

Installation and maintenance of licenses	6
1 Online activation of a license	6
2 Offline activation	11
3 Understanding and using the License dialog	16
4 Understanding and using the Ticket Manager	17
5 Understanding and using the expired license dialog	18
6 Troubleshooting	19
EasySIGN	22
1 Introduction	22
2 EasySIGN conventions	23
3 Product support	24
4 The EasySIGN screen	25
5 Working with EasySIGN	27
6 Interface	27
EasySIGN Application Look	27
MDI tabs	28
Customize toolbars	32
Create tools	34
Customize shortcut keys	36
Menu behavior	38
Manage menu items	39
Associate mouse double-click	45
Large icons	46
Arrange Interface	47
Ribbon	49
Starting and finishing your work	52
7 Viewing the worksheet	52
8 Zooming tools	53
9 Organizing and transforming objects	54
General	54
Moving objects	55
Tips	57
Rotating Objects	57
Skewing Objects	61
Mirroring objects	63
Sizing and distorting objects	67
Transformation assistant	71
Duplicating objects	73
Deleting objects	74
Aligning objects	74
Alignment commands	75
Distribute (space evenly)	76
Text align options	78
Rulers	79
Grid	80
Guidelines	80
Tips	83

Grouping and ungrouping objects	84
Multiple ungroup	84
Combining and breaking apart objects	84
Smart break	85
Stacking sequence of objects	86
Stacking order extended in version 4	87
Multiplying objects	87
Multiply circle	88
Multiply spiral	90
Enhanced multiplying	92
Scale and measure tool	94
Quick sizing	95
Place objects on a path	96
10 Common functionality	98
Area and Length	98
Change to last selected tool	101
Context menu (right mouse button menu)	101
Paste centered	101
Copy Special	101
Vector paths in bitmaps	101
Alpha channels in bitmaps	102
Previews in Windows Explorer	102
Highlight (Bright Spot) in radial fountainfills	102
Weld Bitmaps	102
Open paths	103
11 Lock objects	104
12 Select by size	105
13 Select objects from top	105
14 Bitmaps	106
15 Brightness and Contrast	106
16 Variations	108
17 Special effects	109
18 Convert objects to bitmap	110
19 Bitmap mode	111
20 Working with layers	111
21 Add a plotter	114
22 Plotter settings	116
23 CMS (Color Management System)	118
CMS General	118
CMS display and export	122
24 Production manager	124
25 Print Windows	126
26 Optical Positioning System (OPOS)	127
27 Masking	128
28 Drawing tools	129
Bezier drawing tool	129
Scribble tool	130
Rectangle drawing tool	131
Circle drawing tool	132
Star drawing tool	133
Polygon drawing tool	135
Arrow drawing tools	135
Spiral tool	136
Vector brush	138

Vector eraser	139
29 Editing drag tool and nodes	139
Editing drag tool and nodes	139
Add nodes	140
Delete node	140
Open shape	140
To line	141
To curve	141
Close node	141
Breaking nodes	141
Sharp node	142
Smooth node	142
Symmetrical node	143
Horizontal alignment	143
Vertical alignment	143
On one line	144
Right angle	144
Substitute for line	144
To circular arc	145
Rounding corners	145
Settings	145
30 Quick connect	146
31 Paneling	148
32 Paneling for plotting	151
33 Scanning	153
What resolution do I need to scan in on?	153
34 Color management	156
Use of colors	156
Color palette and library management	158
Select by color	160
Select by object	161
Quick select objects with similar fill style	161
Quick select objects with similar line color	162
Quick select similar objects	162
Registration color	162
Measuring colors	163
Gradient fill	164
35 Pattern fills	175
36 Crop marks	179
37 Pagination	181
38 Cut through	182
39 Welding	183
40 Photo plotting	185
41 Text	186
Text	186
Inserting text	186
Paragraphs and tabs	189
Placing text on a circular path	194
Text on a path	197
General edit functions for text on path and circle	199
Draggable line distance and kerning	202
Draggable line distance and kerning on path and arc	204
Select and edit characters	205
Text settings	208
Text orientation	209
Text import	209
Adjustable kerning	210

Split text	211
Join text	212
Spelling checker	212
Text statistics	215
Insert symbols	216
Text Merge	216
42 Shadow	217
43 Special effects	225
44 Dimension lines	228
45 Weed borders	232
46 Blocknesting	235
47 True shape nesting	238
48 Bitmap distortions (effects)	246
49 Vectorization	248
Vectorization	248
Outline vectorization	248
Centerline vector	250
Color vector	250
50 Outlining objects	251
51 Centerline	259
52 Optimize for application (Color trapping)	260
53 Optimize for inlay	262
54 Entering lines numerically	263
55 Linking worksheets	264
56 Autonumber	266
57 Saving a selection from a worksheet	267
58 Object manager	268
Object manager	268
Object manager and Welding	273
Object manager and Outline	276
Object manager tips	277
Object manager objects: opening and closing	277
59 CTRL+CLICK or sub-selections	279
60 Arc fit	281
61 Flat perspective	286
62 Mold effect	290
63 Blend	294
64 Clone	301
65 Striping	304
66 Round off	312
67 Templates	313
Template Wizard	313
Make your own templates	320
68 Import en Export special	320
Adobe™ PDF export	320
69 E-mail	321
E-mail configuration	321
E-mail HTML-templates	324
Setting up E-mail	325
70 Transparency	327
Transparency vector and bitmaps	327

Compatibility	337
1 Compatibility Setup	337
2 Working with "Compatibility"	338
Engraving/Routing	339
1 General	339
2 Add an Engraver/Router	345
3 Device setup	347
4 Display settings	349
EasySIGN Print Server	350
1 EasySIGN Print Server, before you start	350
2 User interface	352
3 Working with jobs	353
4 Working with Hotfolders	360
5 Working with prints	366
Archive	370
1 Archive	370
2 The different modes	372
3 The work environment	375
4 The menu	376
5 Information window	378
6 Archive via EasySIGN	380
7 Recent customers	381
8 Back-up advice	381
9 Worksheet search	382
10 Moving customers	383
11 Previews	384
Disclaimers	384
1 Disclaimers	384

Installation and maintenance of licenses

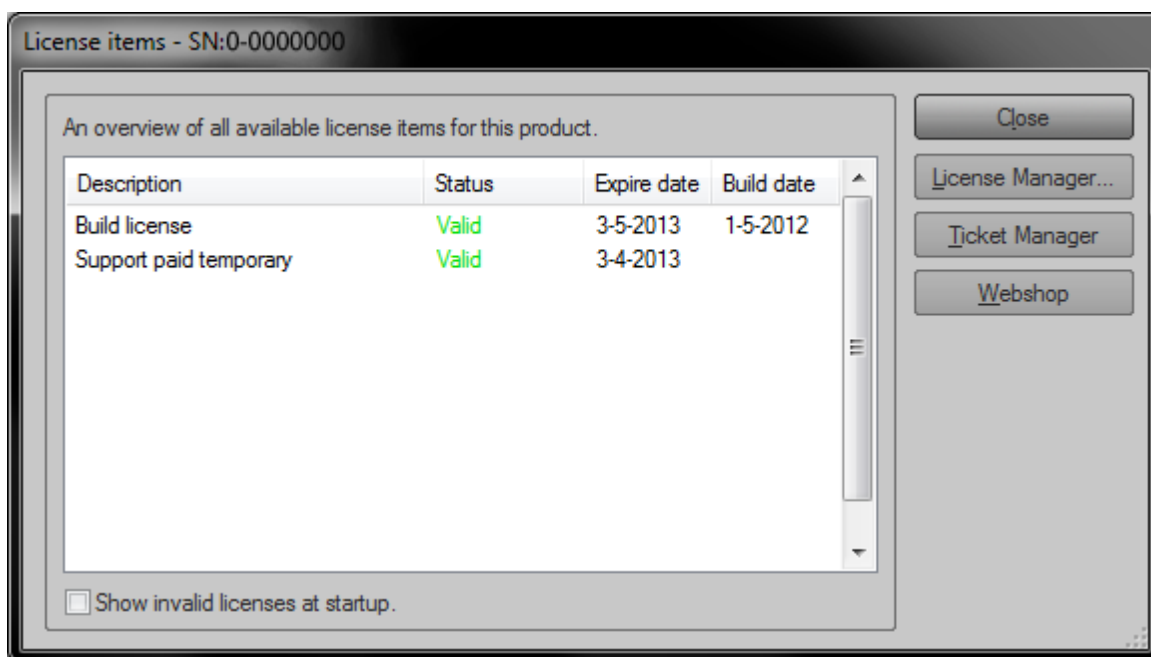
Online activation of a license

In order to use EasySIGN software, you need to obtain at least one license. Licenses can be bought from a reseller and at our web shop. A license is provided as a ticket. A ticket is a 29 character long string consisting of 5 groups of alphanumerical characters separated by hyphens, for example: "ABC01- ABC01- ABC01- ABC01- ABC01".

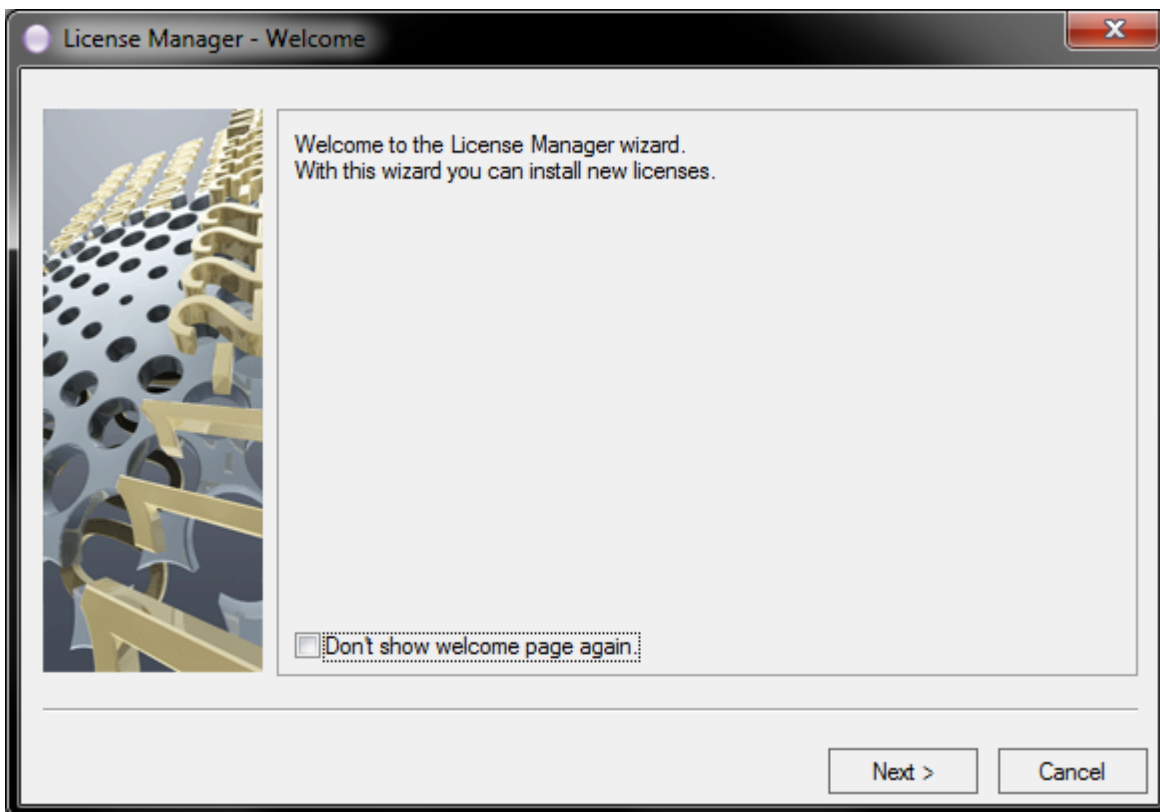
Your computer needs to have an internet connection in order to activate the license.

If you plan to activate a license offline (so your system is not connected to the internet), please consult "**Offline activation**" first.

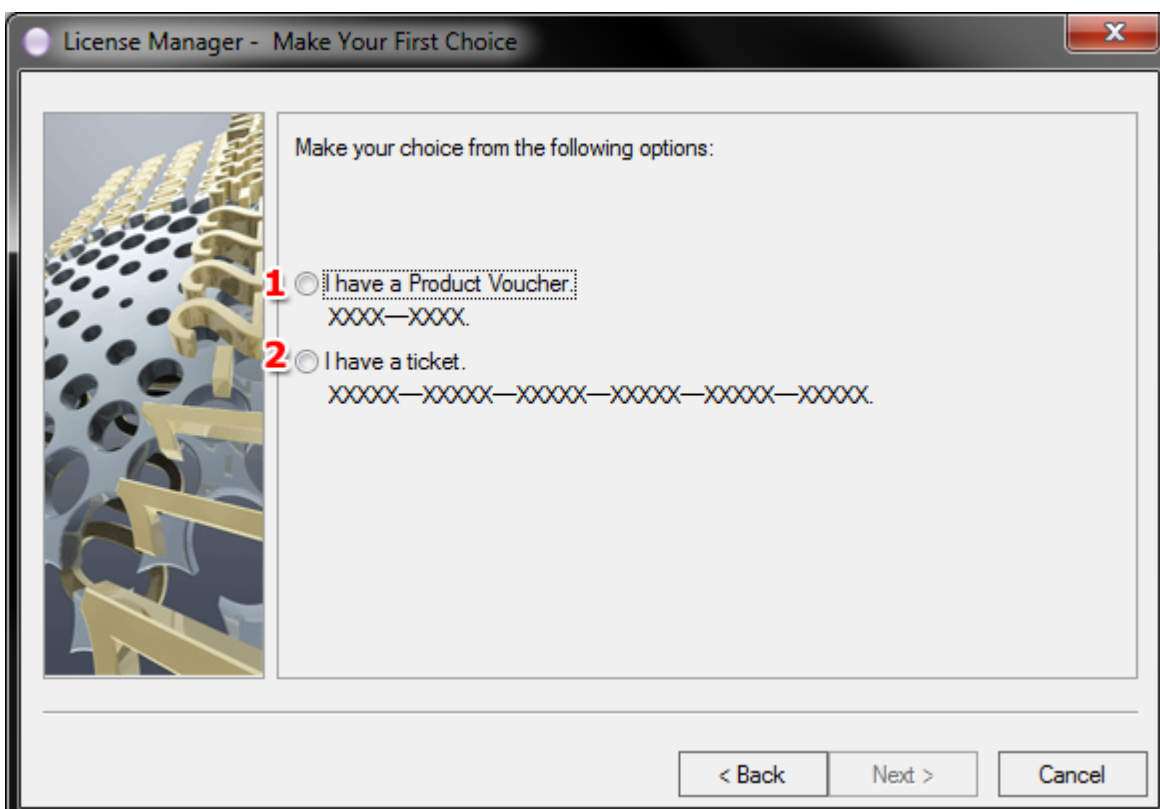
Once you have acquired a ticket, you can activate it by means of the license manager wizard. The license manager wizard is shown the first time you start EasySIGN. You can also bring it up by selecting the menu "Help > Licensing options". This will bring up a dialog showing all available licenses.



From here you can bring up the wizard by clicking the button "License Manager...":



Press "Next" in order to start the activation process.



Here you have two options

- 1** I have a Product Voucher.
If you bought the license from a reseller your software box could contain a Product Voucher that will look like the image below.



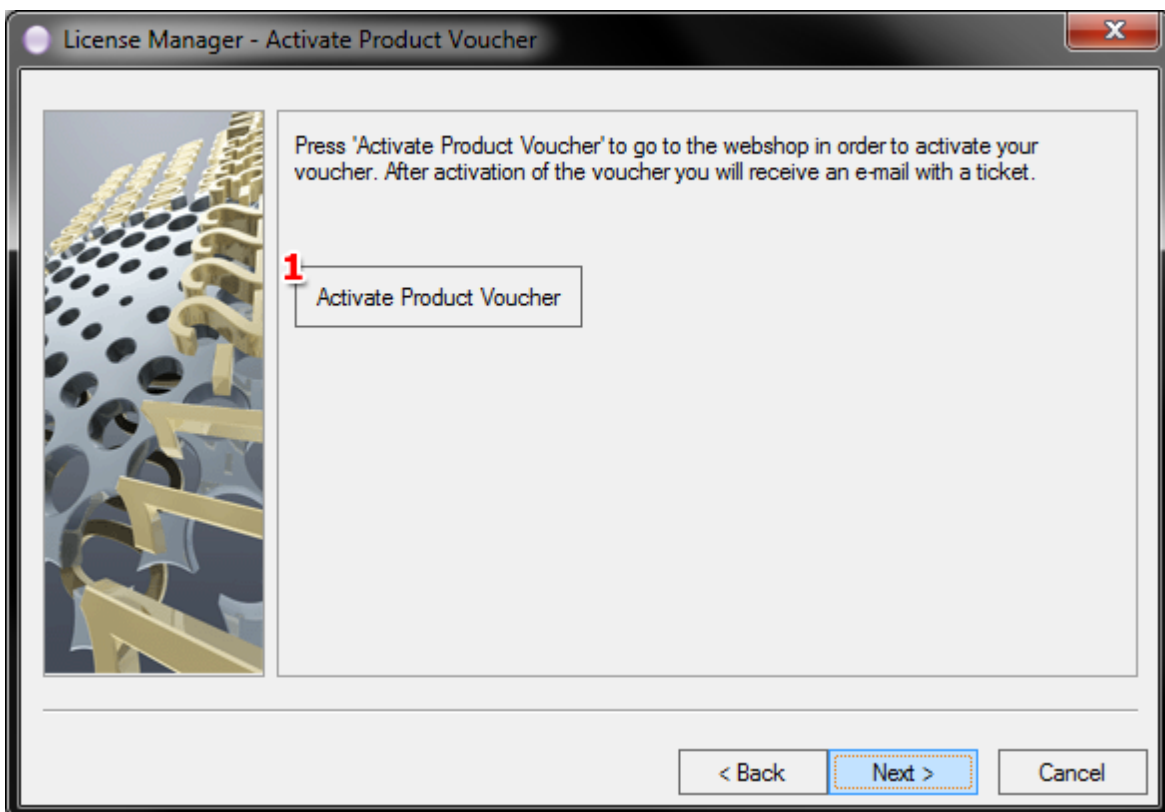
You can use the number on this Product Voucher to obtain the ticket for the license you have bought. You would use this option if you haven't got a ticket yet. If you want to use this option, select it and press 'Next' to continue.

2

I have a ticket.

If you already have a ticket you would use this option. If you want to use this option, select it and press 'Next' to continue.

I have a Product Voucher

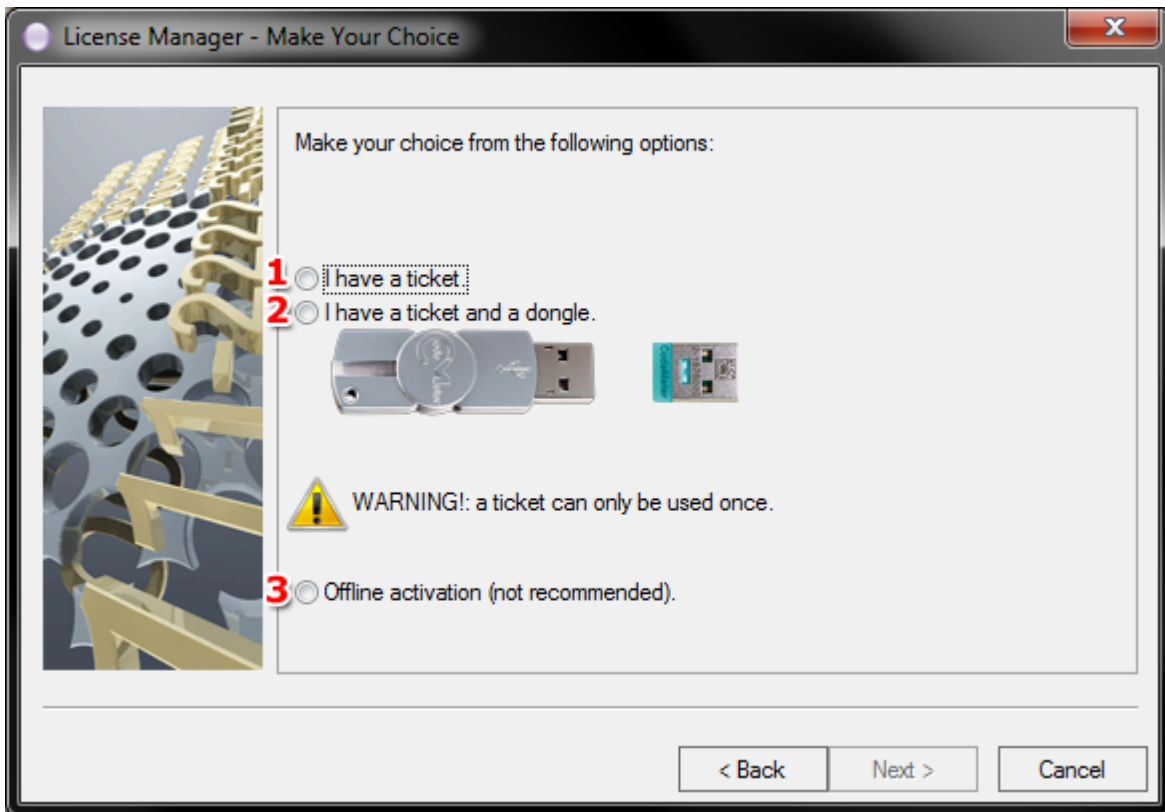


Press the button 'Activate Product Voucher' (1). This will open a browser and the web page where you can activate

your Product Voucher.

When you have activated your 'Product Voucher' and received your ticket (by email), press next to continue.

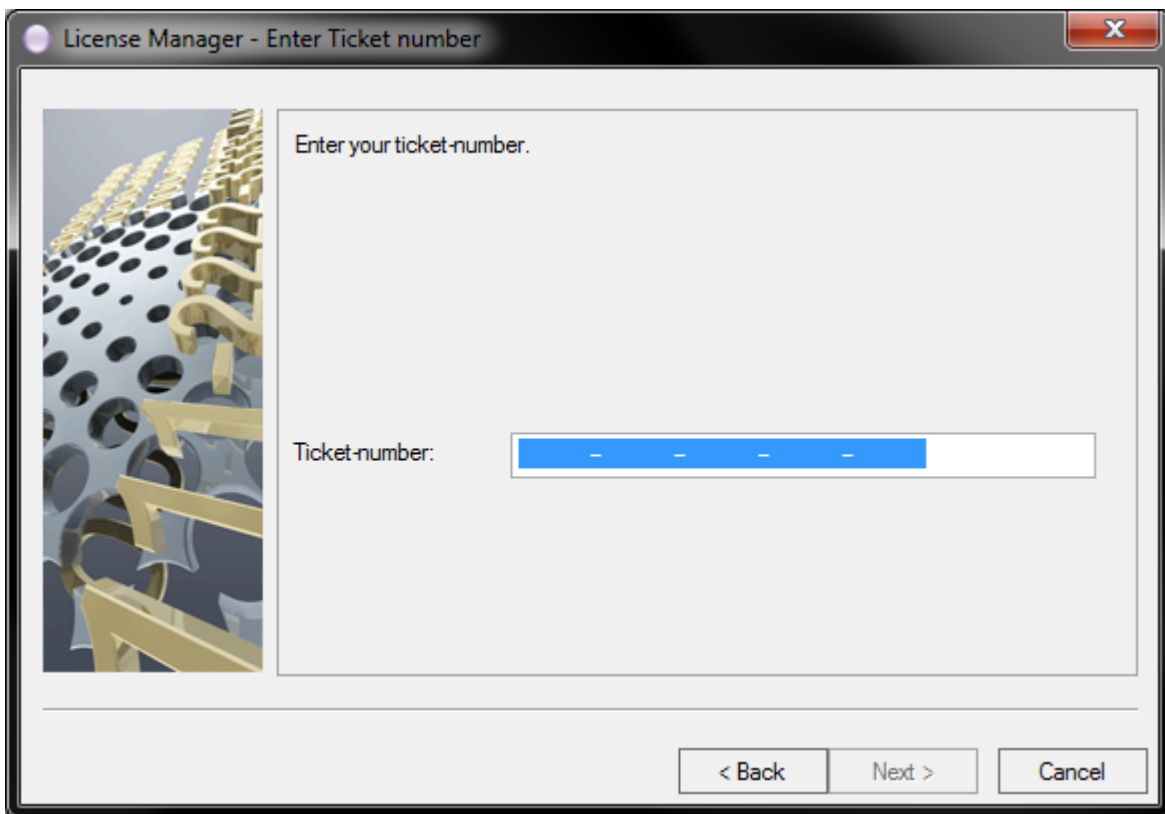
I have a ticket



Ticket based license activations are supported by (1) and (2). Offline activation is possible with (3) the latter is described in section "**Offline activation**". The two choices in (1) and (2) tell EasySIGN how the newly installed license will be bound.

- 1 The license will be bound to your pc. This means that you can only use the software on that pc.
- 2 The license will be bound to a dongle. You can use the software on any computer that you connect with this dongle. In order to be able to choose this option you need to have a dongle. A dongle can be acquired from your reseller or at the web shop.

Pick the choice that is appropriate for you and press "Next".



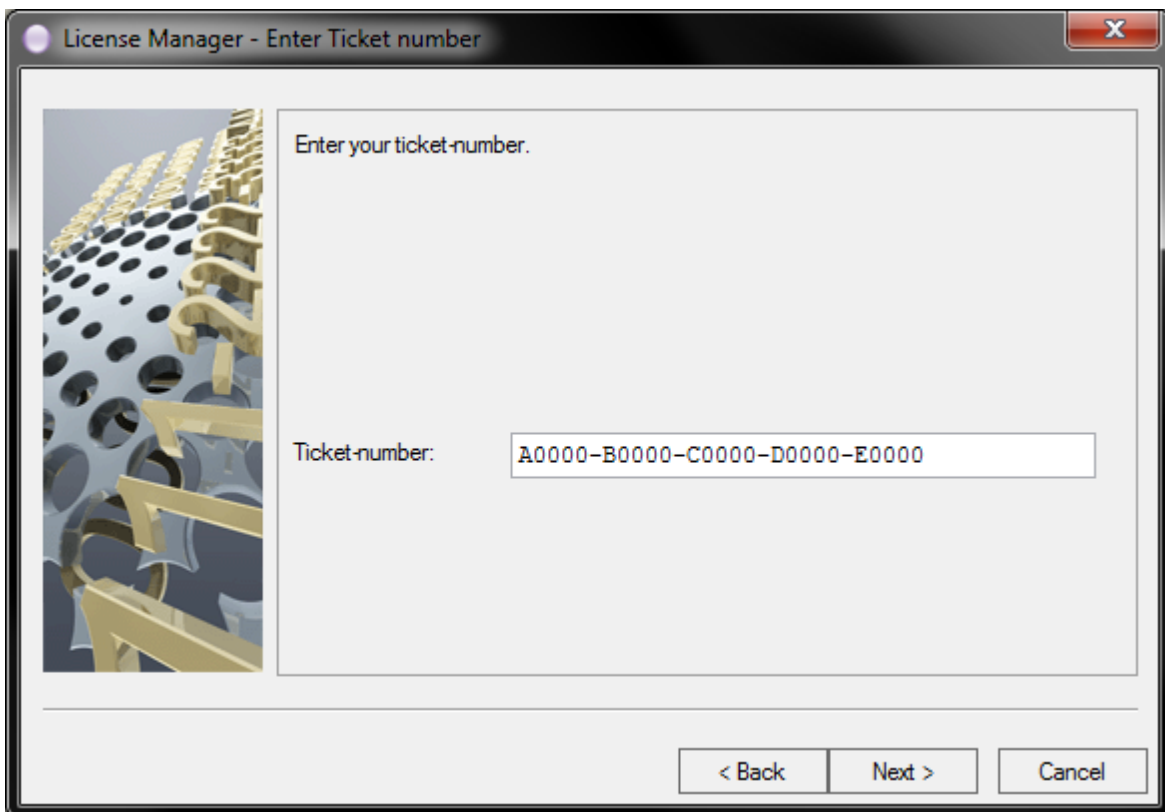
License Manager - Enter Ticket number

Enter your ticket-number.

Ticket-number:

< Back Next > Cancel

Here you can enter the ticket. By default the full textbox is selected allowing you to simply cut and paste the ticket. Be careful to avoid leading and trailing white space characters.



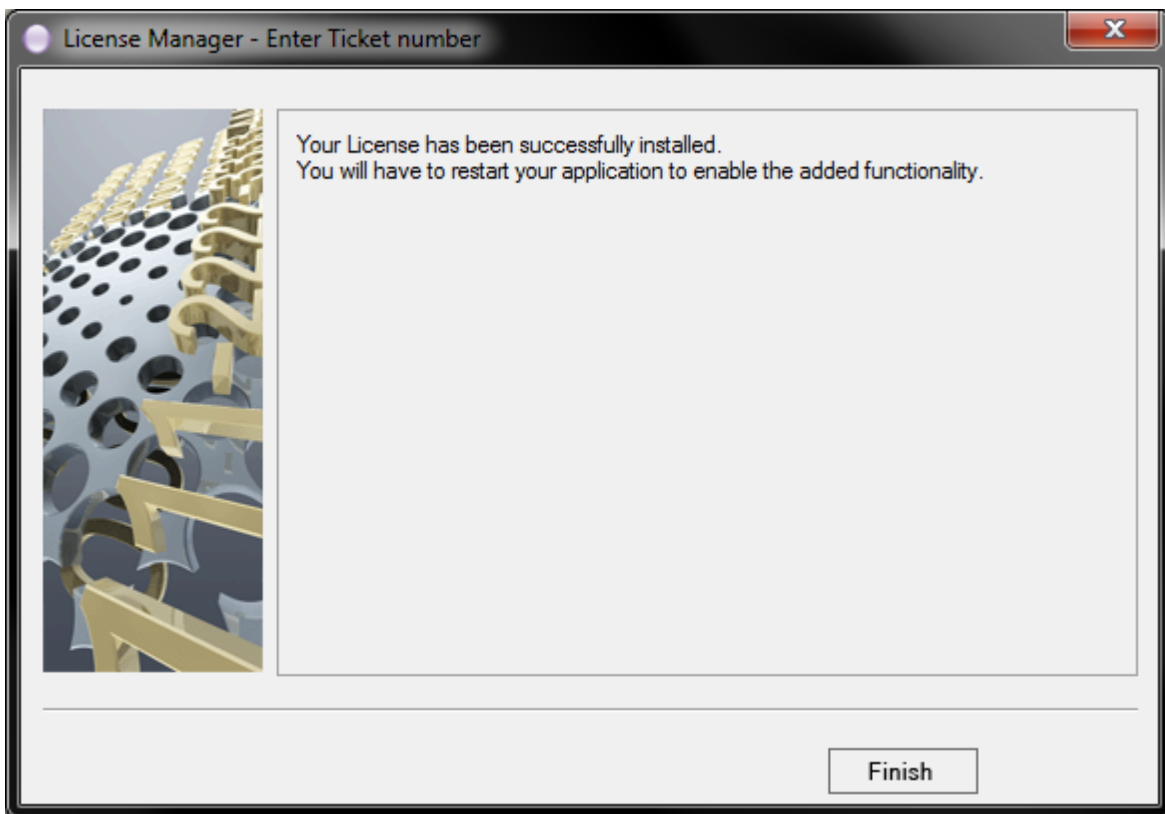
License Manager - Enter Ticket number

Enter your ticket-number.

Ticket-number:

< Back Next > Cancel

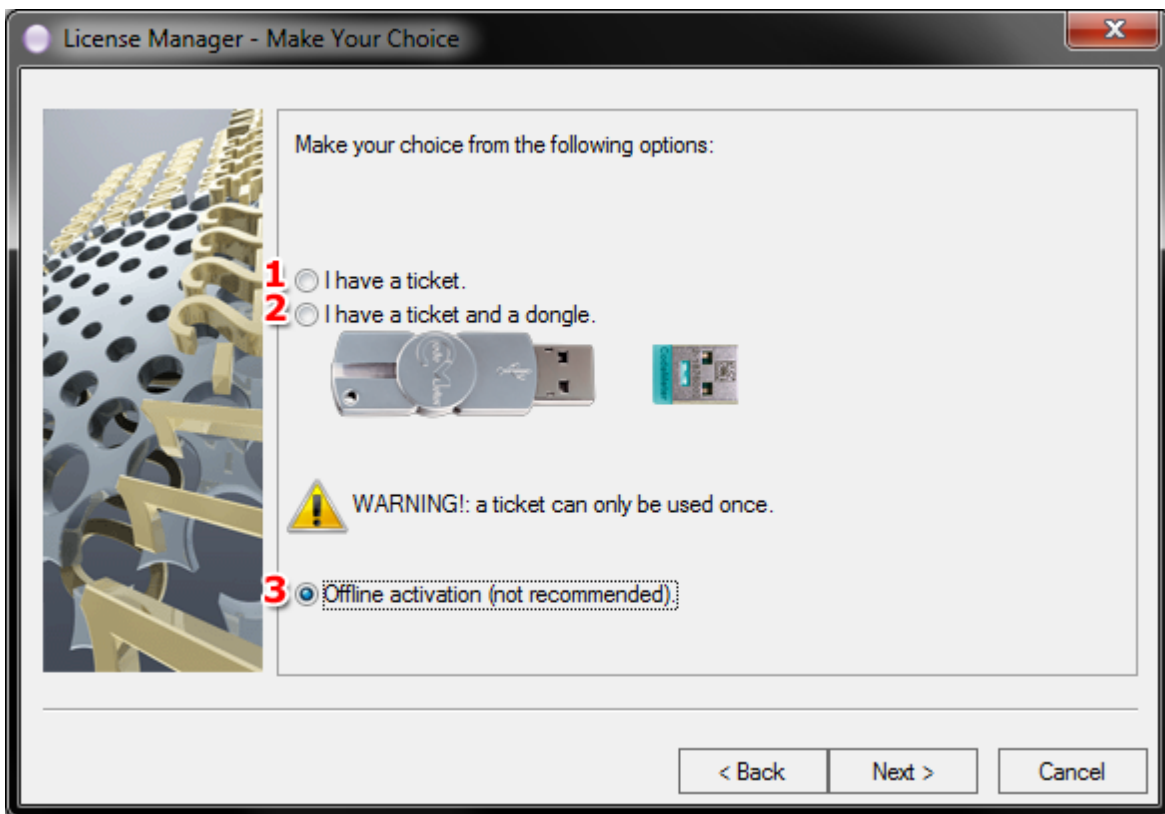
Once you have verified that the ticket has been entered correctly, press "Next".



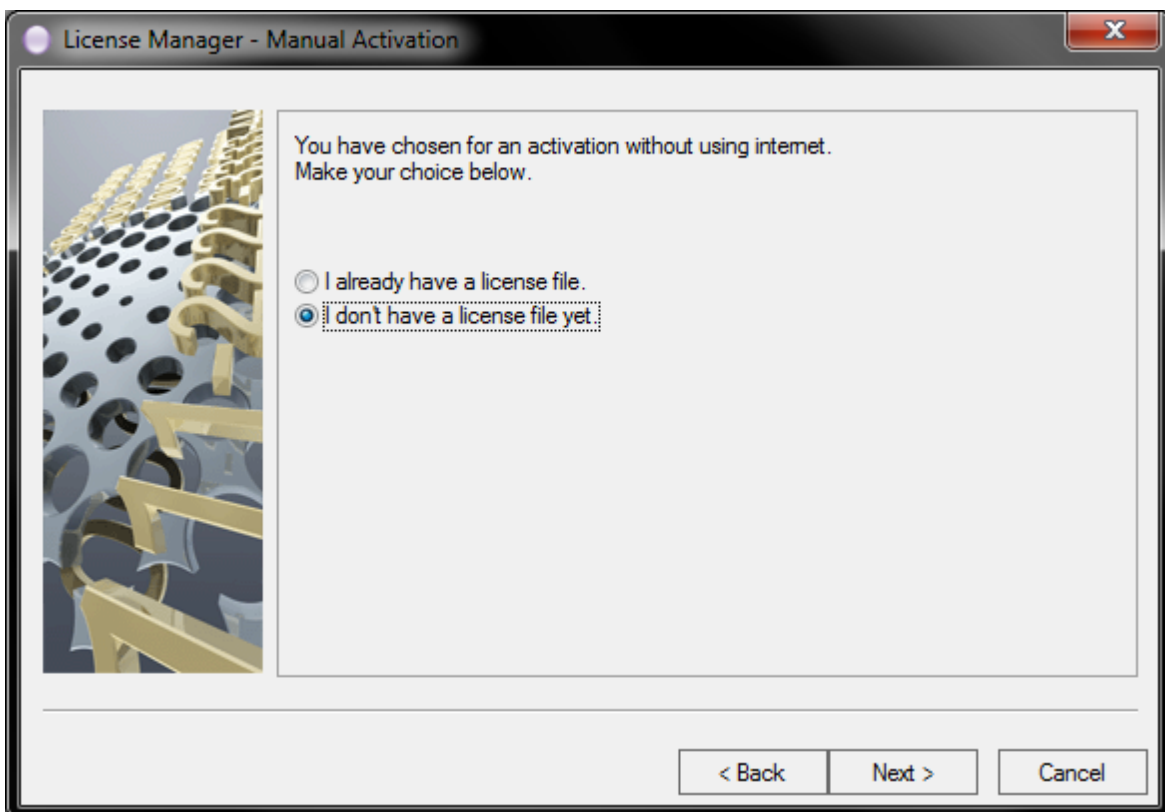
The installation of a new license can take a while, so please be patient. Upon success you will see the above depicted message. When you restart EasySIGN your newly added license will be activated. If your license could not be installed consult section "Troubleshooting" for help.

Offline activation

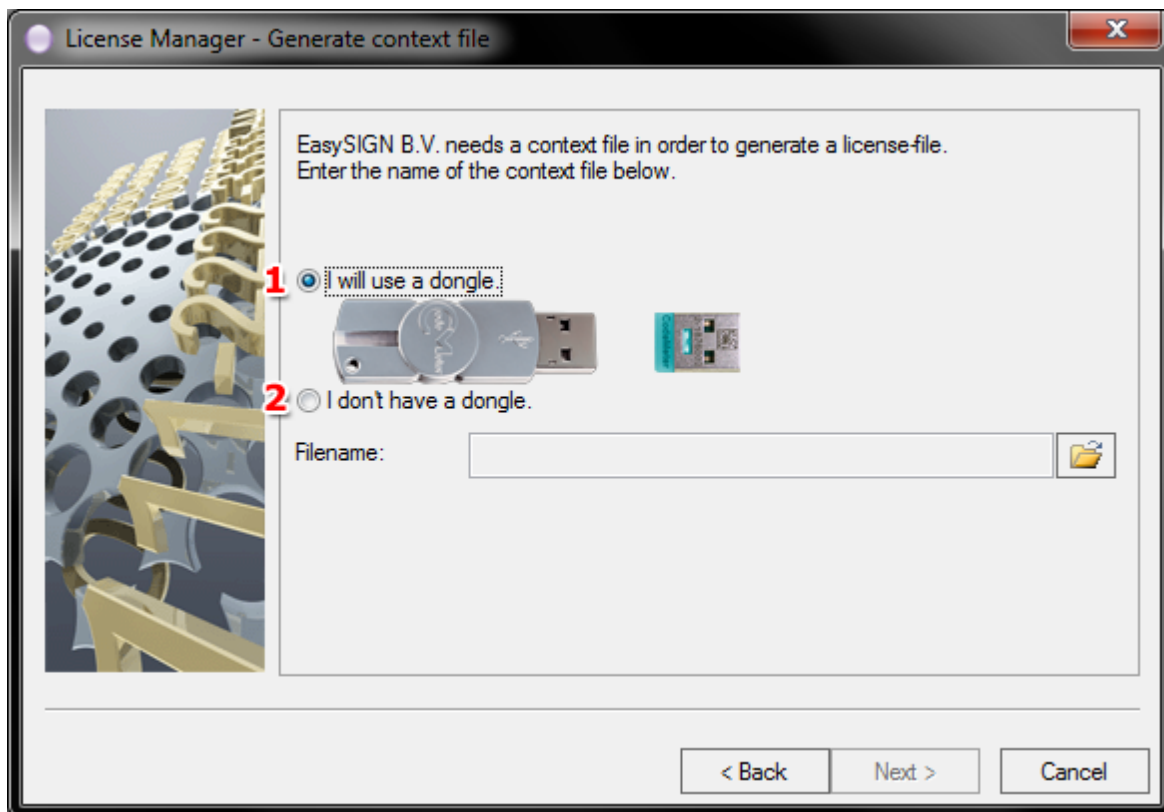
If the computer on which you want to use EasySIGN is not connected to the internet, you can choose for an offline activation. Please be aware that an additional cost may be involved in an offline activation process.



On page 2 of the license manager choose "Offline activation (not recommended)" (3) and press "Next".



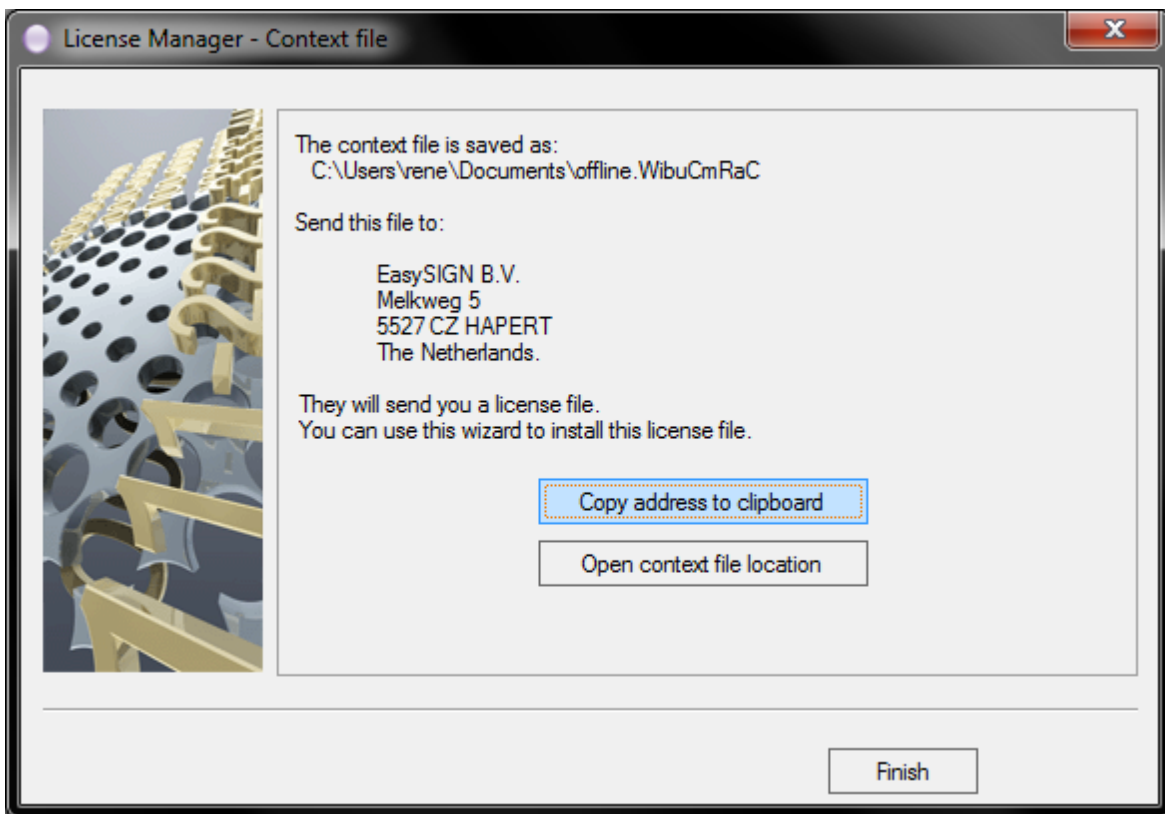
Choose the second option "I don't have a license file yet" and press "Next".



The choice between (1) and (2) tells EasySIGN how the newly installed license will be bound.

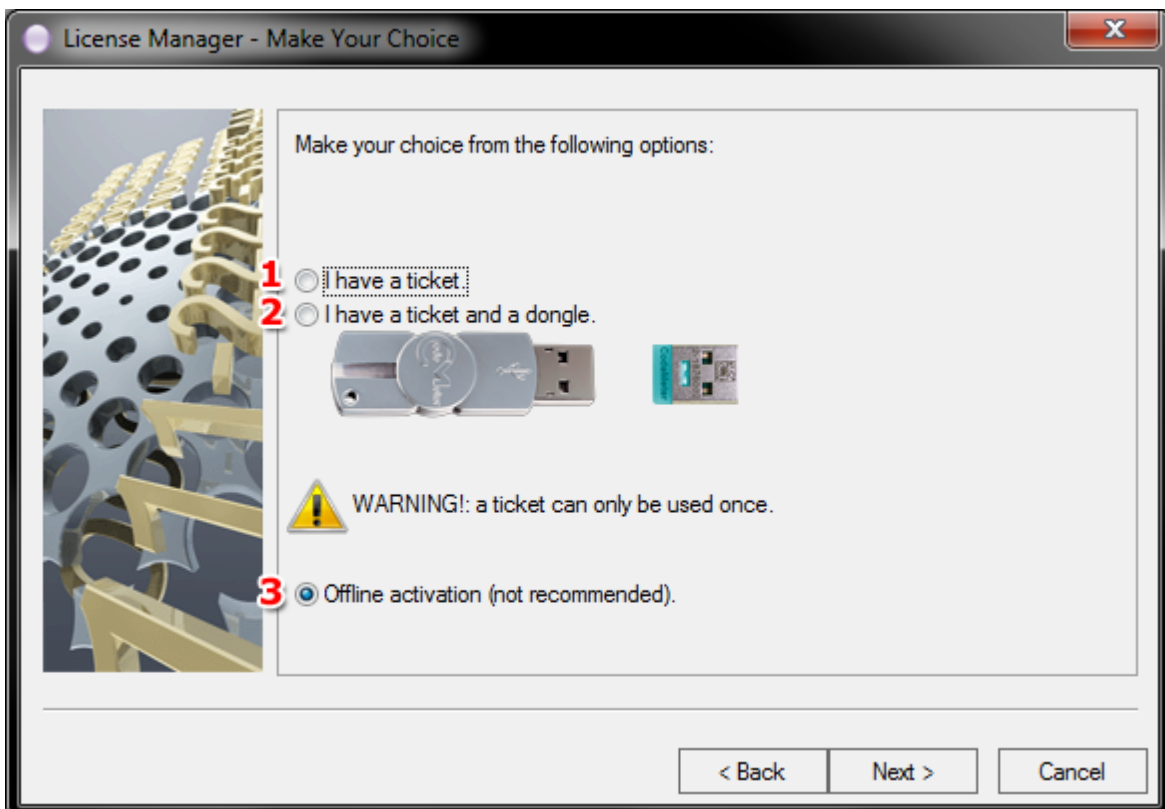
- 1 The license will be bound to a dongle. You can use the software on any computer that you connect with this dongle. In order to be able to choose this option you need to have a dongle. A dongle can be acquired from your reseller or at the web shop.
- 2 The license will be bound to your pc. This means that you can only use the software on that pc.

In addition to the mentioned choice, you also need to specify a filename. This filename will be used by the license manager in order to generate a file that will contain information with respect to the choice you made on this page. The filename will typically be called "context.WibuCmRaC". Once you have made your choice, and provided a valid filename, press "Next".

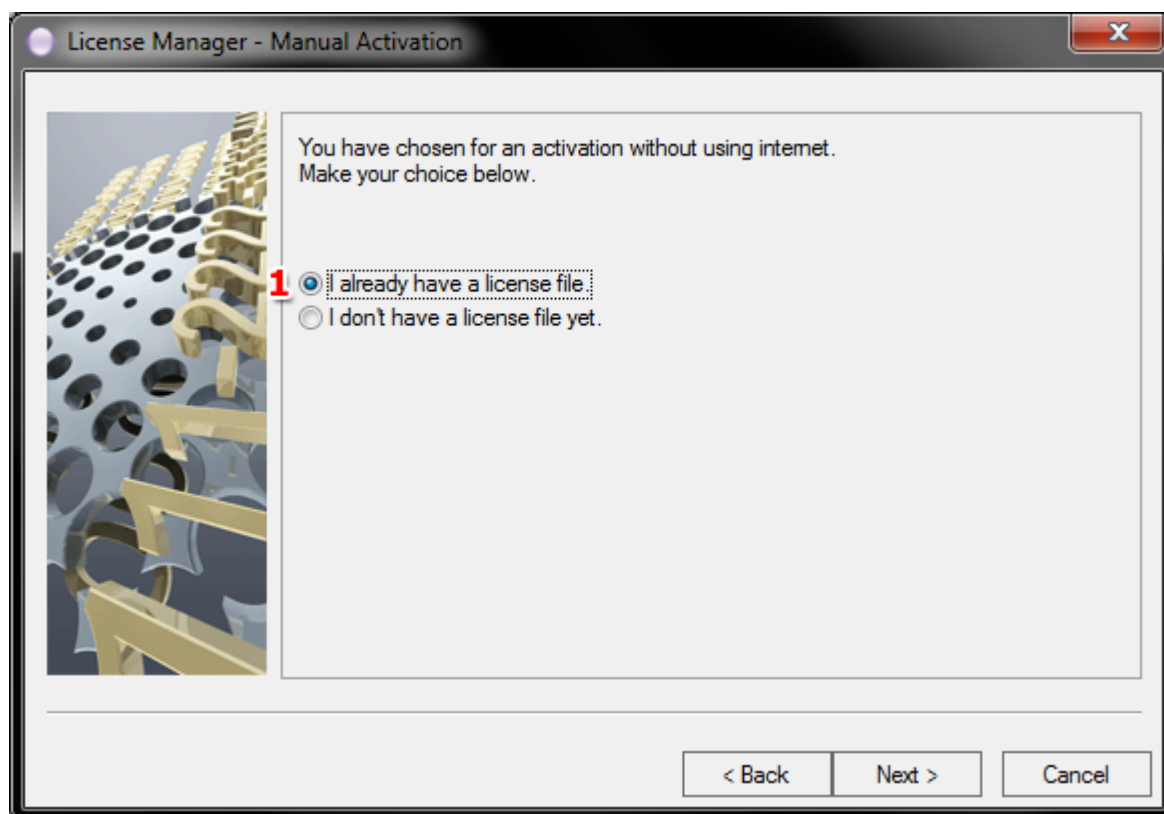


You need to send the file generated to EasySIGN. This can be done by email, for example on another computer that has an internet connection and e-mail, or by sending us an USB stick containing the generated file. Together with this file, you need to specify which license you require. If you are not sure which license would be best for your purposes, you can contact us through the contact page on our website. Make sure you provide us with a return address.

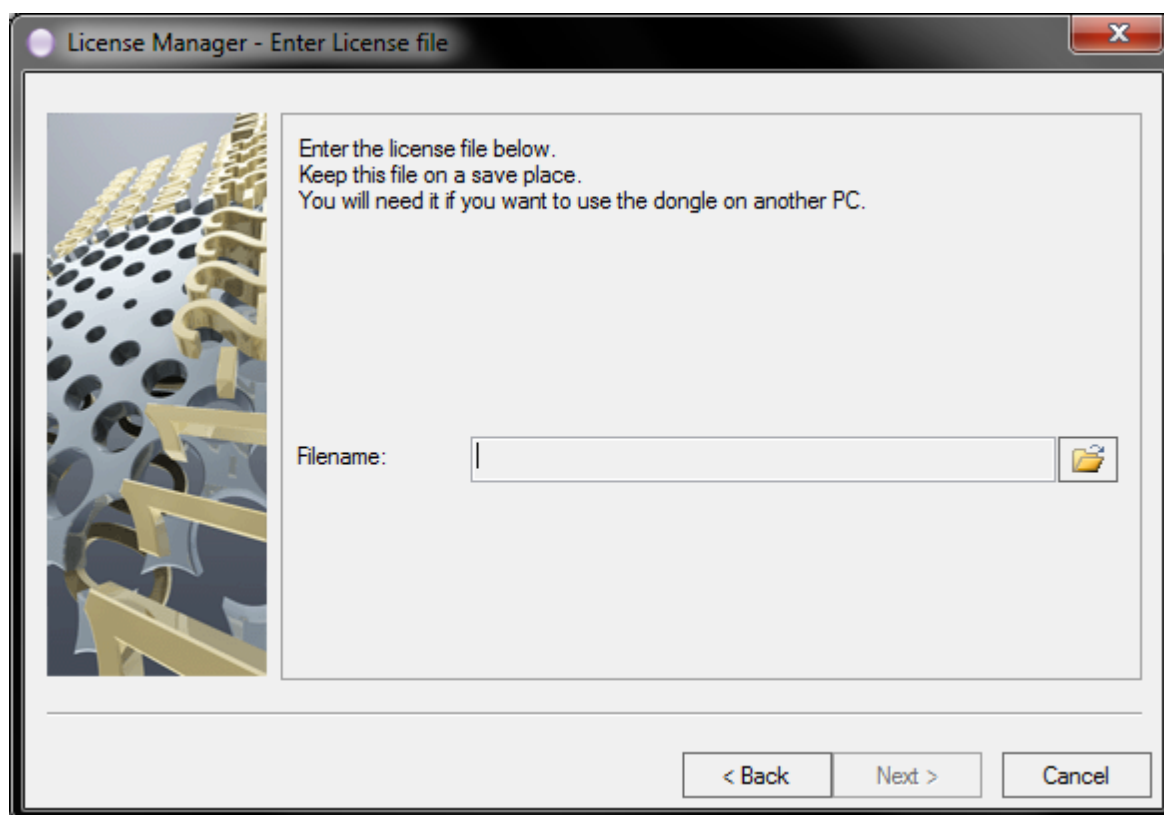
When we receive the context file in good order we will generate a so-called license file and ship it back to you. The license file will typically be called "update.WibuCmRaU". In order to install this file, you need to start the license manager again.



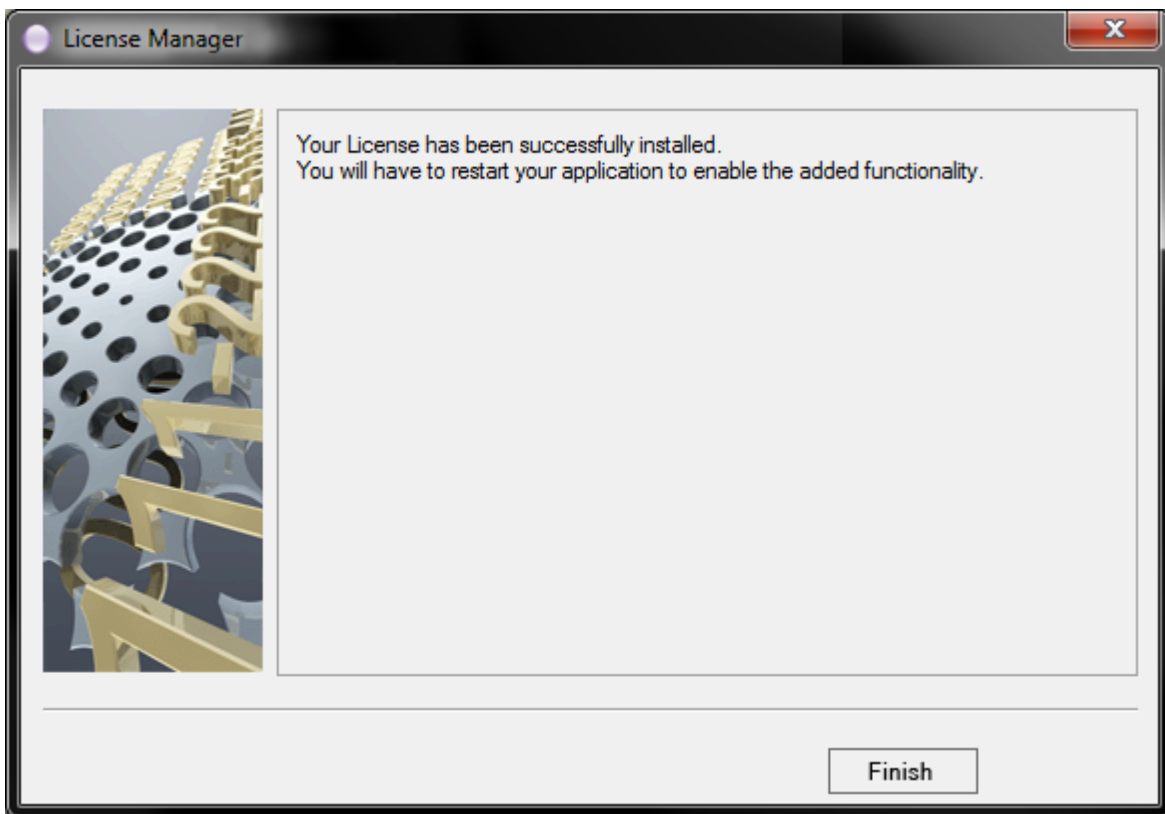
Select "Offline activation (not recommended)" (1) and press "Next".



Select "I already have a license file" (1) and press "Next".



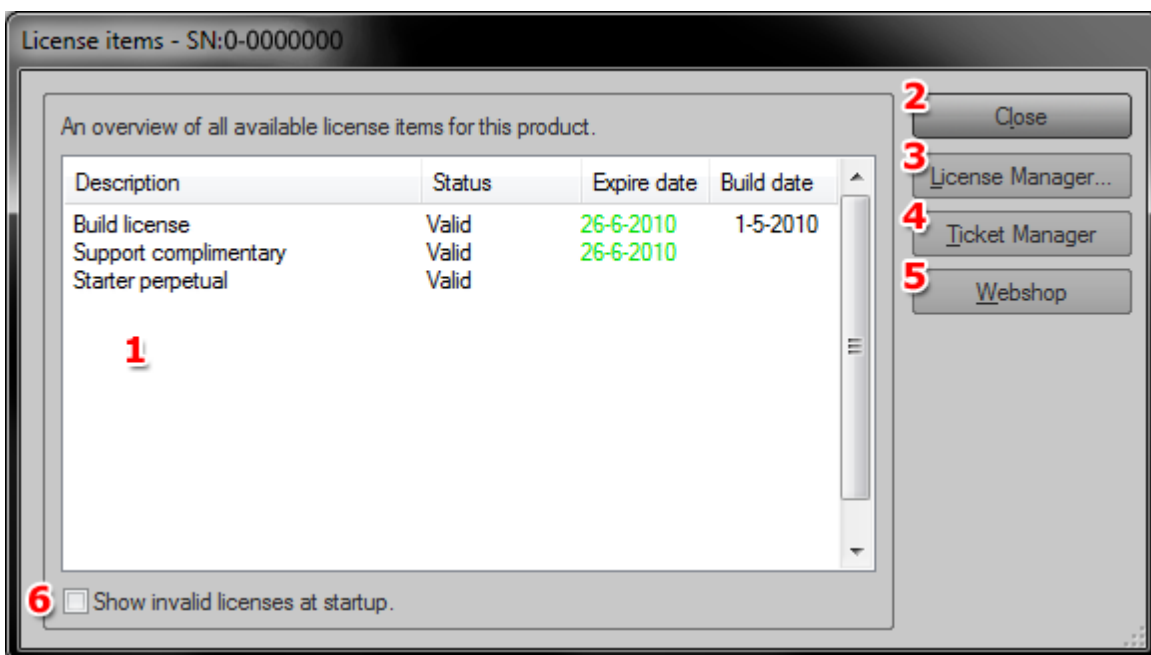
Here you need to provide a filename. This is the name of the file that EasySIGN shipped to you. Select it and press "Next".



Upon success you will see the above displayed message. When you restart EasySIGN your newly added license will be activated. If your license could not be installed consult section "**Troubleshooting**" for help.

Understanding and using the License dialog

The license dialog provides an overview of all valid licenses (with the possible exception of the build license) on your system. Select the menu "Help > Licensing options" to show this dialog.



Each entry in the listbox (**1**) window represents a license visible on your system. If a license is visible in this dialog, it means it is considered to be valid. One exception to this rule is the build license:

A build license limits the build version of the software that can be used. This is done by comparing the build date of

the software with the expiration date of the build license. If the build date is too new, so it is newer than the expiration date of the build license, then the build license is said to be invalid. The user will be informed of this fact at startup after which all licenses will be disabled. Do not confuse a build date with the current date: A build license with an expiration date in the past is still valid as long as the build date is in the past of the expiration date of the build license.

A build license is derived from a support license. All web shop products come with some support. The expiration date of the support license is identical to the expiration date of the build license. In the example above the build license is visible as the first entry in the listbox. It is valid since its expiration date of June 26 2010 is more recent than the build date of May 1st 2010.

The license dialog has 4 buttons

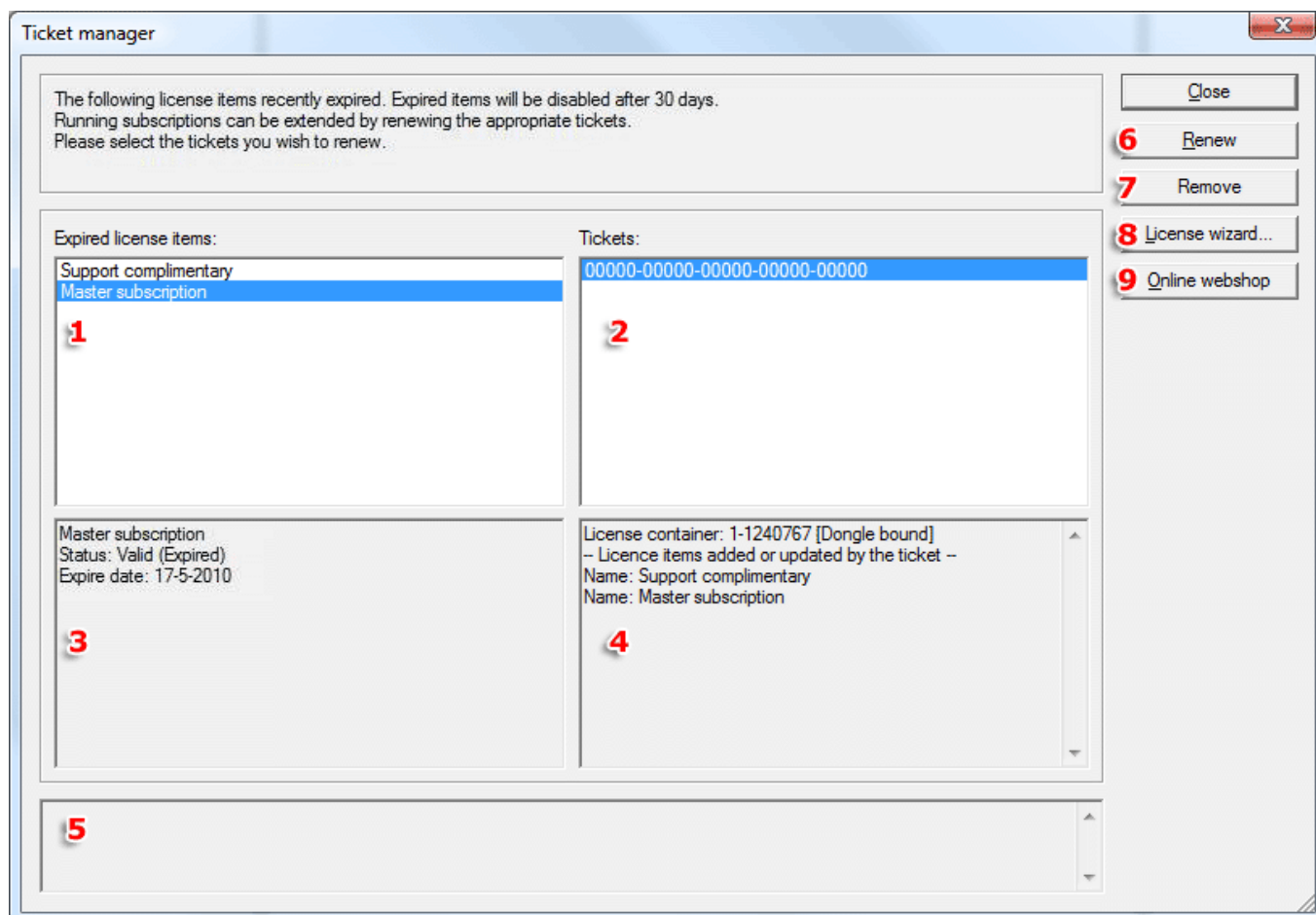
- 2 Close. With this you can simply dismiss the license dialog.
- 3 License manager wizard. With this you can bring up the license manager wizard as described in previous sections.
- 4 Ticket manager. This dialog is used to extend subscriptions as will be described in the next section.
- 5 Web shop. This will open a web browser with a link to our web shop for your convenience.

In the lower left corner a checkbox (6) is visible. Licenses that are invalid will be collected and shown to you at startup by an invalid license dialog (see "**Understanding and using the expired license dialog**"). Uncheck this box if you do not wish to be informed of expired licenses.

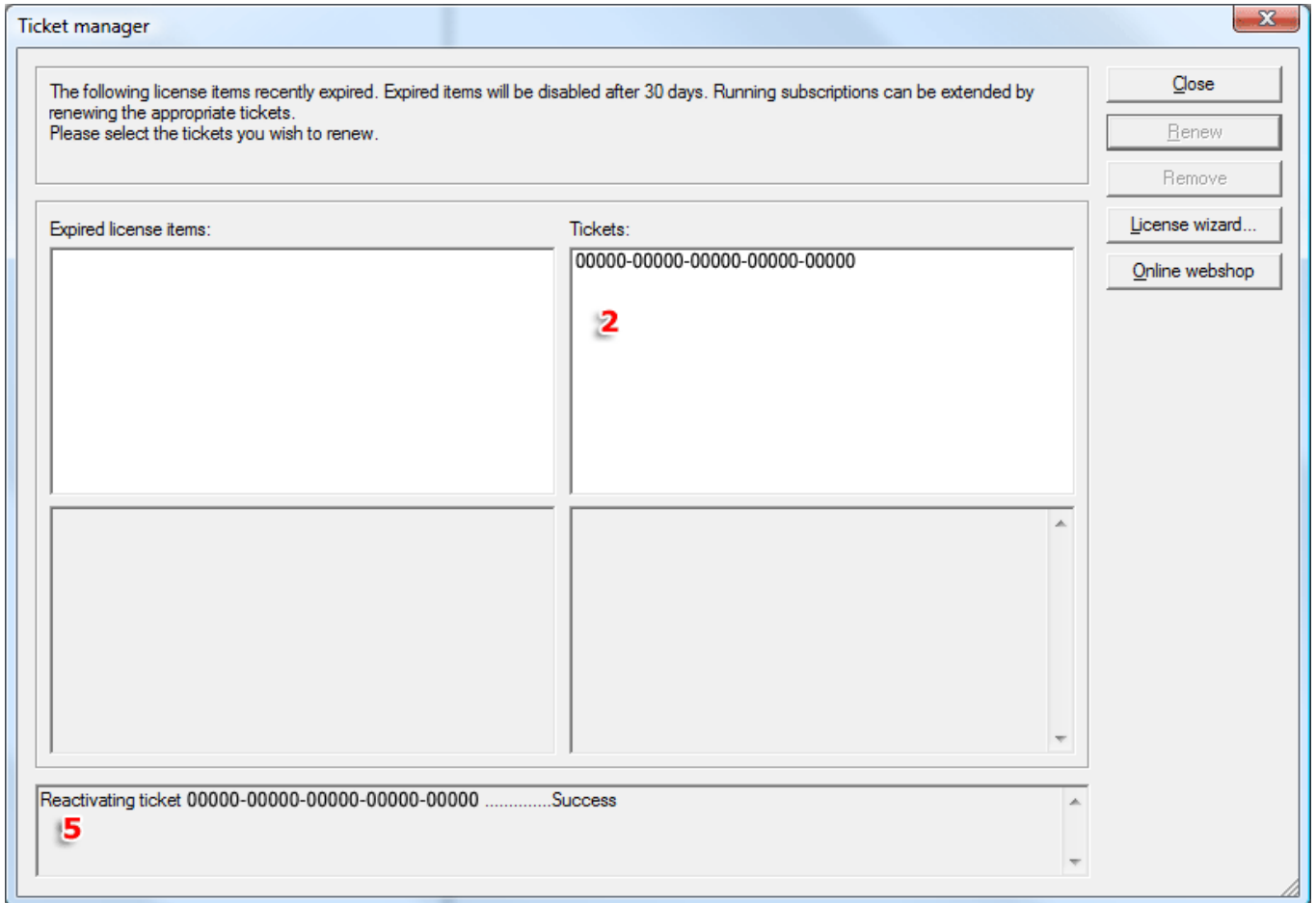
Understanding and using the Ticket Manager

Licenses are said to have recently expired if their expiration date is within 30 days of the current date. These licenses, although technically invalid, are still considered to be valid by the software: they are in a so-called grace period of 30 days. A grace period of 30 days will provide you with ample time to continue any subscription you might have without losing the functionality of the software.

The ticket manager presents you with a list of licenses that are within a grace period of their expiration date. If these licenses are part of a running subscription, then they can be extended by means of this manager.



In listbox (1) you will see an overview of all licenses that recently expired. In the above shown example we see that two licenses have expired: "Support complimentary" and "Master subscription". In listbox (2) you are presented with a list of tickets that have been installed in the past. Selecting one or more licenses in listbox (1) results in the selection of all relevant tickets in listbox (2). Textboxes (3) and (4) provide you with more information with respect to a selected license and ticket respectively. Once you are confident that the right ticket(s) has/have been selected, you can extend your subscription by pressing "Renew" (6). In textbox (5) you will be notified whether the extension was successful or not. The next example shows a successful extension:

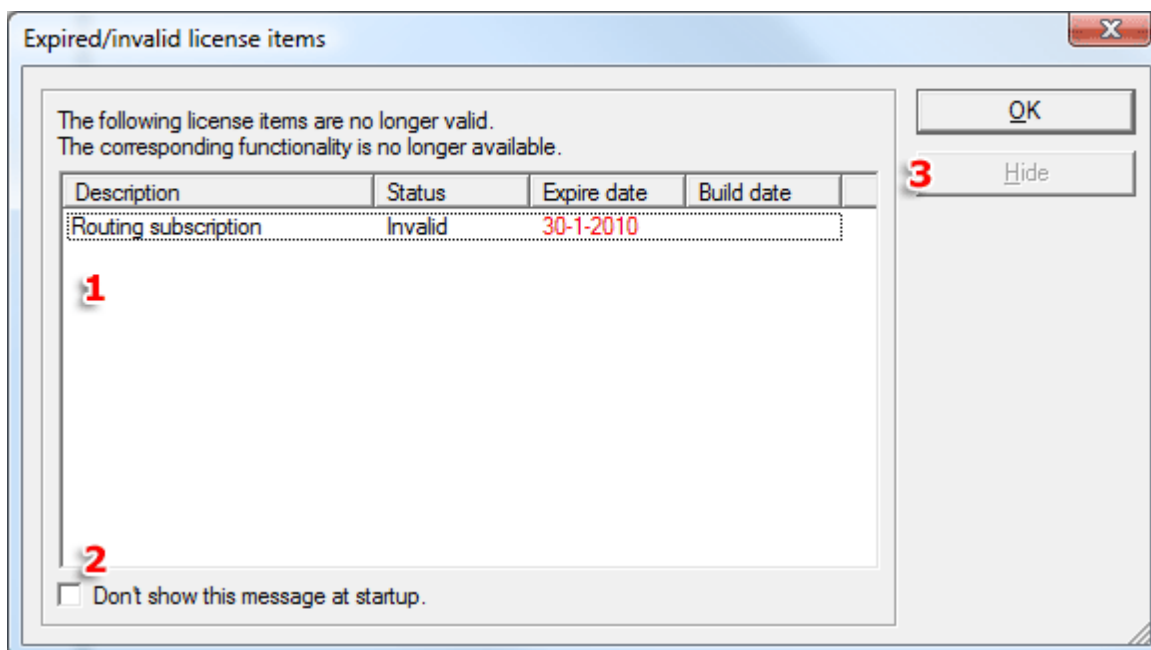


Notice that the licenses in listbox (1) are updated to reflect the new status after the successful extension. You do not need to restart the software in this case.

The button "Remove" (7) can be used to remove tickets from listbox (2). You can use this to remove old tickets that you will not extend. It is perfectly safe to remove a ticket. Removing a ticket does not result in the loss of licenses, nor does it result in the cancellation of any subscriptions you might have. If you remove a ticket of a running subscription by accident, you can use the license wizard to enter it again. The license wizard itself can be activated from this dialog by pressing the button "License wizard" (8). You can also enter the web shop by pressing the button "Online webshop" (9).

Understanding and using the expired license dialog

Licenses that are expired, and which are no longer within a grace period of the current date, will no longer be considered to be valid by the software. The software will collect these licenses and report them to you in an expired license dialog.



Each entry in listbox (1) of this dialog represents an invalid license. If you do not intend to extend the expired license and you also do not want to see this dialog each time you start the software, you can suppress it by one of the following two methods:

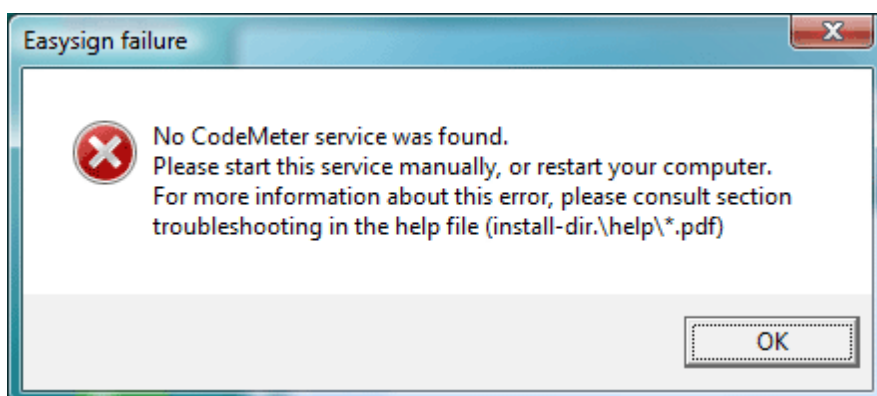
- 1 Notice that there is a checkbox (2) in the lower left corner of the dialog. By checking this checkbox you prevent the software from reporting expired licenses to you. You can turn this checkbox off again by selecting the appropriate checkbox on the "License dialog".
- 2 (**recommended**) You can select the license that is expired and explicitly hide it by pressing button "Hide" (3). This will make sure that the tool will no longer warn you about this specific license. The hide action is license and date specific: if you install a newer license that also expires, the tool will once more warn you about this expired license until you hide this license as well.

Troubleshooting

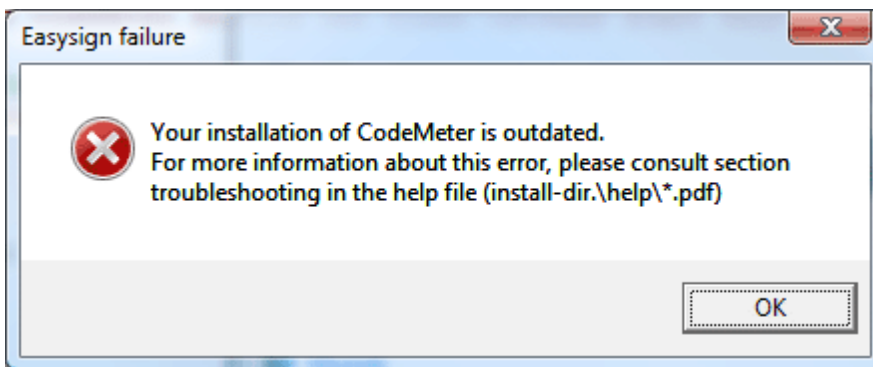
In this section you will find the most common issues that can occur during activation of your license.

EasySIGN does not start. I just see a dialog with an error message

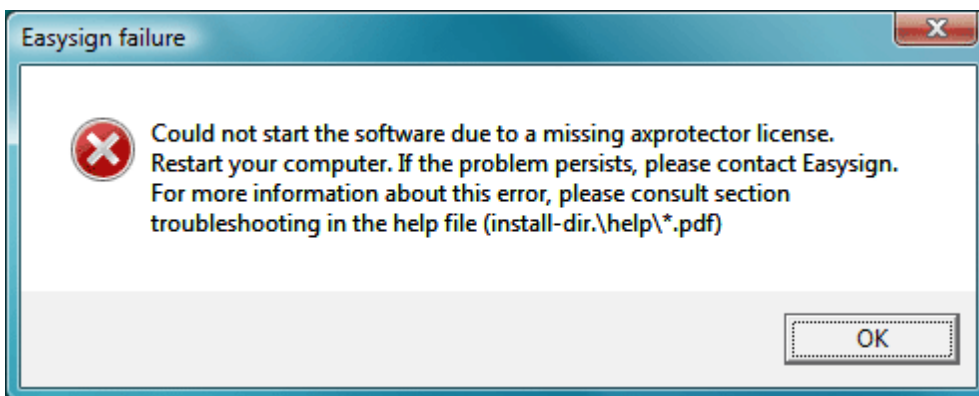
EasySIGN software is protected by an anti-piracy shield. This shield will only start EasySIGN if certain conditions are met. The error message you see is most likely generated by this shield. Here are the most common failures you might encounter:



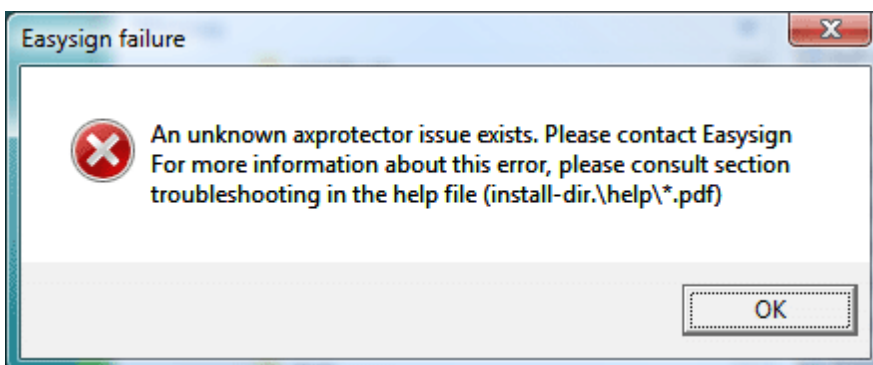
EasySIGN communicates with a separate license server that runs locally on each machine on which EasySIGN software is installed. This license server, named CodeMeter server, must be running as a service. If the CodeMeter server somehow got terminated, it will not restart automatically as a service. Rebooting your system should restart the CodeMeter server as a service.



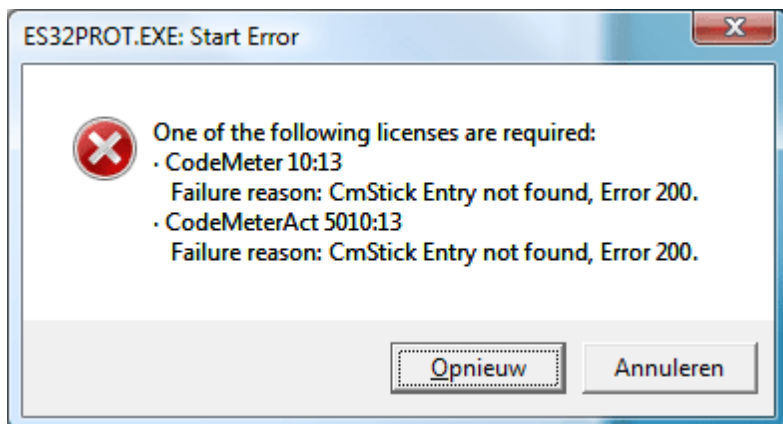
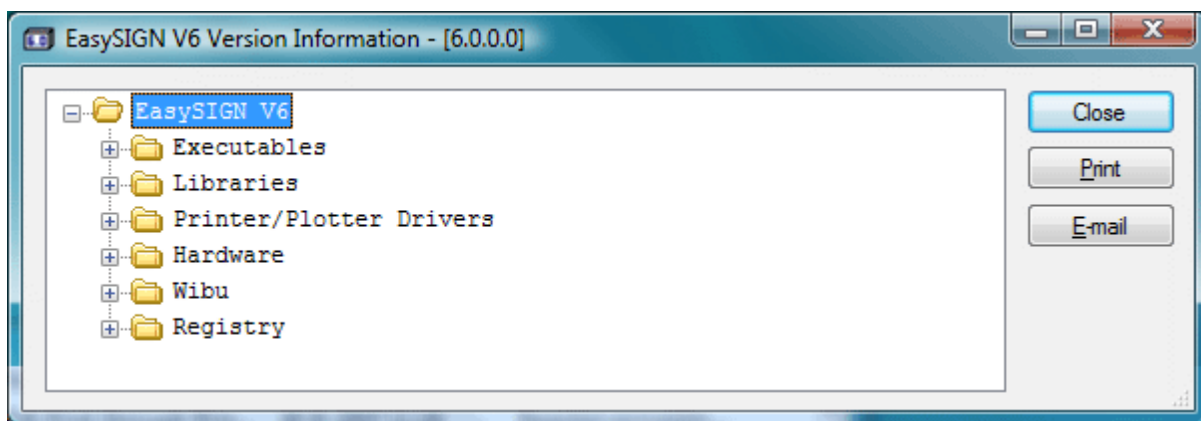
The version of the CodeMeter server running on your system is outdated. This could happen if you e.g. install software that is using an older version of CodeMeter. Re-installing EasySIGN should fix this problem.



Axprotector itself requires a license. This license is shipped with the software. It is installed the first time you start the software. The license itself is persistent to uninstalling and re-installing EasySIGN. So, losing this license is very unlikely. However, if this license does somehow get deleted, it cannot be installed a second time. Therefore, in addition to the original license, we ship one backup license with our software in case the original license gets deleted. If this license also gets deleted you need to contact us in order to acquire a new one.



The shield itself was not able to provide more information about the problem. If you contact EasySIGN have the following information available: The serial number of your software "Windows Start button > EasySIGN VX > Tools > ContainerID" or in the software itself select the menu "Help > Container ID". We will also ask you to email us the resulting file generated by a tool called VersionInfo ("Windows Start button > EasySIGN VX > Tools > VersionInfo"):



If you see this message, or a message similar to this, your installation of EasySIGN software is corrupt due to missing DLL files. Reinstall the software.

I cannot bring up the license manager

The license manager is a standalone executable that resides in the same directory in which EasySIGN is installed. It is named "LicenseManager.exe". If this executable is missing, you need to re-install EasySIGN.

The license manager generates the following error:

Could not contact the external license server

Make sure your computer is connected to the internet. If your computer is connected to a proxy, make sure that the default (login) credentials allow access to this proxy. Contact your IT department to make sure that this is set up correctly.

Communication with the external license server failed

This is caused by a communication failure between the license server and the license manager. Make sure your internet connection is setup properly.

Your ticket is not valid

Make sure that your ticket is correct. It is easy to make a mistake if you are manually typing in the ticket. If possible, try to cut and paste the ticket in order to avoid mistakes.

The products in this ticket are not compatible with your installation. The most likely cause is that your installation already contains all the products covered by this ticket.

EasySIGN does not allow you to install the same product (license) twice or more on the same computer, or the same dongle. This is done for your protection. Installing a license twice does not add any additional functionality, nor does it allow you to start the software multiple times. Make sure that you are installing the ticket on the appropriate computer, or on the appropriate dongle.

Your ticket has already been activated

The ticket has already been activated before. You cannot activate it again, unless it is part of a subscription. In case of the latter, you are trying to activate it too soon; you have to wait until the licenses contained by the ticket enter their grace periods. The ticket manager (see "**Understanding and using the Ticket Manager**") will warn you when this happens.

Unknown error

This is most likely caused by an intermittent communication failure between the license server and the license manager. Make sure your internet connection is setup properly.

Could not find any dongle. Please verify that your dongle is connected.

You must have selected "I have a ticket and a dongle" on page 2 of the license wizard. The license wizard could not detect any dongle on this computer.

Important:

Please be aware that you cannot reuse the dongle of version 5 and earlier.

There are multiple dongles attached to your system. The license manager requires that only one dongle is attached to your system. Remove all dongles, except for the dongle on which you wish to install the license.

You cannot have more than one dongle connected to the system during the installation of a new license. You can have multiple dongles connected during normal operations, but only if at most one of these dongles contains EasySIGN licenses.

Some files are missing: <list of missing files>.**Please reinstall the application.**

The license manager detected a corrupt installation of your software. Please re-install EasySIGN.

There is a problem with your CodeMeter service. Please reboot your computer.

The license manager detected a problem with your local CodeMeter license service. Please reboot your computer in order to reset this service.

EasySIGN starts, but I get a warning/error message.***The release date of the program: <date1> is newer than the expiration date of your build license: <date2> [E200]***

The build date of the executable is too new. You do not have the rights to run this executable. You can either revert to an older version of the software, or you can buy additional maintenance in the web shop. The setup of our software normally prevents you from running into this problem, since it verifies that your build license (derived from maintenance) allows you to run the software. However there are a couple of scenarios in which you can still manage to trigger this problem. For example, you might have installed a TryBuy license, after which you upgraded to a newer version of the software. The TryBuy licenses are only temporarily available to you, and at the end of the TryBuy period these licenses are deleted.

Only one dongle can be bound to the EasySIGN software on this computer. Please remove the extra dongle(s).

You can have multiple dongles connected to your computer, but only one of these dongles may contain EasySIGN licenses.

I just installed a new license by means of a ticket, and now all my licenses are gone.

Unless you installed a Move license, your licenses are most likely still available on your computer. Reboot your computer. If the problem persists, contact EasySIGN and have your serial number readily available.

EasySIGN

Introduction

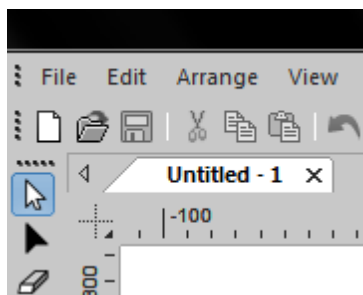


Welcome to EasySIGN.

EasySIGN conventions

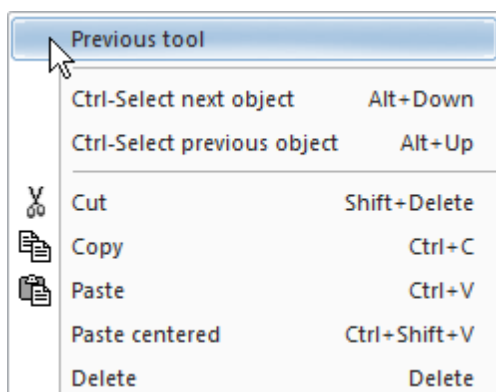
Before you get started with EasySIGN it is important that you are familiar with the terminology used in this manual.

Menu



The horizontal bar at the top of the screen is the menu and this contains commands such as "File" and "Edit". If you click on one of these commands, a so-called "drop down menu" will appear from which you can select further options such as "New", "Save" etc. A click on one of these commands will activate your choice.

PopUp menu



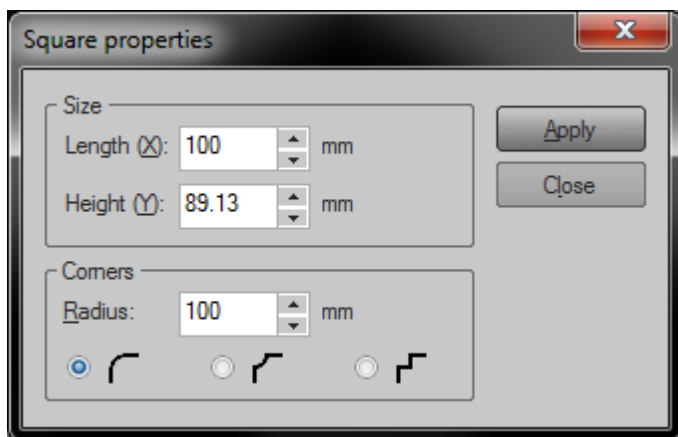
This is in fact the same as a "Menu", only a "PopUp Menu" does not become visible until you use your right mouse button to click on an object or worksheet.

Cursor



The cursor is the visible "Arrow" on your screen which moves when you move your mouse.

Dialog



A dialog is a window which enables you to modify your settings.

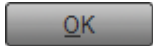
Worksheet

The worksheet is the central part of the program on which you make your designs or drawings.

Active window

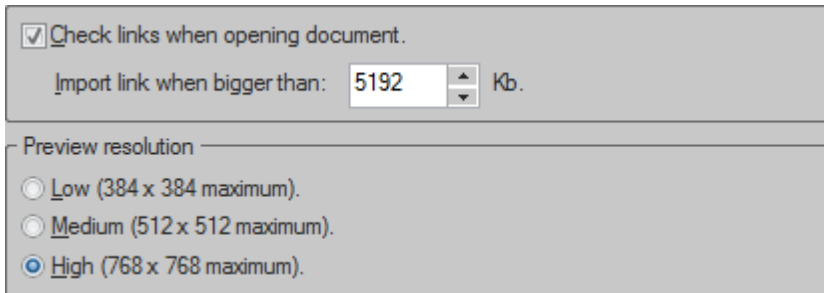
This is the complete area in the window that falls within the rulers and sliders. This includes the worksheet and the area around it.

Buttons



When the following text appears "click on the OK button", you are being asked to use your left mouse button to click on "OK".

Options

A screenshot of a software options dialog box. It has a grey background and a thin border. The first section contains a checked checkbox labeled "Check links when opening document." Below it is a label "Import link when bigger than:" followed by a text box containing "5192" and a "Kb." unit. The second section is titled "Preview resolution" and contains three radio button options: "Low (384 x 384 maximum).", "Medium (512 x 512 maximum).", and "High (768 x 768 maximum).". The "High" option is selected, indicated by a black dot in the center of its circle.

An option in a dialog is activated if the box in front of the option is ticked or if the circle in front of the option is black.

Keyboard



If you use the keyboard to carry out commands, "Ctrl+S" means that you must press and hold the Control key and press the "S" key.

Mouse



EasySIGN makes use of both mouse buttons, using the left mouse button as the primary mouse button.

Product support

If you have any questions about EasySIGN, please refer to this manual. If you are still not able to solve the problem, please contact the supplier.

When making a call to your supplier, make sure you are seated near your computer and that you have all relevant

documentation at hand. Also make sure you will be able to answer the following questions.

What is the serial number of your EasySIGN version?

Which program version do you have?

Write down any error messages that appear on screen or use the keyboard combination "Alt+PrintScreen" to make a bitmap printout of the dialog containing the error message.

What happened and what were you doing when the problem occurred.

Did you try to solve the problem? If so, how?

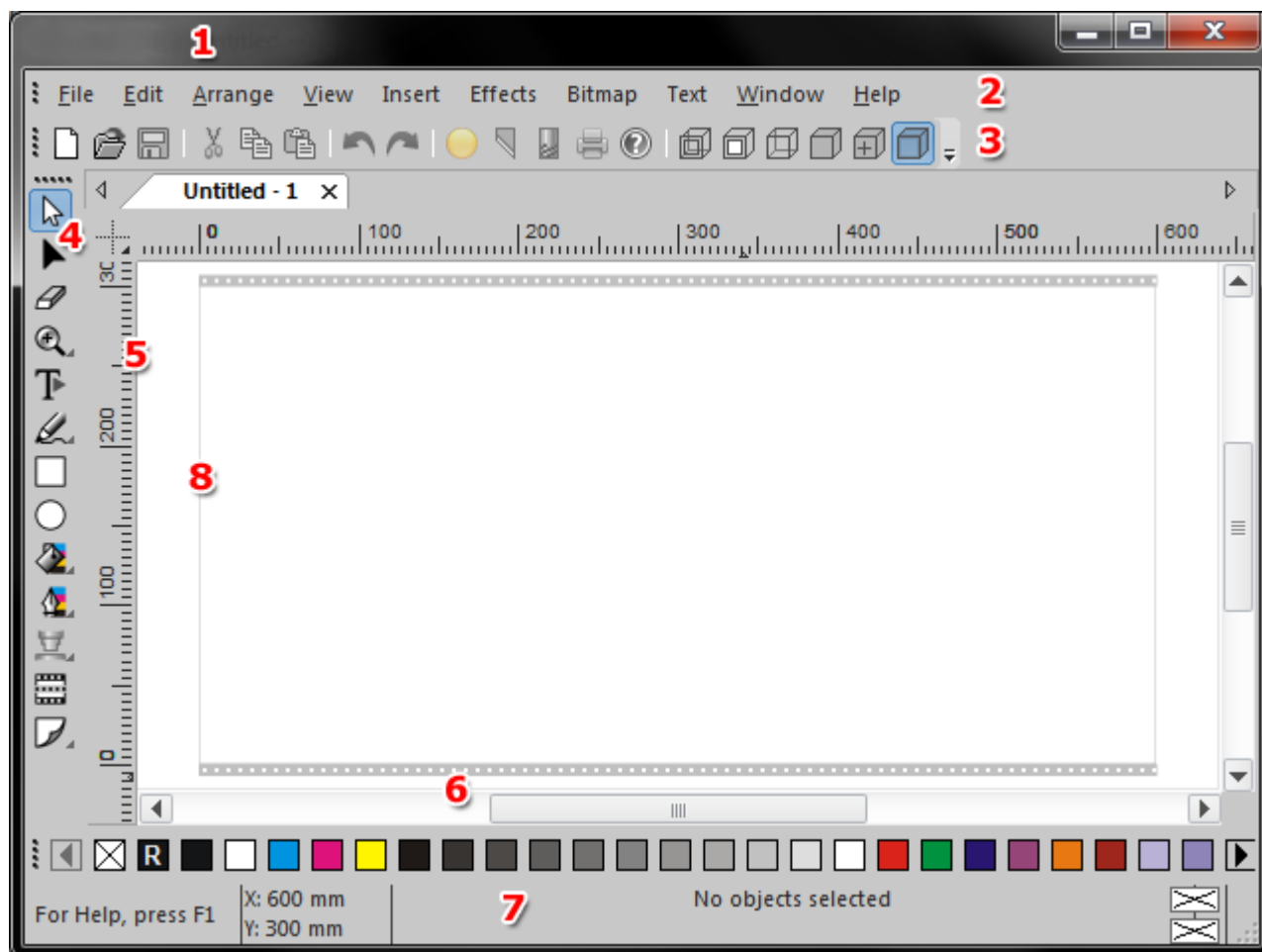
Which program version do you have?

What output equipment is connected to your system?

Do you have any special cards in your computer? If so, which?

The EasySIGN screen

After you have started up the program the following screen will be displayed. The most important parts of the screen will be further explained in detail.



1 Title bar

On the title bar you will find the name of the program followed by the name of the file you have just opened. There are also a number of buttons on the title bar.

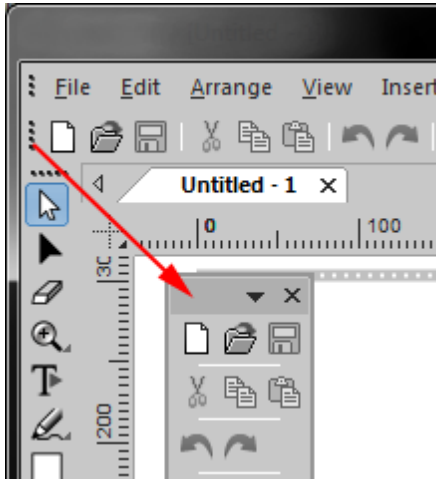
2 Menu bar

In the menu bar you will find the names of the various menus. Each menu in turn contains several submenus with the commands for the program.

