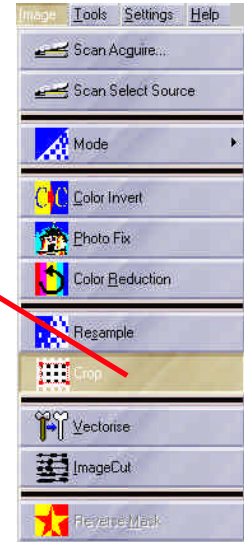


3

Click on "Select" to crop the bitmap. Everything outside the cropping box will be discarded (cropped).



Use the "Mode" tool on the "Image" menu to change the bitmap depth or the "Resample" tool to choose a new resolution.



The “Rasterize” tool allows you convert a vector drawing or object into a bitmap. This is the reverse action to the Vectorize tool. You may need to place a bitmapped representation of vector objects into documents for publication in a desktop publishing application or pages prepared for a web site.

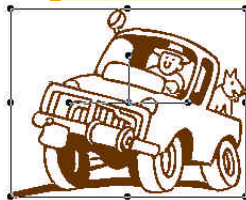
1



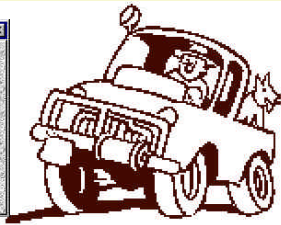
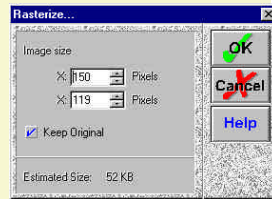
Select the vector object you wish to Rasterize

Select “Rasterize” from the Image menu ...

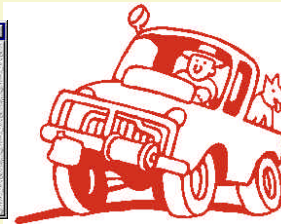
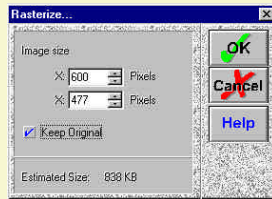
2




Vector Clipart



Enter a value for the number of pixels you want your bitmap to have either horizontally or vertically, into the “X” or “Y” boxes. (These are not ‘screen’ pixels or ‘dots per inch’, but the number of elements the vector object will be divided into to make the bitmap).



Smaller values will create bitmaps which use less memory but show more pixelation, i.e. looks more ‘jagged’. Choose a value which creates a bitmap which looks smooth at the size at which it is to be displayed.

 Tick “Keep Original” if you want to keep a copy of the vector object as well as create a bitmap.

3

The bitmap which is created has a depth of 24 bit color. You can reduce the memory size of the bitmap object by using the “Mode” tool if you need to.

- If the bitmap is for use as a monochrome object it can safely be reduced to a “1 bit” depth or where a few basic colors are displayed, 4 or 8 bit depth may be satisfactory.

Learning Guide

Using The Align Tool

1

Select the objects you want to align. These may be text, shapes symbols, panels etc.

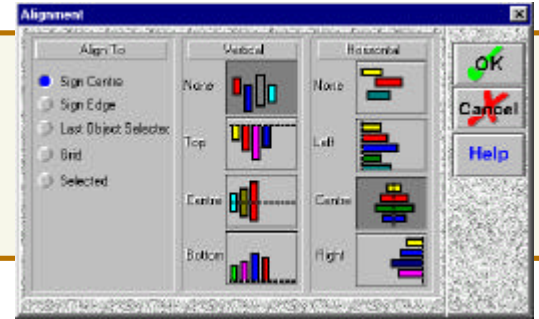
2



Click the 'Align' tool icon on the Toolbar, or select 'Alignment' from the 'Arrange' menu.

3

The 'Alignment' dialog box opens.



4

Select the object or frame you want to align to.

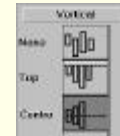
Objects may be aligned to the Work Space centre or edge, the last object selected during selection, the grid, or to the centre of the object's own selection box.

5

Select the mode of alignment you want

You may choose independently to align horizontally or vertically. Click an alignment for each direction, or you may choose none.

'Grid' Alignment

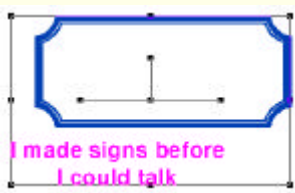


You must have the grid lines visible on the Work Space to align to them.

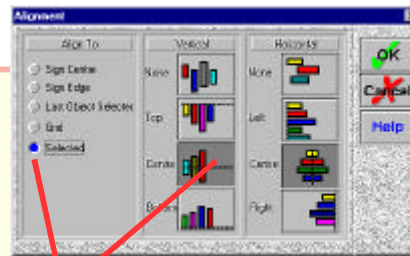
Objects align to the nearest grid line.

'Selected' Alignment

This Align tool option can be used to exactly centre text inside a border or panel.



Select both the text and the border.



Click 'Align to ... Selected' Choose 'Centre' alignment for both 'Horizontal' and 'Vertical'.

I made signs before I could talk

Click 'OK'. The text will be centred exactly inside the border.

Learning Guide

Making Arrays Rectangular Arrays

You can **replicate** as many objects onto the Work Space as you wish, and you can also have them **arranged** into neat rows and columns.

1 2



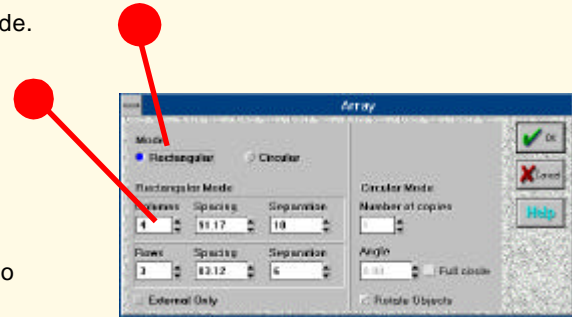
Select an object, and click the 'Array' tool icon on the Toolbar, or select 'Array' from the 'Edit' menu. The Array dialog box opens.

3 Select Rectangular mode.

Enter the number of rows and columns you need.

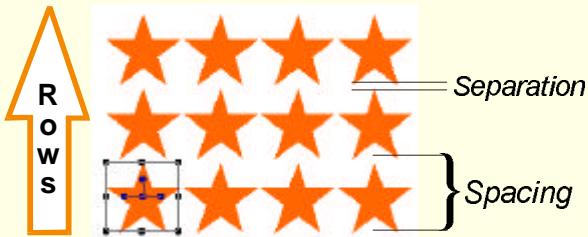
Set the array size by entering a 'spacing' value or by entering an additional 'separation' value between the arrayed objects.

TAB You can use the 'Tab' key to advance along the boxes.



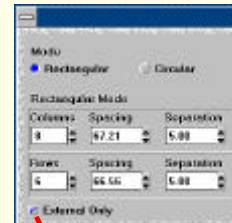
4

Columns →



Click 'OK' and the array is built.

5 Making Repeat Object Borders



Tick the 'External Only' box to draw the array using the objects only along each edge.

Learning Guide

Making Arrays Circular Arrays

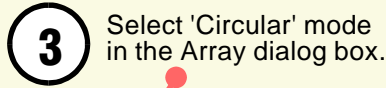
You can use the Array Tool to place objects onto a circle or an arc.



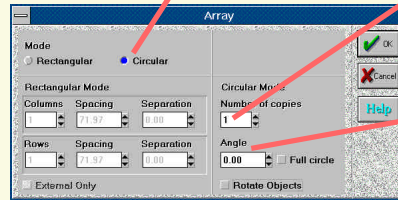
1 Select an object, and click the 'Array' tool icon on the Toolbar, or select 'Array' from the 'Edit' menu.



2 The Array dialog box opens.



3 Select 'Circular' mode in the Array dialog box.



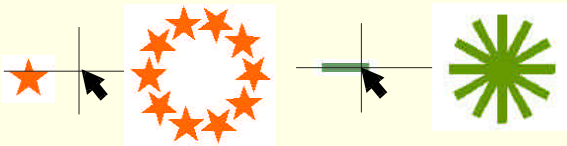
4 Enter the number of **copies** you want on the circular path.

5 Enter an angle or click 'Full Circle' and choose whether to rotate your arrayed objects or not. Click 'OK'.

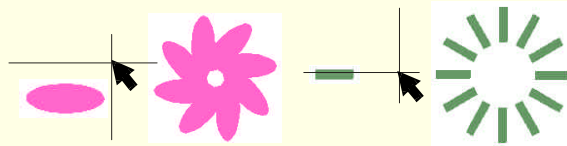
The pointer becomes cross-hairs.

6 Array on a Full Circle

Make sure you tick the 'Full Circle' box before you click 'OK'.



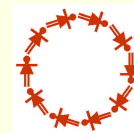
Click the cross-hairs to set the **centre** of your circle. The array then draws automatically around this point.



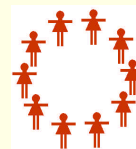
You can choose to **offset** the centre of the circle, or set it close to, or away from the object.

7 Rotating the Array Objects.

Clicking the 'Rotate Objects' box causes each object to be rotated and stay at the **same angle** to the **path**.



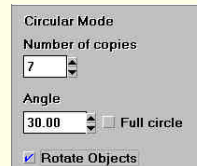
Leaving the box unselected places the objects on the array path without rotating them.



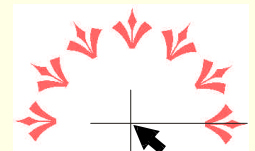
8 Array on an Arc



Enter the **number** of objects and the **angle** you want between each one, click 'OK'.



Click to set the **radius** of the arc. The objects are drawn counter clockwise on the arc.



Learning Guide

Measuring

The 'Measuring' tool allows you to measure the **length, height** or **angle** of anything on your Work Space. Or, you may need to **scale** an object to make some part or feature of the object a certain size.

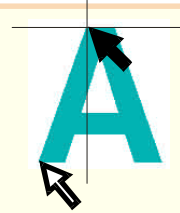
1



Click the 'Measure' tool icon on the Toolbar, or choose 'Measure' on the 'Manipulate' menu.

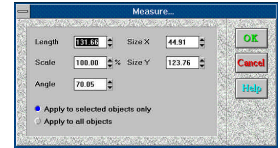
2

Click the cross-hairs at the start and then the end of the feature to be measured.



3

The Measure dialog box opens, and shows both the length and angle of the feature you measured.



Maybe you need the Lower Case of your text to be at a certain size.

1



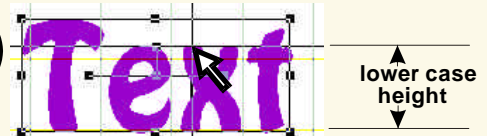
Click the 'Measure' tool icon on the Toolbar, or choose 'Measure' on the 'Manipulate' menu.

2



The pointer becomes cross-hairs. Align the pointer with the text baseline, and click.

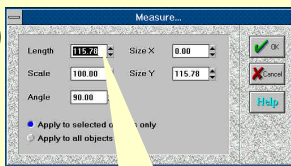
3



Move to the top of the lower case character and click again.

4

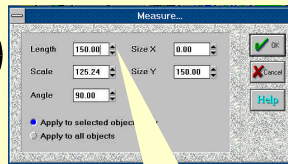
The Measure dialog box opens.



The height you just measured is shown in the 'Length' box.

5

Enter the height you want into the 'Length' box. The scale of the new object size now appears.

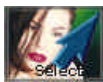


6



Click 'OK' to have the text redrawn at the new scaled size.

7



Click 'Select' to finish using the Measuring tool.

Learning Guide

Measuring Angles

The 'Measure' tool can be used to **rotate** an object using the angle of one of its parts.

1 Select the 'Measure' tool icon on the Toolbar.

2 You can use the 'Zoom Window' option on the 'View' menu to **enlarge** an area of the object.

3 Click the crosshairs along a section whose angle you want to find.

4 The angle will be displayed.

5 Enter the angle you need - perhaps to align with another object. You may change the scale at the same time if you wish. Click 'OK'.

After rotating an object, you may wish to return it to true horizontal or true vertical. The Measure tool can be used to do this.

1 Select the 'Measure' tool.

2 You can use the 'Zoom Window' option on the 'View' menu to **enlarge** an area of the object.

3 Click the cross-hairs along a section of the object which you want horizontal or vertical.

4 The current angle will be displayed. Enter '0' to make the object horizontal or '90' to make it vertical.

5 Click 'OK'

The selected object will be redrawn to true vertical or horizontal.

Learning Guide

Drawing Borders Basic Borders

Drawing borders - even basic ones - would be a tedious task if each corner had to be individually drawn, rotated, aligned and connected. A rapid border drawing tool is provided.

1



Click on the 'Border' tool icon on the Toolbar or select 'Border' from the 'Draw' menu.

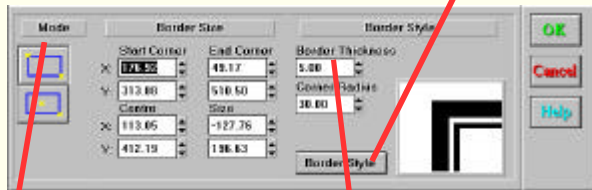
2

Move onto the Work Space. The pointer becomes cross-hairs. You may click the mouse to start drawing a border using the last chosen style or ...

3



Click the right mouse button to select a new border style. A Border dialog box opens showing the current style. Click the 'Border Style' button.



The 'Border/Corner Styles' dialog box opens. Click on 'Basic' style.



Scroll through the style collection using the arrow buttons and scroll bar.

Click your selection and then click 'OK'.

Click a 'Mode' button to start drawing from the centre or from the top left corner.

5

Enter a border thickness and corner radius into the entry boxes. You can use the up/down buttons to change the values by 5mm at a time.



Thickness: 5mm
Radius: 30mm



15mm
30mm



5mm
15mm

6

If you wish, you may have a border drawn at a precise location and size. Enter co-ordinates into the entry boxes and click 'OK'.

OR ... you may draw directly onto the Work Space. Click 'OK' to start drawing.

7

Click to place the centre or first corner.

8

Move and click again to place the bottom right corner. The border is drawn.


9

You may draw more borders or click 'Select' to finish drawing borders.


Learning Guide

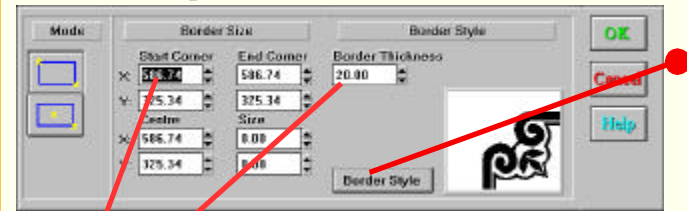
Drawing Borders Borders With Ornate Corners

A rapid border drawing tool for drawing borders with elaborate and detailed corners, is provided.

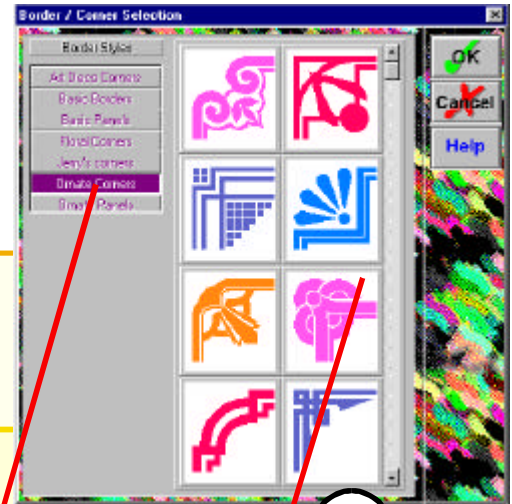
1  Click on the 'Border' tool icon on the Toolbar or select 'Border' from the 'Draw' menu.

2 Move onto the Work Space. The pointer becomes cross-hairs. You may click the mouse to start drawing a border using the last chosen style and thickness, or ...

3  Click the right mouse button to select a new border style. The Border dialog box opens showing the current style and thickness.



Click the 'Border Style' button.



The 'Border /Corner Styles' dialog box opens. Click on 'Ornate' or 'Floral' Corners.

Scroll through the styles available using the arrow buttons and scroll bar.

Click your selection and then click 'OK'.

5 Enter a value into the 'Border Thickness' box, or use the up/down buttons to change the value by 5mm at a time (Try small values first, like 10mm.).

6 If you wish, you may enter co-ordinates into the entry boxes to have a border drawn at a precise location. You may choose the centre or corner mode. Click 'OK' to draw the border.


Click 'OK' to start drawing.

7 OR ...You may draw directly onto the Work Space.

Click a 'Mode' button to start drawing from the centre or from the top left corner.

8  Click to place the centre or first corner.

9  Move and click again to place the bottom right corner. The border is drawn.

10  Click 'Select' to finish drawing borders.

Learning Guide

Drawing Panels

Not all border styles have four similar corners. A library of symmetrical and asymmetrical panel borders in basic, art deco, novelty, ornate and period styles is provided.

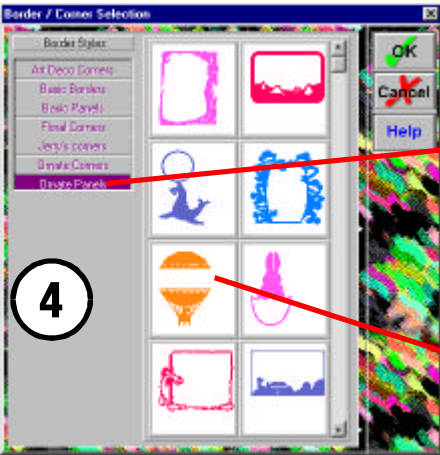
1



Click the 'Border' tool icon on the Toolbar, or.... select 'Border' from the 'Draw' menu.

2

The Border Style window opens.

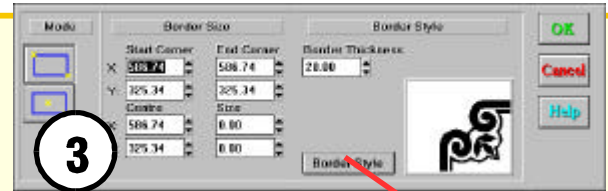


4

Select a panel style from the 'Border Styles' list.

Use the scroll bar or arrow buttons to view the panel collection.

Click on your selection and click 'OK'.



3

Click the 'Border Style' bar.



5

The selected panel border is displayed.

You may draw the panel at an exact size and location by entering co-ordinate values into the entry boxes, then choose the centre or corner mode button. Click 'OK' to draw the panel.

6

or ... you may draw directly onto the Work Space.

Choose a mode button - you may start drawing from the centre or the top left corner. Click 'OK'.



7

Click on the Work Space to place the first corner or centre.

8

Then move and click again to place the lower right corner. The panel is drawn.

9

You may choose and draw more panels ...



10

... or click 'Select' to finish drawing.

Learning Guide

Using the Symbol Library

A library of symbols, signs, separators, shapes, logos, sign elements, design elements and sign art is provided to aid in the rapid development of artwork for signs.

1



Click on the 'Library' tool icon on the Toolbar, or select 'Library' from the 'Draw' menu.

2

The 'Symbols' dialog box will appear. Click on the 'Category' list button to view the library **categories**. Click on a category name to select it.

3

Click the arrows and elevator bar to scroll through the list of **sub-categories**.

Select a sub-category to access that collection.

4

Click the arrow buttons or elevator bar to scroll through all the items in that collection.

5

Enter the size you want for your symbol into the entry box. Clicking the up/down arrows changes the size by 5mm at a time.

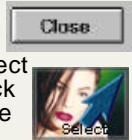
6

Simply **drag** the symbol you want directly onto the Work Space. It will appear immediately at the chosen size, and in the current palette color.



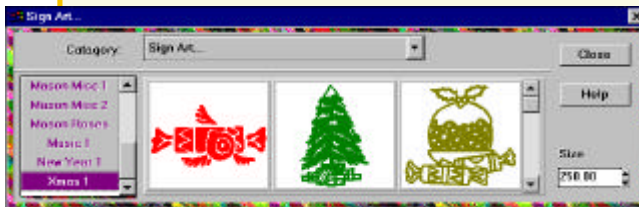
8

To finish selecting symbols, select 'Close' or click 'Select' on the Toolbar.



7

You may continue to select more symbols, choosing both the size and the color.



Learning Guide

Creating Distortions The Vertical Bezier Distortion

1

Select an object you wish to apply a vertical bezier distortion to.

You can select text, or any vectorised shape.

2

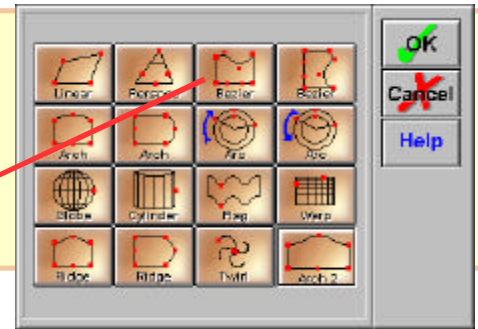


Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The 'Distortion' dialog box opens.

Select the vertical 'Bezier' button and click 'OK'.



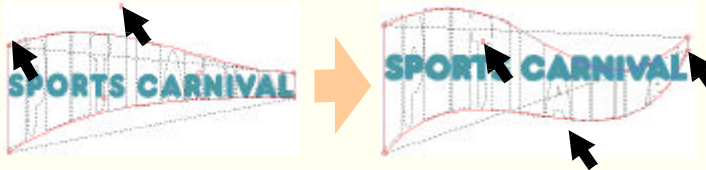
4

The selection box is replaced by a selection box with eight nodes.



5

Grab any of the nodes and move them. A dotted outline shows the changing shape.



Click 'Select' to draw the distortion.



6

CONTROL

If you hold down the 'Ctrl' Key, a pair of nodes from the top and bottom will move together (if one is dragged).



7

SHIFT

If you hold down the 'Shift' Key, a pair of nodes from the top and bottom will move in equal and opposite directions (if one is dragged).



Learning Guide

Creating Distortions The Horizontal Bezier Distortion

1

Select an object you wish to apply a horizontal bezier distortion to.

You can select text, or any vectorised shape.

2

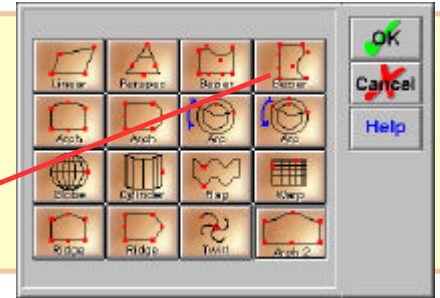


Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion dialog box opens.

Select the horizontal 'Bezier' button and click 'OK'.

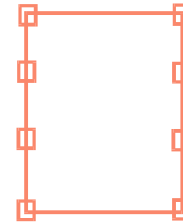
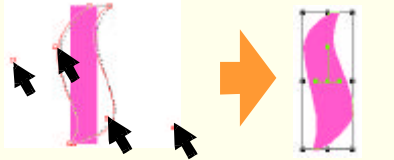


4

The selection box is replaced by a selection box with eight nodes.

5

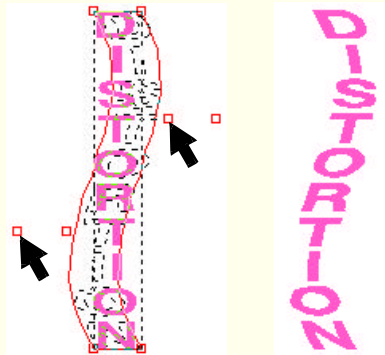
Grab any node and move it. Dotted outlines show the changing shape. Keep moving nodes until the dotted outline shows the shape you want. Click 'Select' to have the distortion drawn.



6

CONTROL

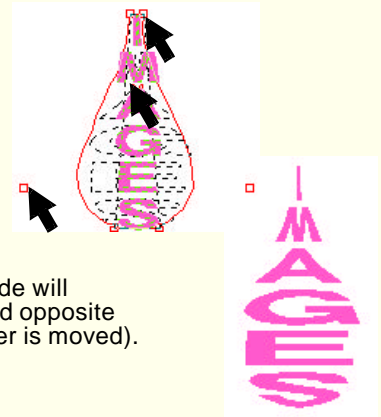
If you hold down the 'Ctrl' Key, a pair of nodes on each side will move together (if you move either one).



7

SHIFT

If you hold down the 'Shift' Key, a pair of nodes on each side will move in equal and opposite directions (if either is moved).



Learning Guide

Creating Distortions Fit To Arc (Clockwise)

1

Select an object you wish to fit clockwise to an arc.

You can select **text**, or any vectorised shape.

2

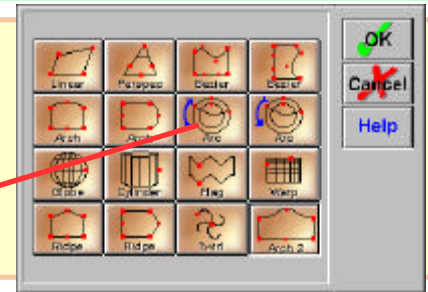


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion dialog box opens.

Select the 'Arc' button with the clockwise arrow and click 'OK'.



Two circles, the object's width apart, surround the object.



4



Dragging the **top** nodes changes the **height** or **baseline**.

Dotted outlines show the changes. Click 'Select' to draw.

5



Dragging one of the **side** nodes changes the **start** or **end**, and the **angle** of the arc. Click 'Select' to draw.

6

CONTROL

If you hold the 'Ctrl' Key, moving a **side** node **rotates** the centreline.

If you hold the 'Ctrl' Key, moving either of the **top** nodes moves both together, keeping their distance apart constant.

Click 'Select' to draw.



7

SHIFT

If you hold the 'Shift' Key, moving either of the **side** nodes moves both together, changing the arc angle symmetrically.

If you hold the 'Shift' Key, moving either of the **top** nodes moves both in equal and opposite directions.

Click 'Select' to draw.



Learning Guide

Creating Distortions Fit To Arc (Counter-Clockwise)

1

Select an object you wish to fit counter-clockwise to an arc.

You can select **text**, or any **vectorised** shape.

2



Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the 'Arc' button with the counter clockwise arrow and click 'OK'.



Two circles, the object's width apart, surround the object.



4



Dragging the top nodes changes the height or baseline.

Dotted outlines show the changes. Click 'Select' to draw.

5



Dragging either of the **side** nodes changes the **start** or **end**, and the **angle** of the arc. Click 'Select' to draw.

6

CONTROL

If you hold the 'Ctrl' Key, moving a **side** node **rotates** the centreline.

If you hold the 'Ctrl' Key, moving either of the **top** nodes moves both together, keeping their distance apart constant.

Click 'Select' to draw.



7

SHIFT

If you hold the 'Shift' Key, moving either of the **side** nodes moves both together, changing the arc **angle** symmetrically.

If you hold the 'Shift' Key, moving either of the **top** nodes moves both in equal and opposite directions.

Click 'Select' to draw.



Learning Guide

Creating Distortions Fit To A Globe

1

Select an object or group of objects you wish to fit to a globe.

You can select **text**, or any **vectorised** shapes.



Any text included in the selection will be **converted to curves** during distortion.

2

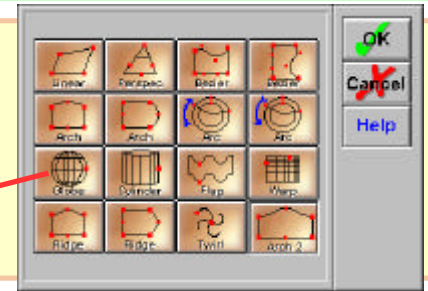


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the 'Globe' button and click 'OK'.

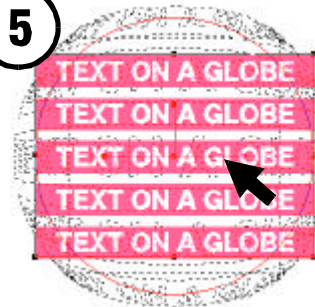


4



A **circle** forms at the object's width. A node appears at the right side.

5



Grab the node and move it towards the **centre** of the circle. A dotted outline shows the changing shape.

6



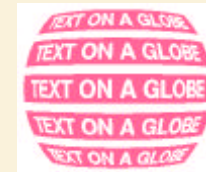
Click 'Select' to have the objects drawn to fit to the globe.

7



If you **drag** the node away to the **right**, a different distortion will result.

The objects are drawn as if fitted to a **barrel**.



Learning Guide

Creating Distortions Linear Distortions

1

Select an object you wish to apply a linear distortion to.

You can select **text**, or any **vectorised** shape.

2

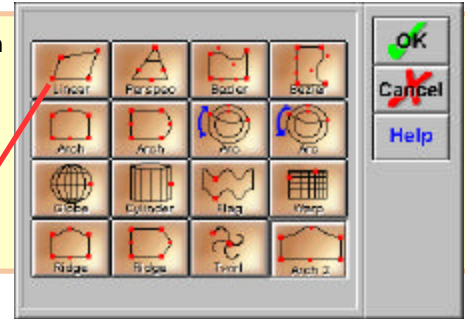


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the 'Linear' distortion button and click 'OK'.



4



The selection box is replaced by a selection box with **corner** nodes.

5

You can **grab** any node and move it.

A dotted wire-frame outline shows the changing shape.



6



Click 'Select' to have the distortion drawn on the Workspace.



Text is **converted to curves** in the distortion process, and **can't** be edited as text afterwards.

Learning Guide

Creating Distortions Perspective

1

COMING

Select an object you wish to apply perspective to.

You can select **text**, or any **vectorised** shape.

2

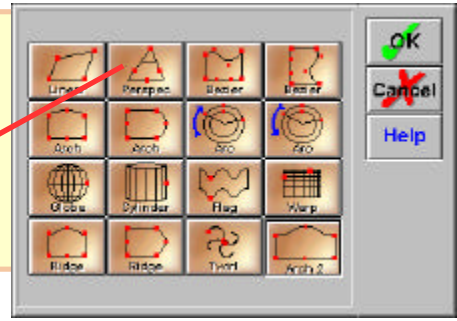


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the 'Perspective' button and click 'OK'.



4

Horizontal Perspective:

A box with **side** nodes replaces the selection box.

Grab a side node and pull **away**. A dotted wire-frame indicates the changing shape.



Click 'Select' to have the object drawn with the new perspective.



5

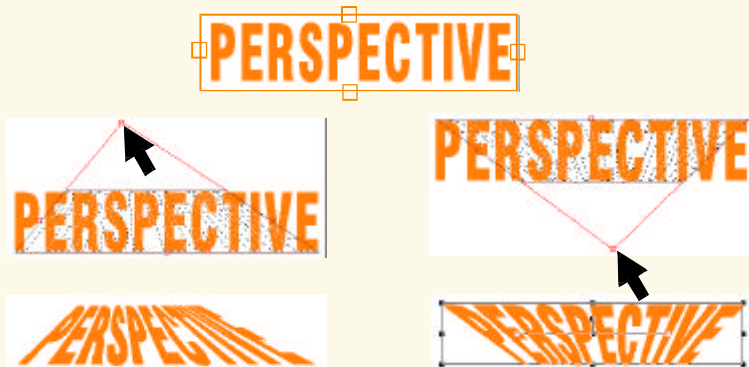
Vertical Perspective:

Grab the **top** or **bottom** node of the selection box.

Pull the **top** node **up** or the **bottom** node **down**. A dotted frame and outlines show the changing shape.



Click 'Select' to have the object drawn with the new perspective.



Learning Guide

Creating Distortions The Vertical Arch Distortion

1

Select an object you wish to apply a vertical arch distortion to.

You can select **text**, or any **vectorised** shape.

2

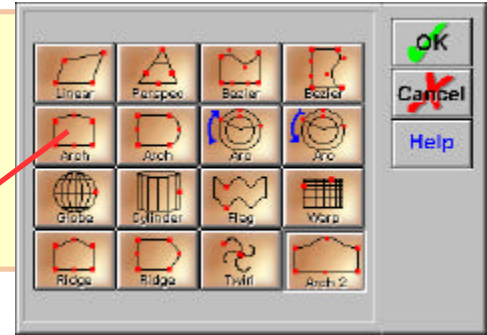


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the Vertical 'Arch' button and click 'OK'.



4

The selection box is replaced by a selection box with **six** nodes.



5

Grab any node and move it.

A dotted frame outline shows the changing shape.

Click 'Select' to draw the vertical arch distortion.



6



If you hold down the 'Ctrl' Key, moving a **top** node will move the node below in the same direction.

7



If you hold down the 'Shift' Key, moving a **top** node will move the node below equally and in the opposite direction.

Learning Guide

Creating Distortions The Horizontal Arch Distortion

1

Select an object you wish to apply a horizontal arch distortion to.

You can select **text**, or any **vectorised** shape.

2

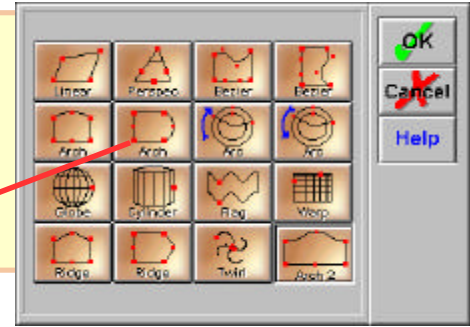


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

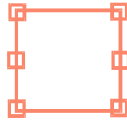
The Distortion window opens.

Select the horizontal 'Arch' button and click 'OK'.



4

The selection box is replaced by a selection box with **six** nodes.



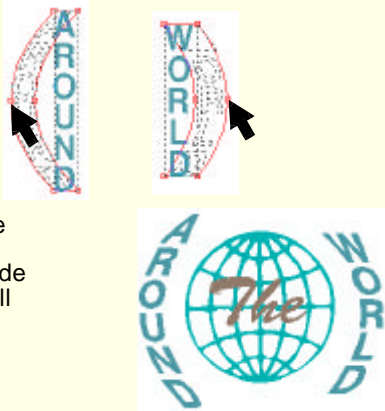
5

Grab any node and move it. Dotted outlines show the changing shape. Click 'Select' to have the distortion drawn.



6

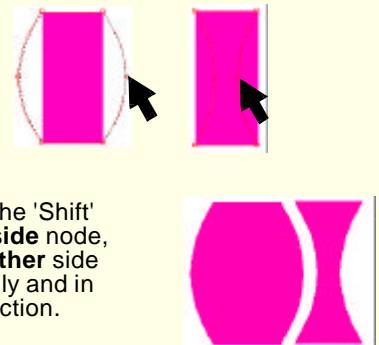
CONTROL



If you hold down the 'Ctrl' Key and move a **side** node, the node on the other side will move in the **same** direction.

7

SHIFT



If you hold down the 'Shift' Key and move a **side** node, the node on the **other** side will move in equally and in the **opposite** direction.

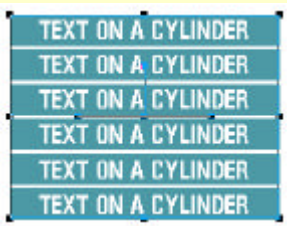
Learning Guide

Creating Distortions Fit To Cylinder

1

Select an object you wish to fit to the shape of a cylinder.

You can select **text**, or any **vectorized** shape.



Any **text** included in the selection will be **converted to curves** during distortion.

2

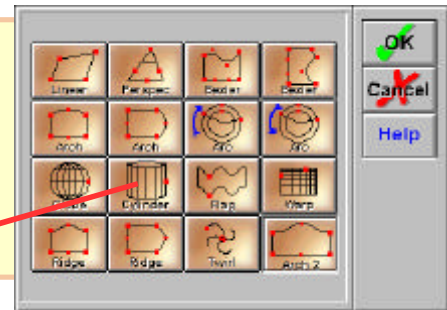


Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

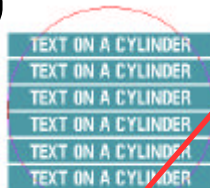
3

The Distortion window opens.

Select the 'Cylinder' button and click 'OK'.

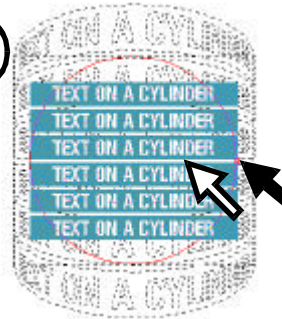


4



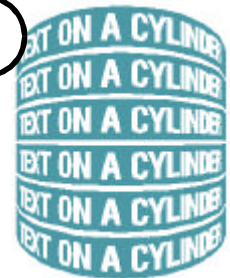
A **circle** outline forms at the object's width with a node on the **right** side.

5



Grab the node and move it towards the **centre**. A dotted outline shows the changing shape.

6

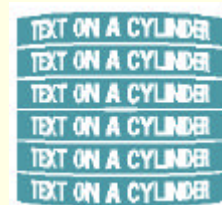


Click 'Select' to have the object drawn to fit the cylinder distortion.

7



If you **drag** the node away to the **right**, a **smaller** degree of distortion results ...



Learning Guide

Creating Distortions The Flag Distortion

1

Select an object you wish to apply a 'Flag' distortion to.

You can select **text**, or any **vectorized** shape.

2

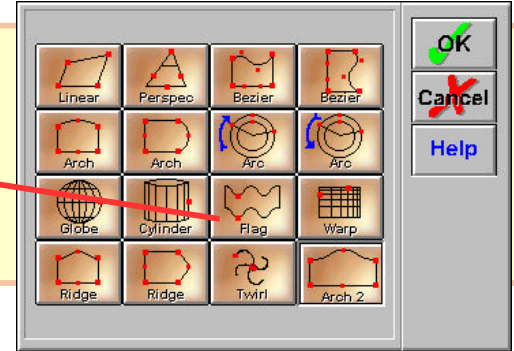


Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The 'Distortion' window opens.

Select the 'Flag' button and click 'OK'.



4

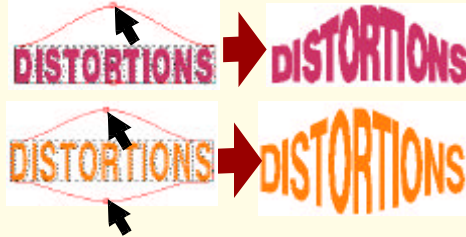
The selection box is replaced by a selection box with **two** nodes.



5

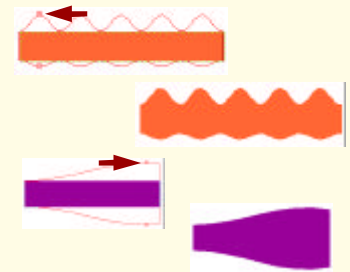
Grab either node and move it.

The dotted outline shows the changing shape.



6

By **dragging** the nodes to the **left**, the number of waves **increases**. By dragging to the **right**, the number decreases.



7

If you hold the 'Ctrl' key, then **grab** either node, both nodes will move together.

CONTROL



8

If you hold the "Shift" key then **grab** either node, both nodes will move in equal and opposite directions.

SHIFT



Learning Guide

Creating Distortions The Warp Distortion

1

Select an object you wish to apply a compression distortion to.

You can select **text**, or any **vectorized** shape.

2

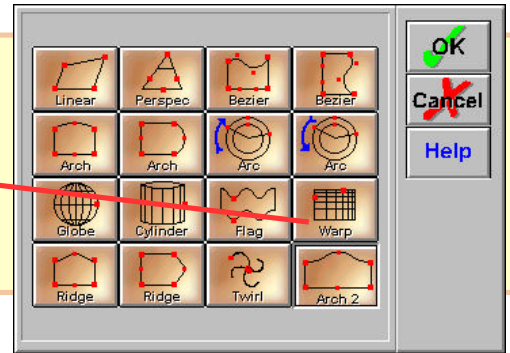


Click the 'Distort' tool icon on the Toolbar, or select 'Distort' from the 'Manipulate' menu.

3

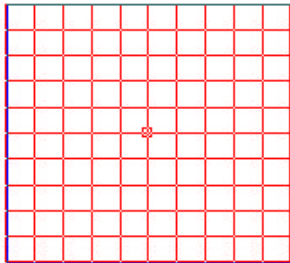
The 'Distortion' window opens.

Select the 'Warp' button and click 'OK'.



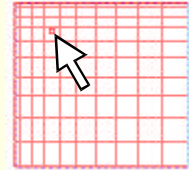
4

The selection box now has a **grid** and **central** node.



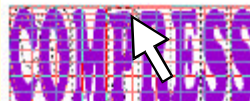
5

Grab the node and move it. The grid lines **compress**, and dotted outlines show the changing shape. Click 'Select' to have the distortion drawn.



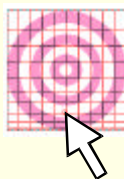
6

COMPRESS

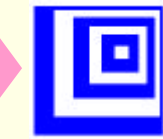
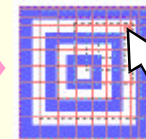


COMPRESS

The node can be **dragged up** ...



down ...



or to any **side** or **corner**

Learning Guide

Creating Distortions The Arch 2 Distortion

1

Select an object you wish to apply an 'Arch 2' distortion to.

You can select **text**, or any **vectorised** shape.

2

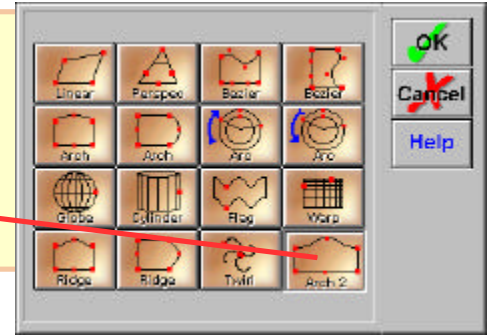


Click the 'Distort' tool icon from the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3

The Distortion window opens.

Select the 'Arch 2' button and click 'OK'.



4

The selection box is replaced by a selection box with **six** nodes.



5

Grab any nodes and move them. A dotted frame outline shows the changing shape...



DISTORTION

Click 'Select' to draw the 'Arch 2' distortion.

6

If you hold down the 'Ctrl' Key, moving a **top** node will move the node below in the same direction.



DISTORTION

7

If you hold down the 'Shift' Key, moving a **top** node will move the node below equally and in the opposite direction.



DISTORTION

Learning Guide

Creating Distortions The Twirl Distortion

- 1** Select an object you wish to apply a 'Twirl' distortion to.

TWIRL

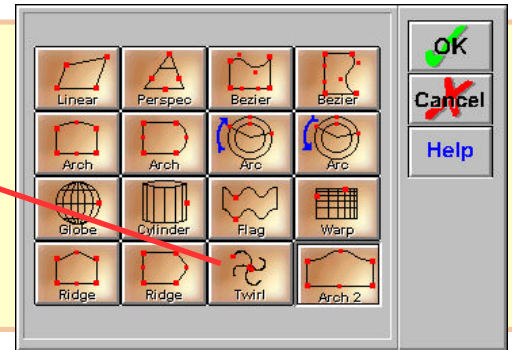
You can select **text**, or any **vectorized** shape.



Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

- 3** The 'Distortion' window opens.

Select the 'Twirl' button and click 'OK'.



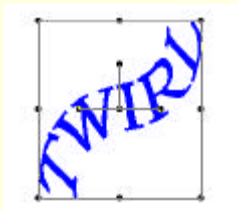
- 4** A circle appears surrounding the object. A single node is found at centre right.



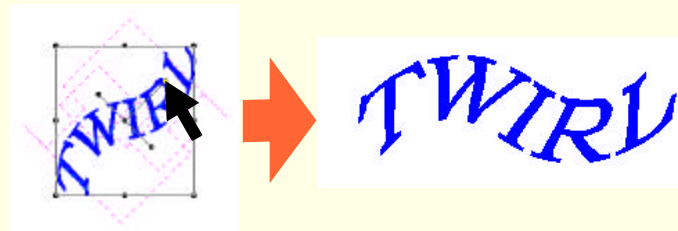
- 5** Drag the node around the circle. A dotted outline shows the extent of distortion.



- 6** Click on "Select" to have the distortion drawn.



- 7** You can rotate the new object to a new angle if required



Learning Guide

Creating Distortions The Vertical Ridge Distortion

1 Select an object you wish to apply a 'Vertical Ridge' distortion to.

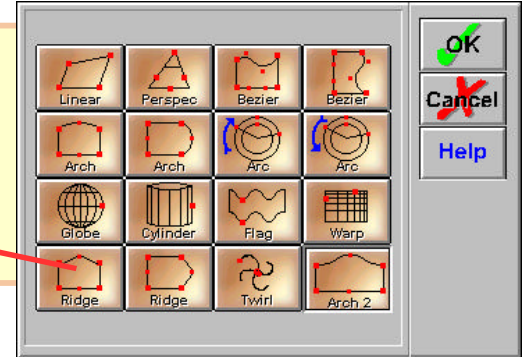
You can select **text**, or any **vectorized** shape.



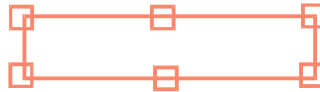
2 Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3 The 'Distortion' window opens.

Select the 'Vertical Ridge' button and click 'OK'.



4 The selection box is replaced by a selection box with **six** nodes.



5 Grab any node and move it. The dotted outline shows the changing shape.



6 Click on "Select" to have the distortion drawn.



7 If you hold the 'Ctrl' key, then grab any node, the node above or below will move together with it.

CONTROL



● This distortion can be useful for showing how a hoarding or banner may look on a building

8 If you hold the "Shift" key then grab any node, the node above or below will move in equal and opposite directions.

SHIFT



● This form of the distortion can simulate internal perspectives

Learning Guide

Creating Distortions The Horizontal Ridge Distortion

1 Select an object you wish to apply a 'Horizontal Ridge' distortion to.

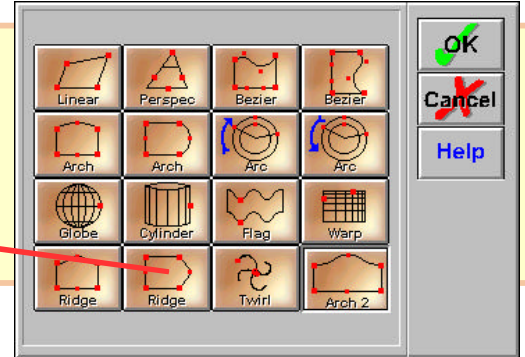
You can select **text**, or any **vectorized shape**.



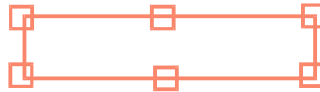
Click the 'Distort' tool icon on the Toolbar, or select 'Distortion' from the 'Manipulate' menu.

3 The 'Distortion' window opens.

Select the 'Horizontal Ridge' button and click 'OK'.



4 The selection box is replaced by a selection box with **six nodes**.



5 Grab any node and move it. The dotted outline shows the changing shape.



6 Click on "Select" to have the distortion drawn.



7 If you hold the 'Ctrl' key, then grab any node, the node above or below will move together with it.

CONTROL



8 If you hold the "Shift" key then grab any node, the node above or below will move in equal and opposite directions.

SHIFT

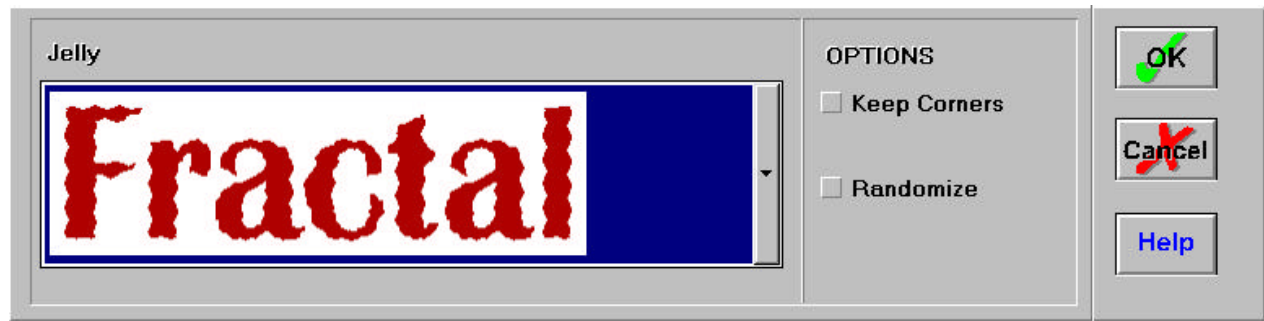




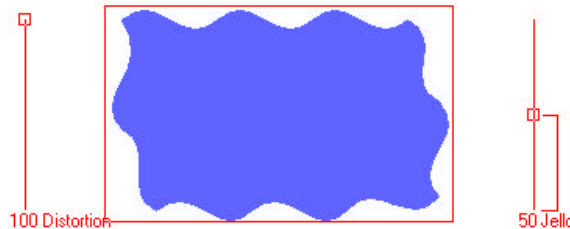
As well as special effects and distortions, you can apply **fractal** effects to objects. You can apply fractal effects to the **edges** of an object to give each object a unique outline. There are **twelve** different fractal effects from which to choose.

To put a fractal effect on an object:

1. Select the object.
2. Choose 'Fractalise' from the 'Manipulate' menu, or press the 'Fractal' Toolbar icon.
3. Click the **right** mouse button to bring up the 'Fractalise' window.



4. Click the large button beside the 'Fractal' graphic to bring up a list of fractal effects.
5. Choose the fractal effect you want (the graphic of the word 'Fractal' gives an example of each effect).
6. If necessary, select the options for 'Keep Corners' and 'Randomise'.
7. Select 'OK'.
8. You can click on any displayed red node(s), and **drag** up or down to determine the level of effects.
9. Choose the 'Select' tool icon to perform the effect.



Learning Guide



Fill Effects Color Blend


This command provides a quick and easy solution for simulating color gradation on vinyl. There are **four** blend effects, and a number of options that you can use. When viewed from a distance, the color of the object will appear to **blend** from one color to another.

To color blend an object:

1. Select the object.
2. Choose 'Color Blend' from the 'Manipulate' menu, or press the 'Blend' Toolbar icon.
3. Click the right mouse button to bring up the Color Blend dialog box.
4. Select the options detailed below and select 'OK'.
5. You can vary the blend by grabbing and dragging any of the nodes, as shown in the picture to the right. Once you have made a final decision, choose the 'Select' tool icon on the Toolbar, to perform the effect.