3 Toolbar

This bar contains the most frequently used menu commands; these can be controlled by clicking on the appropriate button.

The bar (like all bars at this level) can be glued onto or dragged from of the menu.



The program contains many of these "floating toolbars". These toolbars are called "floating" because when you use them, you can continue editing the worksheet, unlike the dialogs.

4 **Toolbox**

The toolbox contains the most frequently used operations. You only need to click on the button of the tool to activate the operation. The TAB key is a shortcut key that enables you to switch between the tool you selected last and the selection tool (the arrow).

5 **Rulers**

The rulers are located to the left and top of the worksheet of the program. These rulers give you an idea of the location and size of the objects on your worksheet.

6 **Sliders**

To the bottom and right of the worksheet you will see two sliders. These enable you to slide your worksheet horizontally and vertically over the screen.

If you want to move the screen you can also press the space bar, the mouse cursor changes as follows.



By moving the mouse (with the space bar and by clicking and holding the left mouse button) you can also move the worksheet.

7 **Status bar**

The status bar is located at the bottom of the screen and gives information about a selected object.

8 **Worksheet**

The white area on the screen is the worksheet. The worksheet is represented by a square with a pinfeed strip on two sides. The pinfeed is used to indicate the orientation of the output device.

Working with EasySIGN

Installing EasySIGN

Even for the most inexperienced user installing EasySIGN is an easy and uncomplicated procedure. See the installation manual.

Uninstalling EasySIGN

To remove EasySIGN from your system choose the command "EasySIGN uninstall" from the program group EasySIGN (from the Windows "Start" menu, "Programs", "EasySIGN").

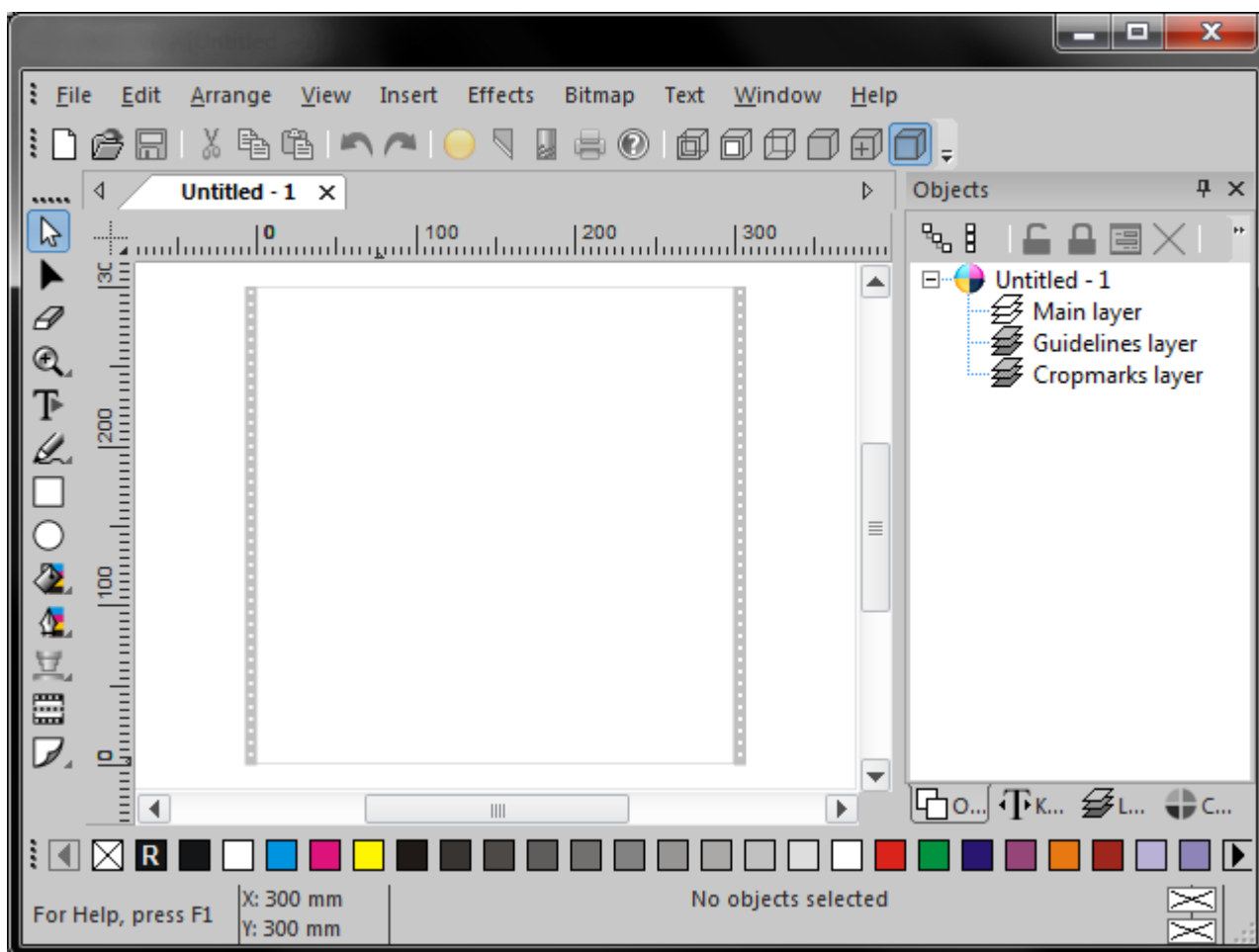
Starting EasySIGN

After you have run the program "Setup", the program group "EasySIGN" is displayed in the Windows "Start" menu, "Programs". This program group also contains the icon for EasySIGN. By clicking on the icon the EasySIGN program is started.

Interface

EasySIGN Application Look

The first time you run the software it will be using the default Application look. This look is highly optimized to be as less distractive as possible. It uses a neutral color and easy to recognize icons.

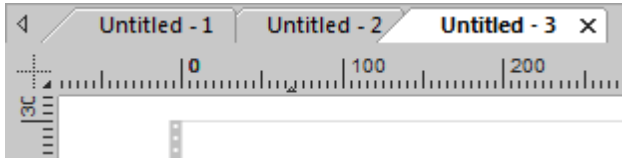


If however you feel more comfortable with a different look this is very easy to change. Select the menu '**View > Application Look > xxx**' where 'xxx' stands for a long list of different looks to choose from. No restart is necessary so just select them one by one until you find the one you like best.

The last selected look is the one the software will be using with each new session until you change the look again.

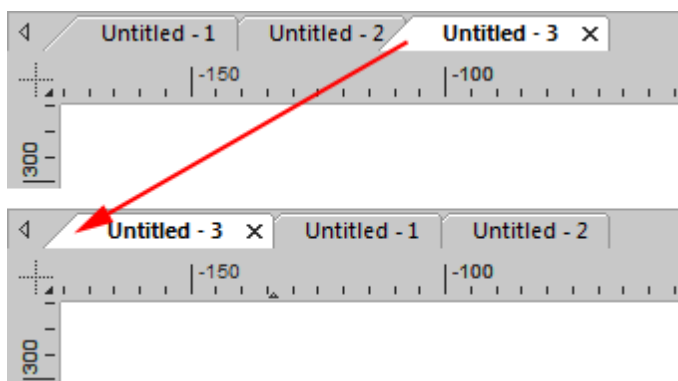
MDI tabs

The first time you run the software it will be using MDI tabs.

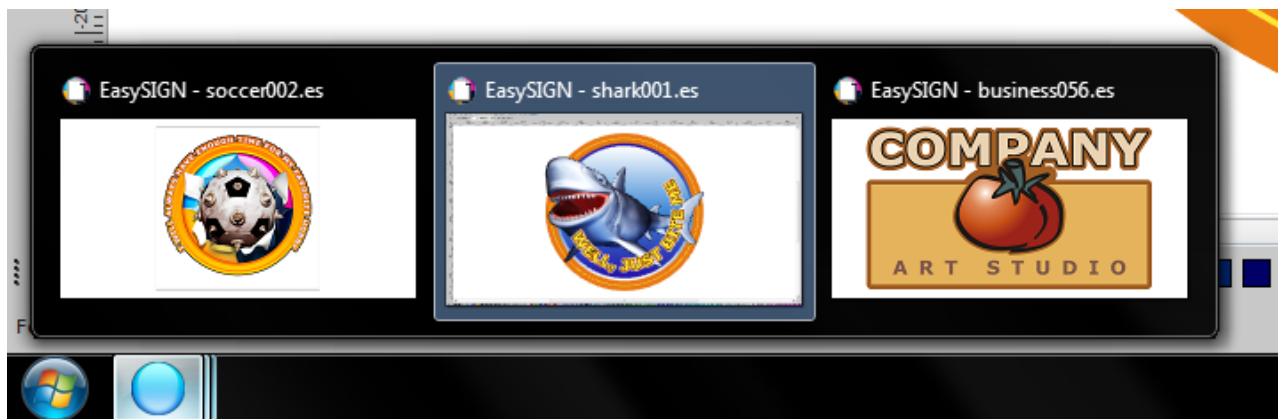


MDI tabs have several advantages over old style MDI windows.

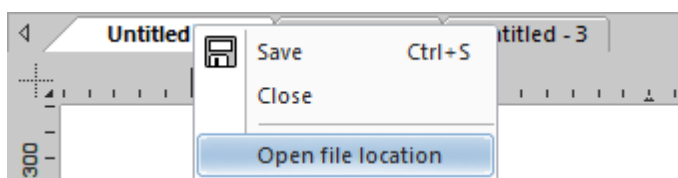
- 1 Very easy navigation between documents.



- 2 Preview of every worksheet in the Windows 7 taskbar.

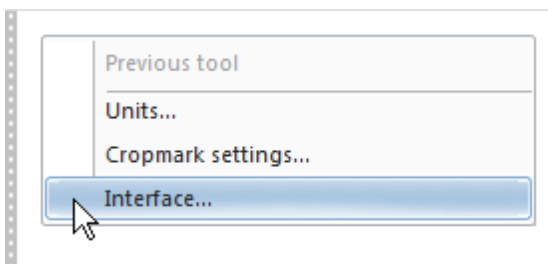


- 3 Context menu with several useful options.

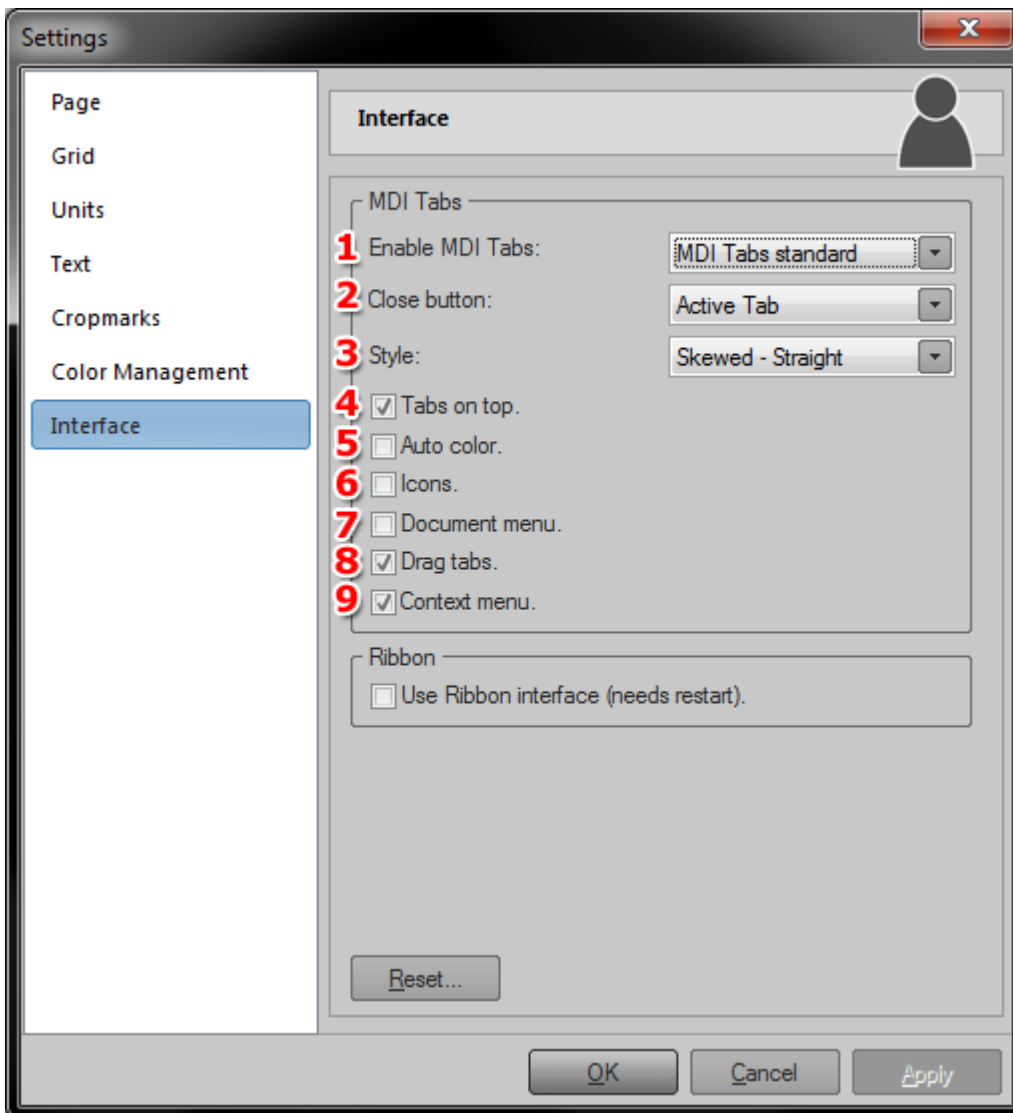


Manage the MDI tabs

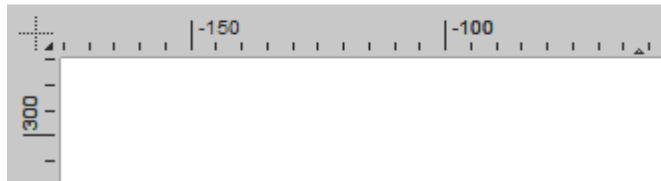
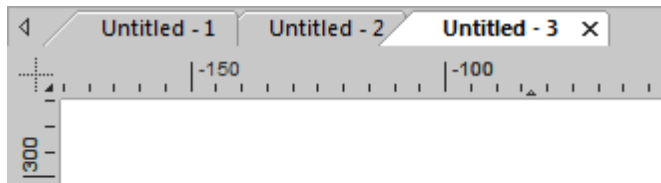
To manage the MDI tabs right click on an empty space of the worksheet and select the command 'Interface'.



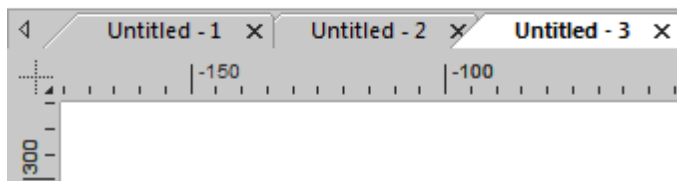
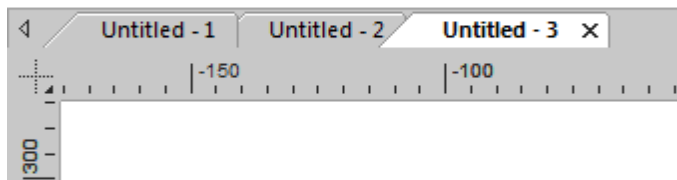
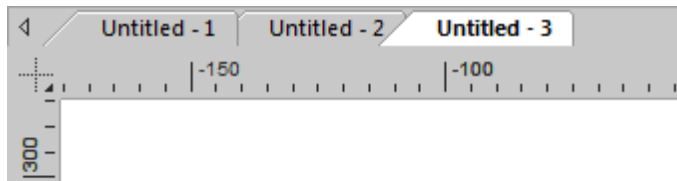
This will open the same dialog as if you would have chosen the menu '**View > Settings**'.



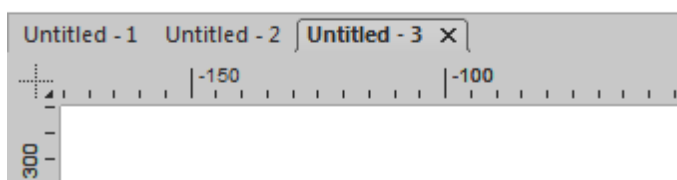
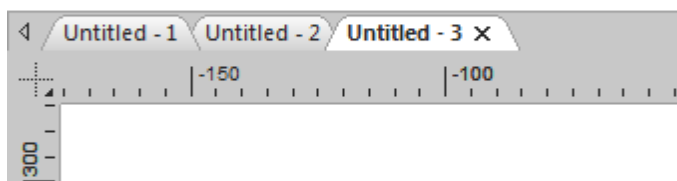
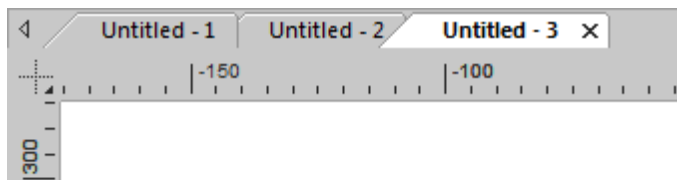
- 1 Switch the tabs on or off.



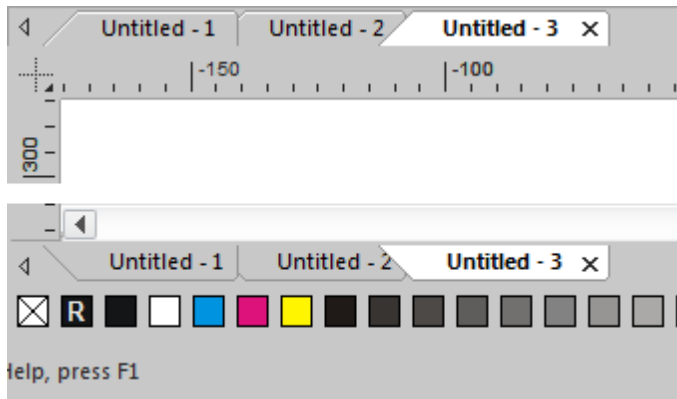
- 2 Choose if and where you want a close button on the tabs.



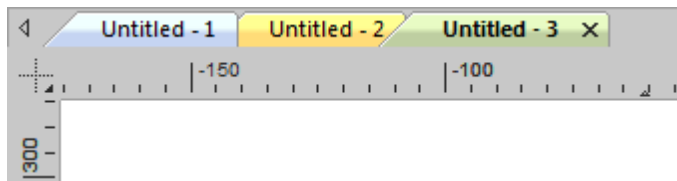
- 3 Choose the style of the tabs.



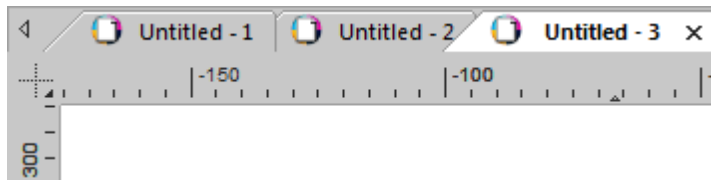
- 4 Tabs on top or on bottom.



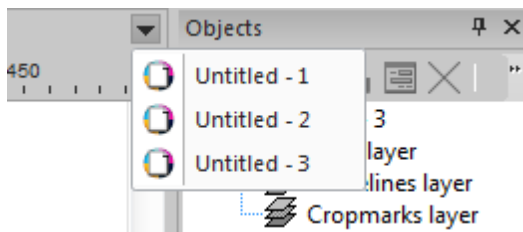
- 5 Every tab its own color.



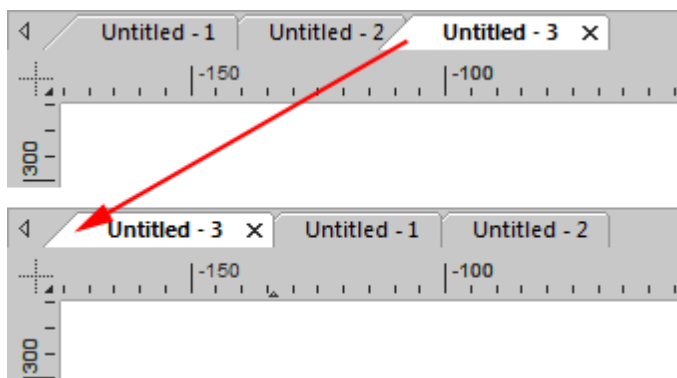
- 6 Document icons displayed on tabs.



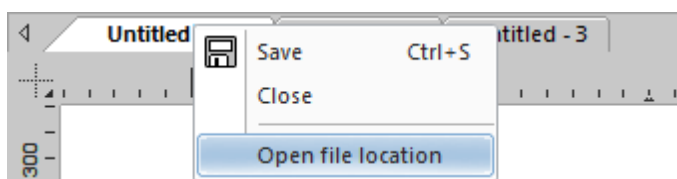
- 7 Document menu.



- 8 Drag tabs to a different location.



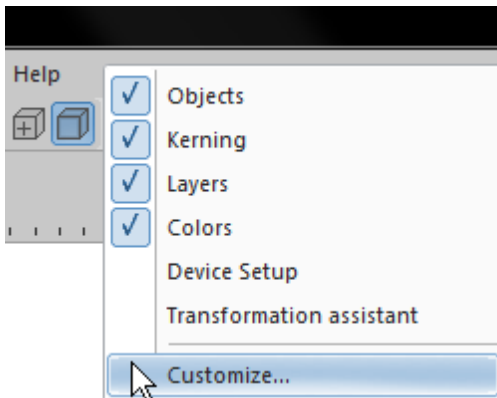
- 9 Each tab has its own context menu.



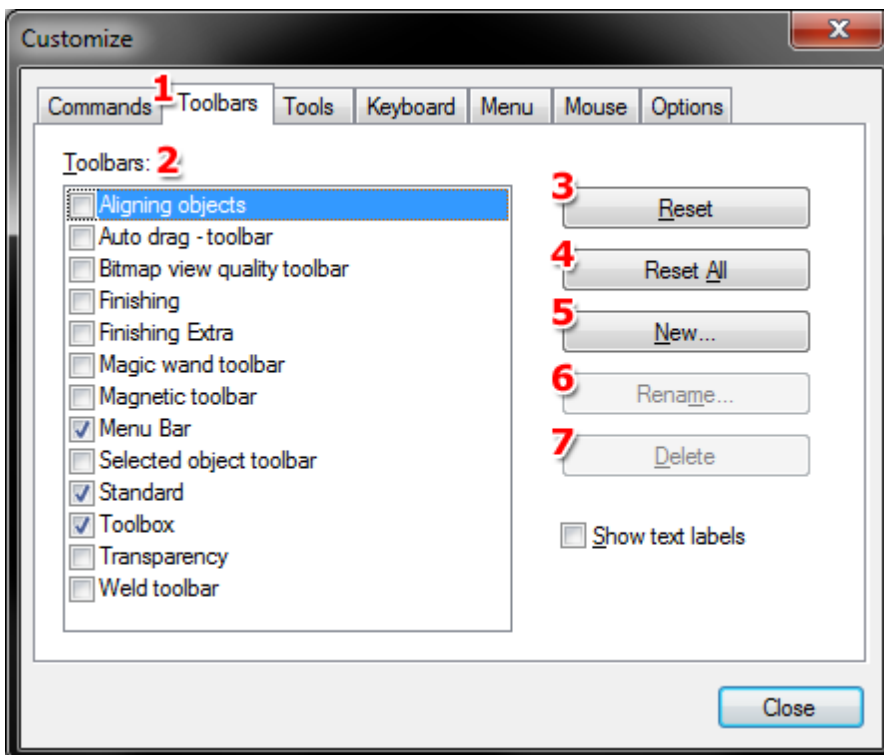
Customize toolbars

You can customize existing toolbars and even create your own.

Right click on the menu and select from the context menu the command 'Customize'.

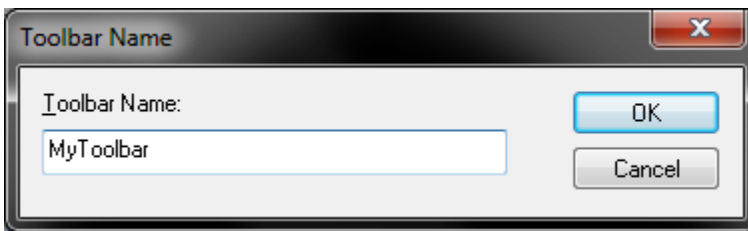


This will open the following dialog.



- 1 Make sure that you have the 'Toolbars' tab selected.
- 2 Existing toolbars.
- 3 Reset the selected toolbar to its original state.
- 4 Reset all toolbars to their original state. this will also delete any custom toolbar.
- 5 Create a new toolbar.
- 6 Rename a toolbar. Only possible on your own toolbars.
- 7 Delete a toolbar. Only possible on your own toolbars.

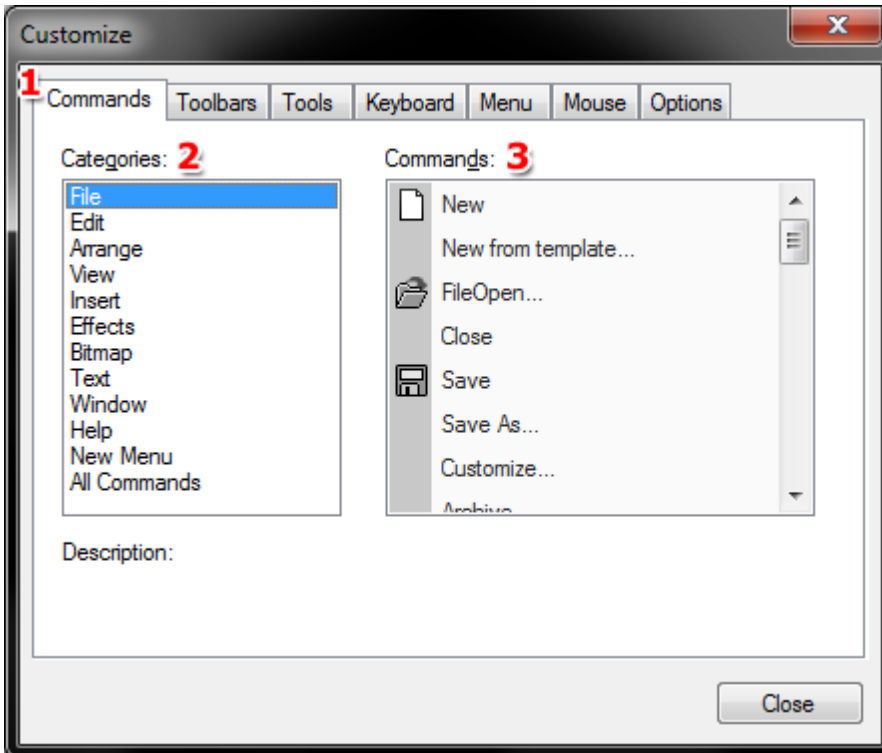
Click on 'New...' (5).



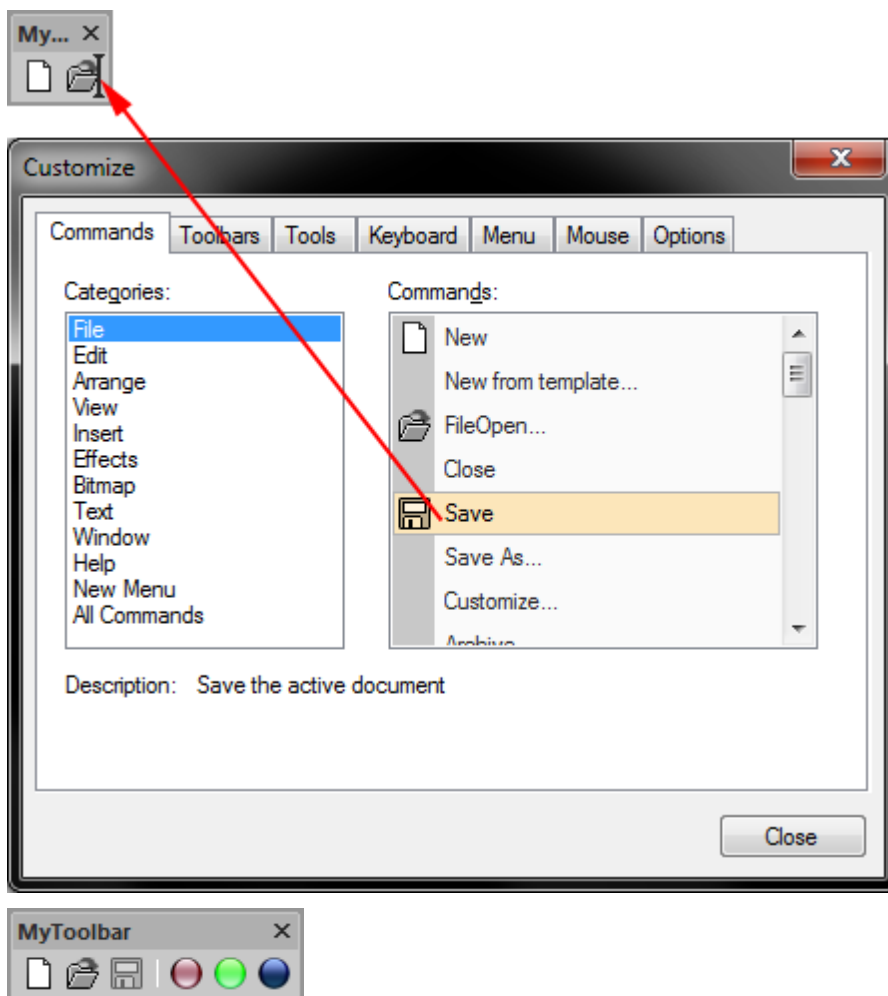
Give the new toolbar a name and click on 'OK'.



This will create a small empty new toolbar.



Click on the tab 'Commands' (1). From the 'Categories' list (2) on the left select the menu you want to use. From the 'Commands' list (3).



On the right drag the commands you want to use to the new toolbar.

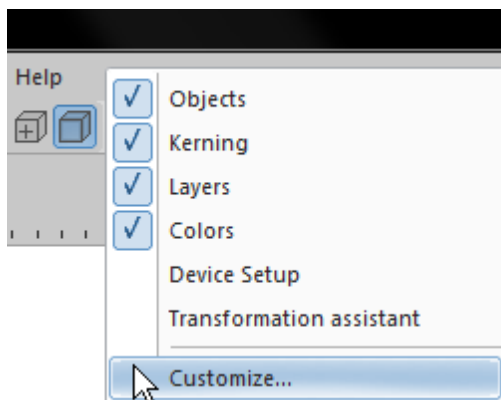
When you are done close this dialog.

Your new toolbar is ready to use.

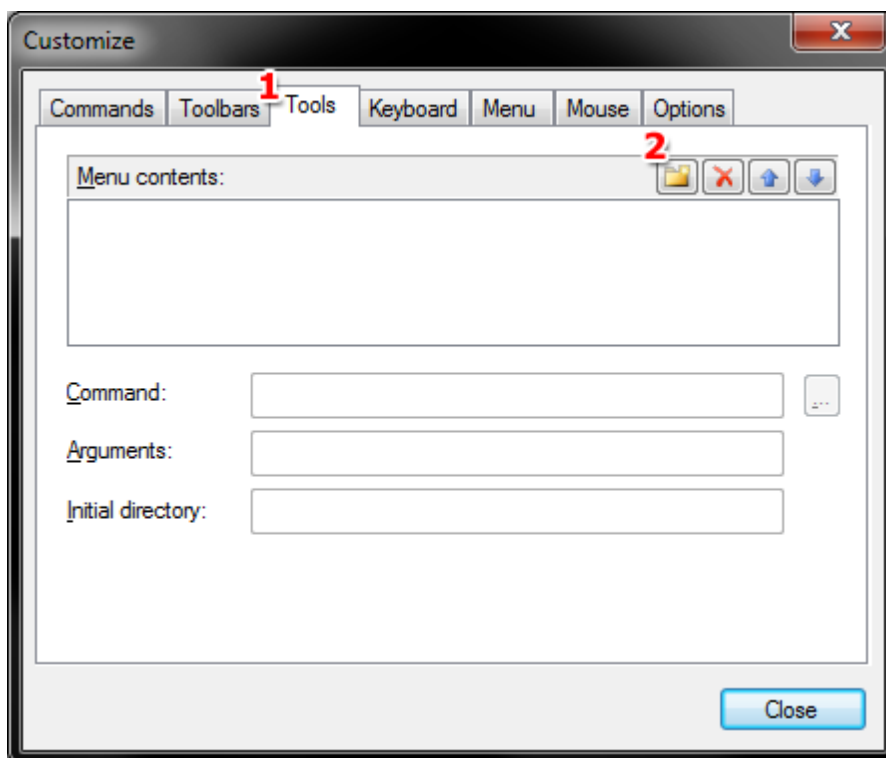
Create tools

You can create links to other software (tools) which are automatically displayed in a menu.

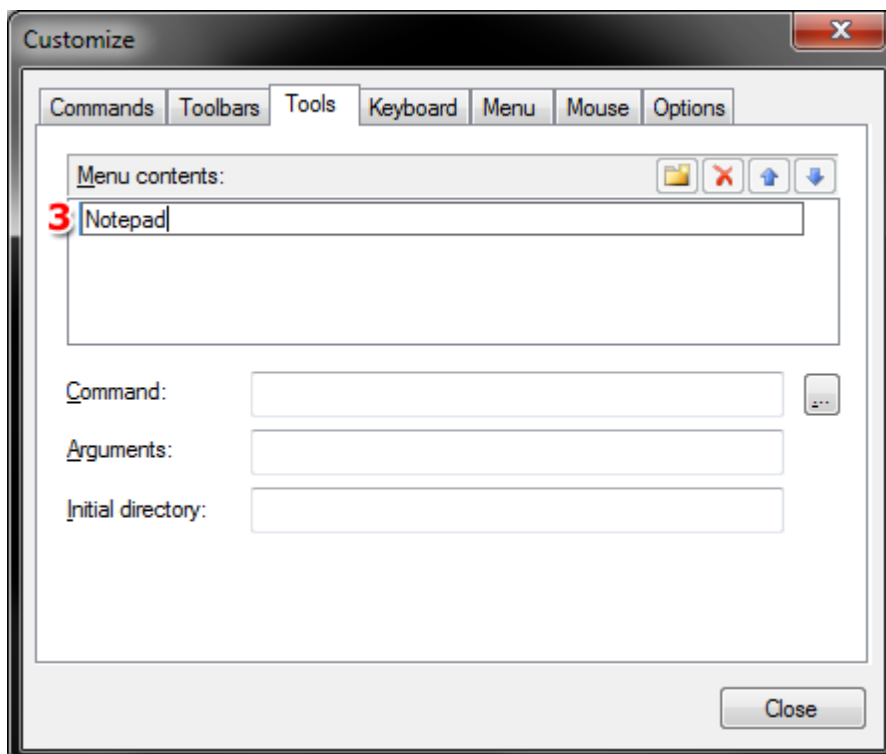
Right click on the menu and select from the context menu the command 'Customize'.



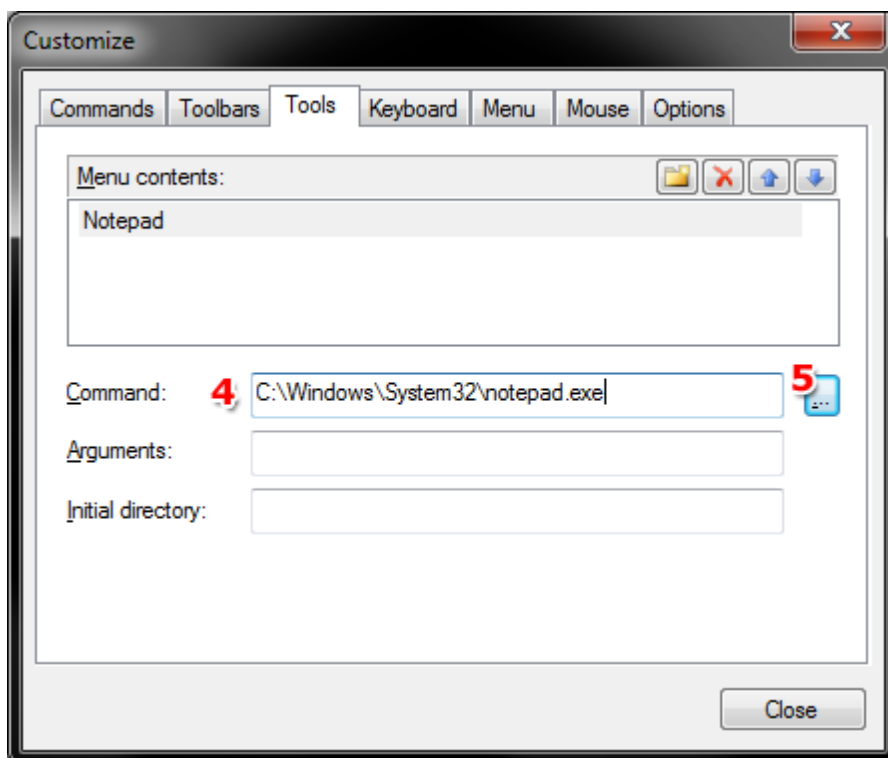
This will open the following dialog.



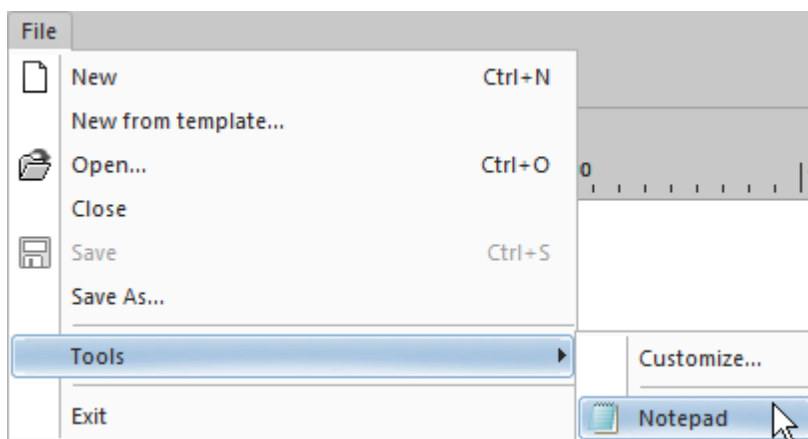
Make sure that you have the 'Tools' (1) tab selected and click on the button for a new entry (2).



Enter 'Notepad' in the field that appears (3).



Enter the path and name of the executable in the 'Command' field (4), or use the browse button (5) to browse to the executable. When you are done click on 'Close' (6).

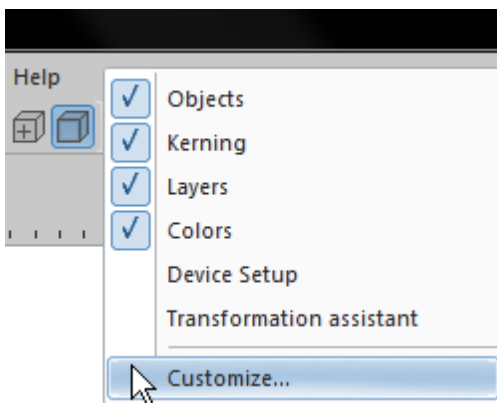


Select the menu '**File > Tools > xxx**' where 'xxx' stands for the tool you have added.

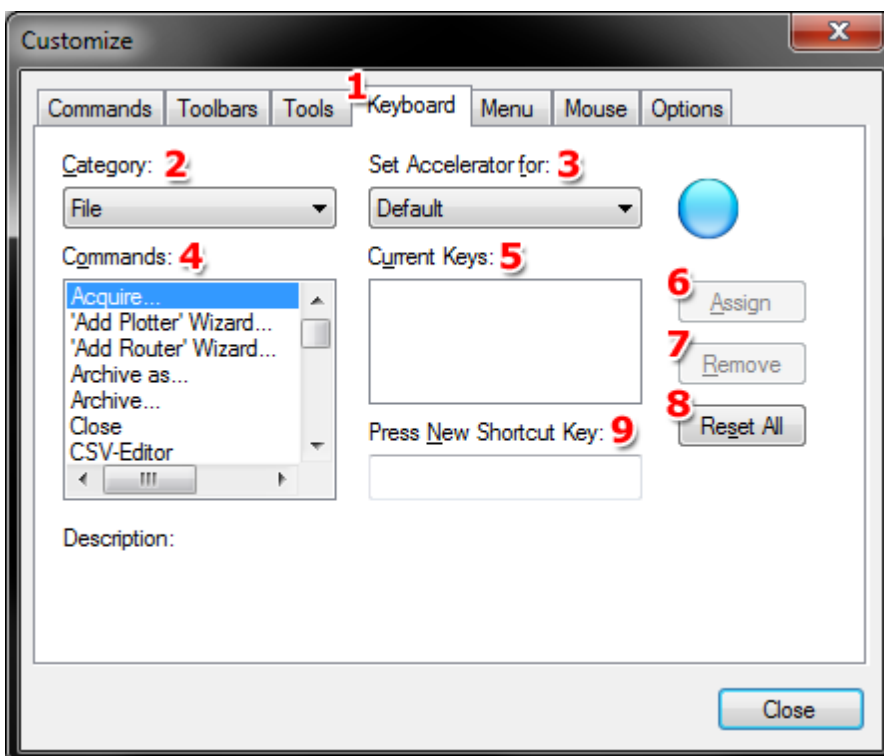
Customize shortcut keys

You can create your own Shortcut Keys and they will even appear in the menus.

Right click on the menu and select from the context menu the command 'Customize'.



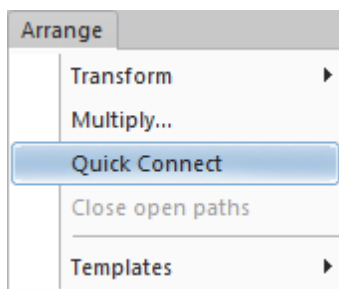
This will open the following dialog.



- 1 Make sure that you have the 'Keyboard' tab selected.
- 2 Category, here is where you select the menu.
- 3 Accelerator, make sure this is set to default.
- 4 Commands, the commands in the menu you have selected under 'category' (2).
- 5 Current keys, the current assigned key (if any) to the command you have selected under 'Commands' (4).
- 6 Assign the shortcut Key you have typed in the field 'Press new Shortcut Key' (9).
- 7 Remove a Shortcut Key.
- 8 Reset all shortcut Keys to their default values.
- 9 Type/Press the Shortcut Key as you will use it.

Example

Let's add a Shortcut Key to the command 'Quick connect' from the 'Arrange' menu.



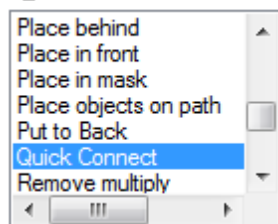
As you can see in the menu, there is no Shortcut Key assigned to this command.

Category:



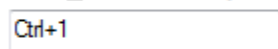
Select from 'Category' (2) the menu 'Arrange'.

Commands:

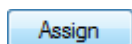


Select from 'Commands' (4) the command 'Quick Connect'.

Press New Shortcut Key:

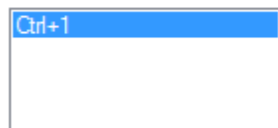


Set your cursor in the field 'Press new Shortcut Key' (9). Press and hold on your keyboard the Control key and then the '1'.

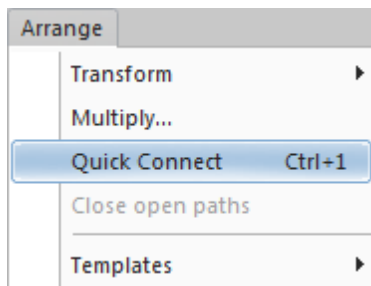


The button 'Assign' is now enabled, click on it to assign the new Shortcut Key.

Current Keys:



The new Shortcut Key is now assigned to 'Quick Connect'. Click 'Close' to close this dialog.

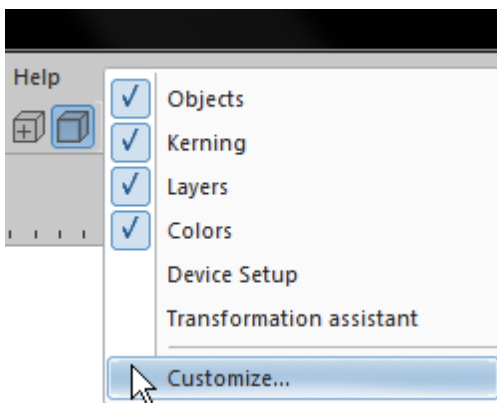


If you now go to the command 'Quick connect' from the 'Arrange' menu you can see that the new Shortcut Key is also added to the menu.

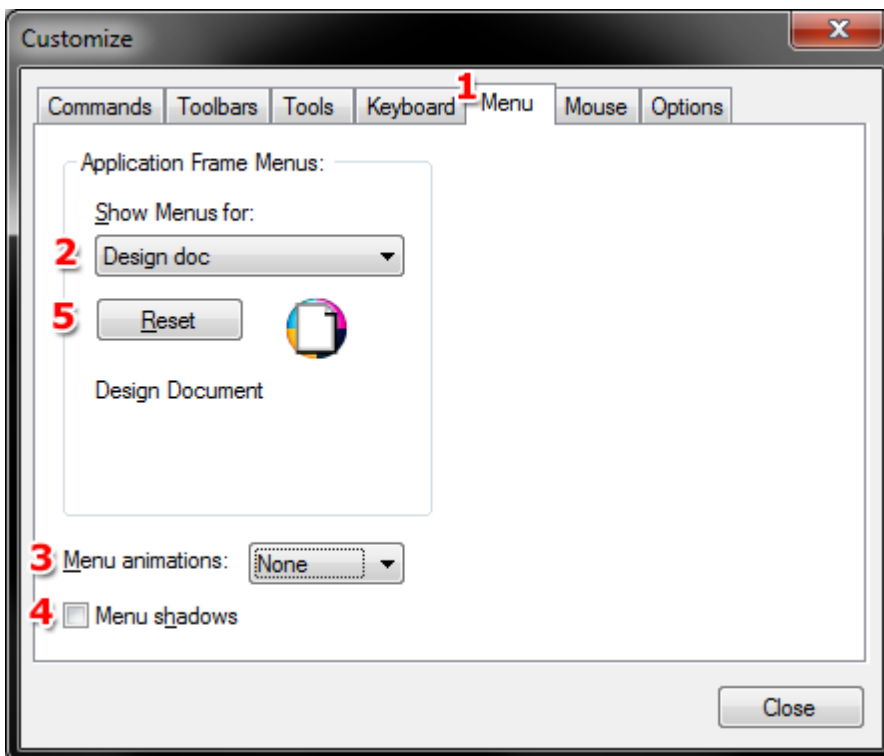
Menu behavior

You can customize the menu behavior to your liking.

Right click on the menu and select from the context menu the command 'Customize'.



This will open the following dialog.

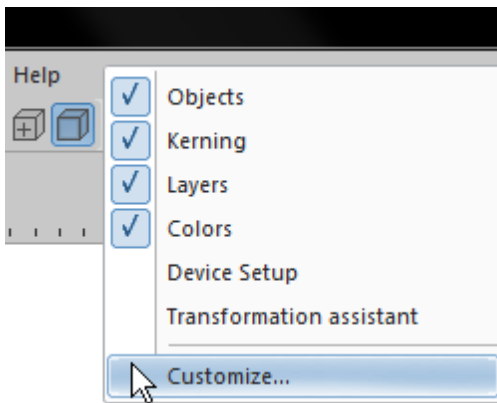


- 1 Make sure that you have the 'Menu' tab selected.
- 2 Make sure that 'Design doc' is selected.
- 3 Select the menu animation you want.
- 4 Check this if you want the menu to have shadows.
- 5 Use the 'Reset' button to reset all menu's to their original state.

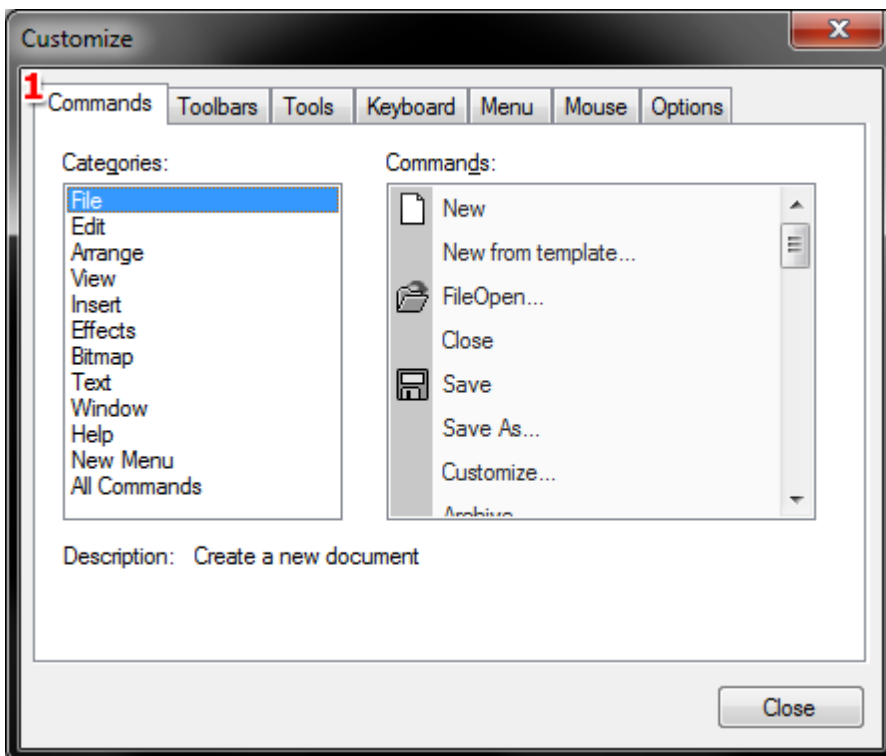
Manage menu items

You can add or remove new commands to the existing menus, rearrange them and even create new menus.

Right click on the menu and select from the context menu the command 'Customize'.



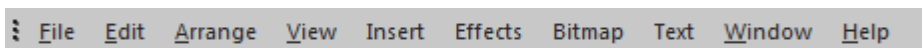
This will open the following dialog.



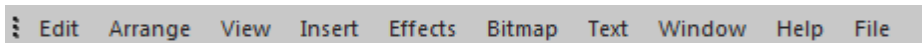
Make sure that you have the 'Commands' tab (1) selected.

Rearrange menu items

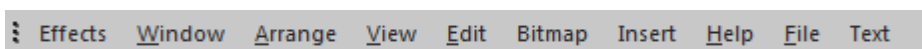
Now that this dialog is open you can start rearranging the menus.



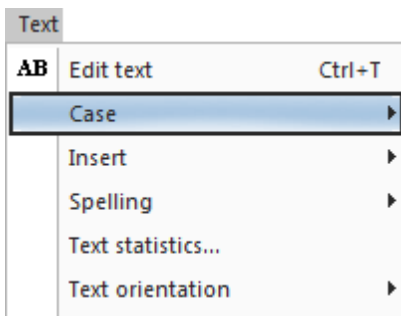
The image shows the current order of the top level menu items. Click on the 'File' menu and drag it behind the 'Help' menu.



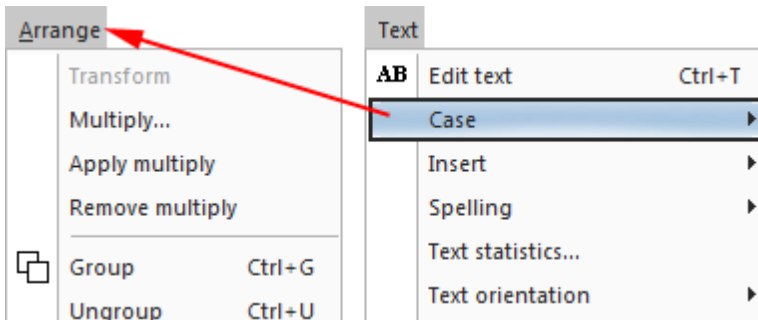
The menu looks now like above. Drag every menu item to a different position.



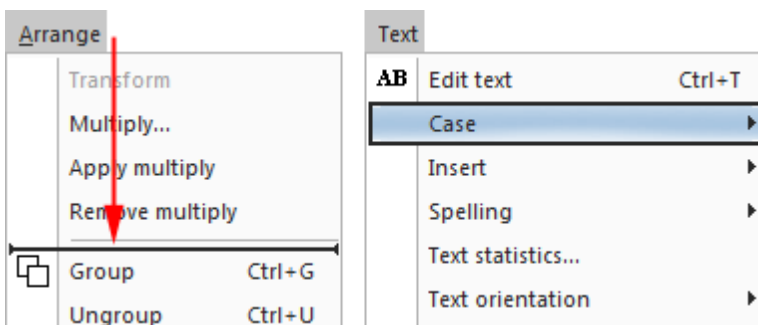
Let's stop here and try something else.



Click on the 'Text' menu to open it and select the command 'Case'.

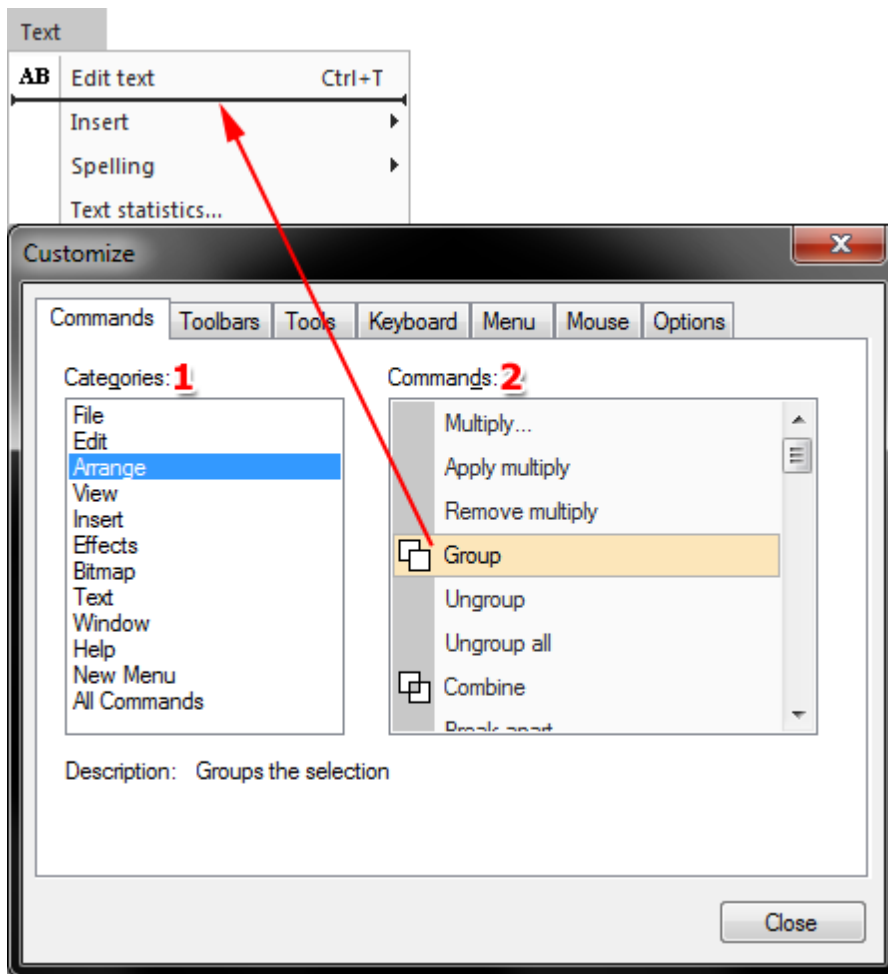


Drag the command 'Case' to the menu 'Arrange' and hold it above the menu 'Arrange' until this menu opens (don't let go of your mouse button yet).



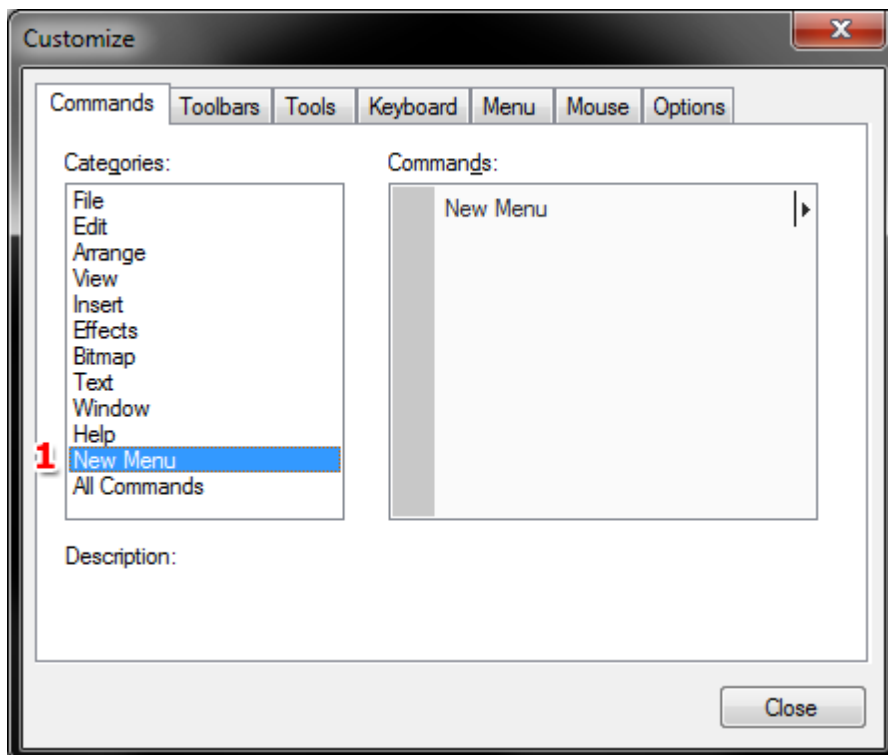
When the menu 'Arrange' opens drag the command 'Case' just above the command 'Group'. As you can see you can even move commands from one menu to another.

You can also drag commands from the dialog to the menus.

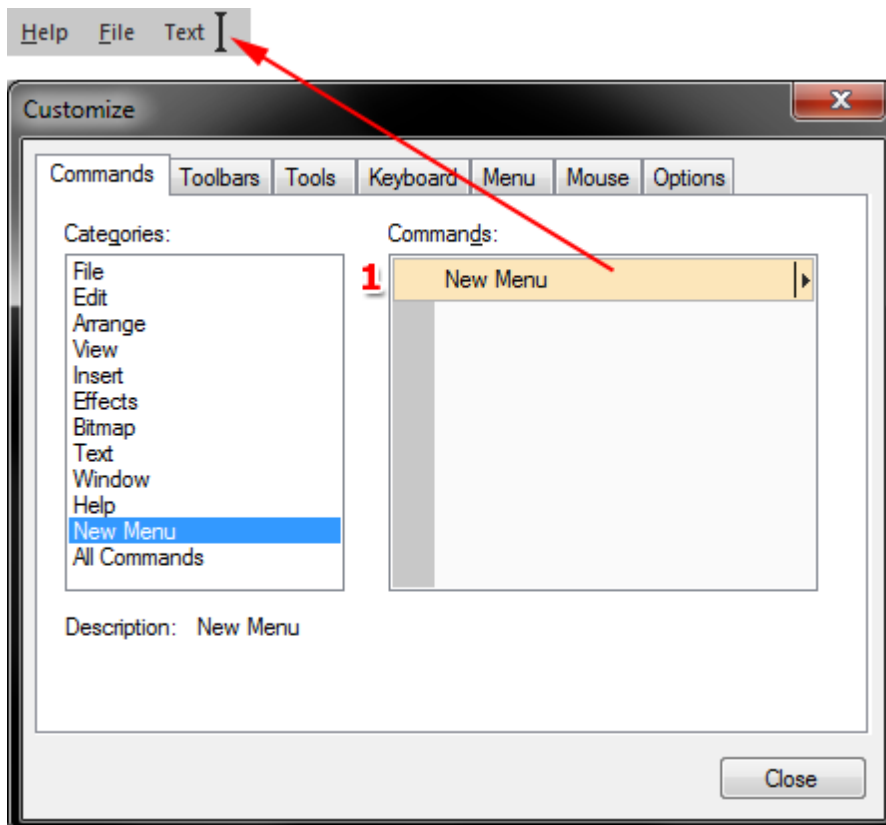


Under 'Categories' select 'Arrange' and under 'Commands' select and drag 'Group' to the 'Text' menu.

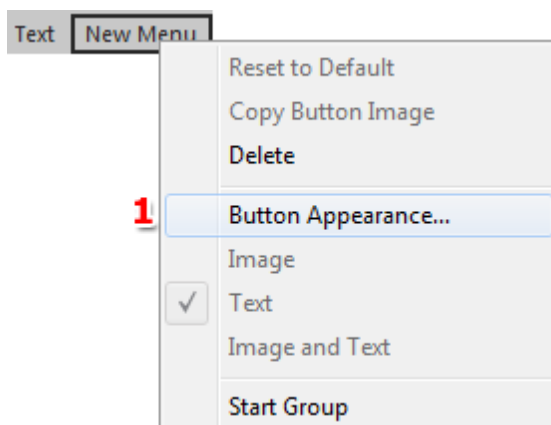
Create your own menu



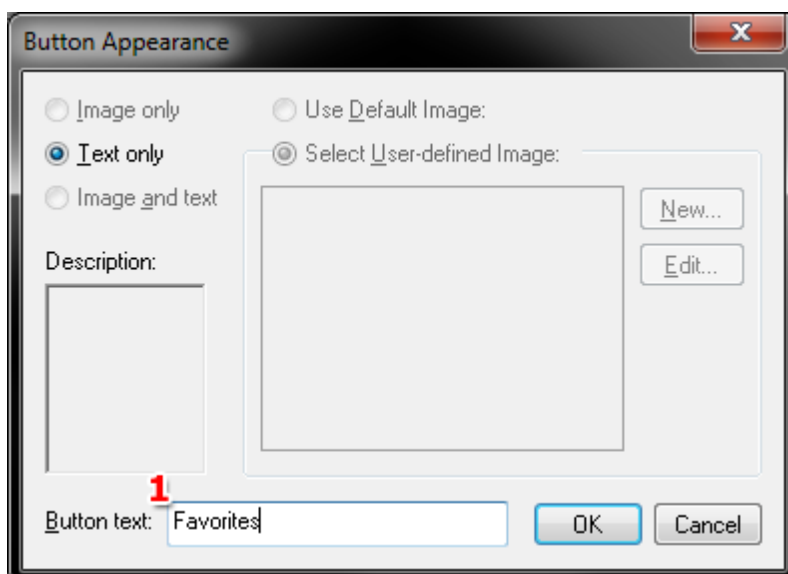
In the dialog select under 'Categories' the item 'New menu' (1).



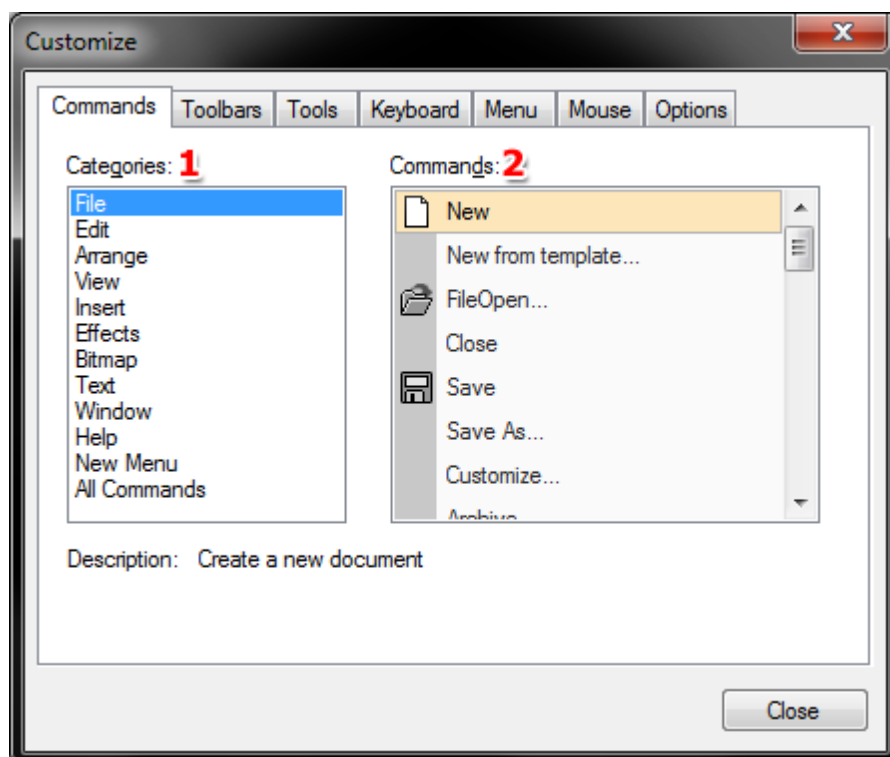
Under 'Commands' select and drag the command 'New menu' (1) to the right of the main menu, just after 'Text' (remember, we have rearranged all the menu items).



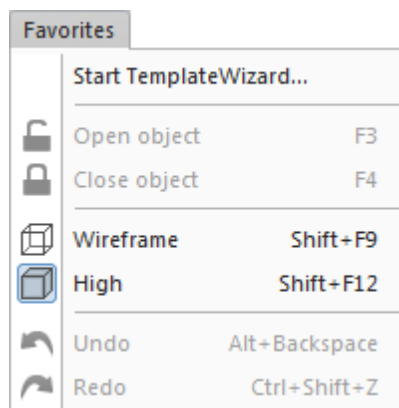
Right click on the new menu item and select the command 'Button Appearance...' (1).



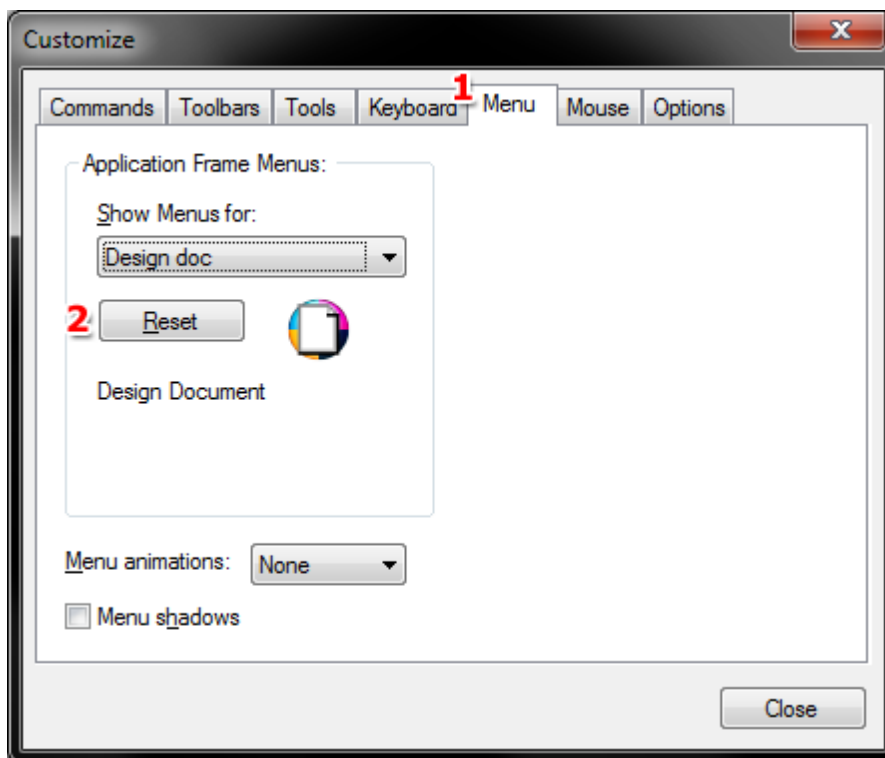
In the field 'Button text' enter a name for the menu item.



Start selecting menus in the Categories (1) list and drag commands from the 'Commands' (2) list to the new menu.



In no time you have created your own 'Favorites' menu.

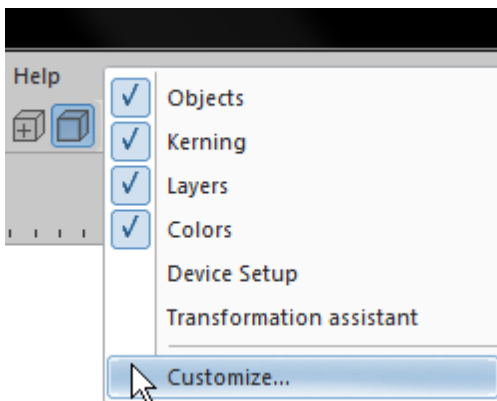


If you want to reset the menus to their original state just select the tab 'Menu' (**1**) and press the button 'Reset' (**2**).

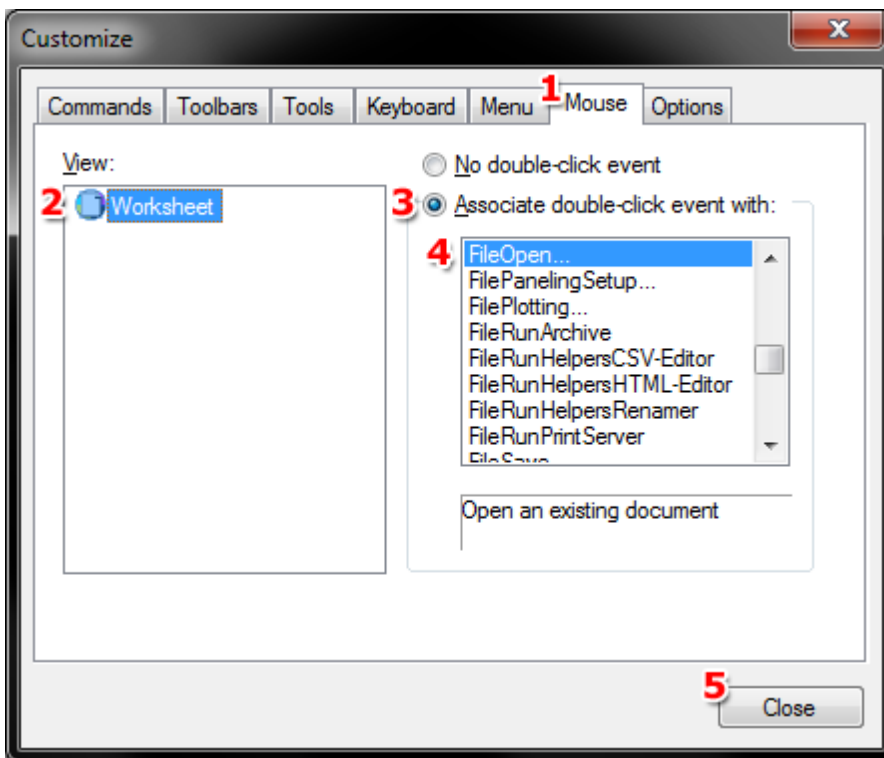
Associate mouse double-click

You can associate a mouse double-click on an empty space on the worksheet to a certain menu command.

Right click on the menu and select from the context menu the command 'Customize'.



This will open the following dialog.



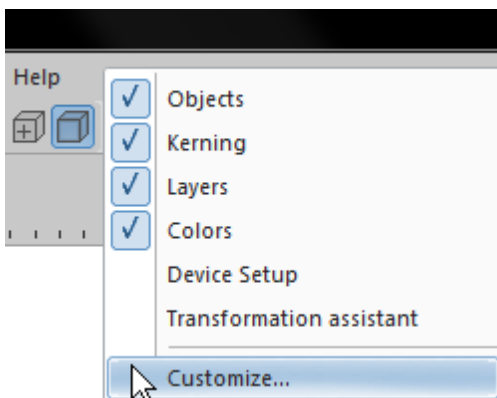
- 1** Make sure that you have the 'Mouse' tab selected.
- 2** Make sure 'Worksheet' is selected.
- 3** Check the option 'Associate double-click event with'.
- 4** Choose the command of your liking (in our case this is 'FileOpen').
- 5** Click on 'Close' to close the dialog.

If you now double click on an empty space of the worksheet the File Open dialog will open.

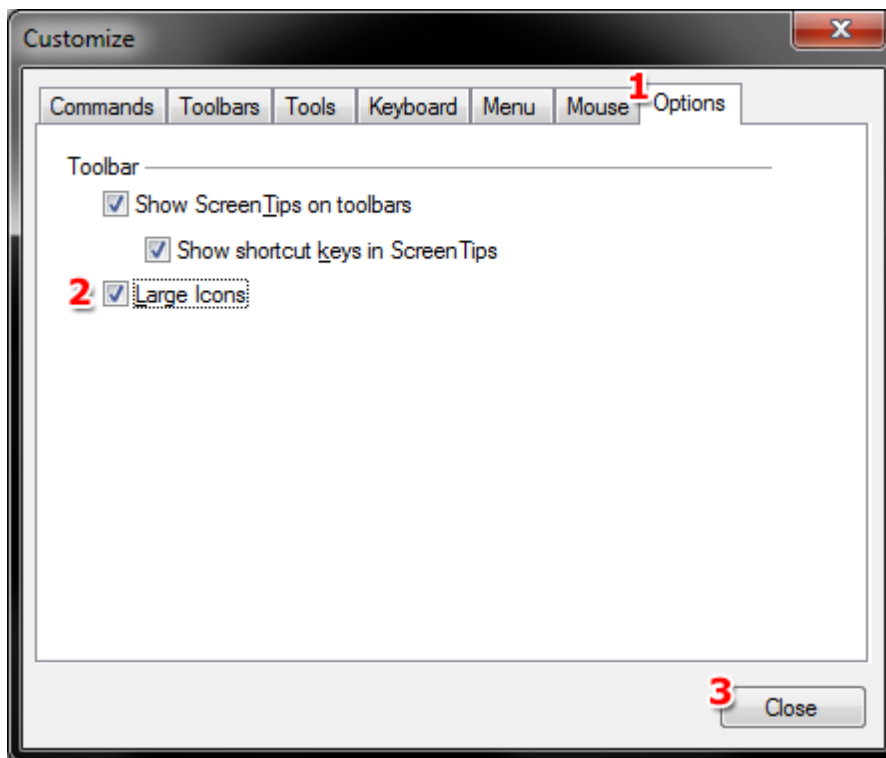
Large icons

If desired you can change the size of the icons from all the toolbars.

Right click on the menu and select from the context menu the command 'Customize'.



This will open the following dialog.



- 1 Make sure that you have the 'Options' tab selected.
- 2 Check the option 'Large icons'.
- 3 Click on 'Close' to close the dialog.

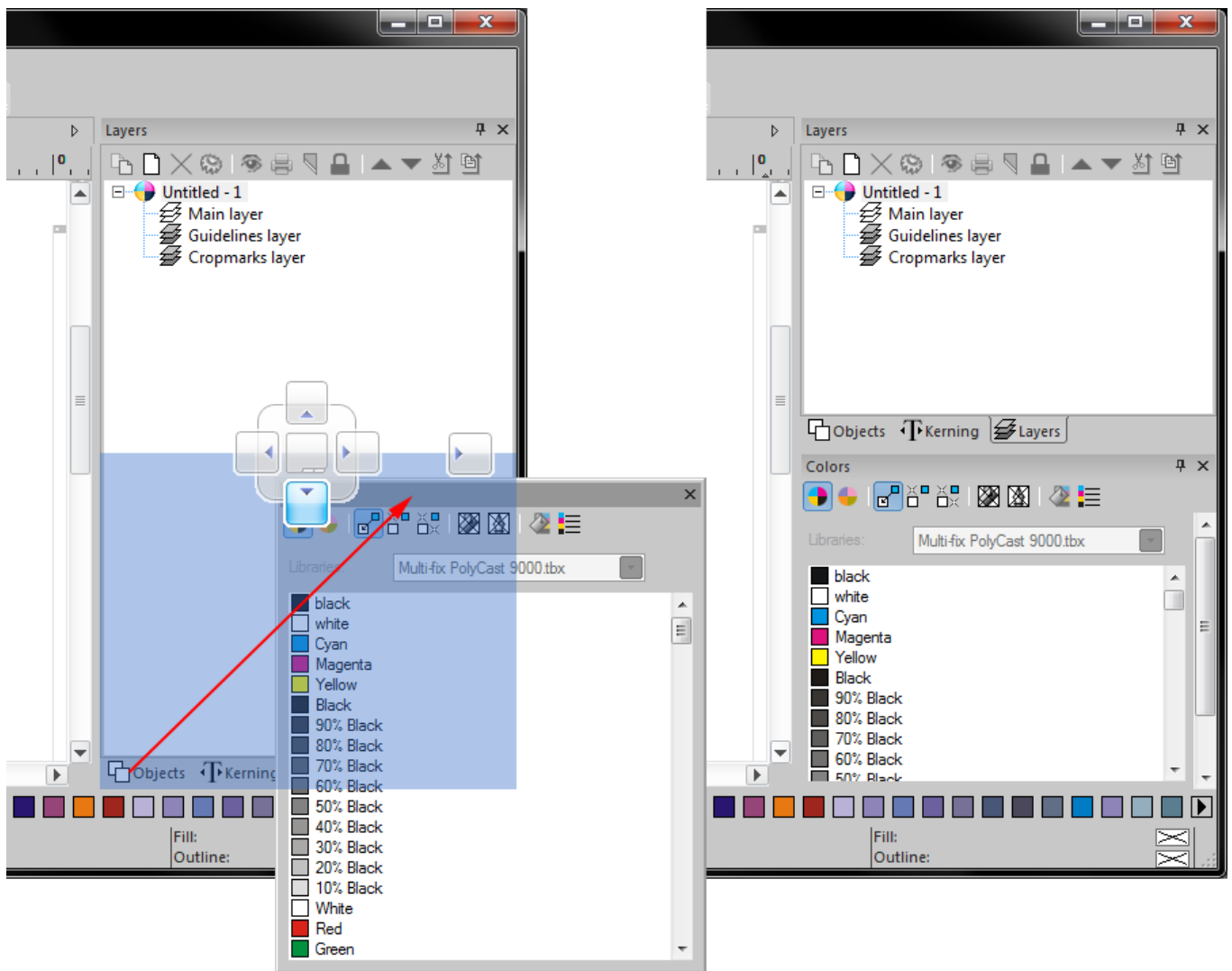


On top the toolbox with standard icons and on the bottom the toolbox with large icons.

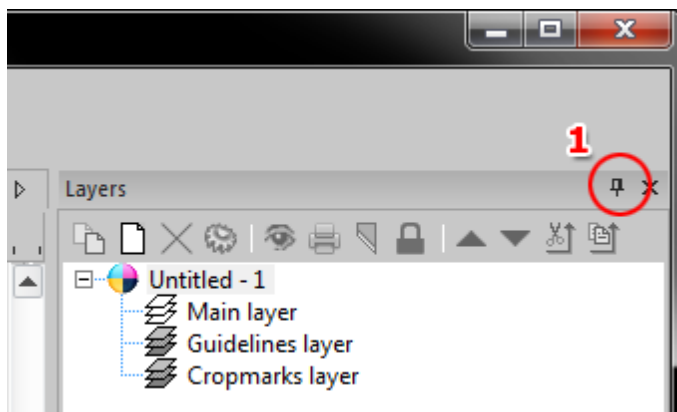


Arrange Interface

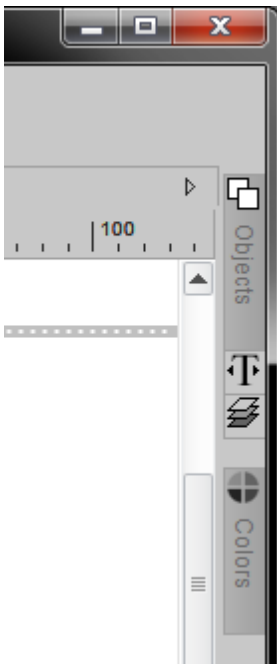
You can arrange the interface completely to your liking. Menu, Toolbars, Dockers etc. can be made floating, dragged to a different docking location, closed or put in 'Auto hide' mode.



If you for example want the Object manager and Color docker both visible at the same time just drag one of them into the other. An advanced docker helper Wil help you getting them on the right place.



If you want the dockers hidden but instantly accessible when you hover the mouse over them, just put them in auto hide mode. Click on the 'Auto hide button' (1).



The dockers will hide themselves on the side they were docked.

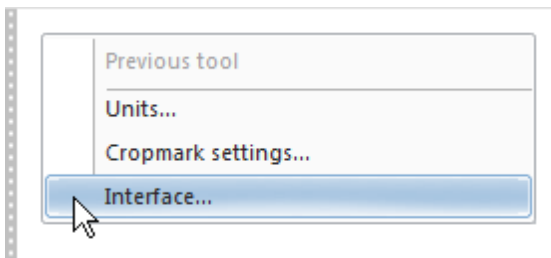
If you want to make them visible again, just hover your mouse over the icons. If your mouse leaves the dockers they will hide themselves again.

Just play around to get comfortable with all the possibilities with the interface, you will be pleasant surprised.

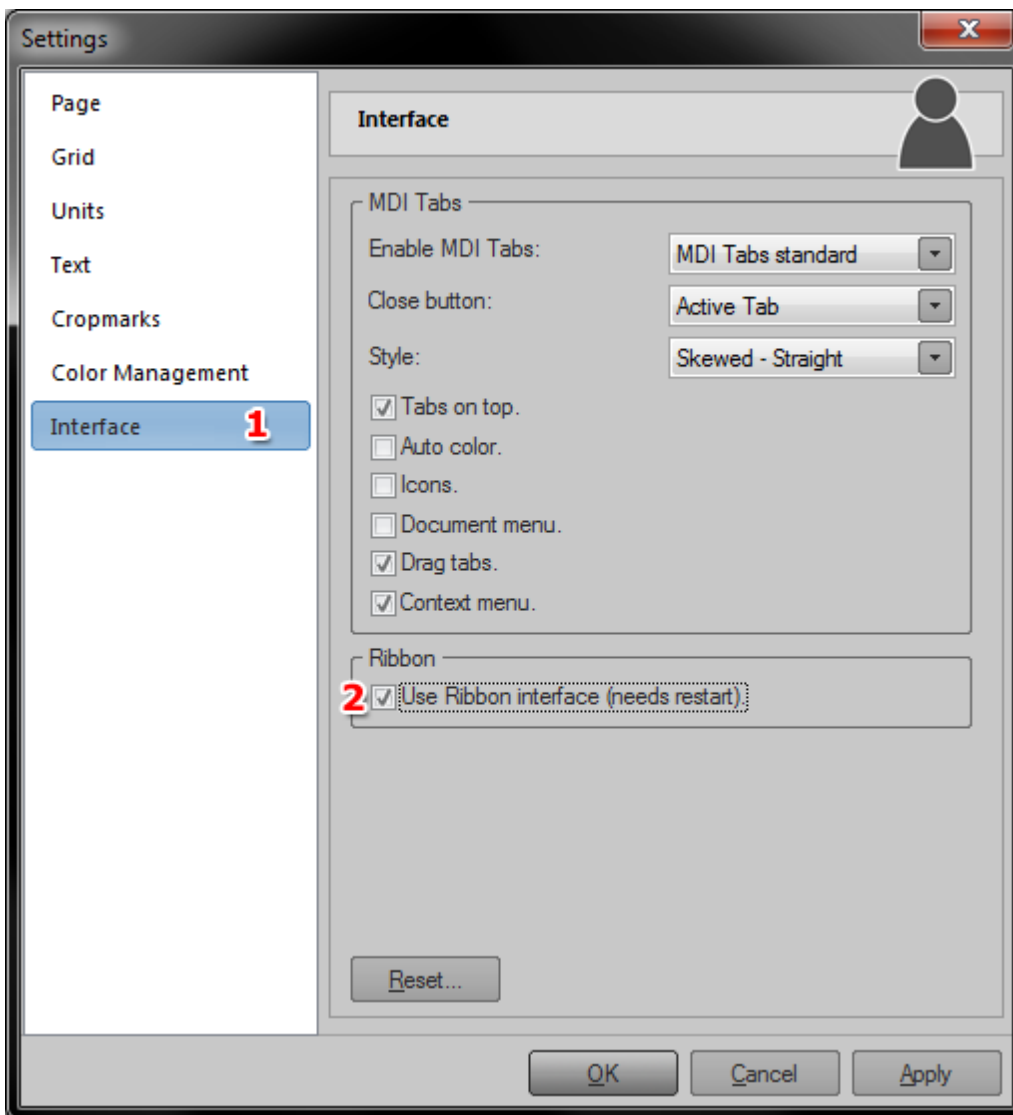
Ribbon

The first time you run the software it will be using menus. If you are a user that likes Ribbons like e.g. in Microsoft Word™ you can easily change the interface to a Ribbon interface.

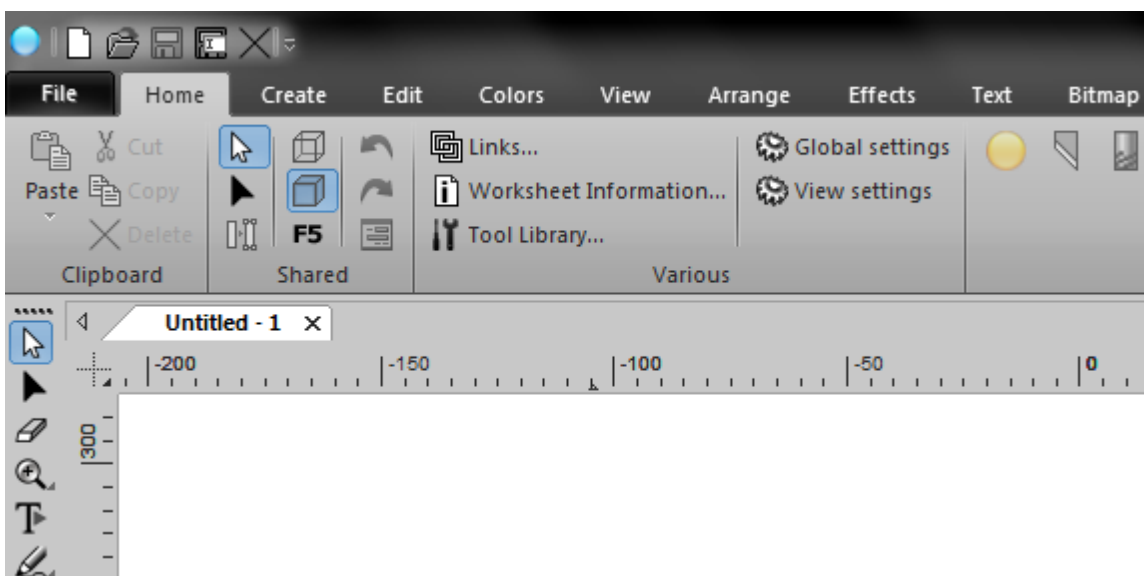
To change to the Ribbon interface right click on an empty space of the worksheet and select the command 'Interface'.



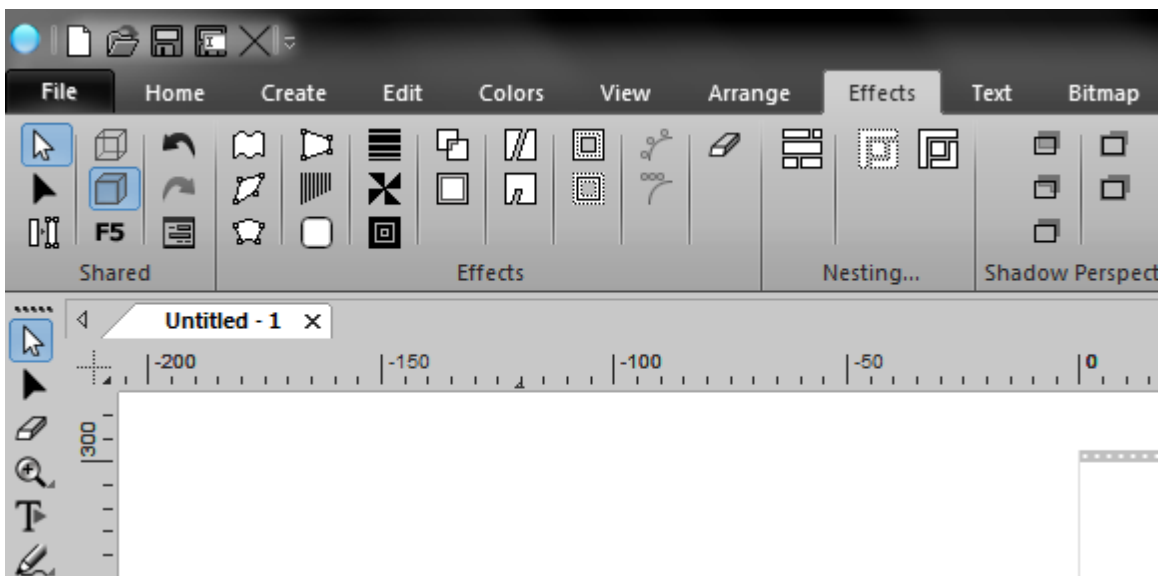
This will open the same dialog as if you would have chosen the menu '**View > Settings**'.



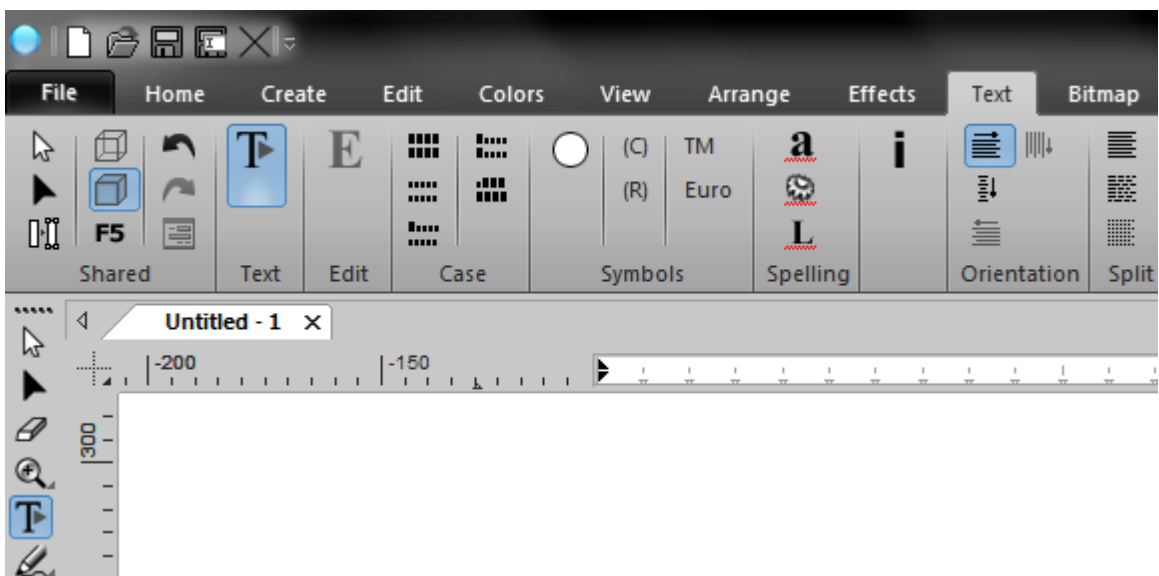
Make sure that the tab 'Interface' (1) is selected and check the option 'Use Ribbon interface (needs restart)' (2). Click on 'OK' to accept the changes and restart the software.



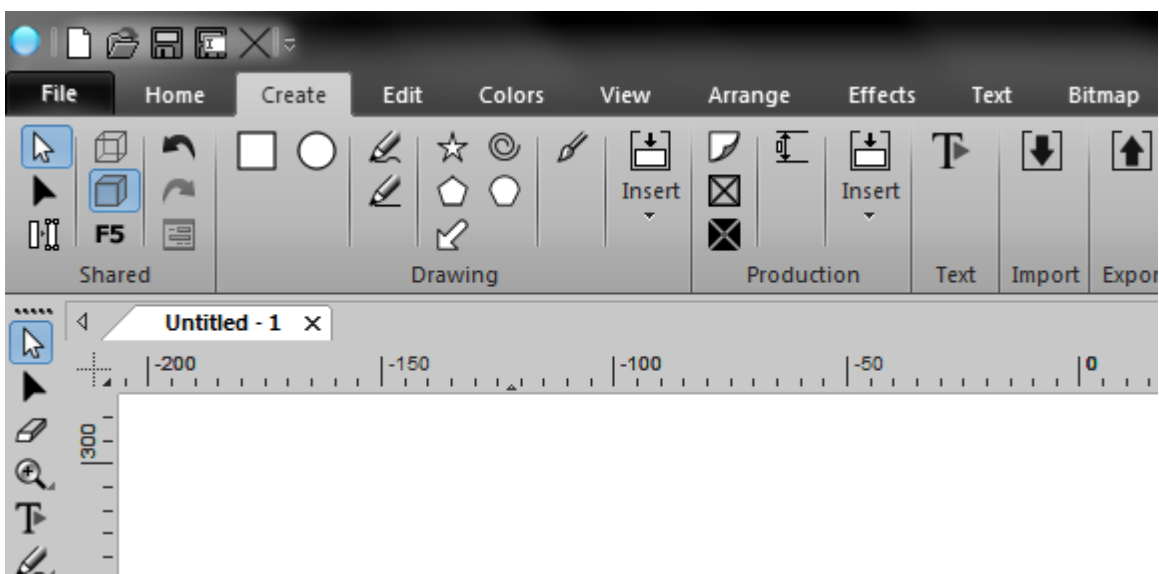
The interface of EasySIGN is now a Ribbon interface that basically works the same as the Microsoft Word™ Ribbon.



If for example you select the 'Effects' tab you have all the effects instantly at your disposal.



The same goes for the tab 'Text'.



Selecting the tab 'Create' gives you access to the drawing tools, import, export, Compatibility, insert objects etc.

Just have a good look around and see what works for you, the Menu interface or the Ribbon interface.

Starting and finishing your work

A new worksheet

When you start up the program it always opens with a new, clean worksheet. Because the program is an MDI (Multiple Document Interface) you can have several worksheets open at the same time.

Open existing worksheets.

To open an existing worksheet, select the option "Open" from the "File" menu. A dialog is opened from which you can look for and select your worksheet.

Undo commands

The program remembers which tasks you completed during a session. If you make a mistake or if you wish to change a recent command, you can undo it using the option "Recover" from the "Edit" menu. The following commands can not be recovered:

- Some file operations such as "Open" and "Save".
- Selecting an object.
- Changes in viewing (zooming etc.).
- Placing construction lines and changing certain settings.
- Operations on tiling lines.
- Moving special registration marks.

By going to "File, General Settings" under the tab "General" you can specify your preferred number of "Undo" operations.

Immediately after the command "Undo" the command "Cancel Undo" becomes active. This way you can undo the change(s) again.

Undo



Shortcut key "CTRL+Z"

Redo



Shortcut key "CTRL+A"

Setting preferences

You can use the command "General settings" from the menu "File" and the command "Settings" in the menu "View" record a number of general settings. These commands enable you to modify the properties of a worksheet, reset the properties of the grid, and determine the global unit of measure you want the program to use and a lot more.

Closing EasySIGN

Use the command "Close" from the menu "File" to end the current EasySIGN session.

Viewing the worksheet

EasySIGN has three different modes for viewing your work.

Wireframe graphics



This option displays all objects on the worksheet as wireframe graphics. Not a single object is filled and an object can only be selected by clicking on the edge of the object.

Filled



All objects that have a filling will be displayed as such.

High Quality



This option displays all objects in the best possible display.