Blend

Click the large  button beside the 'Blend' graphic to bring up a list of color blend effects. The graphic of the word 'Blend' gives an example of each effect. Choose the desired effect.

Number of Lines

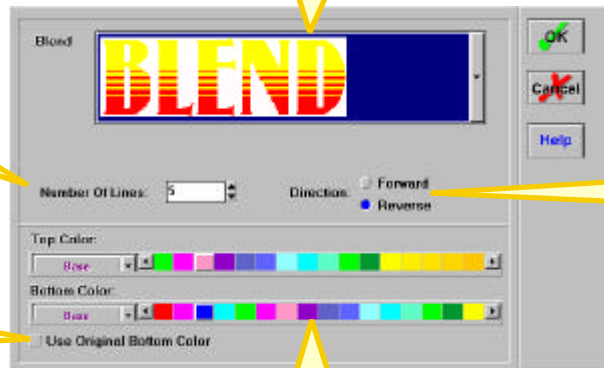
This sets the **number** of overlapping colored lines used for the blend effect.

Use Original Bottom Color

Selecting this option will retain the **current** color of the object as the **bottom** color of the blend.

Color Palette

To change to **another** color palette, click on the palette name. A full list of available palettes will appear. Click on the desired palette name.



Direction

This determines which **selected color** is used for the top and bottom of the blend. For example: If reverse is selected, the top color becomes the bottom color and the bottom color becomes the top.

Top/Bottom Color

Click on any square to select the top or bottom color of the blend.

Learning Guide



Fill Effects Color Medley

The 'Color Medley' command consists of various functions that have different effects on the **color** of the selected object. The functions are: transparency, invert background, darken/lighten, color add/subtract, outline only.

Note: You must have "Full Render" selected in the "View" menu to correctly display these effects on screen.

1 Select an object. If you are going to use color modes - 'Invert Background', 'Darken/Lighten' or 'Color Add/Subtract', place the selected object in front of the objects that you are going to perform the effect on.

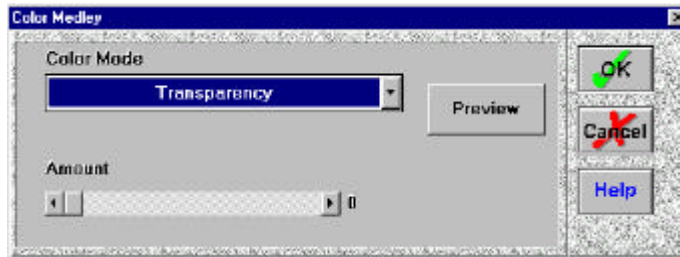
2 Select "Color Medley" from the 'Effects' menu or select the 'Col Medley' icon from the Toolbar to open the Color Medley dialog box.

3 Choose a mode from the 'Color Mode' drop down list

● *You can learn more about each mode with examples by opening its sample file while running the program. Sample files are found on your installation CD in the folder \SB5Samp1*

None

Removes the effect of the other 'Color Medley' options that are described here.



Outline Only

When you use this option, only the outline of the selected object will be visible.

● **Open the sample file:**
\SB5Samp1\COLR-MED-5.SBD

Transparency

Makes the object fully or partly transparent, so that objects behind the selected object will be partly visible.

● **Open the sample file:**
\SB5Samp1\COLR-MED-1.SBD

Invert Background

The selected object will invert the color of objects **behind** it, including the background.

● **Open the sample file:**
\SB5Samp1\COLR-MED-2.SBD

Darken / Lighten

The selected object will affect the **brightness** of any objects behind it, rather than its own brightness.

● **Open the sample file:**
\SB5Samp1\COLR-MED-3.SBD

Color Add/Subtract

The color of the selected object will be added/subtracted to the color of any objects behind it.

● **Open the sample file:**
\SB5Samp1\COLR-MED-4.SBD

4 If you wish to see what effect your selections will have on the object, without committing yourself to the result, click on the 'Preview' button.


5 Press 'OK' to accept your selections. The object will be rendered with the new settings.

Learning Guide



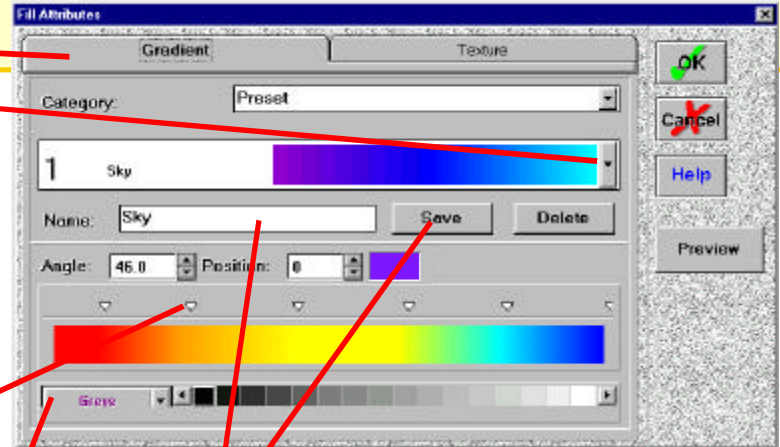
Fill Effects Fill Attributes

The 'Fill Attributes' **Gradient Fill** creates a stepless linear color fill for the selected object. The color fill of the object will merge smoothly from one color into others. You are also able to vary the number and position of colors, and the angle of the fill effect.

 You must use a Windows display driver that can display **more than 256** colors and you must have "Full Render" in the 'View' menu selected for these effects to be displayed correctly.

1 Select an object and choose 'Fill Attributes' from the 'Effects' menu, or press the 'Fill Attr' tool icon on the Toolbar. The 'Fill Attributes' dialog box will appear.

2 Select the 'Gradient' fill tab



2 You can select one of the library of Preset color gradients by clicking the list arrow and selecting from the drop-down list...



Or you can create your own fatasy.

3 You can create your own gradient by clicking on color arrows and moving them to new positions along the gradient and changing their color. You can 'drag' an arrow or use the 'Position' entry box to move it. You can add more arrows by clicking between other arrows or select an arrow and press 'Delete' to remove it.

With an arrow selected you can assign a color to it from any of the color palettes.

You can change the 'angle' of the effect from the 'Angle' entry box - enter an angle or use the up/down arrows.

4 Select 'Preview' to see the fill effect before committing to it. Click 'OK' to draw the fill.

5 If you want to save your new gradient, enter a name into the 'Category' and 'Name' entry boxes and click on 'Save'. Use the 'Delete' button to remove an unwanted gradient.





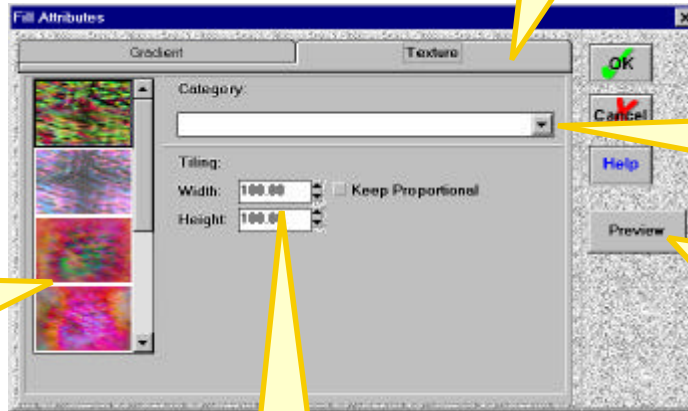
The texture command will **fill** an object with a colored **texture** picture.

 You must have "Full Render" in the 'View' menu selected for this effect to be displayed correctly

- 1 Select the object and choose 'Fill Attributes' from the 'Effects' menu, or press the 'Fill Attr' tool icon on the Toolbar. Then click on the 'Texture' tab. The dialog box shown below will appear.



- 3 Once you have selected a category, select a texture to use by clicking on the arrow keys (on the right of the pictures) to scroll through the available texture pictures. Then click on the picture of the texture you wish to use.



- 2 To select a texture to use, click on the list button to the right of the 'Categories' box, and choose a category from the drop down list.

If you wish to see what effect your selections will have on the object, without committing yourself to the result, click on the **Preview** button.

- 4 As the texture pattern will usually be too small to cover the whole object, it will be **'tiled'** (the texture picture will be repeated a number of times, filling the entire object). This setting controls the **width** and **height** of each texture tile. Type appropriate values into the 'Width' and 'Height' boxes.

If you tick the 'Keep Proportional' box when you type in a value, the other value will adjust automatically to keep the same proportions.

- 6

Click 'OK' to perform the effect.



Learning Guide



Fill Effects Drop Shadow

This function adds a drop shadow to the selected object. This type of shadow can have **transparency** and can be **blurred**, making it quite realistic.

1

To use this command, first select the object. Then select 'Drop Shadow' from the 'Effects' menu, or press the 'Drop Shad' tool icon on the Toolbar. The dialog box shown below will appear.

Offset

This is the distance between the **original** object and the **shadow**.

Preview

Press 'Preview' to see the settings applied to the object before you make a final decision.

Percentage

Tick this box and the offset will be calculated at a percentage of the **height** of the object.

Transparency

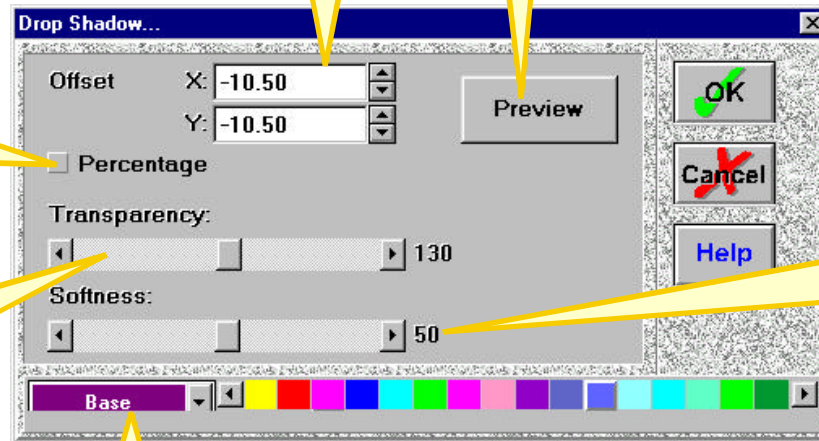
Makes objects behind the shadow **partly** visible. Use the scroll bar to vary the 'Transparency' from '0' to '255'.

Color

Choose a color **palette** and then a **color** from that palette, and your shadow will appear in your chosen color.

Softness

Gives the edges a **soft, blurred** effect. '100' gives a very soft effect. To vary the 'Softness' click on the left or right arrows.



ABC

2

Click 'OK' to accept your selections. The selected object will now have a 'Drop Shadow'.

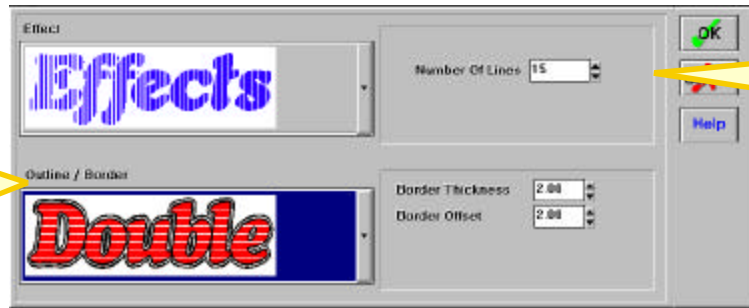
Learning Guide

Fill Effects Special Effects


There are many different special effects that can be applied to objects to create a distinctive look. To apply a special effect to an object, select the object and type 'X' on the keyboard, or select 'Special Effects' from the 'Manipulate' menu, or click on the Toolbar icon 'Special Effects'. To bring up the 'Special Effects' menu, click on the **right** mouse button.

Outlines

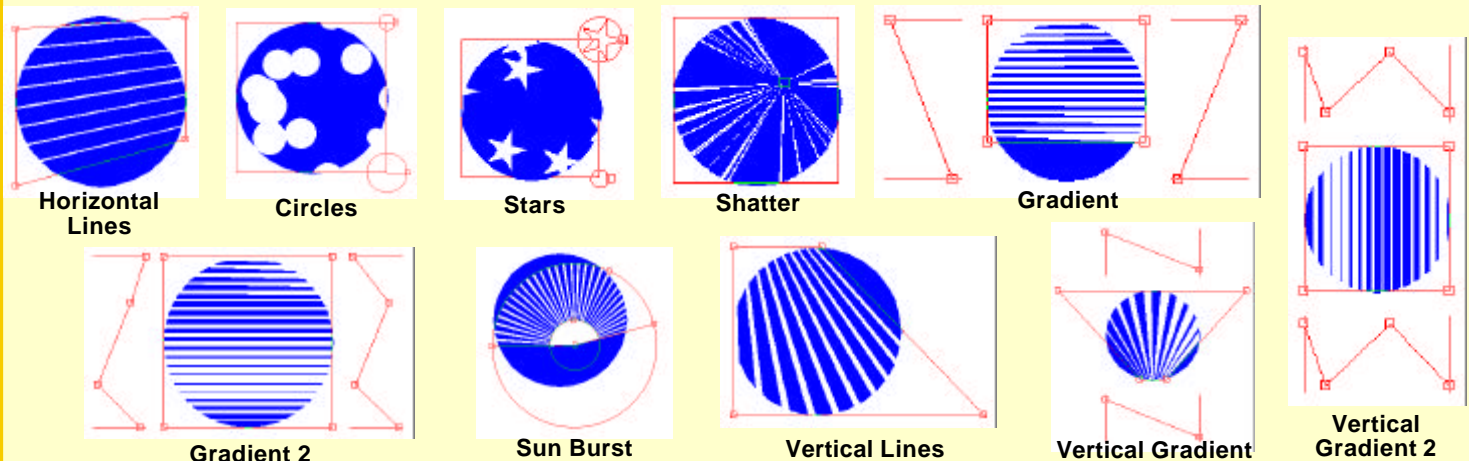
There are three types of outlines that you can draw. A **Single** line, a **Relief** outline that is separated from the object, and a **Double** that has one line touching the object and the second as a relief.



Effects

To select an effect click on the large  button to the right of the 'Effects' graphic. The box to the right changes depending on the effect you have chosen, offering options on spacing, lines, numbers, thickness and ratio.

For all effects, when you select the effect, a WireFrame appears on the Work Space with a number of nodes (i.e. small red squares), which gives you further control. An example of all **ten** effects is shown below. On the Circle, Star and Shatter effects clicking the **left** mouse button on the object re-draws the effect in new random locations.



Learning Guide

Fill Effects Linear Transparency

The Transparency tool allows control over both the gradation and profile of transparency applied to selected objects. Variable transparency can be applied to both vector and bitmap objects

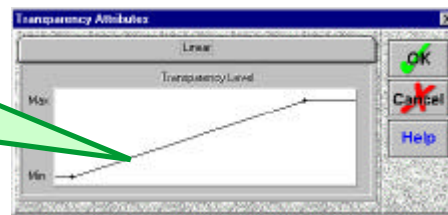
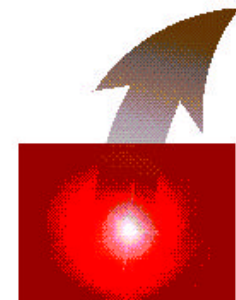
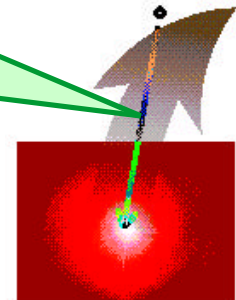
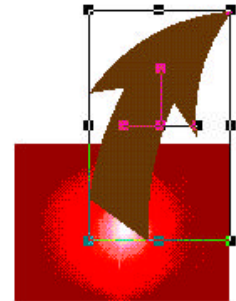
- 1 Select the object to which a transparency profile is to be applied. You may select vector objects as well as bitmap objects. Select "Linear Transparency . . ." from the "Effects" menu

- 2 An arrow will appear across the object you have selected. The arrow has a ball shaped base and a pointed arrow head. You can grab the head and the base with the mouse and relocate them to where you want your transparency profile to start and end.

- 3 A window also opens in which you can grab and move the nodes on a line which represents the profile of transparency applied to the arrow.

- ✿ A level line gives equal transparency across that section of the arrow
- ✿ An inclined line causes gradation of transparency across that section of the arrow

- 4 Click OK to close the Transparency Attributes window. The chosen profile will now be seen applied to the object



Learning Guide

Fill Effects Color Transparency

This versatile command makes only selected objects of the selected color transparent. This effect can be applied to both vector and bitmap objects.

Using this tool you can for instance:

- 1) remove the background color of pictures/photos so that the pictures/photos can be placed on top of other objects
- 2) select a vector color in a Linear Transparency and make it transparent.
- 3) select a color in a Texture fill and make it transparent.
- 4) make a color in a bitmap transparent (using the Special Effects command), and therefore could e.g. replace the sky with mountains in the bitmap.
- 5) merge bitmaps (there are also other ways of doing this).
- 6) scan complicated line art (e.g. etching and old illustrations) at the correct dpi, the resulting picture will then have hard black edges (as if the object had been vectorised).

As an example, you could strip an object's background and place it into another picture ...

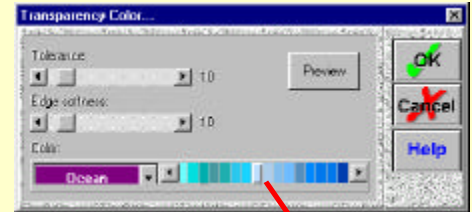
1

Select an object that needs the background color removed.



2

Click 'Color Transparency' on the 'Effects' menu to open the dialog box.



3

Choose an appropriate color palette and click the color that best matches the background.

4

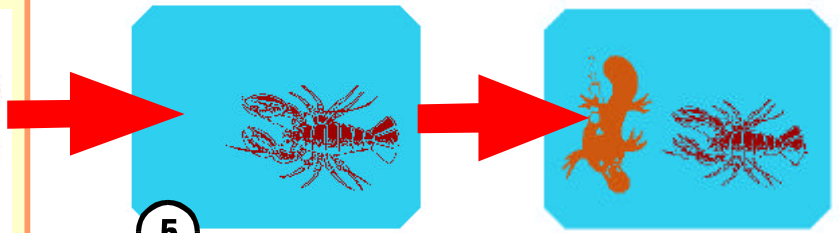
Drag the 'Tolerance' and 'Edge Softness' sliders to make the required color transparent. Use the 'Preview' button to see the progressive result. Press 'OK'.



- The (color) 'Tolerance' can be adjusted over a large range e.g. red can be adjusted from light to dark.

5

Drag and drop the object on your background



Learning Guide Schedule

Edge Effects

- V1 Expand/ Inline / Outline
Advanced Inline/Outline:
- V2 Using Inline/Outline
- V3 Outline Options
- V4 Inline Options
- V5 Using the Outline Tool
- V6 Clouding, Changing Weight
- V7 Color Trapping
- V8 Keyline
- V8 White Space
- V9 Glow
- V10 Enhance - Round
- V11 Enhance - Metallic
- V12 Enhance - Neon
- V13 Enhance - Chamfer
- V14 Enhance - Chamfer Styles

Welding

- X1 Total Welding
- X2 Punch Through Welding
- X2 Color Weld- Punch Through
- X3 Color Welding
- X3 Common Welding
- X3 Reverse Welding

Creating Shadows

- Z1 Selecting Styles and Options
- Z2 Block Shadows
- Z3 Perspective Shadows
- Z4 Solid Perspective Shadows
- Z5 Drop Shadows
- Z6 Relief Shadows
- Z7 Cast Shadows
- Z8 Extra Shadow Styles -1
- Z9 Extra Shadow Styles -2

The Node Editor

- BB1 Introduction
- BB2 Selecting Nodes
Opening The Node Editor
Toolbox
Selecting a section of a Node
Path
- Using Node Edit Tools:**
- BB3 - Moving Nodes ,
- Removing Nodes,
- Adding in Extra Nodes,
- Changing Node Type
- BB4 - Breaking and Joining Paths,
- Square or Right Angle Tool,
- Lining Up Nodes
- BB5 - 'Copy Length' and 'Apply
Length' Tools
- Sharpen Tool
- 'Copy Angle' and 'Apply
Angle' Tools
- BB6 - 'To Line' Tool,
- 'To Corner' Tool,
- 'To Arc' Tool
- BB7 - 'To Bezier' Tool
- BB8 - 'Set Angle' Tool
- BB8 - 'Set Length' Tool
- BB7 Changing Node Colors
- BB7 Correcting Mistakes - Using 'Undo'

HOUR 5

Outline Options:

An object or text can be expanded to form **two** kinds of outline - one offset and the other not offset.

1



Type text or select an object.

2



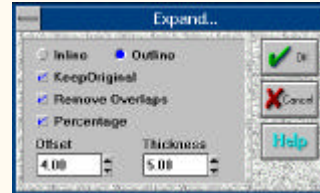
Select the 'Expand' tool icon on the Toolbar, or select 'Expand' on the 'Manipulate' menu.

3

The Expand dialog box opens. Click 'Keep Original'. Click 'Remove Overlaps' to have overlapping outlines automatically welded together.



You can choose to enter the thickness and offset of the outline in mm. or percentage of the object size. Enter values and click 'OK'.



4



If the offset is entered as zero, the outline is drawn directly around the objects.



Offset values cause the outline to be drawn outside the edge of the objects by the offset value.

Inline Options:

The 'Expand' tool can be used to create **two** kinds of inline - one offset and the other not.

1



Type text or select an object.

2



Select the 'Expand' tool icon on the Toolbar, or select 'Expand' on the 'Manipulate' menu.

3

The Expand dialog box opens. Click 'Keep Original'.

You can choose to enter the thickness and offset of the inline in mm. or percentage of the object size. Enter values and click 'OK'.



4



If the offset is zero, the inline is drawn directly inside the object edge, and the remainder is black.



If an offset value is entered, then a white offset band is drawn inside the inline with the remainder drawn black.

Learning Guide

Multiple Inline/Outline Inline and Outline Options

1

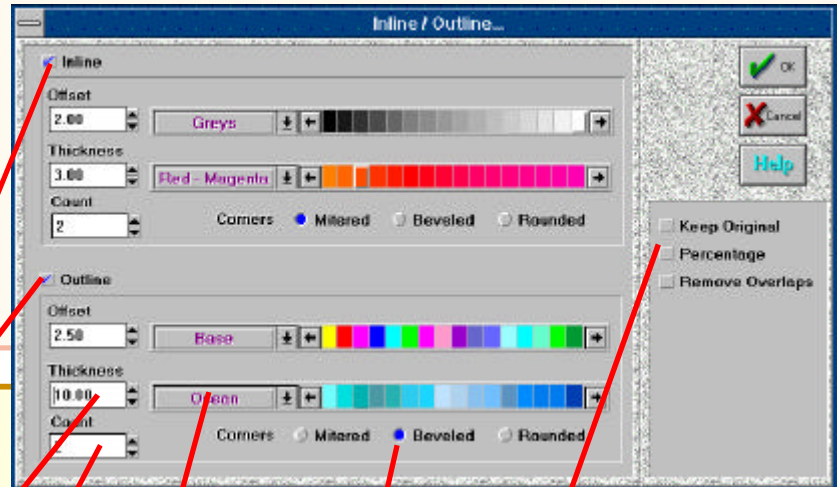
You can use Inline/Outline on **text** and **vectorised** objects.

First, select the objects you want to apply the function to.

2



Select 'Inline/Outline' from the 'Manipulate' menu or click the 'Outline' tool icon on the Toolbar or press "I" on the keyboard.



3

Choose the functions you want by ticking the boxes.

You may choose to Inline or to Outline or you may choose both.

4

Enter values for both 'Offset' and 'Thickness' of Inlines and/or Outlines.

The up/down arrows change displayed values by 0.1 of a unit.

5

Enter a 'Count' value. Each offset and each thickness adds one to the total you need to enter.

6

Choose a ColorWhiz palette for each offset and thickness you will be drawing.

7

Choose how you want corners to be drawn - you can select from 'mitred', 'bevelled' or 'rounded'.

8

Tick the options you want for drawing. 'Remove Overlaps' welds overlapping outlines automatically.

9

'Percentage' changes the values entered to a proportion of the object's size.

Click 'OK' to start creating Inline/Outlines.

Creating Multiple Outlines:



1

Enter 'Offset' and 'Thickness' values. You can make 'Count' as large as you want.

2

Choose colors for each. Tick 'Remove Overlaps' to weld overlapping outlines. Click 'OK' to draw.



With a count of '10' you will see five 'thicknesses' each drawn, separated from the original, and each other, by five equal 'offsets'.

Selecting a 'Corner' Style:

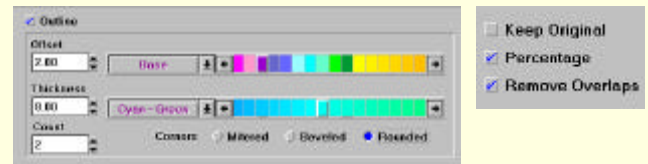


Select one of the three corner options. Both the offset and the thickness will be drawn with the same corner style.

Mitred



'Keep Original' Option:



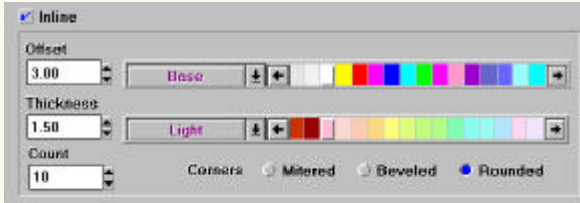
When 'Keep Original' is deselected, the first offset changes so as to also fill the area which the original object filled. The original object is not drawn.



Learning Guide

Multiple Inline/Outline Using Inline Options

Creating Multiple Inlines:



1 Enter 'Offset' and 'Thickness' values. You can make 'Count' as large as you want.

2 Choose palette colors for both offset and thickness. Tick 'Percentage' to make values proportional. Click 'OK' to draw.

3 With a count of '10' you will see five 'offsets' and five 'thicknesses' if the object is wide enough. If it isn't wide enough, some inline objects will not be drawn.

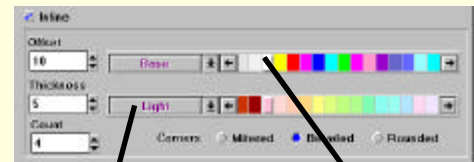
● Each object will be 'punched through' ready for vinyl inlay if 'Remove Overlaps' is ticked.

Selecting a 'Corner' Style:

Select one of the three corner options. Both the offset and the thickness will be drawn with the same corner style.



Offset & Thickness Colors:



1 The first object is an 'offset' in the original object's color.

2 The second object is a 'thickness' in the palette color.

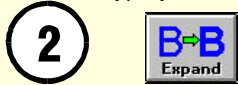
3 The third object is an 'offset' and is displayed in the chosen palette color.

'Hand Tooled' Characters

'Hand Tooling' is a representation of the art of carving out the centres of the thickened strokes of a font.

1 **Craft**

Type your text.



Select the 'Expand' tool.

3

In the 'Expand' dialog box, select 'Inline' and 'Keep Original'. Enter an offset value and a large value for thickness (e.g. 20%)



4

Click 'OK' to draw.


Craft

5

Select the inline (black) only and use the right nudge key to offset the 'tooling'.



Craft

 Traditionally, the effect is applied to a medium to bold Serif font with tooling in all the thick strokes. Some experimentation may be required, but values from **1.5% - 6%** for the **offset** usually give good results.

Online

Unlike an Inline or Outline the 'Online' is drawn to cover an object's edge **equally** on each side.

1

Party

Type your text and make any changes you need.

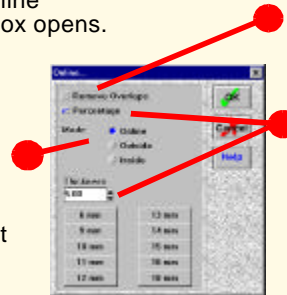
2

Select the 'Online' tool from the 'Manipulate' menu.

3

The 'Online' dialog box opens.

Select a 'Mode' button. The options are to draw the online either **on**, just **outside** or just **inside** the object border.



Select 'Remove Overlaps' to have overlapping lines welded.

Enter an online thickness value in mm. or as a percentage of the object size, or click one of the preset width buttons.

4

Party

Click 'OK' to draw the 'Online'.

Cutting 'Hand Tooled' and 'Online' Graphics



The white 'toolings' and areas enclosed by 'onlines' are overlay shapes which can be cut separately for a vinyl overlay method.



For a vinyl inlay method, first use the 'Punch Through' welding tool.

'Clouding'

Setting a **large** value for an expanded outline is termed **clouding**. Two styles can be created.



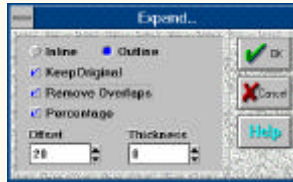
Type text or select an object.



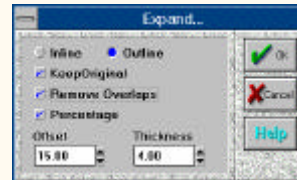
Select the 'Expand' tool icon on the Toolbar, or select 'Expand' on the 'Manipulate' menu.

3

The 'Expand' dialog box opens. Click the 'Outline' button and 'Keep Original'. Click 'Remove Overlaps' to have overlapping outlines automatically welded together.



You can choose to enter the thickness and offset of the clouding in mm. or percentage of the object size.



Enter values and click 'OK'. Make the offset or thickness over 10% for good results.

4



If the offset is entered as zero the clouding is drawn directly around the objects.



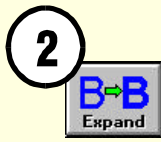
Offset values cause the clouding outline to be drawn outside the edge of the objects by the offset value.

Changing Weight

You may wish to 'thicken' a font (such as 'Premium') for easier cutting ...



Type your text and select the 'Expand' tool icon on the Toolbar.



In the 'Expand' dialog box, select 'Outline' and deselect 'Keep Original'. Enter a small thickness and zero offset.


3



4

Click 'OK' to draw the new weight.

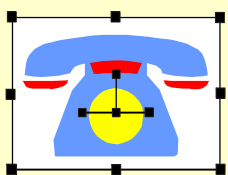


 Be careful when choosing fonts for expanded weight change. Unless the characters of a font have **equal** thickness all over, an expansion will **alter the ratios** between thin and thick parts of the characters. For example, expanding any serif font will produce a font with very thick serifs.


You can use 'Color Trapping' to eliminate white space between objects of different colors. Often when laying vinyl, shared borders will have a **small gap** between the edges. 'Color Trapping' **bleeds** the objects and colors on the lower level **under** the objects and colors of the higher level by **adding** extra vinyl to the overlapping edges.

 When making screens for screen printing the same procedure applies.

1 First you must select all the objects you want to cut.



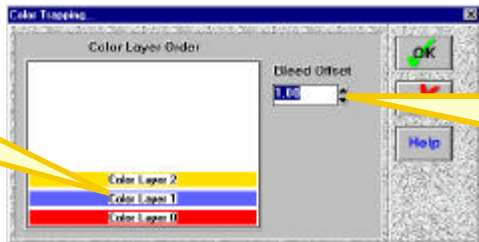
2



Click on the 'Color Trapping' tool icon on the Toolbar, or select 'Color Trapping' from the 'Arrange' menu.

3 The Color Trapping dialog box will appear. You need to arrange the colors to match the order you want to lay the vinyl in, and then select 'OK'.

To move a color to a new position, simply click on the color bar and drag it up or down.





The 'Bleed Offset' is the width in millimetres or inches of the vinyl 'Tag' attached to the objects.


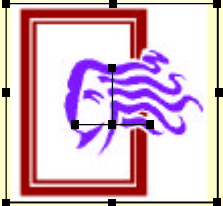
Learning Guide

Edge Effects White Space

'White Space' lets you draw a **white border** around the selected object. This can often make the selected object stand out.

- 1 Select the objects or text you want to put a white border around.




- 2  Click on the tool icon 'White Space' on the Toolbar, or select 'White Space' from the 'Arrange' menu.
- 3 The White Space dialog box appears. Select the percentage thickness you want your border and click 'OK'.




- 4  The objects are now combined, making manipulation easier. Note: Text will be converted to curves.

Keyline

Keyline draws a black border around each individual selected object. This is an alternative to the outline command, which draws a border around the whole group of selected objects.

- 1 Select the objects or text you want to put a 'keyline' around.


- 2  Click on the tool icon 'Keyline' on the Toolbar, or select 'Keyline' from the 'Arrange' menu.
- 3 The Keyline dialog box appears. Select the percentage thickness you want your line and click 'OK'.


- 4  The keyline is now a separate object surrounding the original.

Learning Guide



Edge Effects Glow

This command makes a 'glow' effect around the selected object. "Full Render" must be selected on the 'View' menu for this effect to be correctly displayed on the screen. Pressing 'Cntrl' + 'F' keys turns 'Full Render' on and off.

1

To create a 'Glow', first select an object. Then select 'Glow' from the 'Effects' menu, or press the 'Glow' tool icon on the Toolbar. The dialog box shown below will appear:

Outline

'Outline' controls the **thickness** of the 'Glow' effect.

Preview

Press 'Preview' to see the settings applied to the object before you make a final decision.

Percentage

Tick this box and the **offset** will be calculated at a percentage of the **height** of the object.

Transparency

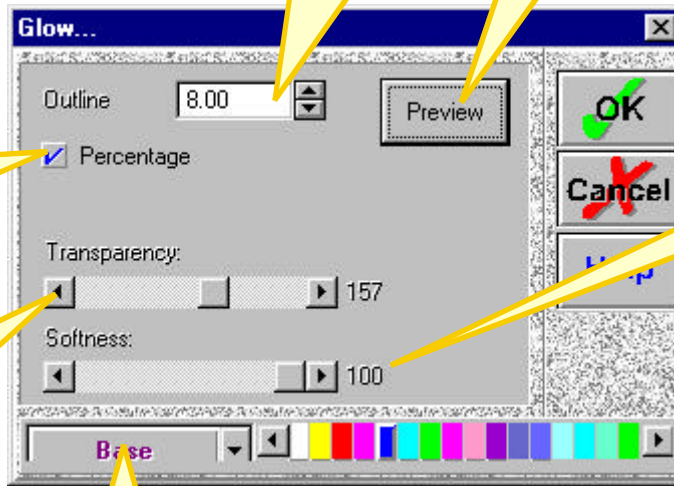
Makes objects behind the glow **partly** visible. Use the scroll bar to vary the 'Transparency' from '0' to '255'

Color

Choose a color **palette** and then a **color** from that palette, and your 'Glow' will appear in your chosen color.

Softness

Gives the edges of your 'Glow' a **soft, blurred** effect ('100' gives a very soft effect). To vary the 'Softness' click on the left or right arrows.



2

Click 'OK' to accept your selections. The selected object will now have a glow effect.

Learning Guide

Edge Effects Enhance - Round

'Enhance' effects apply a **three dimensional** look to an object, by applying **highlighting** and **shadows**.

"Full Render" must be selected on the 'View' menu for this effect to be displayed correctly on the screen

Remember to **group the object together with all its enhancements** before moving, rotating or sizing them.

1 Select an object and choose 'Enhance' from the 'Effects' menu. The 'Enhance' dialog window opens.

2 Select 'Round' from the drop down menu. This effect rounds and softens an object's edges.

3 You may need to experiment with the settings. Try Amount: 100, Softness: 50, Highlight: 50, Shadow Depth: 50, as a start. Use the 'Preview' option to view results. Click 'OK' to apply.

Softness

Determines the 'Softness' of the effect. A setting of '100' gives a **blurred, very soft** effect.

Amount

Determines the degree of the effect. To **increase** the 'Enhance' effect, move the 'Amount' scroll bar to the **right**.

Light Direction

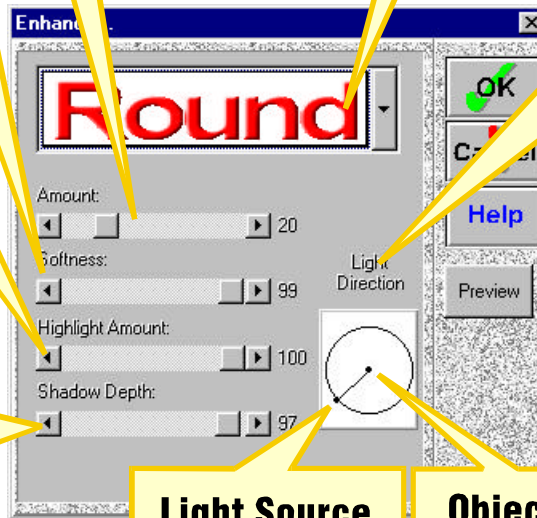
Determines the direction of a **simulated light source** shining on the object. The line drawn towards the centre of the circle shows the direction of light highlighting the object's edges from that angle. To set this angle, click the circle at the point from where you want the light to 'shine'.

Highlight Amount

Determines the 'Brightness' of the highlights. A setting of '100' gives a **very bright** highlight.

Shadow Depth

Determines the amount of shadow on the edges. A setting of '100' gives a **deep** shadow.



Light Source

Object



Learning Guide

Edge Effects Enhance - Metallic

'Enhance' effects apply a **three dimensional** look to an object, by applying **highlighting** and **shadows**.

"Full Render" must be selected on the 'View' menu for this effect to be displayed correctly on the screen

Remember to **group the object together with all its enhancements** before moving, rotating or sizing them.

1

Select an object and choose 'Enhance' from the 'Effects' menu. The 'Enhance' dialog window opens.

2

Select 'Metal' from the drop down menu. This effect sharpens and highlights an object's edges.

3

You may need to experiment with the settings. Try Amount: 100, Softness: 50, Highlight: 50, Shadow Depth: 50, as a start. Use the 'Preview' option to view results. Click 'OK' to apply.

Softness

Determines the 'Softness' of the effect. A setting of '100' gives a **blurred, very soft** effect.

Amount

Determines the degree of the effect. To **increase** the 'Enhance' effect, move the 'Amount' scroll bar to the **right**.

Highlight Amount

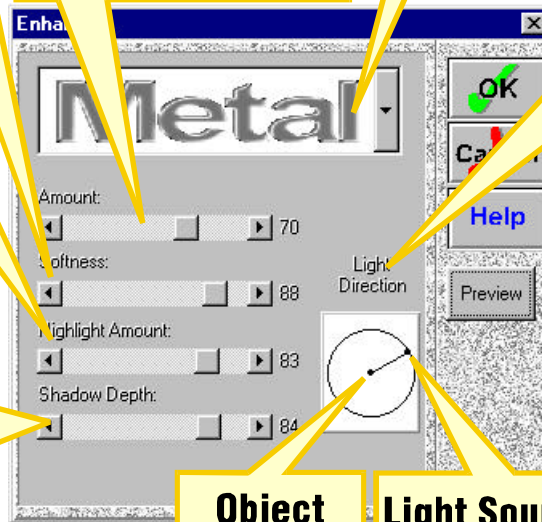
Determines the 'Brightness' of the highlights. A setting of '100' gives a **very bright** highlight.

Shadow Depth

Determines the amount of shadow on the edges. A setting of '100' gives a **deep** shadow.

Light Direction

Determines the direction of a **simulated light source** shining on the object. The line drawn towards the centre of the circle shows the direction of light highlighting the object's edges from that angle. To set this angle, click the circle at the point from where you want the light to 'shine'.



Object

Light Source



Learning Guide

Edge Effects Enhance - Neon

'Enhance' effects apply a **three dimensional** look to an object, by applying **highlighting** and **shadows**.

- "Full Render" must be selected on the 'View' menu for this effect to be displayed correctly on the screen
- Remember to **group the object together with all its enhancements** before moving, rotating or sizing them.

1 Select an object and choose 'Enhance' from the 'Effects' menu. The 'Enhance' dialog window opens.

2 Select 'Neon' from the drop down menu. This effect rounds edges and highlights an object's centrelines.

3 You may need to experiment with the settings to achieve the effect you want. Use the 'Preview' option to view the results of different settings.

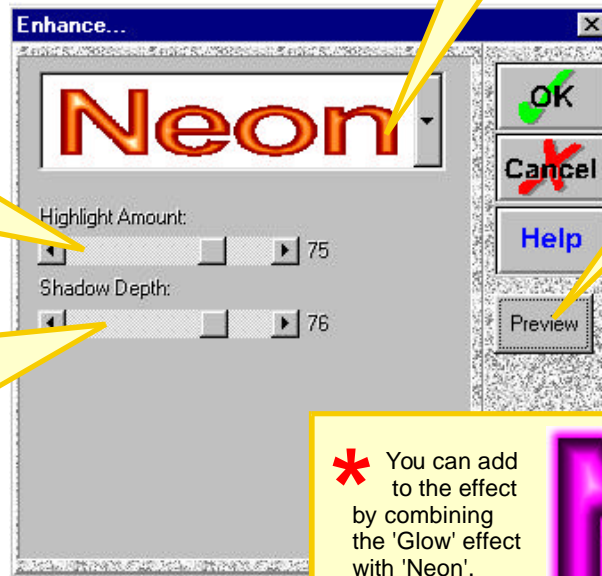
Click 'OK' to apply your settings to the object.

Highlight Amount

Determines the 'Brightness' of the highlights. A setting of '100' gives a **very bright** highlight.

Shadow Depth

Determines the amount of shadow on the edges. A setting of '100' gives a **deep** shadow.



AB

* You can add to the effect by combining the 'Glow' effect with 'Neon'.

Neon

Learning Guide

Edge Effects Enhance - Chamfer (1)

'Enhance' effects apply a **three dimensional** look to an object, by applying **highlighting** and **shadows**.

- "Full Render" must be selected on the 'View' menu for this effect to be displayed correctly on the screen
- Remember to **group the object together with all its enhancements** before moving, rotating or sizing them.

1 Select an object and choose 'Enhance' from the 'Effects' menu. The 'Enhance' dialog window opens.

2 Select 'Chamfer' from the drop down menu. There are style variations giving very different effects varying from rounded to prismatic.

3 Choose one of the six styles available on the drop down style menu.

Highlight Amount

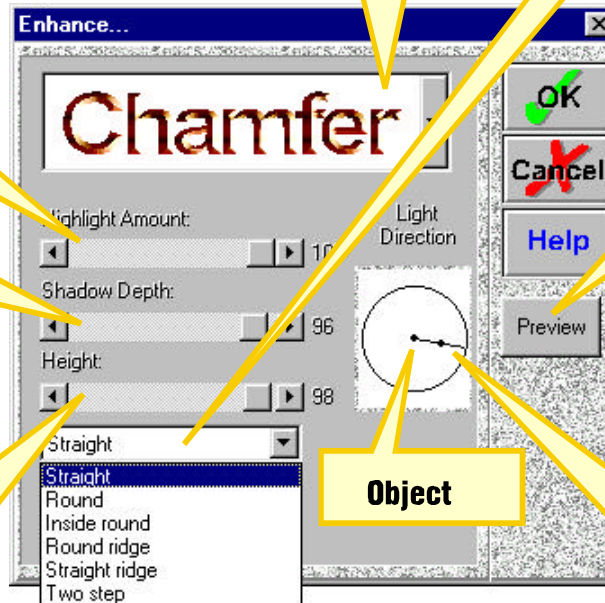
Determines the 'Brightness' of the highlights. A setting of '100' gives a **very bright** highlight.

Shadow Depth

Determines the amount of shadow on the edges. A setting of '100' gives a **deep** shadow.

Height

Allows you to increase or decrease the apparent height of the desired effect.



4 You may need to experiment with the settings to achieve the effect you want. Use the 'Preview' option to view the results of different settings.

Click 'OK' to apply your settings to the object.

Light Direction

If viewed as a clock, the hand shows the direction of a simulated light source shining on an object. Drag the hand to the direction you want.

Light Height


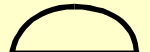

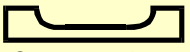
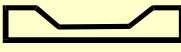

Dragging the node on the direction hand simulates the height of the light source above the object.

Learning Guide

Edge Effects Enhance - Chamfer (2)

Examples of the 'Chamfer' styles may help you to draw your own. Each example includes the settings used to achieve the illustrated result. You may use other effects on objects, like 'Texture Fill', before 'Enhance'


- "Full Render" must be selected on the 'View' menu for this effect to be displayed correctly on the screen
- Remember to **group the object together with all its enhancements** before moving, rotating or sizing them.

1	Straight		Highlight: 51 Shadow: 58 Height: 54 Light Dir: 11pm	Straight
2	Round		Highlight: 50 Shadow: 55 Height: 53 Light Dir: 11pm	Round
3	Inside Round		Highlight: 56 Shadow: 54 Height: 44 Light Dir: 11pm	Inside
4	Ridge		Highlight: 56 Shadow: 54 Height: 32 Light Dir: 11pm	Ridge
5	Straight Ridge		Highlight: 56 Shadow: 54 Height: 32 Light Dir: 11pm	Straight
6	Two-Step		Highlight: 73 Shadow: 63 Height: 30 Light Dir: 11pm	Two-Step

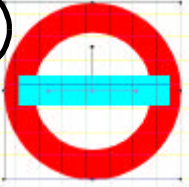
Learning Guide

Welding Total Welding

The Total Welding Tool joins separate objects together so that they become one new object with its own single outline. The objects to be welded may be of different colors and can be both **shapes** and **text**.

 You cannot weld bitmap images - you need to 'vectorise' them first.

1



Place the objects to be welded together in the shape you need.




Click on the 'Weld All' Tool on the Toolbar.

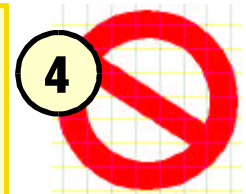
or select 'Total Weld' from the 'Weld' flyout menu on the 'Arrange' menu.



3



The objects are welded together. The welded shape appears in the color of the object at the back..



You can then rotate, size or change it as you would any single object.

One of the most practical uses of 'Total Welding', is to weld connected script together.

1

Type your text in a connected script font.

Three blind mice

2

You can examine the character overlaps by using 'WireFrame' to show outlines only

Three blind mice

3

Individual characters can be adjusted if needed using 'Edit Text' on the 'Edit' menu.

Three blind mice

4

Select the text and choose the 'Weld All' tool. The characters will be joined at their overlaps.

Three blind mice

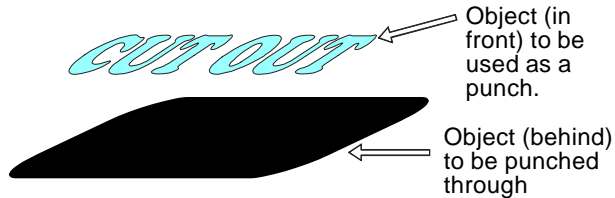
 You cannot weld **bitmap** images - you need to 'vectorise' them first.

Punch Through Weld

Punch Through welding takes any object placed to the front of another, and cuts its shape through the object behind. The tool is often used to create work for vinyl inlays. Either object can be text or graphics and of any color.



Place the object you want punched through behind the object you want to use as a punch.



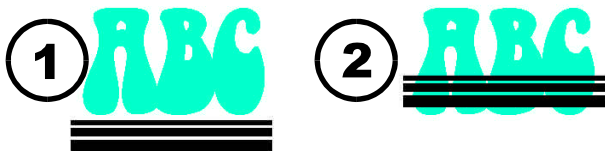
Select 'Punch Through' from the 'Weld' flyout menu on the 'Arrange' menu, or click the 'Punch' tool icon on the Toolbar.



The object used as a punch can now be moved, leaving its shape cut through the other object.

Color Weld - Punch Through

This tool includes functions from both 'Color Weld' and 'Punch Through'. Objects of the same color will weld where they overlap. Objects of a different color and in front, will punch through those behind.



Create your work so that objects to be joined are in the same color, and overlap where you want them joined. Create objects to be used as a punch in a different color, and arrange them to the front.



Select 'Color Weld - Punch Through' from the 'Weld' flyout menu.



Objects used as a punch can now be moved, leaving their shape cut through the other objects.

Learning Guide

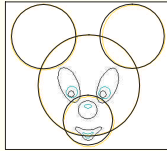
Welding Color, Common & Reverse Welding

 You cannot weld **bitmap** images - you need to 'vectorise' them first.

Color Welding

The Color Welding tool allows all objects of the same color to be welded together where they overlap, but leaves objects of different colors untouched.

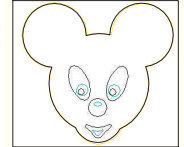
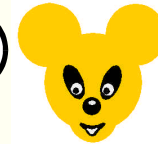
1



2



3



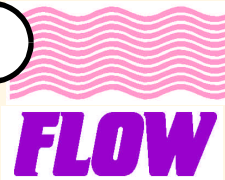
Select all the objects which you need to weld. It will not matter if other objects are also selected, provided they are of different colors. You can check positions of all objects by viewing using 'Outline/WireFrame'.

Select 'Color Weld' from the 'Weld' flyout menu under the 'Arrange' menu.

Common Welding

Using this Welding Tool will leave only those parts of objects that overlap each other. Objects may be of any color, but must not be grouped together.

1



Create or type the objects to be welded.

2



Place the objects so that the parts that overlap are the parts you wish to keep. Select the objects.

3



Select 'Common Weld' from the 'Weld' flyout menu under the 'Arrange' menu or 'Overlaps' from the Toolbar.

4



Reverse Welding

Reverse Welding creates the opposite to 'common' welding. Parts of objects which overlap are removed, and those parts not overlapping remain unaltered.

1

Create or type the objects to be welded. They may be text or graphics and any color.

Overlaps of objects in front will be deleted from those to the back. Select all the objects.



2



Select 'Reverse Weld' from the 'Weld' flyout menu on the 'Arrange' menu or the 'Reverse' tool icon on the Toolbar.



Learning Guide

Shadows Selecting Shadow Styles & Options

- 1** Select the text or object to be shadowed.



2



Click the 'Shadow' tool icon on the Toolbar or select 'Shadows' from the 'Manipulate' menu.

3



The selection box is replaced by a wire frame with nodes at its corners, showing the angle and depth of the current shadow style.