Redraw window

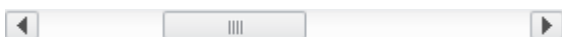
If remainders of previous operations have been left on the screen, you can redraw the screen by selecting the option "Refresh" from the "Window" menu.

Shortcut key "F5"

Sliding the active window

Sliders

By using the horizontal and vertical sliders along the sides of the screen you can view the parts of your drawing that fall outside the current active window.



Slider arrows

Click on the slider arrow in order to move the window by small steps in the desired direction.

Bars

Click on the bar in order to move the window in fast steps in the desired direction.

Slider block

The slider block can be dragged in two directions.

Drag

A different way of scrolling the worksheet is by pressing and holding the space bar. The cursor changes as follows:



Hold the space bar and click on the worksheet. Move the worksheet to the desired location and then first let go of the space bar and next let go of the mouse button.

Zooming tools

If you want to use one of the available zoom options, click on the next button in the toolbar.



A submenu will appear with the following options.



Zoom in

When you select this option the cursor changes as follows.



You can now zoom in by clicking once or by drawing a rectangle around the area you want to zoom in on.



Zoom out

When you select this option the cursor changes as follows.



You can zoom out by clicking once on the worksheet. The position you click on will be moved to the center of the window.



All

This option zooms in on all objects on the worksheet, irrespective of whether the objects were selected or not.



Selection

This option only zooms in on all selected objects.



Page

This option only zooms in on the worksheet.



Back

This option returns to the last view.

Organizing and transforming objects

General

Moving, duplicating and deleting objects are the basic functions of any program. As with most commands in EasySIGN they can be carried out in two ways. Either by dragging the mouse or by entering numeric values in a dialog box. Some commands can be carried out using a keyboard shortcut, e.g. deleting objects with the DEL key or duplicating with the keyboard shortcut "CTRL+D".

The option "Duplicate" in the "Edit" menu can be used to copy objects. This will enable you to make an exact copy of an object. You can also use the mouse to drag the object but before letting go of the left mouse button click once on the right mouse button. The program will then duplicate the object. You can use the previous method to leave a duplicate of a guideline.

Using the magnetic features of guidelines, anchor points and a grid, you can swiftly and accurately position objects. This accurate function eliminates the need to zoom in greatly on an object in order to get an exact positioning.

In order to compile complicated illustrations there are many other ways to organize objects, such as: e.g. centering, stacking and grouping objects.

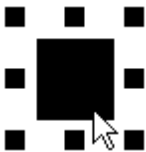
Moving objects

Moving with the mouse

Moving objects using the mouse works in the same way whether you are working in wireframe graphics or color, with only a small difference between both screen modes. If you are working in wireframe graphics you must always select the object by one of its edges; when you are working in color you can click on any part of the object to select it. From now on we will only be using the term selecting the object and we will leave it to you whether you would rather work in wireframe graphics or in color. In both screen modes the following applies: when you go over an anchor point with your mouse a red square will appear to show that you can select the object through this anchor point (only if you have activated the option "Anchor points magnetic").



Take the selection tools to the object you want to move.



Click on the object to select it and hold the mouse button.



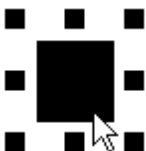
Move the mouse to where you want the object. Irrespective of the shape of the object when you drag it, it will change into a yellow border which displays the borderlines of the underlying object. The mouse cursor changes into a cross which shows the directions in which the object can be moved.

Once you let go of the mouse button the object will have moved.

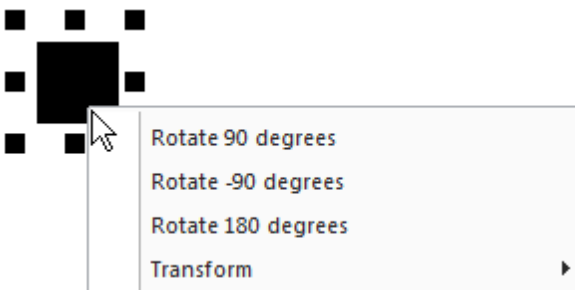
If you press and hold the Control key while moving, the object will be moved over a horizontal or vertical line (depending on the direction it is moved in).

Moving with numerical values

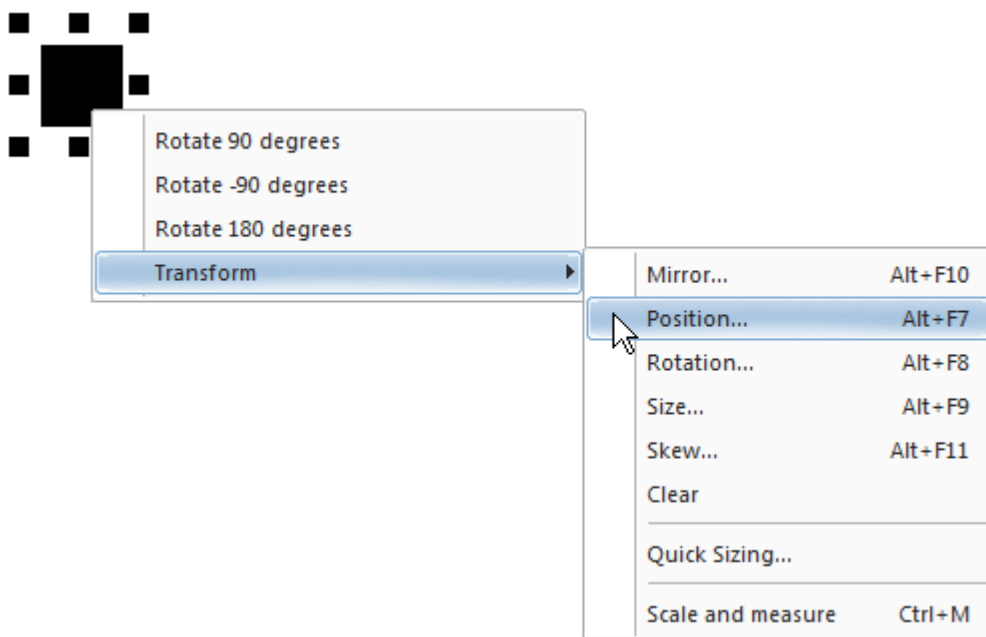
Keyboard shortcut "ALT+F7"



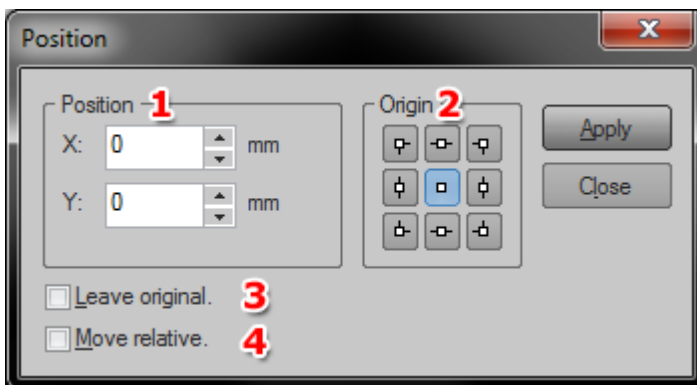
Select the object you want to move numerically.



When the object has been selected, click once on the right mouse button. A PopUp menu will appear.



From the PopUp menu select the option "Transformations". A submenu will appear. Select the option "Position".



The move dialog has several input possibilities.

Position (1)

In this box you will find the horizontal X and vertical Y position of the selected object.

Origin (2)

The buttons in this box show the object's origin. In the above dialog the button at the bottom left has been pressed and in the fields X and Y are the values 100, 100. This means that the left bottom corner of the object is positioned at 100 units from the left border of the worksheet and at 100 units from the bottom of the worksheet.

Leave original (3)

When this option is activated the object is moved, leaving the original behind.

Move relative (4)

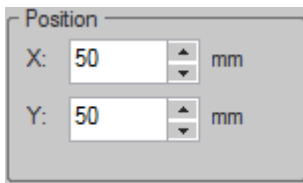
If you select this option the values in the X and Y fields will change. In the following example we will assume that the object has a width of 50 units and a height of 50 units and is located at the bottom left-hand side of the page on the zero point.

Select the options "Leave original" and "Move Relative".

- 2 Click on the button "Top right" in the group "Origin".



- 3 For X and Y fill in the value "50".



A dialog box titled "Position" with two input fields. The first field is labeled "X:" and contains the value "50", followed by "mm". The second field is labeled "Y:" and also contains the value "50", followed by "mm". Each input field has small up and down arrow buttons to its right.

- 4 Click on the button "Apply".
5 The result will look as follows.



The object has moved a total of 50 units up and to the right and has left an original behind.

Close

This button closes the dialog.

Apply

When this button is active you can use it to execute the settings you have entered.

Moving with the arrow keys

In the "File" "Settings" menu you can use the corresponding dialog under the tab "General" to determine the distance you want the objects to be moved when using one of the arrow keys. This option is called "Nudge distance".

Tips

Jolting movements when moving with the mouse

When this occurs the magnetic feature of the grid is probably activated. Disable this to stop the jolting.

Moving only vertically or horizontally

Hold the Control key while moving. Press and hold while you move the object with the mouse. As this is a limitation key you must first let go of the mouse button and then the control key when moving over a horizontal or vertical line.

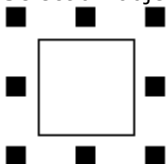
Moving with selected anchor points

When your mouse cursor is above an object's anchor point, you can select it. If the option "Anchor points magnetic" is activated then this is an easy way to place objects directly against each other without intervention of magnetic guidelines.

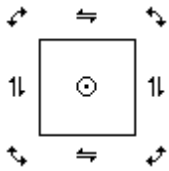
Rotating Objects

Rotating with the mouse

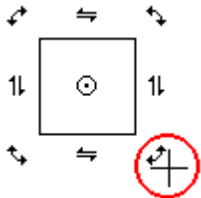
Select an object by clicking on it once. After selecting 8 selection handles will appear around the object.



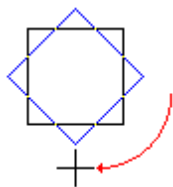
Click on the object once again with the mouse.



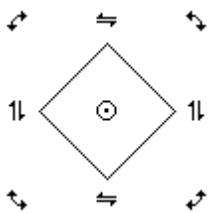
The selection of handles has changed. When rotating only use the handles on the corners of the object.



Rotate by pressing and holding the left mouse button and moving the mouse in the direction you want to rotate.



When you are actually rotating, the object will remain visible and the new position will be displayed by a blue line representing the outline of the object.



Once you let go of the mouse button the object will have rotated.

Rotation axis of objects

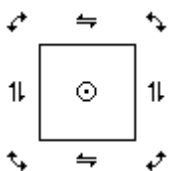
The rotation axis of an object is always represented by the following symbol.



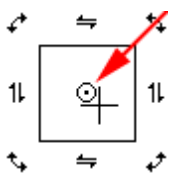
This symbol can be moved with the mouse to any given location on the worksheet. The rotation axis determines the point around which the object will be rotated.

Moving rotation axis

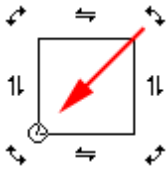
Click twice on a non-selected object to display the rotation handles.



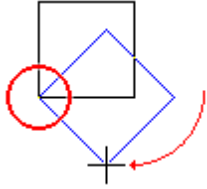
Bring the cursor towards the rotation axis. You can start moving once the cursor has changed into a cross.



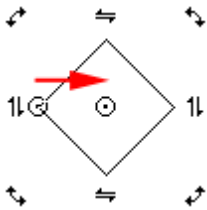
You can now move the rotation axis to any given location on the worksheet.



If you start the rotation you will see that the object rotates around the point where you placed the rotation axis.



By dragging the rotation axis with the "Control" key you are able to return it to the exact center of the object.

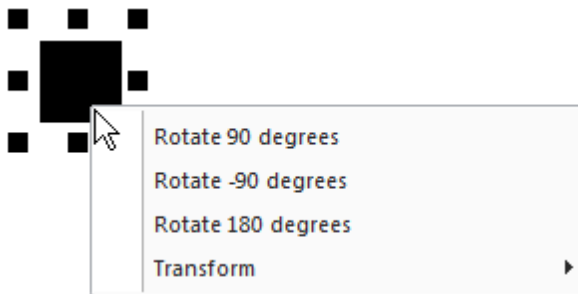


Rotating with numeric values.

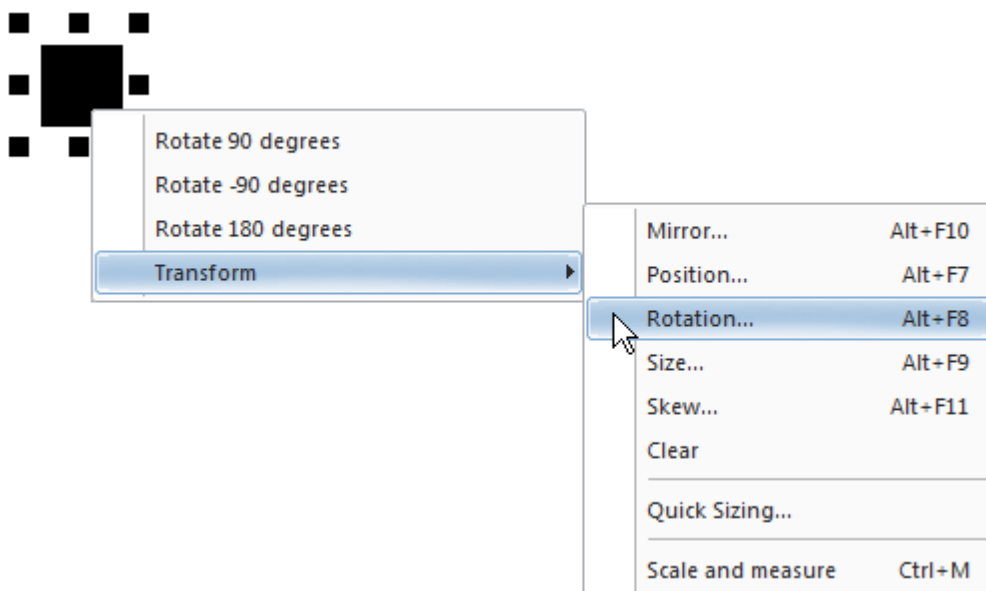
Keyboard shortcut "ALT+F8"



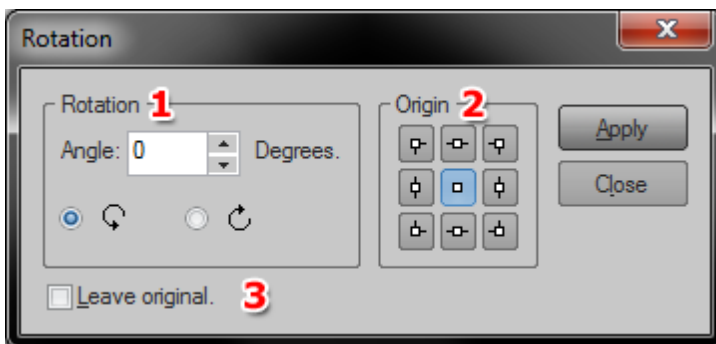
Select the object you want to rotate numerically.



When the object has been selected, click once on the right mouse button. A PopUp menu will appear.



Select the option "Transform" from the PopUp menu. A submenu will appear. Select the option "Rotation".



Rotation (1)

This contains an input field for the number of degrees of the rotation movement. Furthermore there are two option circles in this field. With these option circles you can determine the direction of rotation of the object.

Origin (2)

The buttons in this box indicate the rotation axis of the object.

Leave original (3)

When this option is activated the object is rotated, leaving the original behind.

Special rotations

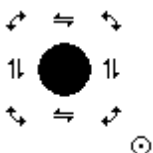
By placing the rotation axis in combinations with the rotation dialog gives you more control over the rotation. If you reposition the rotation axis and then call up the rotation dialog you will be able to place objects in a repetitive pattern.

Example

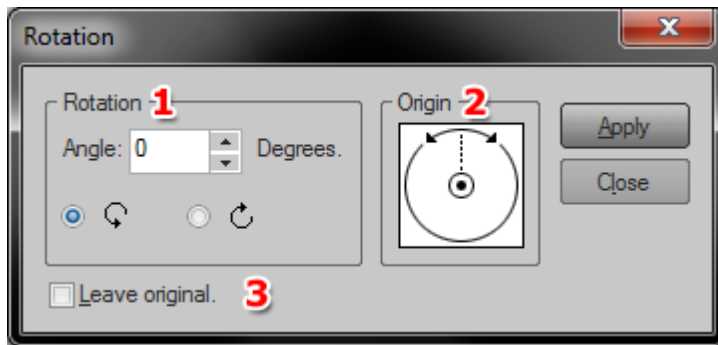
Select an object twice to display the rotation handles.



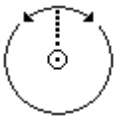
Then move the rotation axis.



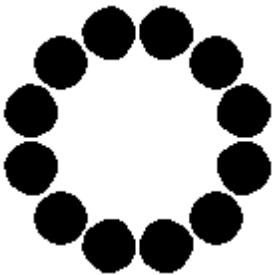
Use the PopUp menu to call up the rotation dialog.



In "Origin" (2) where you would normally find the buttons to reposition the rotation axis to a vertex or side of the object, you will now see the following icon.



Where it says rotation, fill in "30 degrees" and activate the option "Leave original" (3). Once you have done this, click on the button "Apply" 12 times.



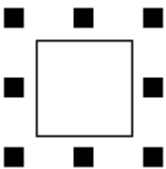
In a simple way you have now made a picture with an object in the places where you would normally find the digits on a clock.

Instead of clicking on the "Apply" button of the dialog several times, you can also make one single rotating action with the dialog or with the mouse and then select "Repeat" from the "Edit" menu or use the shortcut key "Control R".

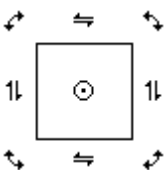
Skewing Objects

Skewing with the mouse

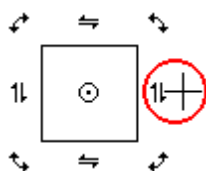
Select an object by clicking on it once. After selecting 8 selection handles will appear around the object.



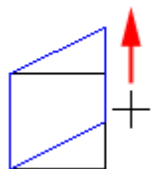
Click on the object once again with the mouse.



The selection of handles has changed. When skewing only use the handles on the sides of the object.

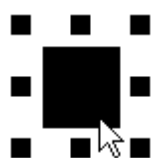


You can skew an object by moving the mouse in one of the directions indicated by the handle you are holding at that moment.

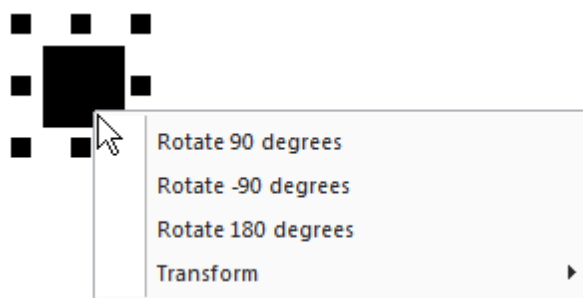


Skewing with numerical values

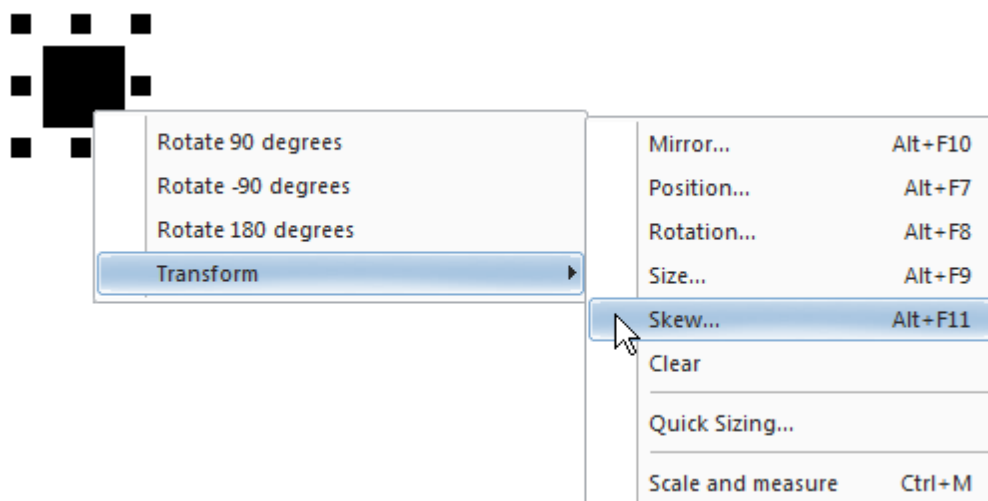
Keyboard shortcut "ALT+F11"



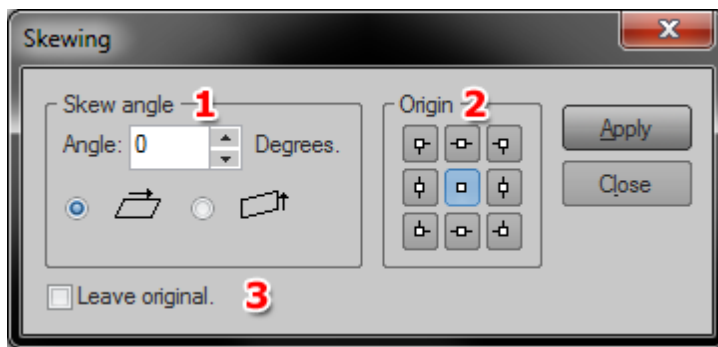
Select the object you want to skew.



When the object has been selected, click on the right mouse button once. A PopUp menu will appear.



Select the option "Transform" from the PopUp menu. A submenu will appear. Select the option "Skew".



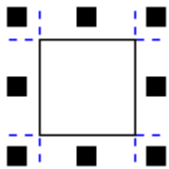
Angle (1)

This contains an input field for the number of degrees you wish to perform the skewing. There are also two radio buttons in this field. These radio buttons let you specify the direction of rotation of the object.

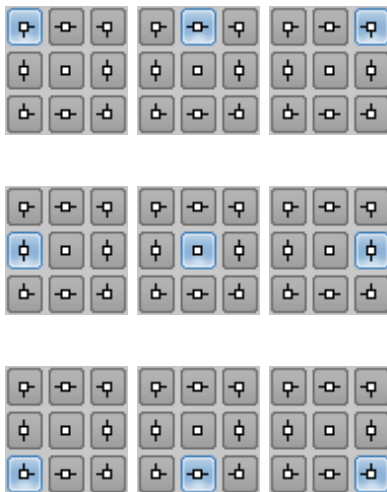
Origin (2)

The buttons in this box indicate the origin or axis used as anchor point for skewing. The difference between the various anchor points is displayed in the following illustrations.

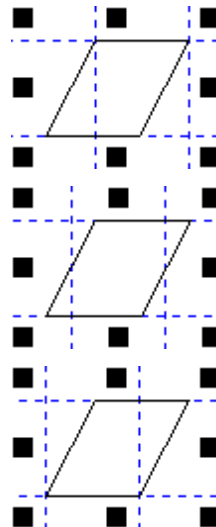
Initial Situation



Origin



Result



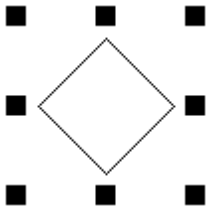
Leave original (3)

When this option is activated the object is skewed, leaving the original behind.

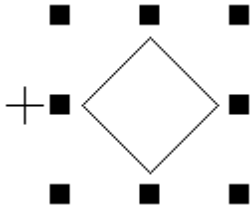
Mirroring objects

Using the mouse to mirror

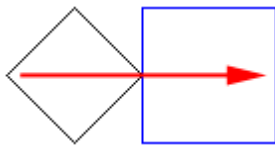
Select an object by clicking on it once. After selecting 8 selection handles will appear around the object.



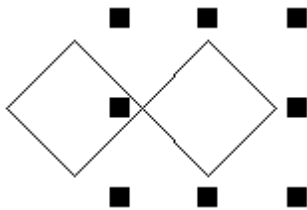
You can use any selection handle to mirror the object.



Press and hold the left mouse button and move the cursor to the right. In order to mirror the object and not distort it, you must press the "Control" key. The "Control" key is a limitation that ensures the movement is limited to steps of 100% of the size of the object.

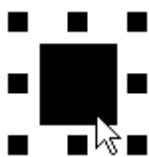


If you click on the right mouse button once while mirroring, you will automatically leave behind an original of the object.

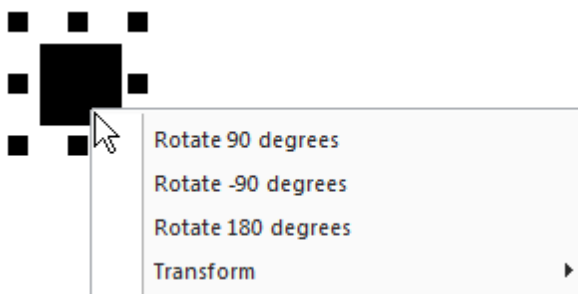


Mirroring with a dialog

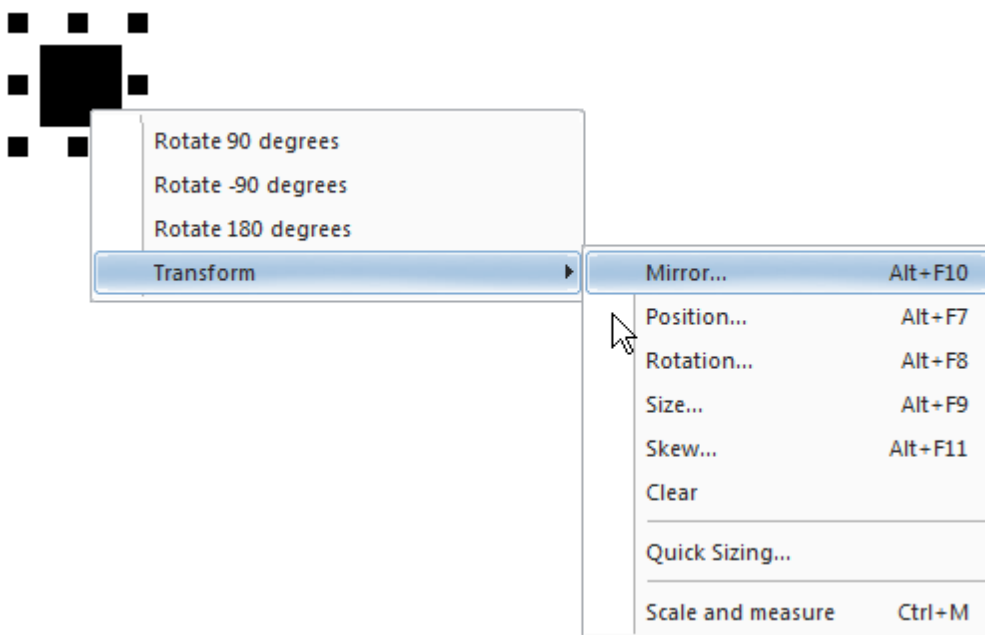
Keyboard shortcut "ALT+F10"



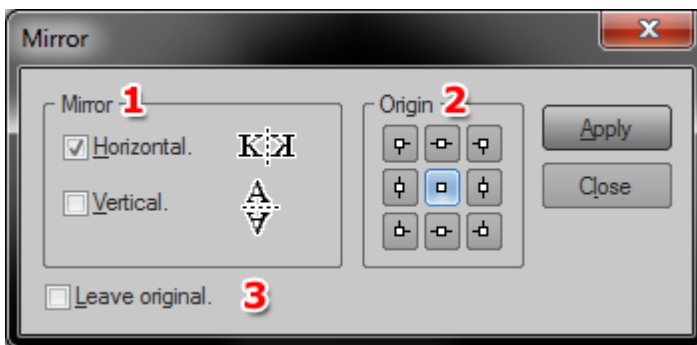
Select the object you want to mirror.



When the object has been selected, click on the right mouse button once. A PopUp menu will appear.



Select the option "Transform" from the PopUp menu. A submenu will appear. Select the option "Mirror".



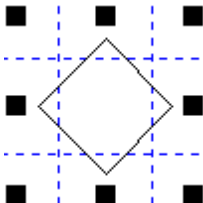
Mirror (1)

Here you will find two checkboxes. If you activate the top checkbox the object will be mirrored along its horizontal axis. If you select the bottom option, the object is mirrored along the vertical axis. It is also possible to use both options at the same time.

Origin (2)

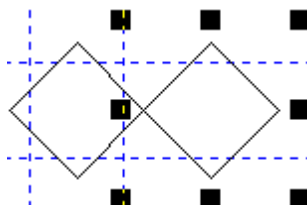
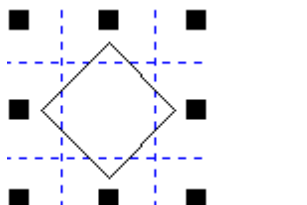
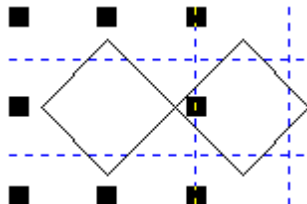
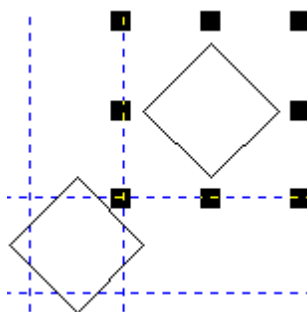
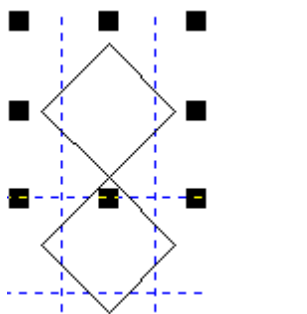
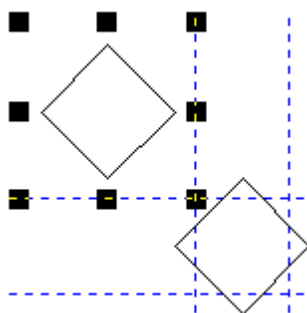
The buttons in this box indicate the object's origin or axis that is used as an anchor point for mirroring. In the following illustrations the difference is shown between the various anchor points. In the following examples we have activated both options "Horizontal" and "Vertical". Also we have activated the option "Leave original" (3). The object with the selection handles is the mirrored object.

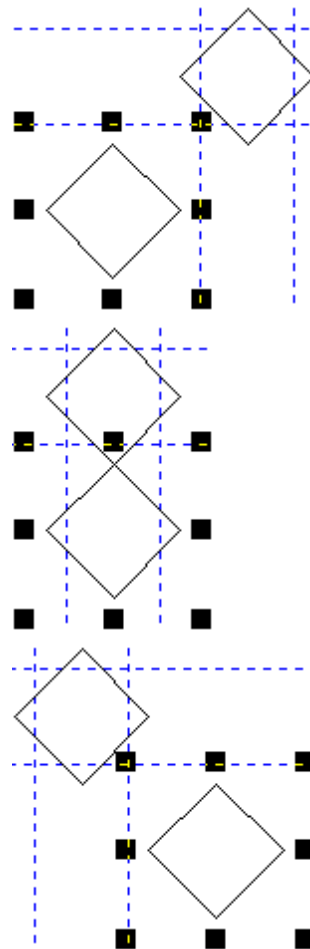
Initial situation



Origin

Result

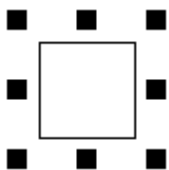




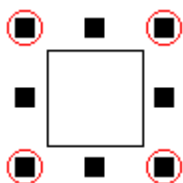
Sizing and distorting objects

Sizing and distorting with the mouse

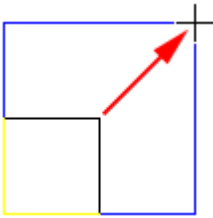
Select an object by clicking on it once.



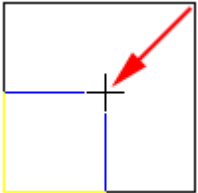
The selection of handles that have been circled are the ones to be sized.



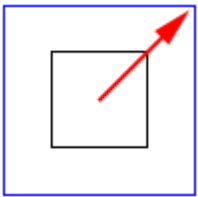
You can enlarge the object by moving away from the object with the cursor.



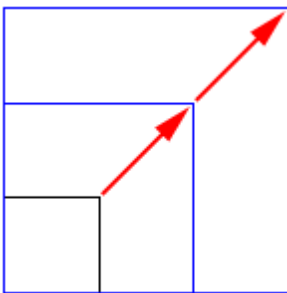
You can reduce the object by moving towards the object with the cursor.



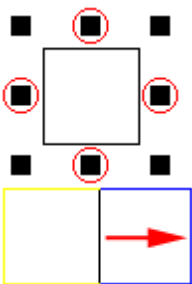
If you hold the "Shift" key while you are enlarging or reducing, the object will be scaled from the center.



If you press and hold the "Control" key while enlarging, the object will be scaled by its size doubling with every step.



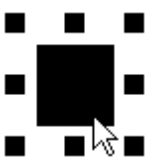
The selection of handles that has been circled in the following illustration is going to be distorted.



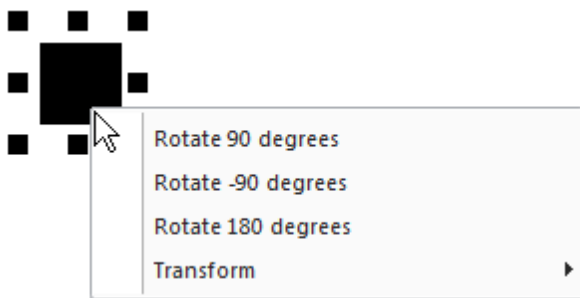
As with scaling, if you want to distort the object from the center use the "Shift" key and if you want to distort the object in steps of one hundred per cent use the "Control" key.

Scaling and distorting with numerical values

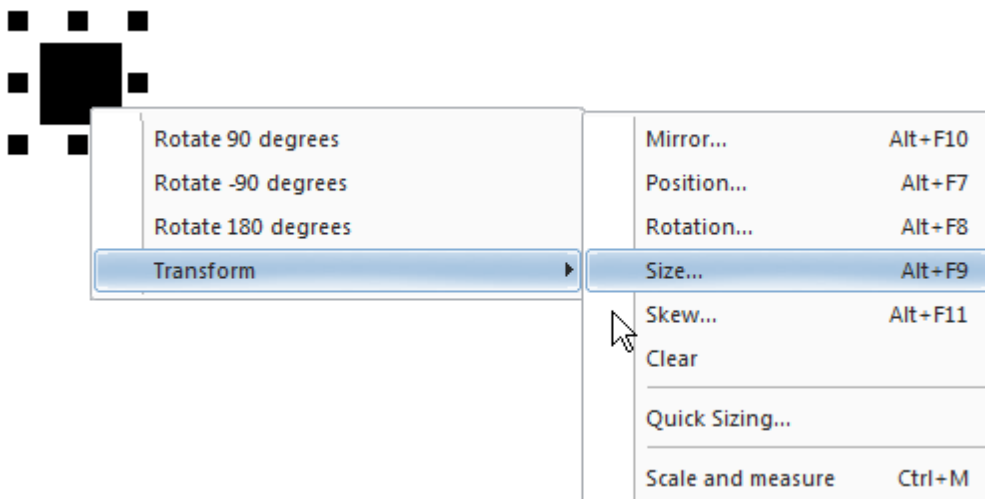
Keyboard shortcut "ALT+F9"



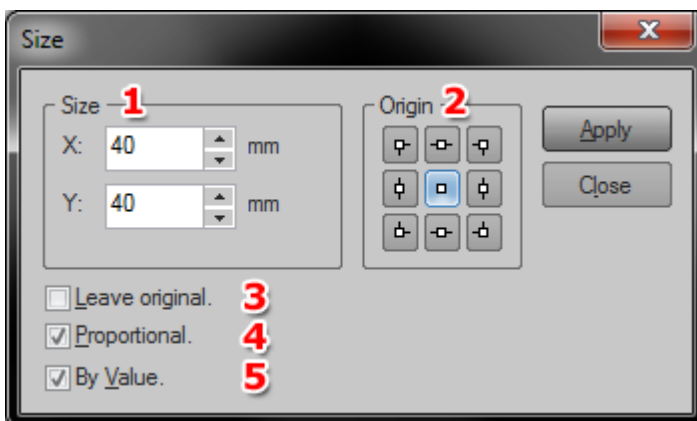
Select the object you want to scale or distort numerically.



When the object has been selected, click on the right mouse button once. A PopUp menu will appear.



Select the option "Transform" from the PopUp menu. A submenu will appear. Select the option "Size".



Size (1)

In this box you will find the horizontal (X) and vertical (Y) values of the format of the selected object.

Origin (2)

The buttons in this box indicate the object's origin.

Leave original (3)

When this option is activated the object is scaled or distorted, leaving the original behind.

Proportional (4)

When this option is activated the object can only be scaled. All values entered for "X" e.g. will influence the value in "Y" and vice versa.

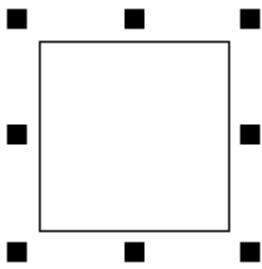
By value (5)

When this option is activated, the true sizes of the objects are displayed in the fields "X" and "Y".

Examples of scaling

The object surrounded by the selection handles represents the end result.

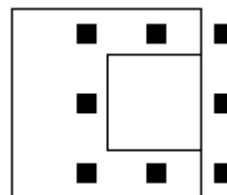
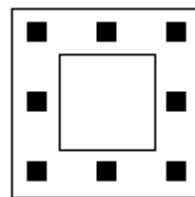
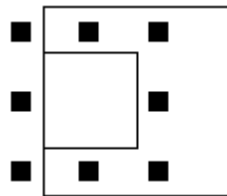
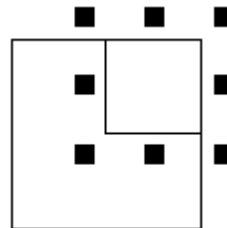
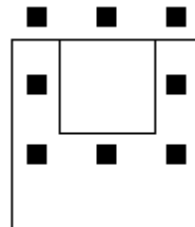
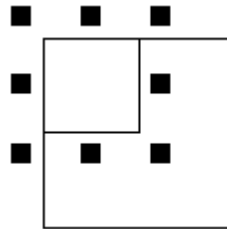
Initial situation

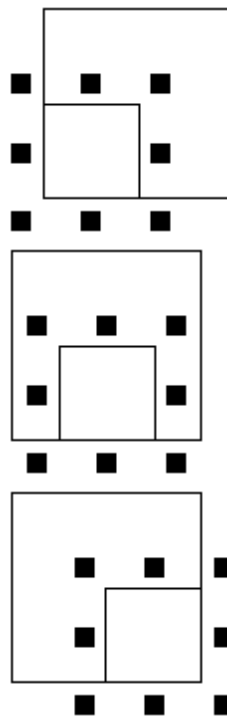


Origin



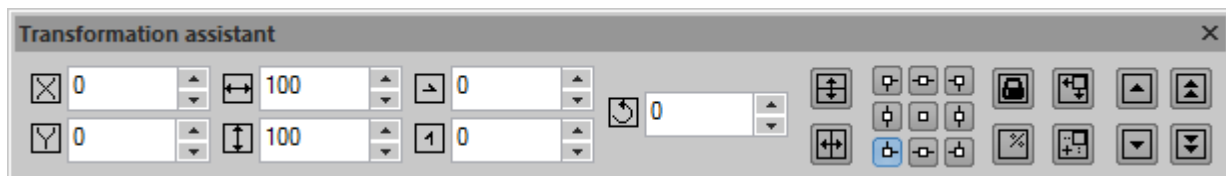
Result





Transformation assistant

The transformation assistant is your assistant in applying the transformations the program has to offer. You can perform transformations like positioning, rotation etc. via this floating dialog. For example, you would enter a number for the horizontal positioning and apply this by pressing "Enter". You can show or hide this dialog via the menu "View", "Transformation assistant":

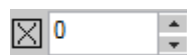


You can change the appearance and shape of this dialog by dragging the edges.

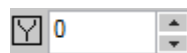
The parts of the transformation assistant

Position

Horizontal

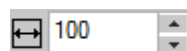


Vertical

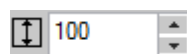


Size

Horizontal



Vertical



Skew

Horizontal



Vertical

Rotate

Both directions

By entering a negative or positive value, you can rotate in both directions.

Mirror

Horizontal



Vertical



Anchor point



Changing the anchor point has influence on:

Position

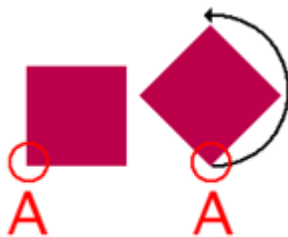
Size

Skew

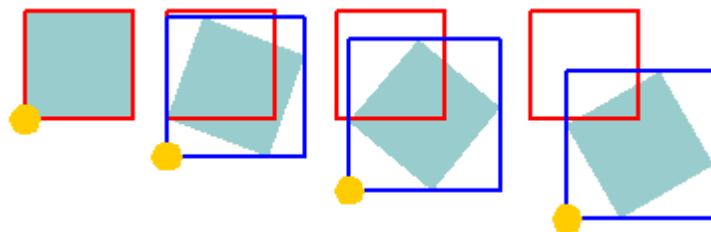
Rotate

Mirror

If you set the anchor point to bottom left, the transformation will use this point as the anchor point:



In the example above the anchor point is set to bottom left. The rotation is done around the boundaries of the object. You have to remember that, after a rotation, the boundaries of an object change and so the rotation may do things you wouldn't expect, when a second rotation is applied:



In the example above, the red box is the original position of the object. The blue box represents the boundaries of the object and the yellow dot the rotation point. You can see that, after every rotation, the boundary of the object changes and with that the position of the rotation point does too. See the chapter "Rotating object" on how a rotation point works.

Proportional

With this option the following fields become proportionally connected:

Horizontal and vertical position

Horizontal and vertical size

Percentage

With this option the fields for "Size" use percentages of the original instead of the actual values.

Relative

With this option, positioning is done relative to the current position.

Leave original



With each transformation (except "Order"), a duplicate is left behind.

Order

Move forward



Bring to front



Move backward



Put to back



Duplicating objects

You can copy objects using the command "Duplicate" or you can use the commands "Cut", "Copy" and "Paste". EasySIGN's internal clipboard is used for this.

Placing a copy of the object on the internal clipboard:



Shortcut key "CTRL+C"

- 1 Select the object you want to copy.
- 2 Select the command "Copy" from the "Edit" menu (or use the button from the "Toolbar").

Cutting an object and placing it on the internal clipboard:



Shortcut key "CTRL+X"

- 1 Select the object you want to cut.
- 2 Select the command "Cut" from the "Edit" menu (or use the button from the "Toolbar"). The object will disappear and is placed on the internal clipboard.

Moving an object from the internal clipboard to the worksheet:



Shortcut key "CTRL+V"

Select the command "Paste" from the "Edit" menu (or use the button from the "Toolbar").

Duplicating

Shortcut key "CTRL+D"

The command "Duplicate" from the "Edit" menu is used to make a copy of the selected objects.

Duplicating on top

Shortcut key "Numeric+"

This command from the "Edit" menu places a copy of the object directly on top of the original.

Deleting objects

Shortcut key "DEL"

If you want to delete an object from your worksheet, select the command "Delete" from the "Edit" menu or use the shortcut key "DEL".

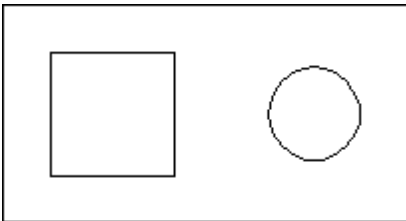
Aligning objects

Using the various commands from the menu bar "Align objects" enables you to align all objects, make them the same size or center them on the page.

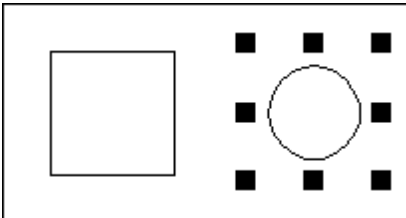
Important

For all options in this menu bar (with the exception of centering on the page) the last selected object determines where the other object will be aligned. In other words the last selected object does not change place.

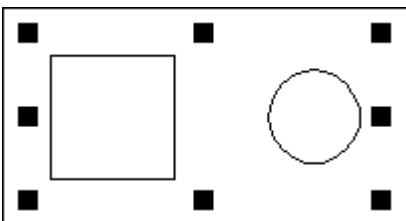
Place two objects on the worksheet



Select the first object from the series you would like to align.



Select the last object from the series you would like to align.



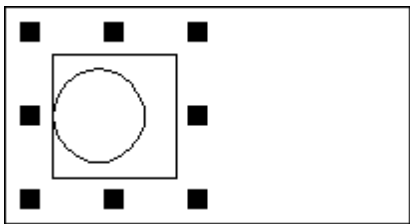
Click on the button "Align left" from the menu bar "Align objects".



Click on the button "Apply" from the menu bar "Align objects".



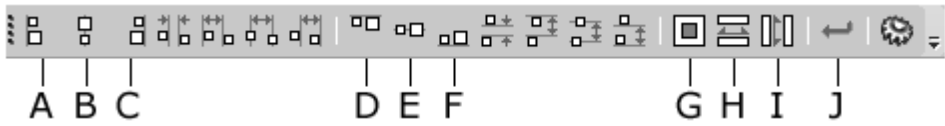
You will see that the object selected first has been aligned to the left of the object selected last.



Alignment commands

In the next section you will find a description of the separate alignment commands including a number of possible combinations of these commands.

Location on the menu bar

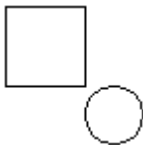


Separate commands

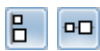
A		Align left
B		Center vertically
C		Align right
D		Align top
E		Center horizontally
F		Align bottom
G		Align all selected objects to the middle of the page.
H		Make all selected objects the same width.
I		Make all selected objects the same height.
J		Apply selected command(s).

Combinations of commands

Initial situation



Combination



Result





You can use all previous combinations together with the commands:



Make all selected objects the same width.



Make all selected objects the same height.

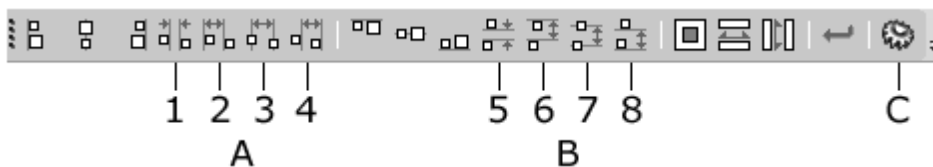
You can use both commands either separately with the alignment commands or simultaneously. For example the following combination,

Distribute (space evenly)

The distribute options make it possible to place objects so that the distances between the objects are equal. You can let the software calculate the distance between the objects or you can specify the distance yourself.

Automatically calculating the distance

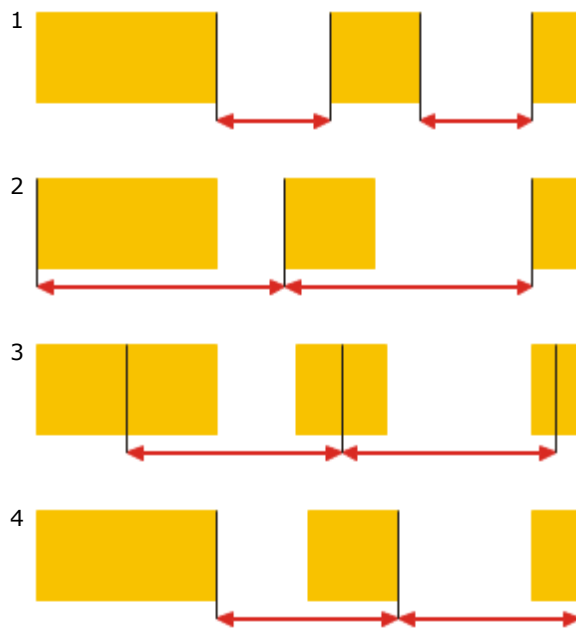
You will find these options in the "Aligning objects" toolbar. These options, together with the possibility to specify the distance, can also be reached via the menu "Arrange, Space evenly".



A Distribute horizontally

Select the objects you want to distribute followed by an option on the alignment toolbar. After pressing the "Enter"-button on the alignment toolbar, the objects will be distributed horizontally. The two outermost objects stay fixed and will be used as anchor. This means placement of the other objects is relative to them.

Option Result



B Distribute vertically

This option works the same as "Distribute horizontally", except that now everything is distributed vertically.

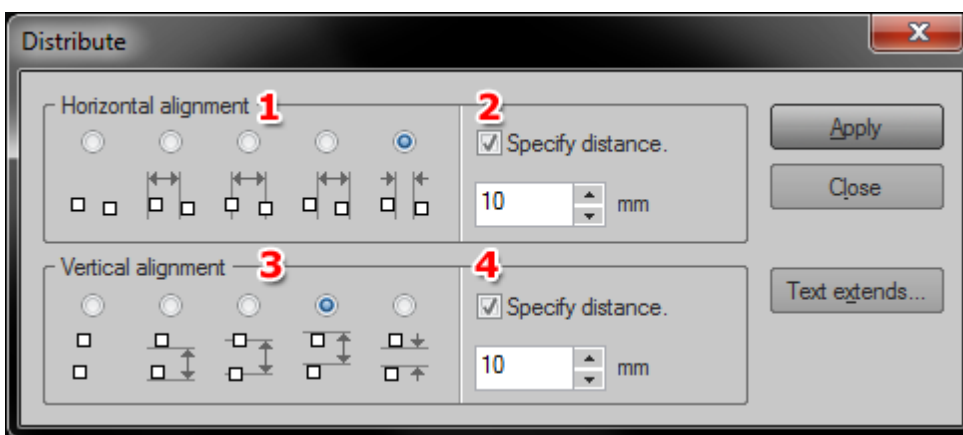
You can use the horizontal and vertical distribution simultaneously. However, it is recommended to deal with horizontal and vertical distribution separately. You can also combine the distribute options with the alignment options. If you combine the distribute options with the alignment options, the last selected object stays fixed and acts as anchor.

C Text alignment options

On the alignment toolbar, hit the "C" button to open the "Text alignment extends settings" dialog. See the chapter "Text alignment options" for a detailed description.

Specify distance

This option is available via the "Arrange, Space evenly, Distribute" menu .



1 Horizontal alignment

Options from left to right:

Do nothing.

Distance between left side and left side.

Distance between center and center.

Distance between right side and right side.

Distance between right side and left side of next object.

2 Specify distance

If you wish to do so, you can specify a user -defined horizontal distance between the objects.

3 Distribute vertically

Options from left to right:

Do nothing.

Distance between bottom side and bottom side.

Distance between center and center.

Distance between top side and top side.

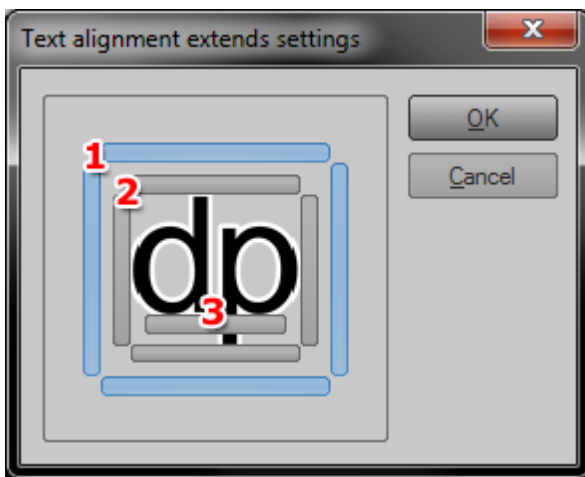
Distance between top side and bottom side of next object.

4 Specify distance

If you wish to do so, you can specify a self-determined vertical distance between the objects.

Text align options

Due to the complexity of text objects and the different opinions regarding the correct method to align text objects, there are several alignment options for text. Select "View, Settings" and next the tab sheet "Text" and the button "Text extends...".

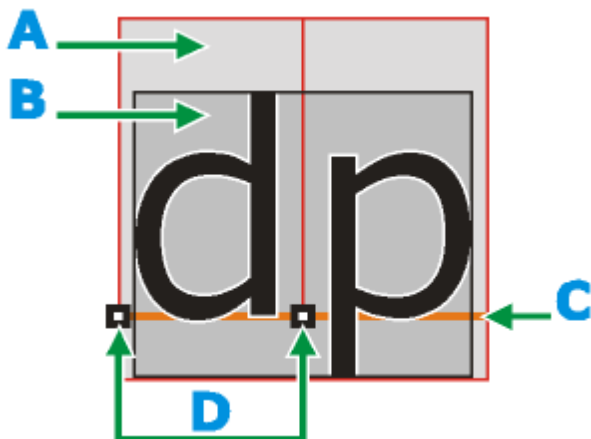


1 Aligning text with whitespace

2 Aligning text without whitespace

3 Aligning text on baseline

You can select any combination of options. The settings you make in this dialog, apply to the whole software package.



A Light grey area

This is the "whitespace" of a text.

B Dark grey area

This is the vector shape or curve of a text (option: without whitespace).

C Nodes (tiny squares)

Origin points of the distinct characters.

D Orange line

Base line, walks through the origin points of the distinct characters.

Below you see several examples with different settings.



If you intend to align text typographically (and visually) correct, activate the option combination below .

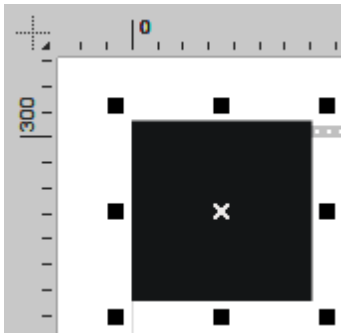


If you were satisfied with the single text alignment option in versions older than version 5, activate the option combination below.



Rulers

The horizontal and vertical rulers in EasySIGN are located in the top left-hand corner of the worksheet. The rulers are displayed in the chosen unit of measure.



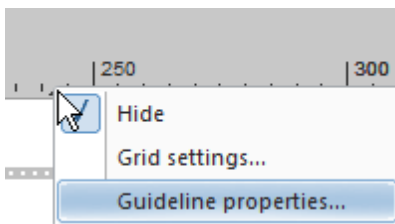
Grid

The grid is a screen of dots that is placed on the page. When the option "Grid magnetic" is activated, the grid ensures that all moves with the mouse are restricted to a multiple of the grid distance.

Guidelines

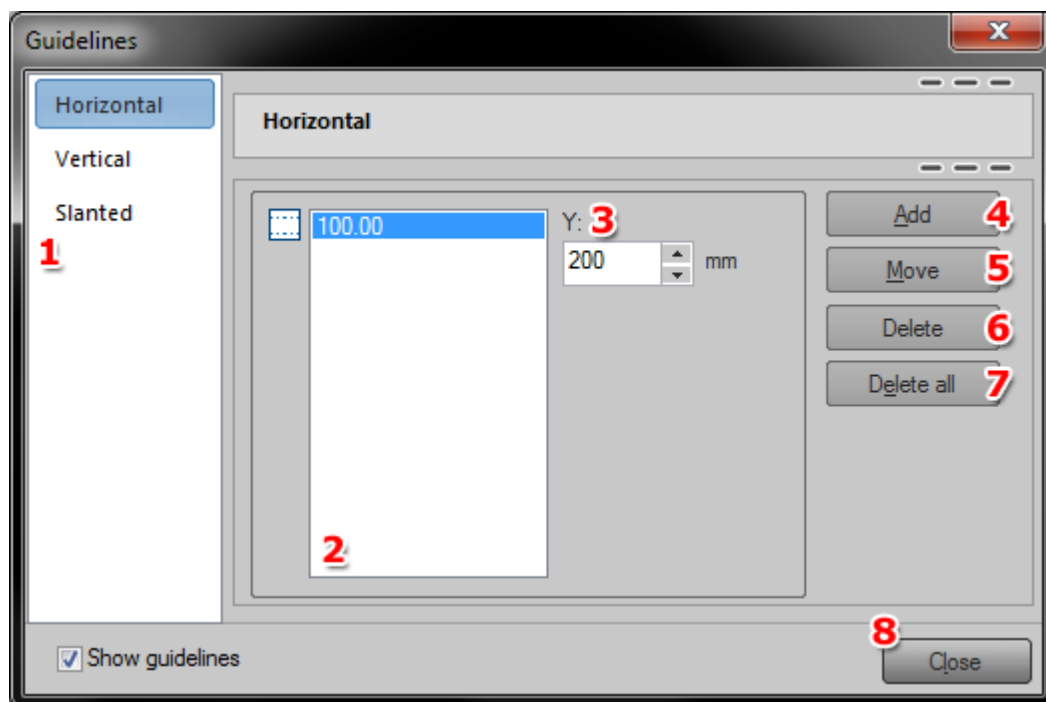
There are two ways to add guidelines to a worksheet that does not have guidelines.

Move the mouse cursor onto the ruler and click on the right mouse button.
A PopUp menu will appear.



In the PopUp menu of the guidelines you will find the following commands:
Hide
Grid settings
Guideline properties

If you click with the mouse on "Guideline properties ", a dialog will appear.



The dialog is subdivided into 3 "Tabs" (1). The first tab is for operations on the horizontal guidelines, the second is for the vertical ones and the third tab is for the slanted guidelines.

On the left side of the dialog you will find the location of the guidelines displayed numerically (2). If you have several guidelines located here, you can change the properties of each separate guideline by clicking on the numerical value of the guideline. The value of the selected guideline will appear in the text window next to it (3).

Deleting guidelines

Select the guideline in (2) and click on the button "Delete" (6).

Moving guidelines

Select the guideline in (2), enter a new value **(3)** and click on the button "Move"(5).

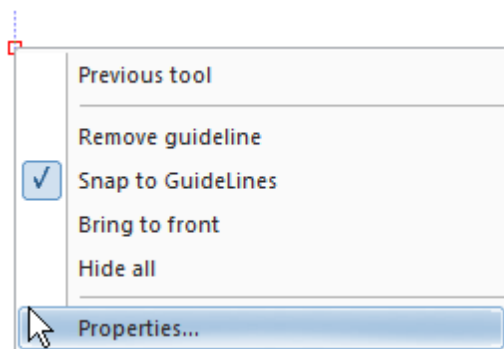
Adding guidelines

Fill in (3) a value and click on the "Add" (4) button.

Move the mouse cursor onto the ruler and drag the guideline onto the worksheet.

Editing guidelines

If you want to edit the guidelines in a worksheet, move your mouse onto the guideline you want to edit, click on it with your right mouse button and a PopUp menu will appear.



In this PopUp menu of the guidelines you will find the following commands:

- Delete
- Snap to guidelines
- Bring to front
- Hide all
- Properties

Delete

This option deletes the selected guideline. It is also possible to delete the guideline by dragging it back to the ruler.

Snap to guidelines

By enabling or disabling this option objects can be placed magnetically against the guidelines.

Bring to front

This option ensures that the guidelines are on top of or behind the objects on the worksheet.

Hide all

This option hides all guidelines on the worksheet without deleting them. The guidelines will become visible again by placing the mouse on the ruler and calling up the dialog "Guideline properties" with the right mouse button. In this dialog you must activate the option "Show guidelines".

Properties

This activates the dialog "Guidelines".

Slanted Guidelines

If you want a slanted guideline, you can achieve this in two ways:

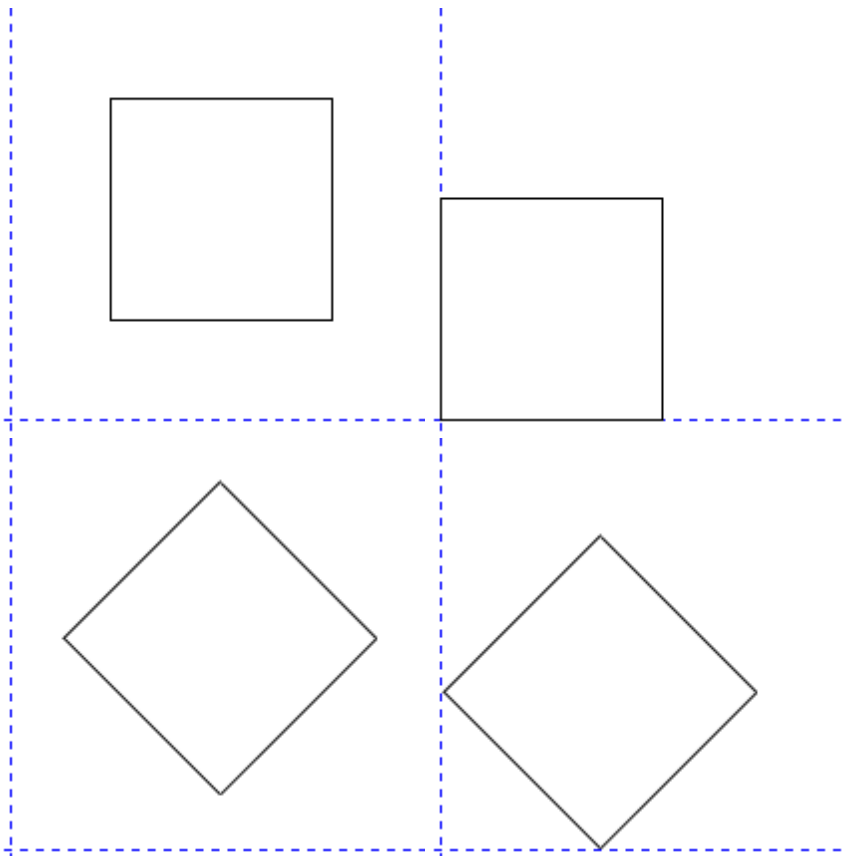
- 1 Open the dialog "Guidelines" and under the tab "Slanted guidelines" fill in the horizontal, vertical and angular values numerically.
- 2 Drag a guideline from a ruler and put it in the required place. Then select the guideline with your mouse and at the same time use the shift key. By moving the mouse you can determine the angle of the guideline manually.

Magnetic properties

The most important property of guidelines is that they can be magnetic. As this can have an undesirable effect when moving objects, you can enable or disable the magnetic properties. This can be done by calling up a PopUp menu using the right mouse button and enabling or disabling the option "Snap to guidelines".

Snapping magnetically

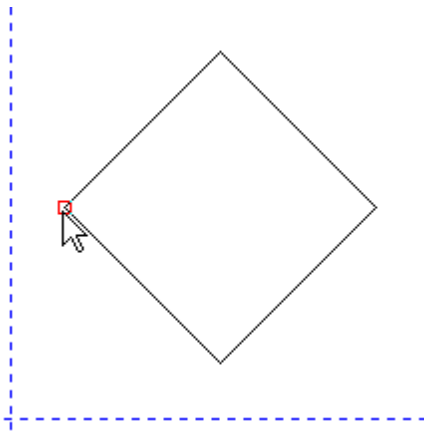
When you move a whole object this object will snap onto the selection of handles.



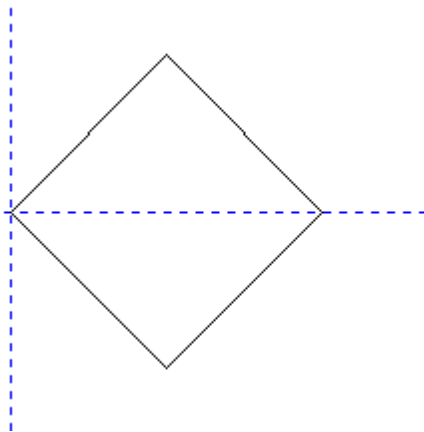
When you have an irregularly shaped object which you want to place against a guideline, you can also have an anchor point of the object snap onto the guidelines.

The procedure is as follows:

Move the mouse cursor over an object. When an anchor point has been found, a red square will appear.



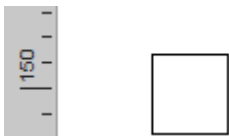
When the square appears click on it with your mouse; you can now let this point snap onto a guideline or onto an intersection of several guidelines.



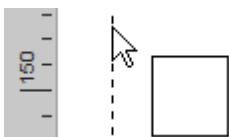
You can also let the guidelines themselves snap onto this intersection of objects.

Example

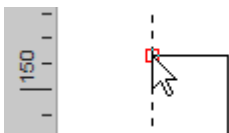
You have an object on the worksheet and you would like to align other objects to the left of it.



Drag a guideline from a ruler.



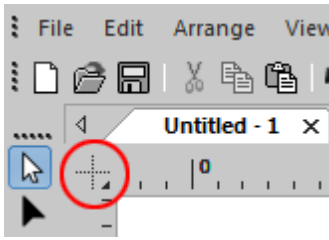
Move this guideline over the left part of the object until a red square appears, then let go of the guideline. The guideline will have moved to the exact left side of the object.



Tips

Placing double guidelines

You can drag two intersecting guidelines at the same time from the intersection of the rulers. This is very handy for quickly placing guidelines on a corner of an object.



Grouping and ungrouping objects ---

Grouping

Shortcut key "CTRL+G"

You can use the command "Group" from the "Arrange" menu to lock the location of objects in relation to each other.

Ungroup

Shortcut key "CTRL+U"

By using the command "Ungroup" from the "Arrange" menu you can separate the objects in a group again.

Multiple ungroup ---

If there are more than one group or groups which have nested groups in a selection, you can use the command "Arrange, Ungroup", or the shortcut "CTRL+U", until all of the groups are removed from the selection. This way you don't have to ungroup a selection and select a new group before you can use the command "Ungroup" again.

Combining and breaking apart objects ---

Combining

Shortcut key "CTRL+L"

By using the command "Combine" from the menu "Arrange" you can combine two (or more) objects of the same type. Combining is more drastic than grouping because it changes separate objects into one object.

Letters are often combined objects; in this way the letter "b" is a shape that consists of one outside contour and one inside contour. Because the contours are combined, only the letter is filled and the gap in the "b" is transparent.

When you combine vector objects of different colors and or line styles, the final combined object will receive the color of the last selected object.

Let us assume you would like to make a letter "b" from the following objects. In this case you need to achieve that the bar that is displayed remains visible through the gap in the letter "b".



When you put the object to the left on top of the outside outline of the letter "b" you will achieve the following result.



The letter "b" still consists of two objects that each have a different color and the bar is not visible through the object.



Even if you give the object on top the same color as the background, it might look more like a letter "b", but the letter "b" still consists of two objects that each have a different color.

After combining, the object will look as follows.



Break Apart

Shortcut key "CTRL+K"

Break apart means canceling a combination of objects.

Smart break

If multiple objects are combined to form one object, you can now break this object into its individual objects again using the command "Break apart".



As the illustration shows, if you break objects such as text, previously you would have had to combine each separate object again to retain the visual shape of a letter. The program can now do this automatically using the command "Arrange, Smart break".

Original



After the command "Arrange, Break"



After the command "Arrange, Smart Break"



Stacking sequence of objects

By using the commands from the menu "Arrange, Order" you can change the stacking sequence of objects. The stacking sequence of objects determines whether an object lies behind or in front of another object.

Move forward



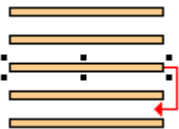
This command moves the selected object one place forward in the stacking sequence.

Bring to front



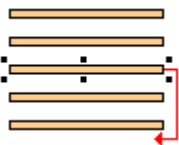
This command moves the object to the foreground of the stacking sequence.

Move backward



This command moves the object one place back in the stacking sequence.

Put to back



This command moves the object to the back of the stacking sequence.

Stacking order extended in version 4

Through "Arrange, Order, Invert selection" you can invert the stacking order of all selected objects.



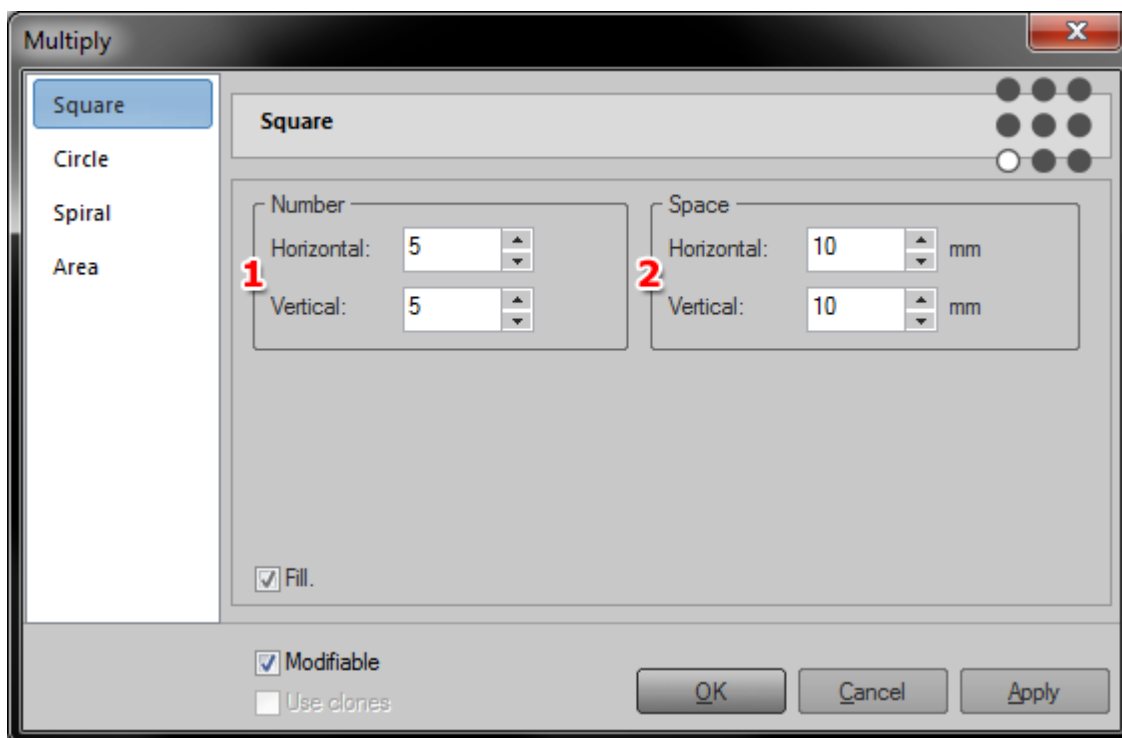
You can place an object directly in any position of a stacking order. Select the object you want to move in the stacking order and the select "Arrange, Order, Place in front or Place behind". The cursor will change, then you select the object where you want the selected object to be placed behind or in front of.



Multiplying objects

This command enables you to create several copies at once. You can adjust the number of copies to be made in horizontal and vertical direction. You can also indicate the spacing (space between the maximum outline of the copies to be generated).

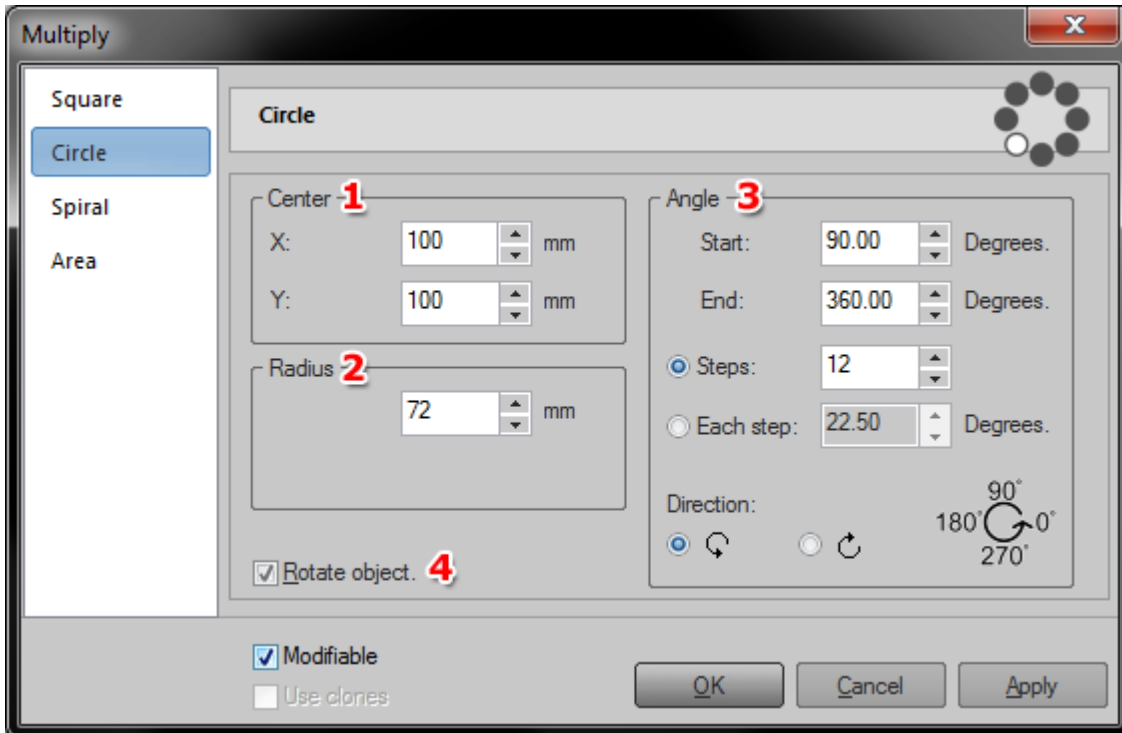
To do this select the command "Multiply" from the menu "Arrange".



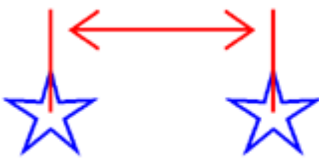
In the fields near (1) you can fill in how many copies you would like to have vertically and horizontally. In the fields near (2) you can set the amount of space between the copies.

Multiply circle

This command allows you to make multiple copies that are placed in a circular shape. Select one or more objects and then select the menu "Arrange, Multiply". In the dialog, you select the "Circle" tab.



In this dialog, the current center of the selected object is shown under "Center" (1). These fields represent the location of the selected object in the worksheet. Under "Radius" (2), you can enter the radius of the circular shape. When the dialog is opened, a number based on the size of the selected object is placed in this field. The radius is calculated from the center of the selected object to the center of the objects in the resulting circular shape after the multiplication.



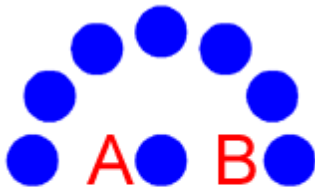
You will find the following settings under "Angles".

Start:

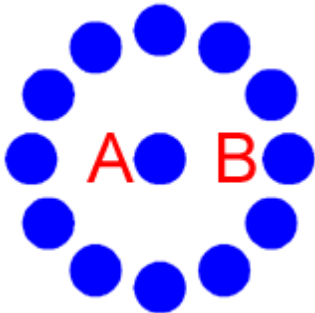
Enter the start point of the circular shape here. For these settings you can refer to the illustration in the bottom right corner of the dialog.

End:

Enter the end point of the circular shape here. If you enter 0 degrees in the "Start" field, 180 degrees in the "End" field and 6 in the "Steps" field, you can create a circular shape consisting of 7 objects with a 30 degree rotation between each object.



By entering 0 degrees in the "Start" field, 330 degrees in the "End" field and 11 in the "Steps" field, you can create a circular shape consisting of 12 objects with a 30 degree rotation between each object.



In both of the above images, "A" is the original object and "B" is the copy of that object. The rest of the objects are the result of the number you've entered in the "Steps" field. The original object is never included in the resulting circular shape.

Steps:

Enter the number of steps to be used in the resulting circular shape here.

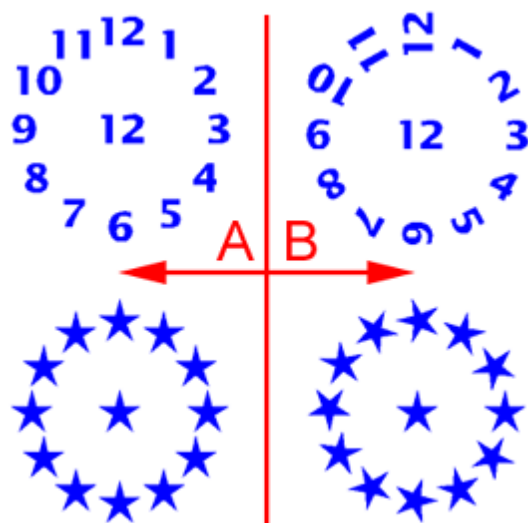
Each step:

The fields "End" and "Steps" are disabled when this field is activated. The number you previously entered for "End" will be recalculated every time the "Each Step" field is adjusted.

Direction:

You can set the direction of the rotation here.

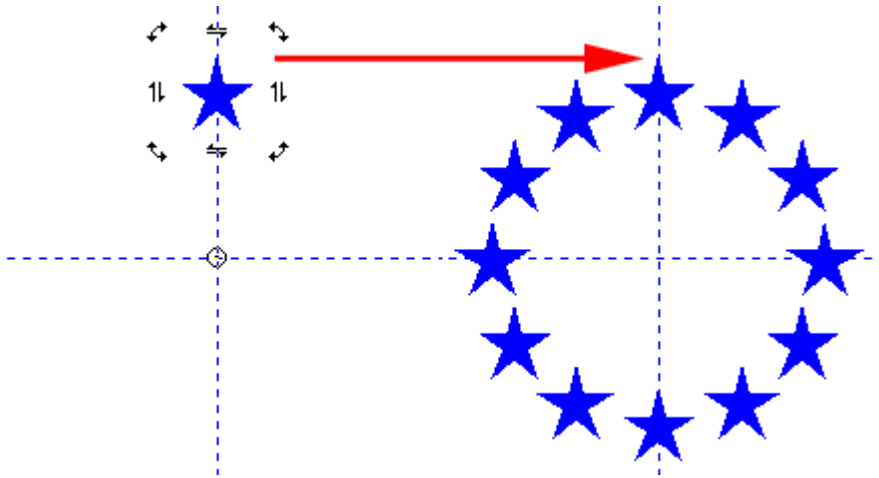
The option "Rotate object" (4) allows you specify whether the object axle should remain the same during rotation or whether the object axle is rotated.



With "A", the "Rotate object" option was activated and with "B", it was not.

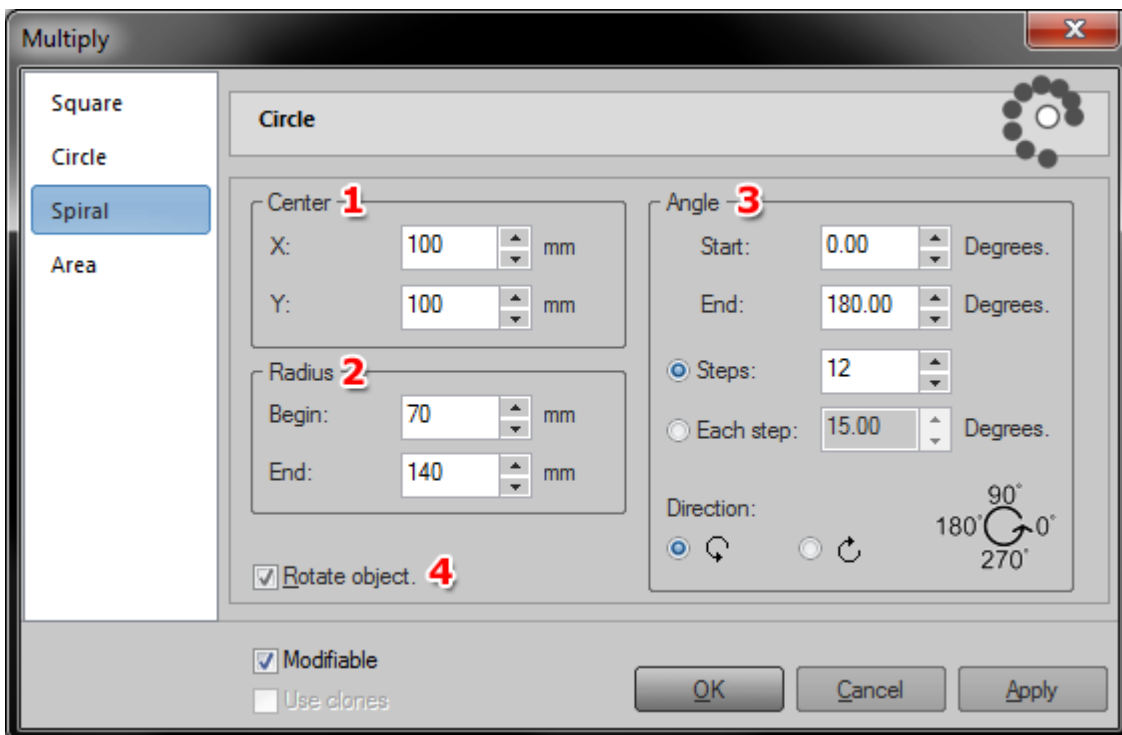
Lock rotation point

To lock the rotation point so that the original object is not the center but a part of the circular shape, you must select the object again so that you can access rotation mode. Then you can drag the rotation center to the desired location. You will now be able to access the dialog. In the dialog you will find the options "Center" and "Radius" disabled because you have already set these in the worksheet. If you work this way, the original object will always be a part of the circular shape instead of the center.

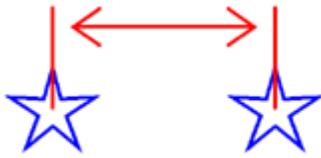


Multiply spiral

This command allows you to make multiple copies that are placed in a spiral shape. Select one or more objects and then select the menu "Arrange, Multiply". In the dialog, you select the "Spiral" tab.



In this dialog, the current center of the selected object is shown under "Center" (1). These fields represent the location of the selected object in the worksheet. Under "Radius" (2), you can enter the begin and end radius of the spiral shape. When the dialog is opened, a number based on the size of the selected object is placed in these fields. The radius is calculated from the center of the selected object to the center of the objects in the resulting spiral shape after the multiplication.



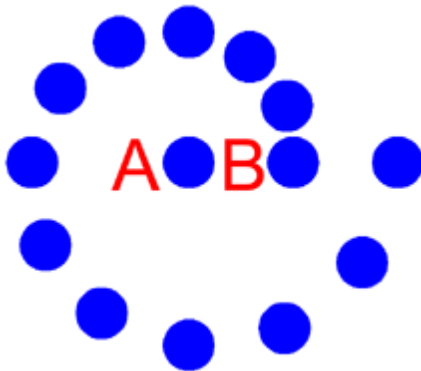
You will find the following settings under "Angles".

Start:

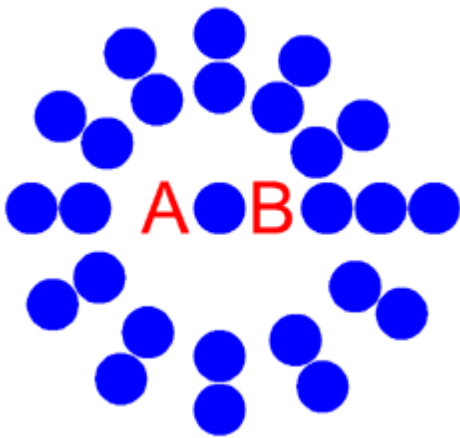
Enter the start point of the spiral shape here.

End:

Enter the end point of the spiral shape here. If you enter 0 degrees in the "Start" field, 360 degrees in the "End" field and 12 in the "Steps" field, you can create a spiral shape with one winding of 13 objects and with a 30 degree rotation between each object.



By entering 0 degrees in the "Start" field, 720 degrees in the "End" field and 24 in the "Steps" field, you can create a spiral shape of 25 objects with a 30 degree rotation between each object.



In both of the above images, "A" is the original object and "B" is the copy of that object.. The rest of the objects are the result of the number you've entered in the "Steps" field. The original object is never included in the resulting spiral shape.

Steps:

Enter the number of steps used in the resulting spiral shape here.

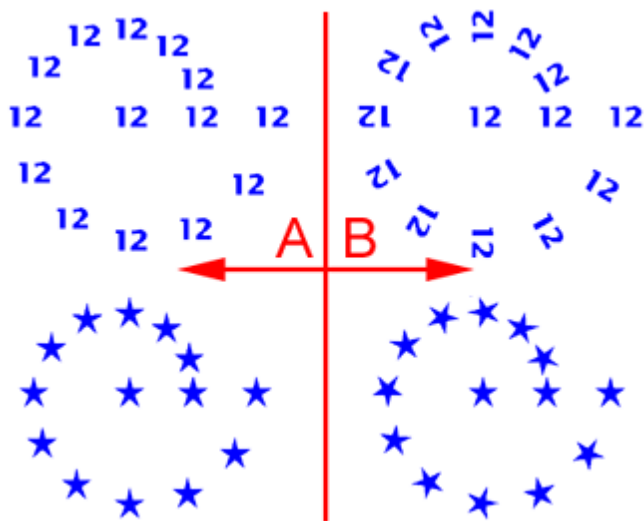
Each step:

The fields "End" and "Steps" are disabled when this field is activated. The number you previously entered for "Steps" and "End" will be recalculated every time the "Each Step" field is adjusted.

Direction:

You can set the direction of the rotation here.

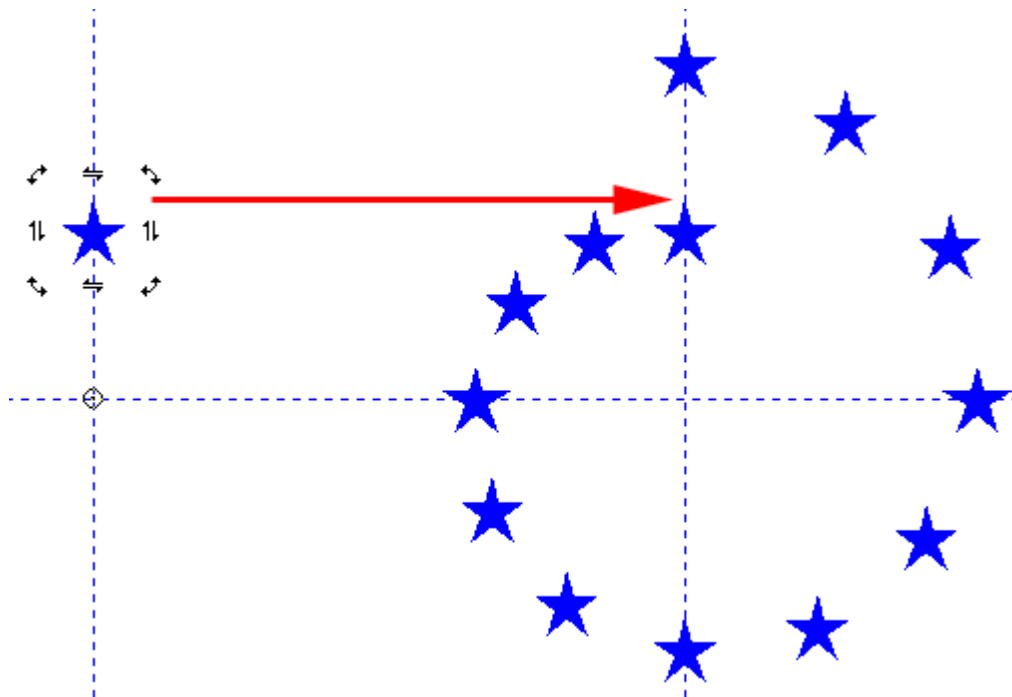
The option "Rotate object" (4) allows you specify whether the object axle should remain the same during rotation or whether the object axle is rotated.



With "A", the "Rotate object" option was activated and with "B", it was not.

Lock rotation point

To lock the rotation point so that the original object is not the center but a part of the spiral shape, you must select the object again so that you can access rotation mode. Then you can drag the rotation center to the desired location. You will now be able to access the dialog. In the dialog you will find the options "Center" and "Radius" disabled because you have already set these in the worksheet. If you work this way, the original object will always be a part of the spiral shape instead of the center.

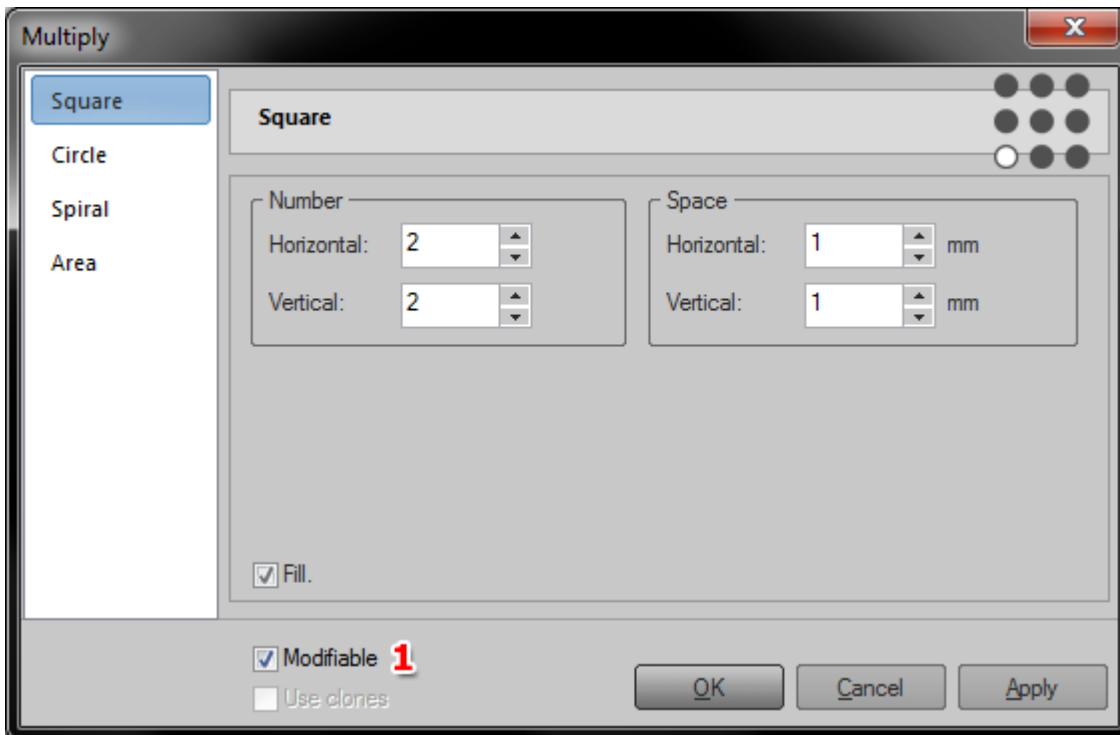


Enhanced multiplying

As of version 5, multiplying has been enhanced so that the copies are still editable, also known as "Step and repeat". In EasySIGN this means that the copies remain editable, and not only during the application of this option. When a worksheet is saved and later reopened, the drag tool still enables you to change the number of copies. By checking the options of the object, other parameters like the gap between copies can be changed.

Workflow

Select the object or objects you want to multiply. Select the menu "Arrange" "Multiply"



Adjust the parameters as desired, and set the option "Modifiable" to on. Then click "OK".



You are now in the drag tool mode, the drag tool can be used to move the handle to create more or fewer copies.



If you want to edit the gap or other parameters through the dialog, choose the "properties" option from the right-mouse button menu.

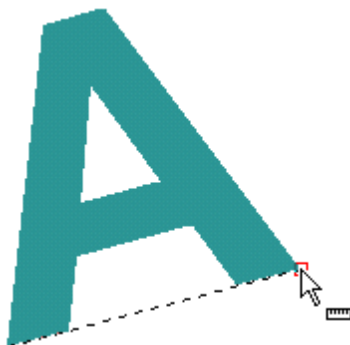
Scale and measure tool

With this tool you can measure and correct the distances and angles on objects.

If one or more objects need to be modified then first select these object(s). Next choose the command "Scale and measure" from the menu "Arrange" "Transformations".

Rotating by using the scale and measure tool

When an object has been scanned and vectored, it usually appears on screen slightly slanted. By using the scale and measure tool, the object can easily be put horizontal in one move. First select the object and then choose the scale and measure tool. Find two points in the object which must be put horizontally. Press and hold the mouse button to draw a dotted line between these two points.



After letting go of the mouse the following dialog will appear:



By filling in "0" in "Angle" (2) the object is immediately placed horizontally.

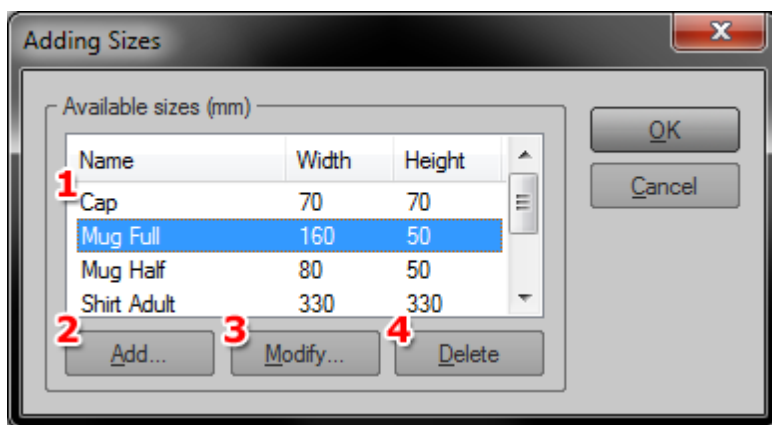


By using this dialog you can also modify the scaling factor of objects (1). This is very handy when you need to modify the length of a hypotenuse. If you have selected several objects it is often impossible to measure these correctly because the most outside objects are not always exactly on one line. This is why EasySIGN has "invisible handles". This means that there is something just inside the drawn handle points onto which a mouse automatically snaps. These points indicate the exact maximum width and height of objects.

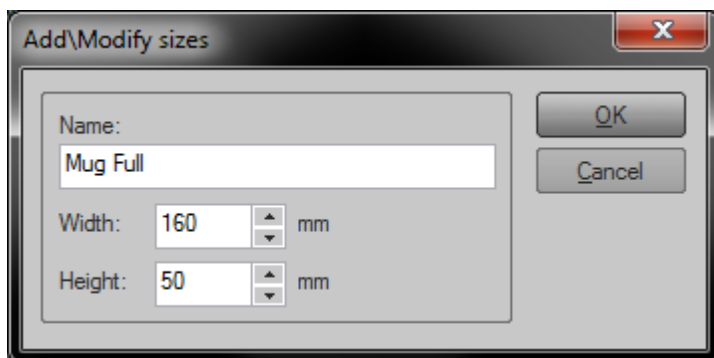


Quick sizing

You can save and apply frequently used sizes in EasySIGN for reuse. Select the command "Arrange, Transformations, Quick size".



- 1 The list with available sizes.
- 2 Add a new size.

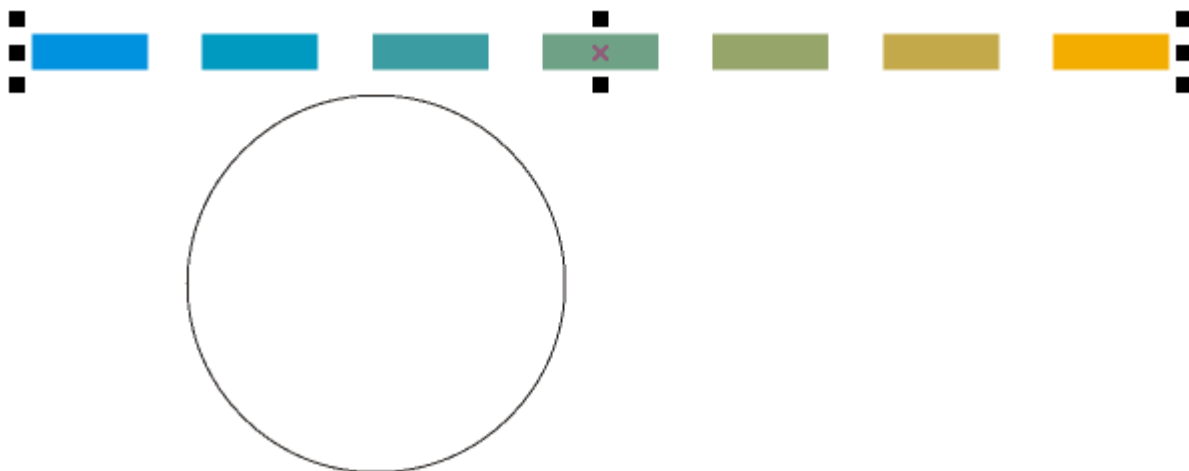


- 3 Change a selected size.
- 4 Delete a selected size.

To apply a size just select it from the list and press 'OK'.

Place objects on a path

It is possible to place any object (including groups, effects and bitmaps) on an open or a closed vector path. To do so, first select the objects which you want to place on a path.



Next, select the menu "Arrange, Objects on path" and then click the path.

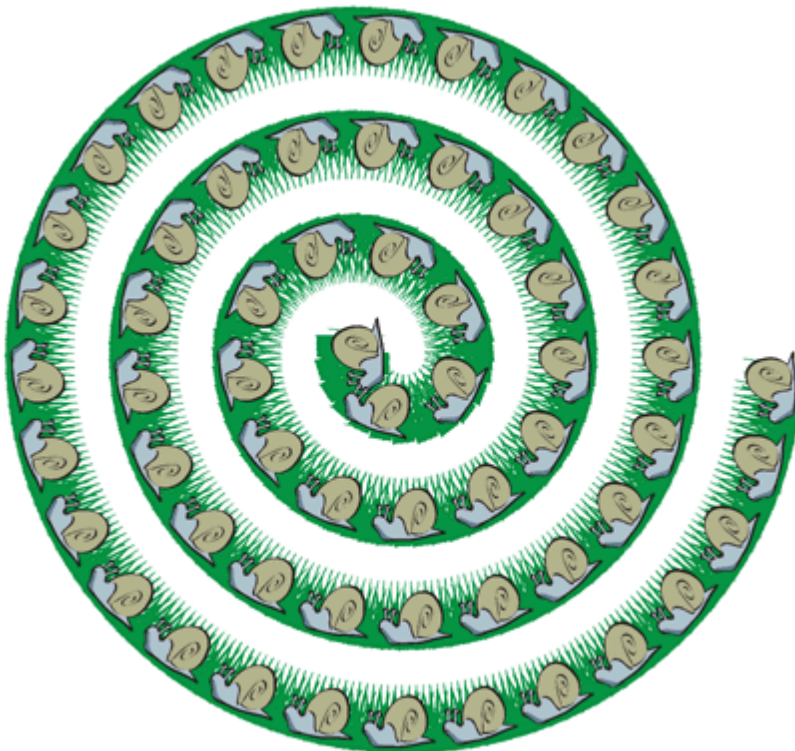


Once the objects are on a path, you can choose the option "Rotate objects with path" from the context menu.



With the combination CTRL+CLICK, you can select objects which are placed on a path and modify them. The path itself can be adapted by selecting it in the object manager and then modifying it.

Example



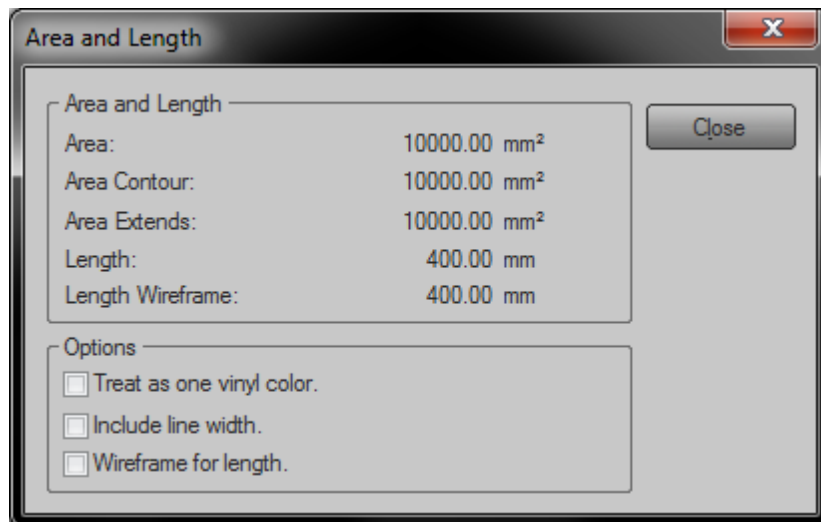
Common functionality

Area and Length

Usage:

Select one or more objects on the worksheet.

Select menu : View > Area and Length.

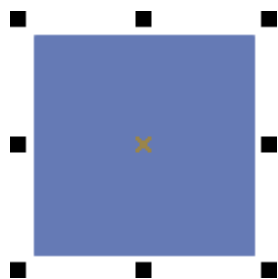


The following results are available in this dialog:

Area

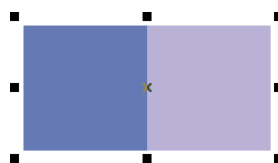
Represents the area of the selected object. When more than one object is selected the silhouette of the objects represents the area that will be calculated.

Consider the following example.



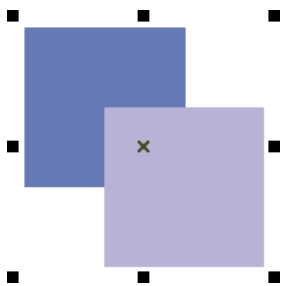
One object, width 100mm, height 100mm.
Result:

Area and Length	
Area:	10000.00 mm ²
Area Contour:	10000.00 mm ²
Area Extends:	10000.00 mm ²
Length:	400.00 mm
Length Wireframe:	400.00 mm



Two objects like the one above.
Result:

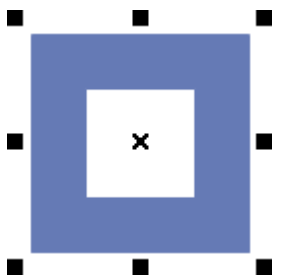
Area and Length	
Area:	20000.00 mm ²
Area Contour:	20000.00 mm ²
Area Extends:	20000.00 mm ²
Length:	800.00 mm
Length Wireframe:	800.00 mm



The same objects as above but now overlapping.
Result:

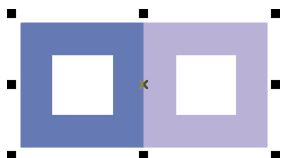
Area and Length	
Area:	17500.00 mm ²
Area Contour:	17500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	700.00 mm
Length Wireframe:	800.00 mm

Area contour
Represents the area of the selected object ignoring any "holes". When more than one object is selected the outline of the objects represents the area that will be calculated.
Consider the following example.



One object, width 100mm, height 100mm with a hole in it (width 50mm, height 50mm).
Result:

Area and Length	
Area:	7500.00 mm ²
Area Contour:	10000.00 mm ²
Area Extends:	10000.00 mm ²
Length:	600.00 mm
Length Wireframe:	600.00 mm



Two objects like the one above.
Result:

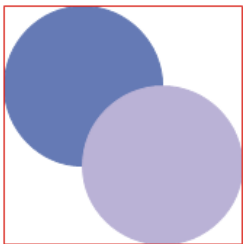
Area and Length	
Area:	15000.00 mm ²
Area Contour:	20000.00 mm ²
Area Extends:	20000.00 mm ²
Length:	1200.00 mm
Length Wireframe:	1200.00 mm



The same objects as above but now overlapping.
Result:

Area and Length	
Area:	13750.00 mm ²
Area Contour:	17500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	1100.00 mm
Length Wireframe:	1200.00 mm

Area extends
Represents the area of the extends of the selected object(s). The extends of an object or objects is the smallest rectangle that can enclose the object(s).
Consider the following example.

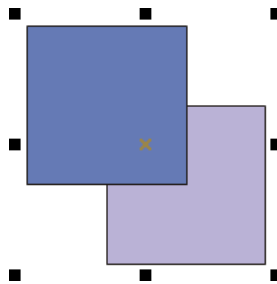


Two objects, the red rectangle around these objects represent the selection extend.

Length

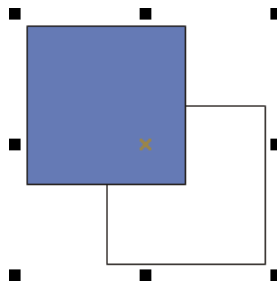
This is the length of all lines that are visible when viewing your worksheet in color mode. Layers, fills and no fills and stacking order are considered when calculating the length. Using this method will make sure that non visible lines will not be calculated.

Consider the following example.



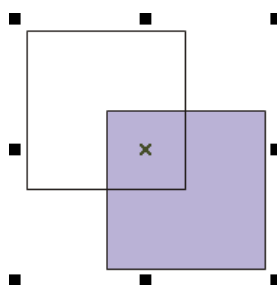
- Two overlapping objects, both have a fill.
Result:

Area and Length	
Area:	17500.00 mm ²
Area Contour:	17500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	700.00 mm
Length Wireframe:	800.00 mm



- Same as above but the bottom object has no fill, the result will be the same as the result above.

Area and Length	
Area:	17500.00 mm ²
Area Contour:	17500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	700.00 mm
Length Wireframe:	800.00 mm



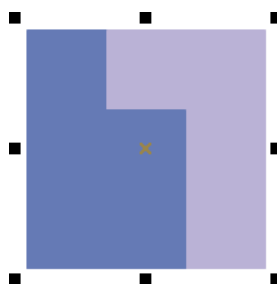
- Same as above but now the overlapping (top) object has no fill.
Result:

Area and Length	
Area:	17500.00 mm ²
Area Contour:	17500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	800.00 mm
Length Wireframe:	800.00 mm

Length wireframe

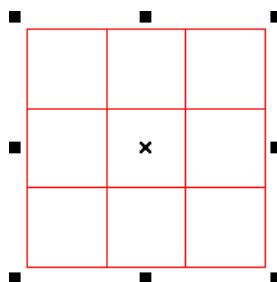
As the name already implies this is the length of the selected object(s) as you would view them in wireframe mode. So all the visible lines in wireframe will be calculated.

Consider the following example.



- Four overlapping objects which all have a fill. Below that the same objects but shown in wireframe.
Result:

Area and Length	
Area:	22500.00 mm ²
Area Contour:	22500.00 mm ²
Area Extends:	22500.00 mm ²
Length:	900.00 mm
Length Wireframe:	1600.00 mm



Options

Treat as one vinyl color	This option is for clarity and will not trigger a recalculation. It just hides the "Area" and "Area contour" values leaving only the "Area Extends".
Include line width.	This option will recalculate the area but now including the line width.
Wireframe for length	This option is for clarity and will not trigger a recalculation. It just hides the "Length" leaving only the "Length Wireframe".

Change to last selected tool

Before version 4 of EasySIGN the "Tab" key was used to change to the last selected tool. This is changed in the "Esc" key because of the use of the "Tab" key in text blocks. Also you will find as first item in the context menu of objects the option "Previous tool" which does the same as the "Esc" key. It isn't necessary anymore to first select the selection tool before you can apply a special effect to a just created object. You can for example create a rectangle and then without having to switch tools apply an effect.

Context menu (right mouse button menu)

The use of the context menu has changed since version 4 of EasySIGN. It isn't necessary anymore to first select the selection tool before you can access the context menu.

Paste centered

If you paste an object that you have copied in EasySIGN it will always will be pasted on the same coordinates as where it was copied from. This is an important feature, however in some cases this isn't practical, for example when you are zoomed in on a different area from where the object was copied.

The option "Edit, Paste centered" (also in the context menu) will paste the object centered to the current visible view.

Copy Special

With this function you can copy the whole worksheet or a selection of it to the clipboard. You can then paste this copy into an e-mail template, a work description, invoice etc. Select the menu "Edit, Copy special, As bitmap to the clipboard". This command opens a dialog where you can specify the color space, size and resolution of the bitmap.

Vector paths in bitmaps

PSD files (the native format of Photoshop™) and other files can contain vector paths. When EasySIGN imports this kind of bitmaps, included vector paths are grouped with the bitmap. On the "LIBRARIES" DVD there is a folder named "\BITMAP\Masked\Fonts\Chrome005\", in which each bitmap has an included vector path. You can use this included path as a cutting shape.

Alpha channels in bitmaps

Among other file types, PSD, PNG and TIFF files may contain alpha channel information besides normal bitmap information.

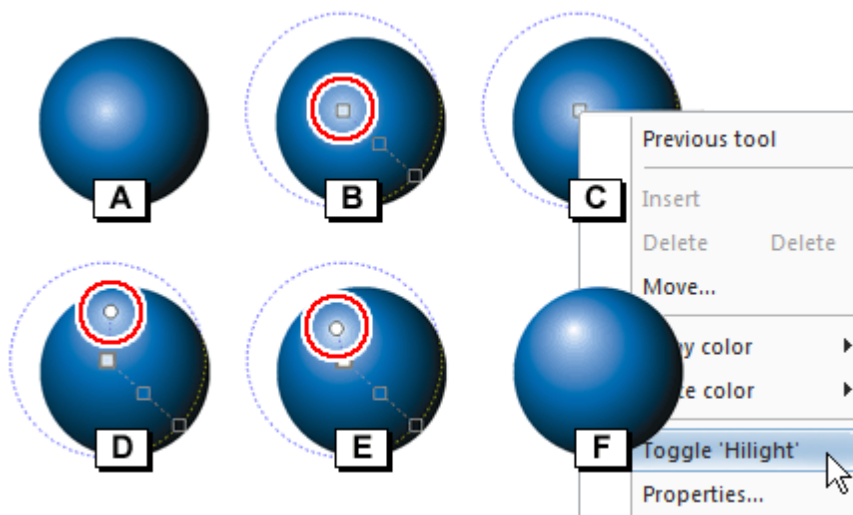
This so-called alpha channel is a grayscale mask which enables EasySIGN to process this kind of bitmap in a transparent or masked way. At this moment EasySIGN is only capable of importing TIFF as CMYK together with an alpha channel. PSD and PNG files have to be RGB files. However, after importing these, you can convert them to CMYK. See the item on transparency for more information and for how to apply it.

Previews in Windows Explorer

Of each file format, supported by EasySIGN, a preview is shown in Windows Explorer. This means that not only worksheets are shown, but Clipart and Template files as well.

Hilight (Bright Spot) in radial fountainfills

Radial fountainfills in EasySIGN support a so called "Hilight".



- A** Select an object and apply a radial fountainfill to it.
- B** Select the tool to adjust fountainfills and move the cursor above the last node.
- C** Press the right mouse button and from the context menu select the option "Toggle Hilight".
- D** A node, indicating the position of the bright spot, appears.
- E** Move this bright spot as wanted.
- F** Compare the fountainfill with the one mentioned in "A" (the first step above).

Weld Bitmaps

As of version 5, also bitmaps can be welded, the workflow is identical to that of vector objects. To clarify this we will show you a small example.

Original objects, a bitmap and a text.



Select the bitmap first, then the text. Next, choose the menu option “Edit, Welding, Mask last selected”.



With the CTRL+CLICK option or by using the object manager the text and bitmap can still be edited.



You can also apply multiple welds.



If your license permits it, extra effects can still be applied to the welds as well as the bitmap.



Open paths

When you import vector files (like for example worksheets with the extension .AI) into EasySIGN it sometimes happens that not all shapes are closed where they should have been. This happens especially when using software that doesn't have up to date export filters. It can be very tedious work to correct this manually if you have to check the job shape by shape.

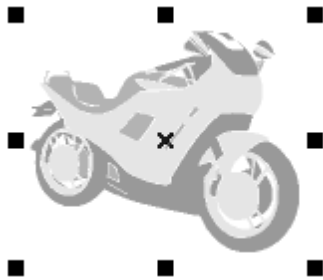
In EasySIGN a new procedure for this has been implemented that is very accurate and gives you maximum results.

Workflow

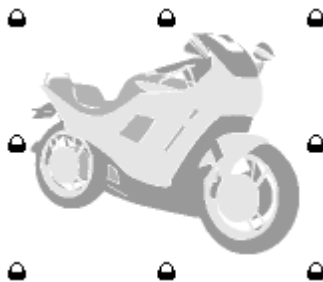
Select all objects that you want to check. Next, select the menu option "Edit", "Select open paths". If nothing gets selected then all objects in the worksheet are already closed. If a selection is left, you can choose the option "Arrange" "Close open paths", this will close all open paths in the active selection. This gives you full control over the end result, as opposed to doing this automatically during import.

Lock objects

Select the object or objects you want to lock.



Select "Arrange, lock selection" (or the same option from the context menu of the object). The selection handles of the object change to small locks and the object is locked. Every time you select this object this handles will show so you know this object is locked.



When an object is locked it can't accidentally be moved or edited. Especially if you want to trace a bitmap it is easier to temporary lock the bitmap than to work with locked layers.

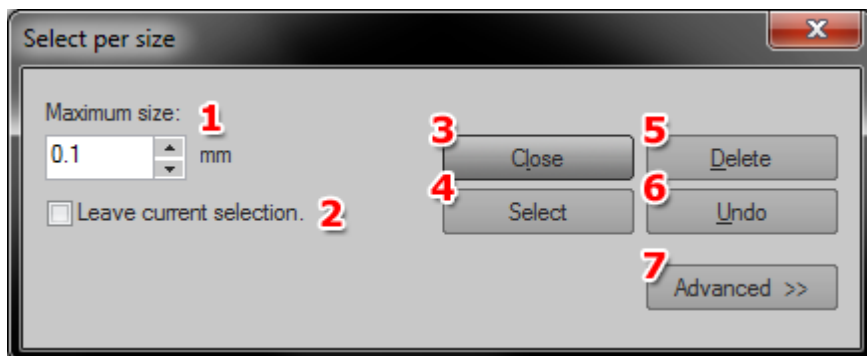
You can unlock an object by selecting "Arrange, Unlock selection" or the option with the same name from the context menu. You can also unlock all objects in a worksheet by selecting "Arrange, Unlock all objects".

Some properties of locked objects

- 1 If your worksheet contains locked objects the command "Edit, Select All" will only select objects that aren't locked.
- 2 Locked objects will print or plot. If you don't want objects to print or plot you have to work with layers.
- 3 Locked objects can't be selected with an area select. You can select multiple locked objects by using the "Shift" key.
- 4 Locked and unlocked objects can't be selected together.
- 5 No transformations or special effects can be applied on locked objects.
- 6 Since a locked object can be selected a command like "Insert crop marks around selection" can be executed.
- 7 All transformations and editing features are also blocked in the Object Manager, after all you didn't lock the object for nothing.

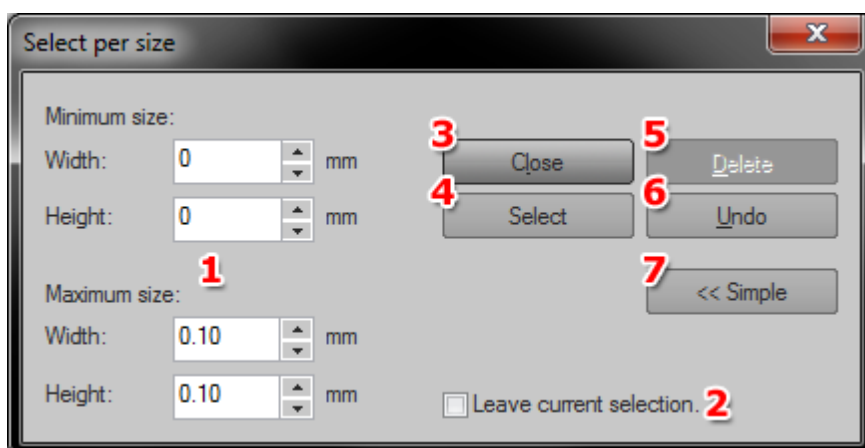
Select by size

You can quickly remove objects from your worksheet that meet some size criteria. Normally this is a time consuming job but necessary because after for example a vectorisation there can be many objects that are too small to plot. Instead of doing this manually you can select "Edit, Select by, Size ...".



The dialog has two modes, a simple (see image above) and an advanced (see image below).

- 1 Here you can set the maximum size of the objects to select.
- 2 If you check this option an already active selection will become selected together with the new one.
- 3 Closes the dialog.
- 4 Select this button if you want the result to be selected.
- 5 Select this button if you want the result to be deleted.
- 6 If you deleted a selection through this dialog that action can be undone here.
- 7 This opens the advanced mode.



- 1 Here you can set the minimum and maximum size of a width and a height.
- 7 This will return to the normal mode.

Select objects from top

This feature selects identical objects that are placed exactly on top of each other. These objects can not be detected by just viewing the worksheet. Situations like this occur when you have pasted the same object(s) multiple times on the same location or imported a file in which the fill and the line style of an object were exported as two separate shapes.

Select the command "Edit, Select objects from top".

Bitmaps

One bit bitmaps

One bit bitmaps (black and white) now can be colored using the color palette. These colors can also be printed.



A



B



C

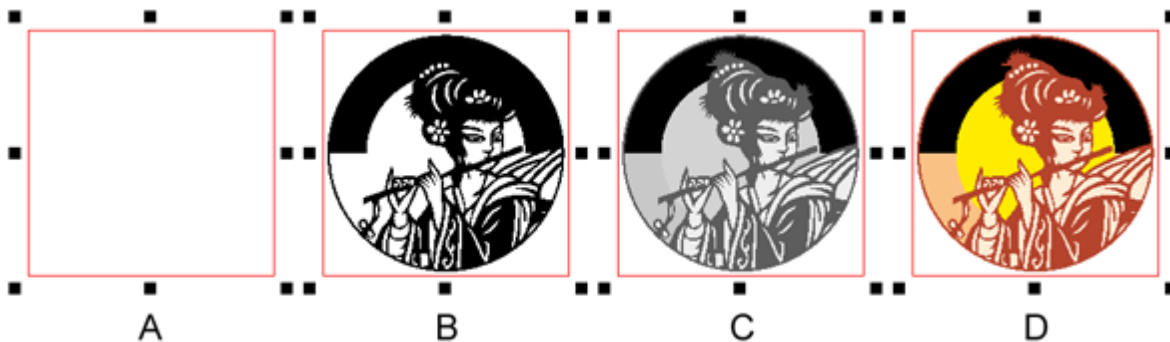
- A Original bitmap
- B In the color palette, click on the yellow color with the left mouse button (fill color) and on the red color with the right mouse button (line color).
- C In reverse order to description provided for A.

You can also use the color tool for fill and outline colors to assign a color to a one bit bitmap that is not present in the color palette.

Sometimes it is more economical to use a scanned one bit bitmap directly as part of a print instead of vectorizing it first. Also when vectorizing, it may be easier to place a duplicate under the vectorized bitmap with a contrasting color assigned to it as a reference for optimizing the vectorization.

Bitmap display

You now have four different display options for bitmaps in wire frame view.

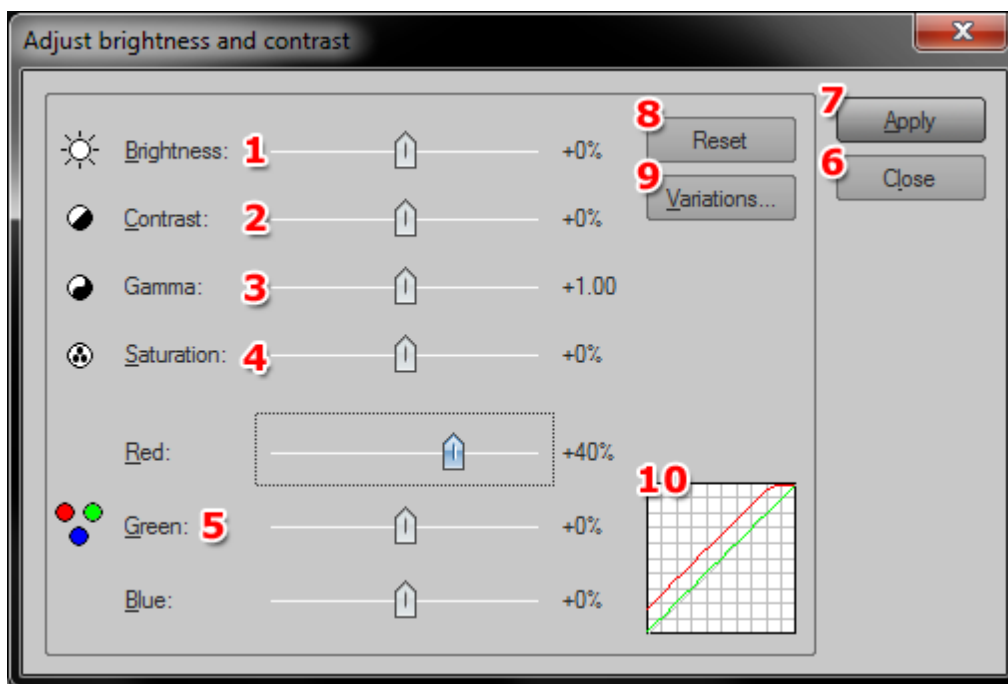


- A Border
- B Simple grayscale
- C Grayscale
- D Original

You can find these settings under the menu 'View, Quality'.

Brightness and Contrast

This method works as follows. Select a bitmap and click on the right mouse button. Select the option "Adjust Brightness and Contrast" from the popup.



1 **Brightness**

Use this to touch up the brightness of the bitmap.

2 **Contrast**

When a bitmap is too dull the difference between the dark and light colors can be touched up by increasing the value.

3 **Gamma**

This slider modifies the brightness of the colors in the middle of the palette.

4 **Saturation**

Saturation is the strength or purity of the color.

5 **RGB settings**

When a bitmap is too red, too green or too blue, you can use the slider to modify the values.

6 **Close**

This button closes the dialog.

7 **Apply**

This button applies the modifications in the dialog to the bitmap.

8 **Reset**

This resets all the values in the dialog back to the initial values.

9 **Variations**

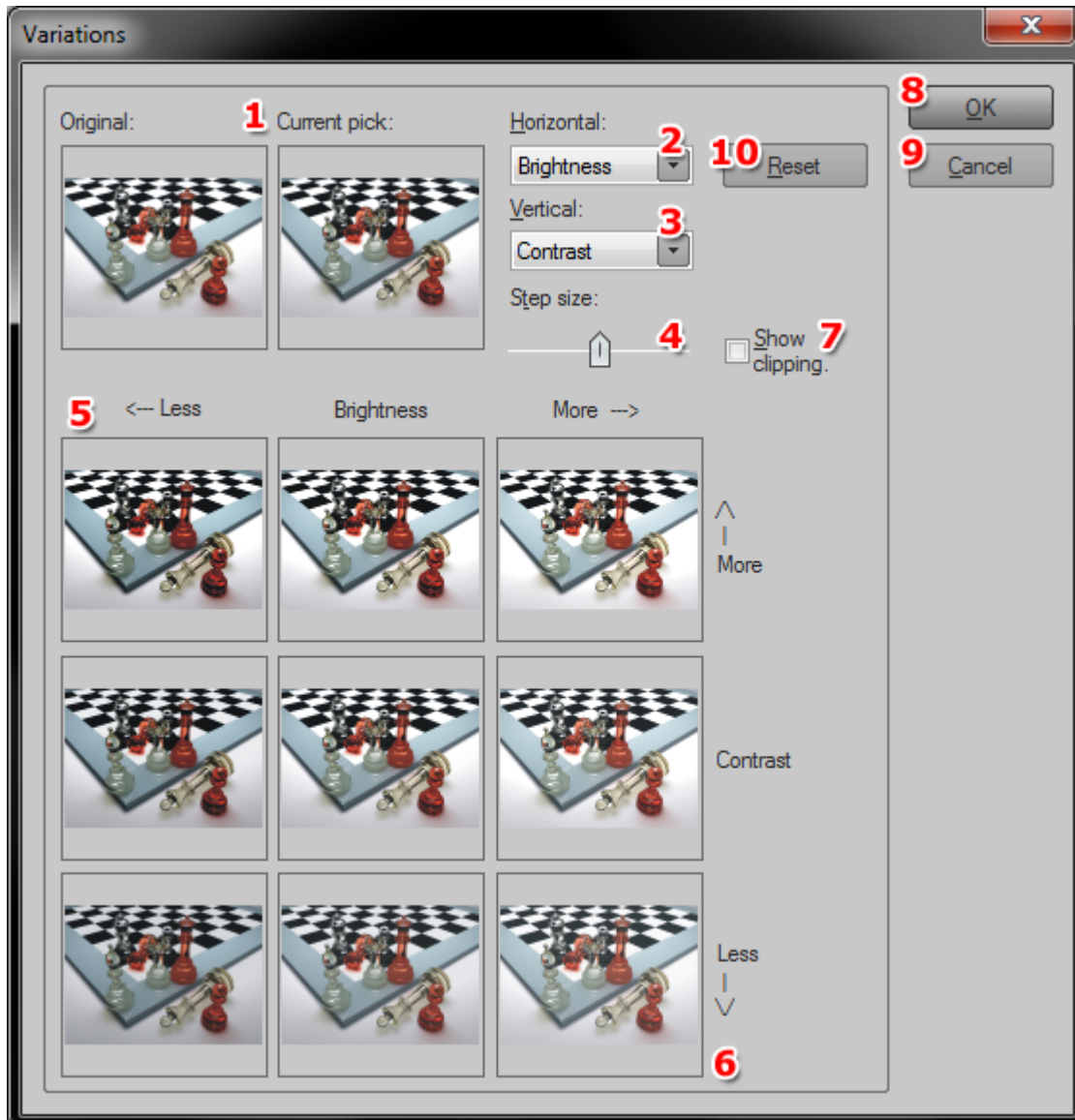
This button opens the variation dialog (see following description).

10 **Graph**

This graph displays an illustration of the modified color curve.

Variations

"Variations" enable you to visually modify the color balance, the contrast, the saturation etc. of a bitmap.



1 Original/Current pick

These two thumbnail illustrations at the top of the dialog window display the original and a preview of the modifications.

2 Horizontal

Here you can choose which filter possibility you would like to display and modify horizontally in the dialog.

3 Vertical

Here you can choose which filter possibility you would like to display and modify vertically in the dialog.

4 Step size

Here you can set up the size of the steps for your modifications. The larger the value the more visible each change is.

5 Horizontal display

Here the horizontal sliders are displayed.

6 Vertical display

Here the vertical sliders are displayed.

7 **Show clipping**

Enable this option if you want to see a preview of the areas in the illustration that could loose color after modification.

8 **OK**

This button transfers all modifications to the original bitmap and closes the dialog.

9 **Cancel**

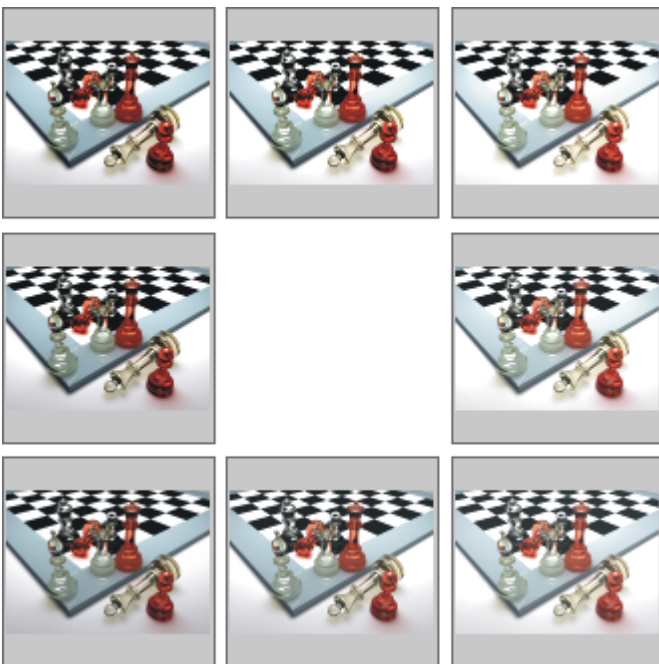
This button closes the dialog without carrying out any modifications.

10 **Reset**

This button resets all the settings that have been made.

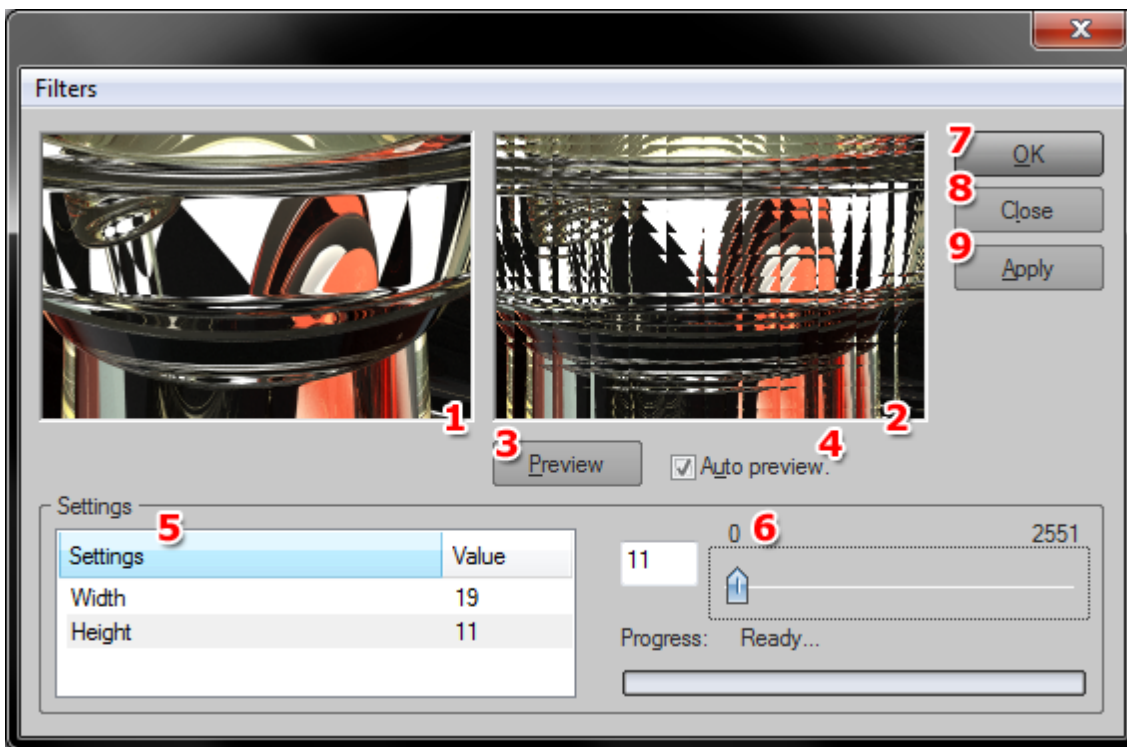
The procedure is as follows

Let us assume that in "Horizontal" you have chosen "Brightness" and in "Vertical" you have chosen "Contrast". In order to apply a modification all you need to do is keep clicking on one of the thumbnails below.



Special effects

It is possible to apply special effects to all imported or scanned bitmaps. Activate the right mouse button menu of a bitmap and select the option "Special effects"; a submenu will appear and you can choose any of the available special effects.

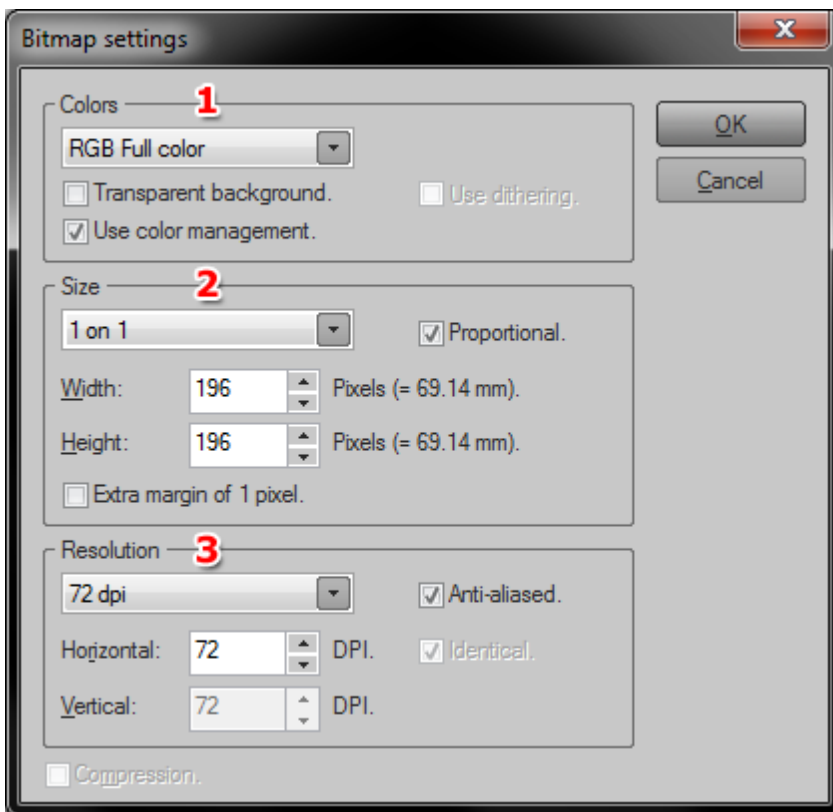


In the special effects dialog you will find the following possibilities.

- 1 The left window always shows the original. When the mouse moves over this window the mouse cursor changes into a "Hand"; you can then move the illustration in this window in order to view other parts of the bitmap.
- 2 The preview (example) window.
- 3 This button forces the example.
- 4 "Auto preview", when this option is enabled all modifications in the dialog will be displayed immediately.
- 5 Either by sliding or typing in a value in the box next to it, you can enlarge or minimize the effect on the original.
- 6 "Progress", here the progress of the application of the effect is displayed.
- 7 "Ok", this button applies all the settings that have been made to the bitmap and closes the dialog.
- 8 "Close", this button closes the dialog.
- 9 "Apply", this button applies all the settings that have been made to the bitmap and closes the dialog.

Convert objects to bitmap

A direct and easy to use command to convert any selected object(s) on the worksheet to a bitmap. Select the object(s) and the menu "Edit, Convert to, Bitmap".



- 1 Here you can set the color space like RGB, One-bit, Black and White etc.
- 2 Here you can set the size.
- 3 Here you can set the resolution.

After applying, all the selected object on the worksheet will be converted to one single bitmap.

Bitmap mode

With this command you can convert a bitmap to a different mode. Select the bitmap(s) and the command "Bitmap, Mode" and the color space you want the bitmap to be converted to. You can for example convert an RGB to CMYK, a CMYK to RGB etc.

Working with layers

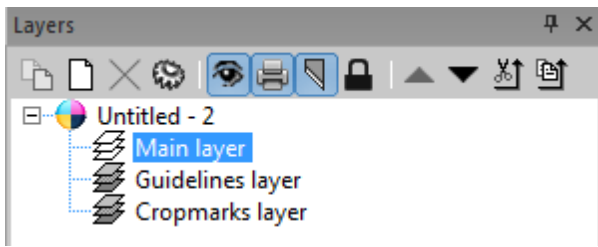
What is a layer?

When you open a new document you see a white background with a delimited area called the worksheet. On this worksheet you can import e.g. various bitmaps. You can use these to make a design or picture. If you start to work on ten or more bitmaps, the use of layers can save time and stress.

Imagine you are working with roughly 60 bitmaps; no matter how fast the program is, the screen composition of a bitmap takes time. If you use layers you can hide parts of your composition to achieve a faster screen composition.

Setting up layers

From the "View" menu select the command "Layers".



When using for it for the first time you will always find the standard layers in the layer dialog. These layers cannot be deleted. The names of these layers are as follows:

- 1 Main layer
- 2 Guideline layer
- 3 Cropmark layer

When opening the dialog the main layer is always selected and activated. You can select the guideline layer and cropmark layer, change their level and carry out all other layer operations, but you cannot make these the active layer.

Button

Function



Opens a dialog so you can add a new layer.



In this dialog you can fill in the following settings.

Name (1)

Fill in the name you want to give the layer. Make sure it is a recognizable name for you.

Layer options (2)

Visible (3)

Determines whether the layer will be shown or not.

Locked (4)

Not a single object on the layer can be moved or edited after it has been locked.

Enable printing (5)

This layer determines whether the layer may be printed.

Enable plotting (6)

This option determines whether the layer may be plotted.



Opens a dialog so you can set up the properties of the selected layer.



Deletes selected layer.



Moves selected layer up a level.



Moves selected layer down a level.



Moves selected objects from one layer to the layer that has been selected in the dialog.

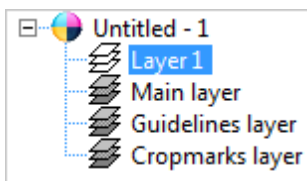


Copies selected objects from one layer to the layer that has been selected in the dialog.

What status can a layer have?

The following illustrations explain what the status of a layer can be.

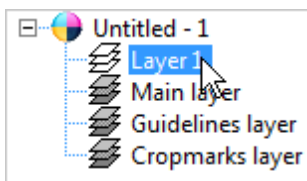
Selected



When a layer has been selected you can use the buttons in the dialog to carry out operations on the properties of the layer.

You select a layer by clicking on it.

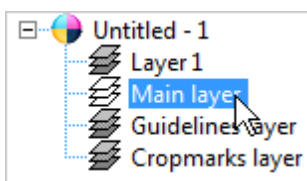
Active



Active means that when you import an illustration e.g., it will be placed on the active layer. You can see a layer is active by the symbol in front of the name of the layer.

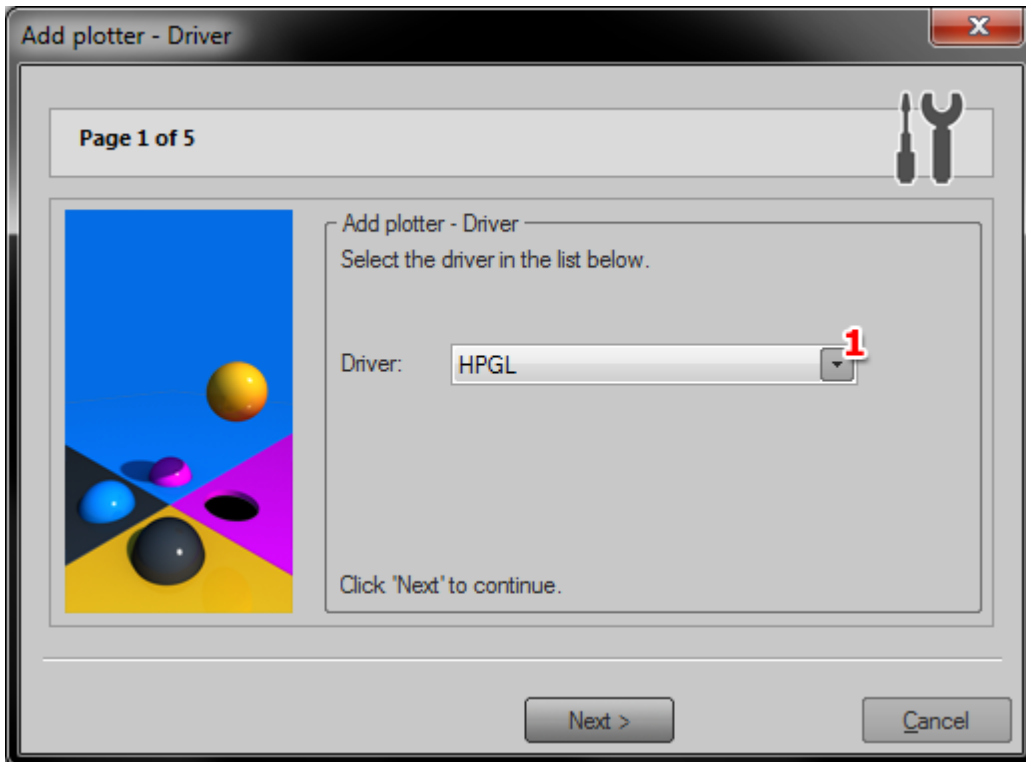
A layer is activated by double clicking on it.

Active and selected

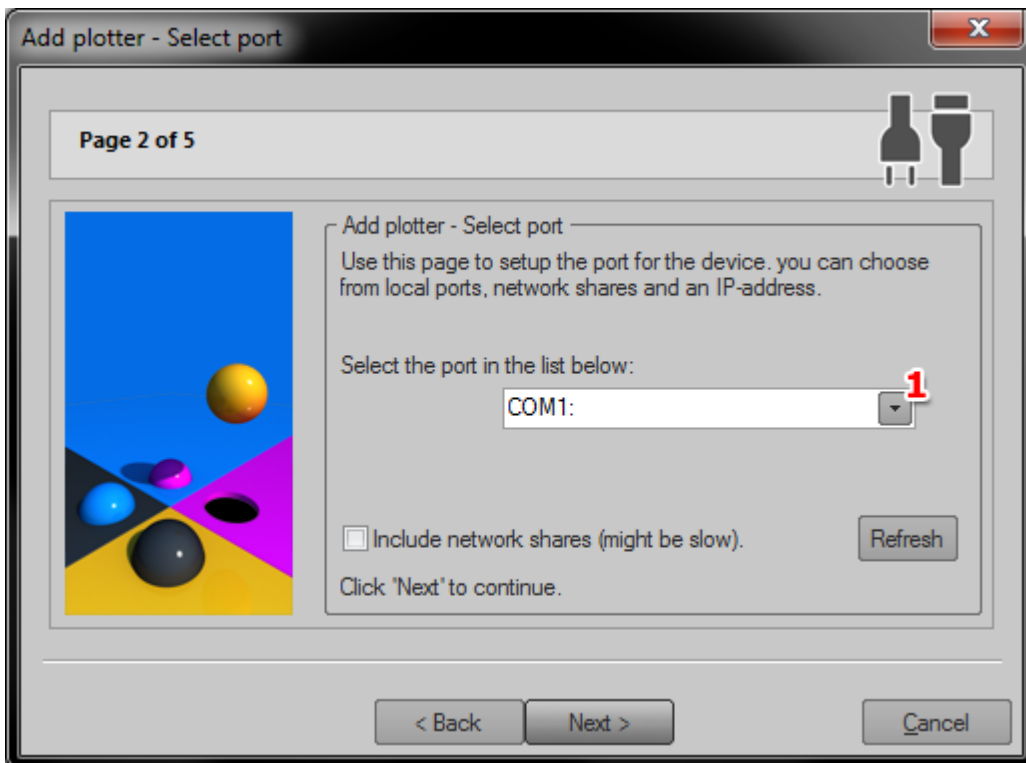


Add a plotter

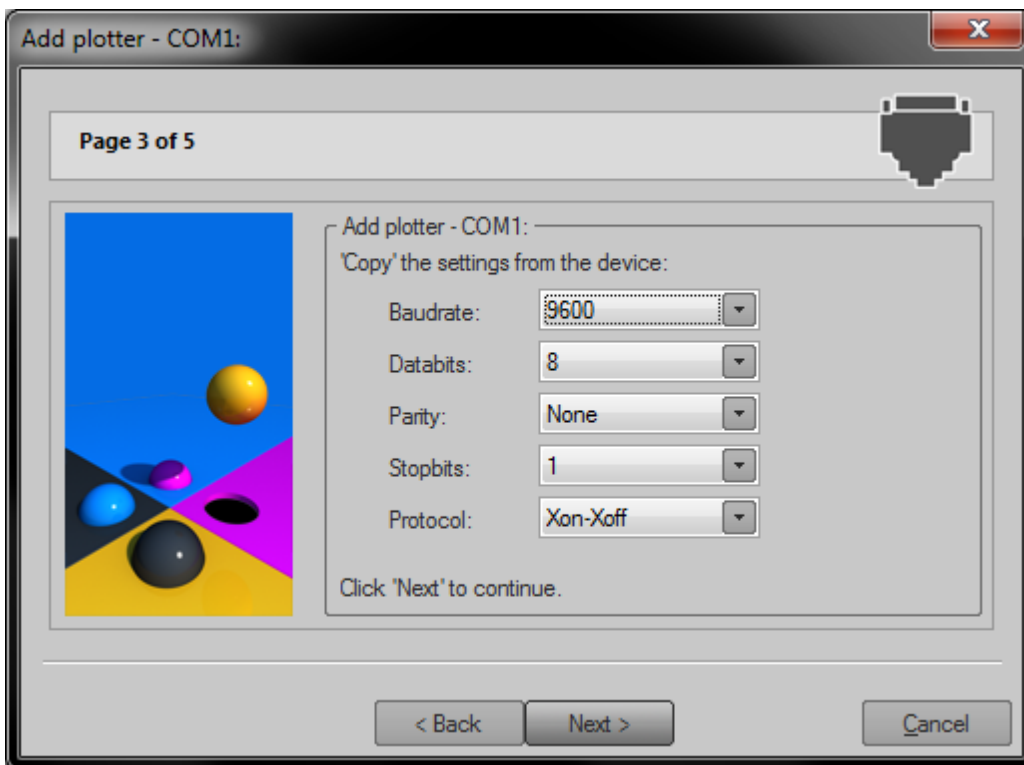
To add a plotter select the menu 'File > Device Setup > 'Add Plotter Wizard...'.



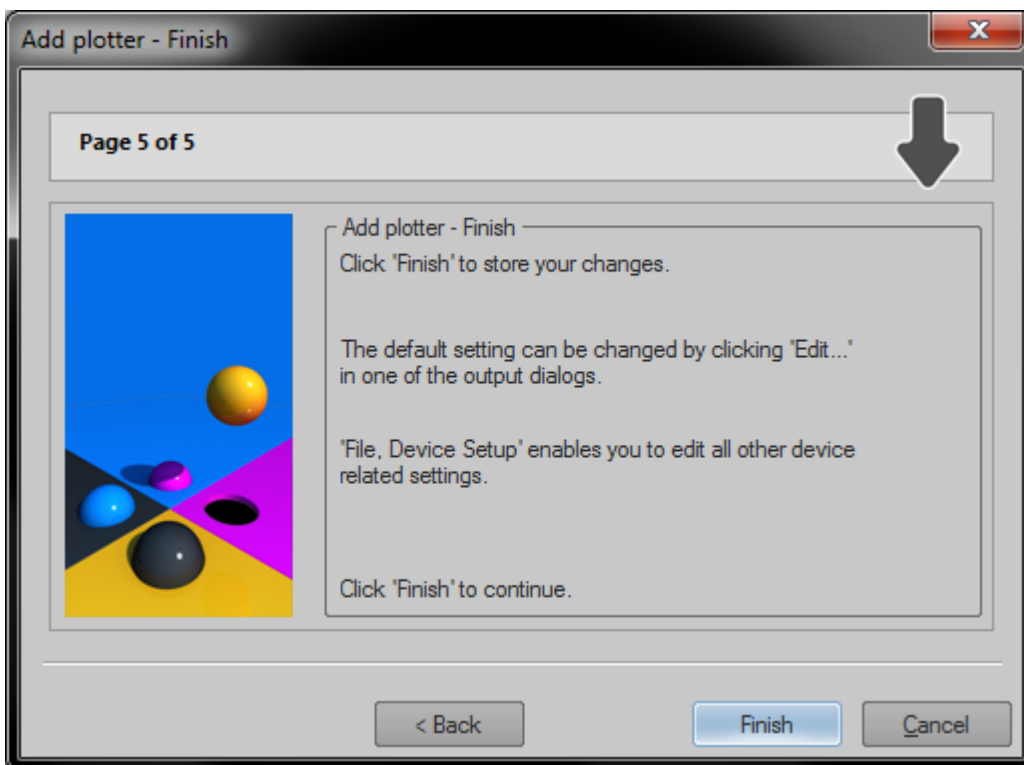
Select from the dropdown for drivers (1) the desired device. Click 'Next'.



Select from the dropdown for Ports (1) the Port your device has been connected to. Click 'Next'.



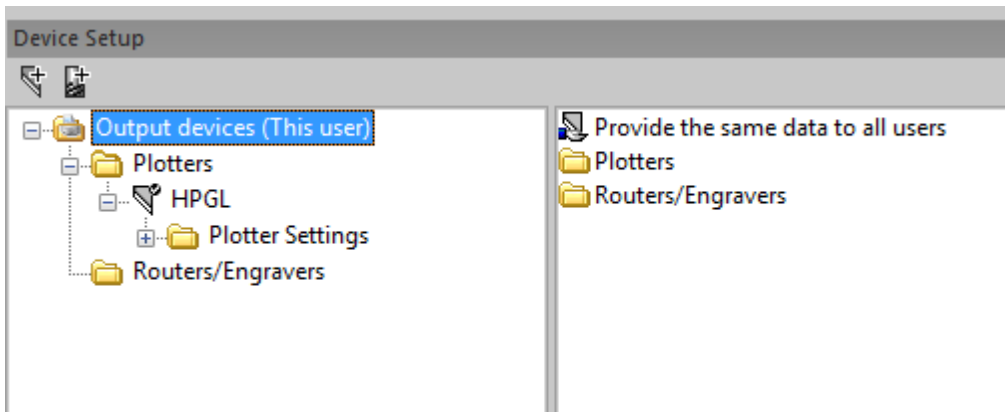
How this page will look depends on the selected Port from the previous page. On this page make your settings according the manual supplied with your device.



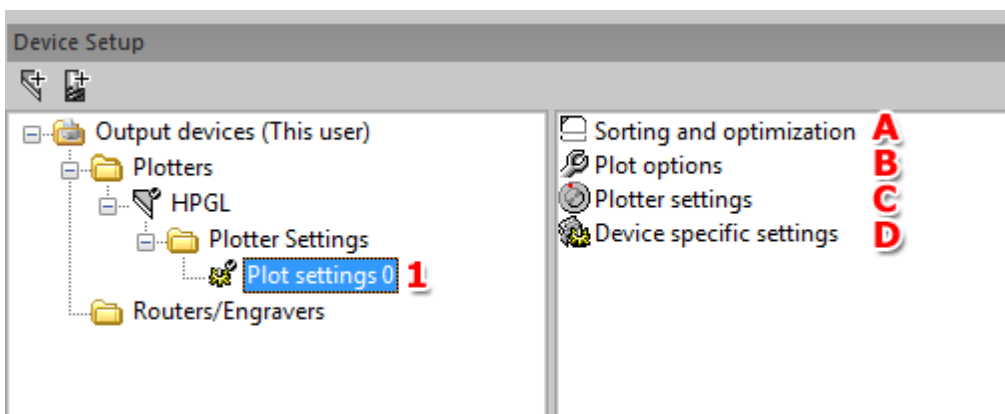
To finish the installation of your device, click 'Finish'.

Plotter settings

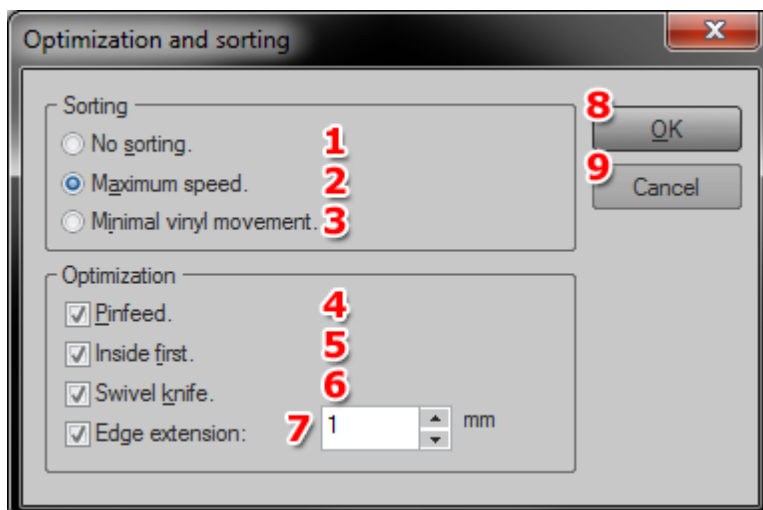
Select the menu 'File > Device Setup > Open...'. The following Window will become visible.



On the left open the folder 'Plotter Settings' and click on 'Plot Setting 0'. On the right the available plotter settings will become visible.

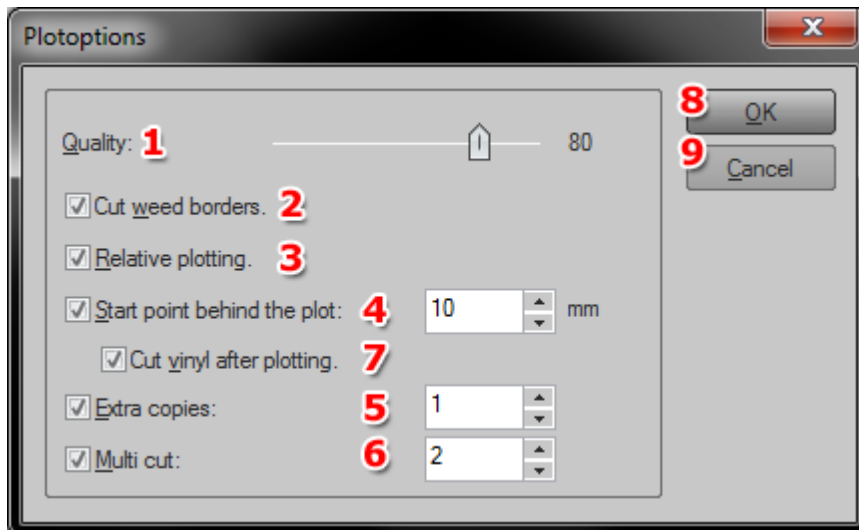


A Sorting and optimization

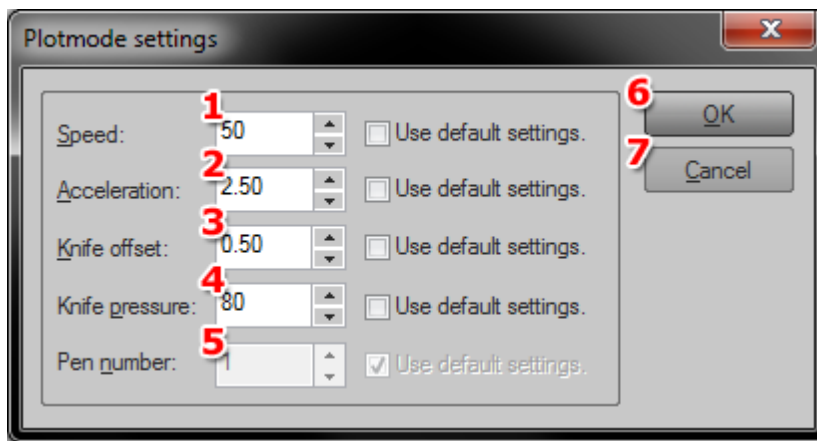


- 1 No sorting
The subject will be plotted in the same sequence as it is drawn.
- 2 Maximum speed
The different objects are sorted in such a way that they can be plotted as quickly as possible.
- 3 Minimum vinyl movement
The data is sorted in such a way that there is as little vinyl movement as possible during plotting. This improves plotting accuracy, but delays speed.
- 4 Pin feed

- If you have a plotter with pin feed EasySIGN takes into account the inaccuracy of the pin feed.
- 5 Inside first
A combined object, e.g. the letter "O", first has the inside cut. This has two advantages; it increases the plotting quality for small letters and it is essential for milling, preventing the shapes from coming loose.
 - 6 Swivel knife
The shapes are sorted in such a way that a minimum of damage and inaccuracy is caused by the swivel knife being aligned in the foil.
 - 7 Edge extension
A closed shape is cut at an adjustable distance over the beginning. This simplifies stripping the vinyl.
 - 8 OK
Apply the settings made and close the dialog.
 - 9 Cancel
Close the dialog without applying the settings.
- B Plot options



- 1 Quality
The cutting accuracy on arches. A higher accuracy obviously impedes the speed ("quality 80" is usually the best choice).
 - 2 Cut weed borders
If you use weed borders in your worksheet you can state here whether you want to plot them standard or not.
 - 3 Relative plotting
Automatically places all the objects you want to plot on the zero point of the plotter.
 - 4 Start point behind the plot
This option ensures that after each assignment the plotter moves back with the pen behind the plotted area. Here you can specify the value for the distance. This option is not available on all plotters.
 - 5 Extra copies
Here you can enable whether you want extra copies with each plot and how many.
 - 6 Multi cut
Here you can enable whether you want the program to use each intersecting line several times and if so how many. You can use this option for heavy materials which normally cannot be cut in one go.
 - 7 Cut vinyl after plotting
This option ensures that the plotter cuts the material from the roll after each assignment. This option is only available if supported by your plotter.
 - 8 OK
Apply the settings and close the dialog.
 - 9 Cancel
Close the dialog without applying the settings.
- C Plotter settings



- 1 Speed
Here you can adjust the speed of the plotter. This would mainly affect long, straight lines.
- 2 Acceleration
Speeding up your plotter. This determines the speed in the corners.
- 3 Knife offset
This is a setting for a swivel knife plotter; here you set up the center-to-center distance of the swivel knife.
- 4 Knife pressure
The pressure your plotter exercises on the material.
- 5 Pen number
If your plotter supports various pens and knives, you may select one here. This enables you to make a choice between various fixed items, you can only make the selection here.
- 6 OK
Applies the settings and closes the dialog.
- 7 Cancel
Closes the dialog without applying the settings.

D Device Specific

How this dialog will look is dependent on the selected plotter driver.

Most plotters do not support all settings mentioned here. If a certain setting is grayed out, your plotter will not be able to support this. It is possible that you will be able to set up the appropriate value on the plotter. Please refer to the manual of your plotter for this.

If you remove the tick "Use default settings", the standard setting of the plotter is used.

CMS (Color Management System)

CMS General

EasySIGN is supplied with an advanced CMS (Color Management System). After the installation of EasySIGN CMS is activated by default.

What is CMS?

When working with color, a consistent color representation on different devices like monitors and printers is essential. These devices have to be able to exchange colorimetric information to achieve a predictable end result.

Color is subjective to the human eye. All devices in a production process have a different range of colors. It is possible that a monitor can display colors that your printer cannot reproduce. CMS will make sure that your monitor only shows colors that your printer can reproduce.

The range of colors that a device can reproduce is called the gamut. A monitor has a different gamut than that of a full color printer. This means that a worksheet can contain colors that can be shown correctly on a monitor but can not be reproduced on an output device. Another problem is that the color gamut of different printers can also be different. Even on printers of identical make and model, differences can occur. Accurate representation of colors can only be

achieved when the different gamut's of all the devices that you use are taken into account.

Using CMS minimizes the difference between the devices in a production process.

What is a profile?

A profile is a file that describes the colorimetric properties of a device like a full color printer. Color profiles are usually of the ICC (International color consortium) or the ICM (Image color matching) file format. EasySIGN supports both formats plus it's own internal format that connects seamlessly to ICC and ICM profiles. With this internal format you can adjust ICC and ICM profiles to your liking, a process that would otherwise take expensive and complicated software.

How do I install a profile

When you have a profile provided by a third party you can install it in EasySIGN by copying it to the "\\EasySIGN\\Shared\\Profiles\\" folder. Or, you can install the profile for all applications by right-clicking the file and choosing 'Install'.

What is "Rendering intent"?

The rendering intent enables you to choose which method EasySIGN should use when converting colors to fit the gamut of different devices. The biggest problem you will encounter is that some colors can be displayed on a monitor but the printer cannot reproduce them. You can choose between four different methods:

1 Perceptual

All colors in a device's gamut will be scaled to another gamut, keeping the relation between the colors intact. This method is recommended for reproducing scanned or imported bitmaps.

2 Relative colorimetric

This method will leave colors that fit into both gamut's intact. Colors outside of the gamut of the output device will be adjusted to fit, preserving brightness and color at the expense of saturation. This method is preferred if accurate color representation is necessary, for example when printing spot colors.

3 Saturation

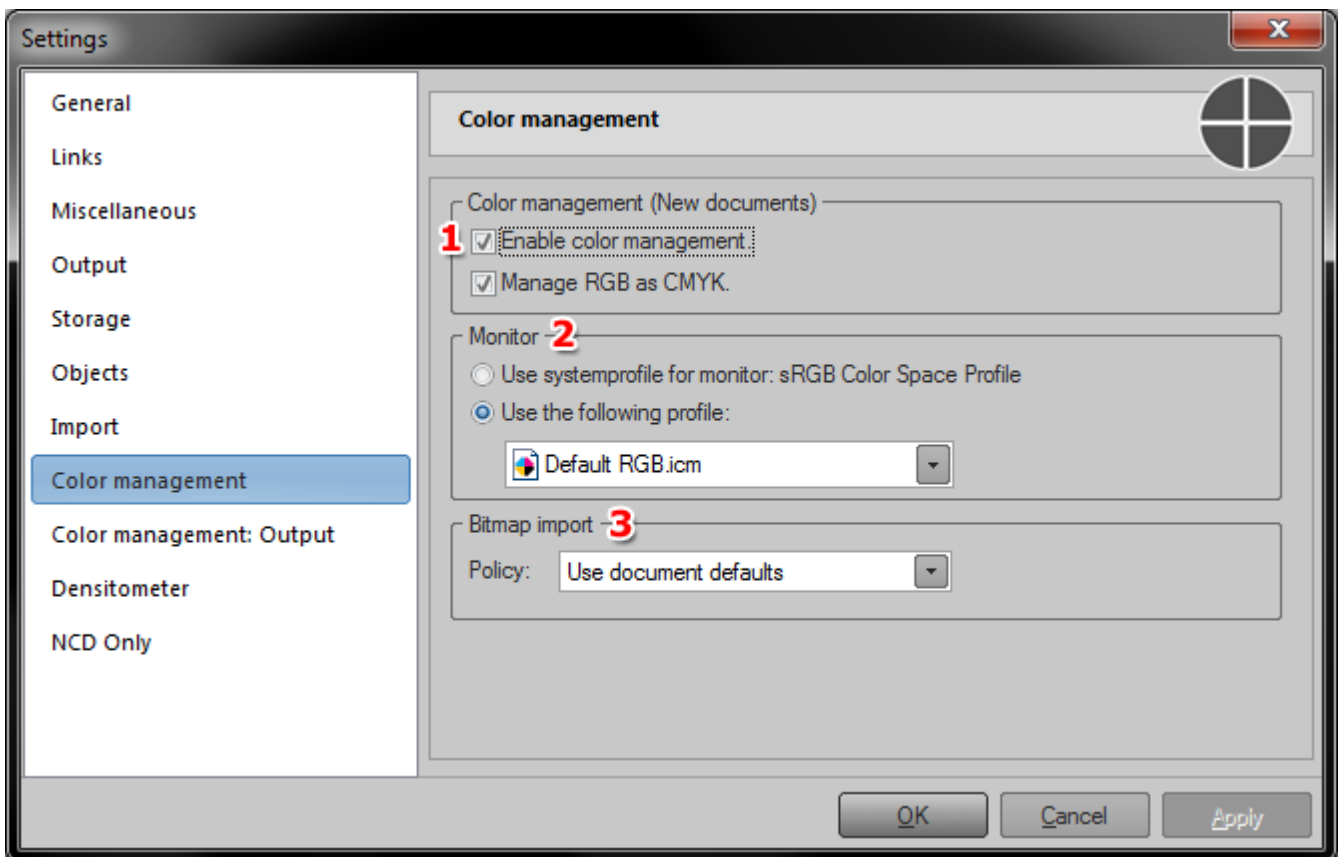
Scales the source gamut to the destination gamut but preserves relative saturation instead of hue, so when scaling to a smaller gamut, hues may shift. This rendering intent is primarily designed for business graphics, where bright saturated colors are more important than the exact relationship between colors

4 Absolute colorimetric

Absolute colorimetric rendering reproduces in-gamut colors exactly, and clips out-of-gamut colors to the nearest reproducible hue, sacrificing saturation and possibly lightness. This method also takes into account the color of the paper when printing.

Settings

In the menu, select "File, Settings", and click the tab called "Color management".



1 Enable color management

Here you can set if every newly created worksheet should use color management.

2 Monitor

Here you can set if EasySIGN should use the system monitor profile (set in Windows) or a different, user defined profile.

3 Bitmap import policy

Here you can set how a bitmap should be color managed when importing it.

Prompt user

When importing, EasySIGN will prompt you for the desired action.

Do not color manage

When importing the bitmap it will not be color managed, even if the bitmap has an embedded profile.

Use document defaults

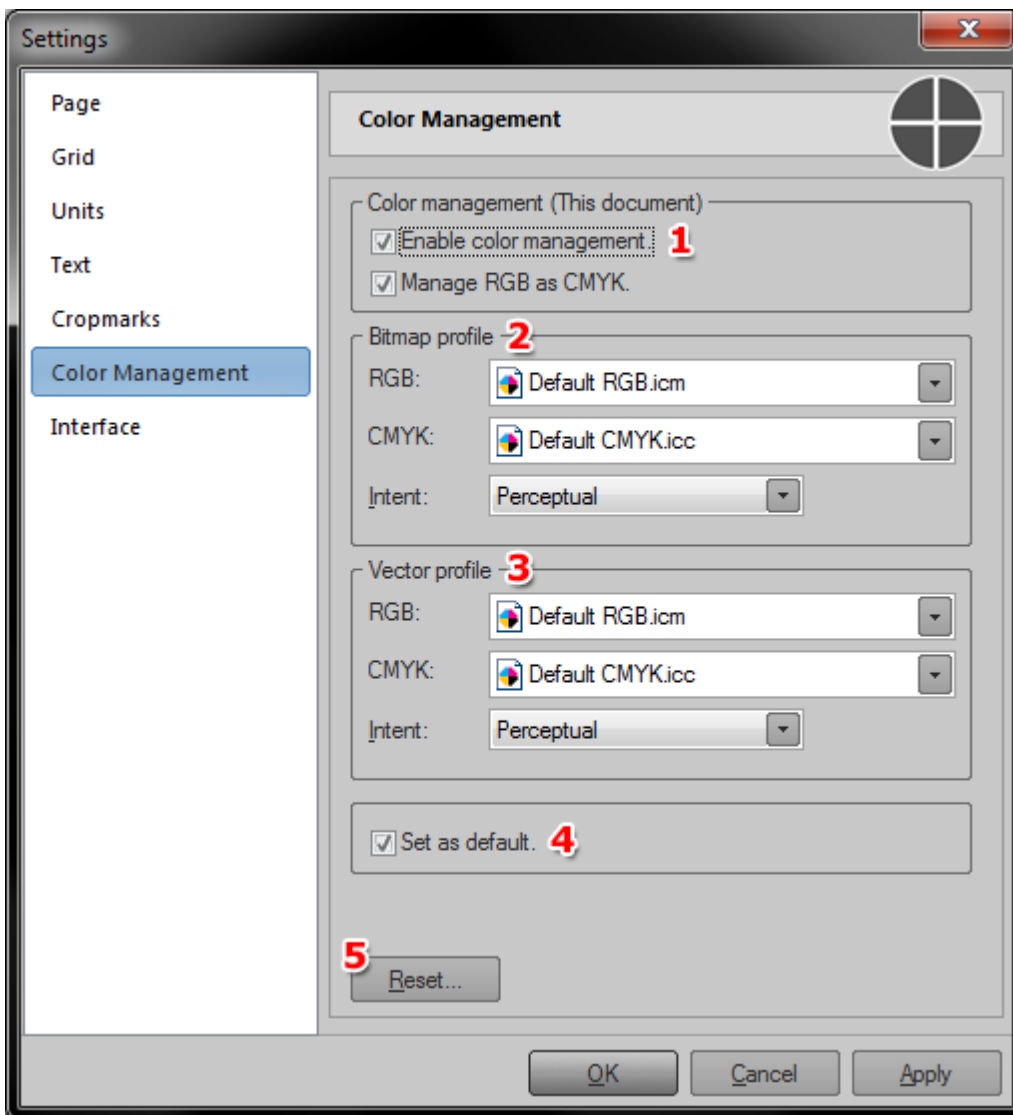
The settings of the document will also apply to this bitmap.

Use embedded profile

If the bitmap has an embedded profile it will be used, otherwise the document settings apply.

Settings

Select the menu "View, Settings" en click the tab "Color management":



1 Enable color management

This switches color management on or off.

2 Bitmap profile

RGB

Here you can choose the profile used for RGB (24 bit) bitmaps.

CMYK

Here you can choose the profile used for CMYK bitmaps.

Intent

This selects the rendering intent for bitmaps.

3 Vector profile

RGB

Here you can choose the profile used for vectors with an RGB fill/pen style.

CMYK

Here you can choose the profile used for vectors with an CMYK fill/pen style

Intent

This selects the rendering intent for vector data.

4 Set as default

If this option is checked, the current settings will also be used when creating a new document.

5 Reset.

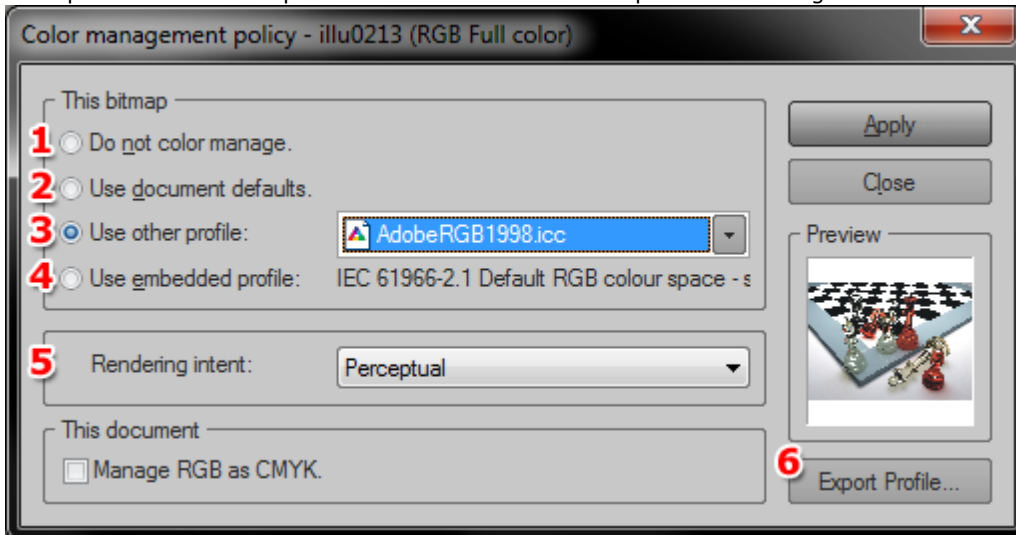
Restores default values for this dialog.

Important tip

If you want to be able to match colors to the final result as accurately as possible we advise you to use only CMYK colors in the final output. The color gamut of RGB colors is too extensive for most printers, which will make matching colors unnecessarily difficult. When your customers supply designs, ask them for CMYK colors too.

Bitmaps and profiles

When you import a bitmap into EasySIGN the embedded profiles will be used. You can adjust the setting for every bitmap. Select the bitmap and choose the menu "Bitmap" "Color management".

**1 Do not use ICC profile**

The bitmap will not use CMS.

2 Use document defaults

The bitmap will use the CMS settings of the worksheet.

3 Use other profile

The bitmap will use the selected profile instead of the one selected in the worksheet.

4 Use embedded profile

If the bitmap has an embedded profile, this option can be selected. The bitmap will use the profile that was imported together with the bitmap.

5 Rendering intent

The bitmap will use a different rendering intent than set in the worksheet.

6 Export profile

When the bitmap has an embedded profile, it can be exported. You can then use the profile on the rest of the worksheet too.

CMS display and export

The color management (CMS) in EasySIGN has been enhanced to make its use even more intuitive.

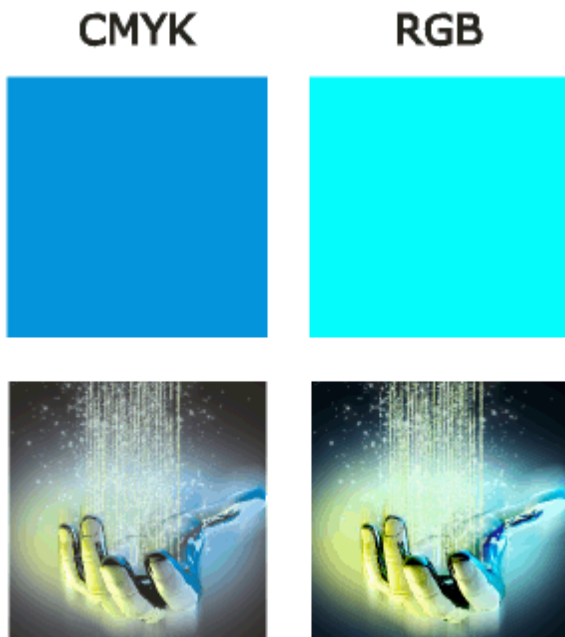
Display settings

In the settings dialog for color management (can be reached via "File" "Settings", next the tab "Color management") a new option has been added:

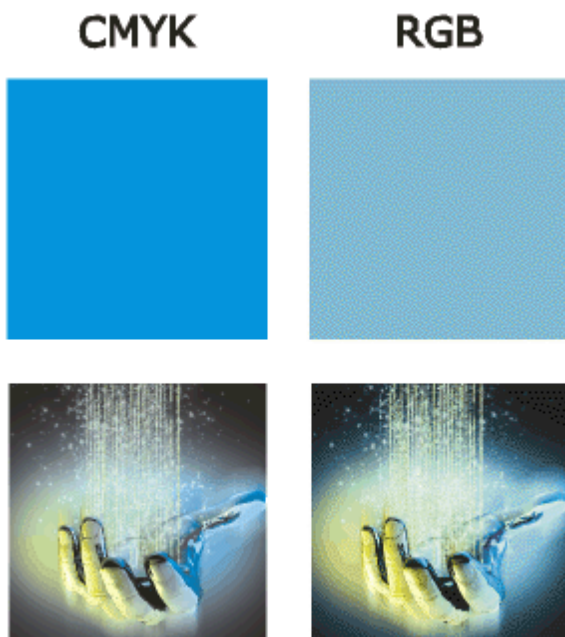
Manage RGB as CMYK

If you activate this option, RGB colors will be shown on screen as they will be printed on for example a desktop printer. This option was only available with a print license in previous versions (Color proofing).

This option switched OFF:



This option switched ON:



With the use of this option, the screen display will of course be slower because the software has to perform several extra calculations.

CMS (color management) export

To give you more control over color management, the settings dialog (can be reached via "File" "Settings"), has the extra tab "Color management: Output". In this tab you will find the following settings:

When exporting

Export colors as: When this option is active, all colors will be exported as either CMYK or RGB. If this is not active, the colors will be exported unaltered. This setting will only affect exporting to vector formats like .AI, .EPS en .PDF.

If you have activated the option "Manage RGB as CMYK" in the color management settings, we advise you to activate this option also for consistency, choosing CMYK.

The conversion from RGB to CMYK, or vice versa, will be color managed using the chosen profiles. If color management is switched off, another conversion will be used.

When printing to PostScript printers

Export colors as: When this option is active, all colors will be sent to the printer as either CMYK or RGB. If this is not active all colors will be sent as they are designed in the worksheet.

If you have activated the option "Manage RGB as CMYK" in the color management settings, we advise you to activate this option also for consistency, choosing CMYK.

The conversion from RGB to CMYK, or viceversa, will be color managed using the chosen profiles. If color management is switched off, another conversion will be used.

When printing to 'EasySIGN Print Server'

Export colors as: When this option is active, all colors will be sent to EasySIGN Print Server as either CMYK or RGB. If this is not active all colors will be sent as they are designed in the worksheet.

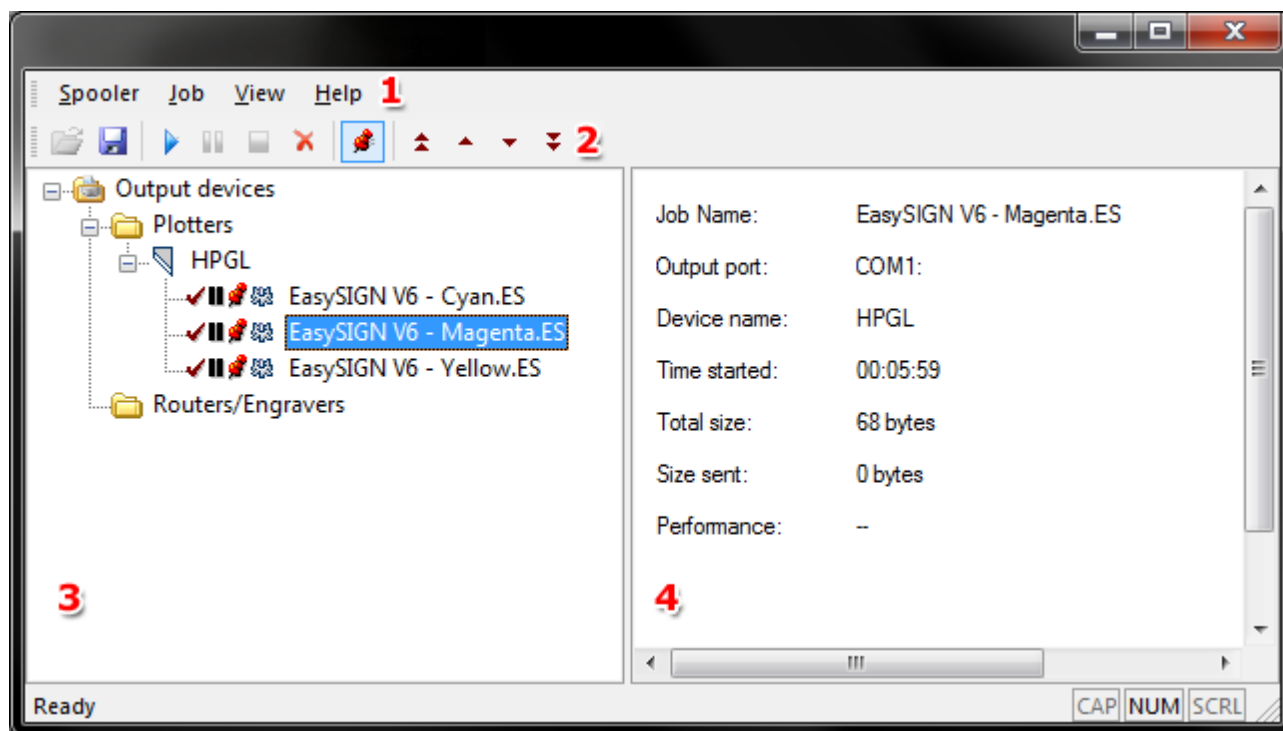
Because EasySIGN Print Server has an even more advanced color management system as EasySIGN we advise you not to use this option, leaving color management to EasySIGN Print Server

The conversion from RGB to CMYK, or viceversa, will be color managed using the chosen profiles. If color management is switched off, another conversion will be used.

Production manager

All output in EasySIGN is done with the Production Manager. When you send a job from EasySIGN the Production Manager will be opened automatically (if not already open) and the job will be visible with it's current status displayed. If you want so save a job for later reuse, you have to activate the option "Keep in Production Manager" in the output dialog from EasySIGN. The job will then remain in the Production Manager even after completion, giving you more than enough time to save the job.

With the Production Manager you can keep several output devices running simultaneously.



- 1 Menu.
- 2 Button bar.



Opens a previously saved job. You have to make sure to open a job with the same output device selected as when you saved the job. If you open a job in a different output device the result will be unpredictable. Best is to save a job with the name of the output device in the file name.



Saves a selected job to file. This way you don't have to wait until a repetitive job is calculated again by EasySIGN. You just open the file and activate it. Keep in mind that these job files can get very large. Remove them when they are no longer needed.



Activates a selected job that is paused.



Pauses a selected job that is active.



Stops a selected job that is active.



Removes a selected job.



Keeps a job in the Production Manager even when it is finished.



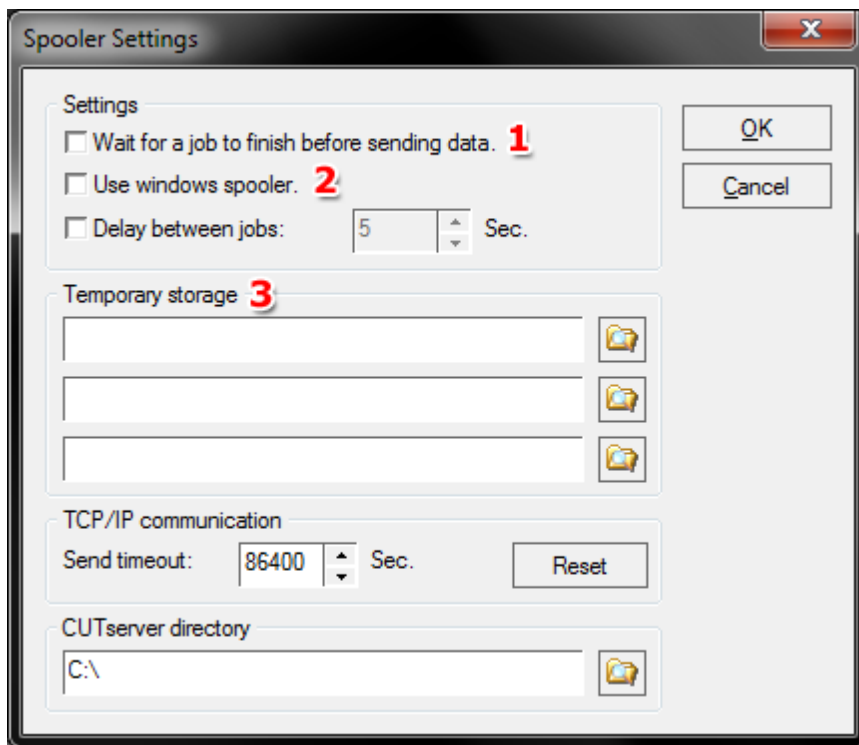
These buttons give you control over the job priority. You can move jobs up and down the list, a job at the top of the list will be sent first.



- 3 Available output devices and jobs.
For each installed device in EasySIGN an icon is added. Below these icons you can then find the currently active jobs.
- 4 State of a selected job.
All properties including speed, size and start time of a selected job can be found here.

Trough the first menu in the menu bar you can reach the following extra options.

- 1 Pause all.
- 2 Remove all jobs.
You can't close the Production Manager when there are still jobs in it, active or not. With this command you can clear the Production Manager, all active or unfinished jobs will be lost.
- 3 Settings



- 1 This option makes sure that a job is only sent to the output device when EasySIGN is ready calculating the complete output.
- 2 This option will ensure the Windows™ spooler is used instead of the internal spooler.
- 3 Here you can set multiple folders for temporary files. If none is entered the default Windows™ temporary folder is used.

Print Windows

When you choose the command "Print Windows " from the menu "File", the standard Windows printer dialog appears. The only difference is that we have added a number of functionalities. At the bottom of the dialog you will find several extra options which we will explain in more detail here.

All

This option prints everything on your worksheet.

Selection

This option only prints the objects on your worksheet that you have selected.

Size

Here you can fill in how large you want your worksheet to be printed.

Fit to page

When you activate this option all objects in your active window (all objects in and around your worksheet) are reduced in size to fit on the paper format of your Windows printer.

Tile

If you enable this option, your whole worksheet is automatically divided into different tiles. These tiles are printed with an overlap of 5 mm on each side.

Print wireframe

This option does not print your worksheet in color or gray tones as standard, but prints all objects as wireframe graphics.

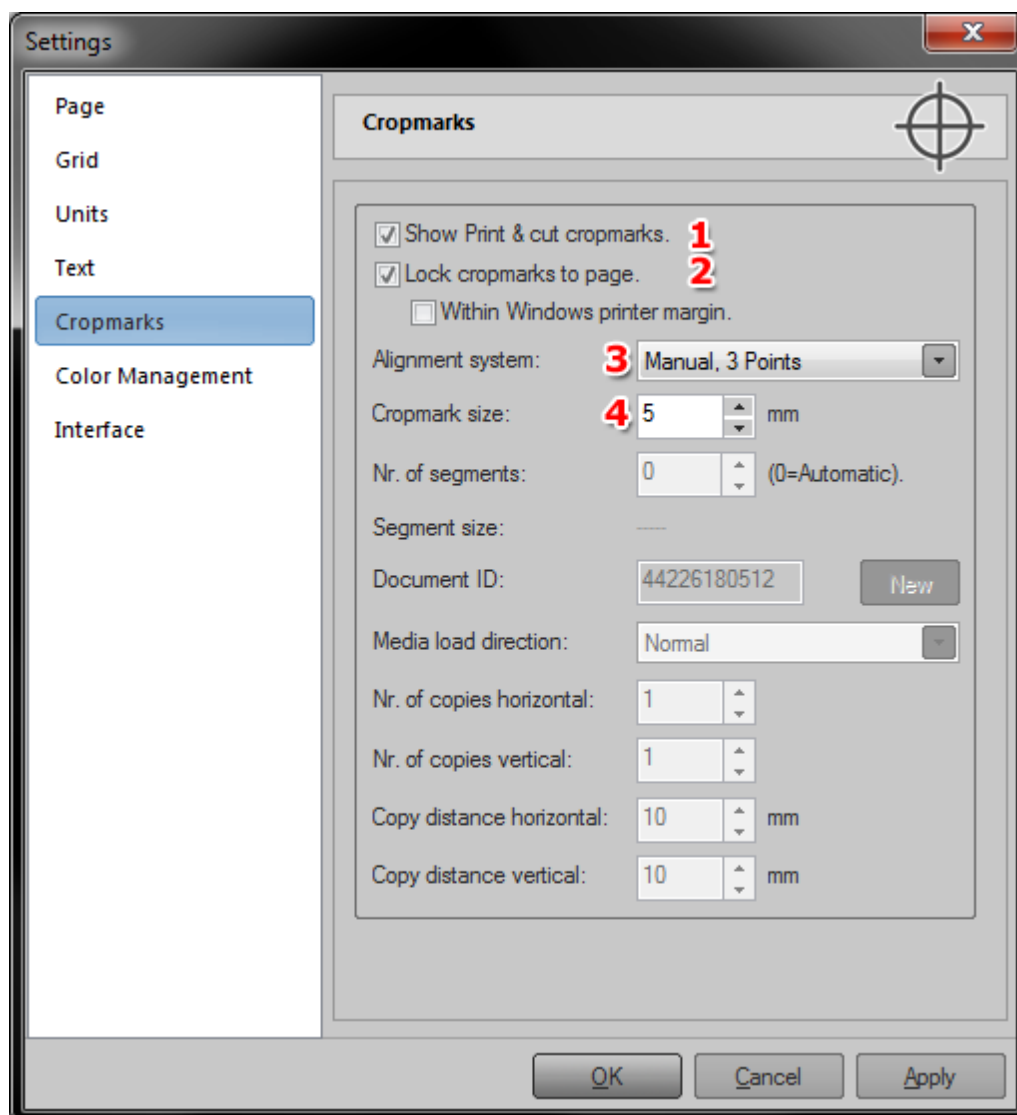
Optical Positioning System (OPOS)

In EasySIGN you can make a "Print & Cut" combination of your printer and plotter. EasySIGN supports predefined and custom Optical Positioning Systems.

Predefined systems are provided by a plotter manufacturer. Whenever you select a predefined system EasySIGN will automatically use the specifications provided by the manufacturer. When you use a custom system there are no special limitations.

Activate the system

Select the command "View, Settings" and then the tab "Crop marks".



- 1 Show or hide the crop marks.
- 2 Lock crop marks to page.
With this option activated the crop marks will be recalculated with every change in page size or orientation.
- 3 Here you select the system you want to use.
- 4 Here you set the crop mark dimensions.
When you have selected a predefined system the size of the crop marks is bound to limitations specified by the manufacturer.

Use the system

The worksheet will need to contain plotable and printable objects.



Activate the OPOS system ("View, Settings", "Cropmarks").



Next you select only the objects you want to print and select the command "File, Full Color Printing". In the print dialog activate the option "Selection only" and the option "Print & Cut crop marks". Then select "Print". After printing the worksheet take the material from your printer and place in your plotter. The optical positioning system is different for every plotter. Read the manual from your plotter for exact guidelines.

Select in the worksheet the object you want to plot and then the command "File, Plot". In the dialog you activated the option 'Selection only' and the option 'Aligned plotting'. Then select "Plot".

Now place the head of your plotter over the first crop mark and follow the steps (if any) in the control panel of the plotter.

Move the crop marks

You can move the crop marks with the paneling tool.



Warning

Do not move any of the objects on your worksheet between the print and the plot job, this will cause unpredictable results.

Masking

Masking is a way of cutting out bitmaps and other vectors using vectors and without damaging the original. E.g. when you place a bitmap over another bitmap you will always have the rectangle limiting borders you have to take into account. If, e.g. you want to edit the two photos below in such a way that the face of the man lies credibly over the background, then you will only be able to do so by masking. However, masks cannot be plotted, only printed.



If you try to do this without masking, you will always be able to see the straight separations of the bitmaps as you see below.



In order to get the illustration of the man realistically over the background, you must draw a line that follows the outline of the face.



Once you have drawn the outline you need to make sure that only the bitmap is selected. From the menu "Arrange" select the option "Masking" and then the command "Place in mask"; the cursor changes shape and you can now select the object that will serve as a mask. Everything that falls outside the mask will no longer be displayed (or printed).



When you place the above masked object over the other photo you will see the following result



Drawing tools

Bezier drawing tool

Almost any shape can be made with this "digital pencil". The use of this pencil is slightly more complicated than a normal pencil but on the other hand there are many more advantages. When you draw with an ordinary pencil the firmness of your grip determines how flowing a curve looks. A digital pencil always has a firm grip, you only need to determine the shape.

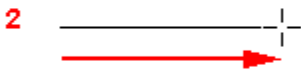
Use



Select the "Bezier drawing tool" from the toolbar. The cursor will change as follows.

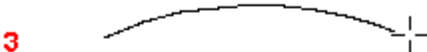
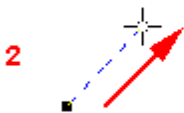
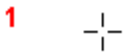


Use this cursor to click somewhere on the worksheet (1), let go of the mouse button and move to a different location on the worksheet (2). Click again with the cursor on that particular location and click once on the right mouse button to break off the line (3). You now have a straight line left on the worksheet. If you want this line to be exactly horizontal or vertical (with in-between steps of 15 degrees) hold the CTRL key while moving the mouse.



Drawing a curved line is slightly more complicated but after practicing a couple of times this method will seem logical and easy to carry out.

Click once on the worksheet (1) and move the mouse a short distance to a different location without letting go of the mouse button (2). Next let go of the mouse button and move towards a point on the worksheet where you then click once on the left mouse button to complete the operation (3) and once on the right mouse button to break off the line. You now have a flowing curved line.



Of course we cannot describe all possibilities here, but these two basic methods should enable you to draw almost any existing shape. You will find that this way of drawing enables you to work much better, faster and easier than any other method. You only need to remember a few things:

- 1 Clicking and immediately afterwards letting go of the mouse button after a move, gives a straight line.
- 2 Clicking and first moving a little holding the mouse button, gives a curved line after the second move.
- 3 To break off a line (to stop) click once on the right mouse button.

Scribble tool

This tool functions in the same way as an ordinary pencil. All movements made with the mouse are transferred to the worksheet.

Use



Select "Scribble tool" from the toolbar. The cursor will change as follows.



Next click somewhere on the worksheet with this cursor and begin to draw. The result of this method of drawing will usually need to be touched up with the drag tools to remove the inaccuracies of the mouse movements.

Rectangle drawing tool

The rectangle drawing tool is a fast way to draw a rectangle or square. In EasySIGN a rectangle is an object with its own specific properties. This means that a rectangle is more than a vector, such as a shape made with e.g. "Bezier drawing tool". In the case of a rectangle e.g. you can use the drag tools or a dialog to round off the corners and determine the look of the corners.