- 4** Grab any node of the wire frame and move it to form the depth and angle you want for the shadow.



Click on 'Select' to draw the shadow in the last chosen style, colors and values ...



or ... click the right mouse button to select a new shadow style or change colors and values.

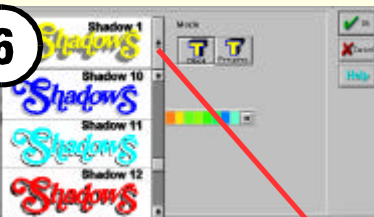


- 5**



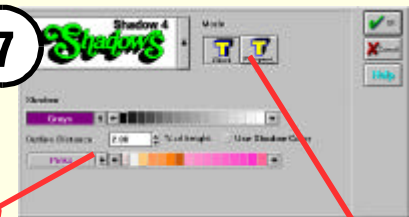
After clicking the right mouse button, the Shadow Options dialog box opens.

6



Click the list arrow and use the elevator bar to see all the shadow styles available. Click on a style.

7



Choose ColorWhiz™ palettes to select option colors and enter values into the style's entry boxes. Select 'Block' or 'Perspective' mode.

- 8** Click 'OK' to close the dialog box. The object will be seen with a red wire frame depicting the type of shadow. Drag the frame nodes to set the depth and angle of the shadow.



9



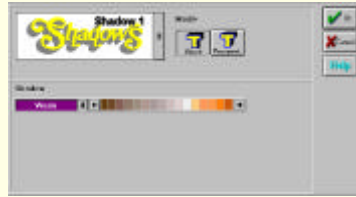
Click 'Select' to have the shadow drawn.



1 Basic Block Shadows



Create any distortions or editing you need on the objects before commencing to create a shadow.



Open the shadow options dialog box. Select 'Block' mode and 'Shadow 1' style. Choose a ColorWhiz™ palette color for the shadow.



Click 'OK' to close the dialog box.

Grab any node of the box frame and drag it until the frame represents the depth and angle you need for the shadow.



Click 'Select' to have the block shadow drawn. The Shadow will be welded together automatically.

2 Cutting Basic Block Shadows

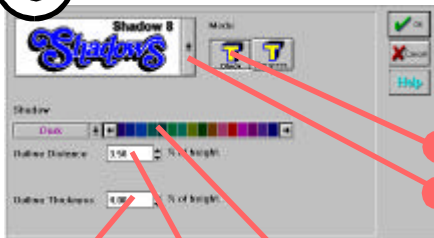


The shadow is automatically welded and is ready to cut for a vinyl overlay method.

If you wish to use a vinyl inlay method you must first use the Weld 'Punch Through' tool before cutting.



3 Setting Extra Options



It is best to weld connected script before shadowing.

Click 'Block' mode

Select a shadow style such as 'Shadow 8'. Select a ColorWhiz™ palette color and enter values into each entry box to set the options for the shadow style.



Try smaller values first. Values below 5% are often more satisfactory.

Click 'OK' to close the dialog box.

Grab any node of the box frame and drag it until the frame represents the depth and angle you need for the shadow.



Click 'Select' to have the block shadow drawn. The shadow is welded automatically. No further welding is needed before cutting each vinyl color when an outline option is chosen.

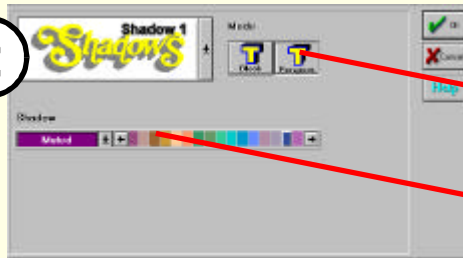
1 Basic Perspective Shadows



Create any distortions or editing you need on the objects before commencing to create a shadow.

It is best to weld connected script before shadowing it.

2



Open the Shadow Options window. Select 'Perspective' mode and 'Shadow 1' style.

Choose a ColorWhiz™ palette and a color for the shadow.

3

Click 'OK' to accept your settings.

4



The object now appears with lines converging to a vanishing point and a box frame.

5



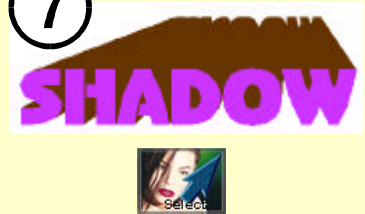
Grab the vanishing point node and drag it to the required horizon line.

6



Drag the box frame and move it towards or away from the vanishing point to set the shadow depth.

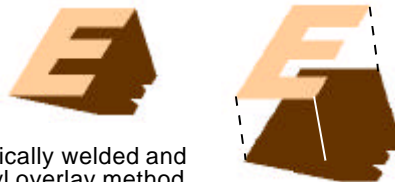
7



Click 'Select' to have the perspective shadow drawn. The Shadow will be welded together automatically.

Cutting Basic Perspective Shadows

The shadow is automatically welded and is ready to cut for a vinyl overlay method.



If you wish to use a vinyl inlay method you must first use the Weld 'Punch Through' tool before cutting.

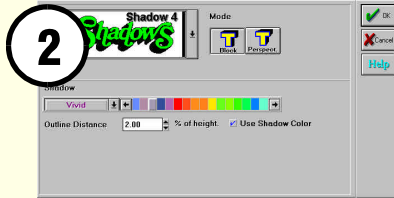


Curved Perspective Shadows

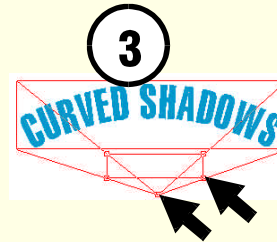


Create the curve distortions before commencing to create a shadow. You can use 'Text on arc' or an arc distortion.

Open the Shadows dialog box.



Select 'Perspective' mode and a shadow style. You can choose 'Shadow 4' if you want to outline text. Choose a ColorWhiz™ palette color for the shadow. Enter a value into any option entry boxes you want to change.



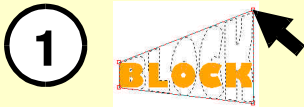
Grab the vanishing point node and drag it to a horizon line below the text.

Drag the box frame and move it towards the vanishing point to set the shadow depth.

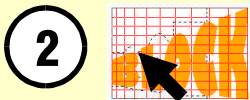


Click 'Select' to have the perspective shadow drawn.

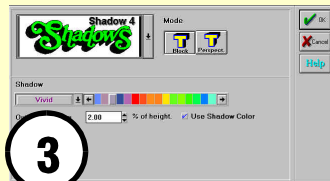
Two-Way Perspectives



Use the 'Linear' distortion to expand the right side.

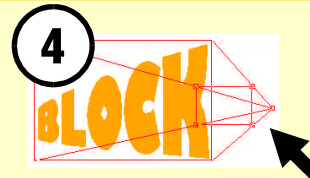


Use the 'Warp' distortion to compress the left side.



Select 'Perspective' mode and a shadow style. Choose a ColorWhiz™ palette and a color for the shadow. Enter a value into any option entry boxes you want to change.

Click 'OK' to close the dialog box.



Grab the vanishing point node and drag it to the centre right of the text

Drag the box frame and move it towards the vanishing point to set the shadow depth.



Click 'Select' to have the perspective shadow drawn. The Shadow will be welded together automatically.

1 Basic Drop Shadows

Specials

Create any distortions or editing such as welding on the objects before commencing to create a shadow.



Open the shadow options dialog box. Select the basic drop shadow style, 'Shadow 10'. Choose a ColorWhiz™ palette color for the shadow (Try to keep a high contrast).

Specials

Click 'OK' to close the dialog box.

Grab any node of the separate box frame and drag it until the frame represents the drop and angle needed for the shadow.

Specials



Click 'Select' to have the shadow drawn.

Text will be converted to graphics in the process and each character will become a separate object.

2 Cutting Basic Drop Shadows

The shadow is a replica of the original object.



If you wish to use a vinyl inlay method, you must first use the Weld 'Punch Through' tool before cutting.



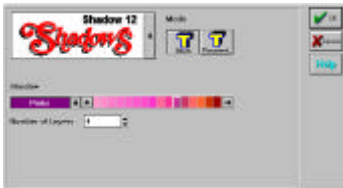
3 Setting Extra Options

A number of drop shadow styles and options are available including inlined, line and layered effects.

Select a drop shadow style with the options you want. 'Shadow 12' has multi-layers.

Select ColorWhiz™ palette colors and enter values into each entry box to set the options for the style.

Try entering small values first to see the effect. Lines are often better when kept below 5% of object size.



Value

Click 'OK' to close the dialog box.

Grab any node of the box frame and drag it until the frame represents the depth and angle you need for the shadow.

Value



Click 'Select' to have the shadow drawn.

The layers of a multi-layered shadow are welded together automatically.

Relief Shadows

The 'Relief' Shadow is designed for use over a background color to achieve the best effect.

1



A simple rectangle with a medium density color fill is a suitable background.

2



Type text, or place objects directly onto the background. Text can be typed in any color at all - choosing a high contrast color will help you see the text.

Create any distortions, welding or editing you need on the objects before creating the shadow.

3



Open the Shadow Options dialog box. Select 'Shadow 15'. Choose a ColorWhiz™ palette and a color for the shadow (The highlighted side will be drawn in White).

Click 'OK' to close the dialog box.

4



Drag any node of the box frame to set the direction and size of the highlight (The shadow will form at the same size, but in the opposite direction).

Keeping the shadow size very small usually gives the best looking results.

5



Click 'Select' to have the shadow drawn.

More Dramatic Effects ...

can be achieved by using custom background shapes ...



vivid colors ...



editing, welding or distorting text ...



changing the direction or depth of the highlight ...



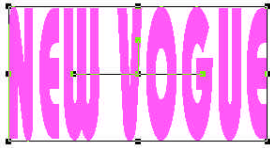
Cutting a Relief Shadow

Both the shadow and highlight are automatically welded and ready to cut for vinyl overlay.



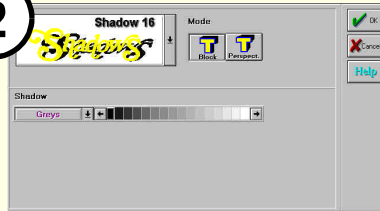
If the base material is white or a suitable light color, you can cut the highlight onto the background vinyl and weed it out.

1



Create any distortions, welding or editing you need on the objects before creating the shadow.

2



Open the Shadow Options dialog box. Select 'Shadow 16' style. Choose a ColorWhiz™ palette and a color for the shadow.

Click 'OK' to close the dialog box.

3

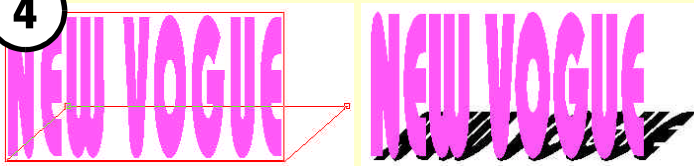


Drag a node of the wire frame to set the direction and depth of the cast shadow.



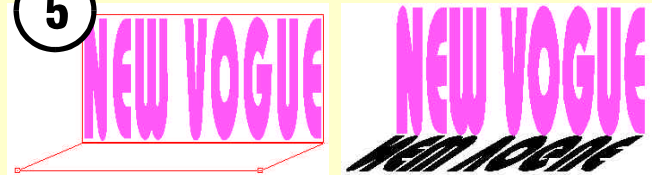
Click 'Select' to have the shadow drawn.

4



Dragging the wire frame to the right will form the shadow as if cast behind the objects - the 'Sunset' shadow.

5



Dragging the wire frame to the front and to the left will form the shadow as if cast in front of the objects - the 'Sunrise' shadow.

The Cast shadow is a skewed replica of the objects.



If you want to use a vinyl inlay method, you will first need to use the Welding 'Punch Through' tool.



Learning Guide

Creating Shadows Adding to the Range of Styles

By combining the effects of different tools, you can create a large array of additional styles ...

Creating 'Hollow' Characters

1

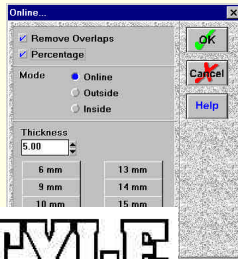


Type text onto the Work Space. A hollow character effect will show best on a heavy block font.

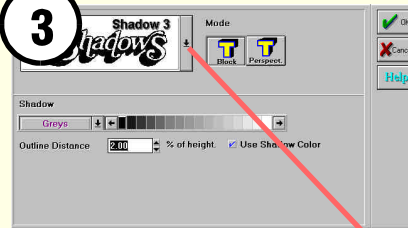
2

Select the 'Online' tool.

- For best results, keep the online thickness to a small percentage of character height - e.g. 3.5%
Click 'OK'.



3



Open the Shadow Options dialog box. Select 'Shadow 3'. Choose a ColorWhiz™ palette and a color for the shadow.

- Keep the 'Outline Distance' small (like 2 - 3%) for best results.

Click 'OK' to close the dialog box.

4



Drag a node of the wire frame to set the direction and depth of the shadow.
Shallow depths will usually give better results.

5



Click 'Select' to have the shadow drawn.

1



Create artwork over a solid shape and in a different color.

2



Select all the artwork and use 'Combine' (If outlines overlap, use the weld 'Punch Through' tool).

3



Create any further distortions you may need before creating the shadow.

4



Open the Shadow Options dialog box and select 'Shadow 1'. Choose a ColorWhiz™ color for the shadow. Click 'OK'.

5



Drag the wire frame to form the shadow. Shallow shadows often give best results.

6



Click 'Select' to have the shadow drawn.

7



- You can add to the effect by applying different shadow depths to different parts of the design.

Creating Curved Drop Shadows

1 Type your text and make any changes you require.



2



Open the Shadow Options dialog box. Select 'Shadow 10'.

3

Select a ColorWhiz™ color for the shadow and click 'OK'. Drag the wire frame to form a drop shadow well below the original character. Click 'Select' to draw the shadow.



4

Deselect the character and shadow, then re-select the shadow only.

5



Use the 'Vertical Arch' Distortion tool and hold the Control key to arch the shadow.

6



Click 'OK' to have the arch distortion applied to the shadow.

Creating Double Shadows

Many interesting shadow styles can be created by applying one shadow to another.

The cast and block shadows can be combined ...

1



Type your text and make any changes you need.

2



Select 'Shadow 1' from the Shadow Options dialog box and select a color for the shadow.



Drag the wire frame to set the block shadow and click 'Select'.

3



Select 'Shadow 16' from the Shadow Options dialog box, and choose a different color for the cast shadow.



Drag the wire frame to set the direction and length of the shadow.

4



Click 'Select' to add the cast shadow.



Introduction . . .

- Everything you can cut in vinyl - text, circles, borders, panels - are made from one or more independent shapes called **Polygons**.
- Each of these shapes is defined by its outline (It is the outline that is cut).
 - Outlines, in turn, are made of line segments called Vectors.
 - Vectors can be straight or curved, of any length and be drawn in any direction. When joined together, vectors form a Path.
 - The shape, length and direction of a vector is controlled by small 'shapes' on the vector, called Nodes.
 - By node editing (moving and changing the kind of nodes controlling vectors), you can change the outline shape of objects.



Two vector paths forming the two polygons of a letter 'D'.



Before You Start . . .

Graphics resulting from scanning are composed of 'Pixels' (rows of black or white dots), and have no outline. Before these 'Bitmaps' can be node edited, they must first be 'Vectorised'.

Text which you have typed onto the Work Space is stored and handled by the program in a format which you can edit as 'text'.

Before text can be node edited, it must be changed into the same format as other vectorised graphics objects.

Click on the 'Text-Grap(hics)' tool icon on the Toolbar, or select 'Convert to Curves' from the 'Arrange' menu.

Starting the Node Editor



With a vector graphic object selected:

- Click 'Node Edit' on the Toolbar,
- or
- Select 'Edit Graphic' on the 'Edit' menu
- or
- Double click on the vector object.**

Kinds of Nodes

There are three kinds of nodes . . .

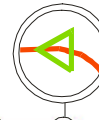
Corner Node:

. . . joins straight line vectors



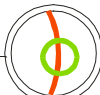
Tangent Node:

. . . creates a smooth join between a straight line vector and a curved vector.



Curve Node:

. . . determines the degree of curvature of a curved vector.

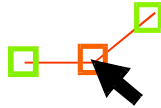


Learning Guide

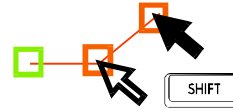
Node Edit The Node Editing Toolbox

Selecting Nodes:

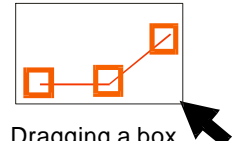
There are several ways to select nodes. Unselected nodes appear in **green**. As nodes are selected they change to **orange**.



Click on a node to select it.



Holding 'Shift' and clicking on additional nodes selects them.



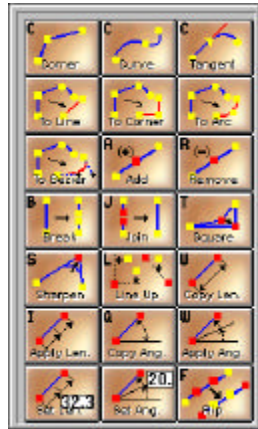
Dragging a box around a group of nodes selects them all.

Opening The Node Editor Toolbox:

After starting the Node Editor, click the right mouse button in the Work Space area to open the Toolbox.



With the required nodes selected, click an editing tool.



Using Keyboard Key Shortcuts . . .

Many editing tools can be selected by simply pressing a key on the keyboard. Affected nodes may be already selected, or the mouse pointer can be in place over a single node.

Shortcut Summary:

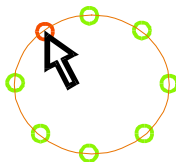
- C** Change node
- A** Add a node
- R** Remove node
- L** Line up nodes

- B** Break path
- J** Join nodes
- S** Sharpen
- T** Right Angle

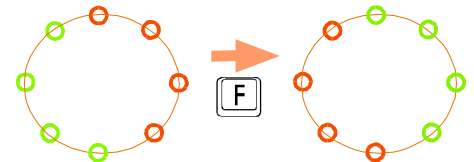
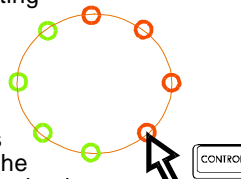
- F** Flip Selection
- U** Copy Length
- I** Apply Length
- Q** Copy Angle
- W** Apply Angle

Selecting a Section of a Path:

Click on the node where you want to start a selection.



Holding 'Ctrl' and selecting a second node on the same path, will select all the nodes between the two selected points.



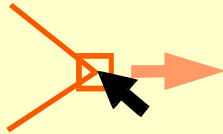
With these nodes selected you may choose the alternate path, or 'Flip Selection' by pressing the 'F' Key.

Learning Guide

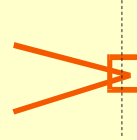
Node Edit Using Node Editing Tools - 1

Moving Nodes:

Grab any selected node or group of nodes, and drag with the mouse pointer.

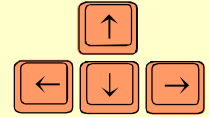


Nodes will 'stick' to guidelines if moved towards them.

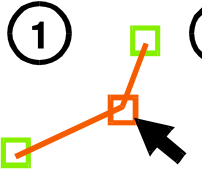


OR

You can use the 'nudge' keyboard arrow keys to move selected nodes.



Removing Nodes:



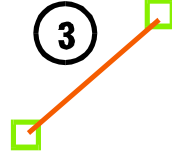
1 Place the mouse pointer on a node or select a node or group of nodes.



2 Click the right mouse button and select the 'Remove' tool.

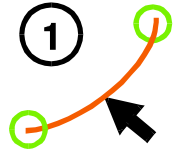
OR

Press 'R' on the keyboard.

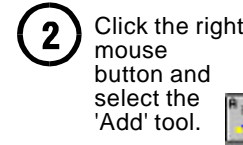


3 Node(s) will be removed and the vector will be redrawn.

Adding in Extra Nodes:



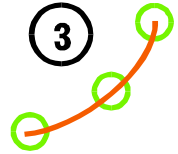
1 Place the mouse pointer on the line segment where a node is needed.



2 Click the right mouse button and select the 'Add' tool.

OR

Press 'A' on the keyboard.



3 A node will form in the last selected node type.

Changing Node Type:

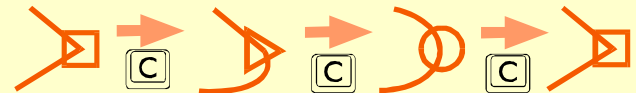
Click the right mouse button on a single node or a node of a selected group.



Click the required node change tool icon from the Toolbox.

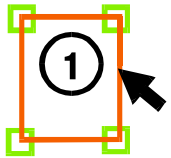
Place the mouse pointer over a node, or select a node or group of nodes.

OR



Each press of the 'C' key will change node type to the next type in sequence.

Breaking and Joining Paths:



Place the mouse pointer on the line segment where it is to be broken open.

2

Click the right mouse button and select the 'Break' tool.

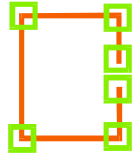


OR

Press 'B' on the keyboard.



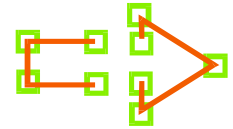
3



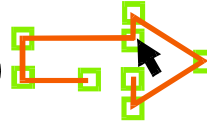
The path is broken and nodes added at the break.

4

You can't cut an open path. The nodes at the free ends can be joined to make new closed paths.



5



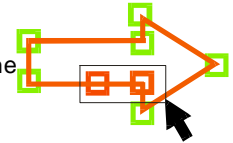
Simply drag one free node over another and they join automatically.

OR

6



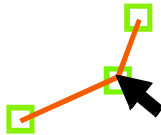
Select two free nodes and press the 'J' key, or click the right mouse button and select the 'Join' tool.



The 'Square' or Right Angle Tool:

1

Place the mouse pointer over the square node you want to edit.



2



Click the right mouse button and select the 'Square' tool.

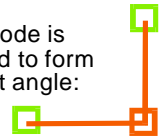
OR



Press 'T' on the keyboard.

3

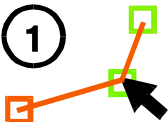
The node is moved to form a right angle:



Lining Up Nodes:

1

Select the node to align with. Place the mouse pointer over a node to be aligned.



2

Click the right mouse button, select the 'Line Up' tool.



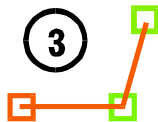
OR

Press 'L' on the keyboard.



3

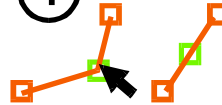
The node aligns to the nearest vertical or horizontal selected node.



4

AND

.. If two nodes are selected as a reference, other nodes align to the angled line between them.



AND

.. Nodes can be aligned to horizontal or vertical specifically.

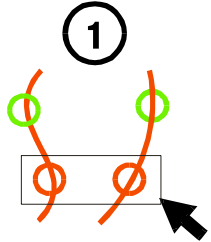
5



Press the 'L' key with the pointer over the reference node. Select all the nodes to be aligned and press 'H' key for horizontal or 'V' key for vertical alignment.



'Copy' and 'Apply Length' Tools:



1 Select **two** nodes whose **distance** apart you want to record.

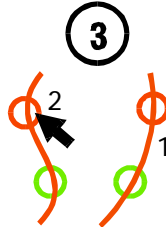
2

Click the **right** mouse button and select the 'Copy Len' tool.



OR

Press 'U' on the keyboard.



3 Select the nodes you want to set to the same distance apart. The first node selected will remain unmoved.

4

Click the right mouse button, and select the 'Apply Len' tool.

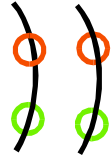


OR

Press 'I' on the keyboard.



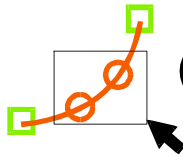
5



The nodes are set to the recorded distance apart.

The 'Sharpen' Tool:

1 Select curve nodes between square nodes.



2



Click the right mouse button, and select the 'Sharpen' tool.

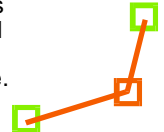
OR

Press 'S' on the keyboard.

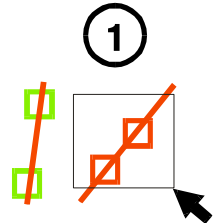


3

Curve nodes are replaced by a single square node.



'Copy' and 'Apply Angle' Tool:



1 Select two nodes whose **angle** you want to record.

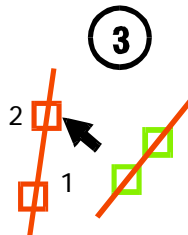
2

Click the right mouse button and select the 'Copy Ang' tool.



OR

Press 'Q' on the keyboard.



3 Select the nodes you want to have the same angle. The first selected node will remain unmoved.

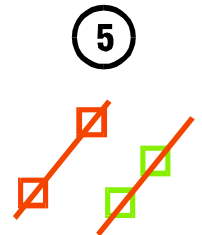
4

Click the right mouse button, and select the 'Apply Ang' tool.



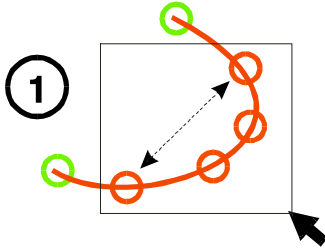
OR

Press 'W' on the keyboard.