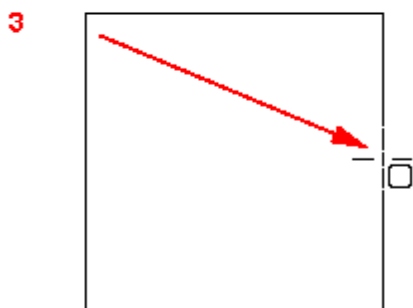
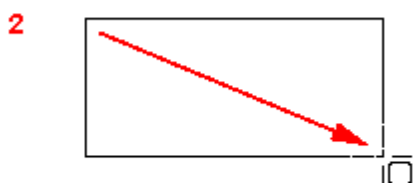
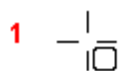
Use



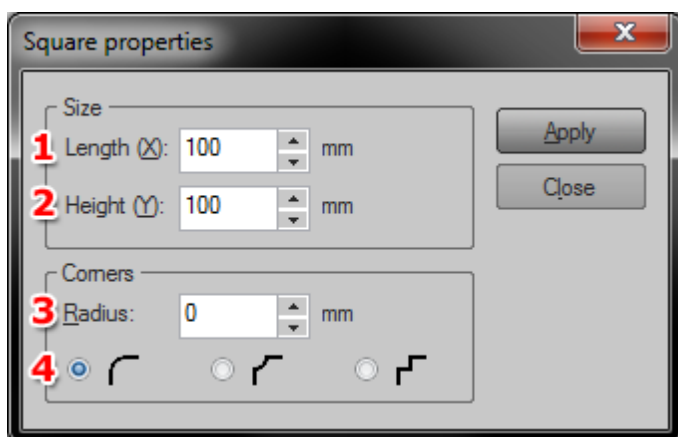
Select the "Rectangle drawing tool" from the toolbar. The cursor will change as follows.



Click with the cursor somewhere on the worksheet (1) and move the mouse without letting it go. After letting go of the mouse cursor a rectangle will appear on the worksheet (2). If you do the same as in (1) and (2) but then using the CTRL key, the same move will leave behind a rectangle (3). If you hold the Shift key while dragging, the rectangle will be drawn from the center.



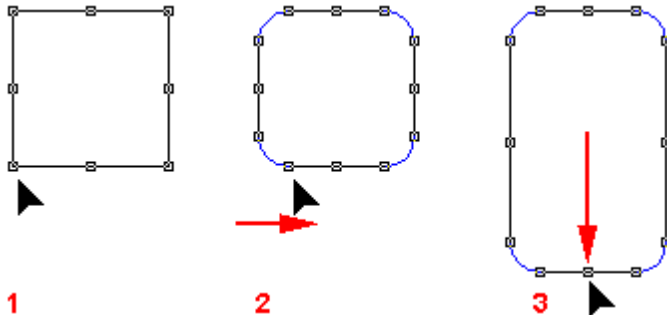
After drawing a rectangle you can modify the corner points by using the drag tools or a dialog. In order to do this select the rectangle and click once on the right mouse button. From the PopUp menu that then appears you must select the command "Properties", and the following dialog will appear.



In this dialog you will find the following settings:

- 1/2 Here you can determine the length and height of the rectangle.
- 3 In this box you can determine the radius of the corners.
- 4 Here you can determine what the corner is to look like.
- 5 When you click on the button "Close" the dialog is closed without copying the settings you made.
- 6 The button "Apply" transfers the settings you made to the rectangle without closing the dialog. You can see the applied settings directly on screen.

You can also round off the corners or change the shape by using the drag tool.



Select the drag tool.



The face of the rectangle will change (1), and you will see eight anchor points appear. Select one of the anchor points on the corners of the object and move along the line of the rectangle (2) holding the mouse button. The corners will now be rounded. When you use the selection tool to distort a rectangle the corners are also distorted. If you do the same with the drag tool (3) only the horizontal or vertical scale of the rectangle will change, the corners will remain the same.

Circle drawing tool

The circle drawing tool is a fast way to draw an ellipse or a circle. In EasySIGN an ellipse is an object with its own specific properties just like a rectangle.

Use

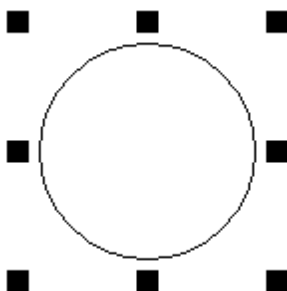


Select the "Circle drawing tool" from the toolbar. The cursor will change as follows.



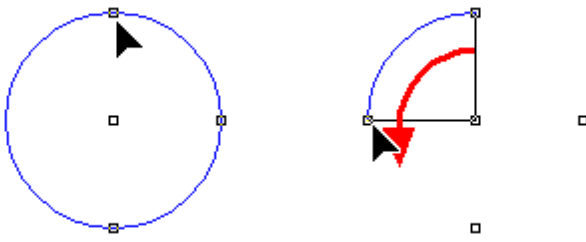
The drawing method is identical to that of drawing a rectangle with the only difference that you are now drawing circles and ellipses instead of squares and rectangles.

Draw a circle by holding the control key while dragging.

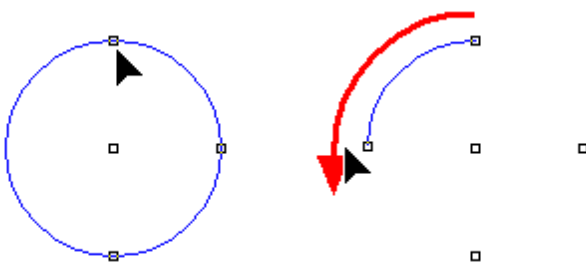


Make sure the circle is selected and next select the drag tools. Move the mouse along the circle but make sure you

stay within the radius of the circle with your drag tool.

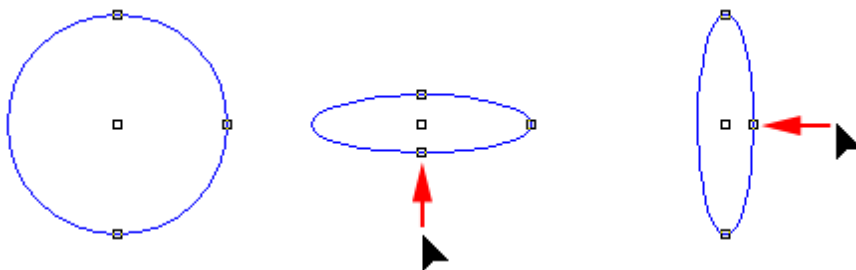


You have now drawn a "pie slice". Do the same but this time make sure you stay outside the circle with your drag tool.



You have now drawn an "arc".

Draw a new circle and select it with the drag tool. Select the bottom anchor point and move it upwards and do the same with the right anchor point but drag it to the left.



This way you can turn a circle into an ellipse. If you want to change the ellipse back to a circle, press the shift key and select the right or the bottom anchor point. By moving the mouse you can turn the object back into a circle and at the same time you can scale the object integrally. If you do the same but this time with the control key, the shape of the object will stay the same only it will be integrally scaled.

These properties can be set up in the same way as with the rectangle using a dialog. In order to do this click with the right mouse button on the circle and select the menu item "Properties" to call up this dialog.

Star drawing tool

You can also change the shape of a star using the drag tools or by clicking on the object with the right mouse button and then choosing the option properties. This operation opens a dialog in which you can numerically determine the properties of the object.

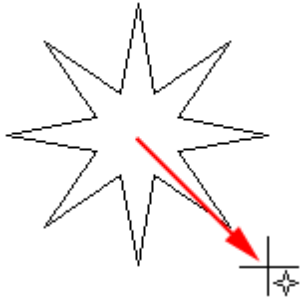
Use



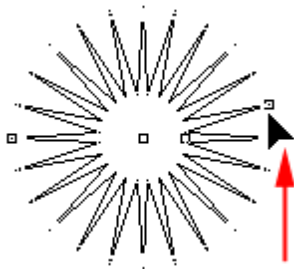
Select the "Star drawing tool" from the toolbar. The cursor will change as follows.



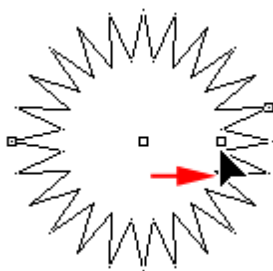
Place the cursor somewhere on the worksheet and draw the star by holding the left mouse button and making a dragging movement.



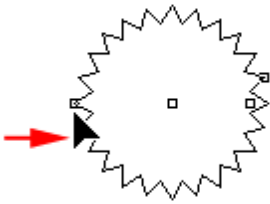
Next select the drag tool and move the right anchor point along the outline of the star.



In this way you can increase the number of star points. When you move in the other direction the number of star points is reduced. Next select the anchor point on the left of the previous one and move it towards the outside of the star.



This way you are able to modify the inside radius of the star. Now select the left anchor point and move the mouse towards the center of the star.



This way you will be able to modify the outside radius of the circle. With both methods you can reduce or enlarge the radius of the circle.

Polygon drawing tool

Just like with all other objects in EasySIGN a polygon can be edited using the mouse or a dialog.

Use



When you select the "Polygon drawing tool" from the toolbar the cursor will change as follows.



Both drawing with this tool and its properties are identical to those of the star tool.

Arrow drawing tools

Just like with all other objects in EasySIGN an arrow can be edited repeatedly by using the mouse or a dialog.

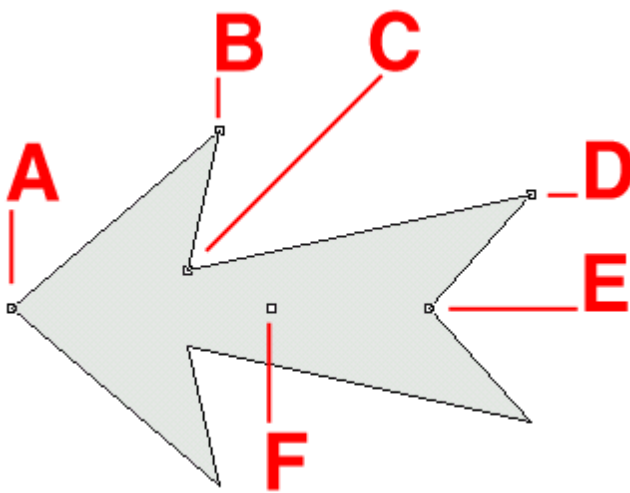
Use



If you select the "Arrow drawing tool" from the toolbar the cursor will change as follows.



Both drawing with this tool and its properties are identical to those of the other objects in EasySIGN. The only big difference between the object "arrow" and the other objects is the number of control anchor points.



- A You can move this point from left to right in order to modify the point of the arrow.
- B You can move this point in all directions to modify the overhang of the arrow point. If you use the shift key while dragging, point "C" will be carried along over the same distance and in the same direction.
- C You can move this point in all directions to determine the width of the front of the arrow and the indentation of the arrow point. if you press and hold the Control key when you move it, the object will be moved (depending on the direction it is moved in) over a horizontal or vertical line.
- D This point influences the length of the arrow's tail. If you use the shift key while dragging, point "C" will be carried along over the same distance and in the same direction.
- E This point determines the indentation of the tail of the arrow.
- F This point ensures that you can still move the object when using the drag tool.

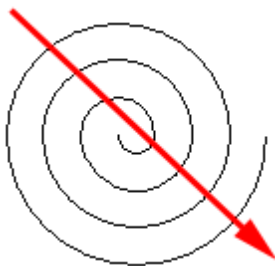
Spiral tool

With the Spiral tool you can draw normal and special type spirals.

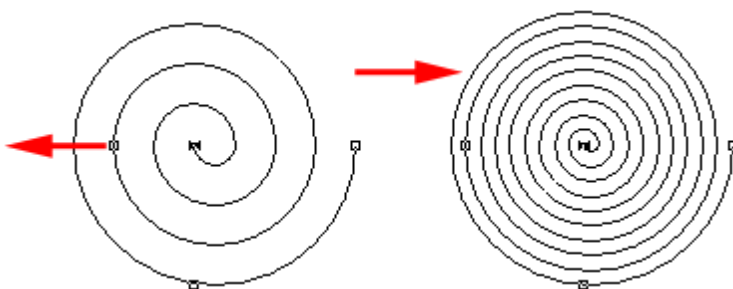
Use



Select the Spiral tool from the toolbox and click and drag to draw a spiral. When holding the Control key while drawing the X and Y radius will stay the same.



After drawing the spiral you can use the drag tool to adjust among other properties the number of windings.



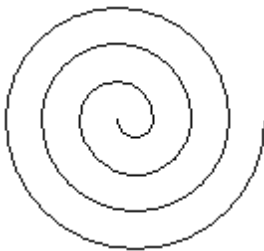
When using the property dialog of the spiral you can get much more out of this shape. Select a spiral and then form the context menu the option "Properties".

The 'Spiral properties' dialog box contains the following sections and controls:

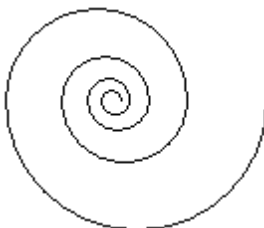
- Position (1):** Center X: 100 mm, Center Y: 100 mm.
- Angles (2):** Start angle: 0 Degrees, End angle: 2880 Degrees.
- Radius (3):** Horizontal: 50 mm, Vertical: 50 mm, Inner: 2 mm.
- Windings (4):** Number: 8.
- Direction (5):** Two circular arrows indicating clockwise and counter-clockwise directions.
- Type (6):** Radio buttons for 'Constant' (selected) and 'Exponential'.
- Shape (7):** A preview window showing a spiral shape with dropdown arrows for top and bottom shapes.

Buttons for 'Apply' and 'Close' are located on the right side of the dialog.

- 1 The X and Y position on the worksheet.
- 2 Begin and end angle.
- 3 The horizontal, vertical and inner radius of the spiral.
- 4 Number of windings.
- 5 Direction.
- 6 Type



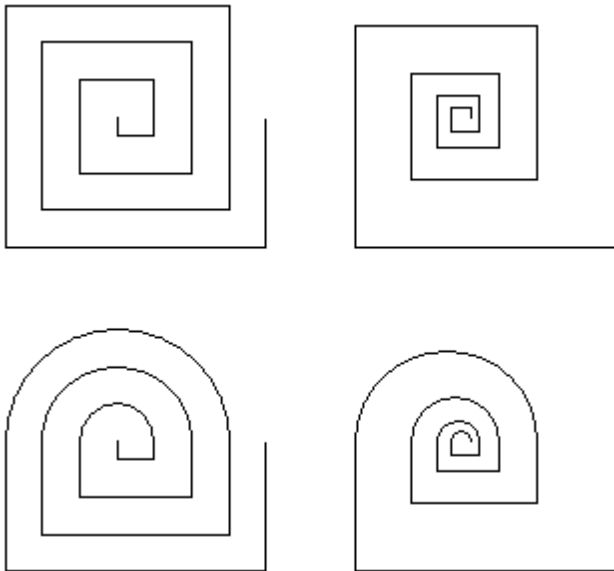
Constant



Exponential

- 7 Shape

Here you can combine different top and bottom shapes into a new and unique spiral shape.



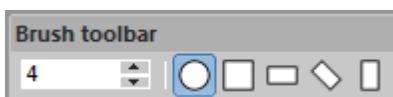
Vector brush

The Vector brush is a quick and handy tool for vector retouch.

Use



Select the Vector brush tool from the toolbar, the cursor will change and the following toolbar will appear.



Here you can set the width and shape of the brush. By clicking and dragging you can paint a vector shape just as you would paint with a real brush. The resulting objects can be used to melt with objects you want to retouch.



By clicking, then releasing the mouse cursor and drag, you can paint straight lines. When using the Control key you can restrain these lines to angles of 15 degrees.



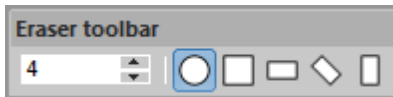
Vector eraser

The Vector eraser is a tool for editing open and closed vector shapes.

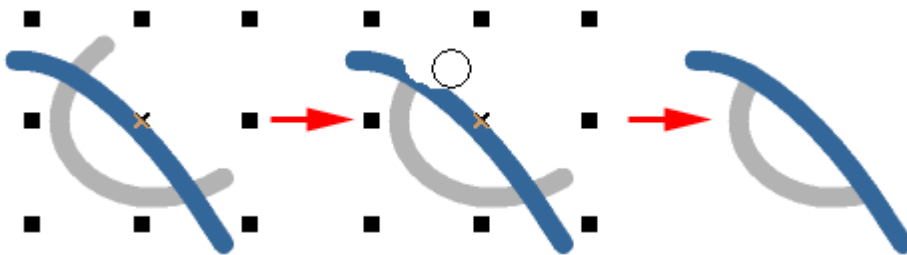
Use



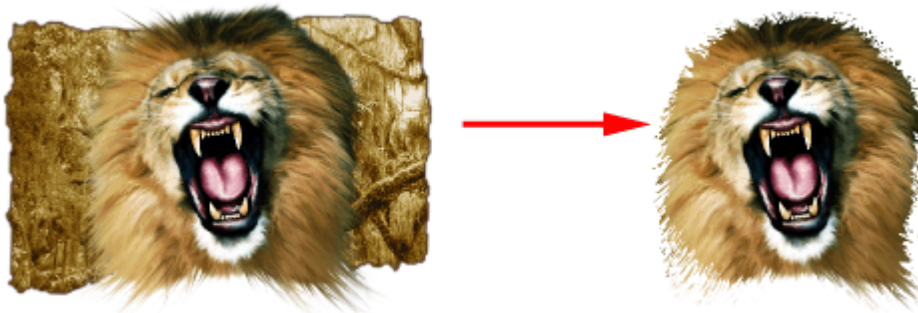
First select one or more objects you want to use the eraser on, then select the Vector eraser tool from the toolbox. The cursor will change and the following toolbar will appear.



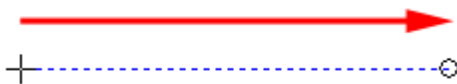
Here you can set the width and shape of the eraser. By clicking and dragging you start erasing parts of the selected objects.



You can use the eraser on any object, even text, groups and complex effects. Notice that when you use the eraser the objects are all converted to curves. You can even use the eraser on bitmaps, the actual bitmaps data will not be changed but the bitmap will be placed in a mask like container.



By clicking, then releasing the mouse cursor and drag, you can paint straight lines. When using the Control key you can restrain these lines to angles of 15 degrees.



Editing drag tool and nodes

Editing drag tool and nodes

All objects in EasySIGN are built up of basic elements which we call paths. In this way a line/curve is a part of a line between two nodes.

You can use the drag tools to change the features of the path and the nodes. In this way you can change the shape of an object; a straight line can be changed into a curved line and then it can be given any shape desired.

If you want to change the shape of an object using the "Edit, drag tools", the object must first be transformed to a curve. You will find this option in the menu Convert to, Curves". This is not necessary for objects that have been drawn because they are directly drawn in curves. Rectangles, circles and such must first be transformed to curves. If objects are grouped, they must first be taken out of the group.

You will find the symbol for the drag tools in the toolbar and it will look like this.

Add nodes



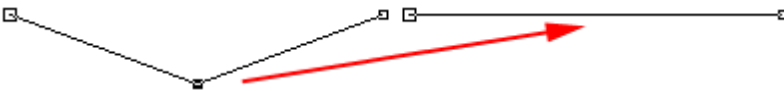
Select the option from the window, the cursor will change into a drag cursor with a "+" alongside it. Any part of a line you click on with the cursor will add an extra node. Once you have selected two nodes, an node is added in the middle of the curve. When you have completed adding these you can exit this mode by clicking on the worksheet.



Delete node



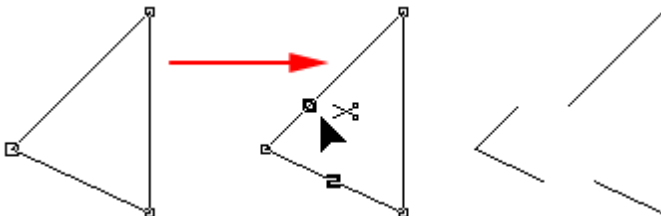
Select the node or the nodes you want to delete and then select this option.



Open shape



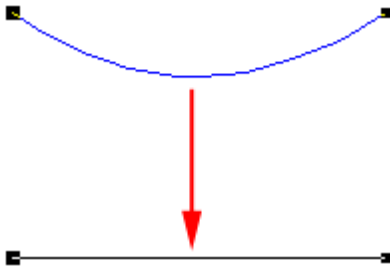
Select the option from the window, the cursor will change into a drag cursor with "scissors" alongside it. Each line you click on with the cursor will be cut open. When you have finished cutting, you can exit from this mode by clicking on the worksheet.



To line



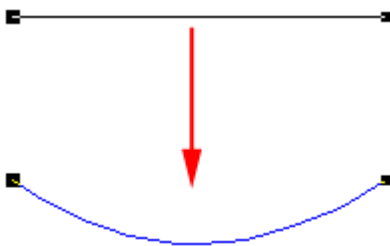
Select the curved line you want to transform into a straight line and then select this option from the window.



To curve



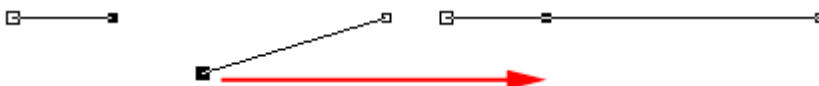
Select the straight line you want to transform into a curved line and then select this option from the window.



Close node



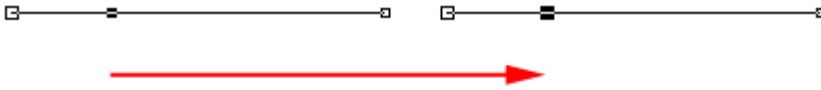
Select the nodes you want to close and then select this option from the window. If you have selected more than two nodes, the nodes closest together will be closed. If you have selected two nodes, the nodes selected last is used as the location determinator. This means that when you use the shift key to select two nodes, the node selected last remains in its current location and the node selected first is moved towards this location. These settings are optional.



Breaking nodes



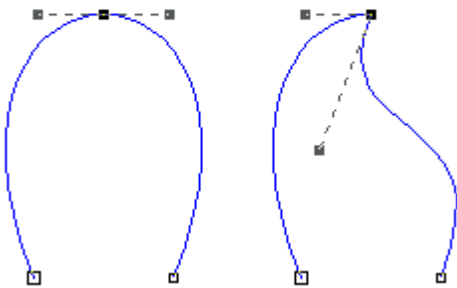
Select the nodes you want to break and then select this option from the window.



Sharp node



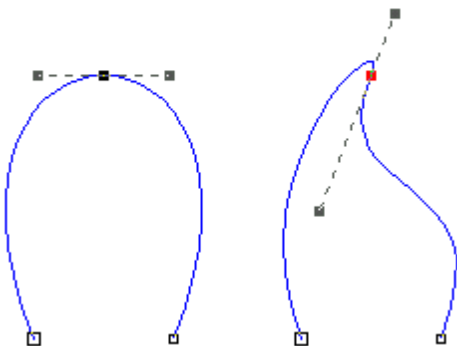
Select one or more nodes you want to make sharp and then select this option from the window. A sharp node means that only the control handle you edit with the mouse is changed, the adjoining handle is not influenced.



Smooth node



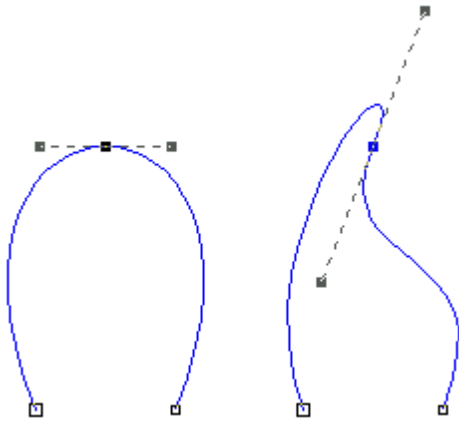
Select one or more nodes you want to smooth and then select this option from the window. A smooth node means that each modification to this node with the control handle has an effect on both the edited and the adjoining control handle. The adjoining control handle will only change when the angle of the edited control handle changes. When you modify the length of the edited handle, the adjoining handle will remain unchanged.



Symmetrical node



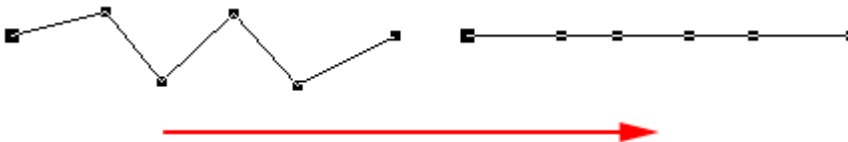
Select one or more nodes you want to make symmetrical and then select this option from the window. A symmetrical node means that each modification of this node with the control handle has an effect on both the edited and the adjoining control handle. The adjoining control handle will also change when the angle of the edited control handle changes and also when you change the length of the edited control handle. The handles will both be the same length.



Horizontal alignment



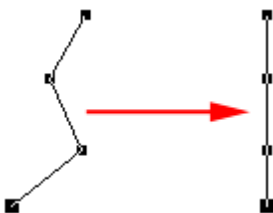
This option aligns all selected nodes on a horizontal line.



Vertical alignment



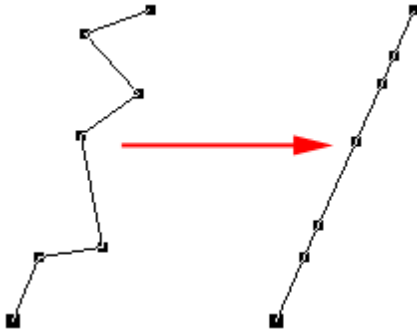
This option aligns all selected nodes on a vertical line.



On one line



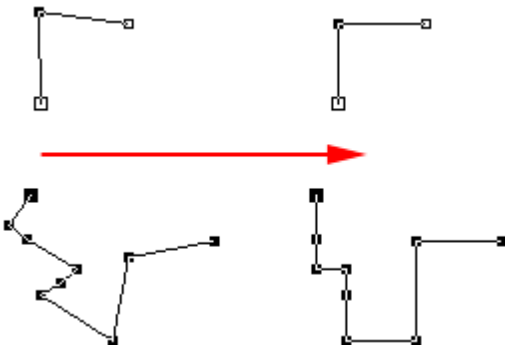
All selected nodes are placed on one line between the first and the last selected node.



Right angle



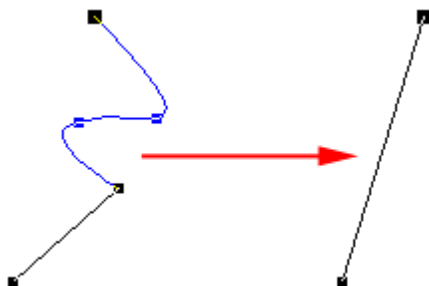
Select the nodes you want to put at a right angle and click on this tool.



Substitute for line



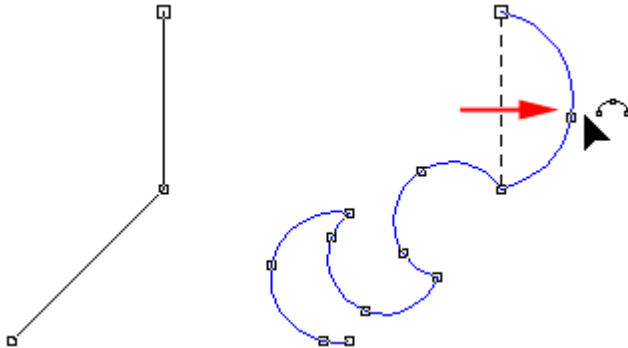
Make a straight line of all selected line parts between the first and last node.



To circular arc



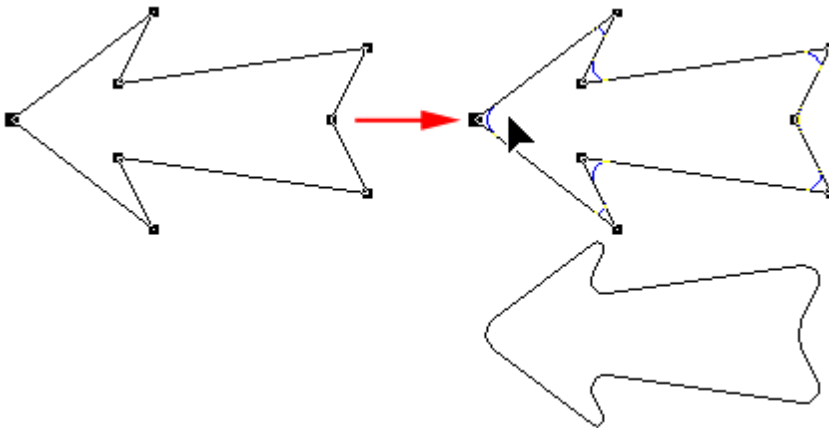
Select the option from the window, the cursor will change into a drag cursor with an "arc" alongside it. With this tool you can draw an arch from any type of line, and from this arc another arc etc.



Rounding corners



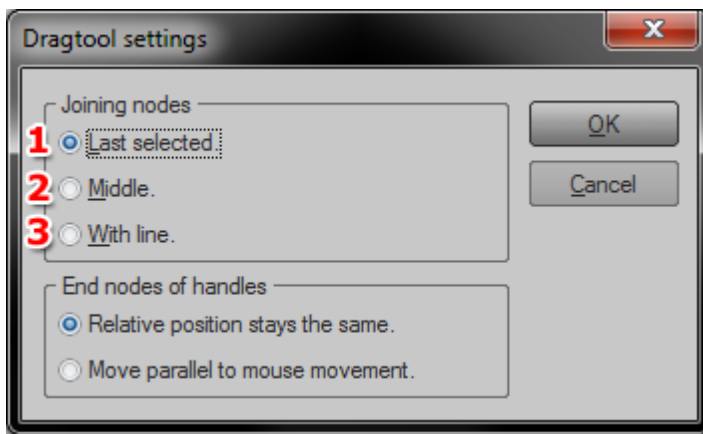
When you use this tool you can round all corners that are located between two straight lines.



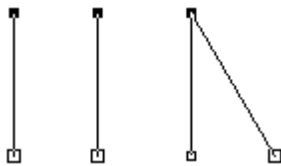
Settings



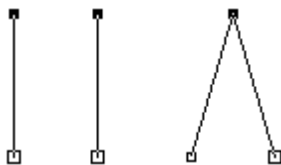
When you select this button a dialog appears in which you can make the following settings for the drag tools.



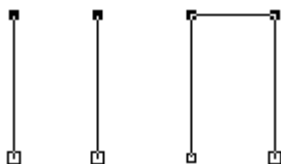
- 1 Last selected.
This option ensures that the last selected node is always used as orientation for connecting the ends.



- 2 Middle
This option ensures that nodes that are connected with each other always come together in their respective middle.

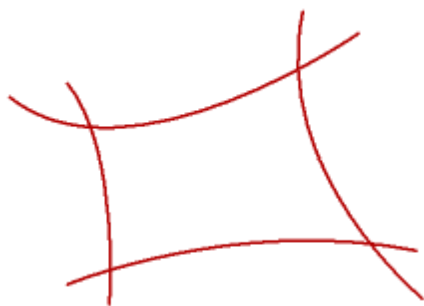


- 3 With line
This option ensures that the nodes that are to be connected to each other will stay in their place and will be connected through a line.

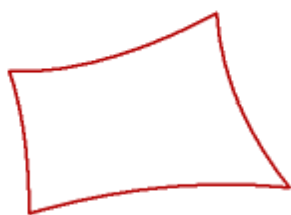


Quick connect

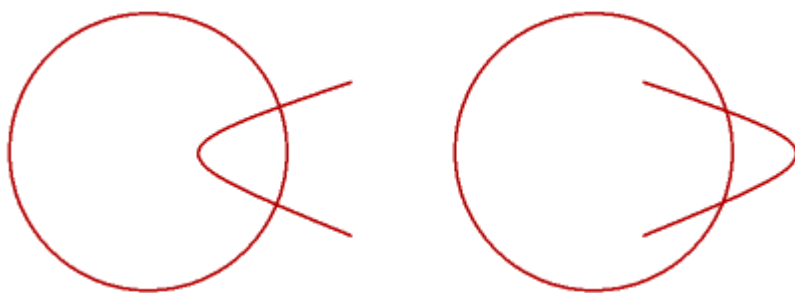
A unique and very fast drawing method. Where you used to tediously edit lines, add nodes, connect nodes and were obligated to work with guidelines you now only have to use one menu item.



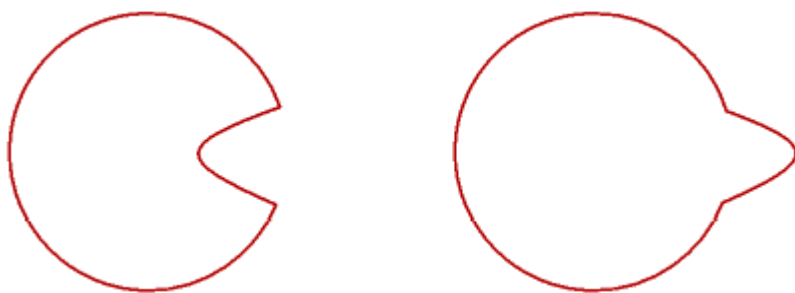
To change the lines in the figure above into a closed object you had to add nodes on the intersection points of the lines, remove lines and then close the overlapping nodes. Now you only have to select the lines and use the command "Arrange, Quick connect" to get the closed object as shown below.



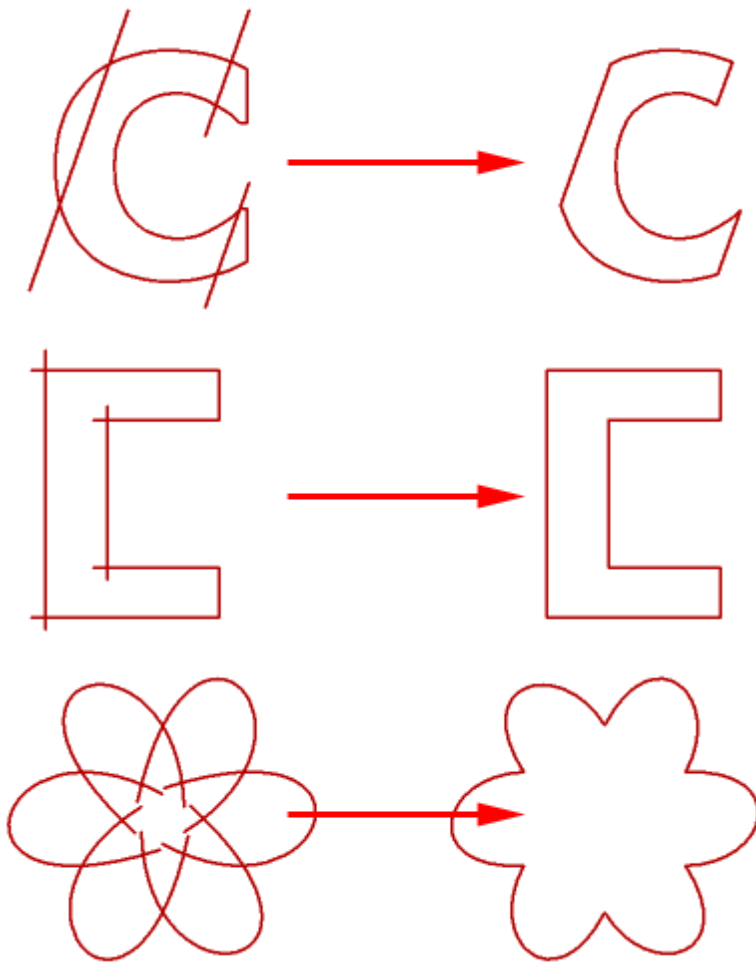
'Quick connect" can also handle a combination of closed and open objects.



After applying 'Quick connect" on the objects shown above you get the following results.



By strategically placing lines you can get results even faster than with welding or stamping objects.



Experiment a little to get acquainted to how “Quick connect” handles in different situations, then you will notice that most of your drawings can be made ten times faster than before.

Paneling ---

What are panels and when are they used?

Even if you have a large format printer, this does not necessarily mean you can print all sizes. All equipment has a maximum size. A printer with a material throughput of 90 cm can often only use 88 cm of this width effectively.

How?

A large format printer that works with rolls has a maximum length of print that depends on the length of the roll. The width is determined by the effective print width. So the length is hardly ever a problem; the width is however. For both orientations there is the possibility to divide the worksheet into panels. Panels are a demarcation on the worksheet that you can specify yourself and that must be based on the effective print width and the maximum length of the medium. The demarcations ensure that during printing of the worksheet, the worksheet is divided into panels that have been defined by you. In order to illustrate this we will use a fictional assignment of which the throughput is larger than our printer would normally be able to cope with.

In this example we will assume that the print job has an output format of 3000 mm high and 4500 mm long; the effective width of the printer is 700 mm.



Panel lines using the mouse

The lines you need in order to specify panels can be applied in two ways, either with the mouse or by using a numerical input in a dialog. To use the mouse for tiling do the following. From the tool bar select the symbol "Panel tool".



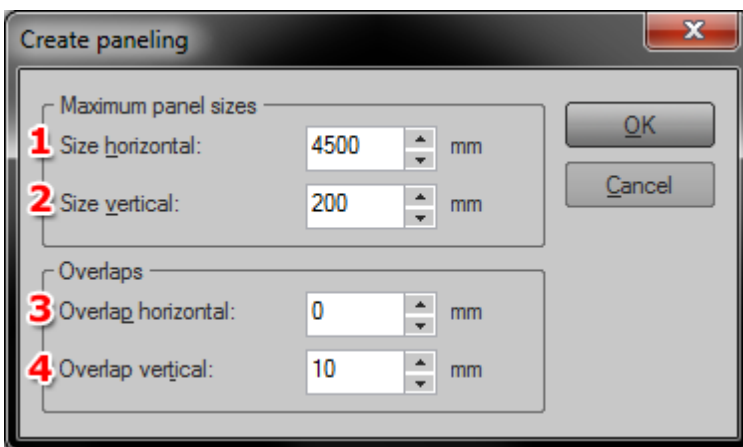
When the tool has been activated the cursor will change as follows.



When you use a portrait orientation as in this example, each click on the worksheet will place a horizontal line (a panel line oriented along the paper). If you want to place a vertical panel line, hold the shift key and click on the worksheet. Apart from the difference between horizontal and vertical panel lines, there is also the difference between negative and positive. If you click on one of the other tools or on the Tab key, you will close the panel line mode.

Panel lines using a dialog

From the "File" menu select the option "Panelling setup". The following dialog will appear.



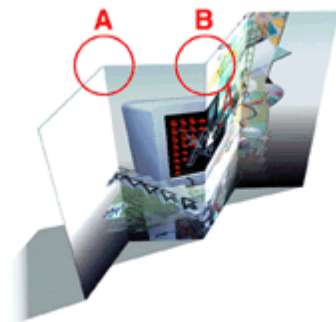
Using this dialog you can automatically divide the worksheet into panels by setting the maximum size of a panel. As the orientation of the worksheet is not important for panels (portrait or landscape) only the zero line of the printer, "horizontal" is always parallel to the pin feed (running direction) of the page. In the field "Size horizontal" (1) fill in the maximum size of the horizontal panel (in this case equal to the length of your page). As we are using a roll of material, no panel lines are needed here. Fill in the length of the page or a larger number. In "Size vertical" (2) fill in 600 units. With "Overlaps" (3) we mean the total overlap of a vertical panel line and "Overlap horizontal" (4) means the total overlap of a horizontal panel line. In "Overlap vertical" fill in 100 units. We are not using an actual overlap here but an extra large one, as this more clearly demonstrates the division of panels over a worksheet.



Now you could say that you have an effective print width of 700 mm. So why are you only using 600 mm. The explanation is very simple, for each specified width you must add on the total overlap.

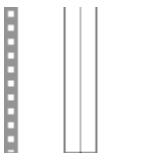
Negative and positive panel lines

Positive panel lines are the most frequently used panel lines, if you are going to print a job that is larger than your effective print width you need an overlap in order to be able to paste the separate panels together. A positive panel line determines the size of the overlap. When you spread a print over several panels that are to be placed in a concertina shape, you will need a positive overlap in one corner and a negative overlap in the corner on the other side.

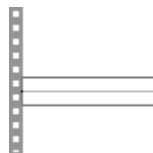


- A The vertex near "A" folds towards the inside. This means that at this point part of the drawing is no longer visible. At this point a negative overlap is necessary. A negative overlap leaves out a width in the print contrary to a positive overlap which adds a width to the print.

Horizontal

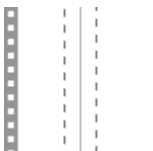


Vertical

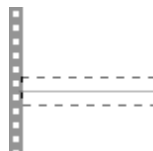


- A negative overlap is displayed by three dark gray continuing lines.
- B The vertex at "B" folds towards the inside, this means that if you do not want the print to be broken by a seam, you need to apply a positive overlap here.

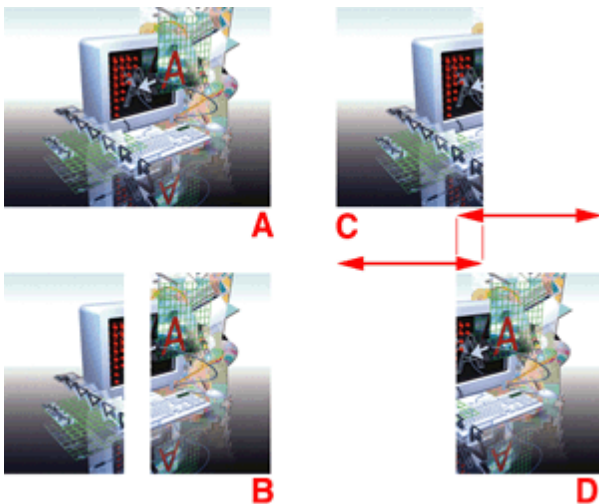
Horizontal



Vertical



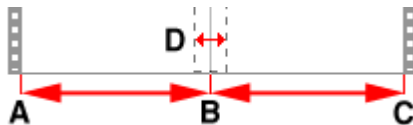
A positive overlap is displayed by two dark gray dotted lines on the outside and a continuing light Grey line in the center.



- A The original.
 B The result after a negative overlap.
 C/D The result after a positive overlap.

Orientation of panel lines

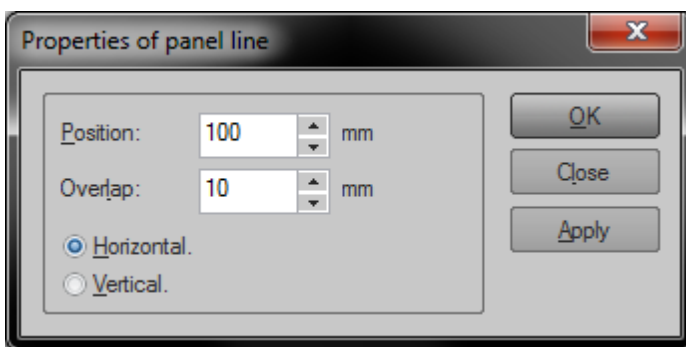
In the illustration below you will find an explanation of how the program sees the location and format of the overlap.



The next illustration is the bottom of a portrait oriented page with a width of 3000 mm and a height of 4500 mm (the page from our example).



Hold the cursor above the left panel line and click on the right mouse button to make a PopUp menu appear. From this menu you select the option "Panel line properties". The following dialog will appear.



Because the right side is the zero line of the printer, the heart of the selected panel line is at 2400 mm. This is the distance of the zero line of the printer towards the heart of the panel line. The panel line is seen as a horizontal panel line because the horizon runs parallel to the zero line of the printer.

Paneling for plotting

You can use paneling when the work you want to plot is larger than the output of your plotter. Suppose you have a design that is 180 cm x 180 cm and your plotter only supports vinyl that is 100 cm wide. This means you have to plot your design so that after plotting you can join two separate pieces of 90 cm.

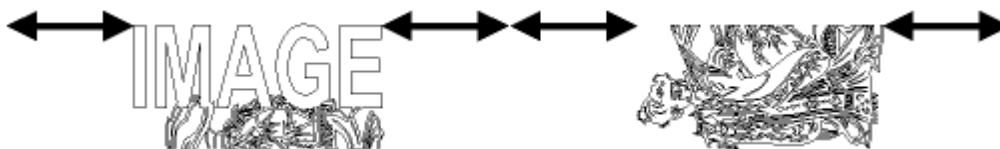
First, adjust the page size to the size of your design, select your design and look at the status bar to get the actual size or use the tool for scale and measurement. You assign these measurements to the page size (menu: "View", "Settings", "Page"), to make sure that the design is centered to the page. Now you can add the paneling lines to your worksheet:



Paneling is based on the size of your worksheet, so if you don't adjust the size of your page to the design, the blank spaces on your worksheet will also be included in the paneling process. This would cause unnecessary waste of your expensive vinyl:



In the situation above your work would come out of the plotter as displayed below. The black arrows mark the unnecessarily used vinyl:



The best way of getting acquainted with paneling is to plot some small-size worksheets, so you can see and try out how paneling works.

Adding paneling lines for plotting

Select from the toolbar the "Paneling tool":

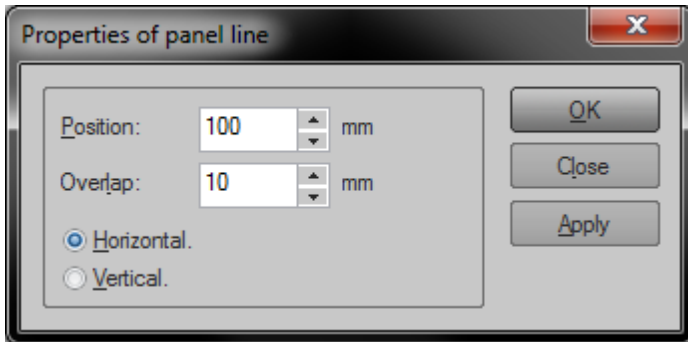


When selected the cursor changes as below:



Click on the worksheet where you want the paneling line.

A paneling line always has the same direction as the pin feed of the worksheet. If you want to add a paneling line at right angles to the pin feed, you have to click the paneling tool while holding down the shift key. Once you have placed a paneling line, you can edit its properties by pressing the right mouse button, when you are over that paneling line. From the context menu select "Properties". In the dialog you can then adjust the exact location and overlap of that paneling line:



Plotting

When you start the plot you have the possibility of plotting all the panels at once or one at a time. When you want to print a single panel, you activate this option and insert the number of the panel. You can see these numbers on the worksheet when you are in paneling mode (when the paneling tool is selected).

Scanning

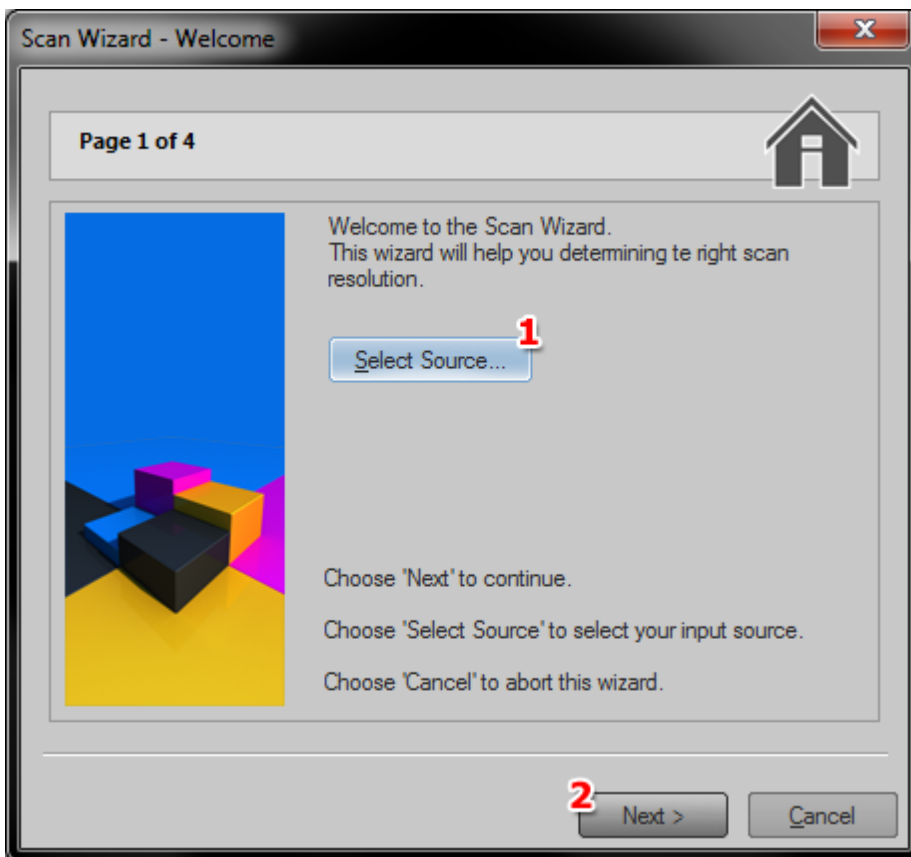
What resolution do I need to scan in on?

The following rule would be sensible to use: a bitmap should be 72 DPI (Dots Per Inch) in 1 to 1 use. This means that when you print the bitmap a size 50 x 70 cm, the bitmap is allowed to have a resolution of 72 DPI for this size. If the bitmap has a lot of detail, you could even double the resolution.

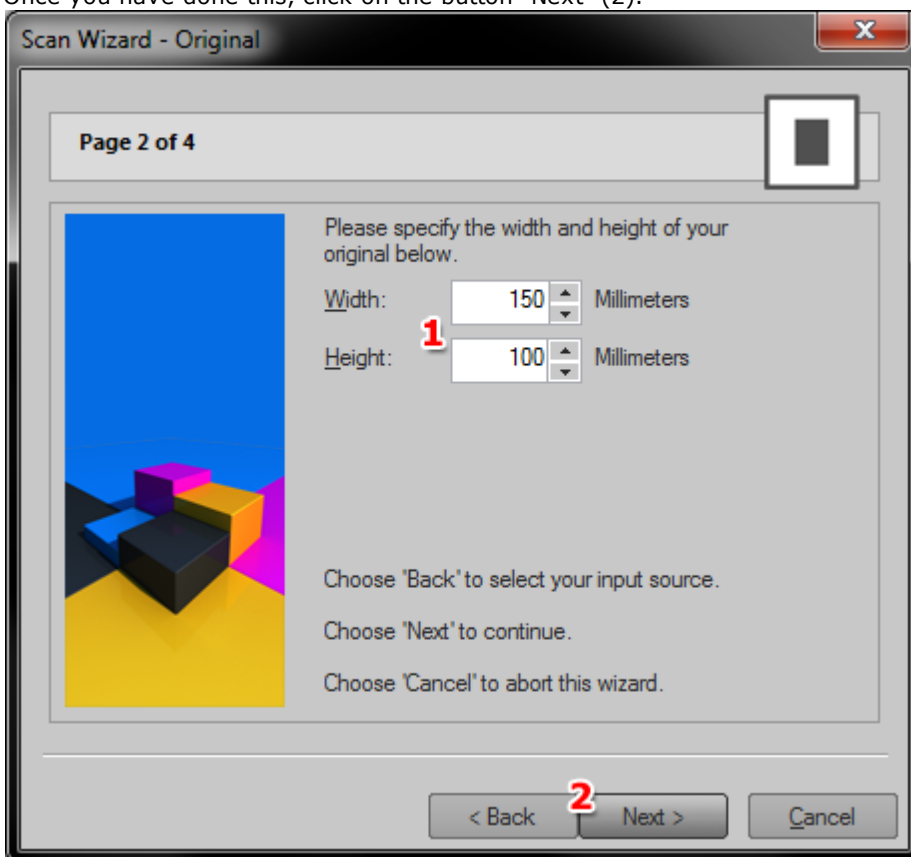
The printer only has a certain amount of DPI as output, everything above the printer's capacity is ignored. What is not ignored is the calculation time for printing. A bitmap with 72 DPI can give the same result as a bitmap of 2400 DPI, the difference being that the bitmap of 2400 DPI takes up ten times as much space on the hard drive. The calculation time for processing the print is also multiplied by factor ten, even though the result is hardly better. If you think the resolution could be better, increase it with just a few steps or double it, but do not immediately multiply it by ten. In the world of offset, films are used that are made on a printer with an output of 2400 DPI (inkjet printers are available from 180 to 600 DPI). The resolution that bitmaps of 1 to 1 use here is 300 DPI with a screen of 150 LPI (Lines Per Inch). This resolution is used for most full color prints. So why would you use 2400 DPI for a photo?

To make it easy EasySIGN has a "Wizard" for scanning which advises you about the correct resolution to scan in on.

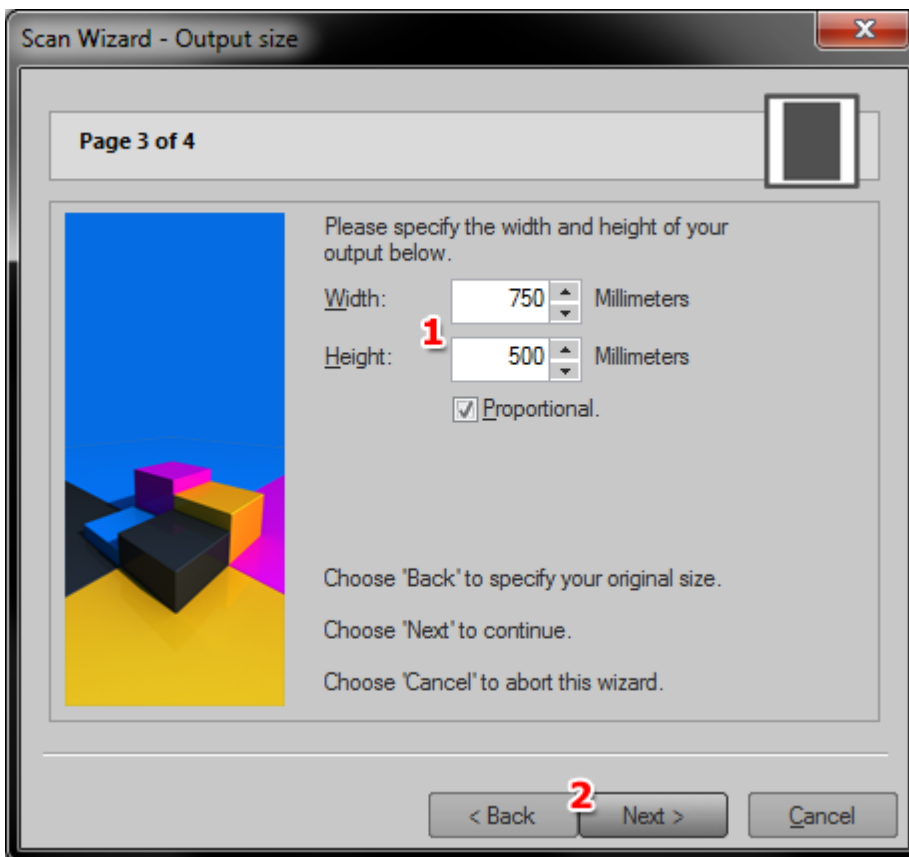
From the menu "File" elect the command "Scan", and from the submenu select "Wizard". The next dialog will be opened.



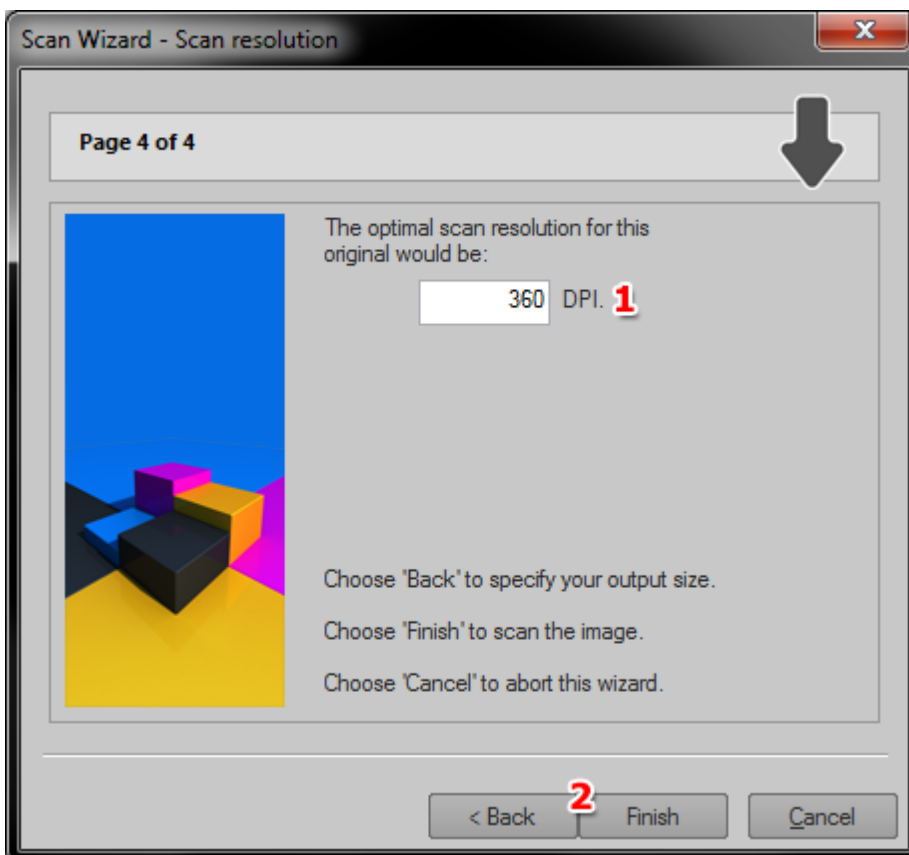
In the middle of this dialog there is a button "Select Source" (1). When you click on this button a dialog appears, displaying the scanners that have been installed on your system. From the dialog select the scanner you want to use. Once you have done this, click on the button "Next" (2).



In this window fill in the width and height of the original on your scanner (1). Once you have done this, click on the button "Next" (2).



In this window fill in the size of the print you want of the original (1). Once you have done this, click on the button "Next" (2).



In this window the advised resolution will be displayed (1). When you click on "Finish" (2) the standard dialog of your scanner will be opened. In this scan dialog fill in the value you have been advised. We cannot display the scan dialog here because this differs for each scanner. For further details on the use of the scan dialog we refer to the manual of

your scanner.

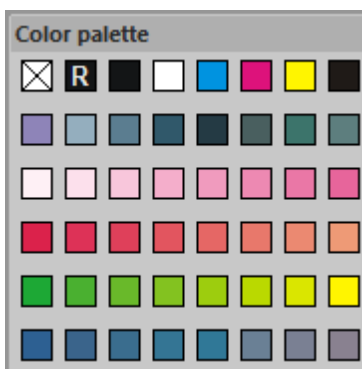
Color management

Use of colors

At the bottom of the EasySIGN screen you will generally find the current color palette and if this is not the case you can first choose "View" from the menu and then the command "Color palette".

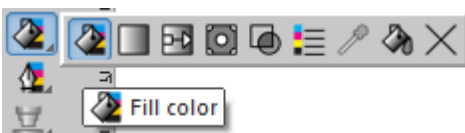


The color palette is a floating bar, which means that you can drag the bar and change its size.

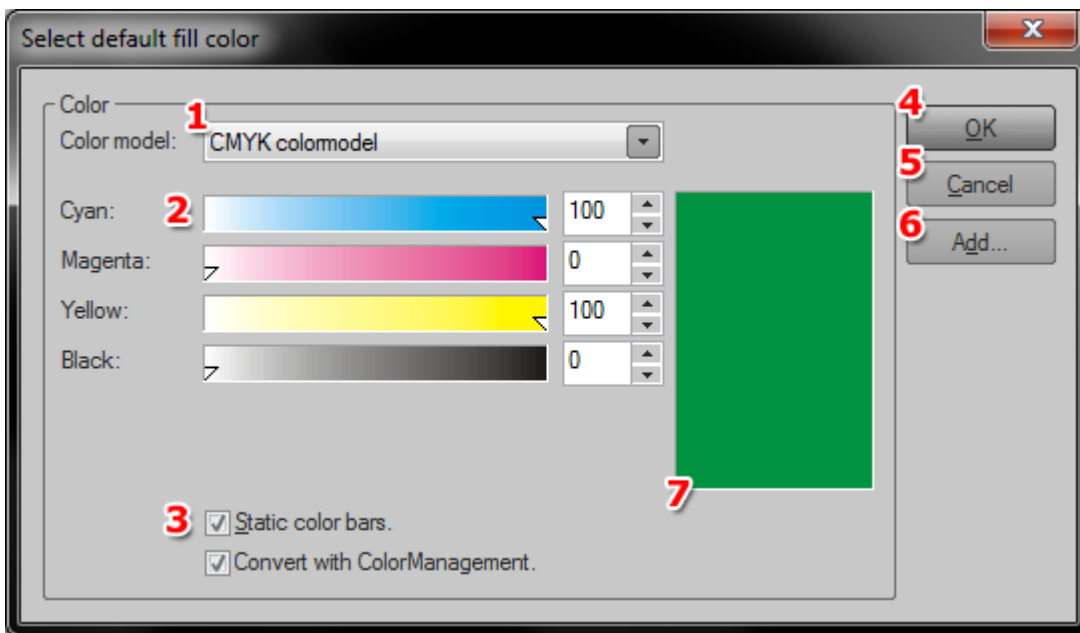


If you want to allocate a color to an object, select the object and in the color bar click on the color you want to allocate. When your mouse is over a colored area, the name of the color under your mouse is displayed in the color bar. One click with the left mouse button will allocate the selected color to the fill of the object and one click with the right mouse button will allocate the color to the line of an object. If you want to delete the fill or the line of an object, for the fill just click with the left mouse button on the square with the cross through it and for the line click with the right mouse button on the square with the cross through it.

If you would like to change the color of an object or create a new color, first select an object and then the color tool from the toolbar.



When you have selected this option the following dialog will appear.

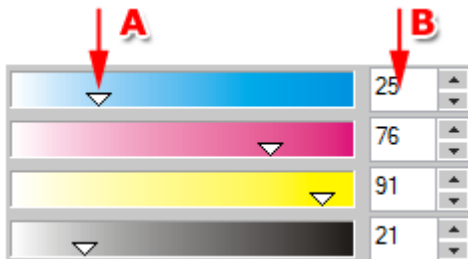


1 Color model

Here you can choose the color system that you would like at this moment. EasySIGN offers a wide range of color systems such as:

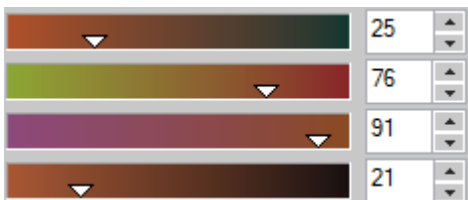
- RGB : Red, Green and Blue
- CMYK : Cyan, Magenta, Yellow and Black
- Gray values : Composed of shades of gray
- HSB : Hue, Saturation and Brightness
- Spot colors : Full colors specified by the printer suppliers.
- CMYKOrGr : Cyan, Magenta, Yellow, Black, Orange and Green
- CMYKLiCLiM : Cyan, Magenta, Yellow, Black, Light Cyan and Light Magenta

2 The visual display of the chosen color system. The color can be influenced by using the sliders in the bar (A) or by filling in a value in the text box (B). The result is displayed in the palette (7).



3 Static color bars

When you activate this option the color bars look the same as in the above illustration and you can mix according to your knowledge of color. If you are not familiar with the mix values e.g. what color you get when mixing green and red, you can disable this function. The color bars will now change into a type that shows you which way to slide in order to get a certain color. With every movement of one of the sliders all the bars are modified.



4 The button 'Close' closes the dialog

5 The button "Apply" transfers the color from the dialog to the selected object.

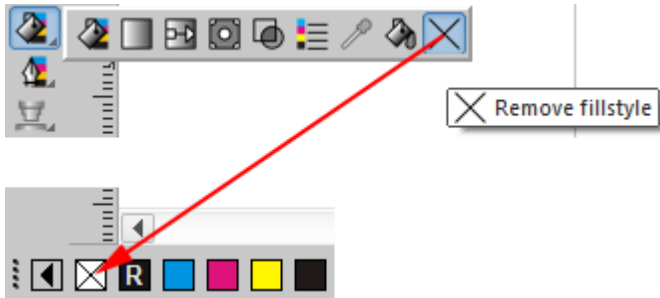
6 The button "Add" opens a dialog so you can add the color to your palette.



In order to add the color to the table you must give the color a name in field (1) and click on "OK".

Default color

Each time you draw an object in EasySIGN this has a default fill, line style and line color. You can choose the default yourself. To do this click on a color in the color bar or create a color in the color dialog, without selecting an object. The same work method applies to creating a default line color.

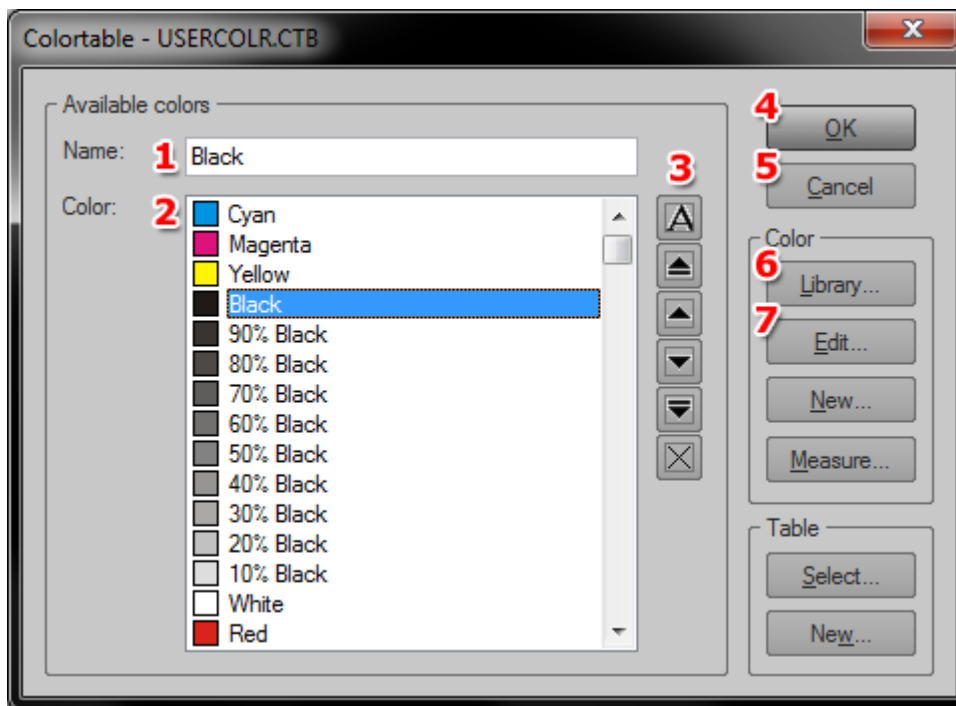


Color palette and library management ---

If you want to rename colors from your color bar, delete them, change a color or add a color from a library, you must select the following tool from the toolbar.



When you have selected this option the following dialog will appear.



- 1 When you select a color from the list (2) the name of this color is displayed in the textbox (1). You can use this field to change the name.
- 2 In this list you can sort a color, select it to rename it or select it to delete.
- 3 Here you will find the commands for editing the colors that are in the list (2):



This option orders the list alphabetically.



This option puts the selected color at the top of the list.



This option moves the selected color up one place on the list.



This option moves the selected color down one place on the list.

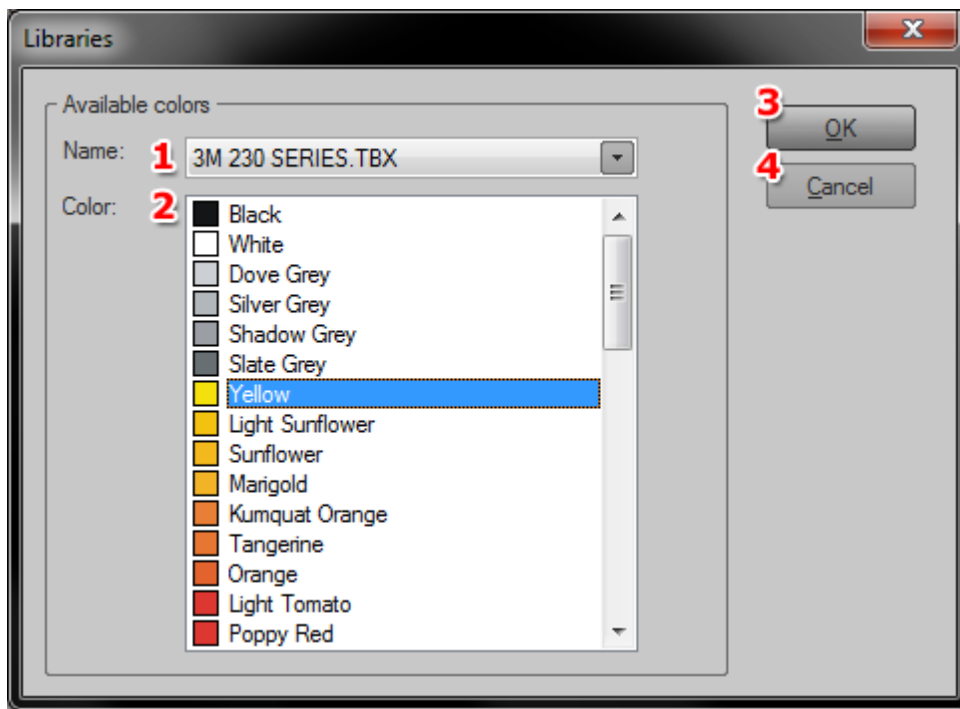


This option puts the selected color at the bottom of the list.



This option deletes the selected color

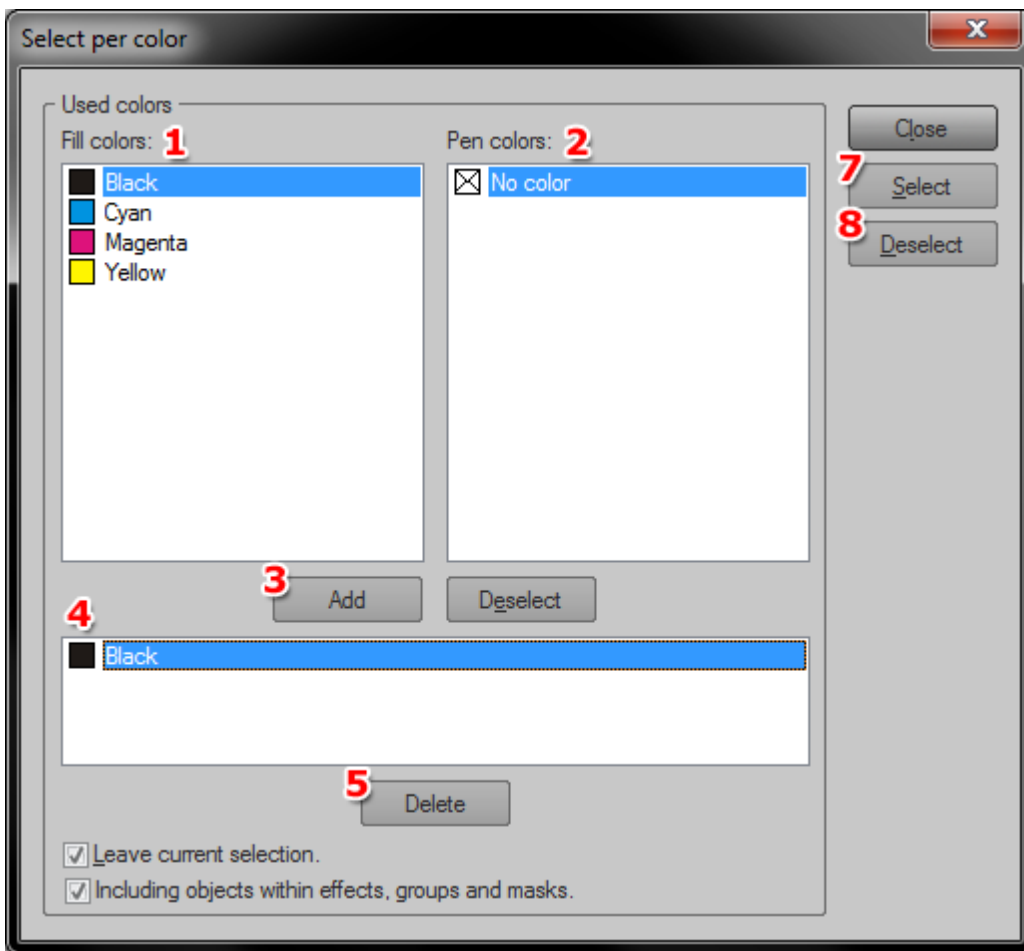
- 4 The "OK" button applies all modifications and closes the dialog.
- 5 The "Cancel" button closes the dialog without carrying out the modifications.
- 6 The "library" button opens the next dialog.



- 1 From this list you can select the name of the required library.
- 2 This list displays the color names or product numbers of the selected library. Here you can choose several items simultaneously.
- 3 The "OK" button transfers all selected items to the list in the previous dialog where you can select or modify them.
- 4 The "Cancel" button closes the dialog without modifying anything.
- 7 The button "Edit" opens the standard color dialog where you can modify the features of the color.

Select by color

The command "select by color" from the "Edit" menu opens a dialog that can select all objects of a certain color at the same time.



- 1 List with all the fill colors from the worksheet.
- 2 List with all the line colors from the worksheet.
- 3 Add the selected line and fill colors to the selection list(4).
- 4 The selection list.
- 5 Deletes selected item form the selection list..
- 7 The "Select" button ensures that objects on the worksheet that correspond with the color in the list you have specified, are selected.
- 8 The "Deselect" button ensures that the objects on the worksheet that correspond with the color in the list you have specified are unselected.

Select by object

The command "Select by object" from the "Edit" menu opens a dialog that works in the same way as the previous dialog with the difference that this dialog can select all objects of a certain type at once.

Quick select objects with similar fill style

Select an object and then from the context menu the option "Select by, Similar fill style". All objects with the same fill style will be selected. The selection looks for objects with the same color name instead of color values.

Quick select objects with similar line color

Select an object and then from the context menu the option "Select by, Similar line color". All objects with the same line color will be selected. The selection looks for colors with the same color name instead of color values.

Quick select similar objects

Select an object and then from the context menu the option "Select by, Similar objects". All identical objects will be selected.

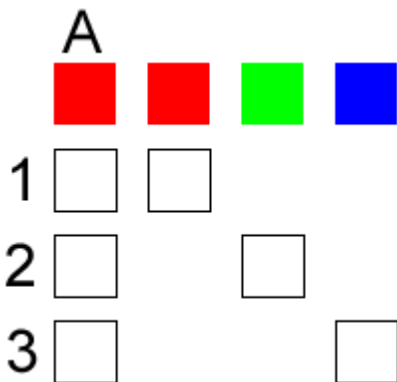
Registration color

What is registration color

Registration color is a separate color space. This color is not an actual color but a property. If an object has this property, it will be printed and plotted together with every color in a color separation. The property "registration color" causes crop marks to act the way they do. You can assign this property via the color tools for line or fill styles, or via the color palette. The registration color is indicated on the color palette by the black field with the white "R".



You can assign any color to the property registration color to emphasize the difference between registration colors and normal colors in your worksheet. A default color for the registration color can be assigned via the menu "File, Settings" and the tab "General". Every new object with a registration color will be shown in this color. These settings have no effect on objects with this property already assigned to them. You can change the appearance of objects with this property via the color tools for line or fill styles.



In the above illustration, "A" is the object with the property registration color and the color red assigned to this property.

- 1 Color separation in red
- 2 Color separation in green
- 3 Color separation in blue

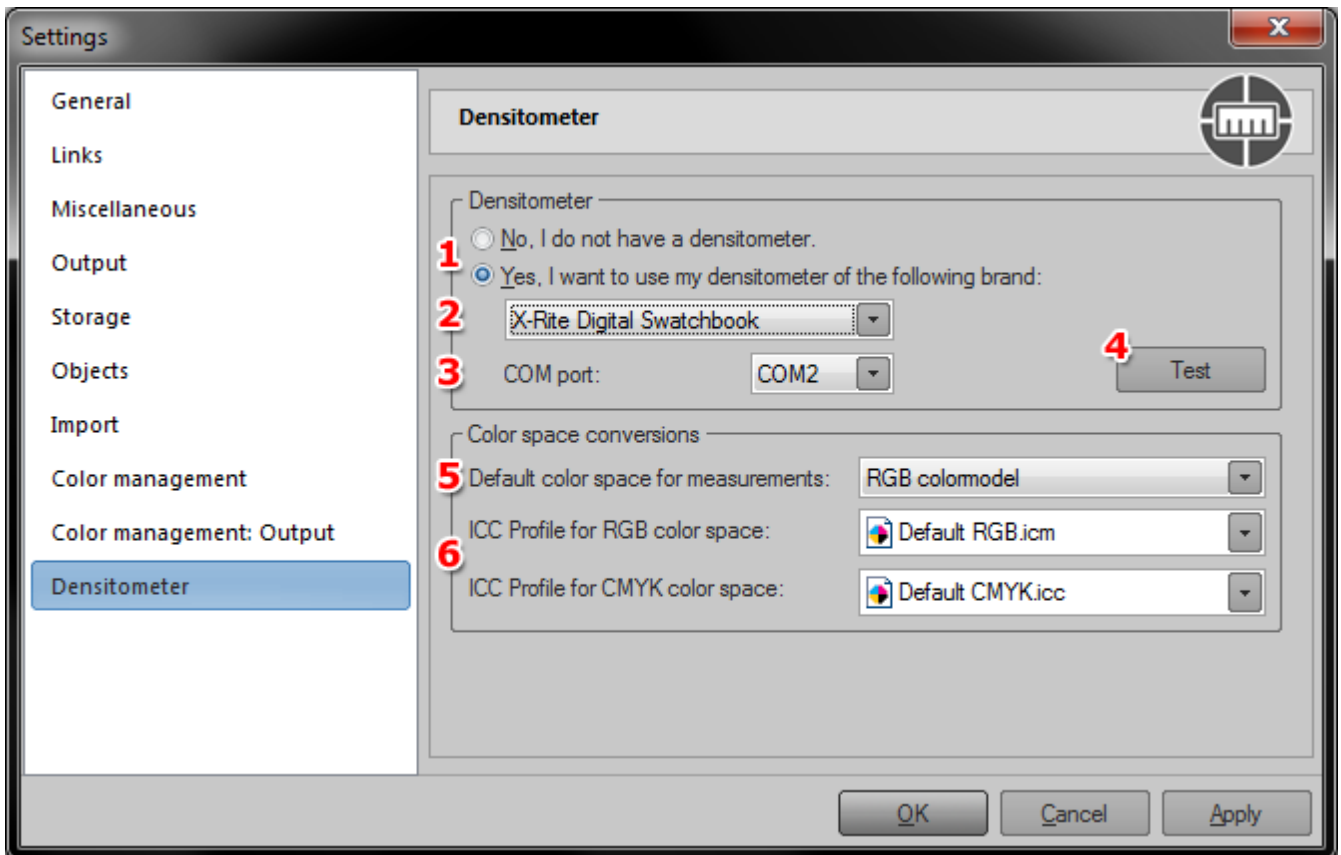
The registration color is automatically included with each color separation.

Measuring colors

In EasySIGN you can input colors into the software by means of a densitometer. A perfect way to make your own color library!

Settings

Open the menu "File, Settings" and select the tabsheet "Densitometer" in the opened dialog.

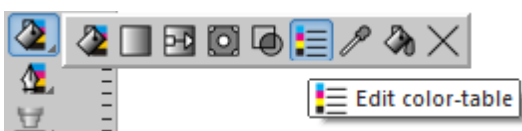


- 1 Select here the option "Yes, I want to use my densitometer"
- 2 Select the brand of densitometer in the combobox.
- 3 Select the port the densitometer has been connected to. If you have chosen a densitometer with USB connection in the combobox, this option is not available. Don't use automatic densitometers that measure several colors in one pass, but use one that measures only one color at a time.
- 4 Press this button to find out whether the densitometer is recognized. This can take a while, wait for the message which indicates that the densitometer is recognized.
- 5 Select the color space in which the measured colors must be stored (CMYK of RGB). If you intend to print the colors, you should use the CMYK color space.
- 6 Here you can select the desired profile for the CMYK and RGB color space. If you have a printer and a (ICC of ICM) profile for this printer: select this profile. This way, the measured colors will correspond as closely as possible to the printed result. If you don't have a printer or if you have more than one, choose the "Default CMYK" and the "Default RGB" profile.

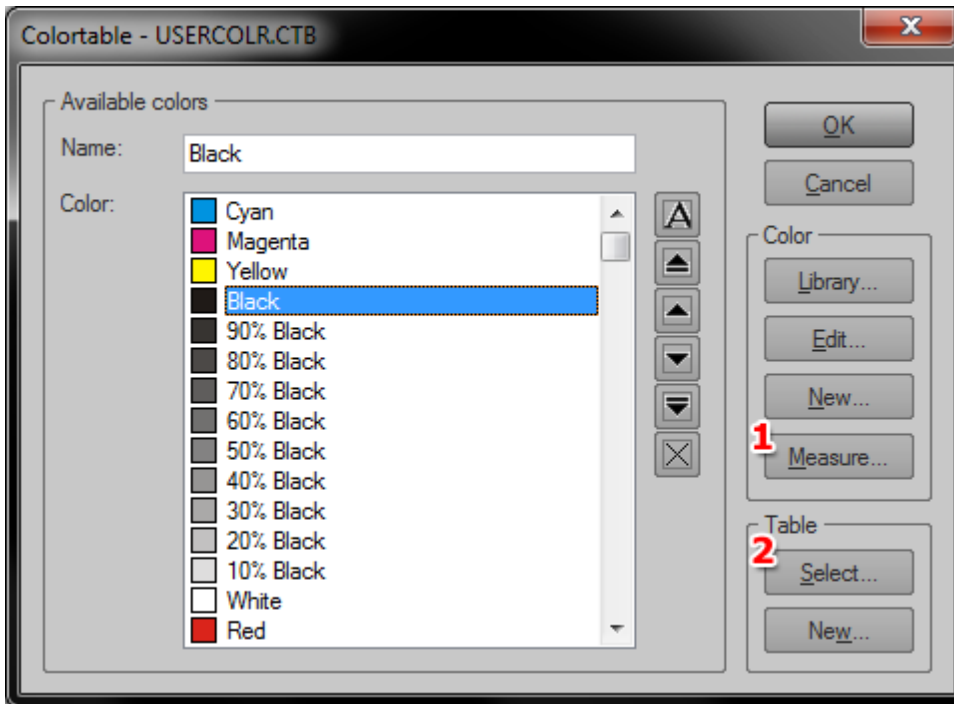
Save the made settings by pressing "Apply" and close the dialog.

Procedure

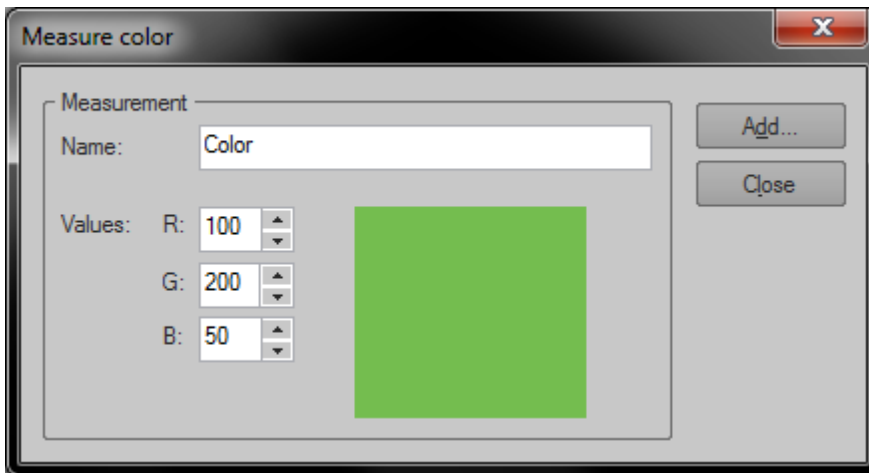
Select the "Fill bucket" from the toolbar and then the icon for "Color management".



This opens the following dialog.



If you want to store the new colors in a separate table, you first have to press the button "New" (2) in the group "Table" and make a new table. If you have already done so, or want to add the measured colors to an existing table, press the button "Measure" (1) in the group "Color".



Fill in the name of the color and click with the densitometer on the color you want to measure. The color appears in the color preview (2) and the values of the colors in the edit boxes.



If this icon shows up, the measured color falls outside of the gamut (range of printable colors) of your printer, based on the chosen profile in the "Settings". You can visually adjust the color so that it matches the measured color as close as possible.

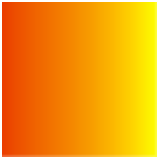
Press the button "Add" to add the measured color to the active color table. Close the dialog when you have completed the measuring of colors. Don't forget to press the "OK" button to store the changes.

Gradient fill

With a gradient fill you can let two or more colors gradually change into the next color. With this function you can add more color and depth to your work. There are different types of gradient fills available.

Linear

The fill is in one straight line over the object:



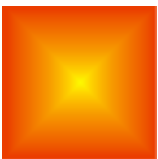
Radial

The fill consists of concentric circles:



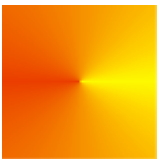
Square

The fill consists of concentric squares:



Conical

The fill consists of rays from the center of the object:



Each of these gradient fills is subdivided into two types.

Two colors

This fill has only two colors that change into each other:



Custom

This fill can have more than two colors. You can use for example a fill from red to orange, to yellow, to green etc:



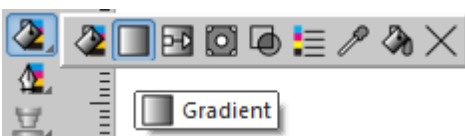
You can personalize gradient fills further by changing the "Edge fill", the "Angle", and you can add and change colors etc. You can do this in the dialog or directly on screen.

How do I apply a gradient fill?

There are two ways to do this.

Gradient fill dialog

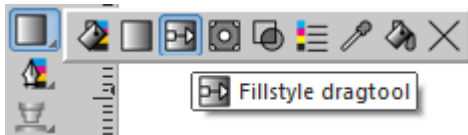
Select an object and click on the gradient fill button in the submenu of "Fills" in the toolbox:



Make your settings in this dialog and click "OK".

Direct on screen

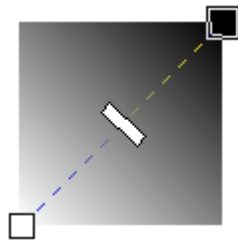
Click the symbol for direct gradient fill in the submenu of "Fills" in the toolbox:



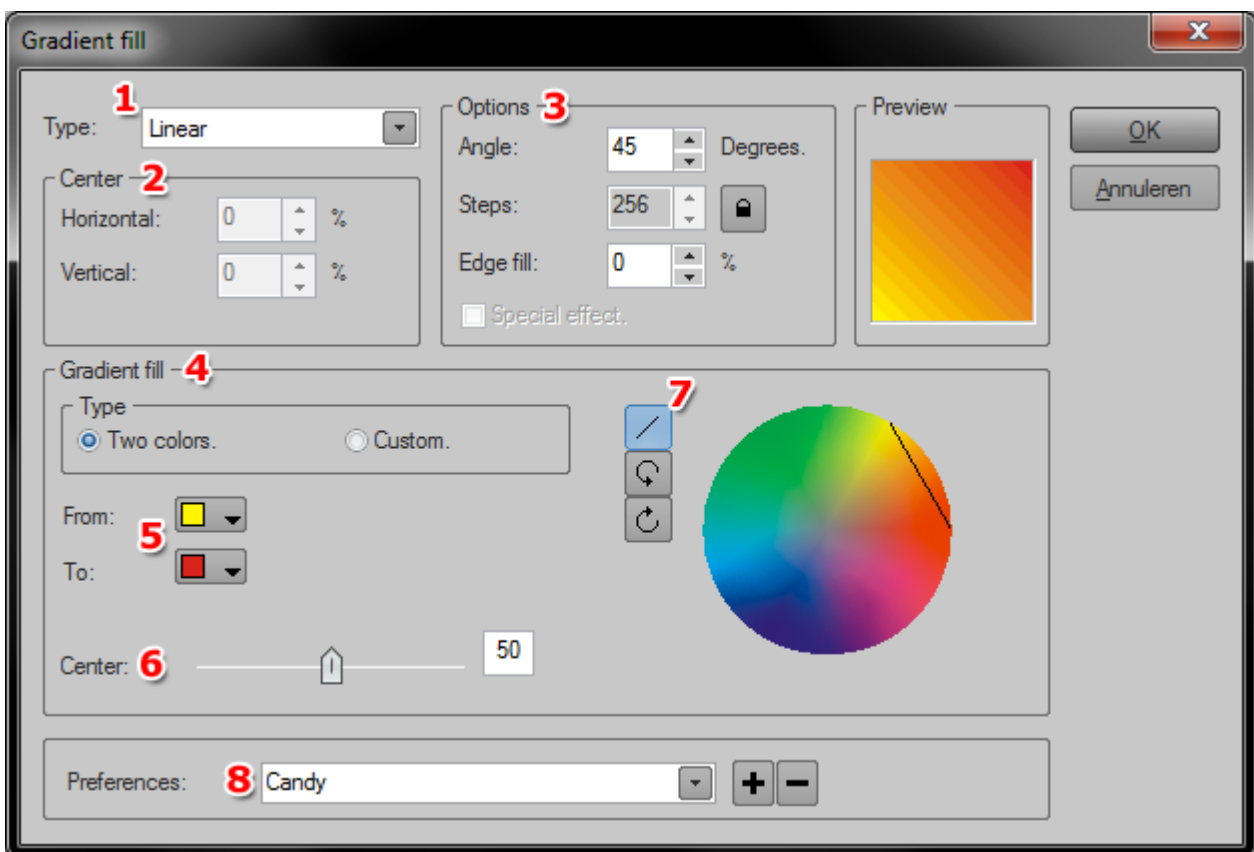
The cursor will change as follows:



When you select an object with this tool and simultaneously drag the mouse, you apply a gradient fill to the object:



Gradient fill dialog



Two colors

1 Type

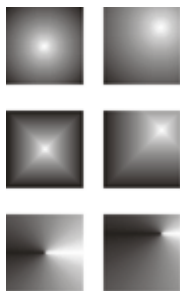
Here you can choose from the following types of gradient fills:

Linear
Radial
Square
Conical.

2 Center

When a type of fill supports this, you can adjust the center of the fill with this control. In the image below, in the left column, the center is set to 0% horizontal and 0% vertical; in the right column the horizontal and

vertical values are set to 25%:



3 Options

Angle

Here you can adjust the angle of the gradient fill.

Steps

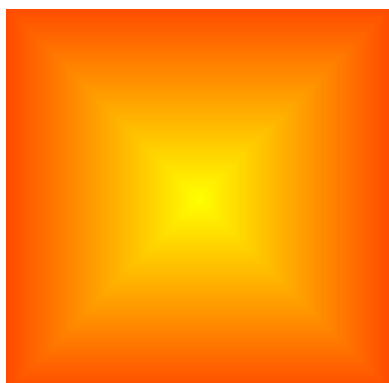
Here you can set the number of steps that are used to build the gradient fill. If you unlock the button behind this field, you can set the number of steps for the current active gradient fill. If you lock the button, the number of steps displayed are the ones you can set globally under the menu "File", "Settings", "General", "Gradient fill steps".

Edge fill

This setting controls the distance over which the begin and end color stays an even fill and at which point the actual gradient fill starts.

Special effects

If this option is active, you can make a special effect of a regular gradient fill. A normal square gradient fill looks as follows:



The same gradient fill, but with the "Special effects" option active and an angle of 6 degrees, looks as follows:

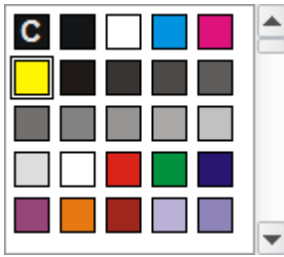


4 Gradient fill

Here you can choose between "Two colors" or "Custom".

5 From/To

Here you can choose the start and end color of the fill. When you choose one of the buttons the following menu will appear:



By selecting one of the color squares you assign the selected color as the new begin or end color:



When you select the black square with the capital "C", you open a color dialog in which you can create a custom color.

6 Center

Here you can set the center of the fill:



7 Rainbow

By selecting one of these buttons you can set the direction of the begin and end color. In the example below, the left image represents the "shortest" way in a color space from one color to another and the right image is the "longest" way:

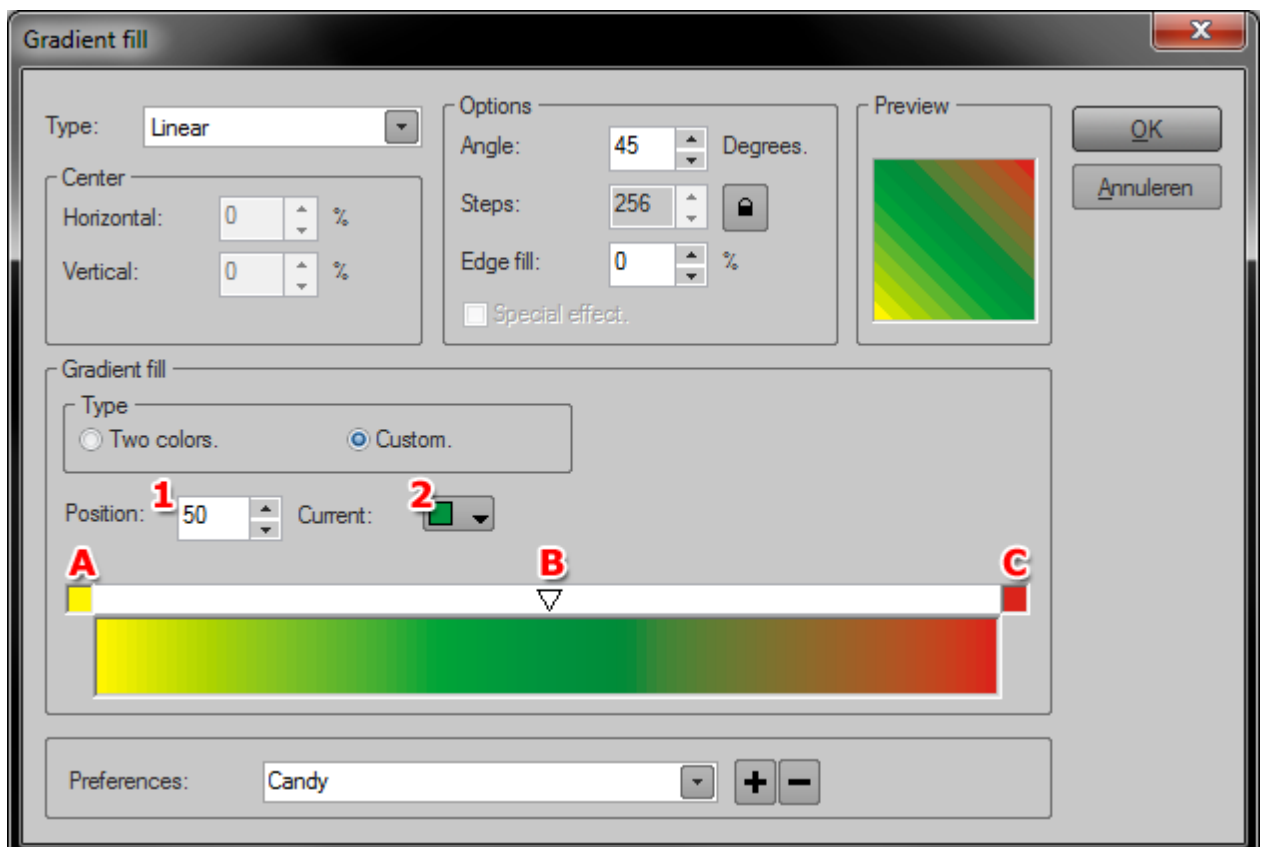


8 Preferences

This list provides a set of predefined gradient fills. You can add your own by typing a name and pressing the button with the "+". You delete a setting by selecting it and pressing the button with the "-".