The nodes are set to the recorded angle.

'To Line' Tool:



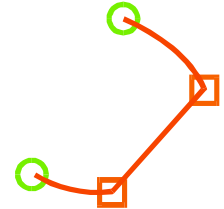
1 Select the group of curve nodes which you want to change to a line. Include both nodes which will start and end the line

2

Click the right mouse button, select the 'To Line' tool.

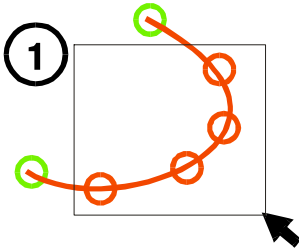


3



The curved path is changed to a line and the first and last curve nodes are converted to corner nodes.

'To Corner' Tool:



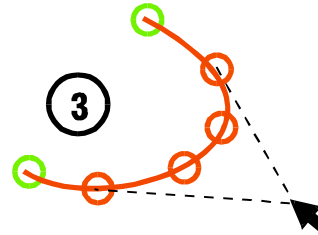
1 Select the group of nodes which you want to make into a corner. Include the nodes the corner will start and end with.

2

Click the right mouse button and select the 'To Corner' tool.

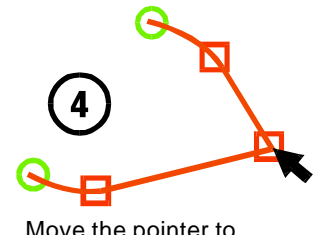


3



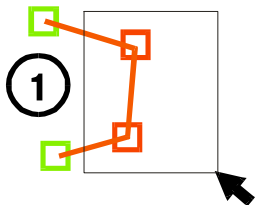
Guide lines extend from first and last nodes to the mouse pointer.

4



Move the pointer to form the required shape and click to form the corner.

'To Arc' Tool:



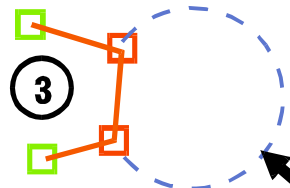
1 Select the nodes which are at the start and end of the section you want to convert to an arc.

2

Click the right mouse button and select the 'To Arc' tool.

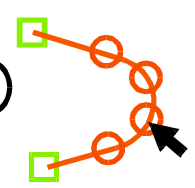


3



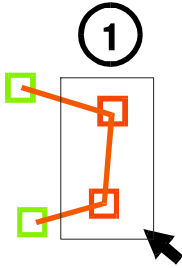
An arc guide forms. Move the pointer to form the desired arc.

4



Click the mouse button to draw the arc.

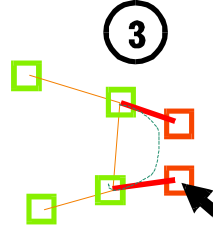
'To Bezier' Tool:



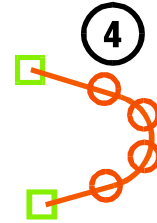
Select the nodes which are at the **start** and **end** of the section you want to convert to a bezier arc.



Click the right mouse button, select the 'To Bezier' tool.



A **green** curve guide appears, and **red** 'control lines' extend from the start and end nodes. Drag the nodes at the **end** of the control lines to set the size of the arc.



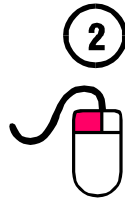
Click the right mouse button to draw the bezier arc.

Changing Node Colors

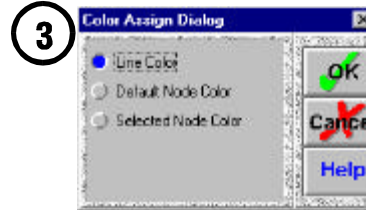
Sometimes it is necessary to change the color of nodes or lines to a more contrasting color for easier editing.



With a graphics object selected click 'Node Edit' on the Toolbar, or select 'Edit Graphic' on the 'Edit' menu.



Left click your mouse button on the color you want to make your nodes or lines.



The 'Color Assign Dialog' box will appear. Click on the 'Line', 'Default' or 'Selected Node Color' you want to change. Click 'OK'.



Correcting Mistakes

You can undo any change or sequence of changes you have made in 'Node Edit' just the same as you can for any other program operation. Simply press 'Undo' from the 'Edit' menu or select the 'Undo' tool on the Toolbar.



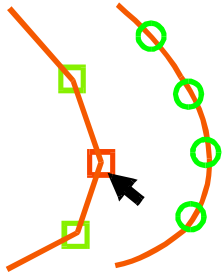
You can also 'Undo' the 'Undo' operation by selecting 'Redo' - just click the 'Redo' tool on the Toolbar or select the current Undo option on the 'Edit' menu.



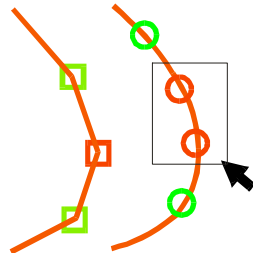
'Set Length' Tool:

The 'Set Length' tool allows you to choose how far to set one or more nodes from another.

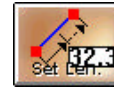
- 1 Select the node you want to measure from.



- 2 Keeping this node selected select the node or nodes whose distance from the reference node you want to set. (Use the 'SHIFT' key to select all the nodes)



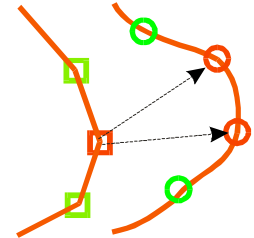
- 3



- Click the Right Mouse button to open the Node Edit toolbox. Select the 'Set Len' tool.



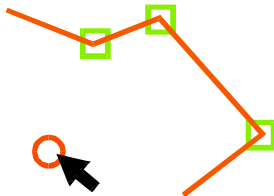
- 4 Enter a distance into the 'Set Length' dialog box and click OK. The selected node or nodes will be moved to the set distance keeping their original angles.



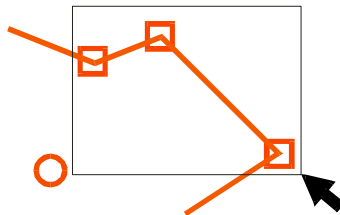
'Set Angle' Tool:

The 'Set Angle' tool allows you to place selected node or nodes at a precise angle relative to another node.

- 1 Select the node you want to use as the reference.



- 2 Keeping this node selected select the node or nodes you want to place at an angle to it. (Use the 'SHIFT' key to select all the nodes)



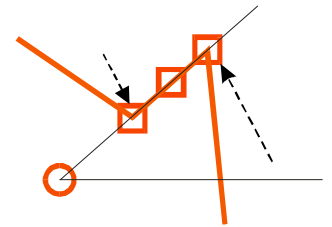
- 3



- Click the Right Mouse button to open the Node Edit toolbox. Select the 'Set Ang' tool.



- 4 Enter an angle into the 'Set Angle' dialog box and click OK. The selected node or nodes will be moved to the set angle keeping their original distances.



Cutting Your Work in Vinyl

- AA11** First Time Setup
- AA2** Setting Up the Cutter - 1
- AA3** Setting Up the Cutter - 2
- AA4** Cutter Toolbar and Screen
- AA5** Vinyl Cutting Options - 1 (Saving Space)
- AA6** Vinyl Cutting Options - 2 (Weeding, Multiple Copies)
- AA7** Vinyl Cutting Options - 3 (Registration Marks, Orientation)
- AA8** Sending Data to Your Cutter
- AA9** Using VinylSaver™
- AA10** Cutting Large Signs - Tiling Options
- AA11** Using the Cut Manager
- AA12** Cutting Prints - 1
 - Creating a Cut Mask Around a Bitmap
- AA13** Cutting Prints - 2
 - Creating a 'Cut Mask' Around Vector and Bitmap Objects
- AA14** Cutting Prints - 3
 - Creating a 'Cut Mask' from a 'Bitmap Mask'
- AA15** Cutting Across a Network
 - Setting Up a Server or Target Computer
- AA16** - Client or Host Computer Setup

Learning Guide

Cutting Your Work in Vinyl First-time Setup

Before you cut your work you will need to choose the type of **equipment** you are going to use, and setup the program to communicate with it.

1



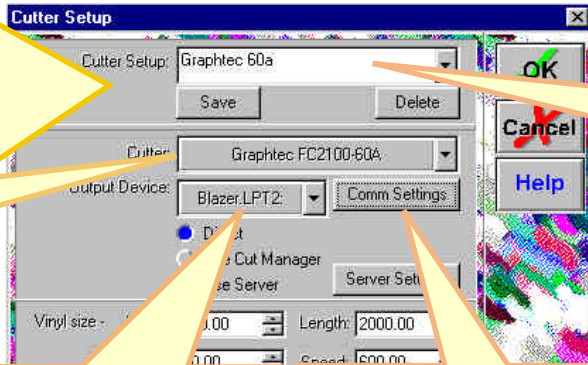
To setup a vinyl cutter, click the 'Cutter' tool icon on the Toolbar, or choose 'Cutter' from the 'File' menu to open the Cutter Toolbar.



2



From the Cutter Toolbar, click the 'Setup' button. The Cutter Setup dialog box appears.



3



Click the list arrow to see the list of cutter-plotters which the program can support.

Use the elevator or arrow buttons to scroll through the list. Click on the **cutter name** to choose your cutter.

4

Select the output **port** you want to connect your cutter to.

From the port drop-down list select a '**Blazer**' serial or parallel port. (Windows ports - LPT1 etc may not work correctly with all cutting equipment).

*You can choose a USB port if you have installed USB driver software.

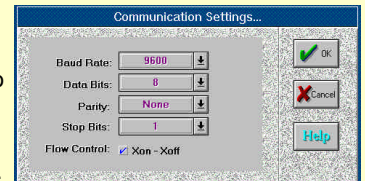
● You will need the correct type of communication cable for the port type you choose - either serial or parallel.



5

If you connect to a **serial port**, check the communications protocol needed.

● Set the **same** protocol in the **program**, the **cutter** and in **Windows™ Port Settings***. Check with your cutter manual or your Supplier if you are in doubt.



*Using Windows 98™ these settings are found under 'Start', 'Settings', 'Control Panel', 'System', 'Device Manager', 'Ports (COM & LPT)', 'Communications Port X', 'Port Settings'.

6

You can **save** all the details of the setup for a particular cutter in 'Cutter Setup'. Name the setup and press 'Save'. Stored setups can be selected from the drop down list.

Learning Guide

Cutting Your Work in Vinyl Setting Up The Cutter - 1

Before starting to cut your work, there are a few setup options you may need to choose or change.

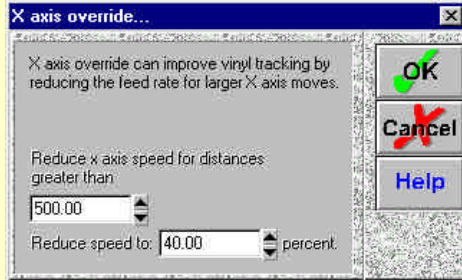
Rolls of vinyl are commercially supplied in various widths, such as 381mm (15in.), 460mm, 510mm (20in.), 610mm (24in.) and 1200mm.

The cutter's pinch rollers require 10 - 15mm along each side.

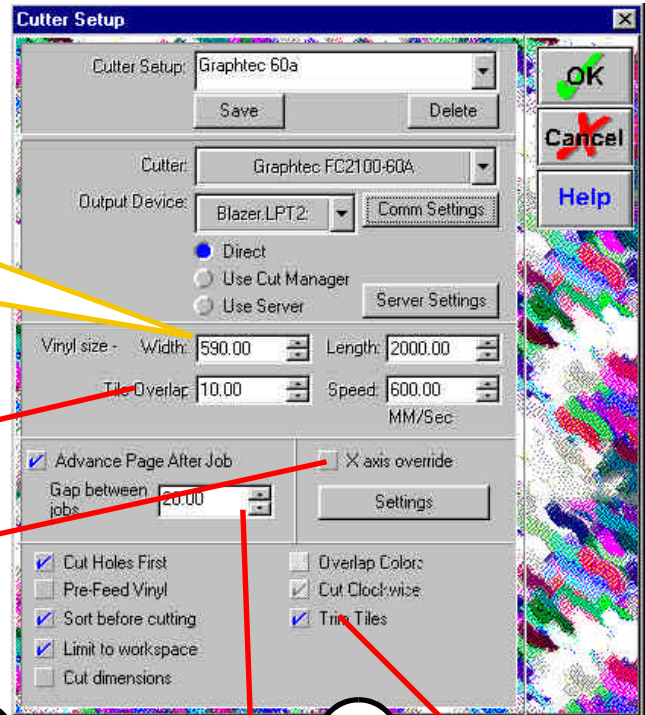
- 1 Enter the **cuttable** width of your next vinyl stock in the 'Width' box. For a 610mm wide sheet, 585mm is a recommended cuttable width.
 - Enter new values if you change to a new vinyl width.
 - Check the length of vinyl you need to cut in the 'Length' box. Enter a new value if necessary. Some cutters such as the Roland CAMM-1 have a restriction on the cuttable length (e.g. 1500mm).
 - Check that the length of offcuts or sheets is adequate.

- 2 If your work is larger than the vinyl sheet, the program will arrange the cutting into 'tiles'. You can enter an amount to overlap these tiles, or enter zero to 'butt' join them.

- 3 The 'X Axis Override' feature can improve vinyl tracking on longer jobs by controlling the cutter's speed when cutting beyond a selected length.

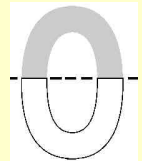


To use the feature, tick 'X Axis Override' and enter the distance at which you want the cutter to slow down in the 'Settings' entry box. Then choose how much you want the speed to be reduced and click 'OK'.



- 4 The vinyl sheet is normally returned to the start of the page at the end of a job. Tick '**Advance Page After Job**' if you want to move to the **end** instead allowing the cut vinyl area to be removed from the front of the cutter. You can enter a 'Gap' value to separate each sheet in the entry box.

- 5 'Trim Tiles' makes weeding tiled work easier. Objects that cross tile boundaries are cut along the boundary line of the tile.



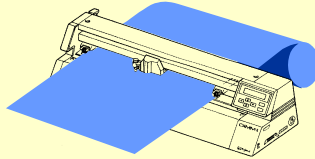
Learning Guide

Cutting Your Work in Vinyl Setting Up The Cutter - 2

continued...

6 Tick the 'Pre-Feed Vinyl' feature if you want the length of vinyl needed for the current job to be fed slowly off the roll before cutting.

6

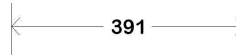


Pre-feeding the vinyl insures that the length of vinyl required is both available and that the pinch rollers will not slip when trying to feed vinyl off a roll at full cutting speed.

7 The time taken to cut a job is proportional to the distance the cutting head has to travel. Selecting the 'Sort Before Cutting' option allows the program to sort cutting paths so as to reduce head movement to an optimum for the layout. Objects will cut with general overall travel from left to right of the vinyl sheet.

8 It is general practice to use the Work Space to arrange all the elements of the sign within a border representing the sign size whilst using the areas outside the Work Space as a 'scratch pad'. All the objects on your screen can be included for cutting irrespective of the Work Space border if you wish to. Leave the option not selected to include all screen objects. Select the option to choose only Work Space objects for cutting.

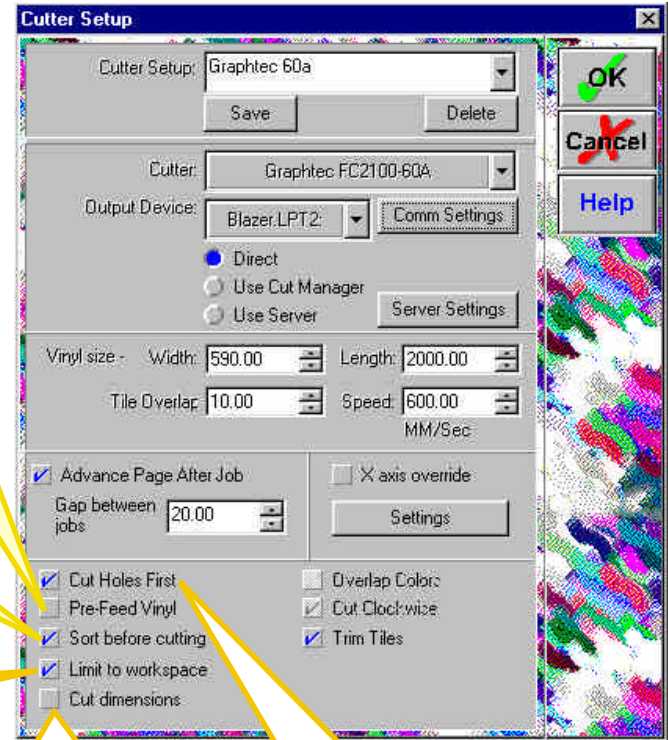
9



Dimensions created with the 'Draw Dimensions' tool do not normally appear on the cutting screen. You can have them output to your plotter (or cutter equipped with drawing pen) by ticking 'Cut Dimensions' option.

10

Once the outside of a small object is cut, cutting an object enclosed within it may cause the vinyl of the outer object to be dislodged. You can avoid such cutting mishaps when cutting small objects by ticking the 'Cut Holes First' option.



Learning Guide

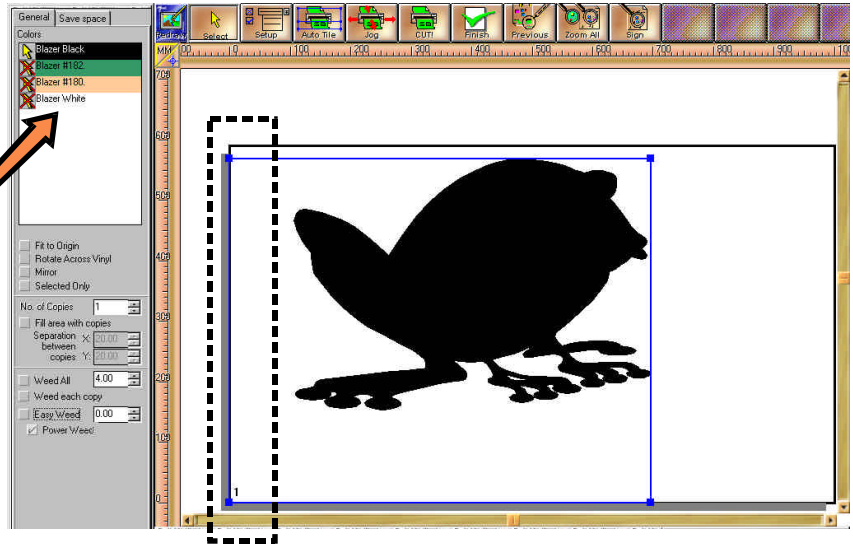
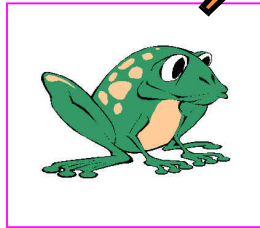
Cutting Your Work in Vinyl The Cutter Screen



Once you have finished creating your artwork in the Work Space, click the 'Cutter' tool on the toolbar or select 'Cutter' from the 'File' menu to open the cutting screen and Cutter menu.

Your artwork will be color separated and a selected color object will be displayed inside a blue cutting tile ready for sending to your cutter.

You may choose any color as the first to be cut - just click the color on the color listing and load the same colored vinyl into your cutter.



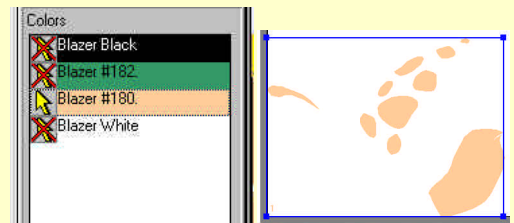
The 'sign' border now represents the **vinyl** in your cutter and will be sized to the dimensions you have last entered into your cutter's setup. Click 'Setup' and enter new dimensions if necessary.

Your cutter (represented by the dotted rectangle) will feed vinyl to the left and the object inside the blue tile will cut in the location depicted on the representation of the vinyl sheet.

Selecting Colors to Cut

You can choose to cut more than one color on the one vinyl tile. You may, for instance, wish to use the background medium's color as one of the colors in your artwork and weed it out from its surroundings.

Hold the 'Cntrl' key to add colors to be cut.

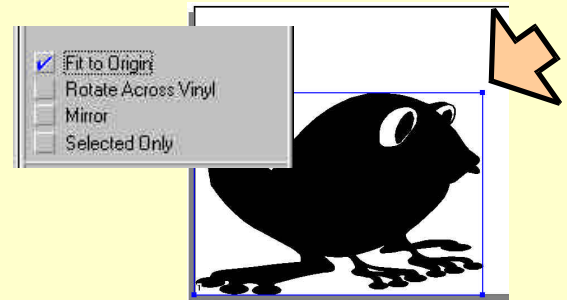


You may choose colors in any order that suits you. Click the color you next want to cut.

Fit to Origin

One of the larger expenses for the computerised sign-shop is that of vinyl cutting film. Placing your work for cutting where the least vinyl is used, is a simple economical measure you can take.

Selecting the 'Fit to Origin' option from the left panel moves the cuttable objects to the bottom left corner of the vinyl sheet.

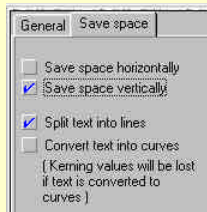


Using Space Save Options

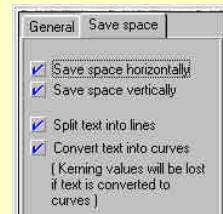
Where it is convenient to reduce a larger sign block to individual elements, vinyl space can be saved by using the 'Space Save' options.



Space between lines of text can be reduced where it is convenient to install individual lines.



Select the 'Save Space' options tab. Choose 'Split text into lines' and select 'Save space vertically' to reclaim wasted vinyl between text lines.



Where lettering is large or objects are spread out, further space can be saved by converting text to graphics objects and selecting 'Save space horizontally'. The original relationships will need to be restored with the sign installation.

Weeding Options

Once the objects forming your sign have been cut, you need to remove the waste vinyl from around each object. This operation is termed 'weeding'. There are a number of weeding options you can choose to make the process easier.



'Weed All' cuts a single 'weeding box' around all of the objects being cut in the current tile. Enter an offset value for the box and tick the option.

'Easy Weed' cuts a 'weeding box' around each object inside the tile being cut. If you have also selected 'Weed All' enter a smaller offset and tick the option.

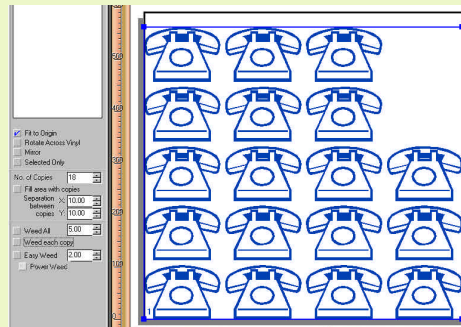


'Power Weed' is available when text is being cut. An extra horizontal midline is cut which allows you to weed from both top and bottom of the text.

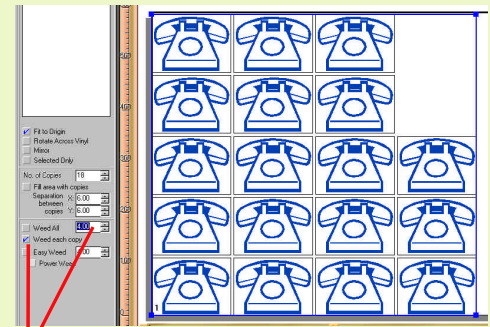
Making Multiple Copies

To make many repeat copies of a single object on the Work Space, enter the number of repeats required into the 'No. Of Copies' entry box in the left option panel.

You can cut the maximum number for the available vinyl area by ticking 'Fill area with copies'. Enter a value to separate each copy both vertically and horizontally.



Copies are arrayed into the available vinyl sheet width with the same separation between each one.



You can make the weeding task easier by selecting the 'Weed Each Copy' option. Select an offset value for the weed box around each copy.

Learning Guide

Cutting Your Work in Vinyl Cutting Options - 3

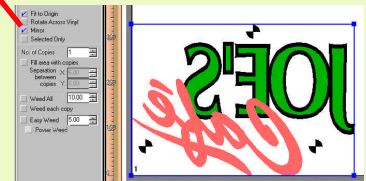
Rotate Across Vinyl

Sometimes you can save vinyl by cutting appropriately sized graphics across the width of the vinyl sheet rather than along its length. Select 'Rotate Across Vinyl' from the left option panel. The graphic on the cutting screen will change its orientation but the Work Space layout will remain unaffected.



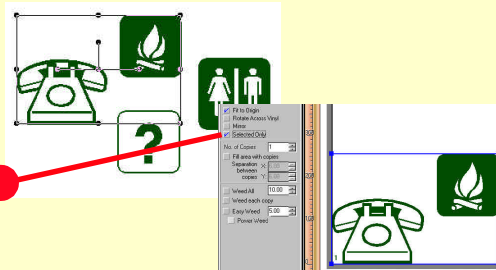
Mirror

Installing graphics onto the inside of glass windows or doors or transparent panels requires that the graphic be cut as a 'mirror image'. You need not mirror the art work on the Work Space to cut the mirror image. Select the 'Mirror' option from the left option panel. The Work Space will be unaffected.



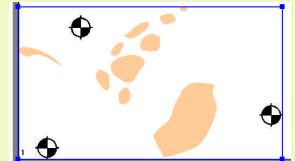
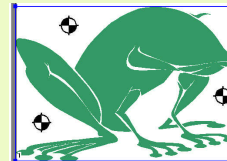
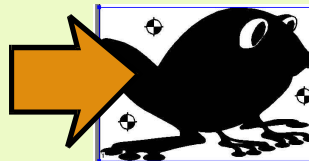
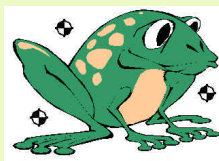
Selected Only

Perhaps you need to recut only some objects from a particular sign. Cutting a selection of graphics can be achieved by first selecting the objects on the Work space and then choosing the 'Selected Only' option from the left option panel in the cutting window. Only the selected objects appear in the cutting tile.










Cutting Registration Marks

Draw at least three registration marks around the graphic (but not on it). You can choose any color you like. The same marks will be cut automatically with each color tile. Overlay the marks exactly as you assemble your sign.



Assembly of a multi-colored sign can be made much easier if each color includes registration marks which are cut with each color. To cut registration marks, select 'Registration Mark' from the 'Draw' menu and select a style and suitable size.

Once you have:

-  Completed your artwork on the Work Space
-  Selected 'Cutter' from the toolbar or the 'File' menu to open the cutting window
-  Changed values in 'Setup', such as vinyl dimensions, if required
-  Selected the color to be cut first
-  Selected 'Space Save' options
-  Selected 'weeding' and reorientation options from the left option panel
-  Loaded the selected color and size of vinyl into the cutter and made it 'Ready'

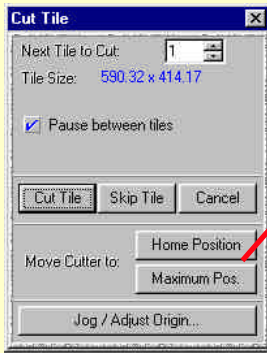
You are ready to send a cutting tile to your cutter.

1



Select 'CUT!' from the cutter toolbar

2



The 'Cut Tile' window opens

Before sending data to the cutter, you can use the **'Move Cutter to:'** option to check that you have sufficient vinyl length loaded in your cutter to complete cutting the tile and that the tile will fit within the vinyl sheet. You can also test the 'tracking' of vinyl loaded in the cutter.

To check the amount of vinyl and tracking, click the **'Maximum Pos.'** Button to send the cutting head to the top right hand corner of the cutting tile. Use the **'Home Position'** button to return the head to the origin. Make any tracking changes needed before proceeding.

Once tracking and area are confirmed, click the **'Cut Tile'** button. Data is sent to the cutter and a progress bar will show each buffer load being transmitted.

3



Once all tiles have been cut, select **'Finish'** from the cutting menu to return to the Work Space.

Learning Guide

One of the larger expenses for the computerised sign-shop is that of vinyl cutting film.

Many Signwriters save partly used vinyl sheets in order to use smaller unused areas later.

VinylSaver™ makes it easier to access unused areas of a vinyl sheet, and makes your vinyl operation more profitable.



1



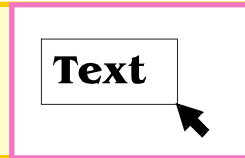
Click the 'Cutter' tool icon on the Toolbar or choose 'Cutter' from the 'File' menu. The Cutter Toolbar opens.



2



Choose the 'Tile' button. You may now drag a box around an object on the Work Space. Click to finish forming the box. A blue cutting tile forms around the object and its size appears in the activity windows.




3

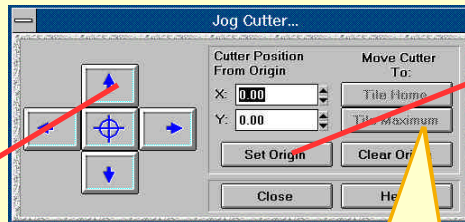
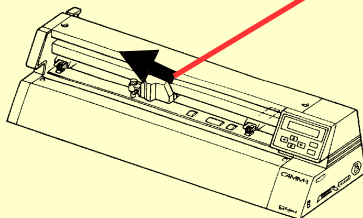


Choose the 'Jog' button, or click the 'Cut!' button and choose 'Jog Cutter' from the Cut Tile window. The Jog Cutter window opens.

4

Use the arrow buttons to move the cutting head to the bottom left corner of the unused vinyl area.

- The central  button moves the cutter head back to its origin.
- You may also enter the vertical and horizontal distances into the 'X/Y' boxes.



5

Click on the 'Set Origin' button. The bottom left corner of the tile is now aligned with the unused area of vinyl.

6

Test the tile size on the vinyl by pressing the 'Tile Maximum' and 'Tile Home' buttons. The cutter head moves over the tile size on the unused area on the vinyl.

7

Choose 'Close' from the 'Jog Cutter' dialog box. Click on the 'Cut!' button and choose 'Cut Tile' from the 'Cut Tile' window. The object will now be cut.

8



Click on the 'Finish' button to exit the Cutter Toolbar.

Learning Guide

Cutting Your Work in Vinyl Cutting a Large Sign

Signs can be much larger than the dimensions of the vinyl media you are using. Large signs need to be cut in sections or 'tiles' with each tile being fitted together to assemble the final sign.



1 Prepare your artwork at the full size you want to install it.



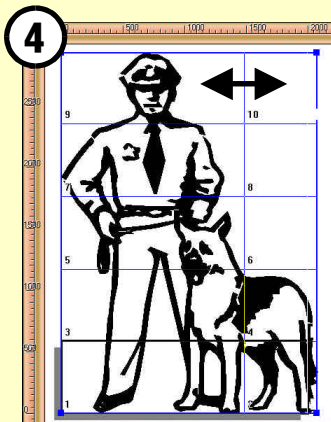
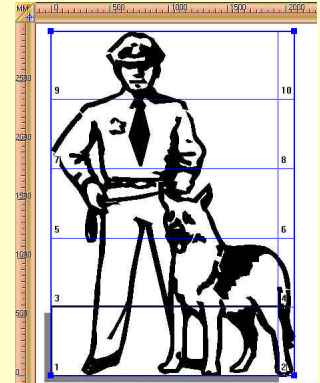
2 Click 'Cutter' on the Toolbar or select 'Cutter' from the 'File' menu

Select 'Setup' if you need to change your tile overlap settings or 'Trim Tiles' option. (Remember that vinyls shrink by varying amounts. Overlap tiles by sufficient to account for shrinkage).



3 Your large sign will be automatically tiled to the largest tile size your vinyl current dimensions will allow including any overlap value

Each tile has a blue border and is sequentially numbered.

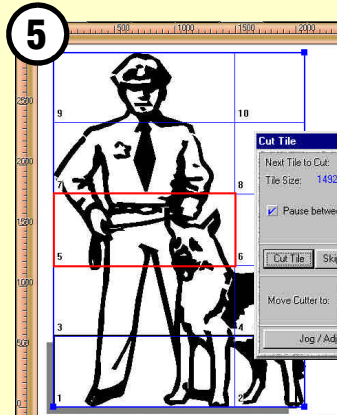


4 Tiles may not be automatically drawn at the most convenient places for cutting. You can drag any tile edge to best suit the job.

Try to avoid small tiles and try to reduce overlaps. Assembly of the sign will be easier and neater. Try to make **empty tiles** as large as possible to reduce vinyl usage.



You can restore the original automatic tiling at any time by selecting 'Auto Tile' from the cutting menu.



5 Once all tiles have been cut select 'Finish' from the cutting menu to return to the Work Space.

Choose 'Cut' from the cutter toolbar. The 'Cut Tile' window will open.

Tiles will appear in sequential order but you can cut tiles in any order you wish by entering the tile number into the 'Next Tile to Cut' entry box. Selected tiles will have a red border.

Set '**Pause between tiles**' to check tracking for each tile using the 'Move Cutter to:' option.

Choose '**Skip Tile**' to pass over any empty tiles. Click '**Cut Tile**' to send tile data to your cutter.

Learning Guide

Cutting a Sign Using The Cut Manager

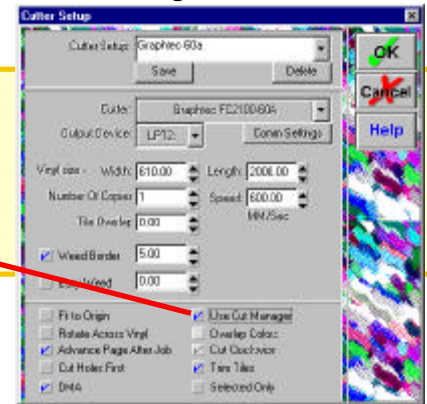
The Cut Manager allows you to continue to use the program while it processes your cutting jobs **in the background**, otherwise the program is tied up processing cutting jobs until they are complete.

1



Selecting the Cut Manager:

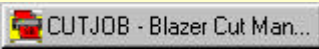
Click the 'Setup' icon on the 'Cutter' Toolbar. Tick 'Use Cut Manager' option and click 'OK'. All future cutting jobs will now be handled by the Cut Manager. To disable the Cut Manager, untick the option.



2

Opening the Cut Manager:

If the Cut Manager is enabled, it will appear as an icon on your Windows™ Taskbar when a cutting job is being processed. You can click this icon to open the Cut Manager window where all current cut jobs will be displayed.



4

Reordering Cut Jobs

The job at the top of the job list will be cut first. If you want to change the order of a cutting job, click on the job in the list and select the 'up' or 'down' icon on the Toolbar.

3

Cutting a Saved Cut Job

Click the 'Open File' icon on the Toolbar, select the file to cut and press the 'Open' button.

Saving a Cut Job Click on the job to highlight it and click the 'Save' icon on the Toolbar, give the file a name then press the 'Save' button.

Deleting a Cut Job

Click on the job in the list and press the 'Trashcan' icon on the Toolbar.



5

Setting the Priority for Cut Jobs

To alter how much time Windows allocates to cutting jobs in the background select the setting on the 'Priority' menu.





You can cut an outline around work you have printed. The method you use to do this depends on the kind of hardware you are using. In all cases, you must **create a 'Cut Mask'** before you can cut work that you have printed.

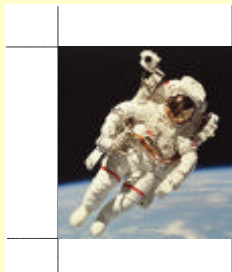


- If you have a printer with an inbuilt cutter you should follow the steps for using a 'Cut Mask'.
- If you have a separate printer and cutter you should follow the steps for 'Cut a Print' to get correct registration of printed work in your cutter.

Creating a 'Cut Mask' Around a Bitmap

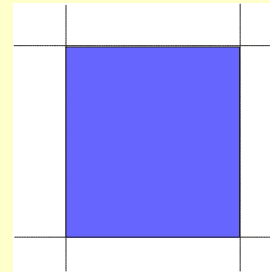
1

Snap guidelines to the edges of the bitmap.



2

Use the 'Draw' 'Rectangles' tool to draw a rectangle snapped to these guidelines.

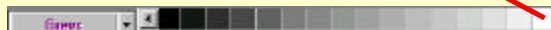


3

With *only* this rectangle selected, select 'Put to Back' on the 'Arrange' menu.

4

In order to prevent the cut mask outline from printing, click the white color on the ColorWhiz palette



5



Select the 'Cut Mask' tool from the Toolbar or select 'Cut Mask ON/OFF' from the 'Manipulate' menu.

Creating a 'Cut Mask' Around Vector and Bitmap Objects

1

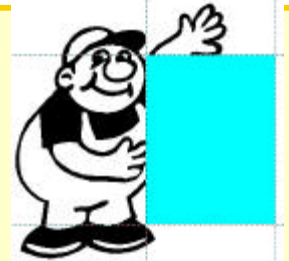
Place guidelines around the work to assist relocating the finished mask.

Duplicate all the objects together.



2

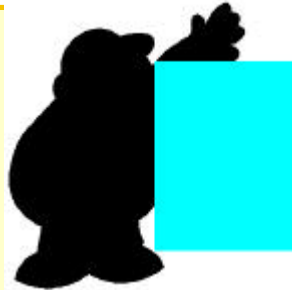
Using the duplicate only snap guidelines to any bitmaps and draw rectangles over them to create vector paths around them.



3

Again using the duplicate only, select the outermost vector paths of all vector objects

You may need to 'Split' the objects and delete their inner vector paths.



4

Total Weld all these vector objects together to create the final mask object.



5

Using the guidelines around the original work, relocate only the mask object exactly over the original.

With **only** this mask object selected, select 'Put to Back' on the 'Arrange' menu.



7

In order to prevent the cut mask outline from printing, click the white color on the ColorWhiz palette

8



Select the 'Cut Mask' tool from the Toolbar or select 'Cut Mask ON/OFF' from the 'Manipulate' menu.

Creating a 'Cut Mask' From a 'Bitmap Mask'

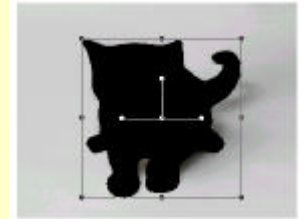
1

Choose a bitmap picture you wish to mask for both printing and cutting.



2

Using shape tools from the 'Draw' menu or the 'Polyline' tool, draw a vector object around the area you want to mask.



3

With only the mask object selected, choose 'Clipboard Copy' from the 'Edit' menu.

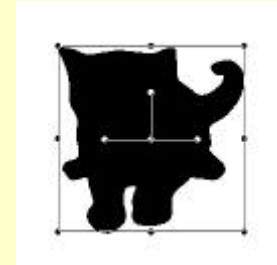
4

With both bitmap and mask selected, use the 'Combine' command to combine your vector and bitmap objects and deselect them. Reselect both objects and 'Group' them



5

Being careful not to move the grouped objects, choose 'Paste' from the 'Edit' menu to replace the mask object exactly into place.



6

With **only** this mask object selected, select 'Put to Back' on the 'Arrange' menu.



7

In order to prevent the cut mask outline from printing, click the white color on the ColorWhiz™ palette

8



Select the 'Cut Mask tool from the Toolbar or select 'Cut Mask ON/OFF' from the 'Manipulate' menu.

● Cut masks may be grouped with other objects without affecting their printing or cutting attributes.

Setting up a Server or Target Computer

- Computers can be networked together in various configurations such as 'Peer to Peer' or 'Client - Server'. You can have vinyl cutters, printers and other peripherals connected to computers which share the network and access them from a 'Client' or 'Host' workstation on the same network.

In order to send cutting file information to a specific network cutter (the Target Cutter), the computer it is connected to (the Server or Target Computer) needs to be setup.

- To setup a Server or Target computer you need to run the SignBlazer5 Installation CD on this computer and select the Network Server option.

After installation, the Target Computer will have:

- a folder called '\SignBlazer5\Cut manager\Input'
- a copy of the program "Cutman32.exe" installed
- a shortcut icon for "Cutman32" on the desktop

The Target computer does not need a Software Protection Device (or dongle) installed.

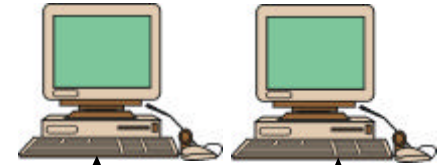
- If the Target Computer is running Windows95/98 operating system, ensure that **file sharing** is enabled:

In 'Control Panel', open 'Network'. Click 'Configuration' tab and select 'File and Print Sharing ...' and then tick the option: 'I want to be able to give others access to my files'

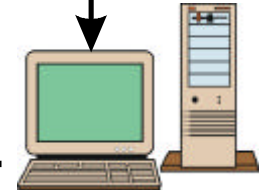
- In Windows 'Explorer', locate the folder '\SignBlazer5\Cut manager\Input' and click on it using Right Mouse button. Select 'Sharing ...' In 'Properties' have the folder 'Shared as ...' "**Input**" and 'Full' 'Access type' selected. Do not enter a password. Click OK.

- Note the target cutter's **make and model** and the **port** it is connected to. Open 'Control Panel', 'Network' and 'Identification' tab. Note the Target Computer's **network name**.

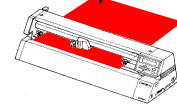
Client or Host Computers



Server or Target Computer



Target Cutter



- Run the program 'Cutman32' by double clicking the desktop icon.

If a network cutter is used often, it may be useful to copy the 'Cutman32' shortcut into the Target Computer's Startup folder so that the Cut Manager program will run whenever that computer is started.

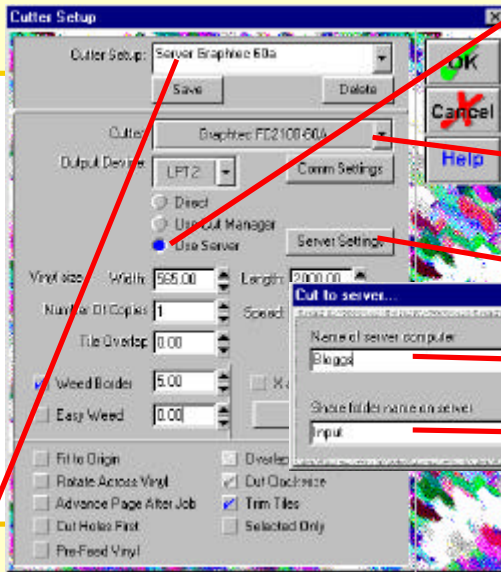
Client or Host Computer Setup



- A 'Client' or 'Host' computer to be used for network cutting is a networked computer which is host to a registered running copy of SignBlazer5. Each Client or Host workstation on a network must have its own Software Protection Device (or dongle). A Client or Host computer may or may not have a vinyl cutter attached to it

For a Client or Host computer to cut across a network, it needs to be setup.

6



Select the 'Cutter' icon or 'Cutter' from the 'File' menu. Select 'Setup'. In Cutter Setup window tick 'Use Server'

Set the cutter make and model for the **Target Cutter** attached to the Target Computer.

Set the port setting to that of the **Target Cutter** attached to the Target Computer.

7

Click on 'Server Settings' to open the 'Cut to server ...' flyout.

Enter the **network name** of the Target Computer (as noted in step 4)

8

Enter '**Input**' as the shared folder name (as noted in step 3). Click OK.

9

Save your settings as a new 'Cutter Setup' and name it so that you can find it easily next time. If you have other network cutters, save a different setup for each one.

Learning Guide Schedule

Printing

- Y1 The Printer Toolbar
- Y1 Print Registration Marks
- Y1 Selecting the Colors to Print
- Y2 Printer Selection and Setup
- Y3 Windows Printer Driver Setup
- Y4 Fitting Work to the Page
- Y5 Printing a Grid
- Y5 Starting the Print
- Y6 Large Format Printing
- Y7 Color Management
Printer Output Options

HOUR 7

Learning Guide

Printing - 1 The Printer Toolbar

1



Click the 'Print' tool icon on the Toolbar, or select 'Print' from the 'File' menu.

2

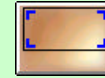
The Printer Toolbar opens.



As an aid to show the **boundaries** of your print job, you can use registration marks at the edges of your work.

1

Click the tool icon on the Printer Toolbar to open the Registration Marks dialog box.



Print Registration Marks

2

To select the registration marks that will be used when printing, either click on a box (or boxes) in the corners of the square, or press the 'All' or 'None' button. Then press 'OK' to save these settings.

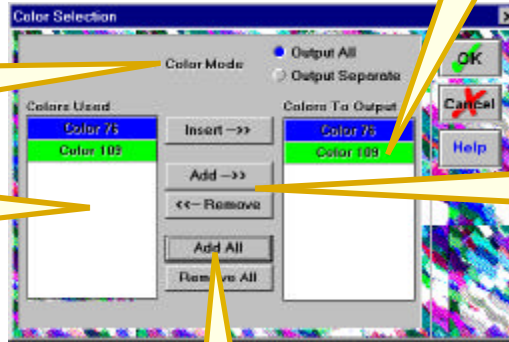


Selecting the Colors to Print

If you click the 'PRINT!' tool icon on the Printing Toolbar, **all** colors in your work will be automatically used in the print job. However, if you need to print **only some** of the colors, or print the colors **separately**; you can make changes by choosing the 'Color' tool icon on the Printer toolbar. This opens the Color Selection dialog box.

Colors will be **printed** in the **order** that they **appear** in this window.

To print a number of colors on the **one** sheet select 'Output All'. Alternately, to print each color on a **separate** sheet in sequence, tick the 'Output Separate' option.



'Colors Used' list shows all the colors used in your drawing. Use the buttons in the centre to **transfer** colors to the 'Colors to Output' window for **printing**.

You may **insert** a color into the 'Colors to Output' list. First **click** the place in the list you want to insert a color. The new color will be inserted directly **above** the place you have selected. Click the 'Color Used' you want inserted. Press '**Insert ->>**'.

Clicking on a 'Color Used' and then pressing '**Add ->>**', or double clicking a color, places that color onto the bottom of the 'Colors to Output' list. Clicking a 'Color to Output' and then pressing '**<<- Remove**', or double clicking on a color deletes the color from the list.

You can transfer **all** the colors used to the 'Colors to Output' window by pressing the **Add All** button. You may clear the list by pressing **Remove All**.

To print in color, you need a **color printer** (which you have set for color printing); otherwise colors will be represented by shades of grey.

Learning Guide



Printing - 2 Printer Selection and Setup

Click the 'Print' tool icon on the Toolbar, or select 'Print' from the 'File' menu. Then click the 'Setup' tool icon to open the 'Setup' dialog box.

Before you can print, you must select the printer you wish to use from the drop down list. You may select from a range of **Large Format** printers or select "Windows Printer Driver" to use a printer already installed under the Windows operating system

If you want to print arrayed copies of an item **on the same page**, enter the number of copies into the entry box and tick the layout arrangement you want. Tick "across" to build columns and "along" to build rows and enter the spacing you want between each item into the spacing entry boxes.

Tick 'Use Tile Printing' if your work is **larger** than the page you are printing, and you want the printing to be arranged into sections called **tiles**.

Tile to Object Extents:

All of your work will be tiled, even if your work is larger than the page size.

Tile to Work Space Extents:

Only those parts of your work which fall inside the Workspace will be tiled if they are larger than the page size.

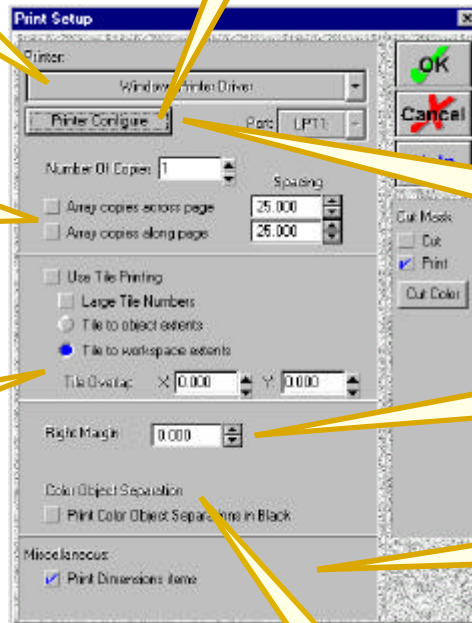
Tile Overlap

You can enter an amount to overlap tiles, or enter zero to butt join them.

Press "Printer Configure" to select options for the selected printer.

If you have selected 'Windows Printer Driver', the Windows Print Setup dialog box will appear. See **Windows Printer Driver Setup**.

But if you have selected a large format printer, the Large Format Printing dialog box will appear. See **Large Format Printing**.



Select the output Port which the selected printer is connected to. You may select Parallel Ports LPT1 to 4 or Communications Ports COM1 to 4 provided that the port hardware is present and you use the correct communication cable type.

To access the 'Windows Printer Driver' **port** setting, press the 'Printer Configure' button, and then press the 'Options' button.

You can make fine adjustment to the placement of printed work on the page by entering a value to specify the size of the Right Margin.

Tick the box to include items drawn with the 'Draw Dimensions' tool in your print.

Tick the 'Color Separations' option to have items of the same screen color printed in black on separate sheets. This is useful for preparing **screen printing positives**.

Click on the 'OK' button to save your new settings.

Learning Guide

Printing - 3 Windows Printer Driver Setup

1



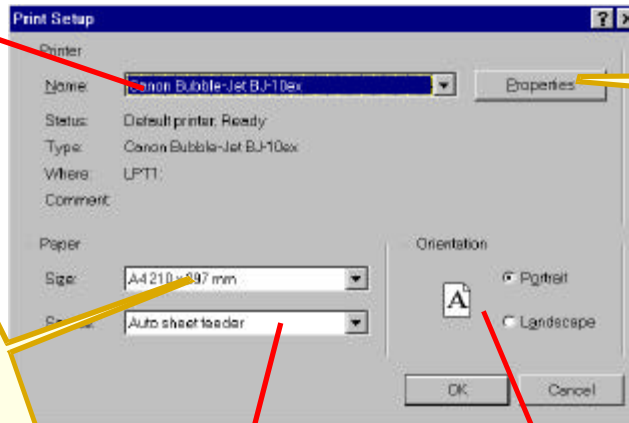
Click the 'Setup' tool icon on the Printer Toolbar. Select 'Windows Printer Driver' in the 'Printer' drop down list.. Then press the 'Printer Configure' button. The Print Setup dialog box opens.