Custom

When you select "Custom" the dialog changes:



1 Position

Here you can find the position of the selected color within the gradient fill.

2 Current

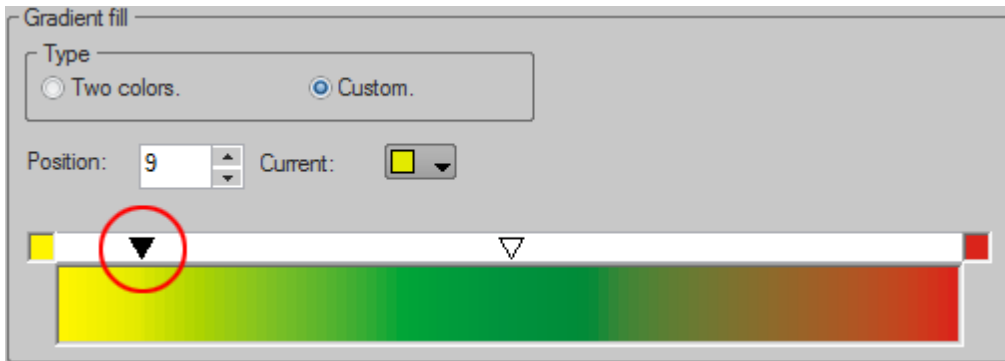
Here you can see the currently selected color.

A The start color.

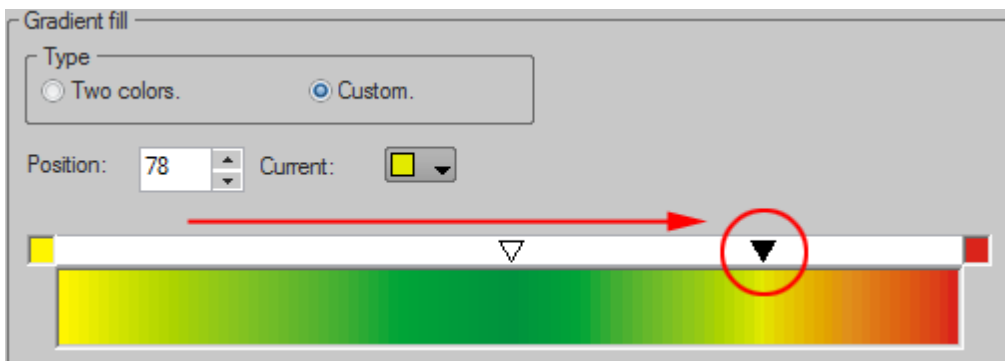
B One of the possible color positions in the gradient fill.

C The end color.

By double clicking on the white space between point "A" and "B", or by adding a value in (1), you can add a new color position. When you want to add a position numerically (1), you have to make sure that no existing position is selected or you would just move this position instead of adding one. You can deselect a position by clicking once somewhere on the white space between points "A" and "B".



The newly added position has the exact color of the position in the gradient below. When you drag the slider to a different location, this color doesn't change, only the position. You can change a position by selecting this position and dragging, or by selecting the position and changing the value in the position field (1):

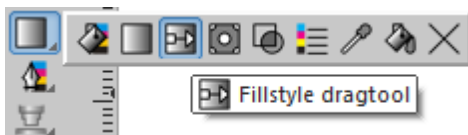


A position is selected when the triangle is black. When a position is selected you can delete it by pressing the "Delete key" on your keyboard.

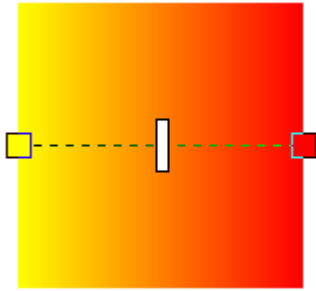
To change the start and end color, first select point "A" or "B" and then adjust the value in the color menu (2). To change the color of one of the positions, first select this position and then adjust the value in the color menu (2).

Adjust a gradient fill directly on screen

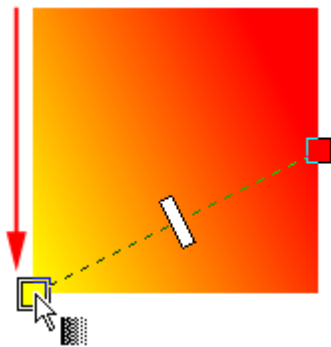
Select an object with a gradient fill and then the symbol for direct gradient fill in the submenu of "Fills" in the toolbox:



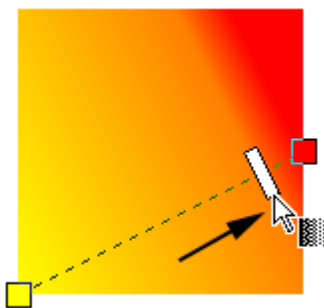
The control handles for the gradient fill become visible:



If you drag one of the outer handles, you can change the angle and positions of the gradient fill. These handles are magnetic and can snap on a guideline or node:



The slider in the middle is for changing the center of the gradient fill:



When a position is selected you can change its properties.

Not selected :

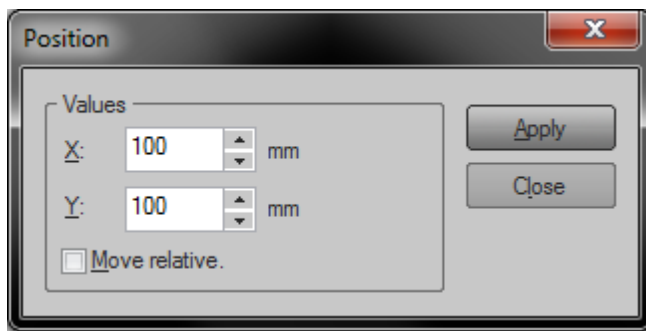


Selected :



1 Location

You can also change the location of the outer position numerically by selecting using the context menu with the command "Move":



2 Color

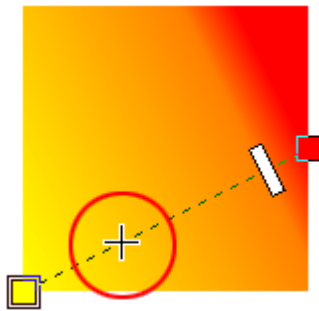
You can change the color of a position by selecting that position and then selecting a color from the color bar, or by selecting "Properties" from the context menu. If you select "Properties", the color dialog in which you can create a custom color will appear.

3 Delete

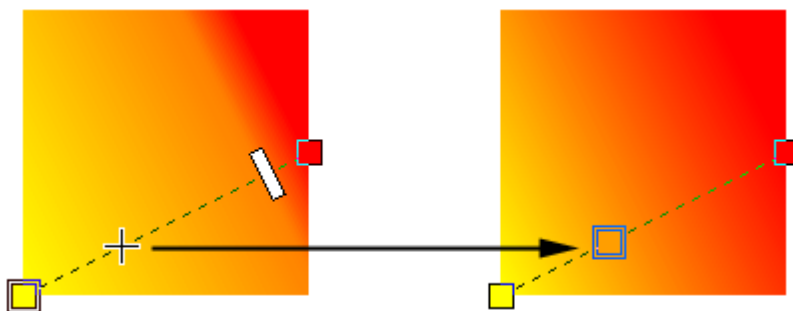
Any position, except the start and end position, can be deleted by using the context menu or the "Delete" key from the keyboard.

4 Add positions

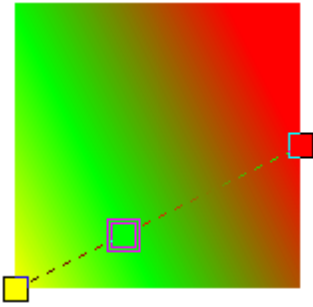
You can add a position by placing the mouse over the dotted line between the start and end position, and selecting "Insert" from the context menu, or by double-clicking the dotted line. If you are over the dotted line the mouse cursor will change its appearance:



By double-clicking you add a position:

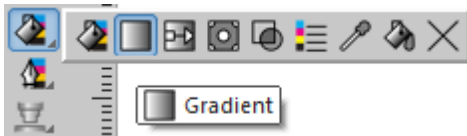


By selecting a color from the color bar you can change the color of the current position:

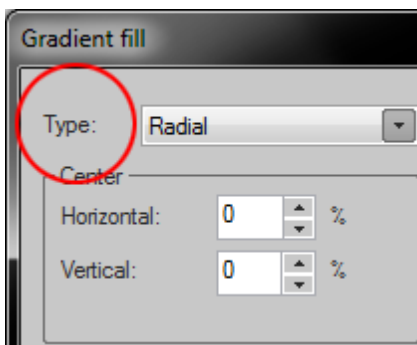


Changing the type of the gradient fill

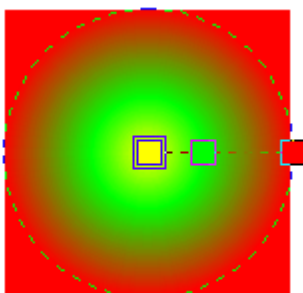
Open the gradient fill dialog by clicking on the gradient fill button in the submenu of "Fills" in the toolbox:



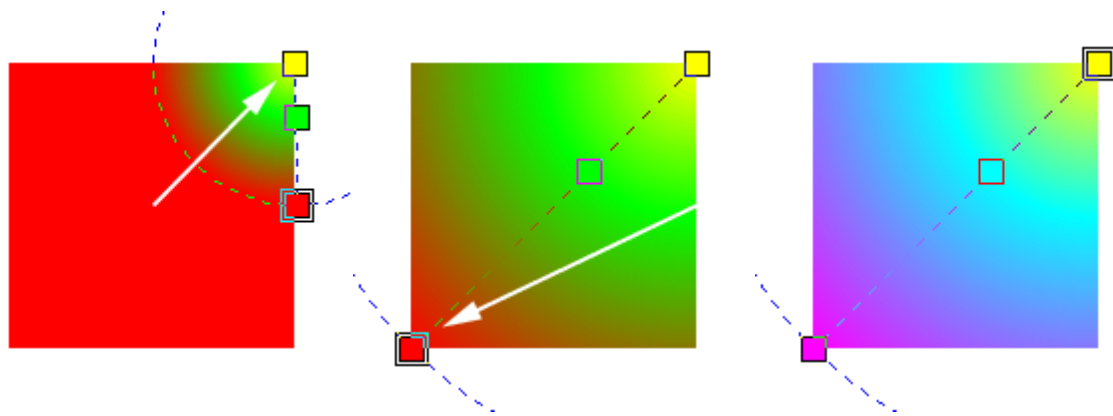
In this dialog you now can change the "Type" of the fill:



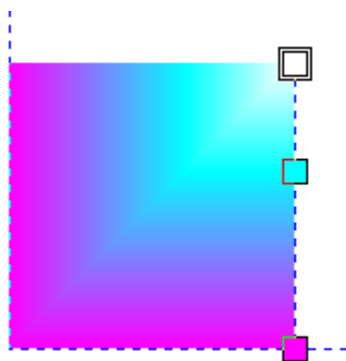
Radial



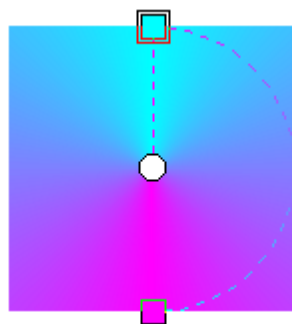
Just as with any other gradient fill type, you can add positions and edit their location and color:



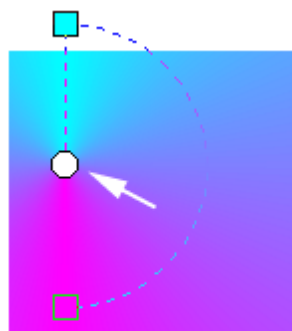
Square



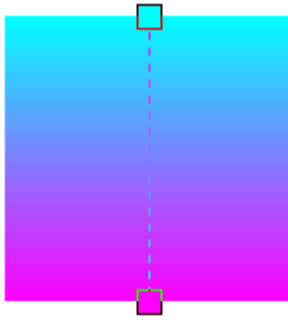
Conical

**Working with gradient fills**

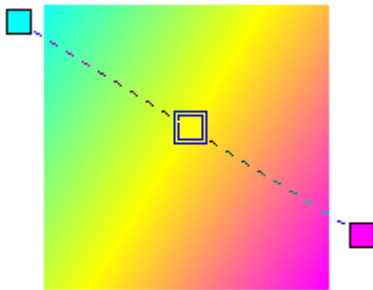
With the control handles of a gradient fill you can do almost all the things directly on screen that you can do with the dialog:



Switching between the different gradient fill types is only possible via the dialog:



Almost anything you can do in the dialog, you can do directly on screen:



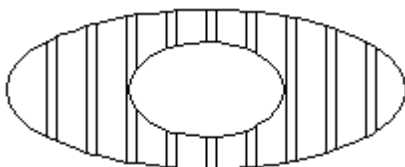
Making gradient fills ready for cutting



You can make a gradient fill ready for cutting by selecting the object and choosing the command "Convert to", "Ready for cutting" via the context menu:

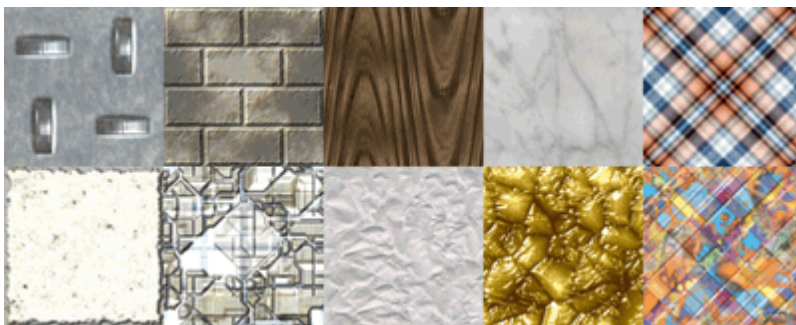


When working in color mode you cannot see any difference. Only when you switch to wire frame, can you see what has happened. Each step in the gradient fill is converted to a vector object, so it is ready for cutting. This operation is useful only when the gradient fill has a small number of steps. Too many steps would cost too much on different vinyl colors and aren't practical:



Pattern fills

Pattern fills are bitmap files that can be tiled seamlessly to form an uninterrupted, integral whole. EasySIGN ships with several hundreds of example files. More than 3400 of these fills in 27 different categories, such as "Wood", "Metal", "Marble", "Stone" etc., can be obtained from our website: <http://www.easysign.com>.



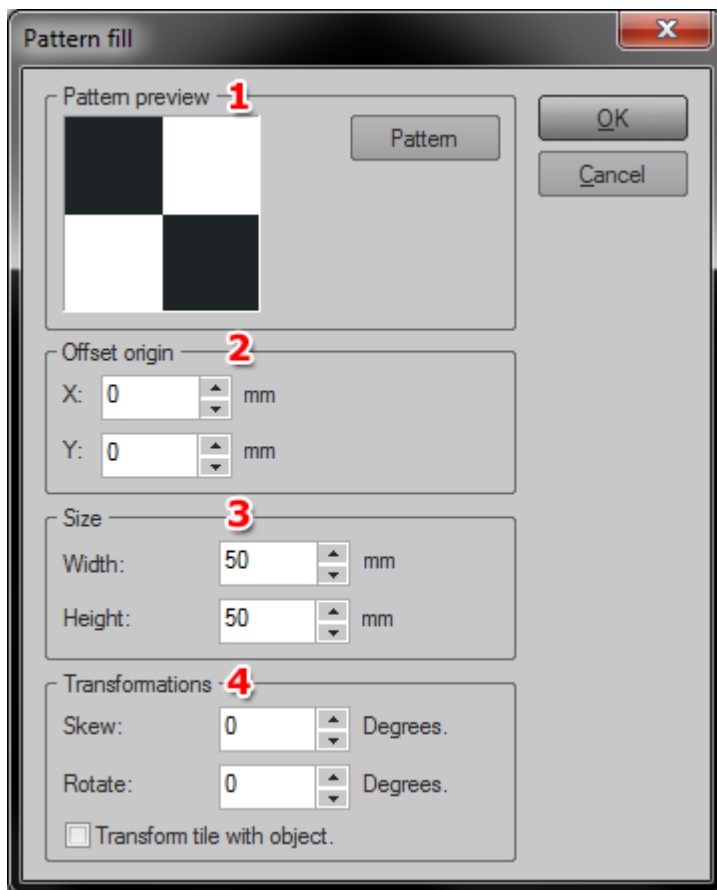
You will find the pattern fills in the subdirectory "Shared\TEXTURES\" of EasySIGN.

How to apply a pattern fill

Pattern fills, like all other fills, can be applied by means of the "Fill bucket" from the toolbar. First select a vector object to which you want to assign a pattern fill, then select the icon below from the toolbar.

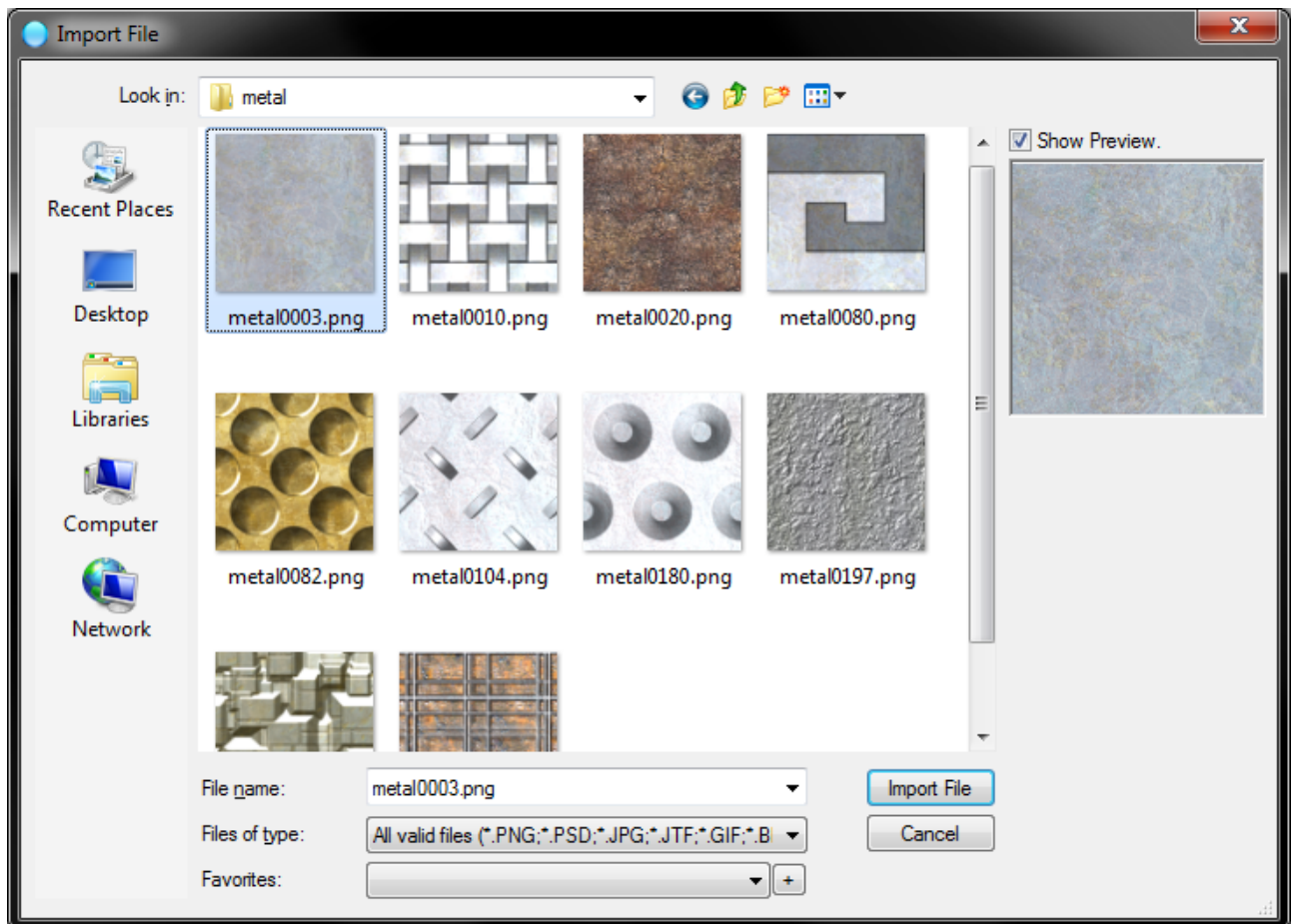


This opens the dialog where you can select the pattern fill.



1 Pattern preview

By pressing the button "Pattern", you open a dialog where you can select the desired pattern fill.



This is the standard "Open dialog" as you have seen before, but with several additions.

- 1)
Here you can determine the way files are presented to you. Select "Thumbnails" to see previews of the images.
- 2)
By pressing the "+" button, you can add the current subdirectory to the "Favorite list".
When you select a subdirectory from this list, the dialog automatically goes to the selected location.

2 Offset origin

A pattern fills "starts" at the bottom left corner of the selected objects. Here you can adjust that origin.

3 Size

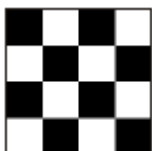
Here you can adjust the size of the pattern fill.

4 Transformations

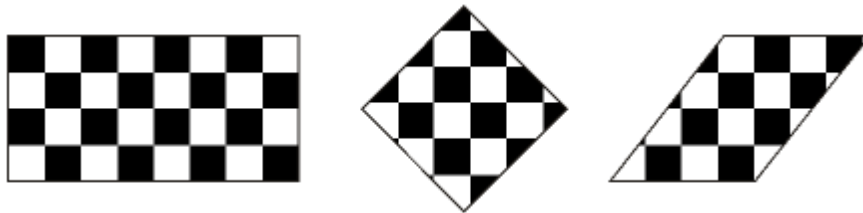
Here you can adjust the skew and rotation of the pattern fill.

Transform tile with object

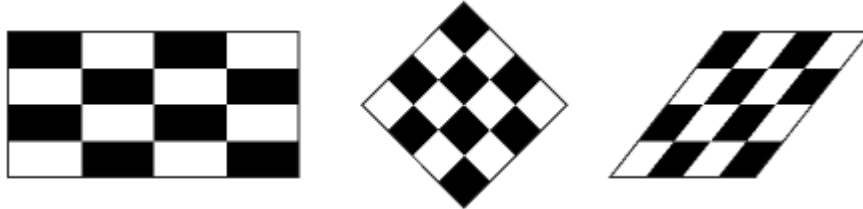
This option determines whether the pattern fill copies the transformations of the object.



Original



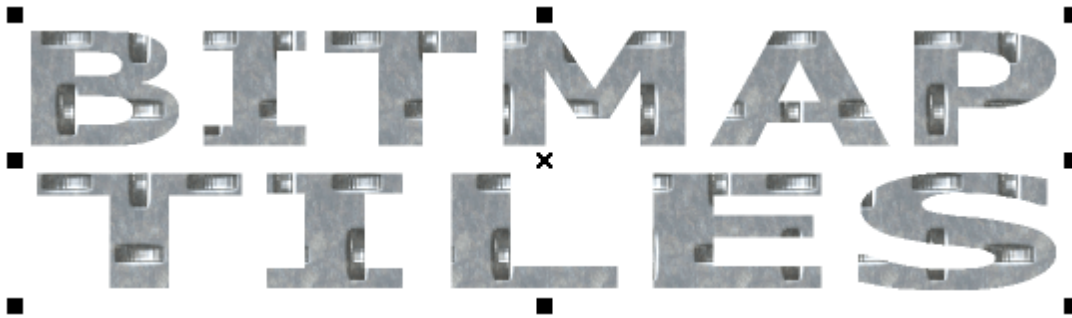
Object transformed and this option disabled



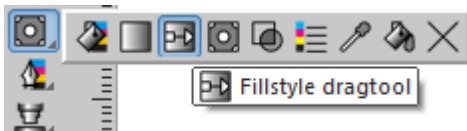
Object transformed and this option enabled

Pattern fill manipulation with the mouse

Select an object with a pattern fill.



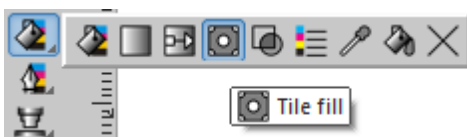
Next, select the tool to adjust pattern fills (the same as the one to adjust fountain fills).



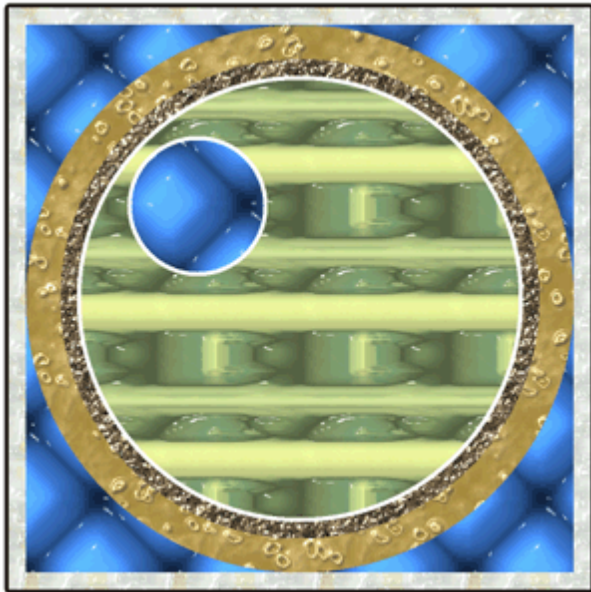
You now can adjust the rotation, placement (origin), scaling and skewing with the mouse.



The adjustments made with the mouse are being copied to the dialog of the pattern fill. If you want to fine tune the transformations, select the object with the pattern fill and then the icon below from the toolbar.



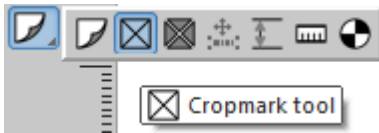
Some examples of pattern fills



Crop marks

In EasySIGN there is the possibility to automatically place crop marks around a page or a selection. You can also enter crop marks directly at any required location. Crop marks are always placed on a special layer that is adjustable according to visibility, locking and whether the crop marks are going to be printed or plotted or not at all. Because crop marks are rather a different type of object in EasySIGN, they behave differently. If e.g. you place crop marks around an object that you want to plot with separated colors, you do not need to place a new crop mark for each color. A crop mark is always plotted or printed with every color, irrespective of the number of colors in a worksheet.

If you want to place a crop mark in a specific location, you must select the following tools from the toolbar.



The cursor changes as follows:



In each location on the worksheet you click on with the cursor, a crop mark will appear.



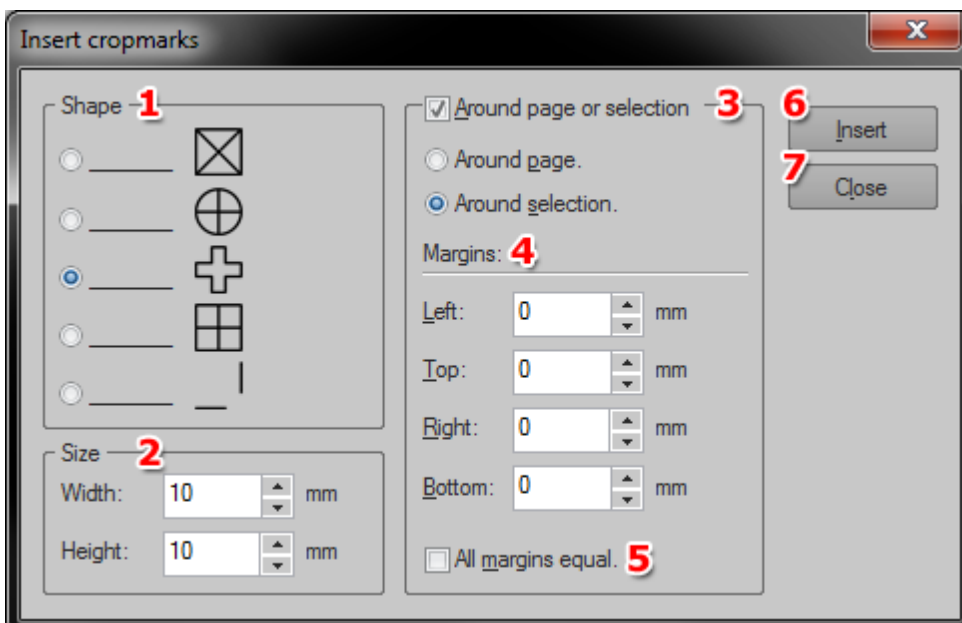
When you click with the right button mouse on a crop mark a menu with the following choices will appear.

- Delete : Deletes the crop mark that is under the mouse.
- Delete all : Deletes all crop marks in the current worksheet.
- Hide all : Hides all crop marks in the current worksheet. You can make the crop marks visible again by using the layers dialog.
- Properties : Opens a dialog in which you can make the following settings.



- 1 Modify the shape of the crop mark.
- 2 Modify the size of the crop mark
- 3 If this option has been ticked the settings in the dialog will be applied to all crop marks in the worksheet.

The next dialog can be opened using the menu "Insert, production, Insert crop mark".



The shape and the size that you set in this dialog will also become the default when placing new crop marks on the worksheet.

- 1 Here you can select the shape.
- 2 Here you can enter the size of the crop mark.
- 3 When you check the option "Around page or selection" the options in the group box below it become active. In the actual group box you can indicate whether you want the crop marks around the page or around a selection.
- 4 In "Margins" you can set what the distance must be from the crop marks to the selection or page.
- 5 When you activate this option, the values you enter in the first field will automatically be applied to the margins in the other three fields.

Crop marks around the page

When you use this option, the crop marks will not only be placed around a page but the size of the page will also be modified so the crop marks can be printed as well. This means there will be four guidelines added to the worksheet which indicate the original size of the worksheet. This way you will never forget to include the crop marks when printing the page, as the crop marks will be included in the size of the page.

Editing crop marks

Working with crop marks is basically the same as in previous versions, however some major new features have been added. In version 3 and later, the crop marks can be selected with other objects and relocated. They can also be converted to curves and their color can be adjusted.

Custom crop marks

Crop marks have the property "Registration color". This means that objects with this property are printed or plotted with every color separation. The property "Registration color" can be assigned to every vector object which is then also printed or plotted with every color separation. If you cancel the property "Registration color" for a crop mark, the crop mark will no longer be plotted or printed with every color separation.

Pagination

When part of the worksheet is too high to output, in other words if the output format of the plotter is not large enough, the "Pagination" function can be used.

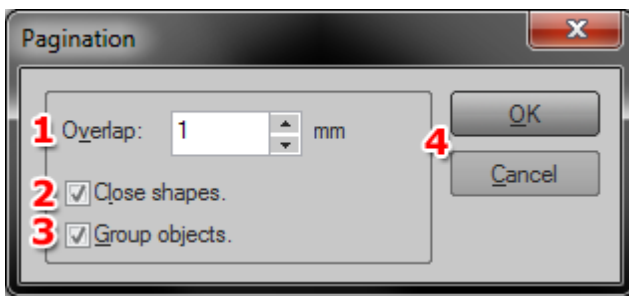


Let us assume that the illustration above is too large for your plotter. In this case you select the objects you want to divide and temporarily make a duplicate of where the division is going to be carried out. Dividing actually splits the objects in two and the objects lose their properties. When you plan to split a text for example you will not be able to edit it afterwards as text. In order to prevent this, it is better to carry out the operation on a copy of the original design.

From the "Edit" menu select the command "Pagination"; the cursor will change as follows.



Move the cursor to the point where you want to divide the work, click once and drag the cursor over the part you want to divide. You can divide under any angle, but if you use the control key the angles are limited to 15 degrees. When you let go of the mouse after dragging, the following window will appear.



- 1 Overlap:
In this field you can enter the size of the overlap.
- 2 Close shapes:
When you activate this option the shapes are closed after splitting. If you split to a plotter before output this option must be activated, as you would otherwise cut open shapes.
- 3 Group objects:
When you split one object e.g. this option ensures that the result is immediately grouped. It is better not to use this option for several objects because when grouping, the stacking sequence can change which may lead to undesired results.
- 4 The "OK" button applies the settings and the "Cancel" button closes the dialog without carrying out the division.

When you click on "OK" it may seem at first as if nothing has changed. If you look in wireframe graphics or if you slide the object apart, you will be able to see the result.

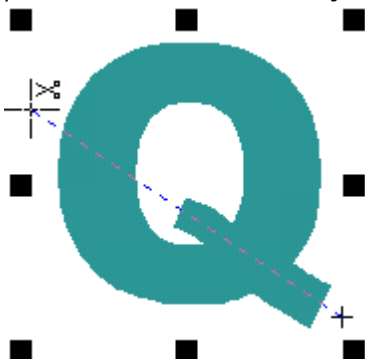


Cut through

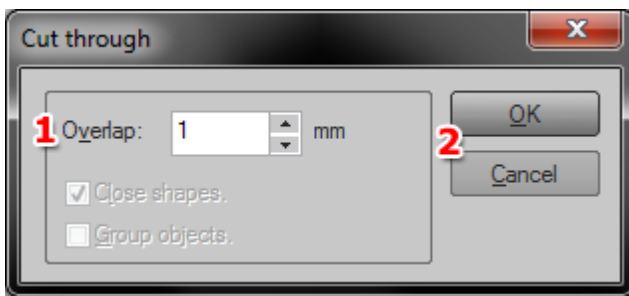
Perhaps not a specific sign function but certainly a derivative of pagination. This function allows you to quickly clip an object or cut it in half. From the menu "Edit" select the command "Cut through". The cursor changes as follows:



This cursor can draw a line just as when paginating. However this function goes exactly to where you want to clip, if you want to cut the whole object, you must put the line over the whole object.



After letting go of the mouse the following dialog will appear:



In this dialog you can set "Overlap" (1), and when you click on "OK" after setting, it may seem at first as if nothing has changed. You can however give one half a different color to make the difference visible.

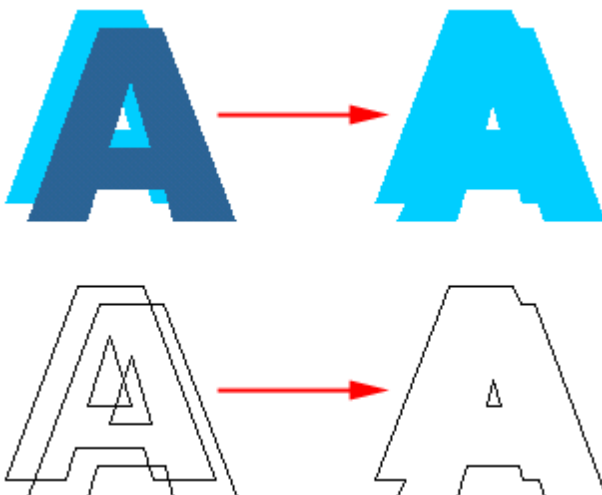


Welding

This is certainly one of the most frequently used functions to make production drawings of a successful design. By using this functionality you can make the most complicated production drawings on screen before cutting them.

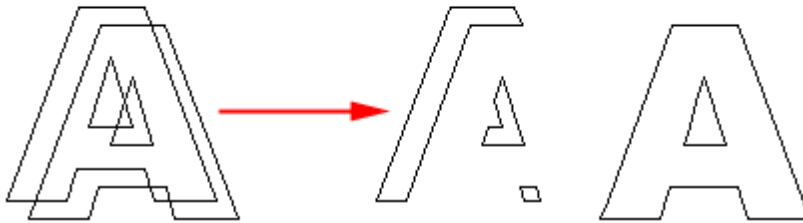
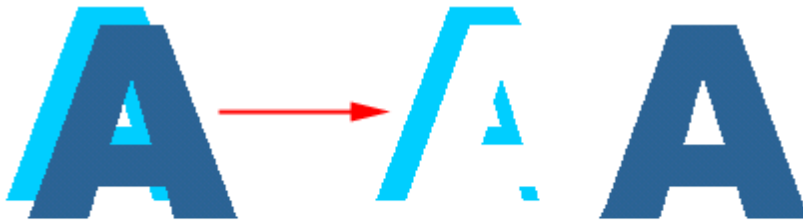
Melting

Melting turns two objects into one. Select the objects you want to blend and then from the menu "Edit, Welding" choose the command "Melt objects".



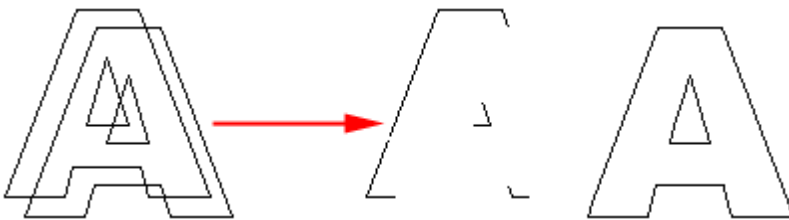
Stamping

The command "Stamp objects" deletes the shape of an object from the underlying object.



Stamping open shapes

The command "Stamp open" works the same way with the only difference that the result of the operation is an "open" shape.



Stamp last selected

Normally stamping operates in stacking sequence, the object lying on top punches out the objects lying underneath. In this option it makes no difference where the object is located in the stacking sequence. The object that has been selected last punches out the other selected objects and is subsequently deleted.

Mask last selected

This option uses the last selected object as a sort of mask and punches out all objects around it.



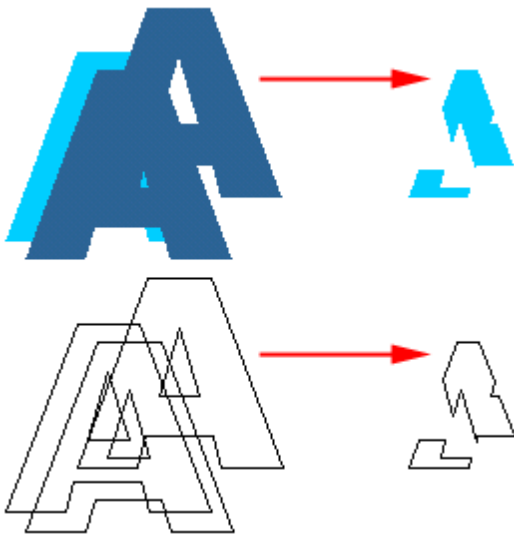
Union

The command "Union" only leaves the overlapping shapes. When several objects have been selected that do not all overlap, this command will not generate a result.

In the following illustration all shapes do not overlap. The shape on top only overlaps the one in the middle. This function will not generate a result in this situation.



In the illustration below all shapes overlap and the function will give a result.



Add nodes

The command "Add nodes" adds an extra node in each location where the lines of the selected object intersect.

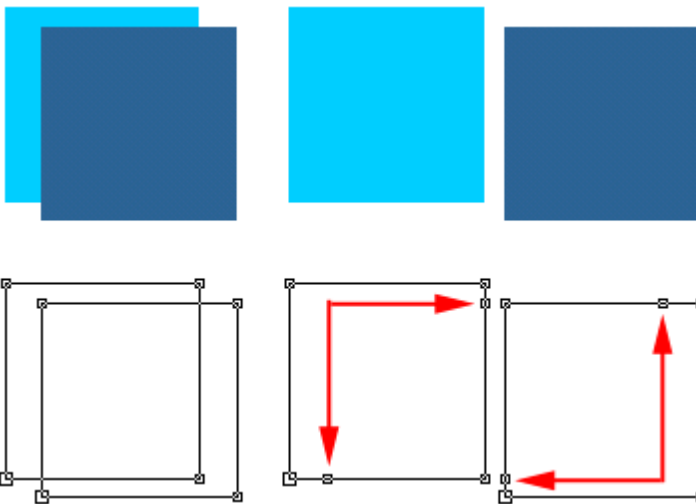
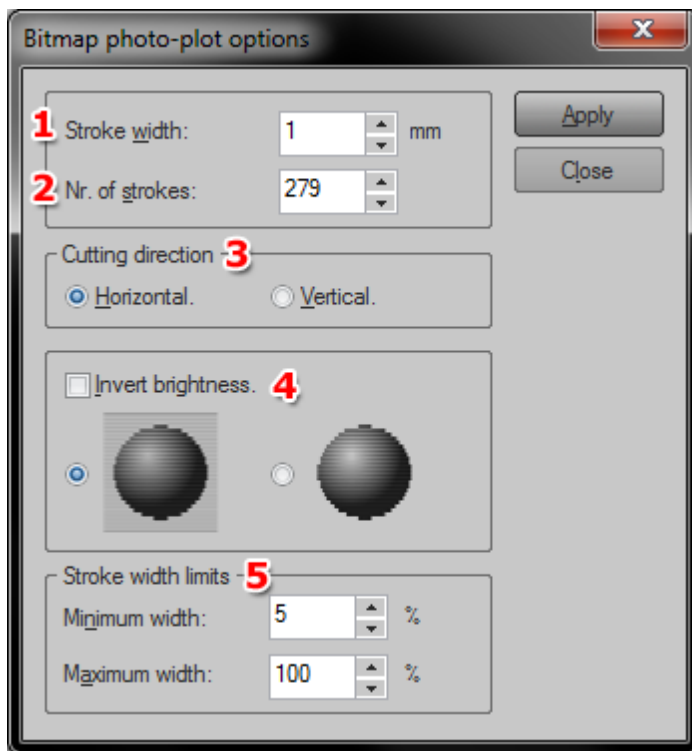


Photo plotting

This function enables a color or gray scale bitmap to be plotted. This happens by making strips that become thicker as the photo becomes darker. The line distance and the number of lines are adjustable. It is advisable not to take less than 2 mm for cutting because otherwise the lines will be too close together and weeding from the foil will become a difficult job.

If you want to photo plot select the bitmap you want to use. If you then click on the selected bitmap with the right mouse button, a PopUp menu will appear with two relevant options for photo plotting.

- A Show as photo plot
When you choose this option the selected bitmap is displayed as a photo plot with the currently applicable settings.
- B Photo plot options
This option opens a dialog in which you can modify the settings for the photo plot.



- 1 Stroke width
Here you can set the width of the strips the photo is to be divided into.
- 2 Number of strokes
Here you can set the number of strokes the photo is to be divided into.
- 3 Cutting direction
Here you can specify whether you want the strokes to run horizontally or vertically.
- 4 Invert brightness
This option inverts the brightness of the photo. This can be used if you want to apply white vinyl on a black background.
- 5 Stroke width limits
This option enables you to specify the minimum and maximum thickness of the strips.
- 6 With the "OK" button you can apply the settings and close the dialog, with the "Cancel" button you can close the dialog without applying the settings.

The settings you have made in this dialog will be applied to the next bitmap that you want to plot as a photo plot.

Text

Text

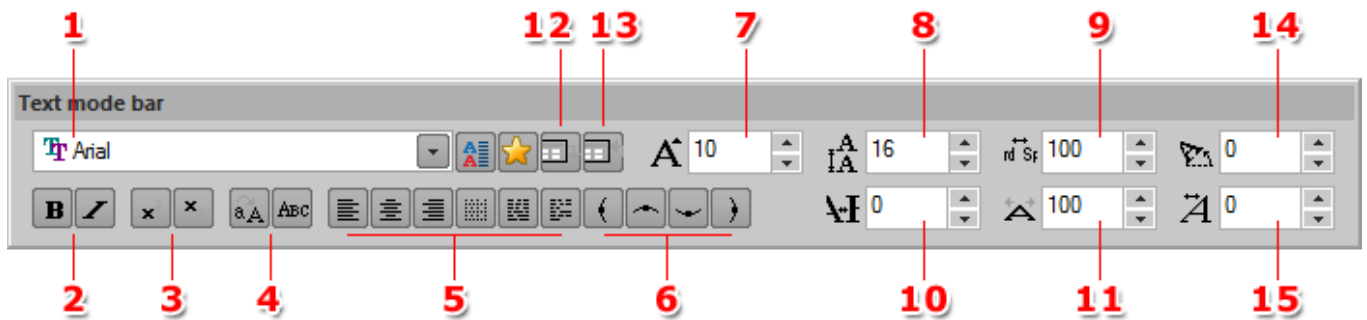
Text is probably the most elementary component of any design. For this reason EasySIGN has very advanced text tools. These tools support text on path, on circle, tabs, all formatting properties etc. The text tool is very easy to use and everything can be edited and inserted directly on screen.

Inserting text

From the tool bar select the symbol for the text editor.



The following dialog will appear and the cursor will change into a text caret.



Use the text caret to click on the worksheet and begin to type. If you want to insert text from outside EasySIGN all you need to do is select the text in the original text editor (or one of the text editors from Windows™) and then select the command "Copy". In EasySIGN make sure the text caret is on the worksheet and then use the keyboard shortcut "CTRL+V" to paste the copied text. In this way you are compatible with almost all word processing software used under Windows™.

If you want to select part of the text, place the text caret at the end or beginning of the required selection and drag the cursor until the required text has been selected. Any commands you select from the dialog will be applied to the selected text.

Parts of the dialog

1 Font selection

Here you can select the required font. An example of each font is displayed when selected.

- 2 You can use these buttons to change the selected text to respectively bold or Italics (if the selected font supports this format). You must never forget that there are complete font families that only support capitals and that all systems have fonts that only support normal weight.



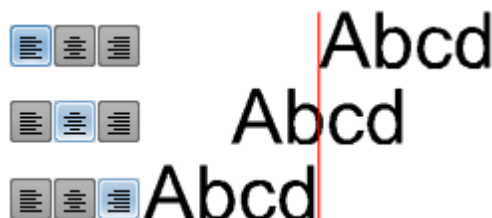
- 3 You can use the first button to put a character in superscript (reduces the font directly above the last character) or subscript (reduces the last font below and to the right of the last character).



- 4 With the first button you can change the selected characters into capitals and with the second button you can apply small capitals. Small capital means that each capital letter remains a capital and that lower case letters become a capital letter at a size of 70% of the original capital.



- 5 With these buttons you can align the text to the left, right or center.




- 6 These buttons help you to put text on a circle and will be discussed further on in this chapter.

- 7 In this field you can enter the size of the selected text. The line spacing (8) will be adjusted automatically with any modifications to this field.

Abcd A_{bcd}

- 8 In this field you can modify the line spacing.

Abcd Abcd
Abcd  Abcd

- 9 Word spacing. This is calculated in percentages, 100 per cent word spacing is standard. In the example below, the word spacing has been doubled. This modification has only been applied to the selected parts and not to the whole paragraph.

Ab  cd Ab  cd

- 10 In this field you can determine the extra spacing for the selected characters and the spacing between words. Zero per cent is standard. All incremental value will result in a wider spacing between fonts (more space between the text).

Abcd A  b  c  d

- 11 In this field you can determine the width of the characters in the text. Here you can make your text wider or narrower by simply adjusting the values. The standard value is 100 per cent.

Abcd  A  b  c  d

- 12 Set as default
All current settings in the text editor are saved as the default settings.

- 13 Apply default
The default settings are applied to all the controls in the text editor.

- 14 Rotate text
Each selected character is rotated:

Aaa 

- 15 Skew text
Each selected character is skewed:

Bbb 

Rotating and skewing are done with the origin point of the character as the origin for the rotation or skewing.

Edit text.

If you want to edit text again you can select the text tool from the taskbar and place the text caret in the text you want to edit. You can also select the text you want to edit and choose the command "Edit text" from the right mouse button menu. Both methods do the same thing but have a different approach.

Giving a text a color or outline

In order to give a complete block of text a color or outline the text block must first be selected with the selection tool. Next click on a color from the color bar or open the color dialog to compose a color.



If you want to give one or several characters in a text a color or outline, then select the required letters with the text tool. Next click on a color from the color bar or open the color dialog to compose a color.



Paragraphs and tabs

EasySIGN not only supports the use of tabs in plain text but also in text on path. This is very convenient if e.g. you want a fast way to put together interesting price lists. Of course you cannot use text on path for paragraphs, as these consist of several lines. If you want to put a paragraph on a path, it will be transformed into one line.

Formatting a paragraph

As EasySIGN does not support the automatic return of lines in the current version, you will have to make the hyphenation in paragraphs yourself. This is the only limitation in paragraphs, all other features of paragraph formatting are supported by EasySIGN, such as indenting and properties. The following is an example of a paragraph format.

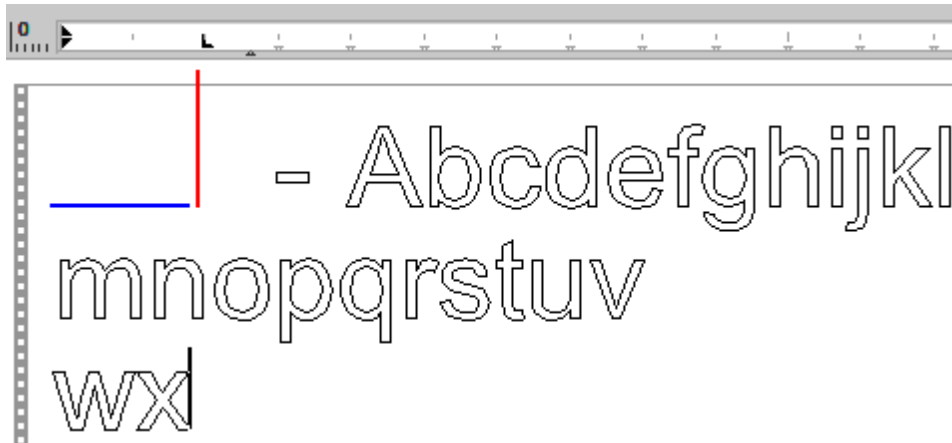
Type a text starting with a tab and then a dash, then one more tab and then a couple of lines of text.



In the ruler you will see a so-called "Tab bar" and the paragraph is not yet a true paragraph. In order to edit it, you will need to know what the parts of the tab bar stand for.

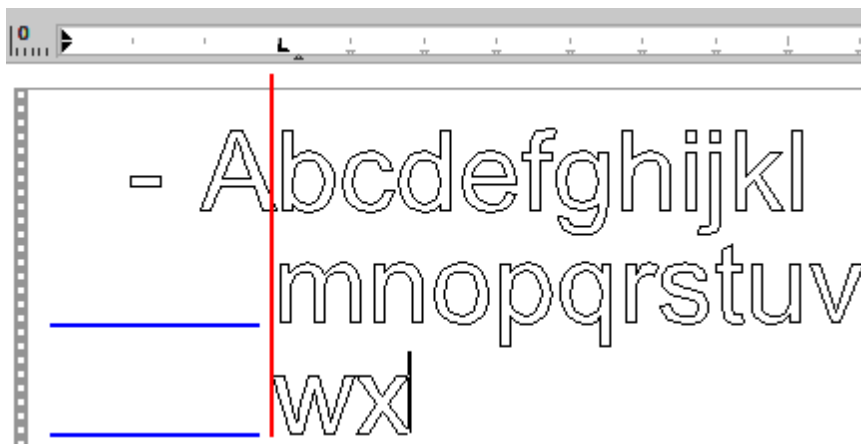


A Indentation of first line.



When you move the slider to the right, the first line (in this case including the tabs) will be aligned towards it.

B Indentation of paragraph.



When you modify this by sliding the slider to the right, all lines except the first will be aligned to it. The first line is dependent on the slider near "A". You can also enter these settings throughout the properties dialog of the tab bar.

C Markers that specify the standard tab distance. This property can only be modified by using the properties dialog of the tab bar.

If you want to place a tab in the tab bar, all you need to do is click in the bar with the mouse and a tab is added at that location.



The character that is located behind the first tab will be aligned to it. If you want to change the properties (type of alignment) of the tab you must click with the right mouse button on the tab. From the PopUp menu that then appears you can choose between "Left", "Right", "Decimal" or "Center". You can also enter these properties by using a dialog and choosing "Properties" from the PopUp menu. If e.g. you choose "Right", it will appear as follows.



In order to make the paragraph look like a paragraph you must specify a position for the second tab; this must be a left tab alignment because the width of the text is too large for a right tab alignment.



To complete the picture all you still need to do is put the bottom slider (for the paragraph) in the same location as the second tab.



Tabs can be removed by choosing the command "Delete" from the PopUp menu or by dragging the tab outside the tab bar.

Please note that settings for tabs and alignments can be adjusted per line.

Examples of tab alignments

There are four different tab alignments, each with their own specific use. In the examples below all four have been used in the same example to show the differences more clearly.

Left tab alignment

These are only used at the beginning of an indented paragraph in order to align the first sentence with the rest of the paragraph. They are not suitable for a price list as you can see from the example below.

AAAA	1,50
BBBB	10,50
CCCC	0,30
DDDD	4,-

Right tab alignment

These are not used very often. These tabs can be used in a price list, where everything behind the decimal dot has the same character or the same number of characters. Right tab alignment is only used for special formats or to align the dash (usually for incremental numbers) in an indented paragraph to the right instead of to the left.

AAAA	1,50
BBBB	10,50
CCCC	0,30
DDDD	4,-

Decimal tabs

Probably one of the most used tabs. An especially indispensable tool for price lists. You can specify the decimal character in "Regional Settings" of Windows™. In Europe this will mostly be a comma, and in the US this is always a point.

AAAA	1,50
BBBB	10,50
CCCC	0,30
DDDD	4,-

Center tabs

Once again a tab that is only used in special circumstances. This is probably one of the least used tabs.

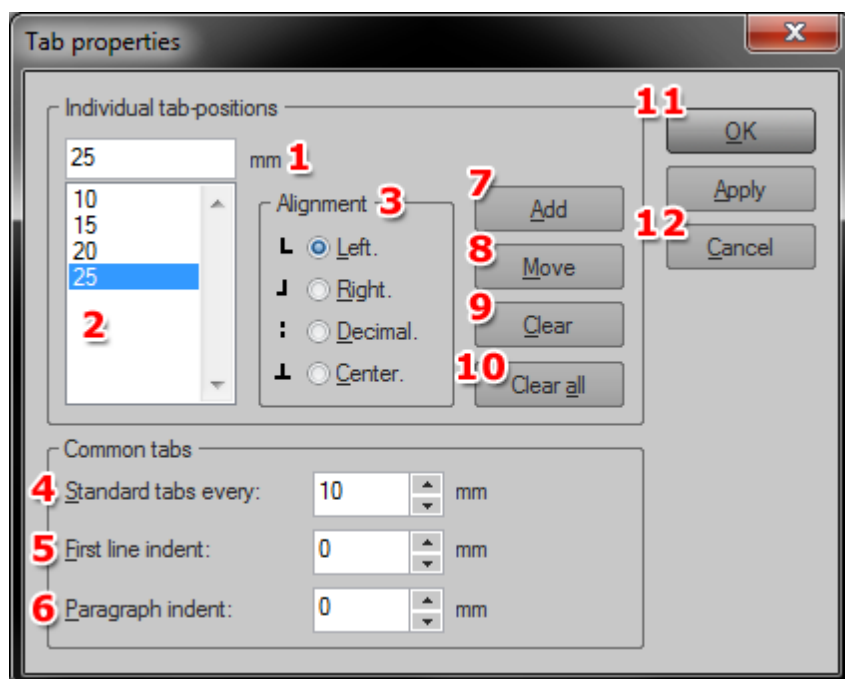
AAAA	1,50
BBBB	10,50
CCCC	0,30
DDDD	4,-

Limitations of tabs

A tab only works when a paragraph has a left alignment. A tab in a right aligned or centered text is ignored.

The properties dialog of the tab bar

In this dialog you can set up the properties of tabs and paragraphs. You can open this dialog by clicking on the tab ruler with the right mouse button.

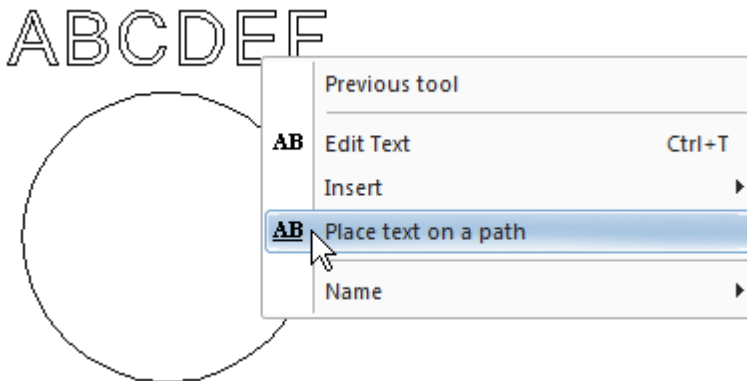


- 1 Tab position
When you have chosen a position from the list (2) of existing tabs, you can change this number and by using the button "Move" (8) you can move the tab to a new position.
- 2 In this list the existing tabs are displayed in the tab bar.
- 3 Alignment
You can select the tab alignment from the list below.
- 4 Here you can specify the distance for the standard tabs.
- 5 Here you can specify the amount of indentation of the first line.
- 6 Here you can specify the amount of indentation of the paragraph.
- 7 Add
When you have entered a number in "Tab position" (1) you can use this button to add the tab to the list.

- 8 Move
This enables you to move an existing tab.
- 9 Clear
This enables you to delete a selected tab from the list.
- 10 Clear all
This command deletes all tabs from the list.
- 11 OK
Applies all modifications to the tab bar and closes the dialog.
- 12 Cancel
Ignores all modifications and closes the dialog.

Placing text on a circular path

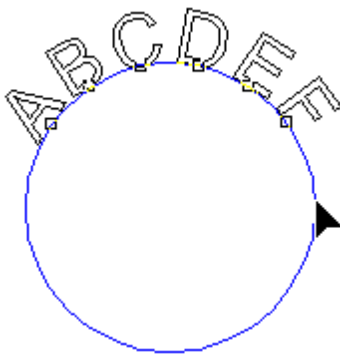
Placing text on a circular path can be done on screen and checked directly. In order to place text on a circular path you must first draw a circle; this must be a circle object. If you first transform the circle into a curve, you do not place the text on a circle, but on a path. So it is not the shape that matters here (it could also be an ellipse) but the property of the object (it must be a circle object). Select the text you want to place on a circular path and click on your right mouse button once. From the PopUp menu select the command "Place text on path".



When you have selected the command "Place text on path" click on the circle with the mouse. The text will then place itself on the circle.

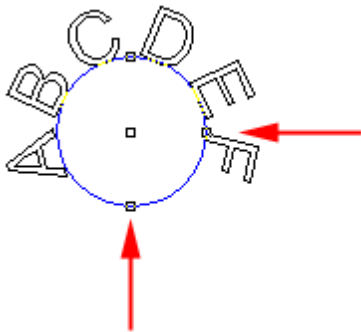


The circle has now become "invisible" and as long as the object is a "text on a circle" will stay there together with the text. If you now want to change the radius of the object you can choose the drag tools from the toolbar and use these to select the object, to make the circle visible again use the drag tools to select the text.

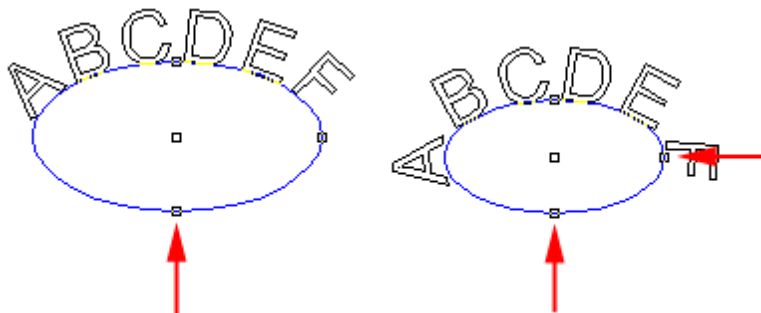


You can use the drag tools to edit the text on the path and to drag the text over the path.

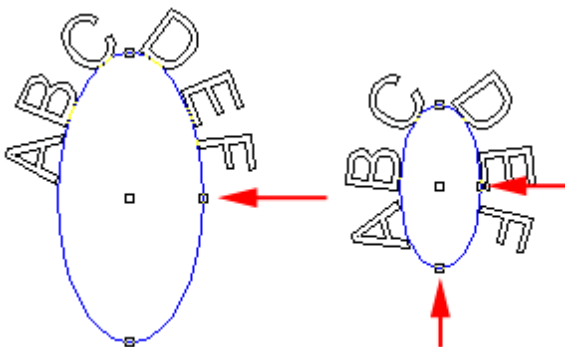
By dragging the existing nodes you can change the radius and the shape of the circle without influencing the size of the text.



By using the control key together with the right mouse button to drag, you can enlarge or reduce the radius of the circle.

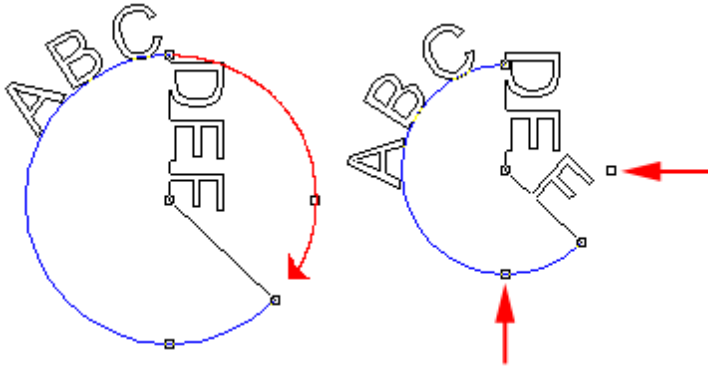


By just dragging the anchor point at the bottom of the circle you can turn it into a horizontal ellipse. By using the control key together with the left or right node to drag, you can enlarge or reduce the radius of the ellipse without changing the shape of the ellipse. By pressing the shift key once while dragging, you can return the ellipse shape to a circle.

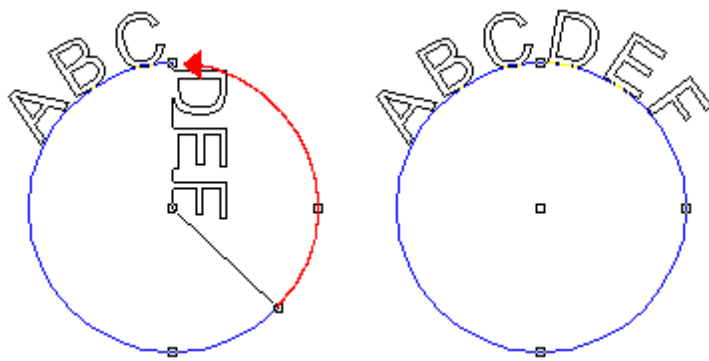


By dragging only the right node of the circle, you can change it into a vertical ellipse. By using the control key and the left or right anchor point to drag, you can enlarge or reduce the radius of the ellipse without changing the shape of the

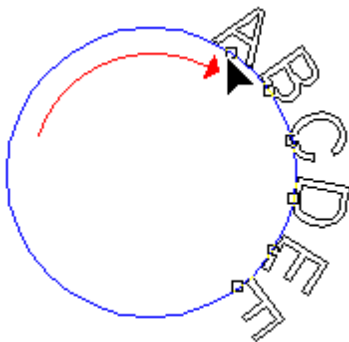
ellipse.



By dragging the uppermost anchor point you can change the circle into a pie. Here you can also change the shape by using the control key together with the left or right anchor point to drag, enlarging or reducing the radius of the shape without changing the shape itself.



If you want to close the pie shape again you must use the control key to place the point that has been opened exactly on top of the other "open" point.

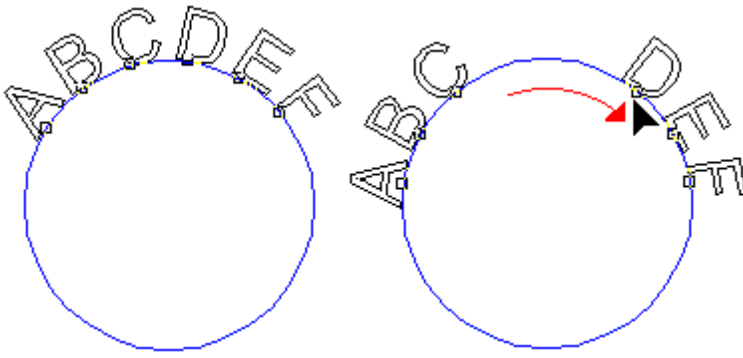


If you use the drag tools to get hold of the control point of the first letter you can drag this point over the path.

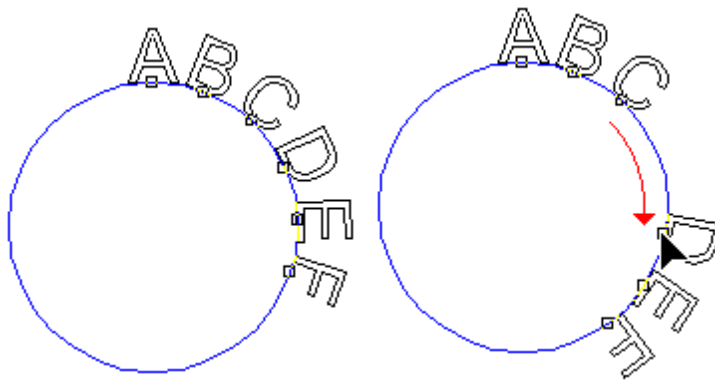
If you take hold of a different letter to drag, the positioning will be calculated again depending on the setting in the text dialog. If, as in the above example, you have the positioning on center/top,



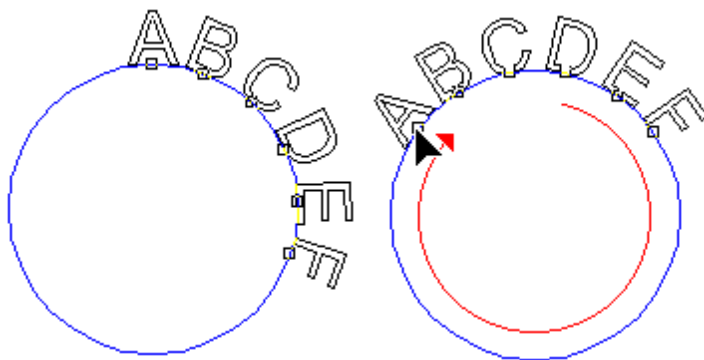
the text will be adjusted to this.



In the above example this has been done to the extreme. The use of this behavior is that once you have chosen for a certain positioning, possible modifications such as kerning do not cause the positioning to be lost. If the positioning is not of interest to you, or if you want to do everything manually, you can activate the option "left alignment", "right alignment" or "center". When you have selected one of these alignments, the text will stay in the same location after any modifications.

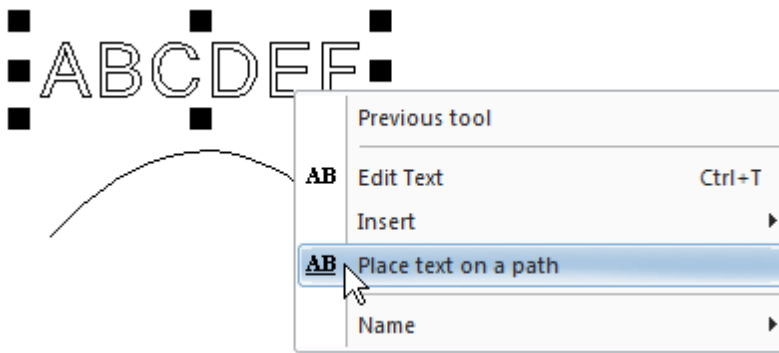


You cannot drag a text past its initial position when it is placed on a path or circle. If the text is placed on a circle, e.g. as in the above illustration, you can only move the text to the top center by dragging it once around the circle.



Text on a path

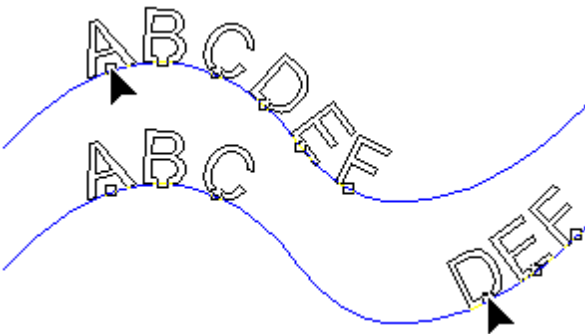
In many ways text on a path works the same as text on a circle. The text alignment buttons "Left", "Center", "Right" or "Below" are not available here. First draw a path and next select the text you want to place on a path with your right mouse button. From the PopUp menu select the command "Place text on path".



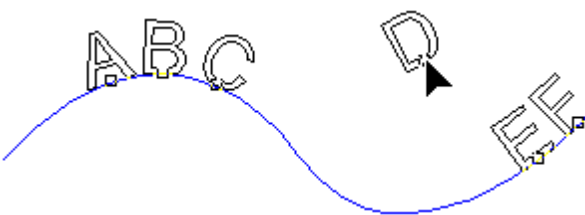
Next select the path



The text will now be on the path. With text on path you can also drag the whole text block or parts of it over the path.

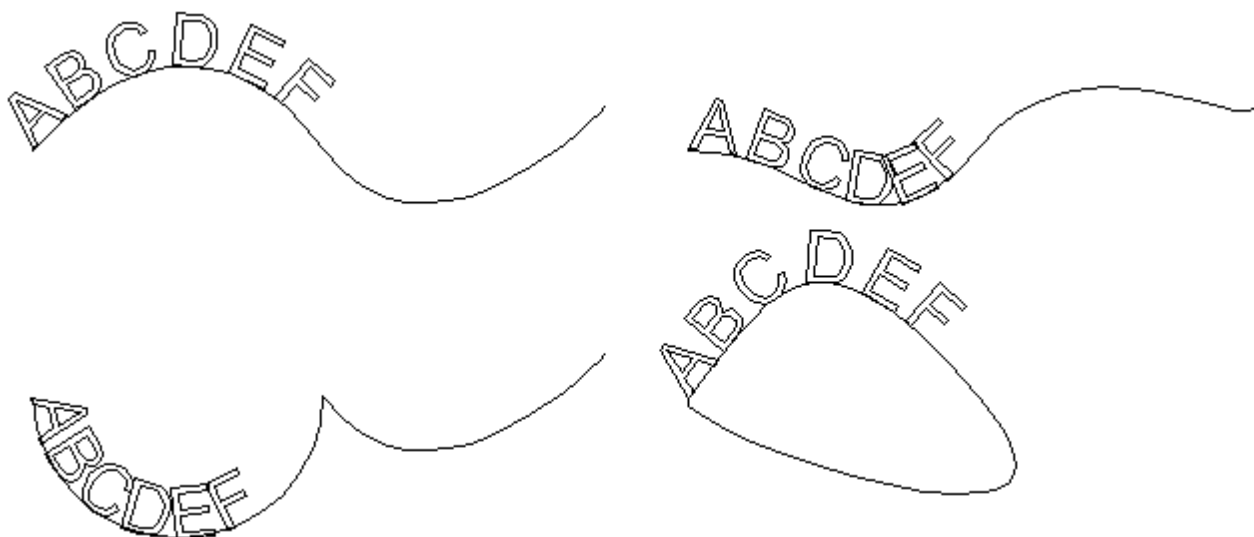


If you use the shift key when dragging, you can lift the characters from the path just like with the text on a circle. This option is also available for a normal line of text.



Editing the path

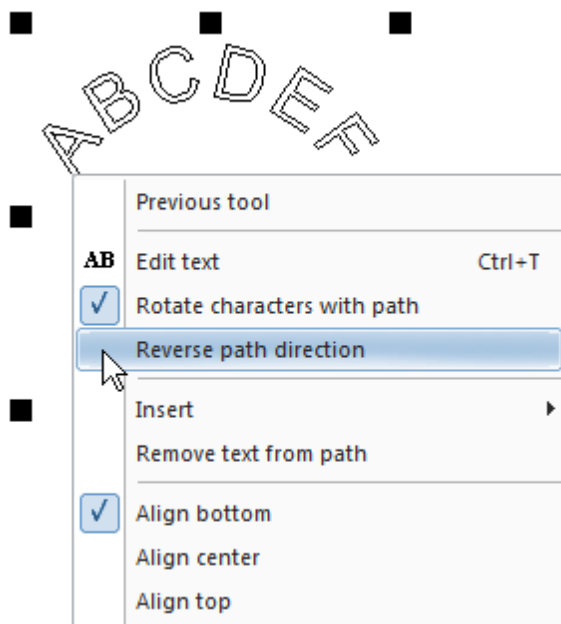
Even when the text is on the path this path can still be edited, as with all other paths in EasySIGN. All modifications to the path will result in the text adjusting to the "new" path.



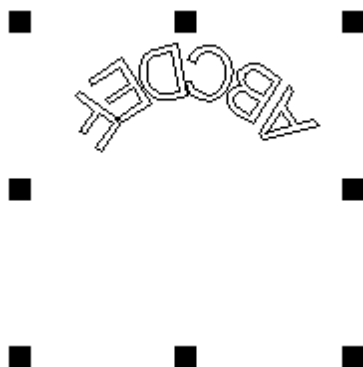
General edit functions for text on path and circle

Reversing the path direction

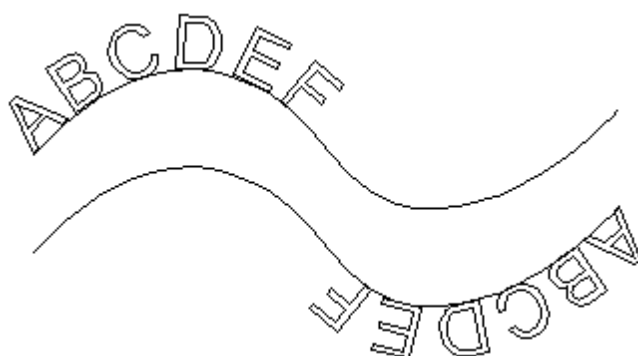
Use the right mouse button to click on the selected text on a circle or path.



From the PopUp menu select the command "Reverse path direction".



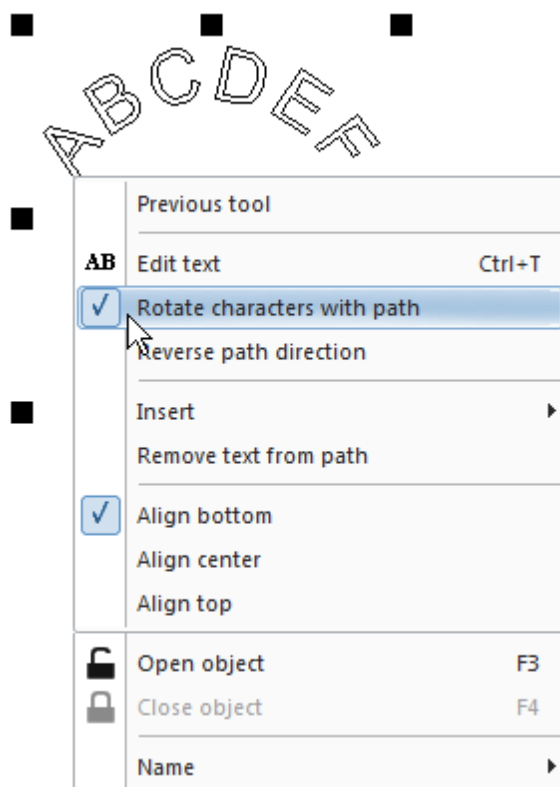
The same is also possible with text on path.



In the above example the paths of the text have just been drawn in to make it clear, normally they would only be visible when you use the drag tools.

Rotate characters with path.

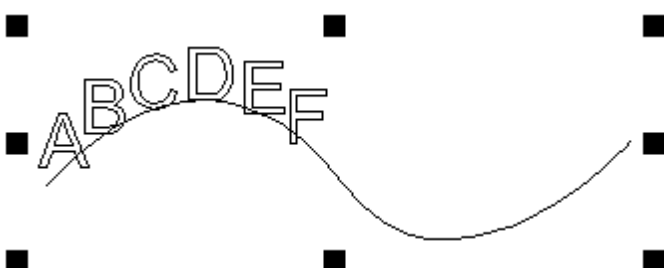
Use the right mouse button to click on the selected text on circle or text on path.



Select from the PopUp menu the command "Rotate characters with path".



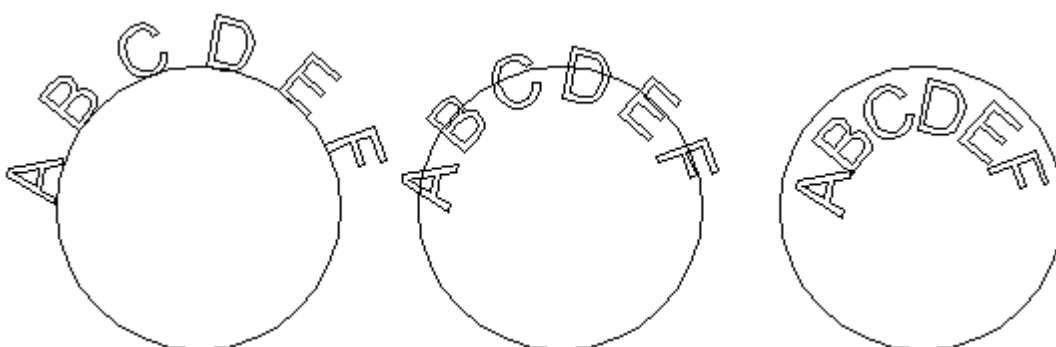
The letters will keep the vertical orientation. This option works the same way with text on path.



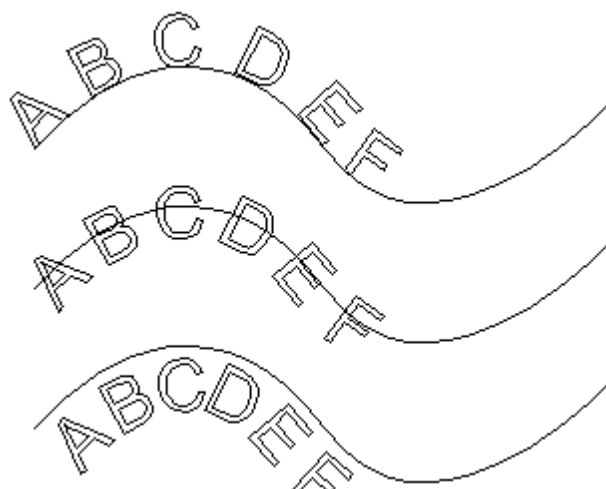
Once again for the sake of clarity the internal path has been drawn next to the text.

Placing text on a path

Normally text is placed on a path aligned to its baseline. You can modify this type of alignment. In order to do this select the object with your right mouse button and then select the option "Align bottom", "Align center" or "Align top".

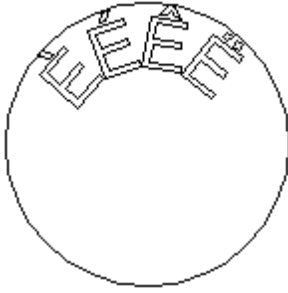


The same options are also available for text on path.



The option "Align top" may not seem to be correct at first sight, but it is. This is because "Align top" always takes into

account how to fit in special characters such as e.g. a capital letter "E" with a circumflex on top.



Remove kerning

When you have a text on path, text on circle or a text of which the characters have been taken off the baseline using the shift key, you can use this command to bring the text back to its original shape. All kerning, either horizontal or vertical, will be removed

Remove text from path

This option changes a text on path back into ordinary text. The path will also reappear as a separate object.

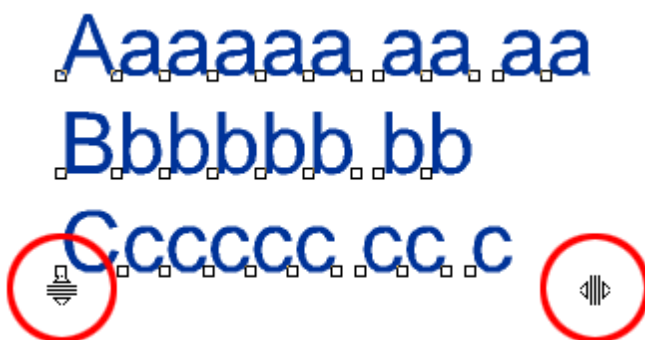
Draggable line distance and kerning ---

Drag kerning

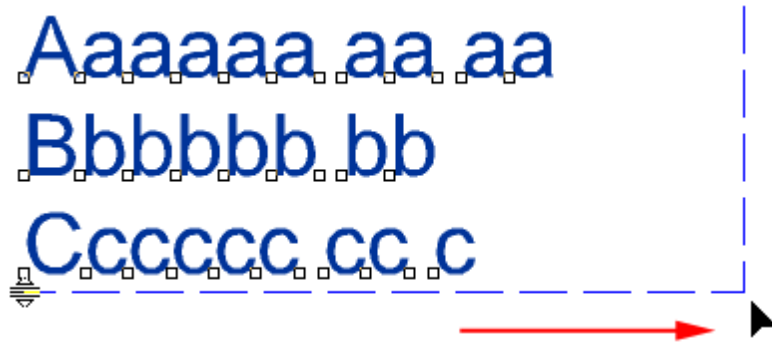
Situation at start:

Aaaaaa aa aa
Bbbbbbb bb
Cccccc cc c

To adjust the kerning first select the text with the drag tool. Two control points appear:

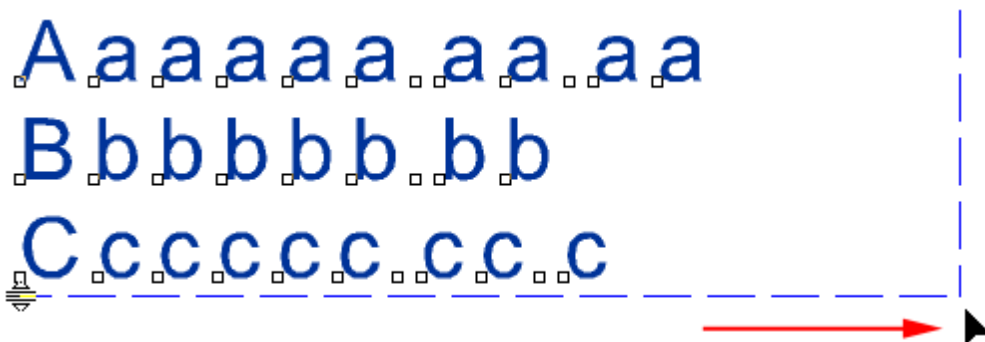


The control point on the right is used for adjusting the kerning of the text:



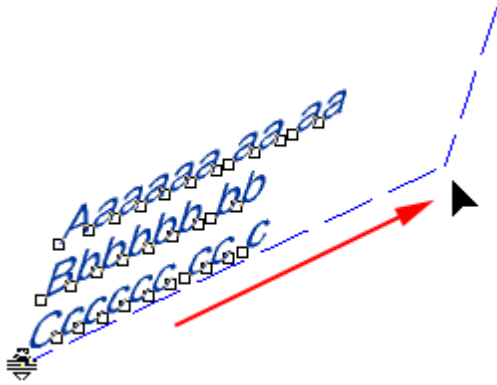
Aaaaaa aa aa
Bbbbbbb bb
Cccccc cc c

Drag this control point to change the kerning of the characters and white spaces; when you hold down the shift key while dragging, you adjust only the space between words:



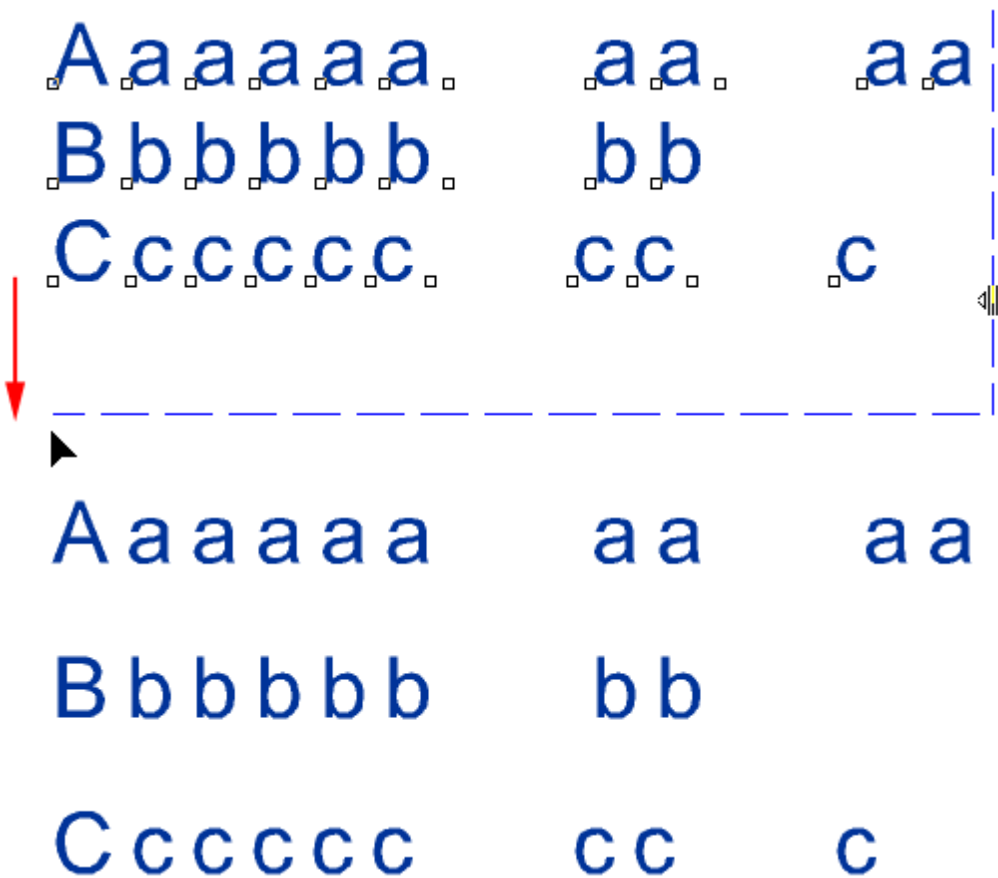
Aaaaaa aa aa
Bbbbbbb bb
Cccccc cc c

Increase the kerning by dragging the control point to the right and decrease the kerning by dragging the control point to the left. You can even adjust the kerning if the text is rotated or in any other way distorted:



Drag line distance

To increase the line distance drag the control point on the left downwards; to decrease the line distance drag it upwards:

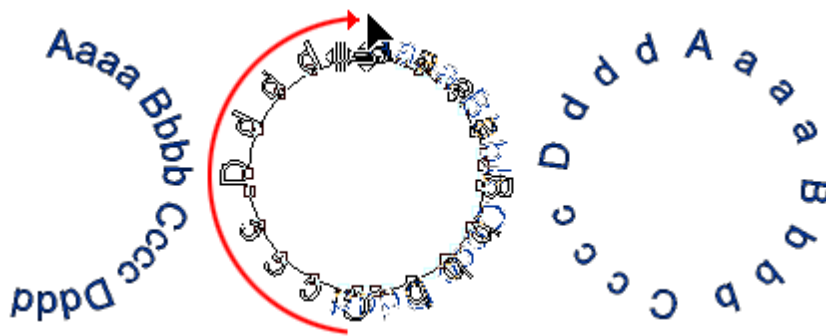


Draggable line distance and kerning on path and arc

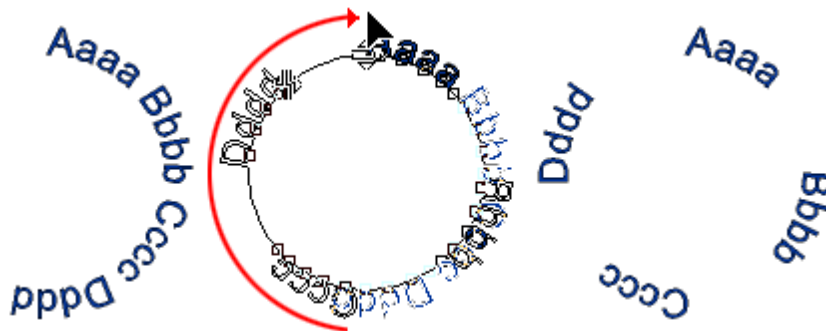
The same possibilities as with a normal text are there when a text is placed on a path or arc; however the line distance here is used to adjust the distance to the path or arc.

Drag kerning

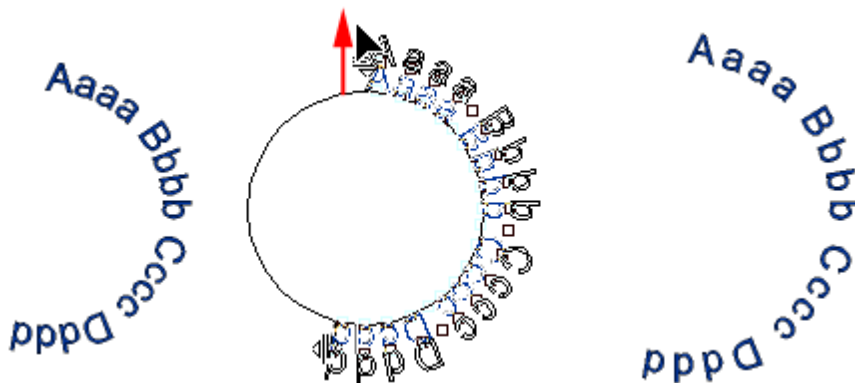
Without the shift key:



With the shift key:



Drag line distance



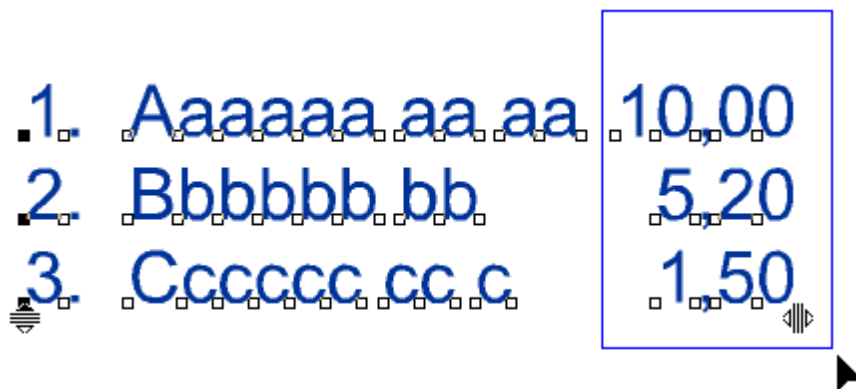
After you have adjusted the line distance of the text, you can set this back to normal by choosing from the right mouse button menu either "Align bottom", "Align center" or "Align top".

Select and edit characters

You can simultaneously change the color of different characters anywhere in a text by using the drag tool. Suppose you would like to change the color of all the numbers in the text below to red. You can do this using the following technique:

1. Aaaaaa aa aa 10,00
2. Bbbbbbb bb 5,20
3. Cccccc cc c 1,50

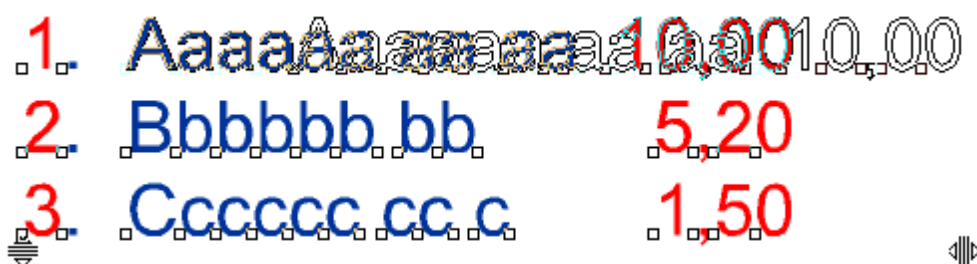
With the drag tool you can select each character by clicking on its origin point or by dragging a selection rectangle over the characters. You can now assign a color to the selected character:



1. Aaaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Cccccc cc c 1,50

In previous versions, when you moved one character, all the following characters were moved as well. It wasn't possible to move one character at a time or more characters in different locations in a text. This is now possible. The previous method is still supported by selecting the origin of the character you want to drag and starting to drag immediately, without releasing the mouse button. The rest of the text line is then dragged simultaneously. If you select a character, then let go of the mouse button before selecting it again, you will move only the selected character. If you select multiple characters, all the selected characters move.

Click and drag one character



1. Aaaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Cccccc cc c 1,50

Multiple selected characters

1. Aaaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Ccccccc cc c 1,50

1. Aaaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Ccccccc cc c 1,50

Click, click and drag one character

1. Aaaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Ccccccc cc c 1,50

1. A aaaaa aa aa 10,00
 2. Bbbbbbb bb 5,20
 3. Ccccccc cc c 1,50

Exceptions

When you drag characters in a text containing tabs you obtain different results:

AA AAA A A

In the situations above, the characters after the selected character would also be moved when dragging the control point:

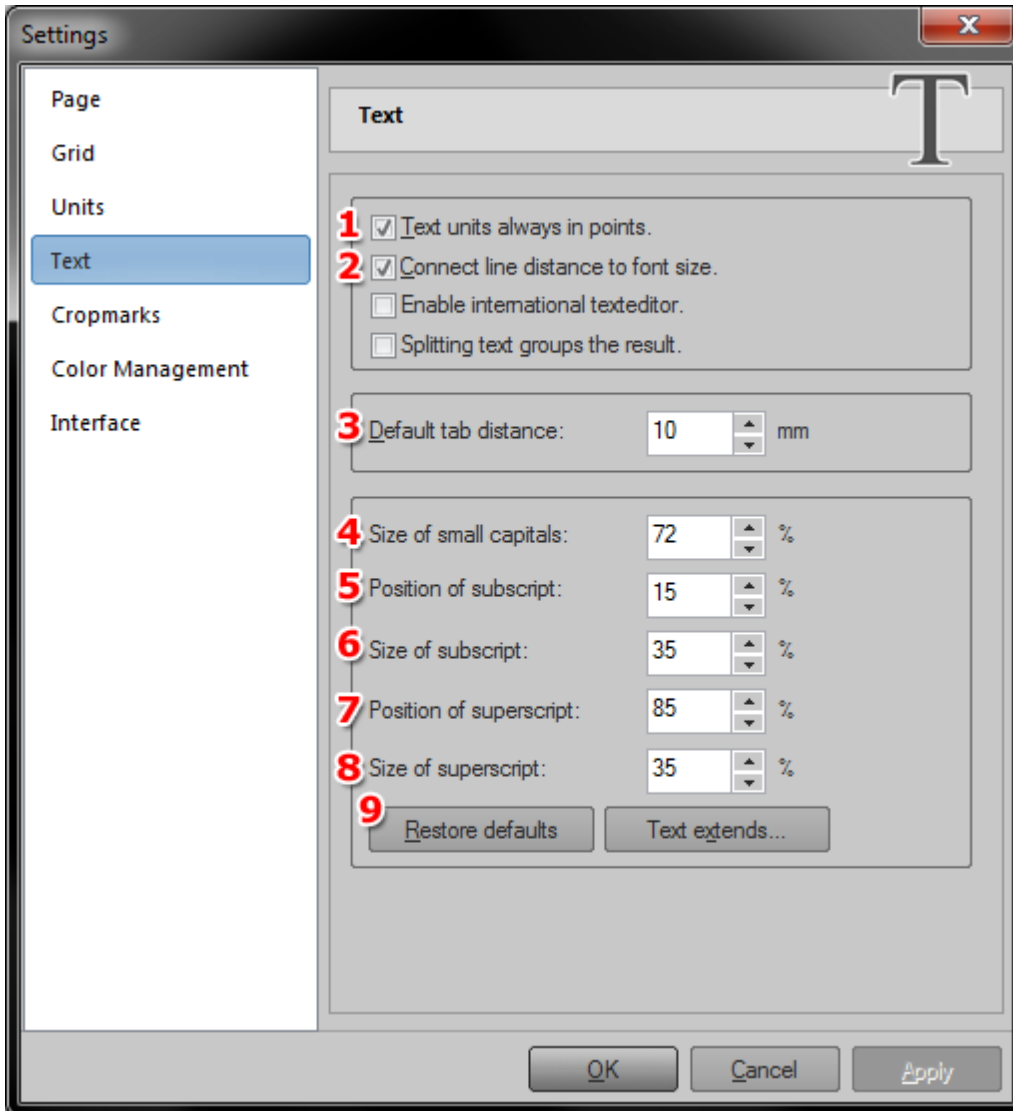
AA AAA AA A

However, the text above contains tabs and the next character is only moved when the next tab position is reached.