2

If you have more than one printer available to your system, select the printer you wish to use for the current printing job.



Check that your printer is connected to the correct port.



6

Click the 'Properties/Options' button and check for settings which can **optimise** your printing.

3

Choose the **paper size** you intend to use.



4

Choose whether to use **cut sheets** or **continuous** (tractor) feed.

Select the paper orientation you will be using -

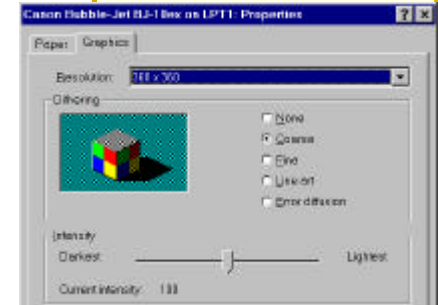
either **Portrait** ...



or **Landscape**.



5



Available options may vary with different printer selections.

A **test print** may be needed to find the best settings for your needs.

7

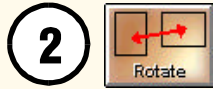
Click 'OK' to accept your print settings.

Using 'Rotate' 1

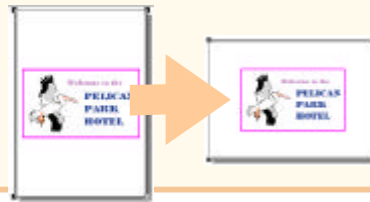


After selecting the 'Print' function, your work will be seen inside a representation of the page currently selected in your **printer setup**.

You may find that the shape of the page area would fit your work better if it was rotated at right angles. You can change the orientation in 'Setup' or simply ...



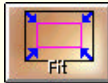
Click the 'Rotate' tool icon to change the page outline between 'portrait' and 'landscape' settings.



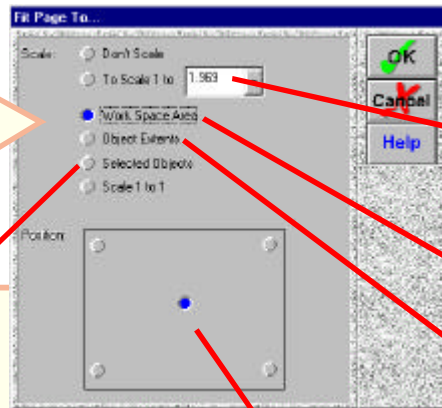
You may also grab any corner **node** of the page outline and resize it, or move the outline, to better fit your work, or any part of it, into the page area.



Using 'Fit'



Clicking the 'Fit' tool icon opens the 'Fit Page To...' dialog box allowing you to choose different Work Space areas to be fitted to the page for printing.



You can choose to print at any scale factor you want or leave it unscaled. Tick "Scale 1 to ..." and enter a number in the entry box to create a scaled print. "Scale 1 to 1" prints at the size indicated by the screen rulers.

Choosing 'Selected Objects' places only the currently **selected** objects inside the page.



Choosing 'Work Space Area' will place the current **Workspace** border inside the page.



Use the "Position" template to align the selected print area with either a corner of the page or centrally aligned in the page.



Choosing 'Object Extents' places all objects **inside** the page outline - even those outside the Workspace border.

Learning Guide

Printing - 5 Printing a Grid

This program allows you to print a grid with selectable horizontal and vertical spacings onto **paper** or **clear film** with a laser printer for use with **projectors**.

1



Click the 'Grid' tool icon on the Printer Toolbar.

The 'Print Grid' dialog box opens.

2

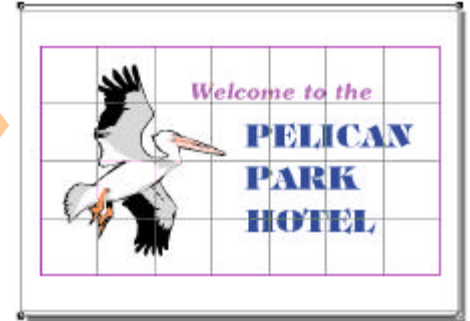
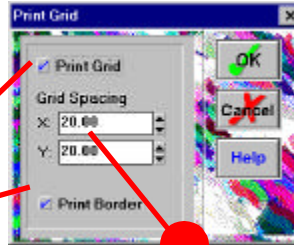
Enable the grid by ticking the 'Print Grid' box.

3

Tick this box to have the Work Space border printed as well.

4

Enter the **horizontal** (X) and **vertical** (Y) grid spacing you want to print into the entry boxes. Click 'OK'. The grid appears on the Work Space and will be printed with your work.



5

Click 'OK' to confirm your settings.



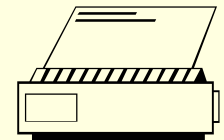
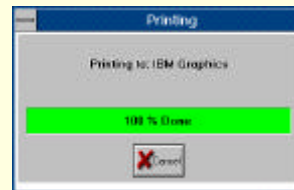
Printing a grid over the printout of a sign, can prove a useful **guide** for placing the various pieces of cut vinyl into their correct places, during production of a sign.

Starting the Print



Once you have completed your printer setup, simply click the 'PRINT!' tool icon on the Printer Toolbar.

The 'Printing' window opens, and shows the **printer** being used, and the **progress** of the print. To **stop** printing at any time, click the 'Cancel' button.



When you have completed printing, you can return to normal operations by clicking the 'Finish' tool icon on the Printer Toolbar.

Large Format Printing requires that bitmaps, often created from small area scanned images, are reproduced on a much larger scale. Simply changing a bitmap to a larger scale will increase the size of each pixel proportionately until individual pixels become visible and the image will look jagged and 'blocky'. Increasing the scale of a bitmap but retaining a resolution suitable for its intended viewing distance requires a 'Raster Image Processor' or 'RIP'.

To print your work using the RIP:

Select 'HotShot RIP' from the 'File' menu or press 'Cntl+P'



OR select the Large Format Printer tool on the Toolbar



Press the 'Setup' tool icon on the Printer Toolbar. Ensure that your large format printer is selected in the '**Printer**' drop down list. Press the '**Printer Configure**' button, the Large Format Printing dialog box will appear, and the 'General' page becomes visible.

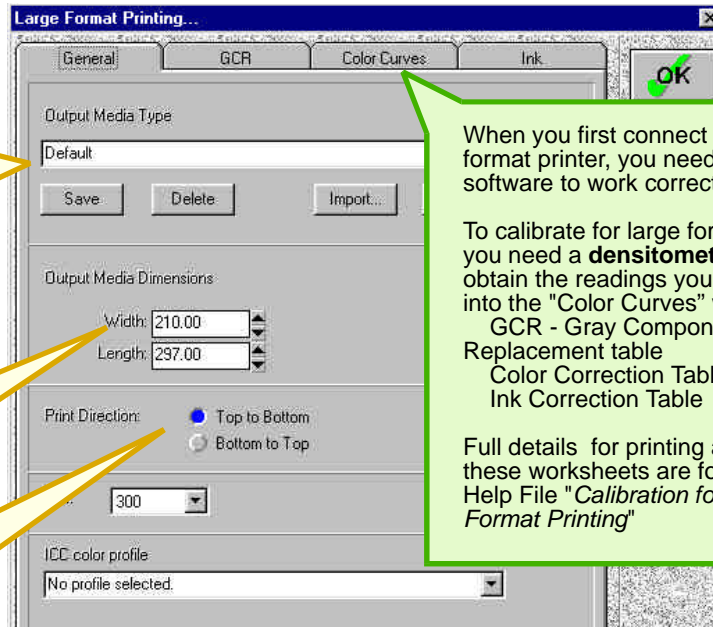
You can **save** all your settings for large format printing using this box. Once you have completed your desired settings, type a name into this box that identifies this group of selections. Press the 'Save' button.

To **use** a previously saved setup, click on the down arrow to the left of the box, and select an item from the list.

To **delete** a setup, select the setup from the drop down list, then press the 'Delete' key.

Type a value into the 'Width' and 'Length' boxes to represent the size of the media that you are printing on.

Click on either 'Top to Bottom' or 'Bottom to Top', to set the direction of printing on the output media.



When you first connect your large format printer, you need to set up the software to work correctly with it.

To calibrate for large format printing, you need a **densitometer** in order to obtain the readings you need to fill into the "Color Curves" worksheets - GCR - Gray Component Replacement table
Color Correction Table
Ink Correction Table

Full details for printing and using these worksheets are found in the Help File "*Calibration for Large Format Printing*"



With the program running on your computer, press the F1 key or select "Search" from the "Help" menu. In the Help - Search window, type "cal ..." in the top entry box and then select "calibration" from the index listing.

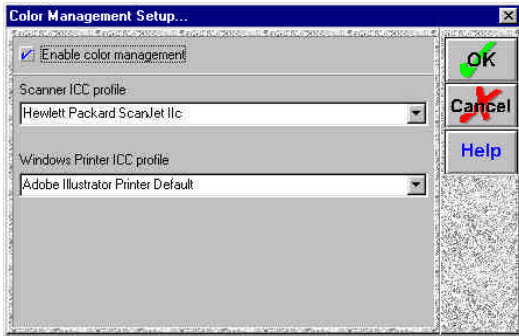
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Printing - 7 Color Management

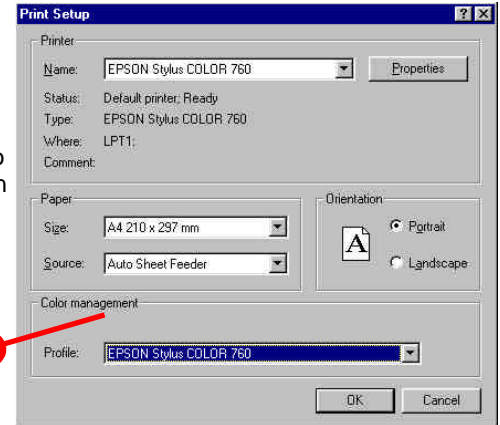
Getting the best out of your printer and scanner can be assisted by selecting Color Correction Profiles from the Color Management system. Each piece of equipment, printer or scanner, has its own particular engineering and method of translating color and data. You can remove minor color distortions by setting an appropriate Color Correction profile for each piece of equipment.



- Select 'Color Management' from the 'Settings' menu.
- Select the profile for your scanner and printer from the drop down lists.
- Tick 'Enable color management'.



If your printer has a color profile included with its installation package, you can also find it in the drop down list in the 'Printer Setup' window. Select the Color Correction profile that best suits the printer you are using..



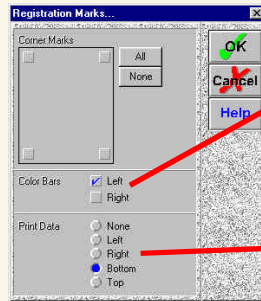
Printer Output Options

Printing Color Bars and File Data



Your proofing printouts can be enhanced to carry CMYK ink color bars down the page edge and print the document reference data.

Click the 'Regist' tool from the Printer Toolbar.



To print color reference bars along an edge, tick 'Left' or 'Right' in the 'Color Bars' option panel in the 'Registration Marks' window.

To have the file data printed, choose a page location from the 'Print Data' option panel in the 'Registration Marks' window.



Learning Guide Schedule

Technical Notes:

- i** Program Installation
- ii** System Requirements & Recommendations
- iii** Producing Artwork in Other Programs
- iv** Notes For Users of CorelDRAW! 4
- v** Importing Graphics Files from Macintosh and PC Programs
- vi** Using Photoshop Plugins
- vii** Hot Key (Shortcut) Summary

NOTES

Installing the Program

1

Before commencing the installation it will help if you:

- Know the brands of your vinyl cutter and printer and which ports they are connected to. (If unsure you could check the settings in other programs on your system - or you can make temporary selections during installation and change them later)
- Make sure you have sufficient free disk space to install the program files, fonts, and the clipart files (approx 200 MB)
 - Page vi gives details of additional space required for 'Sample' files if you want to install them.



2

Insert the CD ROM from your package into your CD ROM drive tray.

3

The installation program will now automatically start.

- Click on the various information icons on the install program to learn important information, before continuing.

4

Follow the on-screen instructions. The program will now be installed onto your hard disk. (If you should experience any difficulties installing the program, please contact your Dealer)

5

Remove the software lock or 'dongle' from your package, being careful not to touch its plug pins (static discharge can cause them to fail). Insert it into any parallel output port on your computer, securing it in place with its screws.



The dongle is a software protection device which must be present for the program to run.

Starting the Program



Double click the program 'shortcut icon' on your desktop or -

Click the Windows™ 'Start' button and then click 'Programs' from the popup menu. Locate and open the program group on the popup listing and click the program icon.



With a copy of the program running, you can start other copies of the program.



Installation Notes and System Requirements

Minimum System Configuration:

486 Processor
32 MB RAM
CD ROM
Windows 98 Operating System

Optimum System Configuration:

Pentium II Processor
64 MB RAM
CD ROM
Windows 98/ME/2000/NT Operating System
A Modem and Internet Access is required for
accessing the Blazer Web Site and using the
Program's E-Mail capabilities



Large File Handling Requirements:

In order to successfully handle large files >100 MB as may be encountered with Large Format printing files, RAM of 128 MB up to 256 MB is recommended.


Installation of Sample Files

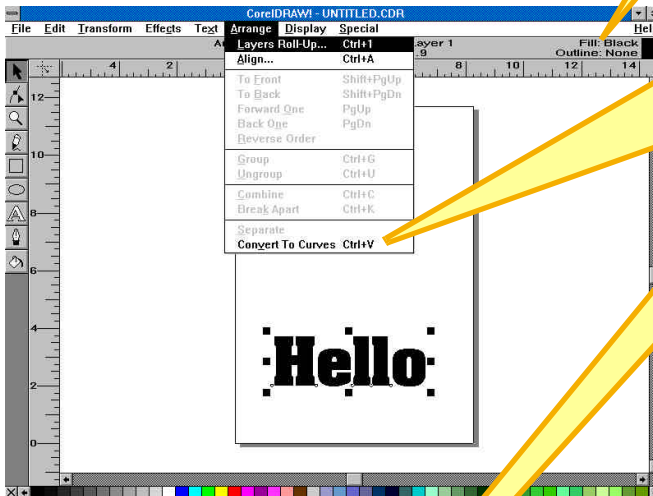
In order to improve productivity as quickly as possible, many 'sample files' are included with your installation CD. The 'Sample Files' section takes up 350MB on your CD and need not be installed or copied to your hard disk unless you want to. These files can be opened and viewed as needed directly from your installation CD disc. If you have room and wish to install these files, you must choose "Custom Installation" and tick the "Sample Files" box.

Learning Guide

Producing Artwork in Other Programs

If you wish to create text or graphics in a **Computer Aided Drawing (CAD)** program such as 'CorelDRAW!', save the file as an 'EPS' file.


 There are a few important instructions to follow before saving your work to an 'EPS' file:



Make sure all your work (text and graphics) has a **solid** color fill and **no** outline.

Make sure that **all text** has been changed into individual **graphics**. In CorelDRAW! 3, use 'Convert to Curves' followed by 'Break Apart' in the 'Arrange' menu. Other CAD programs have similar commands.

Make sure to select 'Encapsulated PostScript' as the export file type.

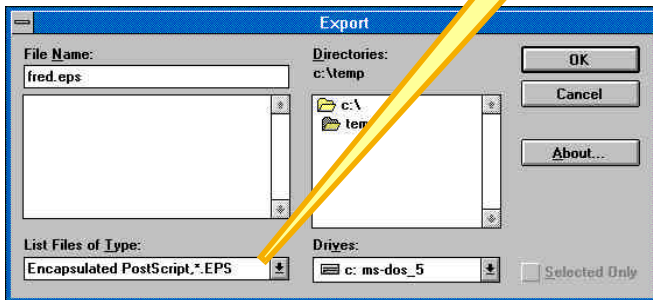
 You can give any name (like FRED or 123) to an 'EPS' file, and then use the same file over and over again. This will save you having to regularly delete many unwanted files.

'Postscript' is a computer language originally invented by Adobe Systems Inc. for sending instructions to printers.

Postscript instructions can be placed into a computer file, which usually has a name ending in '.EPS' short for 'Encapsulated PostScript'



Many programs now use this 'EPS' format as a good way of exchanging graphical files. For example, artwork from a program like 'CorelDRAW!' can be saved as an 'EPS' file, and then be imported into the program.



Learning Guide

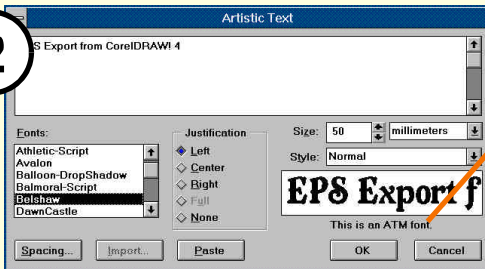
Producing Artwork in Other Programs

Notes For Users of CoreDRAW! 4

1

Differences exist between the 'EPS' Export Filters of some updates to CoreDRAW! Version 4. To be sure that you can export CoreDRAW! 4 files correctly into the program, you need to be using CoreDRAW! 4, Version B, Patch 3 or later.

2

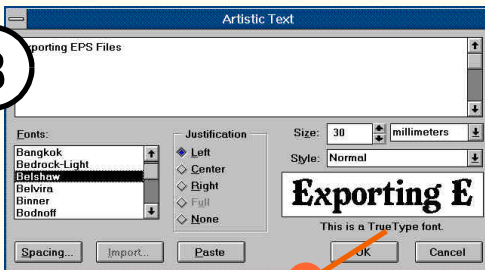


If you are exporting text using fonts in 'ATM' (Adobe Type Manager) format, you must convert the text to **graphics** before export. Select 'Convert to Curves' from the 'Arrange' menu.

Your text should have **solid** color fill and **no** outline.

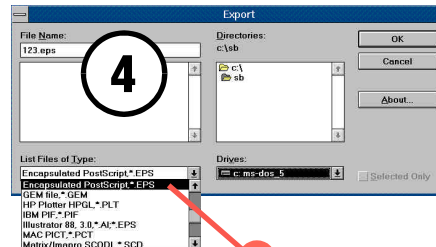
Arrange	Display	Special
Layers Roll-Up...		Ctrl+I
Align...		Ctrl+A
To Front		Shift+PgUp
To Back		Shift+PgDn
Forward One		PgUp
Back One		PgDn
Reverse Order		
Group		Ctrl+G
Ungroup		Ctrl+U
Combine		Ctrl+C
Break Apart		Ctrl+K
Separate		
Convert to Curves		Ctrl+V

3



If your file includes text in 'TTF' (True Type Format), text must be exported **'as text'**, and once imported into the program, can be edited the same as text typed into the program. Your text should have **solid** color fill and **no** outline.

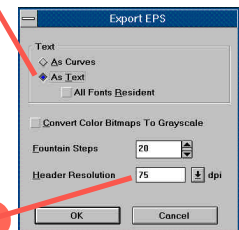
4



There is more than one 'EPS' export format available in the export 'Files of Type' listing. Choose 'Encapsulated PostScript *.EPS' to correctly export your files in the program.

5

Tick the box 'As Text' if your file includes **TrueType** font text.



6

For optimum results set 'Header Resolution' to **75 dpi**.

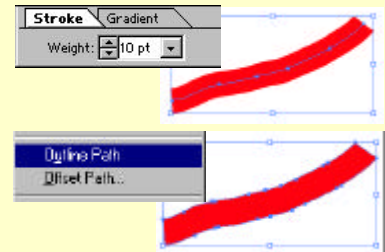


Importing Files From IBM PC and Macintosh Programs

Importing Graphics Files from IBM PC Programs such as CorelDRAW and Adobe Illustrator and from 'Mac' programs such as Freehand and Adobe Illustrator :

- ✿ The Apple Macintosh computer saves information on disk in its own distinct format. When saving files from a 'Mac' they must be saved onto an **'IBM' formatted disk**, using the 'IBM PC' option. Do NOT compress Mac files before exporting them.
- ✿ Bitmaps can be imported directly using 'File', 'Import'. All supported file types are listed at the top of the Import window.
- ✿ Successful importation of Vector Files requires holding to a few rules when exporting from the host program.

- 1 Convert all editable text to 'Curves' or 'Paths'
- 2 Separate out any bitmaps and export them using bitmap formats such as 'TIF', 'JPG' etc
- 3 Remove all 'group' structures and 'Split' or 'Break Apart' all objects into individual polygons.
- 4 Look for any object that has been 'stroked' - that is has had thickness added to vector outlines. Although 'stroking' is printable in the host program it is not exportable and will not cut or print after importing the file.
Where possible convert 'stroking' into vector paths - in Illustrator use 'Object' menu ... 'Paths' ... 'Outline Path'. If stroked objects have been exported unconverted you will need to use the 'Outline' tool to recreate the line thickening.

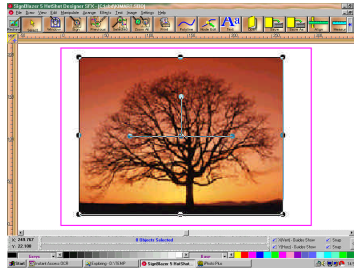


- 5 Choose to export files as 'Adobe Illustrator' (*.AI) format Type 3 or higher for preference. Failing this select 'EPS' format but not 'Postscript Interpreted'. Swith off any 'Binary' options.
- 6 Having Imported a file, use 'Split' before deleting any unwanted objects such as guidelines (Illustrator guides are combined with the first letter of text lines).
- Depending on the host program, imported files may lose their color or come in layered requiring viewing in 'Wireframe' to have all components become visible. Combining appropriate components and selecting their correct color fills will restore the original file.

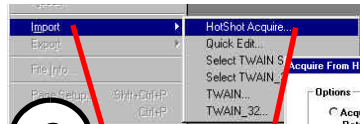


Using Plugins

During the Installation process, your system is checked for programs which accept "plugins" and these are installed where possible. If you have a copy of Adobe Photoshop version 3.51 or later, plugins are automatically installed. Plugins are program elements which permit direct interaction between two programs - Photoshop plugins allow bitmap graphics on the SignBlazer5 screen to be passed directly onto the Photoshop screen where all Photoshop filters and functions can be used before passing the graphic back to the SignBlazer5 screen.



1 Select a bitmap on the screen



2 In Photoshop, select 'Import' from the File menu. From the flyout choose 'HotShot Acquire'.



3 An options window opens. Choose the editing option you want and click 'OK'.

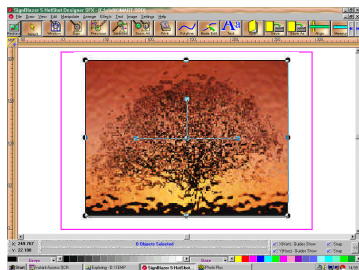


4 The bitmap opens on the Photoshop screen labelled 'HotShot Image'

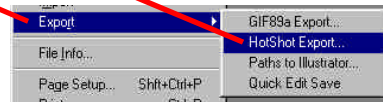
5 Edit the image with any of the Photoshop tools (e.g. 'Glass' filter)



6 After editing the image, select 'Export' from the 'File' menu. From the flyout choose 'HotShot Export ...'



7 The edited image is returned to the SignBlazer5 screen.





SignBlazer HOT KEY SUMMARY

Key ... Command

	A Align
	C Combine
	D Distort
	+ Duplicate (overlay)
	E Expand
	G Group
	I Inline/Outline
	O Online
	P Punch
	R ConveRt to Curves
	S Shadow
	T SpliT Polygons
	U Ungroup
	W Total Weld
	Z SiZe
	Y ArraY
	SPACE Select
	DELETE Clear
	esc Exit Function

Keys ... Command

			Deselect All	
			Select All	
			Duplicate	
			Export	
			Wireframe/Render	
			Node Edit	
			Import	
			Measure	
			Open	
			Print	
			Quick Cut	
			Rotate	
			Save As...	
			Text Dialog	
			Size	
			Undo	
			Exit Program	
Arrange ...				Forward one layer
				Back one layer
				Put to Front
				Put to Back

Clipboard ...

		OR			Clipboard Cut
		OR			Clipboard Copy
		OR			Clipboard Paste

Viewing the Screen ...

Zoom IN 2x
Hold 'Ctrl', click the right mouse button.

Zoom Window
Hold 'Ctrl', hold the right mouse button and drag a box around desired area.

Zoom OUT 2x
Hold 'Shift', click the right mouse button.

Drop -Down Menus ...

+ **underlined letter** in Menu Bar name.

Drop-Down Menu Items ...

Type underlined letter in menu item.

Popup Tool Palette ...



Function Keys ...

Help	Redraw	Zoom Window	Zoom Up x2	Zoom Down x2	Zoom All	Zoom Workspace	Zoom Previous	Zoom Selected	Enter	Passwords

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'www.blazer.com.au' A3

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Y

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- 'Grid Spacing' (print) Y5
- horizontal grid lines B3
- 'Jog Cutter' movement AA9
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