The next character is moved to the next tab location.

Text settings

Default settings for the sizes of superscript, subscript etc. can be found at "View", "Settings", tab: "Text":



- 1 Text units always in points
Whatever the global setting for units is, the text will always be measured in points.
- 2 Connect line distance to font size
When you adjust the font size of the characters in the text editor the line distance is adjusted automatically.
- 3 Default tab distance
Automatically places tabs with a given interval. If you enter a tab in a text without setting its location, this setting is used.
- 4 Size of small capitals
The difference between original font height and the size of small capitals as a percentage.
- 5 Position of subscript
The position measured from the baseline of the text as a percentage.
- 6 Size of subscript
The size as a percentage of the original font height.
- 7 Position of superscript
The position measured from the baseline of the text as a percentage.
- 8 Size of superscript
The size of a superscript character as a percentage of the original font height.
- 9 Restore defaults
Restores the defaults as set during the first installation of the software.

The settings 4 to 8 apply to all newly entered text. Text already entered in existing worksheets remains as is.

Text orientation

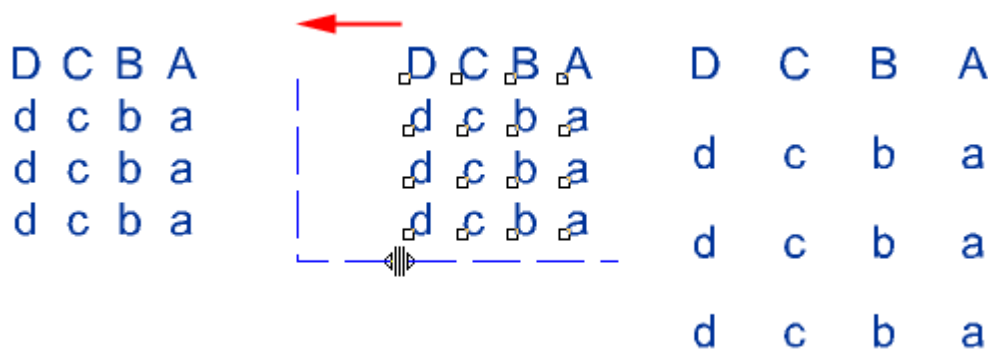
With the menu "Text", "Text orientation", "Vertical", any selected text is displayed from top to bottom instead of from left to right:

Aaaa → A
a
a
a

With vertical text any "next line" will be placed to the left of the current line:

B A
b a
b a
b a

Spacing and line distance can be set with the text editor or the drag tool:

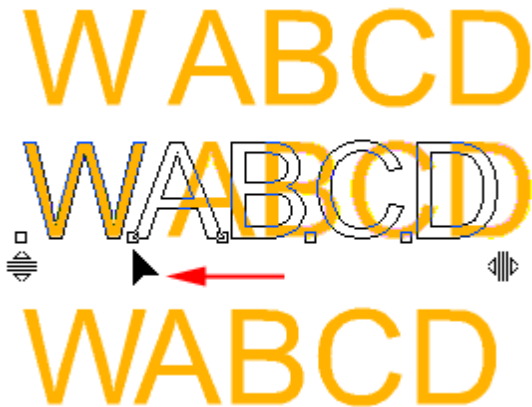


Text import

Via the menu "File", "Import" you can now import files with the ".txt" extension. This import for artistic text is limited to 1000 characters per import. Even if you import a text file containing more than 1000 characters, only 1000 characters are imported.

Adjustable kerning

Kerning is the distance between two characters. You can adjust this distance by dragging the origin point with the drag tool.



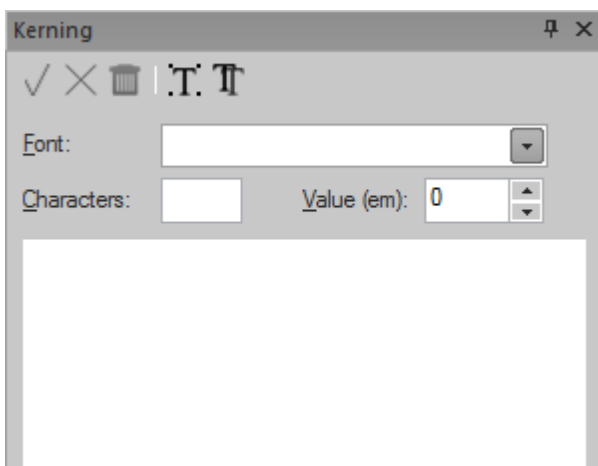
This kerning is active only for the adjusted character in the active text block. You also have the possibility to save this kerning in a font. After saving, this kerning will be applied to every newly entered text made with this font type. You actually saved a kerning pair: the distance between two characters.

How?

Type a text with the kerning pairs you want to adjust and select the text with the selection tool.



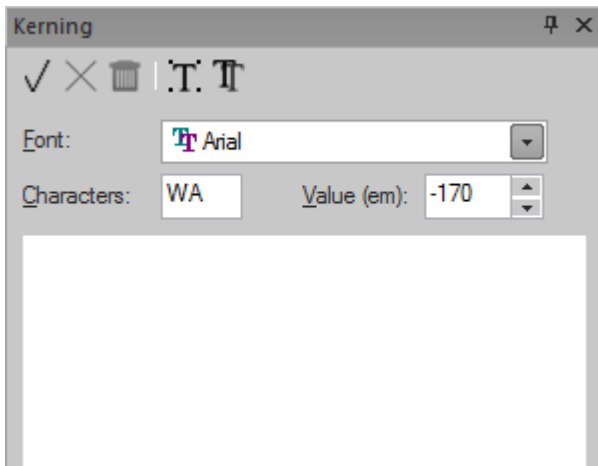
Then select the command "Text, Kerning, Edit Kerning" in the menu. The Object Manager becomes visible (if not already open) and the cursor changes into the drag cursor.



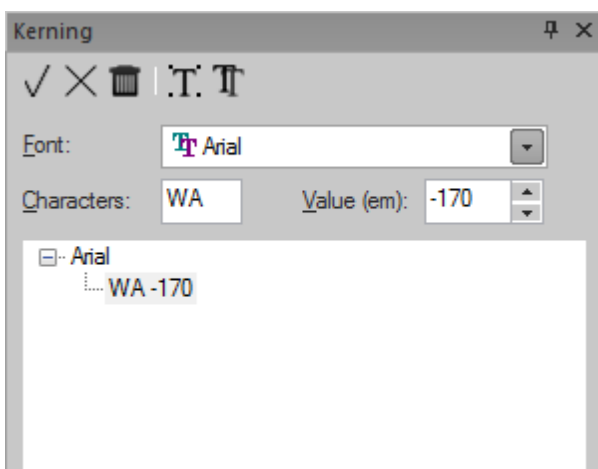
Drag the origin point of a character to a different location.








In the Object Manager you will see the name of the font, the kerning pair and its adjusted value.



When you press "Apply" the adjustment is saved to the kerning table.



With each new text the adjusted kerning pair will be used instead of the one embedded in the original font. The original font remains intact.

-  **Apply**
This saves any adjustments made.
-  **Remove**
Removes a kerning pair from the kerning table.
-  **Remove all**
Clears the entire kerning table.
-  **Apply**
Apply kerning to selected text blocks.
-  **Apply**
Apply kerning to all text in the current worksheet.
Also text within groups and effects are included.

When you open worksheets that already contain text blocks the adjusted kerning pairs are not automatically applied. When you want to apply adjusted kerning pairs to existing text blocks you will have to do this manually by selecting the command "Text, Kerning, Reset all kerning". All the new text you enter will have the new kerning pairs automatically applied to it.

Split text

You can split a text into the following parts.

Lines

Abcd efgh ijkl → Abcd efgh ijkl
 mnop.
 Qrst uvw xyz. mnop.
 Qrst uvw xyz.

Words

Abcd efgh ijkl → Abcd efgh ijkl
 mnop.
 Qrst uvw xyz. mnop.
 Qrst uvw xyz.

Characters

Abcd efgh ijkl → A b c d e f g h i j k l
 mnop.
 Qrst uvw xyz. m n o p .
 Q r s t u v w x y z .

To do one of the above, select "Text, Split text, ...".

Join text

You can join selected characters, words or lines into one text block. All selected text objects will be placed after each other. The last selected text object is the placeholder and becomes the first text part in the new text block. The order of the rest of the selected text objects will be conform the order in the worksheet.

In the example below the black letter "A" is the last selected object.

A → ADCB

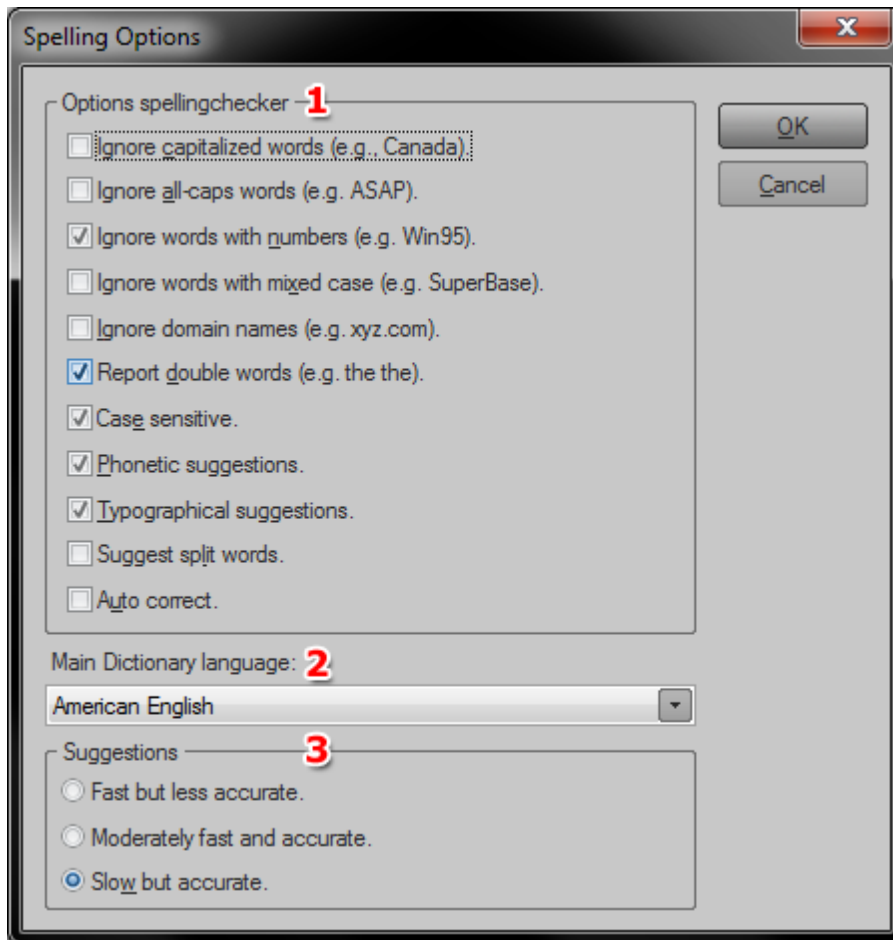
To join text select "Text, Join text".

Spelling checker

Options spelling checker

If this is the first time you use the spelling checker you have to make some settings. Select "Text, Spelling, Options

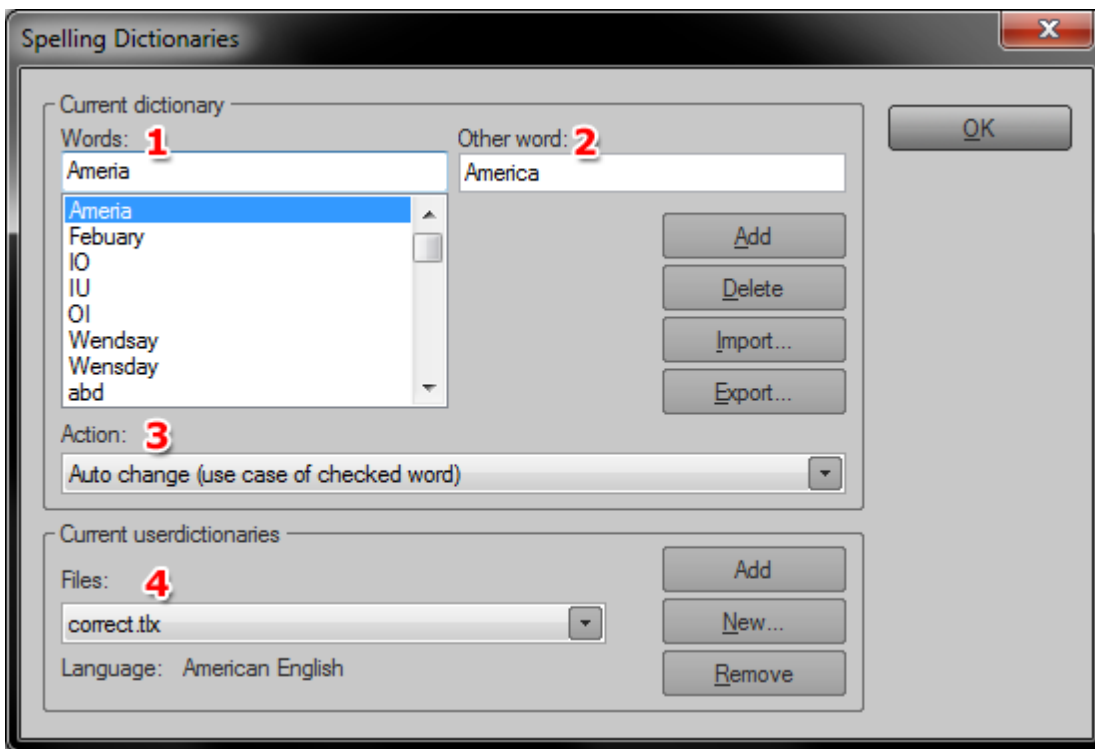
Spelling checker”.



- 1 Options spelling checker
Here you can set exceptions, for example, ignore capitalized words.
- 2 Main dictionary language
Here you can select the language you want the spelling checker to use.
- 3 Suggestions
Here you can set the balance between speed and accurate.

Lexicons

Lexicons can be made for a specific language or for use with all languages. Here you can make your own lexicon of frequently misspelled words or add words that aren't in the supplied lexicons. Select "Text, Spelling, Adept lexicons"



In the field "Words" (1) you can add a word on which you let the spelling checker take a specific action. In the field "Other word" (2) you can enter the desired result. With "Action" (3) you can select the action that has to be done when the spelling checker encounters this word. For example you can choose that the word has to be replaced, you can also set that the word has to be ignored. With "Files" (4) you can select the lexicon you want to add the word to.

Spell checking

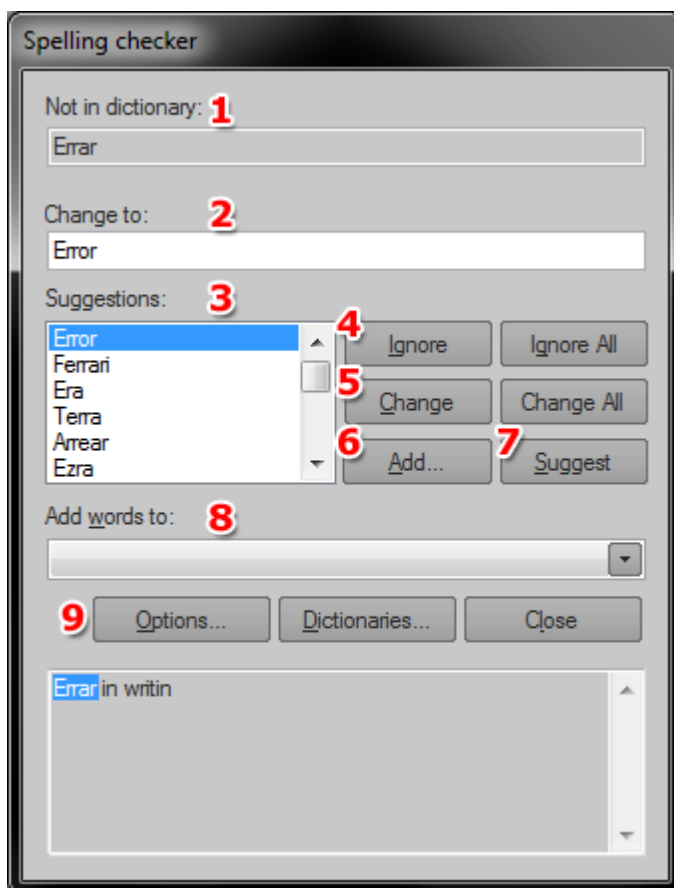
If you have selected some text the check will only be applied to the selected text, otherwise the spelling checker will search the whole document.

Error in writin

Select "Text, Spelling, Check spelling" or press the shortcut key "F7".

Error in writin

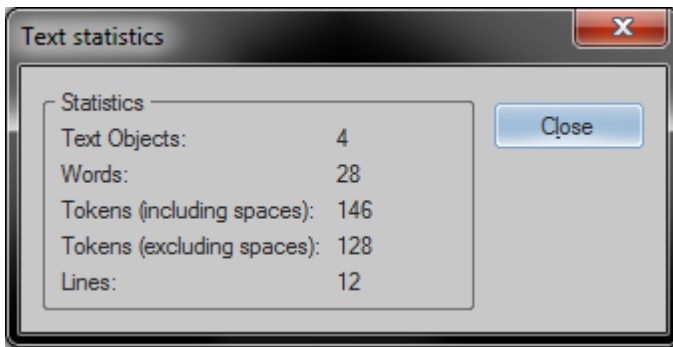
In the dialog and in the worksheet the spell errors will be selected.



- 1 Here you can see the spell errors the spelling checker encounters.
- 2 Here the suggestion is shown. You can change the suggestion by typing another suggestion or select one from the list below.
- 3 A list with other suggestions.
- 4 Ignore, this ignores the suggestion and moves on to the next spell error. If you want all similar words to be ignored press the button next to this one.
- 5 Change, this button changes the spell error in to the suggestion. If you want all similar words to be changed press the button next to this one.
- 6 If you want to add an encountered spell error to the lexicon (it isn't a spell error but it isn't in the current lexicon) you can press this button.
- 7 If you have added your own suggestion in the field "Change to" (2) you can ask the program by pressing this button to suggest other words that resemble your suggestion.
- 8 The current lexicon.
- 9 Here you can open the Option dialog, The Lexicon dialog or close this dialog and end the spell checking.

Text statistics

Through the menu "Text, Text statistics" you will get a dialog that shows you the number of words, lines characters etc. in a worksheet.

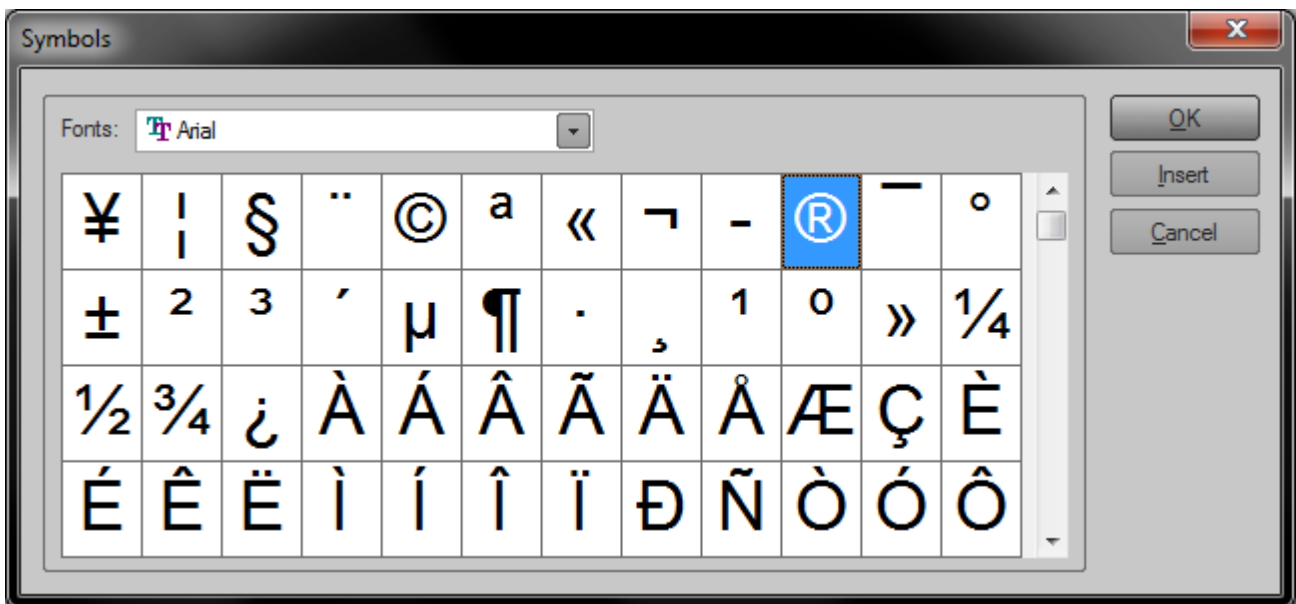


In this dialog you get the number of:

text objects;
words;
tokens (including spaces);
tokens (excluding spaces);
lines.

Insert symbols

To insert symbols and special characters you need to place the caret in a text block and select from the context menu the option "Insert, Symbol".



In the dialog you can select a font and the character or symbol you need. Select the button "OK" to insert the symbol or select the button "Insert" if you want to add more then one symbol.

Text Merge

The function Text Merge is an advanced way to automate tedious jobs like creating hundreds of name tags. When you have a job to create several nametags, container labels, stickers, engraving plates etc. you will normally get a list or database file to use as a source from your customer. Normally this source would be a .CSV file (semicolon, tab or comma delimited text), typically a .CSV file would look like this:

```
surname;name;occupation
Smith;Ethan;Art Director
```

Johnson;Emily;Account Executive
 Williams;Noah;Marketing manager
 Brown;Emma;Sales manager
 Jones;Joshua;Graphic designer
 García;Madison;Graphic designer
 Davis;Liam;Graphic designer
 Martínez;Sarah;Graphic designer

The first row would contain the "field" names where as the rest of the file contains the values for that field names. You could say that a .CSV is a simplified database table. If you would display the sample .CSV file above as a database table it would look like this:

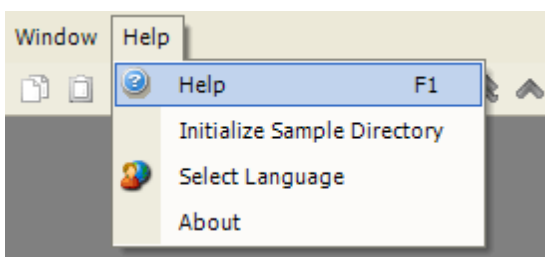
surname	name	occupation
Smith	Ethan	Art Director
Johnson	Emily	Account Executive
Williams	Noah	Marketing manager
Brown	Emma	Sales manager
Jones	Joshua	Graphic designer
García	Madison	Graphic designer
Davis	Liam	Graphic designer
Martínez	Sarah	Graphic designer

The Text Merge function doesn't stop at text alone, it is possible to use any design containing text, artwork and even images to create hundreds of different results within minutes. Say for example we have to make some name badges containing the names of the people from the .CSV example above together with their photo's. This would normally be a tedious job, especially when there are hundreds of name badges to make instead of the only eight in the sample .CSV file.

For implementing the photo's of the people on the name badges we would not only need (of course) their photo's but we also have to edit the .CSV file to make the software aware of the photo's and where to find these photo's. Their will also be times you don't receive a .CSV file from you customer and have to create a .CSV file from scratch. For these reasons we have created a separate software in the "Helpers" range to make these kind of jobs easier.

To find out the best possible way for this workflow and to learn the Text Merge functions we refer to the help file of the "esHelperCSV" software. The help file of this "Helper" software contains all the information you need to edit and create .CSV files and how to use them in the EasySIGN Text Merge function.

To get started do the following. In EasySIGN select the menu "File > Run Helpers > esHelperCSV", this will start the "esHelperCSV" software.



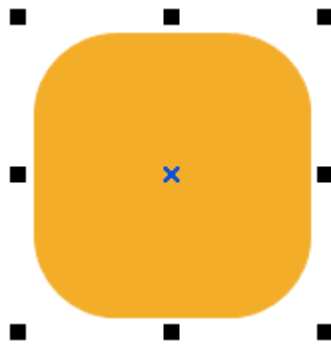
In the "esHelperCSV" software select the menu "Help > Help" to start the help file and follow the instruction in this help file to learn about .CSV files and the usage of the EasySIGN Text Merge function.

Shadow

Shadows are, like most effects in EasySIGN, object oriented. As long as you don't convert a shadow to curves (e.g. for detailed adjustments), you can adjust the properties or even remove the entire effect to return to your original objects. The properties of a shadow effect can be adjusted by means of the "drag tool" or the property dialog.

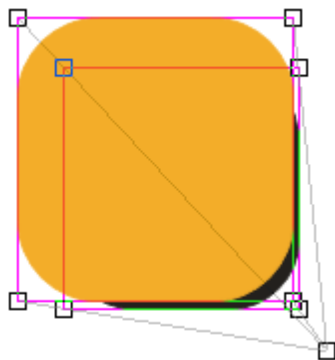
Applying a shadow

Select a random vector object, text, bitmap, effect, group or combination of these objects.

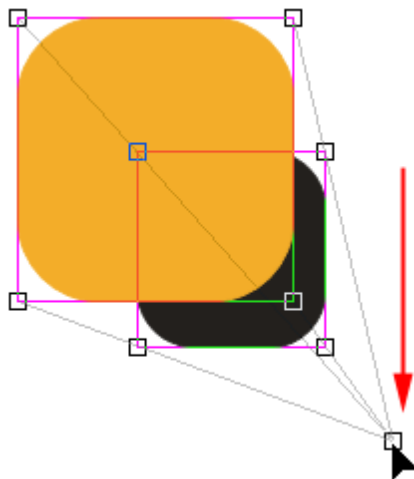


Perspective shadow

Next select from "Effects, Shadow" the desired kind of shadow. In the examples below we use the perspective shadow. The procedure is the same for other kinds of shadow.



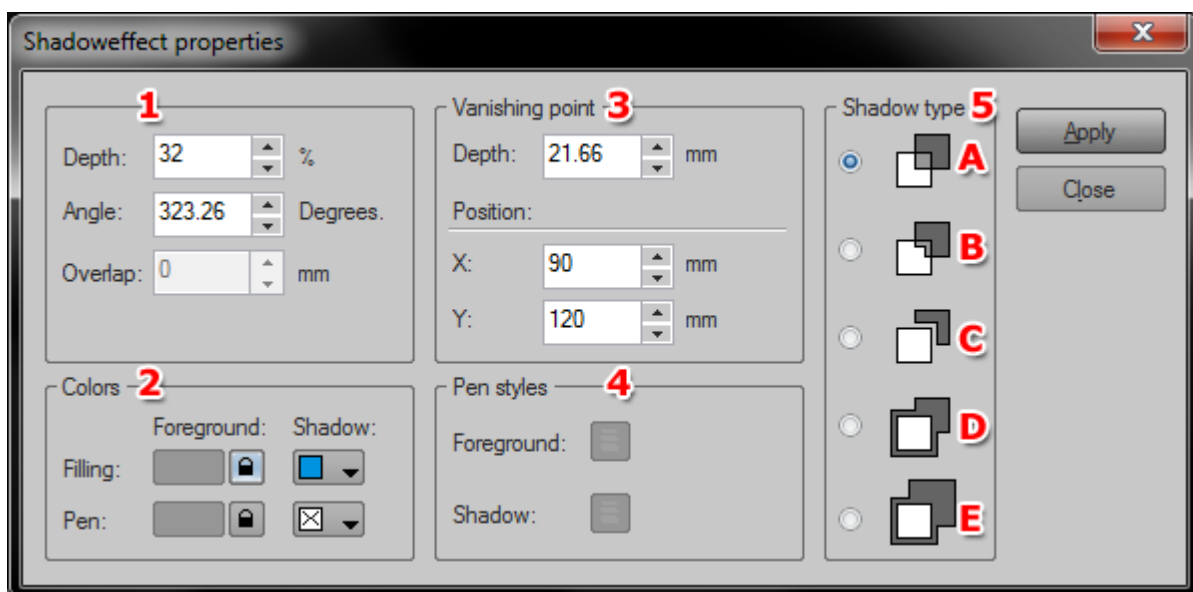
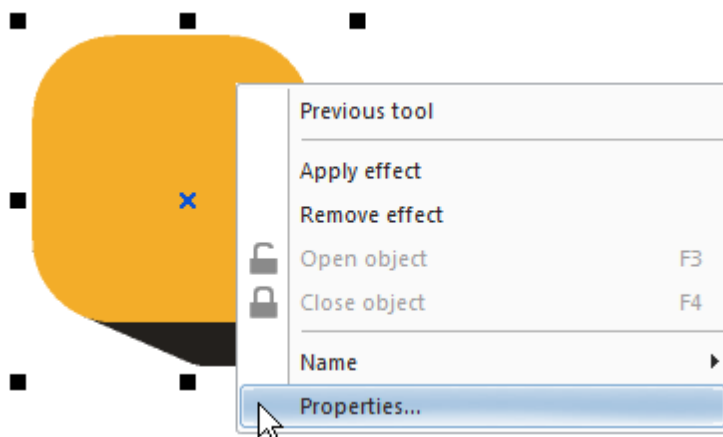
The drag tool becomes active and a preview of the shadow is shown on screen. You can adjust any of the visible nodes with the drag tool to modify the shape.



By pressing "ESC" or pressing the "select tool" button from the toolbar, the shadow will be recalculated.



To change the shape of the perspective shadow, you don't have to remove the shadow and apply a new one from the menu. You can simply request the properties of a shadow via its context menu, and then change the type of shadow.



5 Shadow type

The dialog opens with the current shadow type selected.

A Normal type

The shadow continues behind the object.

**B Overlap**

The shadow partly continues behind the object.

The option "Overlap" (1) becomes active. You should specify a distance first, to make the overlap visible.

**C White space**

Extra white space is added between the original and the shadow. Here, too, you should fill in a value for "Overlap" (1) , to see the result.

**D Extra border original**

An extra border is added around the original and the size of the shadow is based on the original.

Here, too, you should fill in a value for "Overlap" (1) , to see the result.

**E Extra border shadow**

An extra border is added around the shadow result and the size of the shadow is based on the original.

Here, too, you should fill in a value for "Overlap" (1) , to see the result.



- 4 Here you can adjust the pen style of the original and the shadow. If you adjust the pen style here, instead of doing so on the work sheet, the pen style is applied to all originals.
- 3 If the selected shadow type has a vanishing point, you can adjust this here numerically.
- 2 Here you can adjust the color of the pen style and the fill style of the objects and the shadow. If you adjust the color of the pen style and fill style here, instead of doing so on the work sheet, the styles are applied to all originals.
- 1 Here you can adjust Depth, Angle and Overlap of the selected shadow.

Block shadow

A



B



C



D



E

**Drop shadow**

A



B



C



D



E

**Cast shadow**

A



B



C



D



E



Special effects

EasySIGN has effects both on bitmaps and on vectors. The most complex vector objects or group of vector objects can be modeled in almost any shape. These effects can also be placed over each other. You can place one effect over the other infinitely and in this way create a different effect again. Each effect can be removed from an object so that it regains its original shape. If you want to apply a permanent effect in order to carry out other processes or refinements you can select "Edit", "Convert to" from the menu and then the command "Curves". This command transforms the effect object to curves that can be edited.

Applying an effect

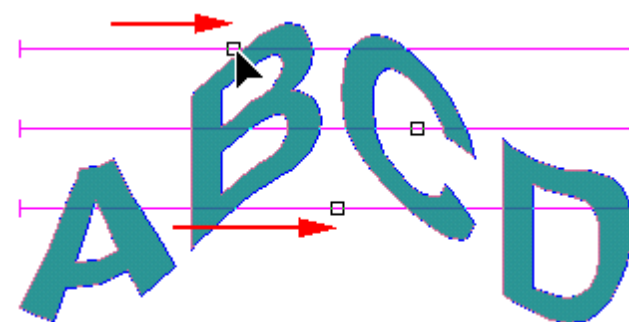
Select or type a text.



From the menu "Effects" select the command "Special effects". EasySIGN will apply the effect that was used last on the object and immediately jump into drag tool mode. The object will look as follows:



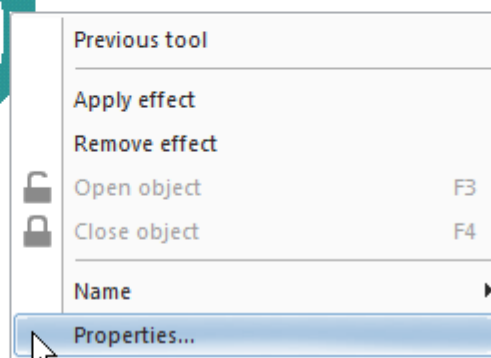
The parameter sliders will be above the object. With these sliders you can change the shape of the object interactively.



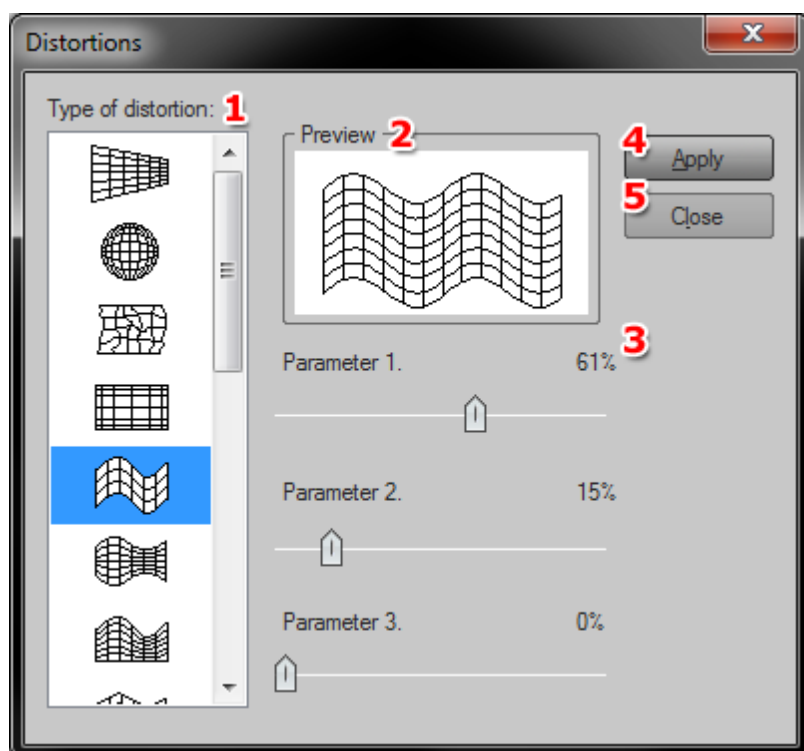
Each slider changes a different part of the effect. The number of sliders depends on the number of parameters that are supported by the current effect. If you want to apply the effect you must select the drag tools or press the tab key.



If you want to modify the effect you must select the object and then click on the right mouse button. From the PopUp menu that appears select the command "Properties".



The following dialog will appear.



The dialog will display the currently applied effect and the suitable parameters for this (3). In the list on the left (1) are all the available effects. The dialog also contains an example window (2); this shows you an example of the settings you are modifying in the dialog. All modifications to a parameter are displayed in a simplified way in this window. If you would like to see an effect in its final shape you must press the button "Apply" (4). The effect will be carried out on screen.

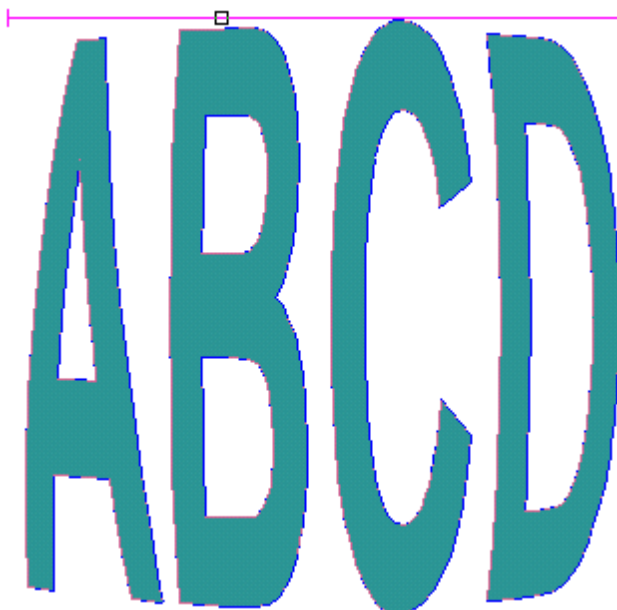
Select a different effect and first click on "Apply" (4) and then on close (5).



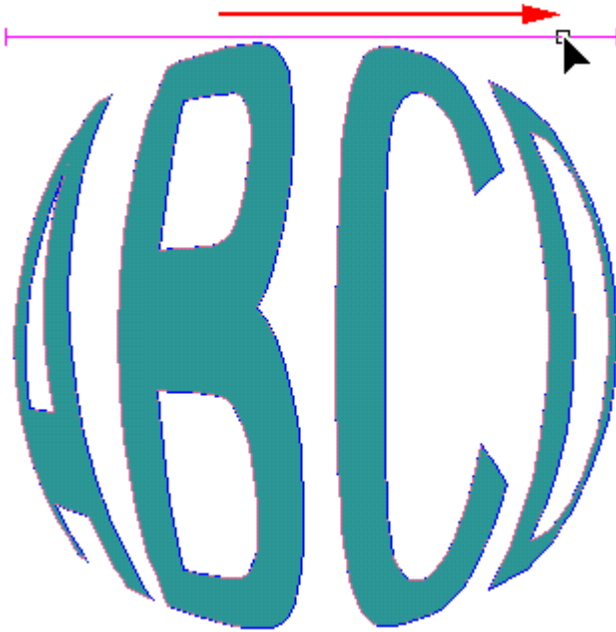
In order to show that any other transformation can be a useful part of an effect, the object needs to be scaled vertically.



Next select the drag tools to display the parameters of this effect.



This effect only needs one parameter, drag the slider with the drag tools until you have the required result.



You can put another effect over this one by once again selecting "Effects" from the menu and choosing "Special effects".



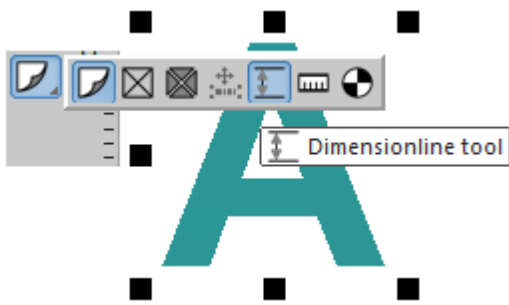
Each applied effect can be removed individually by choosing the command "Remove effect" from the right mouse button menu of the object. You can delete all effects until you are back again at the original object. If you want the effect to be definite, you must choose "Edit", "Convert to" from the menu and then the command "Curves".

Dimension lines

Dimension lines in EasySIGN are completely object-oriented. All modifications in dimensions or shapes are immediately implemented in the labels of the dimension lines. A dimension line can always be selected or grouped together with an object. All properties of dimension lines can be modified by using a special dialog.

Applying a dimension line.

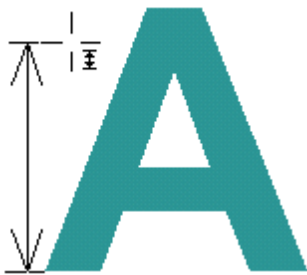
First select an object and then choose the option "Dimension lines" from the Toolbar.



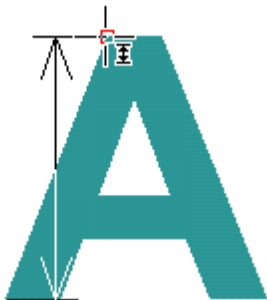
The cursor will change as follows.



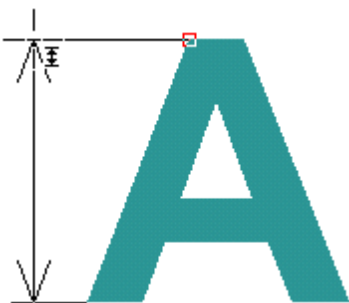
With this cursor select one of the points you want to measure and click on it with the mouse.



Next move the mouse (still holding the mouse button) towards the next point and click again.



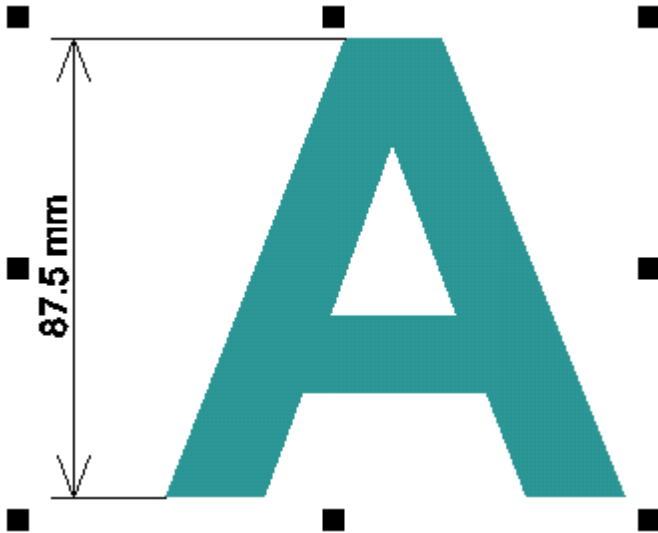
Let go of the mouse button and move the "arrow" to the distance at which you want to place the dimension line.



Once you let go of the mouse button a dimension line will be placed here and the size will be displayed in a so-called label.

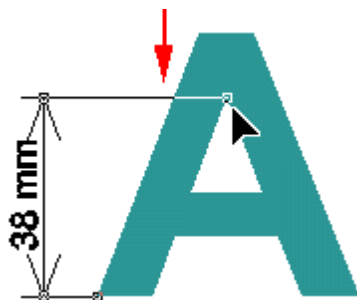


If you select the dimension line together with the object and then scale it, the display of the label will automatically be modified according to the new measurements.

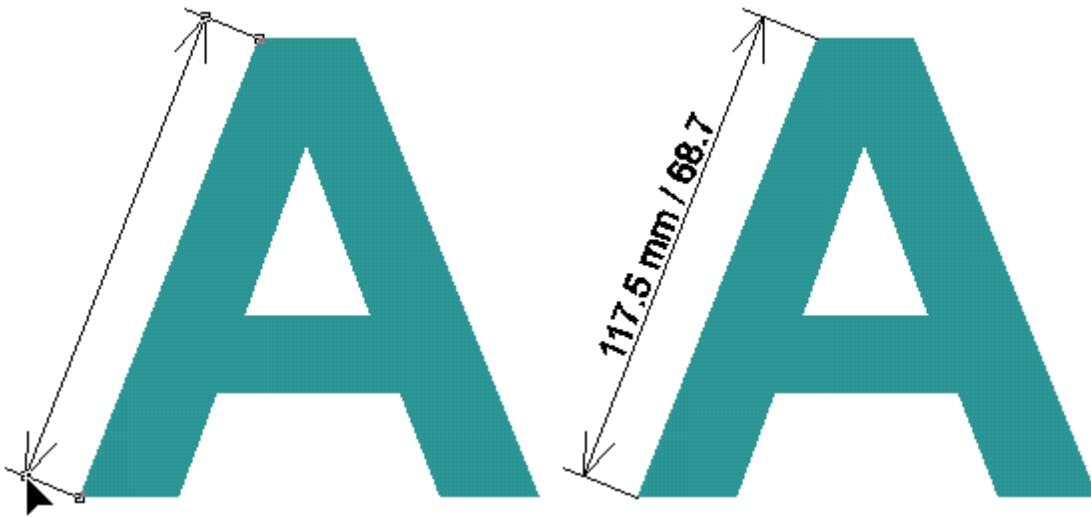


Changing dimension lines

It is possible to make modifications directly on the screen by using a special dialog or by using the right mouse button menu. In order to modify the dimension lines directly on screen you must select the drag tools. You can use the drag tools to select one of the control points of the dimension line and to modify it.

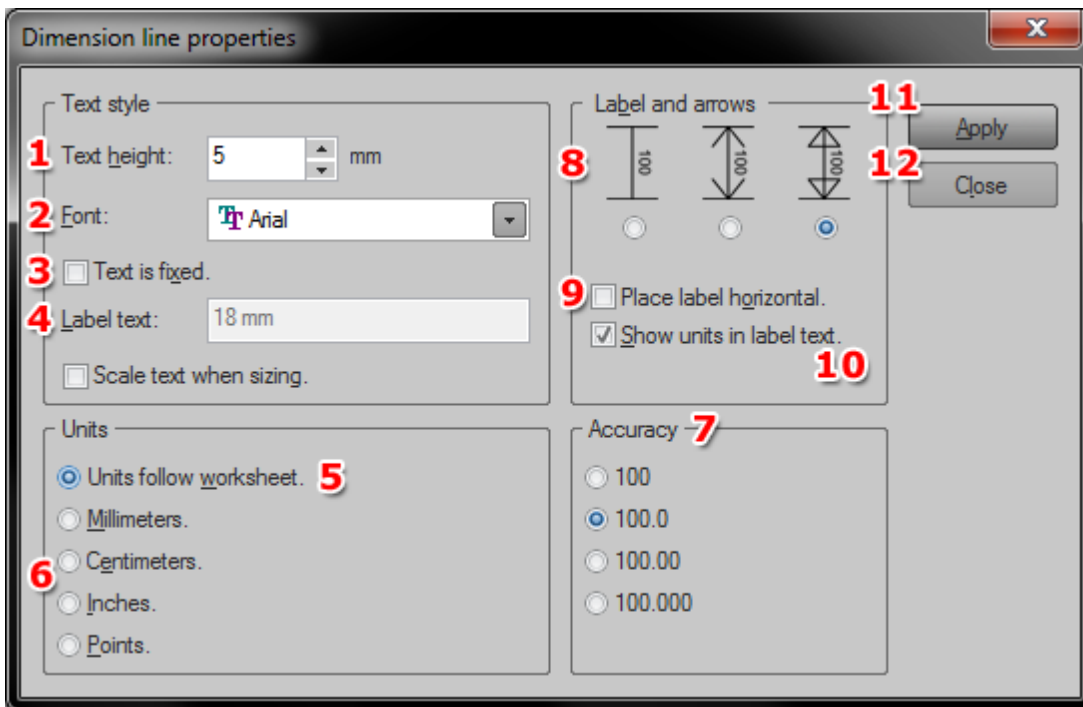


When you drag a control point near the arrow end you can slant the dimension line by pressing Shift as you drag.



A slanting dimension line also displays the angle of the line.

By clicking on a selected dimension line with the right mouse button you call up a PopUp menu. In this PopUp menu you will find a number of direct commands such as the change of unit used in the dimension line and the command "Properties". The command "Properties" calls up the following dialog.



- 1 Text height
Here you can enter the size of the text.
- 2 Font
- 3 Text is fixed
When you activate this option, you can state in "Label text" (4) which text you want displayed instead of the automatically calculated text.
- 4 Label text
Here you can enter your own text for a label.
- 5 Units follow worksheet
When you activate this option, the unit will be linked to that of the worksheet.
- 6 Specific units
When you activate this option, the label will always display the chosen unit irrespective of the unit used in the worksheet.
- 7 Accuracy
Here you can select how many decimal figures will be used to display the measurements.
- 8 Here you can enter the shape of the arrow.
- 9 Place label horizontally
When you activate this option, the label will always be displayed horizontally irrespective of the angle of the dimension line.
- 10
- 11
- 12

- 10 Show units in label text
When you activate this option, the label will also display the units used.
- 11 Apply
This button applies the settings you have made and displays these immediately on the worksheet.
- 12 Close
This button closes the dialog.

Weed borders

Weed borders are used to simplify the removal of excess vinyl when cutting. On screen the weed borders may run through the text and/or illustration, but when plotting only the excess vinyl will be cut. For text this means that a line will be cut in between the letters and not through them. The inside outline of the letters are of course not cut.

Adding a weed border

There are two ways in which you can do this. You can do this manually by selecting the option "Weed borders" from the toolbar.



The cursor will change as follows.



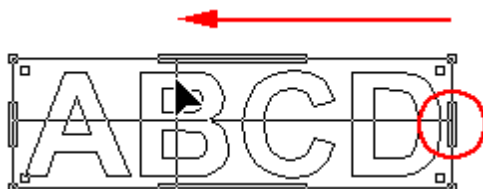
You can now put the weed border around the chosen object in the same way as you would draw a rectangle.



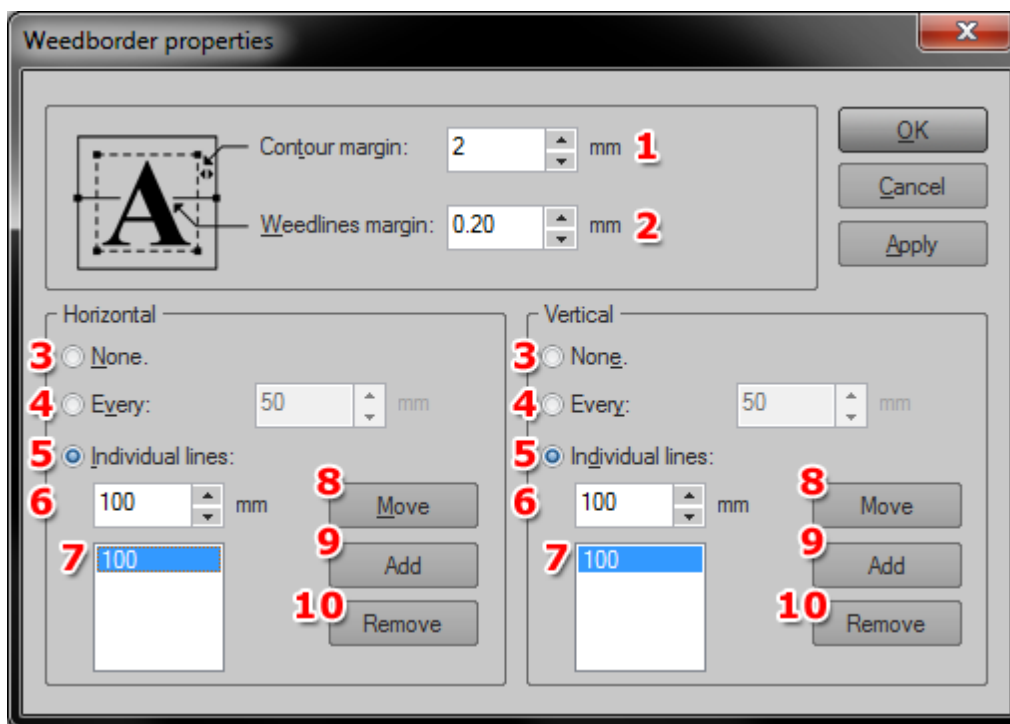
You have now drawn the border but the intersecting lines must still be added. In order to do this you must select the drag tools. The weed border will look as follows.



You can use the drag tools to drag the weed lines from the thickening on the horizontal and vertical lines.



If you click on the selection tools again you can use the menu of the right hand mouse button to call up the following dialog by selecting the option "Properties".

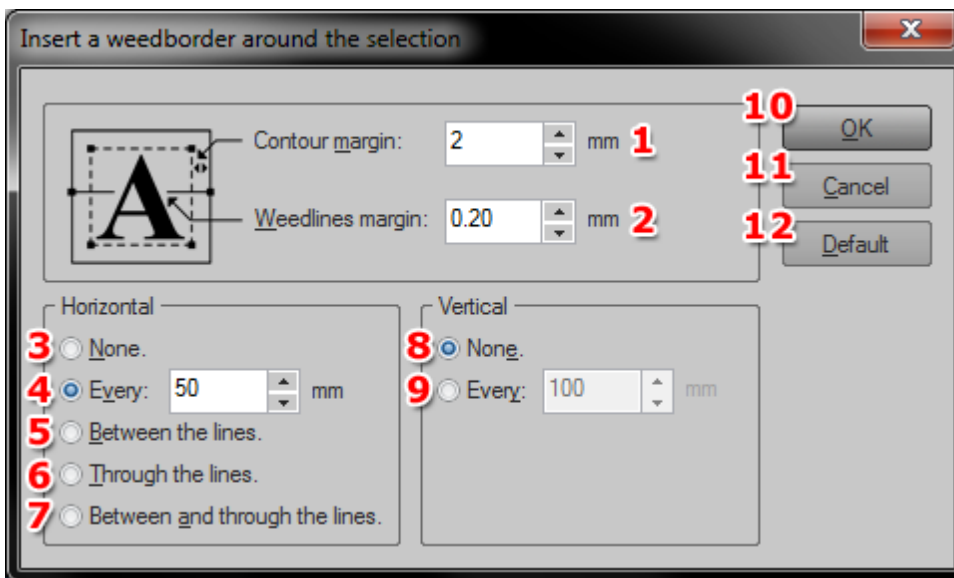


- 1 Contour margin
The area between the outside part of the object to be plotted and the weed border.
- 2 Weed lines margin
An adjustable safety margin for cutting the objects.

Horizontal and vertical weed lines

- 3 None
No weed lines are drawn.
- 4 Every
Weed lines are drawn at an adjustable interval.
- 5 Individual lines
Each weed line can be adjusted individually.
- 6 Here the weed lines that have been selected from the list below, are displayed. Existing weed lines can be modified and new ones can be typed.
- 7 Here all weed lines present are displayed.
- 8 Move
Moving an existing weed line.
- 9 Add
Adding a new weed line.
- 10 Remove
Deleting an existing weed line.

You can also use an insertion dialog to add weed borders and weed lines to the selected objects. In order to do this select an object and next select from the menu "Insert", "Production" the option "Weed border around selection". The following dialog will appear.



- 1 Contour margin
The area between the outside part of the object to be plotted and the weed frame.
- 2 Weed lines margin
An adjustable safety margin for cutting the objects.

Horizontal

- 3 None
No weed lines are drawn.
- 4 Every
Weed lines are drawn around an adjustable distance.
- 5 Between the lines
When a text has been selected a weed line can be placed between each line automatically.
- 6 Through the lines
The weed lines are placed through text lines.
- 7 Between and through the lines
Part 5 and 6 are applied simultaneously.

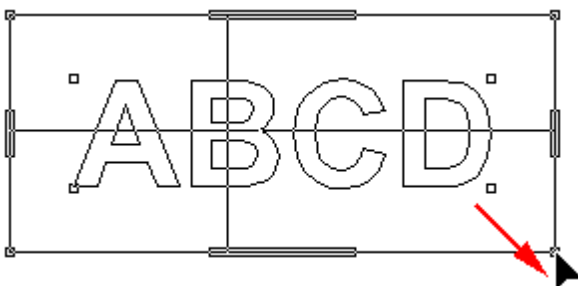
Vertical

- 8 None
No weed lines are drawn.
- 9 Every
Weed lines are drawn around an adjustable distance.

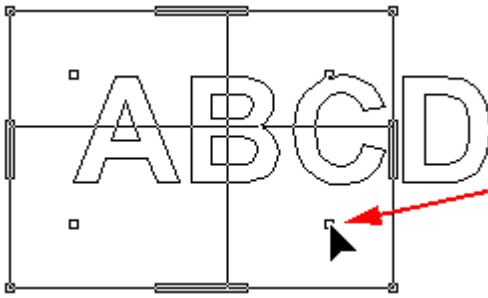
- 10 OK
Apply all settings made and close dialog.
- 11 Cancel
Closes the dialog without applying the settings made.
- 12 Default
Restores all settings in the dialog to the standard settings.

Modifications to the weed border

By using the drag tools you can carry out a number of direct modifications to the weed border.



If you drag one of the outside nodes, you can modify the margin of the outline.



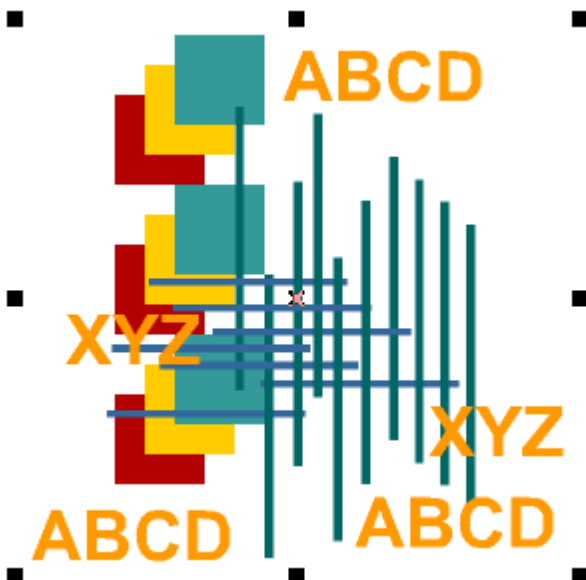
By dragging one of the inside nodes you can determine the position and scaling in relation to the object.



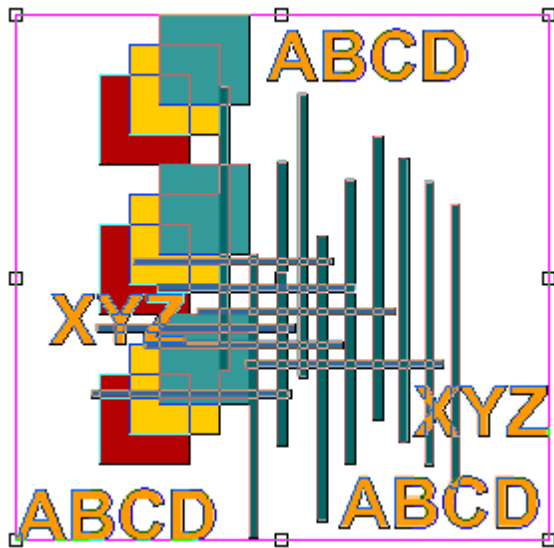
You can use the drag tools to change weed lines that have already been placed. You can also delete the weed lines by dragging them back to the thickenings on the horizontal and vertical lines of a weed border.

Blocknesting

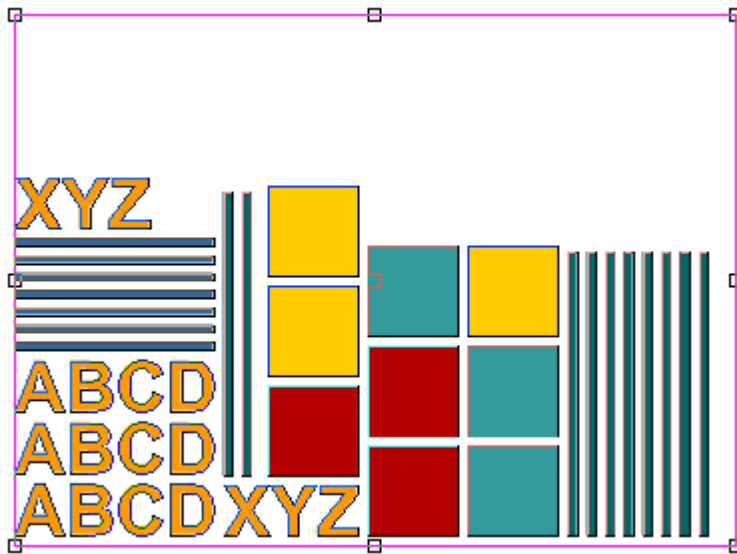
Blocknesting is fast and easy to apply effect that rearranges objects as efficiently as possible to save material. Blocknesting is object oriented, even after applying the effect you can always add extra objects or return to the original state of the objects.



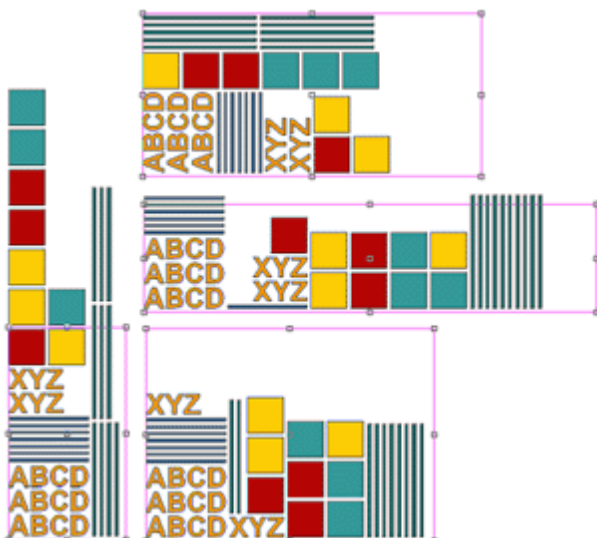
Select "Effects, Blocknesting" to apply the effect to a range of selected objects.



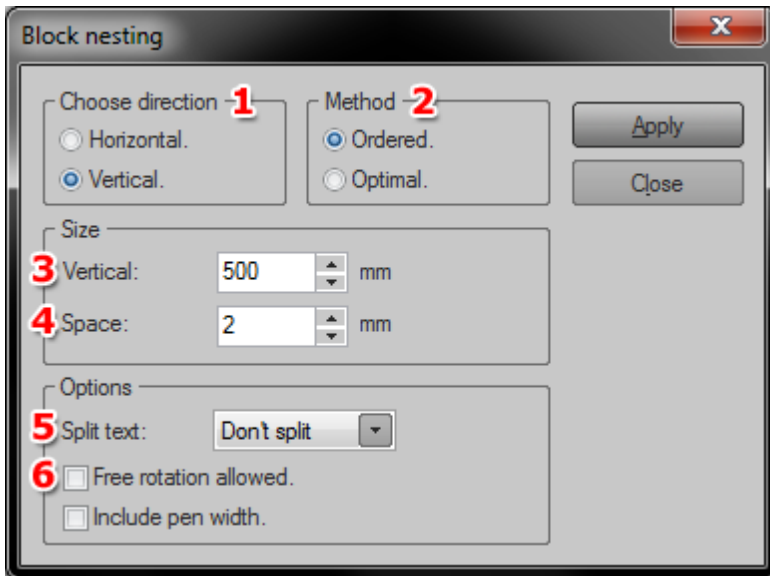
A control object will appear around the selected objects. By dragging the control points the objects will rearrange themselves as efficiently as possible within the width and height proportions of the control object.



You can drag the control points until you agree with the rearranging of the objects.



If you think the result could be better you have the possibility to select "Properties" from the context menu of the effect. In the dialog that appear you have the following options available for optimizing the result.



- 1 Select the direction you want to edit.
- 2 Select between ordered or optimal. Optimal will give the best result but is slower.
- 3 Here you can set the horizontal or vertical size.
- 4 Here you can set the space between object. In the images above, a space of 2 mm is used, in the image below 0 mm is used.



- 5 Here you can select if you want to split text into lines, words, characters or use no text split. The text remains text, if you remove the Blocknesting effect the text will be as it was before applying the effect.

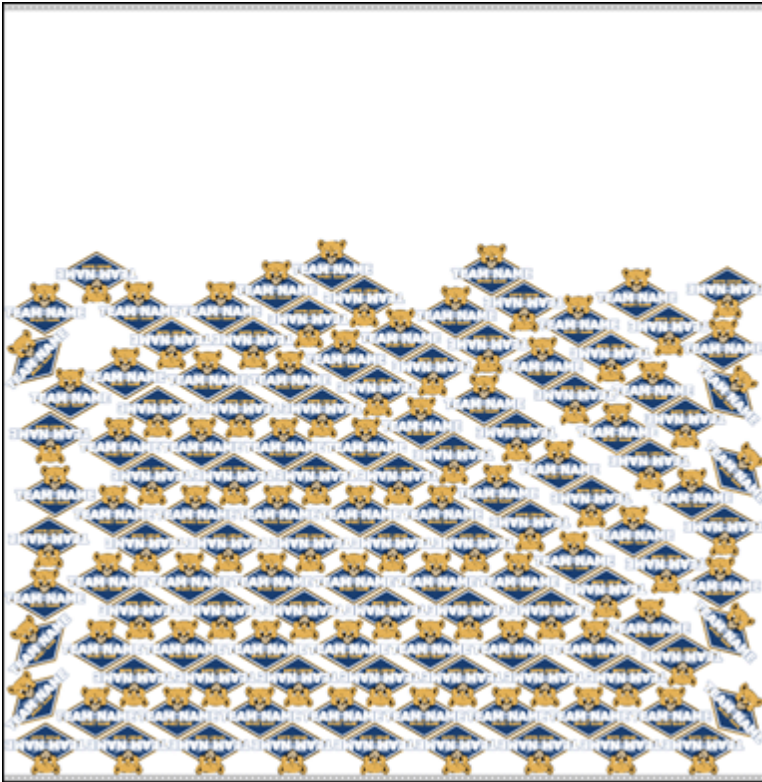


- 6 If you check this option the effect will rotate objects to get an even better result. This option has the best result when using a large number of objects and no space between the objects.



A repeating pattern of the Year Name 'YEAR NAME' and a blue diamond logo with a yellow bear head. The pattern is arranged in a grid where the text and logo alternate in a checkerboard fashion. The text 'YEAR NAME' is in a blue, sans-serif font, and the logo is a blue diamond with a yellow bear head inside. The background is white.

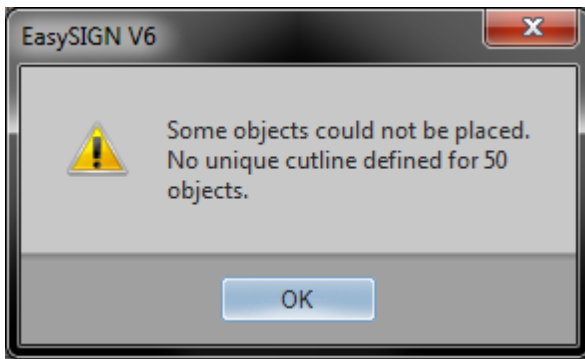
Compare this placement to the placement automatically generated with 'True shape nesting' as shown below.



For some objects the media cost reduction can be even far greater, for example:



Manual or other automated placement



Some objects could not be placed. No unique cutline defined for 50 objects.

A unique cutline is a continuous line surrounding each of the objects you want to nest. The object used is one object that consists of 3 words with spaces between them. The so called 'cutline' consists of three separated cutline's, one for each word. You could of course enlarge the distance of the 'Sticker contour' to the object until the lines meet, but that would not be the best option in this case, see the image below.



The white space surrounding the object is much larger than was intended (or even required by the customer). It is much easier and more consistent to let the software try to optimize this object by checking the option 'Connect' in the 'Sticker contour' dialog. Checking this option will give you the following result.



If you think this option will take too much extra space/media after the nesting command, you can also make some adjustments to the object, for example by quickly closing the gaps between the words.



Remove the 'Sticker contour' from the object (if any).



Draw some simple shapes to close the gaps, pen style or color is not important.

With the new objects still selected, select the menu '**Edit > Convert to > Line type > Sign Blank**'. 'Sign Blank' is a line type that isn't printed or cut, so this is an invisible object for any kind of output.

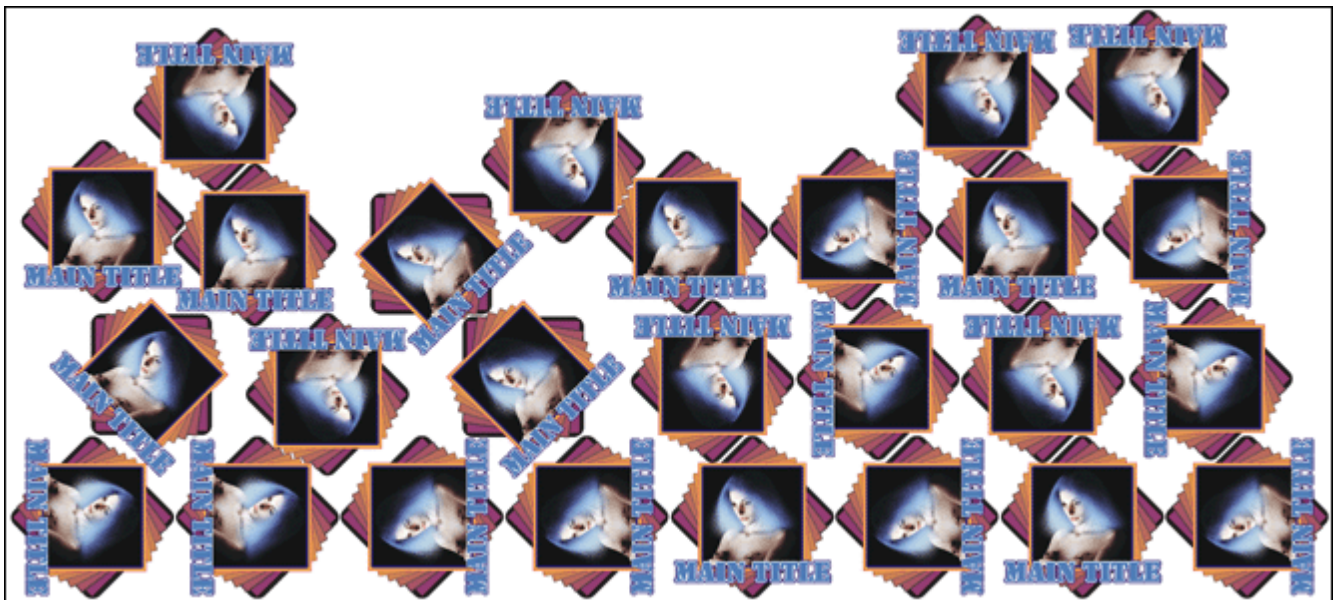
- Select the original object including the new objects and group them together.

- Select the menu '**Effects > Sticker contour**' and apply the 'Sticker contour' to the group.

The actual workflow

You can subdivide the workflow in two scenarios, a scenario in which you have one object that needs to be duplicated multiple times and then nested and a scenario in which you have many different objects that need to be nested.

One object multiple times



- 1 Import or open the object you want to use.
- 2 Adjust the page size to the size of your media using the menu '**View > Settings**'.
- 3 Prepare the object like described in the chapter above 'Preparing the objects to be nested'.
- 4 Multiply the objects using the menu '**Arrange > Multiply**'. Enter the number of duplications, in the dialog that opens, and be sure to uncheck the option 'Modifiable'.
- 5 Place the objects outside the worksheet because 'True shape nesting' is based on the dimensions of the

worksheet and places the 'nested' objects on the worksheet.

- 6 Select the objects you want to use for 'True shape nesting'.
- 7 Select the menu '**Effects > True shape nesting > True shape nesting**'. Select the options you want to use in the dialog that opens.
- 8 In the 'True shape nesting' dialog press 'OK' to start the nesting.

Multiple objects



- 1 Import the different objects you want to use into one worksheet.
- 2 Adjust the page size to the size of your media using the menu '**View > Settings**'. Select the tab 'Page' and adjust the page size accordingly in the dialog that opens.
- 3 Prepare the objects (if necessary) like described in the chapter above 'Preparing the objects to be nested' but do not yet apply the 'Sticker contour'. We postpone this because it would be very tedious to apply a 'Sticker contour' to, let's say, 100 objects that need no other preparation.
- 4 place the objects outside the worksheet because 'True shape nesting' is based on dimensions of the worksheet and places the 'nested' objects on the worksheet.
- 6 Select the objects you want to use for 'True shape nesting'.
- 7 Select the menu '**Effects > True shape nesting > Prepare True shape nesting**'. Choose your settings in the dialog that opens.
- 8 In the 'Prepare True shape nesting' dialog press 'Apply' to apply a 'Sticker contour' to all selected objects.
- 9 Select the menu '**Effects > True shape nesting > True shape nesting**'. Select the options you want to use in the dialog that opens.
- 10 In the 'True shape nesting' dialog press 'OK' to start the nesting.

Optional

Say you only need the 'Sticker contour' to nest your objects and not to cut them after printing (where the distance of the 'Sticker contour' is not an option but a customer requirement). If you want to change the distance you first have to remove the 'Sticker contour' and reapply them using the 'Prepare True shape nesting' dialog again. This is a simple four step process.

- 1 Select all object on the worksheet that are already nested.
- 2 Select the menu '**Effects > Remove effect**' which will remove the 'Sticker contour' of all selected objects.
- 3 With the objects still selected open the menu '**Effects > True shape nesting > Prepare True shape nesting**' and apply the 'Sticker contour' with the new settings.
- 4 Apply the 'True shape nesting' again using the menu '**Effects > True shape nesting > True shape nesting**'.

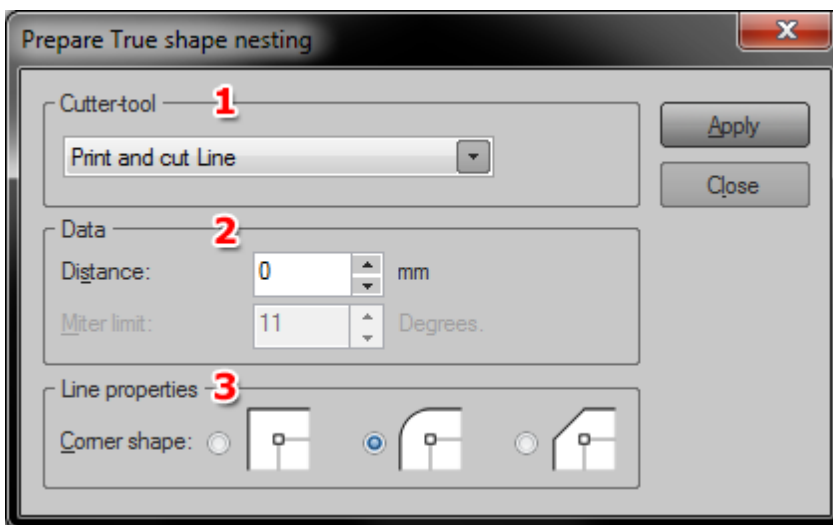
Tip

If you have multiple objects, with different cutting types and/or distances, that you want to use for Print & Cut, then you can use them as they are. Just apply a 'Sticker contour' on them using a distance of '0' (or any distance you desire) and a line type of 'Sign Blank'.



The objects in the image above both have a Print & Cut line applied to an Inline effect (represented by the green line) and a 'Sticker contour' for 'True shape nesting' with a distance of '0' and 'Sign Blank' as line type (represented by the red line).

The 'Prepare True shape nesting' dialog



1 Cutter-tool

here you can select the line type you want to use, you have several predefined options to choose from.

2 Data

Here you can set the distance between the object and the 'Sticker contour'.

When using the first 'Corner shape' options the 'Miter limit' will become available which will determine how far a corner will 'Overshoot'.

In the image below from left to right the 'Miter limit' is set to 11, 72 and 125.



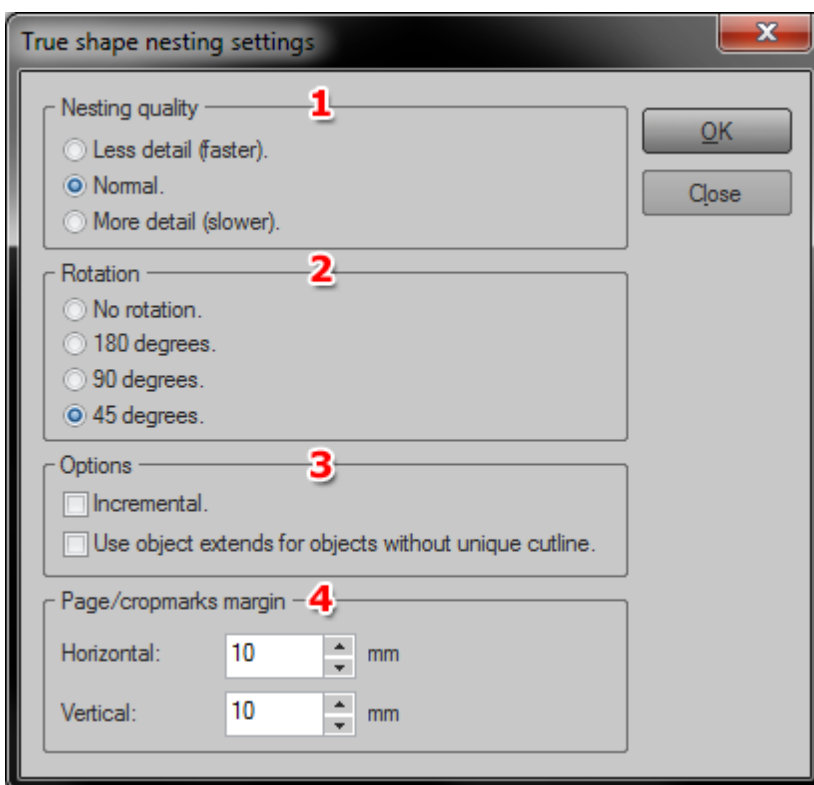
3 Line properties

Here you can choose the shape of the corners. In the image below from left to right the first, second and third option.



The second option is the most widely used because it gives the best result for almost any shape.

The 'True shape nesting' dialog



1 Nesting quality

Here you can set the quality of the 'True shape nesting'. The most commonly used option is 'Normal' which will give a very good result consuming four times less memory as the 'More detail' option. The option 'Less detail' is extremely fast and gives a lesser, but still acceptable, result and it also consumes the least amount of memory.

2 Rotation

Here you can set the rotation allowed when nesting.

3 Options

The most important setting here is 'Incremental'. When this option is checked the 'True shape nesting' will take objects already placed on the worksheet into account when calculating the nesting result.

The option 'use objects extends for objects without unique outline' does just as it says. It will use the objects extends while calculating the nesting result and not the actual shape of the object.

4 Page/cropmarks margin

'True shape nesting' uses the worksheet as 'work area' or, when present, the inside of the alignment cropmarks area. Especially with alignment cropmarks, but also with a worksheet, you don't want to nest your objects all the way to the edge. Here you can enter the space between the outer most nested shapes and the edge of the work area.

Out of memory

'True shape nesting' is very memory intensive. If you have too many objects selected it can run out of memory. 'True shape nesting' has an 'Incremental' option, this options works together with the objects already nested on the worksheet. You can use this option to nest very large numbers of objects as follows.

- 1 Place all objects you want to nest outside the worksheet.
- 2 Select a lower number of objects. If for example you tried to nest a 1000 objects all at once and ran out of memory, select only 100 of them.
- 3 Start the 'True shape nesting' with your preferred settings, the objects will be placed on the worksheet.
- 4 Select the next 100 objects and start the 'True shape nesting' with your preferred settings, only now activate the option 'Incremental'.
- 5 Repeat step 4 until you have placed all objects.

Bitmap distortions (effects)

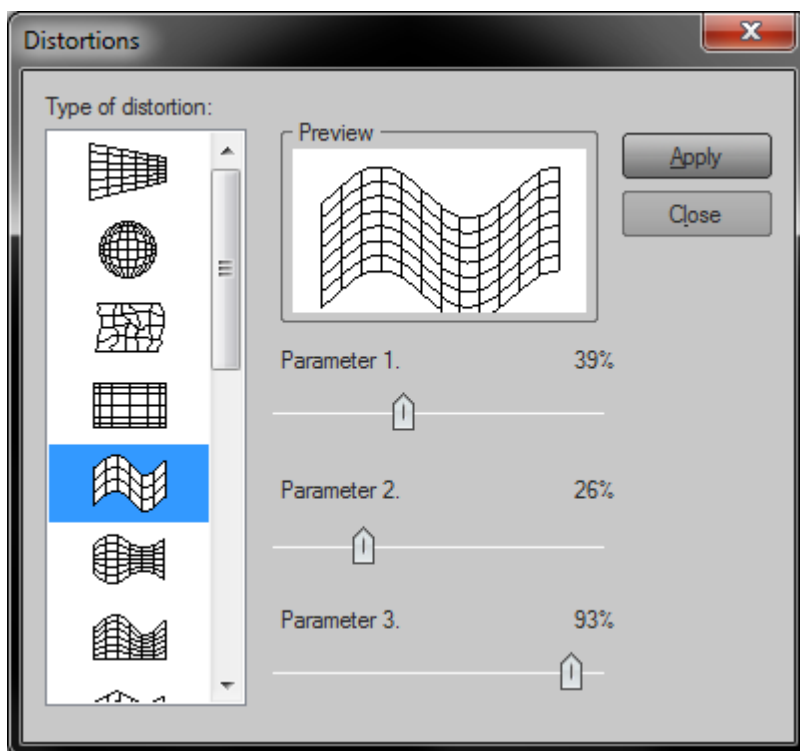
In EasySIGN most special effects can be applied to bitmaps also. A unique property is that the distortions can be applied to vector objects and bitmaps at the same time.

To illustrate this we give you an example of this application.

Import a bitmap and place a text over it, and optionally some more vector objects. You may place these objects outside of the limits of the bitmap.



Select the bitmap and the other objects, and choose the menu option "Effects" "Special effects"



Select the effect you want to use and click the "Apply" button.



You can superimpose any other effect like an Arcfit.



Like most functions in EasySIGN this does not destroy the original objects. At all times you can make changes to the text, the bitmap, and the vector objects, you can even add new objects through the use of the Object manager. The end result will be automatically recalculated.



Keep in mind that the larger the bitmap is, the longer it takes to calculate the end result.

Settings for bitmap distortions.

Select the menu option "File" "Settings" and choose the tab "Miscellaneous" . here you will find the setting "Bitmap effect resolution while editing". The higher you set this value, the longer you have to wait for the end result to appear.

Vectorization

Vectorization

Vectorization with EasySIGN is very easy to do. Whether you want to carry out a "Centerline", "Outline" or "Color" vectorization, all you need in order to do this is a bitmap. Vectors can always be edited and you can always try out new settings by just simply selecting the command "Vectorization" again. If you select the command "Curves" from the menu "Edit", "Convert to", you can transform the vectorization object to curves that can be edited. However you will not be able to select the command "Vectorization" again.

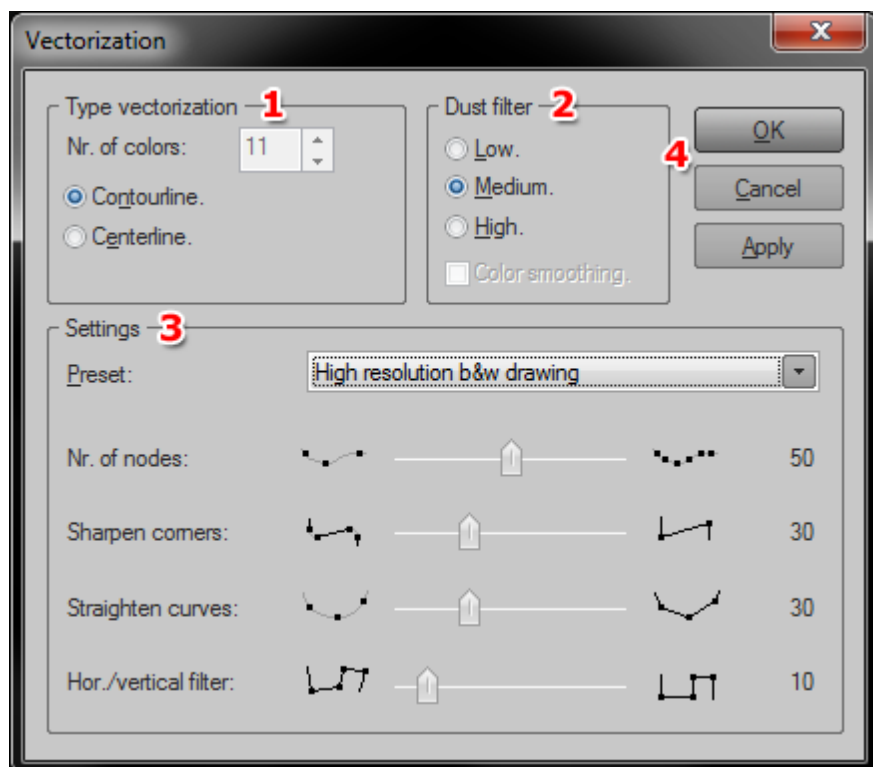
For a "Centerline" or "Outline" vectorization you will need a black & white bitmap. For a color vectorization you will need an RGB bitmap.

Outline vectorization

Import or scan a black & white bitmap, e.g. of a logo and make sure it is selected.



From the "Bitmap" menu select the option "Vectorization", the next dialog is then opened.



From "Type" (1) choose the option "Contourline". In "Dust filter" (2) you can select the degree of dust removal by EasySIGN. With "Dust" we mean in the case of a bitmap with a logo and a largely white background the undesirable parts for a vectorization (dirt on the glass of the scanner, fingerprints on the original etc.). In "Settings" (3) you can choose from the following items.

Preset

Here you can make a choice from several preferred settings. These settings will show the best results for a certain type of bitmap. In this case (a black & white bitmap) we would choose the setting "High resolution b&w text". The sliders under the combo box will adjust to the preselected settings. If you would like to modify this setting you can choose the option "User defined" from the combo box. You can modify the sliders according to your own ideas.

Number of nodes



This setting determines the accuracy with which EasySIGN builds up the vectors during vectorization. The more nodes there are, the more accurate the shape will be. This is not a golden rule. If the original is very bad it is sometimes better to select fewer nodes otherwise each slight difference will actually be vectorized. In this case a smaller number of nodes will usually result in a more flowing result.

Sharpen corners



As it often happens that during scanning sharp corners are rounded, depending on the resolution, or else the original is a printed copy which never really has sharp corners, EasySIGN offers the possibility to correct this.

Straighten curves



This filter turns slightly curved lines into straight lines. If the setting is made higher, more curved lines will be influenced.

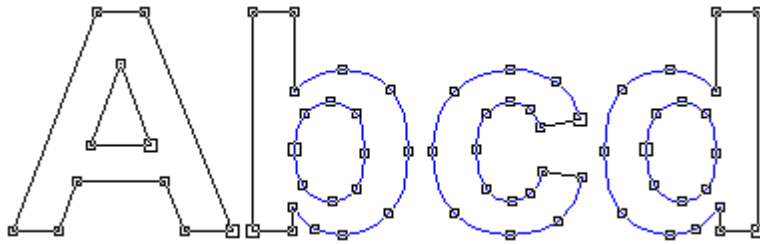
Horizontal/Vertical filter



This filter will change lines that are running more or less horizontal or vertical to lines that are running completely

horizontal and vertical. If the setting is made higher, more lines will be included.

After you have finished with your settings you can click on the button "Apply" near (4) to first view the result or you can click on "OK" to close the dialog immediately after vectorization. The result will look approximately as follows.

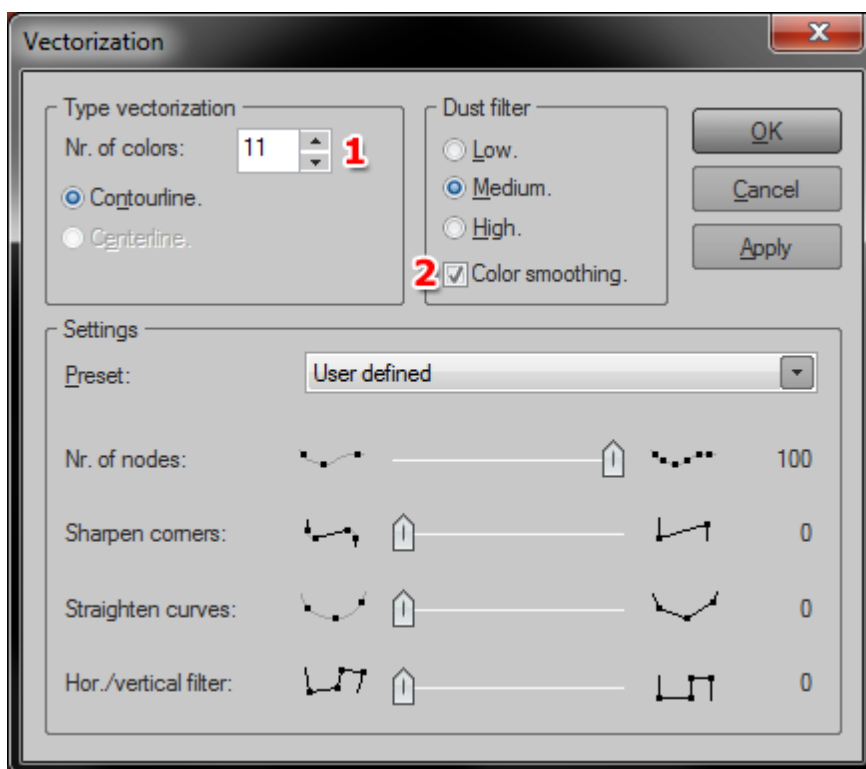


Centerline vector

One of the best features of vectorization in EasySIGN is not only that it is always possible to edit again but that all types of vectors work in the same way. For centerline vector the only difference with the outline vector is that in "Type vector" (1) in the dialog you must activate the option "Centerline".

Color vector

The way of vectorization has several more settings than the outline and centerline vector but for the rest it works in exactly in the same way as the outline vector. Color vector only works on RGB bitmaps, so when you scan in an illustration to vector you must make sure your scanner is set on RGB.



- 1 Number of colors
Here you can set the number of colors you want to include in the vector.
- 2 Color blending
Color blending blends colors that are very close together, into one color. The advantage of this is that unclear

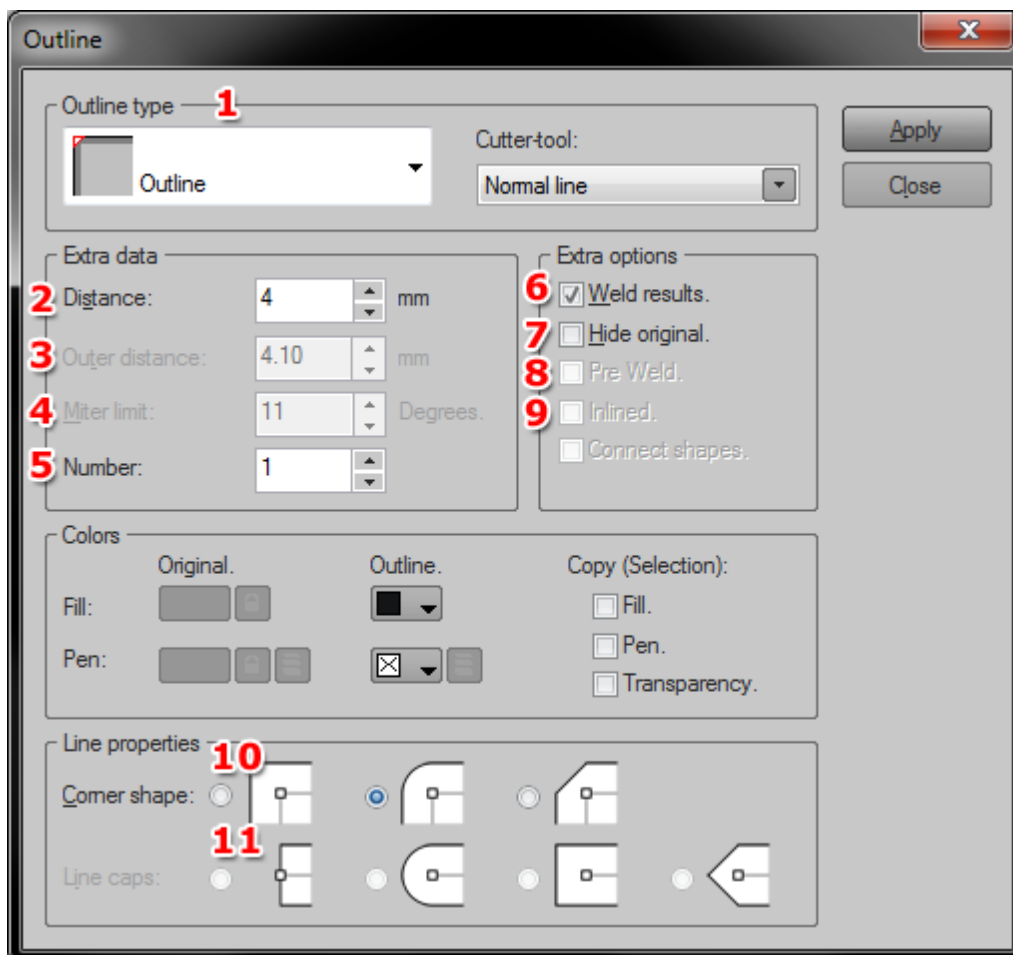
transitions between colors disappear. After vectorization unclear transitions have usually become very irregular lines.

Outlining objects

With version 5, this functionality has been extended dramatically. New options are added and nearly all options have the possibility to combine several steps into one. The best way the current features can be explained, is by means of examples.

Select an object, then choose one of the outline options from the "Effects" menu . Depending on your license/version or OEM type, the following options are at your disposal:

Outline
Outline (square)
Outline (circle)
Outline (double)
Inline
Inline (double)
Expand stroke
Sticker contour
Rubber band



- 1 Type
- Extra data**
- 2 Distance
- 3 Outer distance
- 4 Mitre limit
- 5 Number
- Extra options**

- 6 Weld result(s)
- 7 Hide original
- 8 Pre weld
- 9 Inlined

Line properties

- 10 Corner shape
- 11 Line caps

Line properties

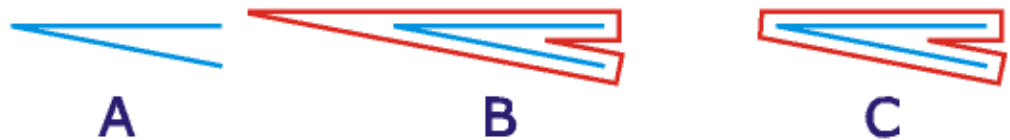
All types of outline share common properties that are related to the corner shape or line caps. Which properties apply, depends on the type of outline.

Corner shape (10)



Straight angles

This option draws a mitre angle where the outermost edges of two meeting lines are elongated until they cut. To prevent drawing of such cutting points in cases where they could be too far off from the line ends, you can adjust the mitre limit.



- A : Original
- B : Mitre limit 10
- C : Mitre limit 1



Rounded line ends

This option draws a circle around the line end with a diameter that equals the line width.



- A : Original
- B : Example



Mitre angle

This option flattens the cutting point of two meeting lines, by chopping off part of the elongation.

This is quite similar to a straight angle with a mitre limit of "0".



- A : Original
- B : Example

Line caps (11)



Mitre

This option flattens the line at the line ends, so there is no elongation beyond the line ends.



A : Origineel
B : Example

Round

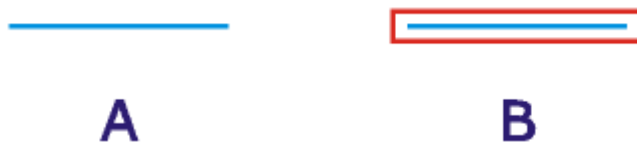
This option draws half a circle at the line end with a diameter that equals the line width.



A : Original
B : Example

Straight

This option elongates the line beyond the line end over a distance that equals half the line width and flattens the result.



A : Original
B : Example

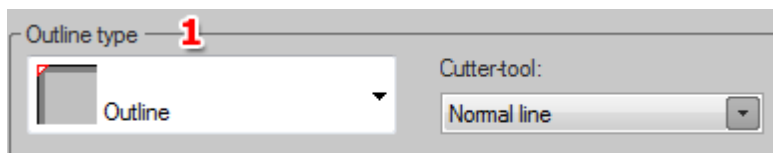
Sharp

This option draws a sharp point at a line end, where the distance to this line end equals half the line width.



A : Original
B : Example

Type (1)



Here you can select the desired type. You have this opportunity while creating the effect, but you can change this too at a later time, when you change the properties of an object with some kind of outline. So you can change the type of outline any time you want. In case several other effects are placed on top of this outline, these effects are recalculated automatically.



A



B

- A A text, on top of which are an Outline, followed by an Arcfit, Flat Perspective and Perspective Shadow.
- B The type has changed from "Outline" to "Double Outline". All effects on top of this have adapted to the new outline type.

Type, Extra data and Extra options

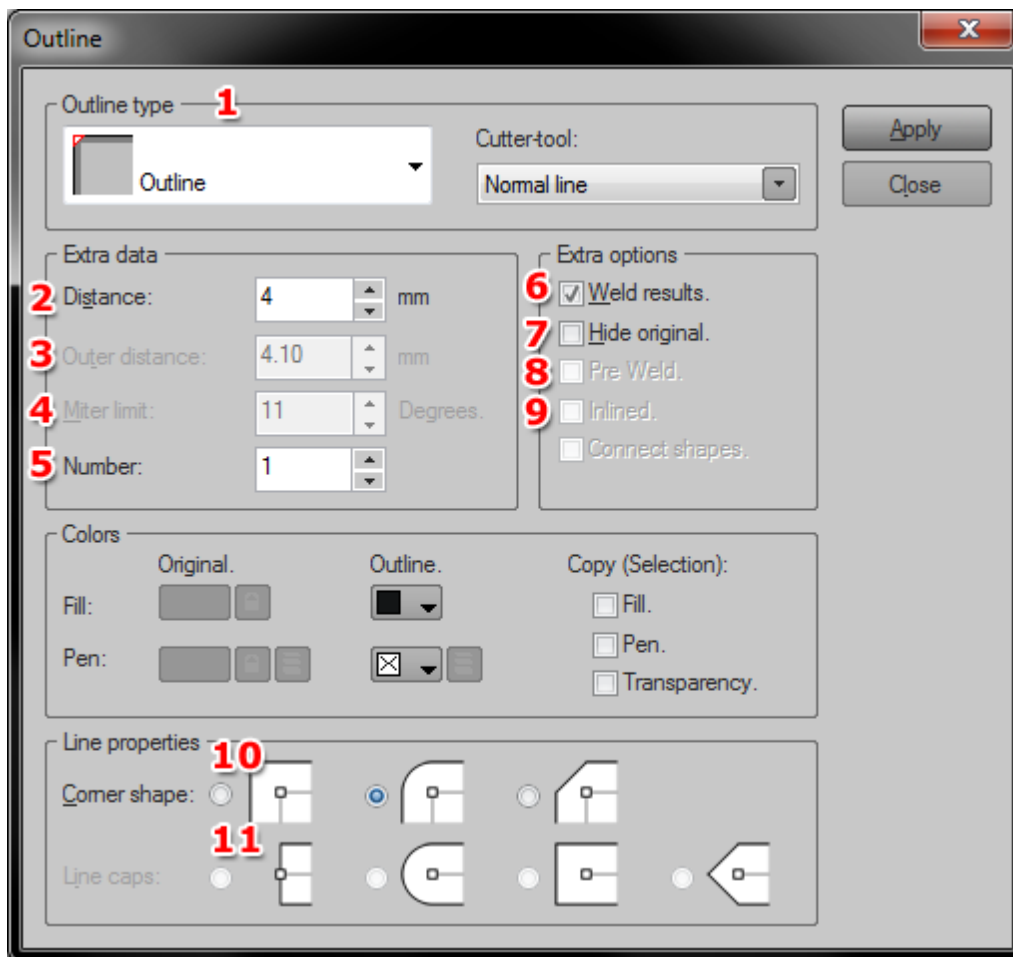
By means of several examples we show you some of the possibilities. While working with outlines, you can make a large number of combinations yourself. Do pay attention to the fact that you can place an unlimited amount of types on top of each other.



In the above image, you see from left to right different types of outline stacked on top of one another. If you change the text now, all stacked outlines will be recalculated (see image below).



Select one of the outline types, such "Outline" from the menu "Effects".



A : Original
 B : Hide original (7) disabled.
 C : Hide original (7) enabled.

Outline

hg

A

hg

B

hg

C

Distance (2) equals 1 and Number (5) equals 1.

hg

hg

The same as the first option, but now with rounded corners.



The same as the second option, but now with Number (5) at 3.

**Outline
(square)
Outline (circle)**



Two variants that don't base the Outline on the outer shape of the selected objects, but on the selection extends. You have the flavours "square" and "circle".

Double Outline

hg



A

B

C

Distance (2) equals 3, Outer distance (3) equals 5 and Number (5) equals 1.

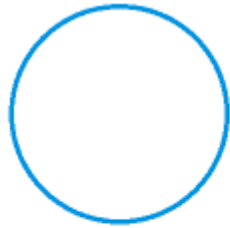
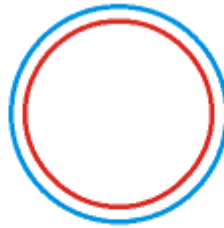
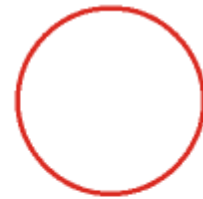


The same as the first option, but now with rounded corners.



Inline

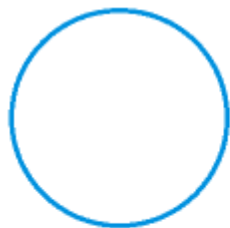
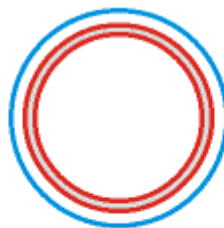
The same as the second option, but now with Number (5) at 3.

**A****B****C**

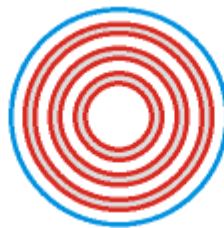
Distance (2) equals 3 and Number (5) equals 1.

**Double Inline**

The same as the first option, but now with Number (5) at 3.

**A****B****C**

Distance (2) equals 3, Outer distance (3) equals 5 and Number (5) equals 1.

**Expand stroke**

The same as the first option, but now with Number (5) at 3.

**A****B****C**

Distance (2) equals 2 and Mitre limit (4) equals 1.



The same as the first option, but now with rounded corners.

Sticker contour

As the name implies, with this option you can produce cutting contours for stickers, although the use is not limited to this application.



You can set the distance to the originals to be either positive or negative (9). You can even set the result at distance (2) "0", so the Sticker contour follows the outer shape exactly.

Rubber band

The Rubber band really is a unique function. You can imagine the result as a collection of one or more objects around which a rubber band has been stretched. This is, for example, a good alternative to the Sticker contour, if you want to make a cutting contour without inlets and consequently it has far fewer cutting lines.



You can set the distance to the originals to be either positive or negative (9). You can even set the result at distance (2) "0", so the Rubber band follows the outer shape exactly.

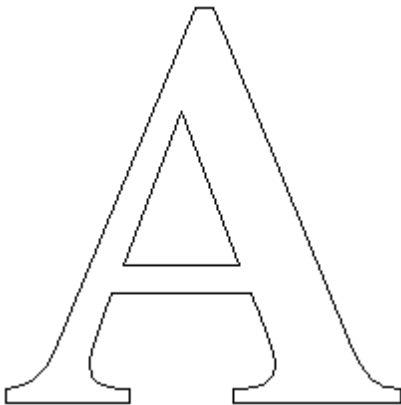
This function is very well suited to connect objects to each other, too.



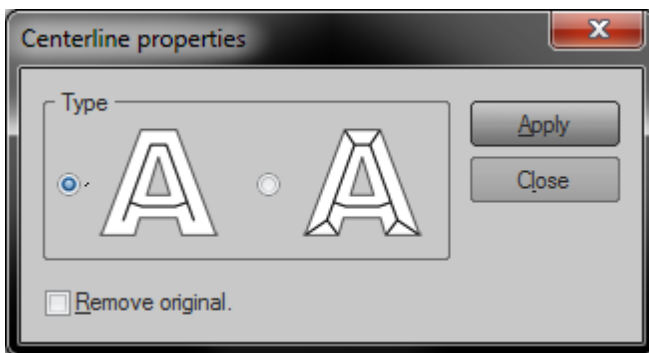
If you would try to draw the above example by hand, it would take some work to connect the two circles perfectly. With the Rubber band and a distance (2) "0", this takes no more than a single press of a button.

Centerline

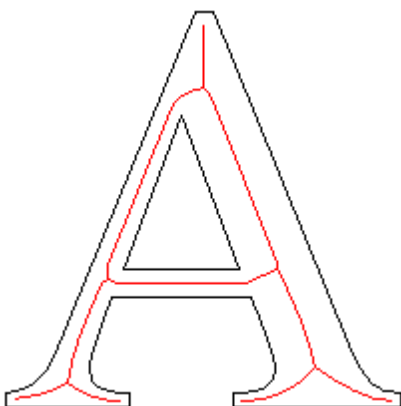
An object oriented effect to get the centerline of any vector object.



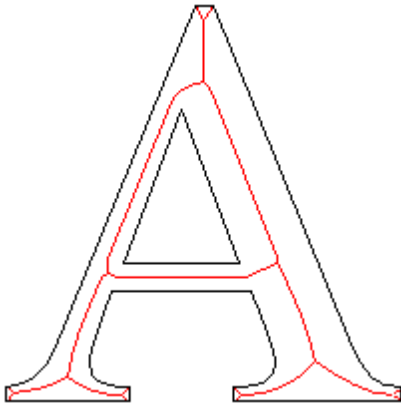
Select an object and the command "Effects, Centerline".



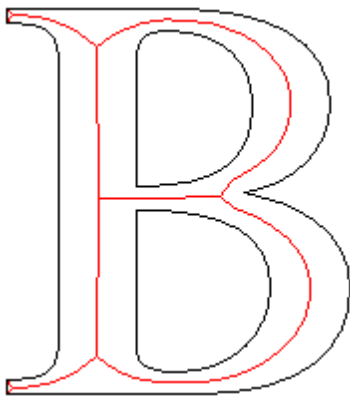
In the dialog you can choose between two types of centerline and whether you want to hide the original. We selected the first option and kept the original visible.



Because the result is object oriented you can change its properties. Select "Properties" from the context menu to do so. In the property dialog select the second option.



The effect has been recalculated. Even when we change the original the effect is recalculated.

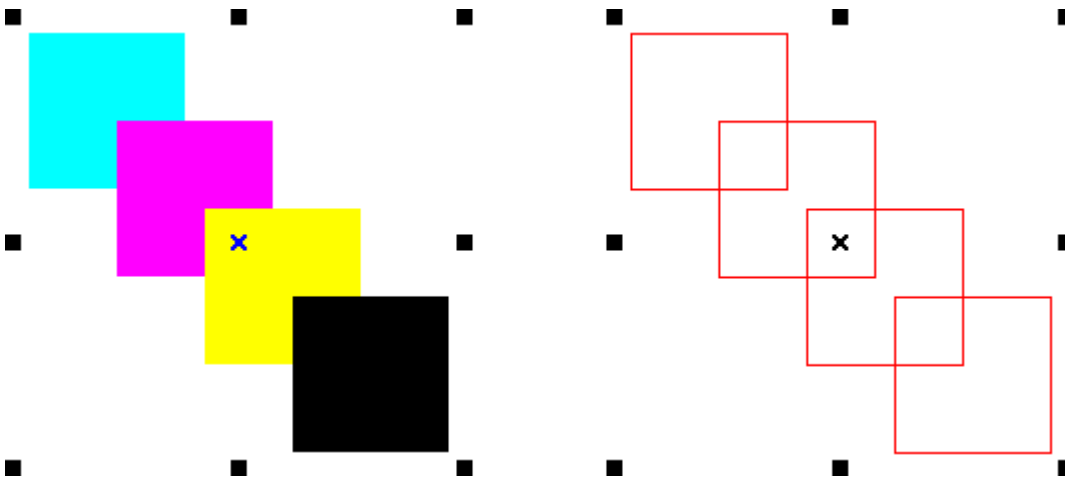


When you are pleased with the result you can choose "Hide original" in the properties dialog and for example use the object for engraving. If you want to make any changes to the result you have to convert the object to curves (CTRL+Q). You can then edit the object but it is no longer linked to the original.

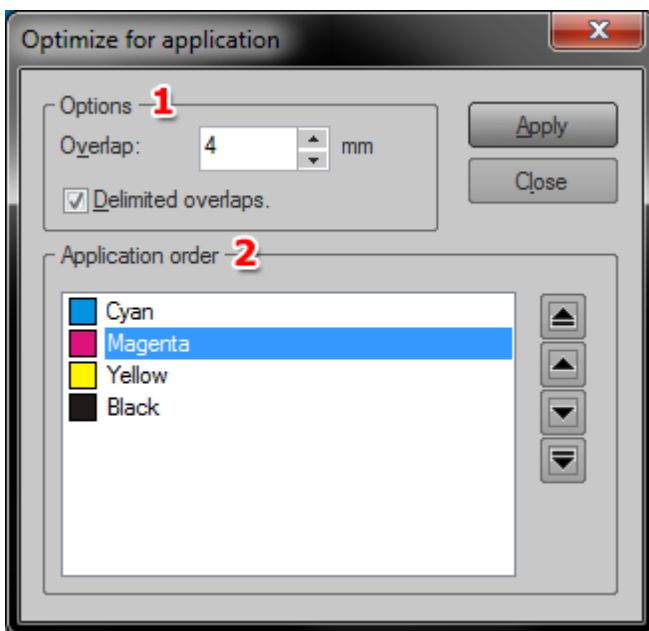
Optimize for application (Color trapping)

Especially when vinyl needs to be applied to a backlit sign it is impossible to cold paste two joining pieces together (without any overlap and directly against each other) And even if this were possible, the stretch and shrinkage would cause it not to fit after some time. For this reason it is necessary to work with an overlap. The overlap must be minimal and must be applied without any problems or ugly dark edges on the overlap. For these situations EasySIGN has a special function, the so-called "Optimize for application". This function is simple to use and offers the possibility to cut in at the overlaps. The cutting in of overlaps is handy when you need to paste together two objects of the same dimensions. When the overlap has not been cut in there is a chance that the object underneath will stick out from under the object on top.

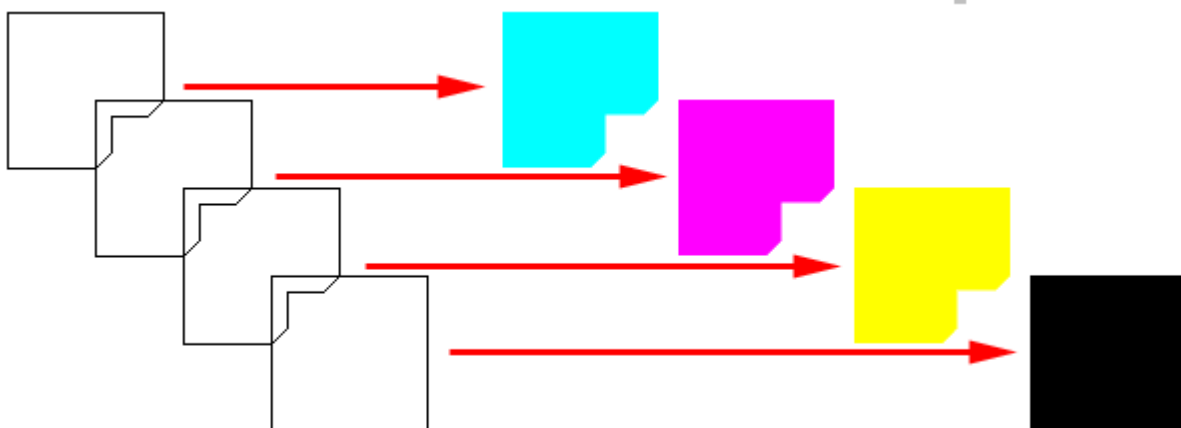
Select the objects you would like to optimize, to show the result more clearly, the pictures are also displayed in wire frame.



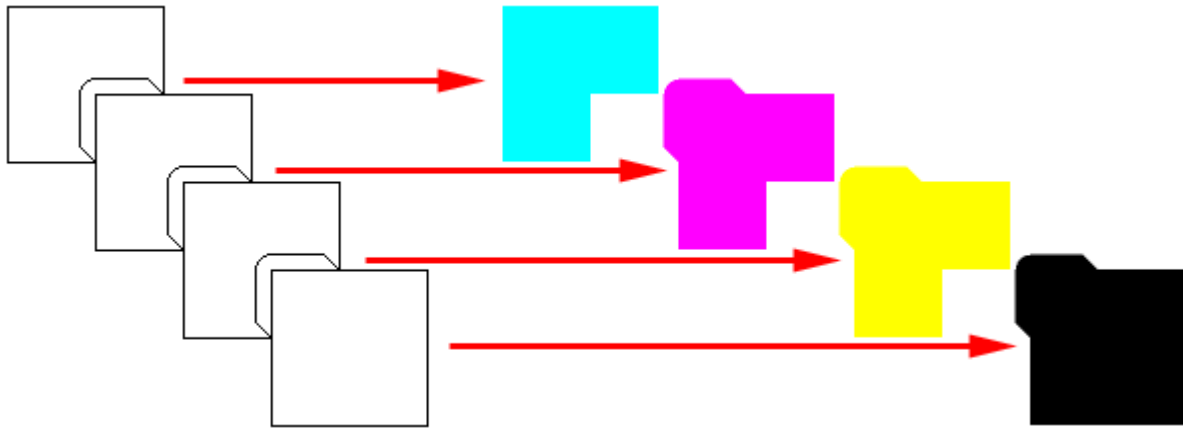
Next select from the menu "Edit" the command "Optimize for application" and the following dialog will appear.



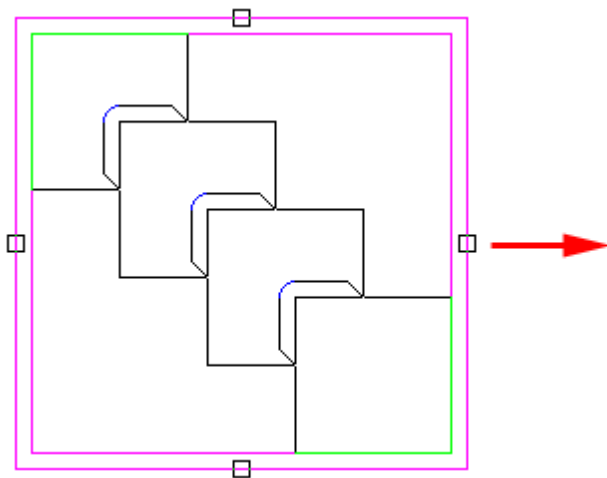
In this dialog you can enter under "options" (1) the distance for the overlaps, when you want to use "Delimited overlaps" check the box. Under "Application order" (2) you can adjust the order of the colors. The result, with the settings used above will look as follows.



The result is object orientated, this means you can always change the properties. To do this, select from the context menu of the object the option "Properties". Change the application order of the colors and press "Apply", the result will look like below.

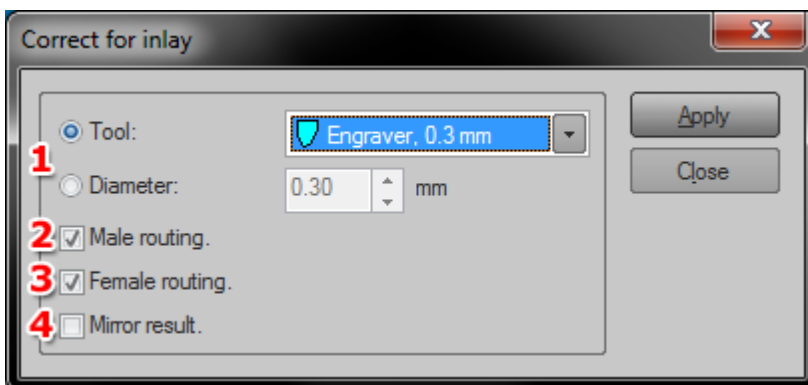


With the drag tool you can adjust the width of the overlap on the worksheet.



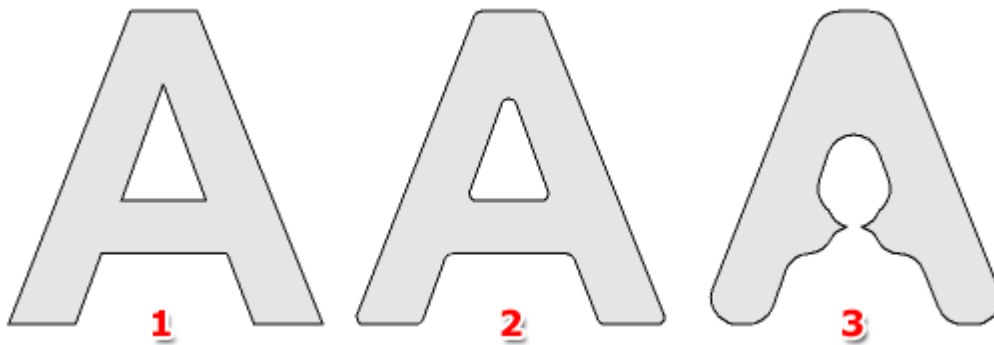
Optimize for inlay

With this function you can make an object oriented inlay. Select a vector shape and the menu "Edit, Optimize for inlay".



- 1 Here you can select an existing tool from the library or a numerical value for the diameter.
- 2 Male routing
- 3 Female routing
- 4 Mirror result

With the drag tool you can adjust the object directly on screen. The result will show if the selected tool or diameter is suited for the object.

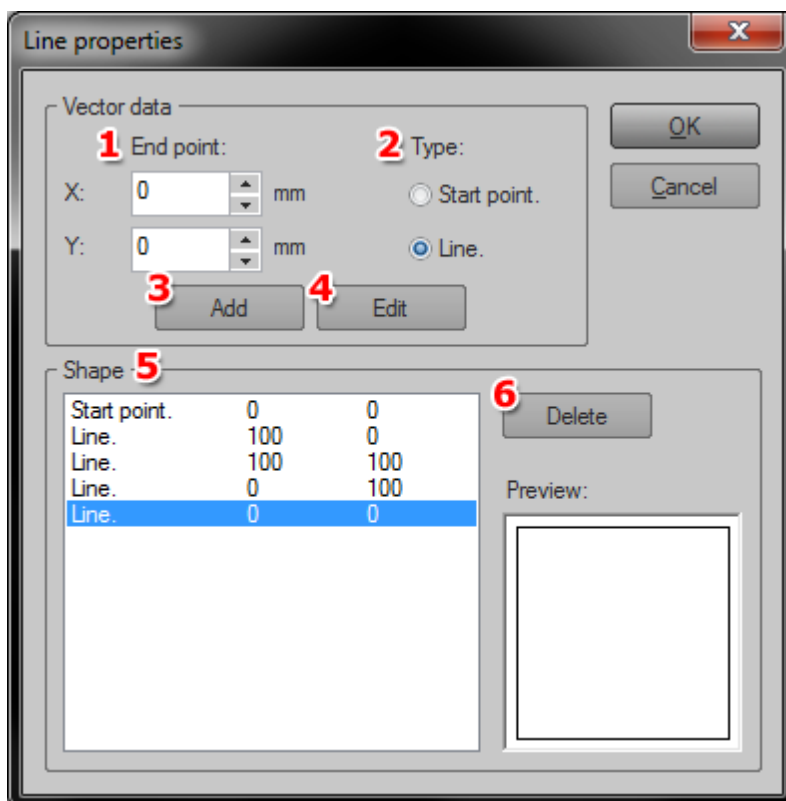


- 1 Original
- 2 Correct inlay
- 3 Tool not suited, diameter is too large.

Entering lines numerically

In response to numerous requests, a way of entering lines numerically has been added to EasySIGN. People who work with CAD-like programs should find this way of handling line-drawing particularly useful.

Select the menu "Insert, Objects, Line". This command will open the following dialog.



- 1 Endpoint
You can enter the line "X" and "Y" coordinates here.
- 2 Type
You can indicate here whether the entered coordinates should be a "Start point" or a "Line". Each line consists of at least one start point and one end point (line). If you have only entered coordinates with the property "Line", the dialog generates a warning when you press the "OK" key indicating that an error has been made

- and giving you an opportunity to correct it.
- 3 Add
When you have finished entering a coordinate, add it to the "Shape" list by clicking on this button.
- 4 Edits
When you have selected an entry in the "Shape" list, this entry will be shown in the edit fields of the "X" and "Y" coordinates and you can change the values.
- 5 Shape
You can select an entry to be edited or deleted from this list.
- 6 Delete
This button removes a selected entry from the "Shape" list..

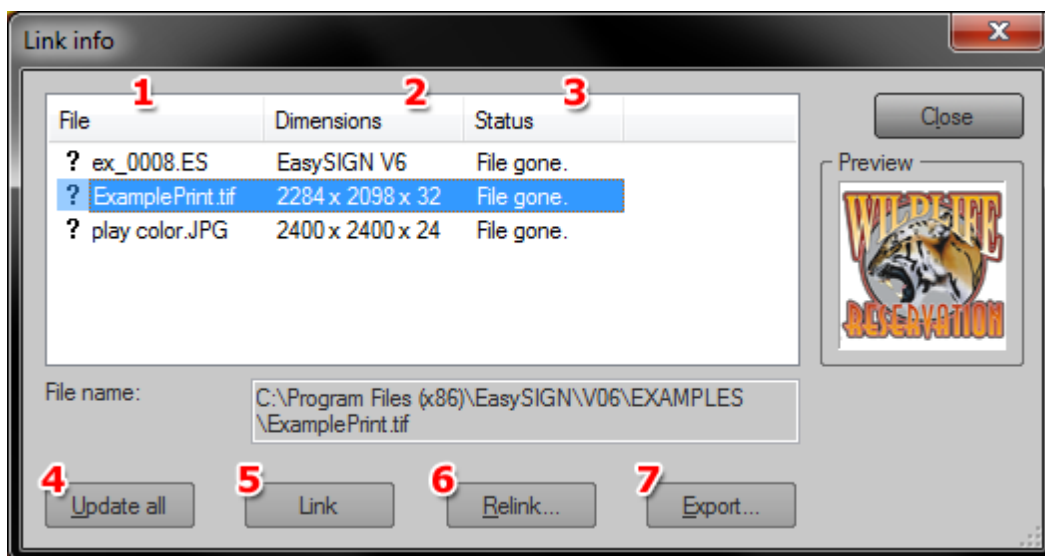
Linking worksheets

The option "Import link" has been added to the EasySIGN import dialog. This option is enabled when you select an EasySIGN worksheet in this dialog. If you activate this option, the selected worksheet will be imported as a link. The imported link will then be shown as a preview in the worksheet. A link is always indicated by the linking symbol at the bottom of the preview.



Why link?

This option is very useful if you have a design which you wish to use in several worksheets and which will be changed on a regular basis. Thus, instead of having to import, scale, position, etc. the design each time, you can import it as a link. If the original has been changed, the change in the original will be detected when the worksheet with the link is detected and the link dialog opens automatically.



This dialog presents the option of updating the link by pressing "Update link" (4) button.

The placeholder is on the bottom left of the link. If you have changed the size in the original file, an adjustment will be calculated from this point.

The original worksheet can be opened by double-clicking a link (if you double-click a linked bitmap, the external Windows™ editor you have chosen will be opened).

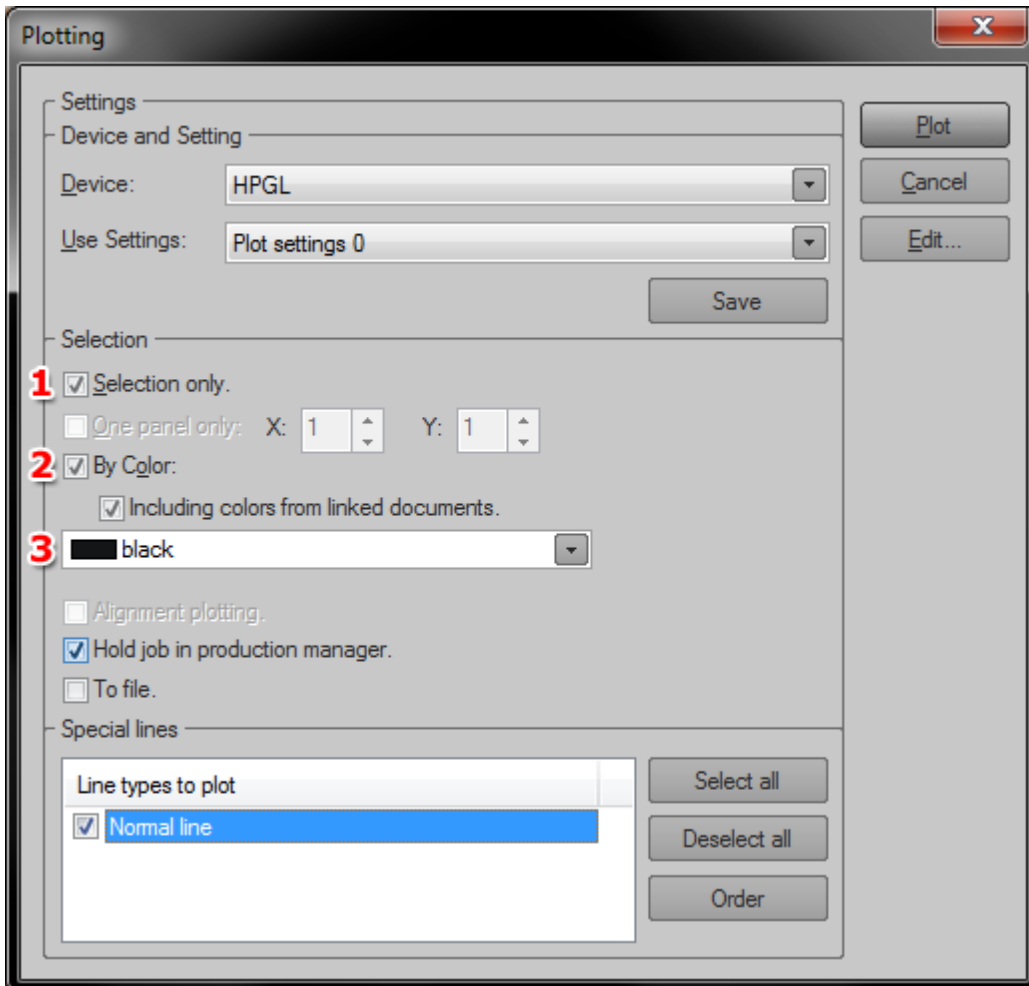
If you wish to [enclose](#) a linked worksheet (destroy the link and place the original in the worksheet), you can do this by selecting the option "Link info" from the object's context menu. The link dialog opens and you can select the "Unlink" (5) button. This dialog also allows you to re-link the original (if, for example, the original file has been moved to a different location on your hard drive) by pressing the "Relink" button. The "Export" button is only available for bitmap images.

Links within links

If you have linked worksheets that contain linked bitmaps (or other linked worksheets), you must ensure that these links are up-to-date. The program can detect whether a link to an original worksheet is up-to-date but it can't detect whether the links within these linked worksheets are also up-to-date. You must always ensure that an original worksheet is up-to-date.

Link output

When you open the plot dialog, you are presented with several options, one of which is for linked worksheets, "Including colors from linked documents" (3).



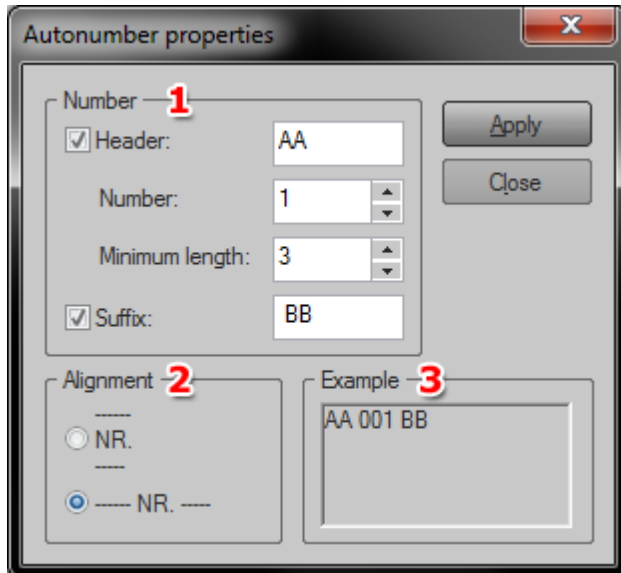
- 1 Selection only
If you have selected objects in your worksheet, this option is activated when the plot dialog is opened. When this option is activated, the list "By color" will be limited to the colors present within the selection on your worksheet.
- 2 By color
Only the color selected in this list will be plotted.
- 3 Including colors from linked documents
This option is only available when the option "By color" is activated. The list will now also include all of the colors from linked worksheets.

Checking links

When a worksheet is opened, all of the links that are present will be checked to see if they are still up-to-date. If they are not up-to-date, a dialog is presented in which you can now update them. If you do not update them now, they will be updated (if possible) during a print or plot job. To avoid surprises (size or placement can be completely different in a changed link and can create unwanted difficulties), it is better to ensure that all of your links are in order before starting a print or plot job. If a link is missing, you will be warned before printing or plotting. If you ignore this warning, the missing link will be printed in its low resolution representation and the missing data will be ignored during plotting.

Autonumber

EasySIGN supports the use of an autonumber object. This is very easy to use. All you have to do is select the "Insert, Objects, Autonumber" menu. A dialog will appear and an autonumber object will be placed on the worksheet.



The following settings are available in this dialog.

- 1 Number
 - "Header" allows you to assign a fixed text that will be placed before the actual autonumber.
 - "Number" allows you to assign the number from which the autonumber starts numbering.
 - "Minimum length" allows you to define the number of zeros to be used to fill to a constant length of an autonumber. If you only define one zero, the autonumber will use the actual autonumber with no zeros.
 - "Suffix" allows you to assign a fixed text that will be placed after the actual autonumber.
- 2 "Alignment" allows you to define whether the parts of the autonumber object are aligned after or under each other.
- 3 This allows you to view a preview of the of the settings you have selected in this dialog.

You can return to this dialog at any time using the properties command via the context menu of the autonumber object (right mouse button) and change any settings you have made. The settings will be applied to the autonumber object when you press "OK".

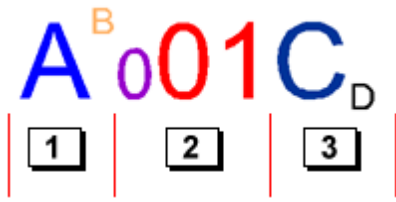
AB001CD

What you now have is a basic autonumber object. When you duplicate, make a placement leaving behind an original, using the "Multiply" command, or carry out any other action that makes a duplicate of the object, you can allow the autonumber object to increase. It does not matter if the object is part of a group or a design, e.g. a sticker for container numbering, the number will automatically increase. Objects that are already increased can be duplicated. The numbering will start again from the autonumber object in question.

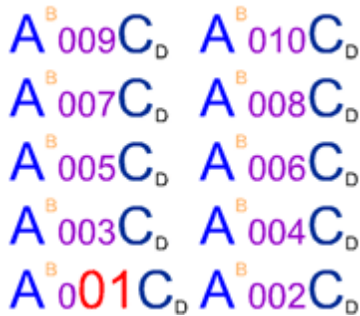
It is possible to create an autonumber range very quickly by moving the object and clicking once on the right mouse button (this leaves an original behind). If you then use the shortcut "CTRL+R" (repeat) several times you can generate a complete worksheet full of autonumber objects in a few seconds.

AB009CD AB010CD
 AB007CD AB008CD
 AB005CD AB006CD
 AB003CD AB004CD
 AB001CD AB002CD

The text properties in an autonumber object can also be edited, with a few limitations.



- 1 The "Header" allows you to edit the text property and color separately from each character.
- 2 The actual autonumber allows you to edit the text property and color separately from each character. However, if the number is increased, the property for the autonumber will still be based on the first character of the autonumber.



- 3 The "Suffix" allows you to edit the text property and color separately from each character.

You cannot add or delete any of the characters from any of the above parts. This must be done using the autonumber object properties dialog. When the autonumber object is edited via the dialog, all of the characters have the same properties as the first character.



AA002CD

If you no longer wish to use the autonumber object as an object, you can convert the object to a text object via the context menu.

Saving a selection from a worksheet

When you have created a worksheet and wish to save a part of it to a new worksheet, you can now export a selection of this worksheet to a new file. To do this, select the menu "File, Export". In the dialog, you select the format "EasySIGN" and activate the option "Selection only".

Object manager

Object manager

What is an Object manager?

The Object manager provides the means of reverting almost every object to its original state. Each action, like applying an effect, welding of objects etc. does not affect the original when handled by the Object manager. Each separate object is saved internally. For example, a text with multiple effects applied could normally not be edited without first removing all effects, editing the text and then re-applying the effects. With the Object manager you can directly select the part of the design you want to edit; the rest of the effects are automatically re-applied.

Important

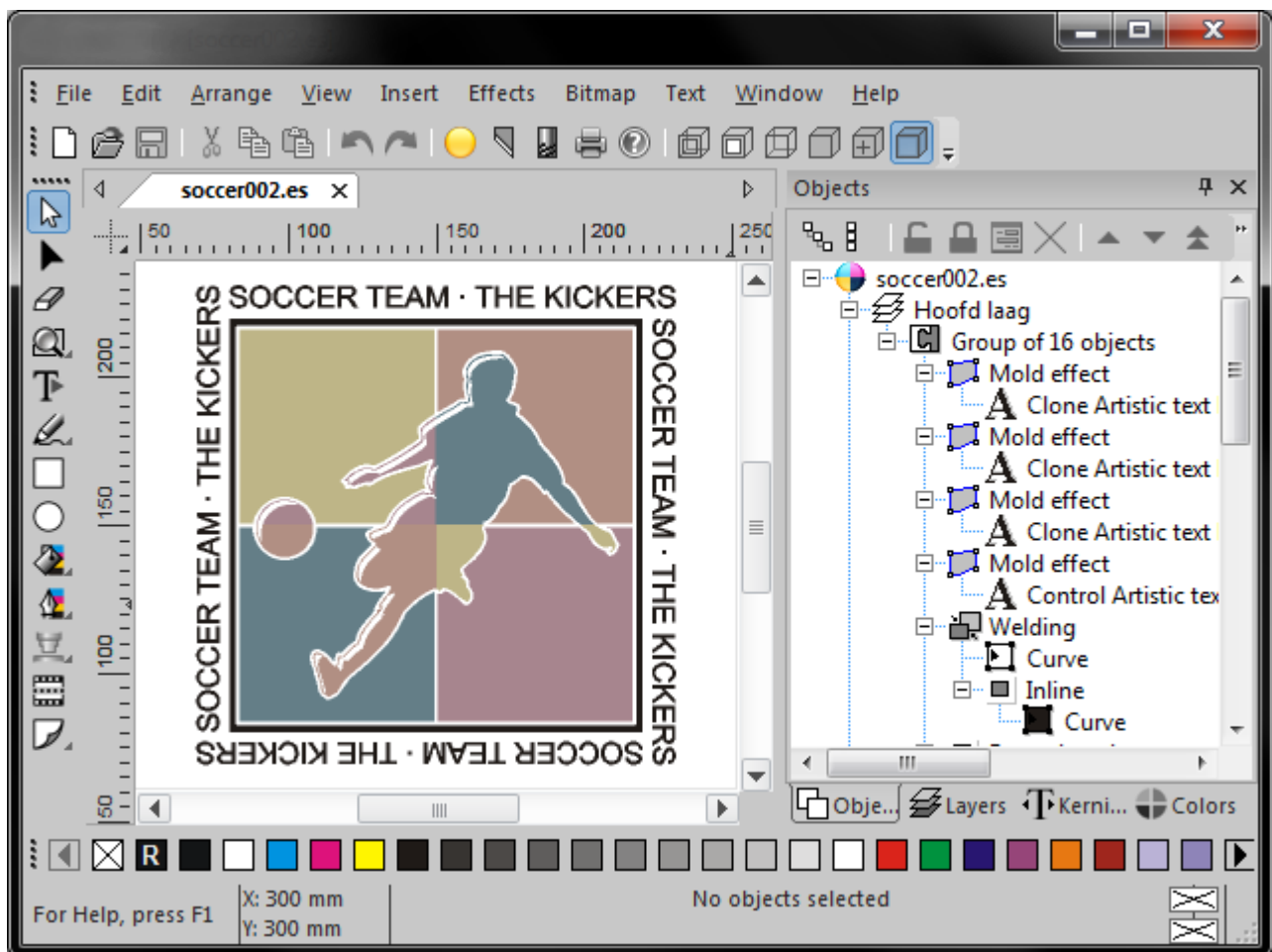
When the Object manager is active, instead of producing end-results, there are new objects being created. Each object within this new object still has the original features it had before becoming part of this new object. If the use of the Object manager possibilities is too complicated at first and you want to start working right away, without first understanding the Object manager, there is the possibility of disabling some parts via the menu "File", "Settings", "Object manager". Each object created is then a definitive object which you may recognize from previous versions. You can then enable these settings again at your own convenience, try them out and, when you are comfortable with them, put them to use.

Also, objects that have been made when the Object manager was (or is) active can be converted to definitive objects (no longer possible to reach each separate element of the object), via the command "Edit", "Convert to", "Curves" (CTRL+Q).

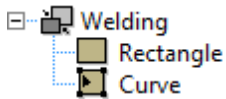
How does the Object manager work?

What an Object manager can do for you and how this process works is best explained by an example.

If it is not already visible, select the menu "View", "Object manager" to display the Object manager. This window (the Object manager) lists all the objects in a worksheet:



Each object has its own symbol and description:



A text will always show this icon in the text color itself, and a label consisting of the first characters of the text. Every other object like an effect will show only the name of the effect in its label.

For the following example we begin with a clean worksheet.

- 1 Type a text containing an error, for example, "ERRAR" instead of "ERROR". Use a bold font approximately 19 mm high:

ERRAR

- 2 Select the menu "Effects", "Expand stroke" in the dialog, and activate the options "Weld objects" and "Remove original". In the field "Distance" enter approximately 0.6 mm:

ERRAR

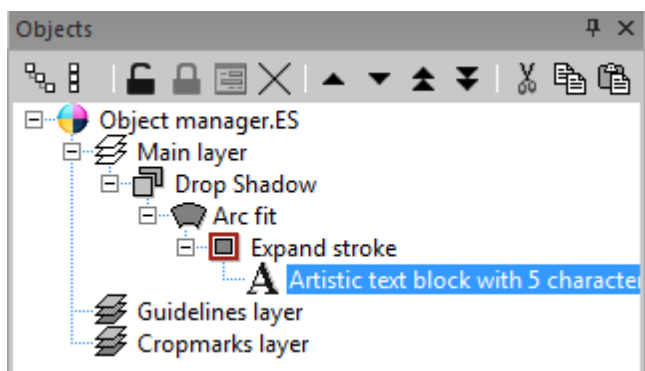
- 3 Apply an effect. In this case we have used "Arc fit":

ERRAR

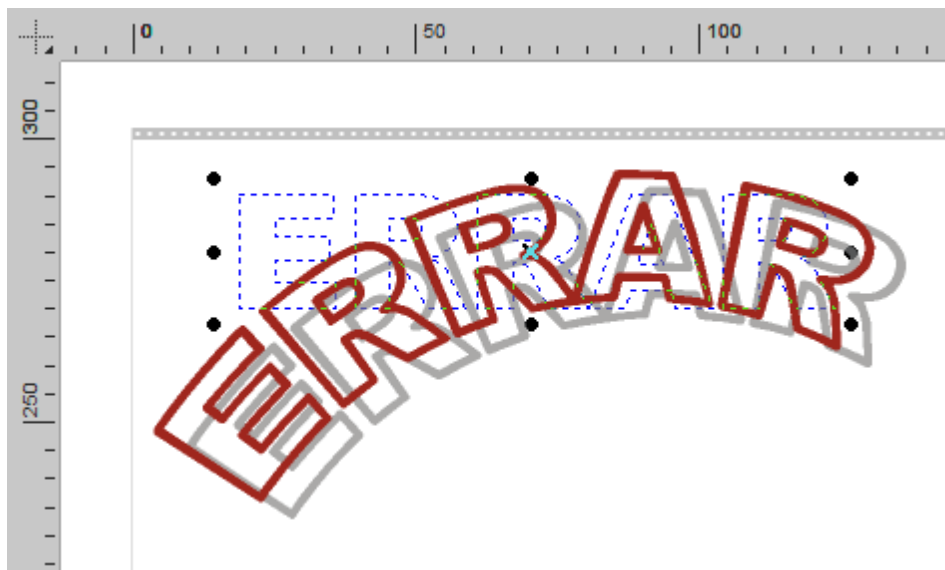
- 4 Apply another effect. In this case we have used "Drop shadow":

ERRAR

The original text still has an error, which you now have to correct. Instead of removing all the effects, correct the text and then try to re-apply all the effects as they were, before we use another approach. Select the symbol for that text in the Object manager:



The text is simultaneously selected on the worksheet:

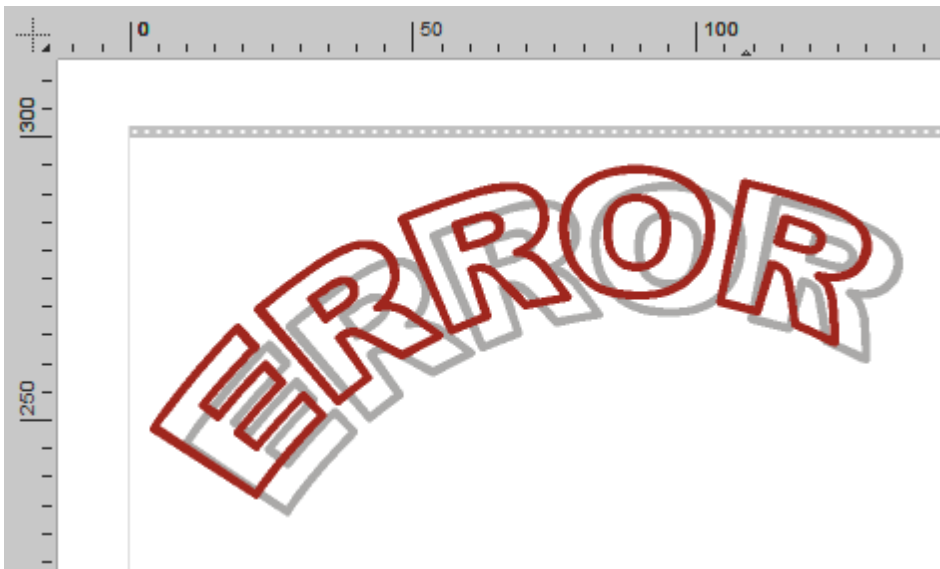


Now select the text symbol to correct this text:



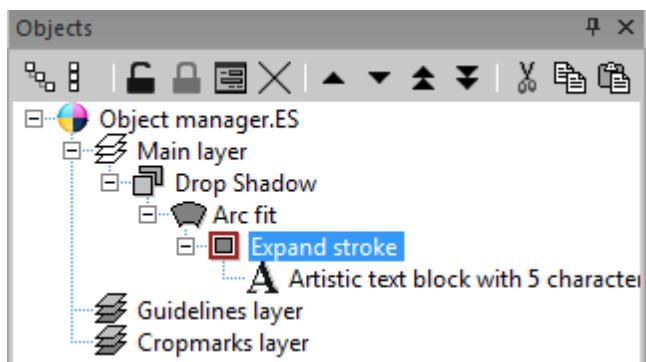


When you have finished correcting, select the select tool in the toolbox; all the effects are now recalculated to fit the corrected text. To correct the text, including all the applied effects, you need only select it in the Object manager and edit it:

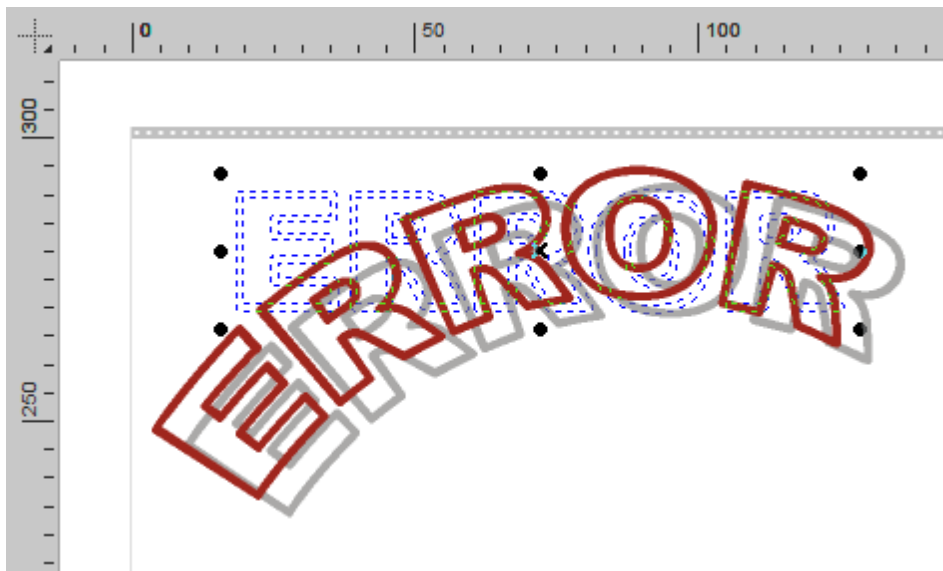


Of course you can do more with the Object manager than correct spelling errors. Say for example you don't want a transparent text but one with a fill, here is what you can do:

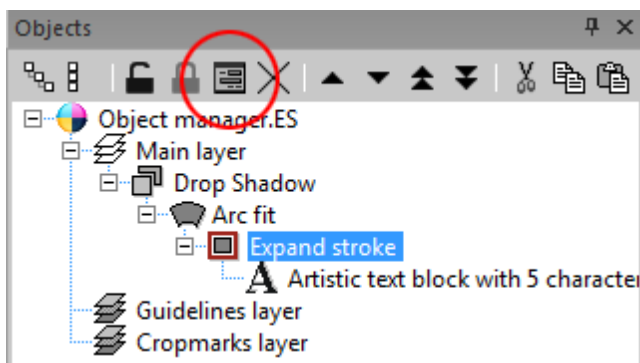
- 1 In the Object manager, select the symbol for outlines:



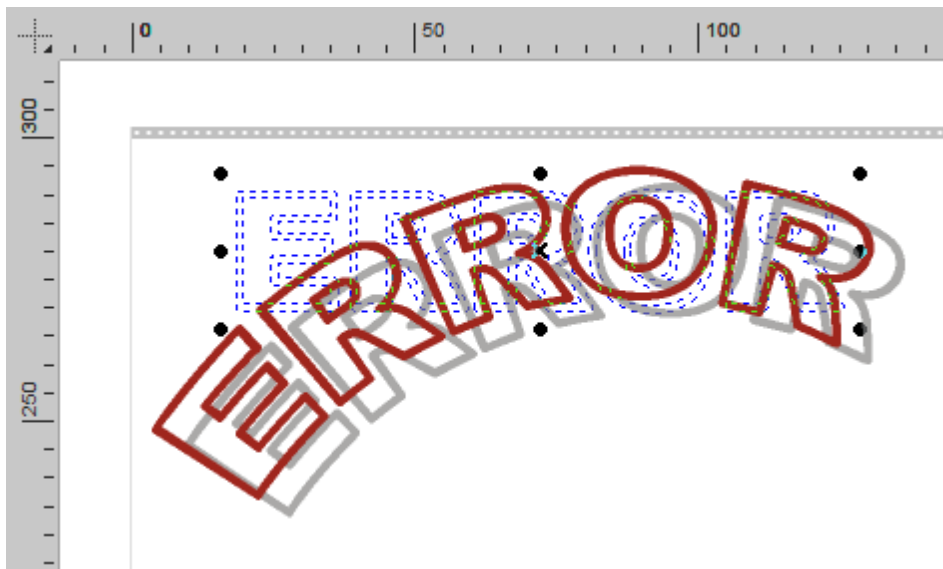
- 2 On the worksheet the outline is selected:



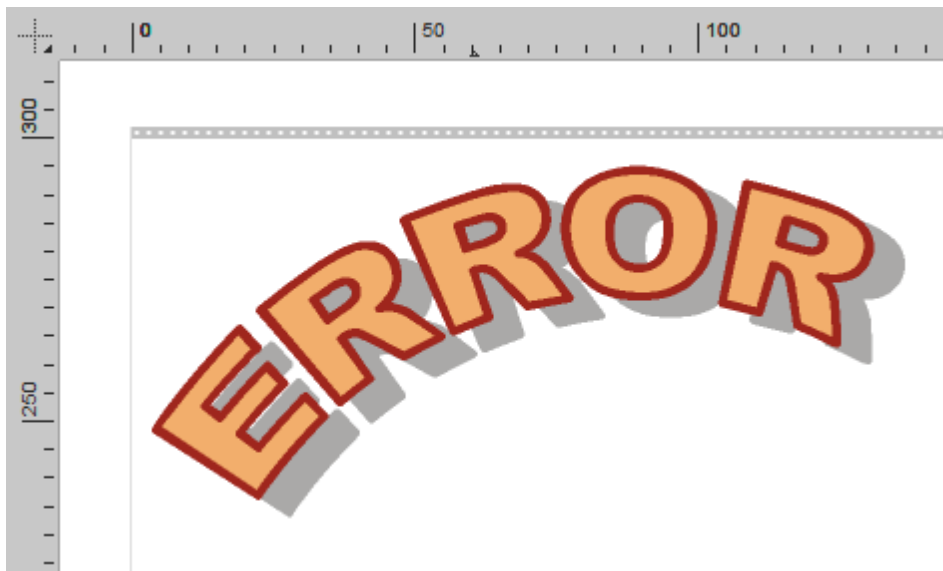
- 3 In the toolbar of the Object manager, select the symbol for "Properties":



- 4 When the property dialog of the outline opens, de-activate the option "Remove original":



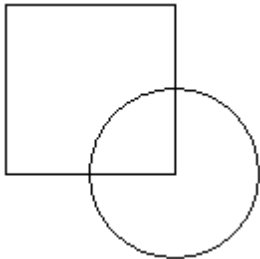
- 5 Both the text and the outline now have a fill; by selecting the text in the Object manager again you can change only the fill of the text:



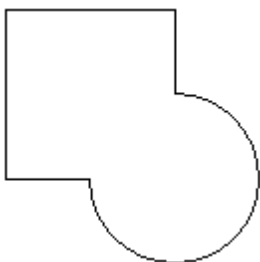
Object manager and Welding

Each object of EasySIGN benefits from the Object manager. A function like “Welding” clearly shows the advantages. To illustrate this properly, the next example is in wire frame.

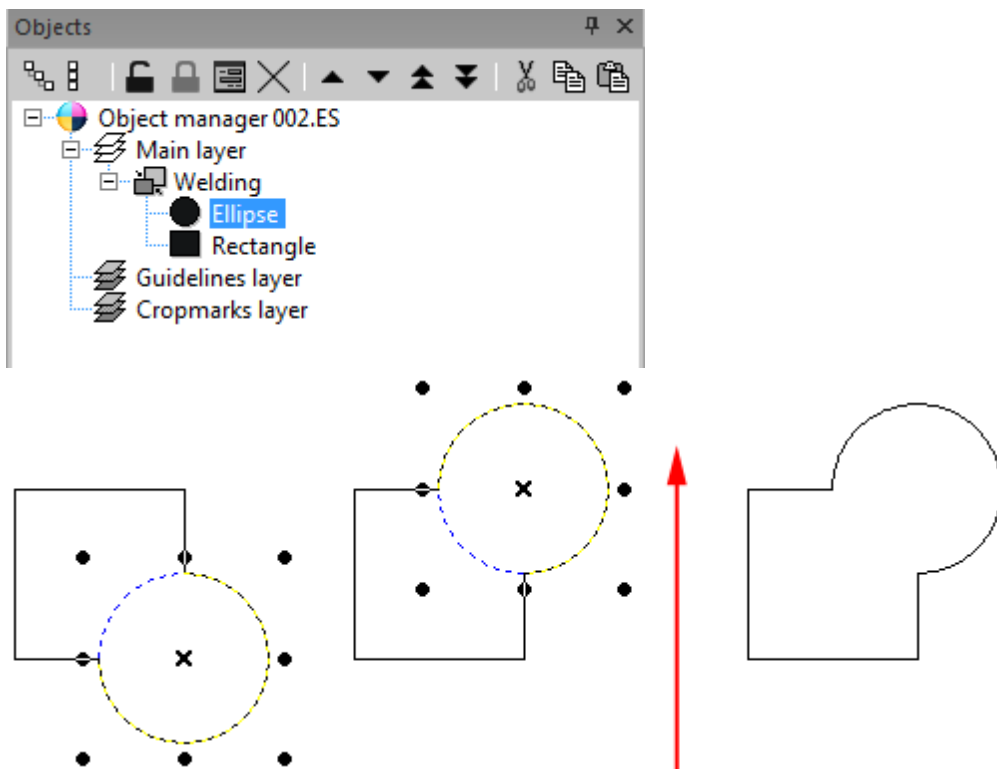
- 1 Draw a rectangle and circle and place these on top of each other:



- 2 Apply “Edit”, “Welding”, “Melt object”:

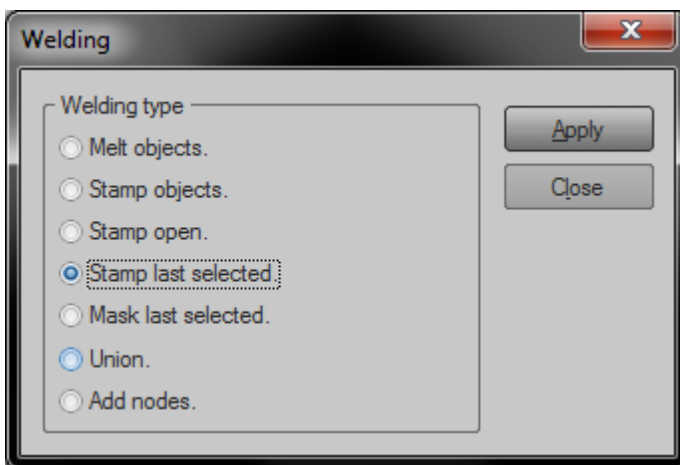


- 3 By selecting one of the objects in the Object manager, you can move it around freely on your worksheet:



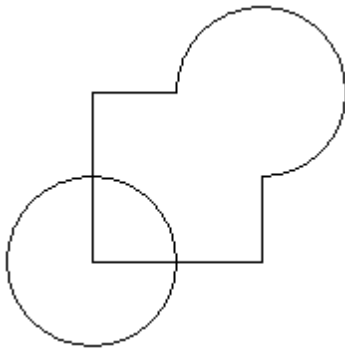
After releasing the object the effect is recalculated. Without having to remove the effect, you can rearrange all the parts of a design.

You can also change the properties of a welding. You can open the property dialog and change the type of welding by simply selecting a different type:

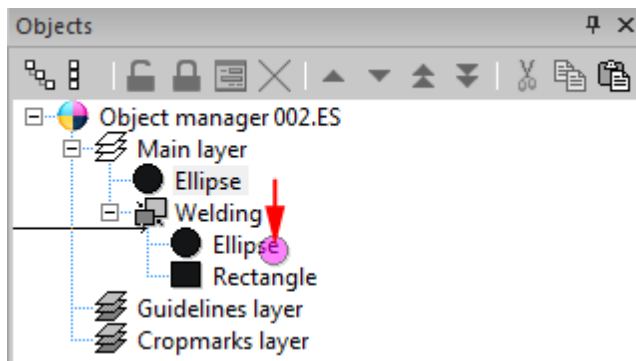


Not only can you change effects, but you can even add new objects to an already existing effect, as follows:

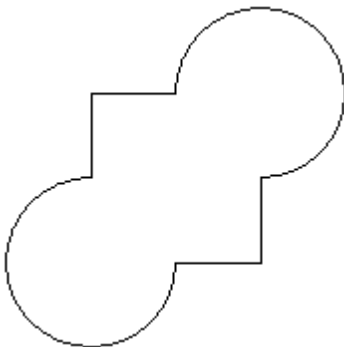
- 1 Change the effect back into a "Melt object" and draw a circle over the existing effect:



- 2 Select the circle in the Object manager and drag it into the welding:



The circle is now a part of the welding:



On the resulting effect you can apply any other effect, for example a shadow:



If you change any of the welding effect, every other effect is automatically adjusted:



Object manager and Outline

Each object of EasySIGN benefits from the Object manager. A function like "Outline" clearly shows the advantages. How many times have you applied an outline that had to be changed afterwards so you could start over again? When you use the Object manager, rather than start over again, you need change only the properties:

- 1 Draw any object:



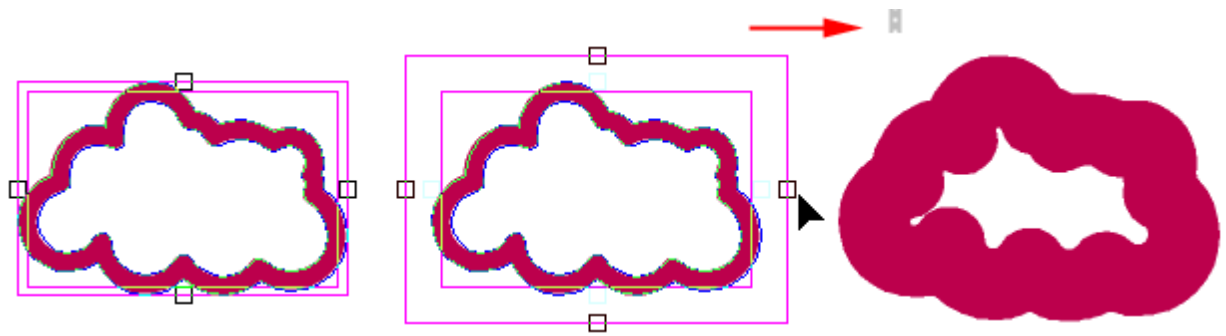
- 2 Apply the effect "Expand stroke":



- 3 If you now want round instead of straight corners, you only have to use the right mouse button to open the properties dialog and adjust this setting:



- 4 If you are not satisfied with the width of the outline you can open the properties dialog again and change this, or adjust the width directly on screen with the drag tool:



- 5 You can adjust the property of the object at any given time. In the example below the property is changed to a "Double outline":



Object manager tips

Not every object processed by the Object manager can be made "ready to cut"; this, however, is no big problem. You just make a working copy of the original and use the command "Edit", "Convert to", "Curves" (CTRL+Q). This converts the object into an "end result". On this object you can then use the output function of EasySIGN. You always have the original to work on design modifications.

Because every object on the worksheet is represented in the Object manager, it can sometimes be a problem to select the right sub-object (object that is a part of an effect or group) easily. The easiest way is to select the "main" object on screen, which is then automatically selected in the Object manager; directly below this selection you will find the sub-object again.

Sometimes changing a property doesn't produce the desired result, because not every action is possible within an existing hierarchy of objects and effects. In the Object manager you can select the object(s), drag it/them out of the hierarchy, change or add properties and drag it/them back into the hierarchy again. Because dragging objects in the Object manager doesn't have any influence on the location in the worksheet, it will always stay in the same location relative to the hierarchy.

If you can't select an object in the Object manager, check whether the layer containing the object is locked for editing.

Object manager objects: opening and closing

In the Object manager (and the menu "Arrange") there are two important commands:



Open object



Close object

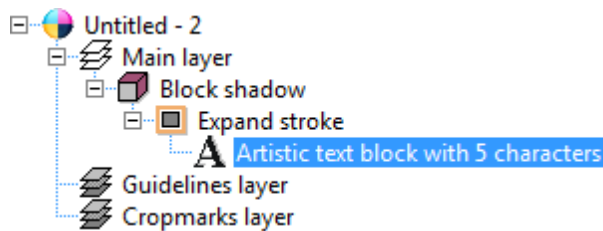
If you edit an object in the Object manager that is part of a complex hierarchy, the calculation time could be a problem if many manipulations are necessary. In this case it would be better to open the object by selecting the

button or the menu command "Open object", which temporarily ignores other parts of the hierarchy, so even complex editing can be done swiftly.

The example below is a text with a shadow, not exactly a complex hierarchy, but it illustrates the use of opening objects:



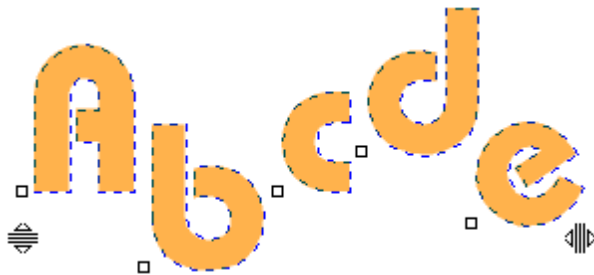
If you wanted to adjust the kerning of the text, the shadow would be recalculated every time you released the mouse button. This is an example of a better way of opening the object. Select the symbol for this text in the Object manager:



Now choose "Arrange", "Open object" or click on the button in the Object manager. Only the selected text is now displayed; all the other parts of the hierarchy are invisible and temporarily ignored:



You can now edit everything you want without the hierarchy being recalculated:



The recalculation of the hierarchy is done after you choose the command for closing the object, instead of every time you release the mouse after dragging a character:



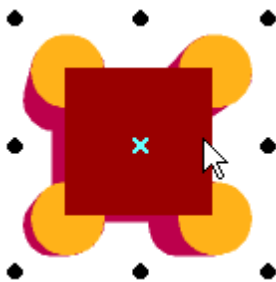
CTRL+CLICK or sub-selections

EasySIGN supports sub-selections in groups and effects. A sub-selection means that you can select a part of a group or effect without having to strip the effect away from the object you want to select and then edit.

Suppose you have the following situation:

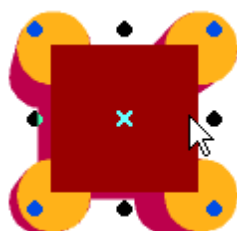


The 4 circles in the image above are a group. Over them a dark red square is placed, and both have a shadow effect applied. If you wanted to apply another color to the square, you would normally first have to remove the shadow effect, then apply the new color and try to apply the same shadow effect you had before. The easier way is to select the square while pressing the control key:



You have now selected the square directly. When you have a sub-selection, the selection handles themselves are round instead of square shaped.

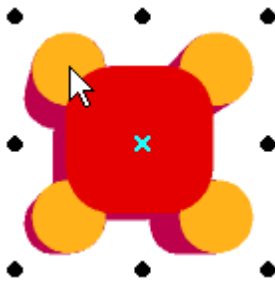
Because CTRL+CLICK works via the order in which effects, groups etc. are applied, you cannot always select an object directly. Sometimes you have to click again to select "through" an effect or group:



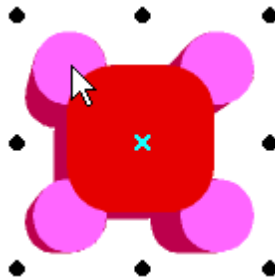
A sub-selection (in this case the square) can be adjusted in almost every way; you can change its color, change the corners with the drag tool, apply any transformation etc:



Now select one of the yellow circles using the control key:



You have now sub-selected the group of 4 circles; you can now change the color of all the four circles at once:



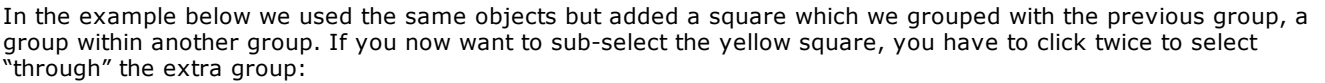
When you click again you have selected only one of the circles (you selected "through" the group); any action is now only applied to the sub-selected circle:



Note that selecting with the control key is done in the order in which effects, groups etc. are applied. To illustrate this, see the example below; this is a group of 4 objects:



If you select the yellow rectangle using the control key you can sub-select it directly:



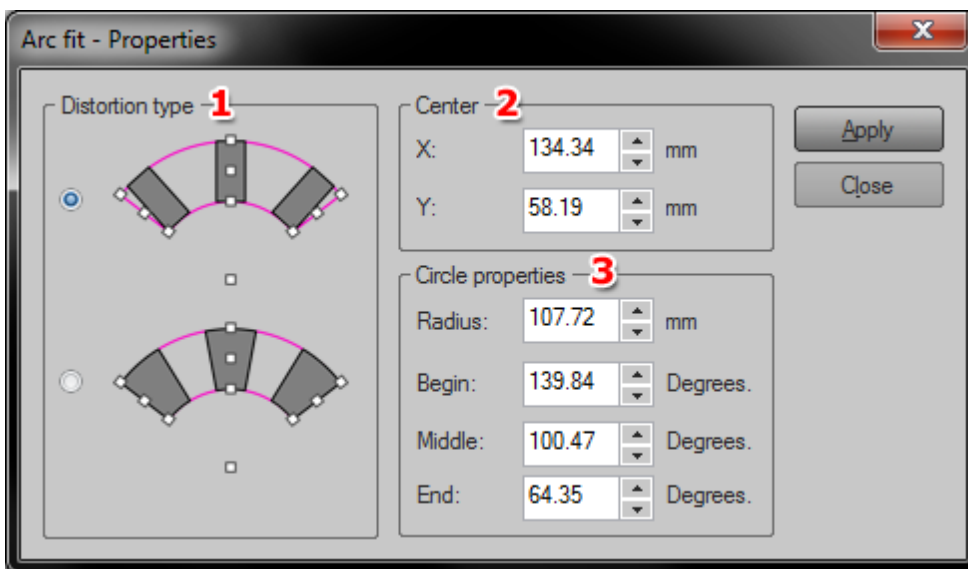
Arc fit

Abcdefghijklmnopqrstuvwxyz

With the command “Arc fit”, you can make the script and Arabic text connections align the way that they would if typed on a straight line.

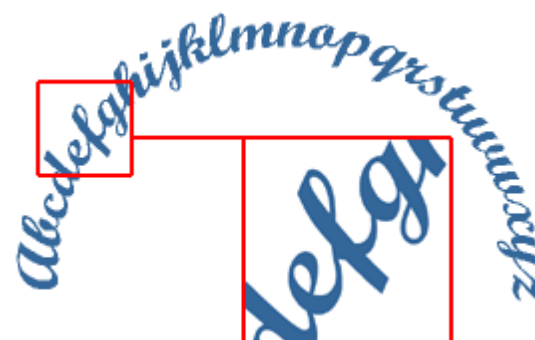
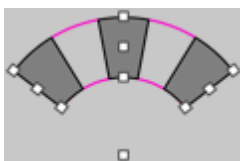


The connection points of the text in the above illustration do not align. To correct this, select the object context menu and then select the "Properties" command.



- 1 Distortion type
You can select the way the objects should behave on the arc here.
- 2 Center
You can set the location of the object on the worksheet here.
- 3 Circle properties
You can set the arc radius, begin, middle, and end here.

To align the text connection points, choose the second option and press "OK".



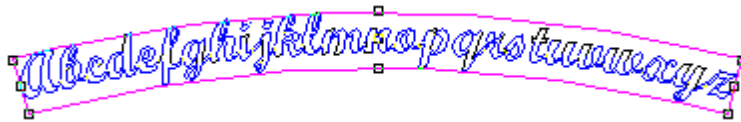
All of the connection points are now aligned. This effect is achieved by slightly distorting all of the letters. If you use a small text and a small radius, the distortion will be greater than it is using a large amount of text and a large radius.

Adjusting arcs

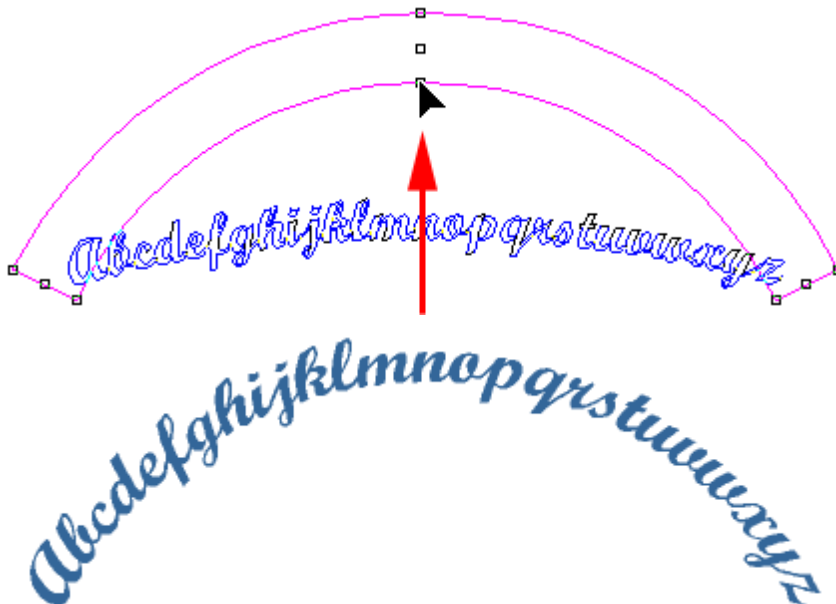
Arc fits are the easiest to handle directly on the worksheet using the drag tool.

Abcdefghijklmnopqrstuvwxyz

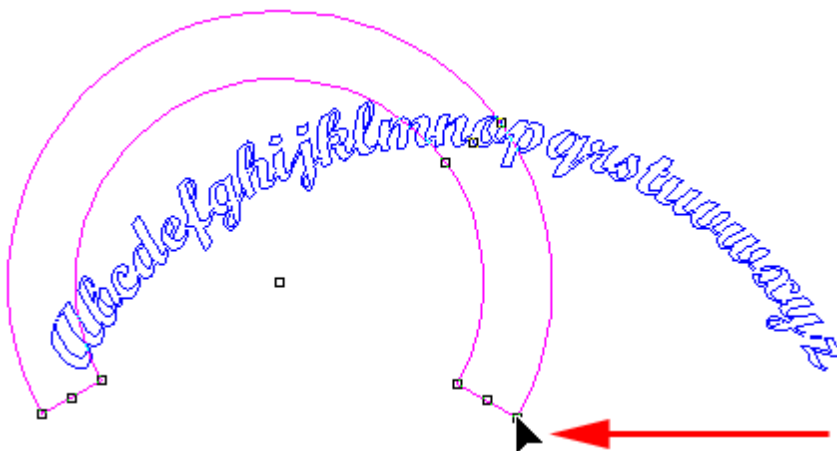
The original object.



After the command "Arc fit".

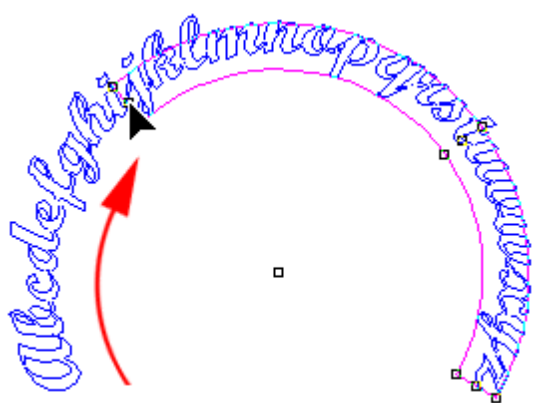


Adjusting the tension/radius of the arc



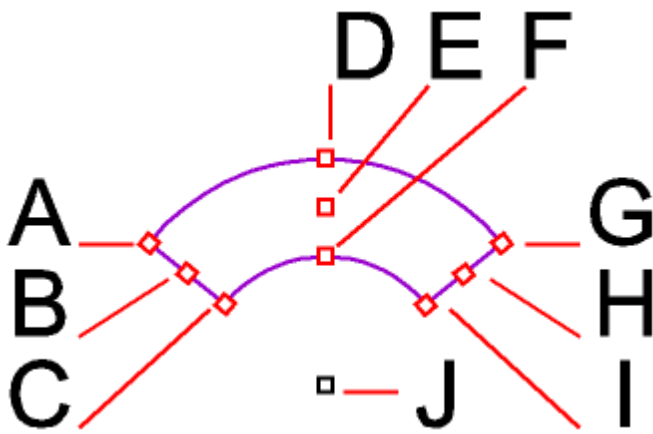
abcdefghijklmnopqrstuvwxyz

Adjusting the radius.



abcdefghijklmnopqrstuvwxyz

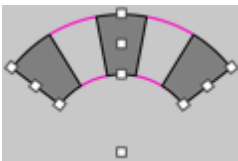
Adjusting the width.



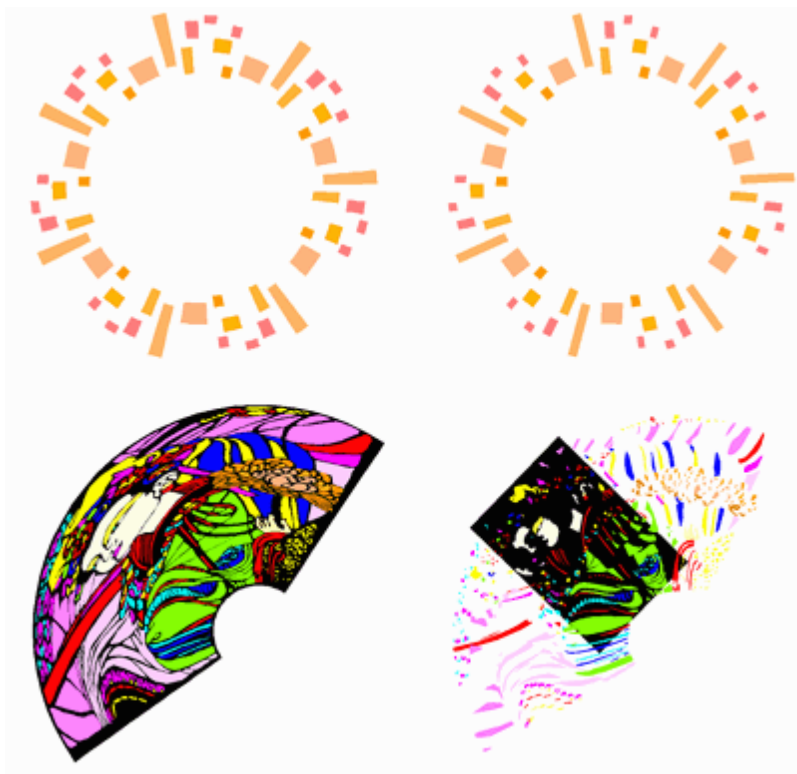
- A Rotate and scale using "I" as an anchor point.
Together with the control key, scale with "J" as anchor point, leaving "I" under the same angle.
- B Adjust the length and height of the arc.
Together with the control key, rotate around "J" without adjusting the radius.
- C Same action as "A".
- D Adjusting the tension of the arc.
- E Move the control points.
Together with the control key, rotate around "J" without adjusting the radius.
- F Same action as "D".
- G Rotate and scale using "A" as an anchor point.
- H Same action as "B".
- I Same action as "G".
- J Moving the arc in drag mode.

Objects on arc

Fit

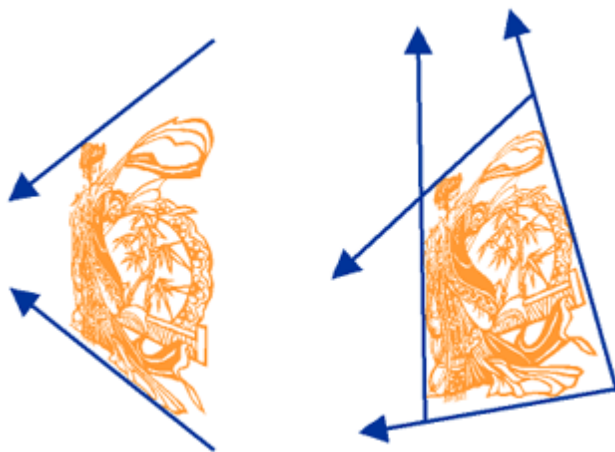


The illustrations below show the difference between the objects on an arc for which the distortion "Fit" is and is not applied. The illustration on the left use the option "Fit".



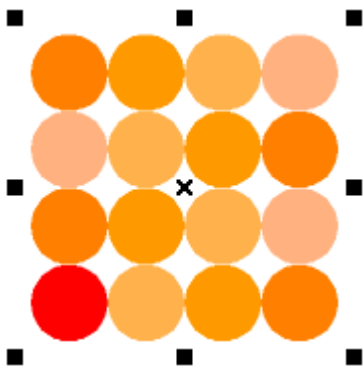
Flat perspective

You can apply Flat perspective on one or more objects simultaneously. With this command you can apply a one or two points perspective. This means that an object can have two vanishing points.

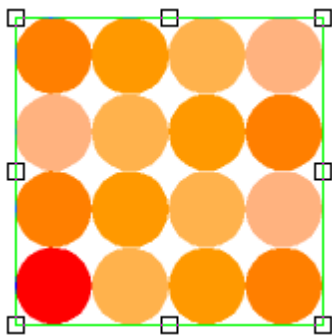


How do I apply flat perspective?

Select the object you want to apply the effect to:

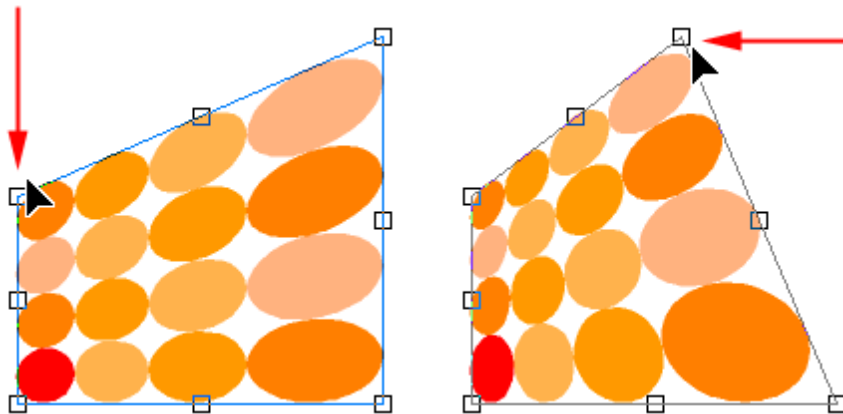


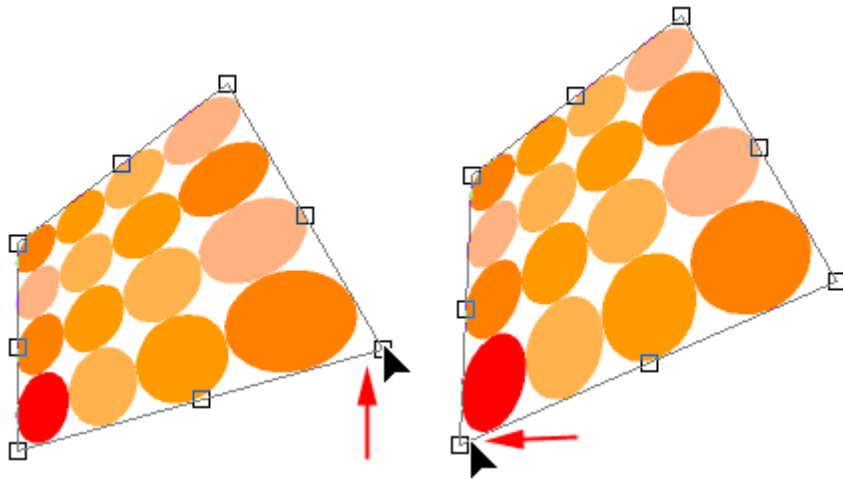
Then select the menu "Effects", "Flat perspective":



Around the object you will see eight control points appear. The control points on the corners are for the perspective deformation. With each control point you can use the control key for horizontal and vertical restriction in movement.

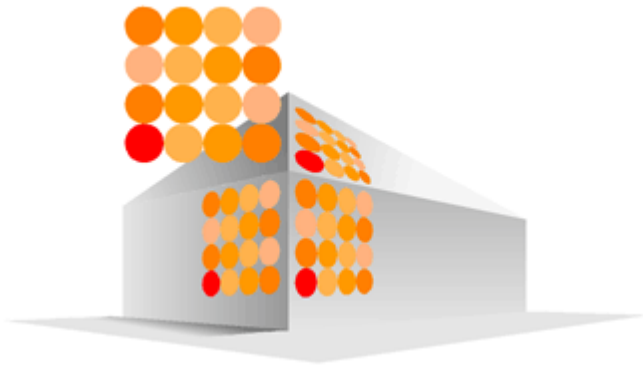
By dragging the corner points you can adjust the perspective:



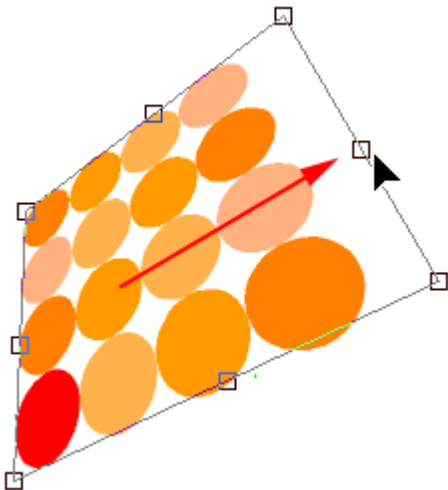


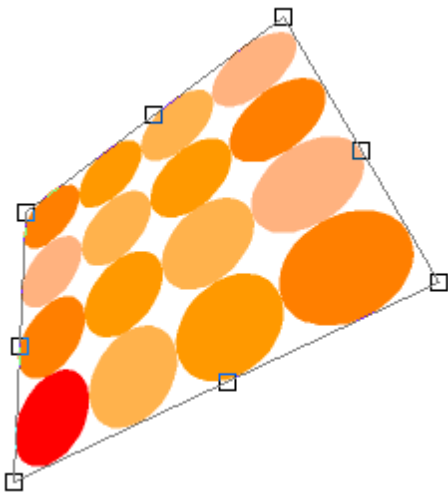
This tool assures you have control over every possible flat perspective deformation. You can use this tool to put a logo on a building or the hood of a car and all in the right perspective. The ideal tool for making final design presentations.

All control points can magnetically snap on guidelines and the nodes of other objects:

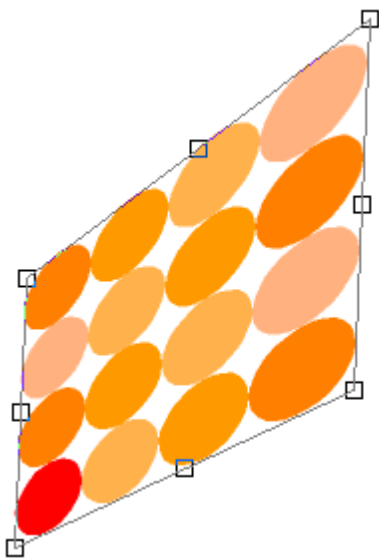
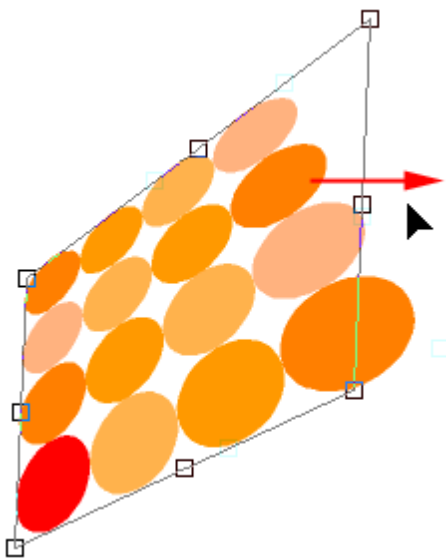


By dragging the control points in the middle, you can move the two surrounding nodes without affecting their relative position toward each other:

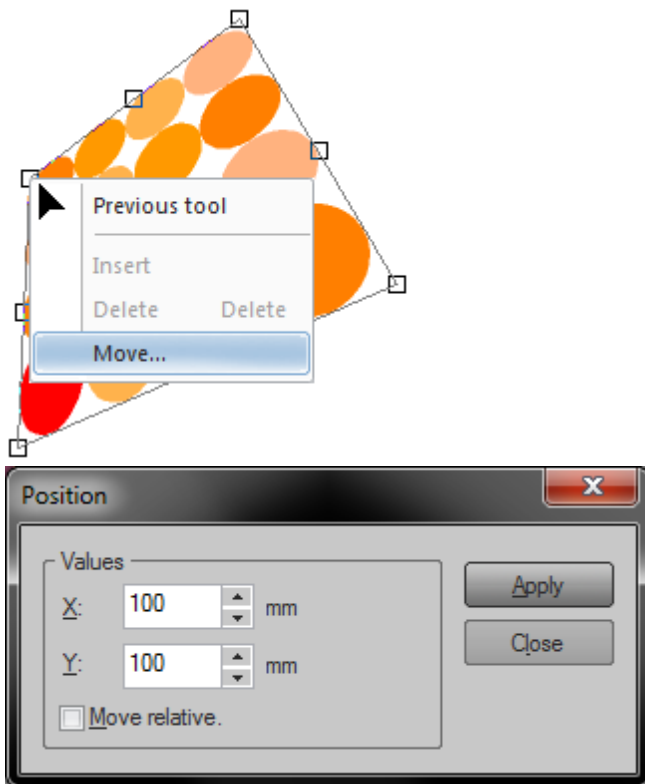




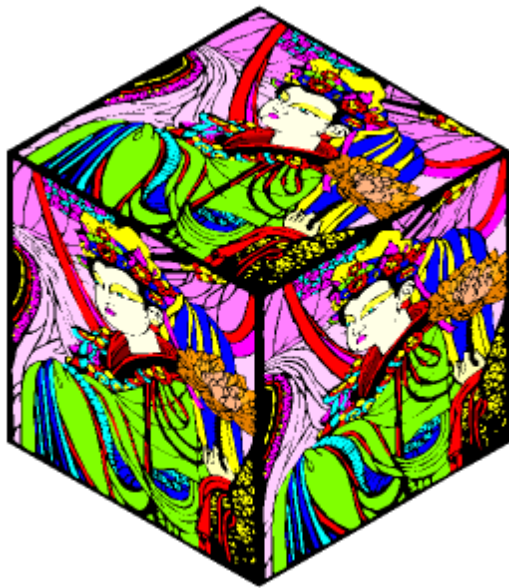
By dragging a control point on a line while simultaneously pressing the shift key you make this line parallel to the opposing line:



By using the right mouse button on a control point, you get a dialog in which you can set the position of the control point numerically:



A flat perspective can be applied to any vector object:



Mold effect

With the mold effect you can mold any object into the shape you want without affecting the original object. The mold tool is explained in the example below.

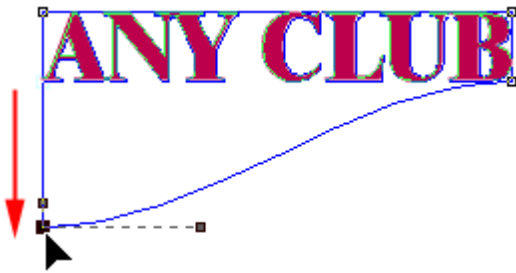
Select an object:



Choose the command "Effects", "Mold effect":



There are now 4 nodes surrounding the object. These nodes can be dragged in any direction using the drag tool. Using the control key will limit the movement to horizontal or vertical only:



When you release the mouse button the object flows to the shape of the mold effect:



With the handles of the nodes you can accurately shape the mold effect:

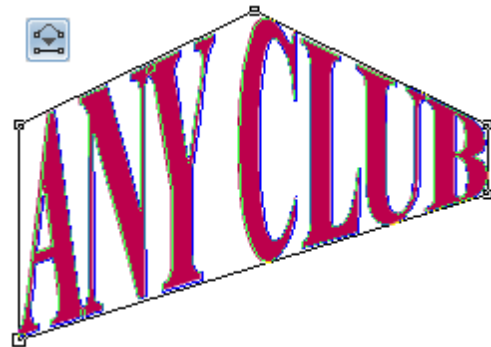


When you are working with the mold effect the note editing dialog is visible, because the mold effect supports normal vector and node editing like adding nodes, changing properties, deleting nodes etc.

To add and drag a node:



Now select all the nodes and choose the command "To line" to change all curves to lines:



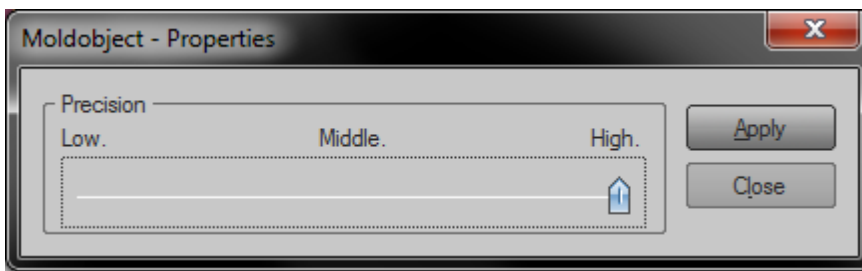
This illustrates the possibility of node editing on a mold effect. You can now remove the node added earlier by selecting it and pressing delete, or choosing the option for deleting in the node editing dialog:



Now select the remaining nodes and choose the command "To curve" and "Make symmetrical":



An object always follows the curves of a mold effect approximately. It is impossible to follow the curves 100% accurately. However, there is the possibility of changing the accuracy of this by selecting the command "Properties" from the context menu of a mold effect. This opens a dialog where you can set the precision of the effect:



When you increase the precision, the object follows the mold effect more closely, but calculation takes longer. The most effective approach is to first mold the object in approximately the shape you want, and then increase the precision and make the final adjustments.

Low precision



High precision



Of course you can apply the mold effect to multiple and very complex objects:



The most effective use of the mold effect lies in text adjustments. The possibilities here are almost endless:



With the command "Edit", "Convert to", "Curves" (CTRL+Q) you can change a mold object into a vector object and with the command "Effect", "Extract from effect", you can retain the original object or objects.

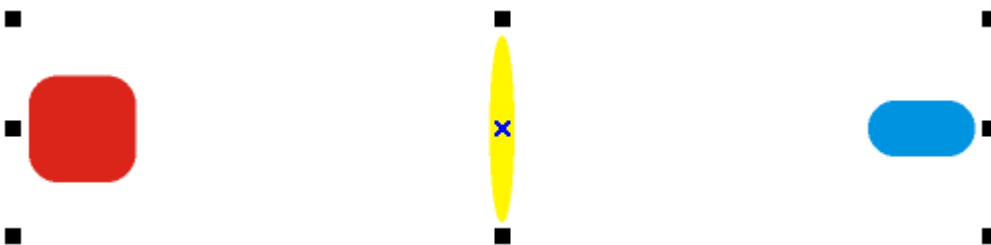
Blend

With this option you can blend between objects and colors.

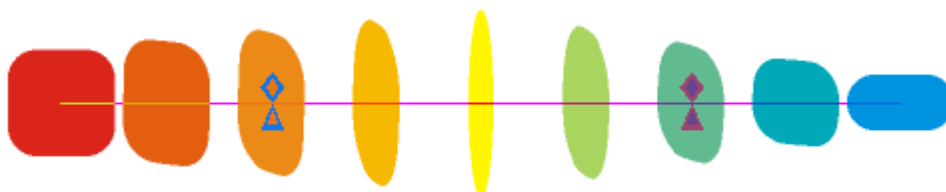


During the blend the shape, fill and line style (color and width) are taken into consideration.

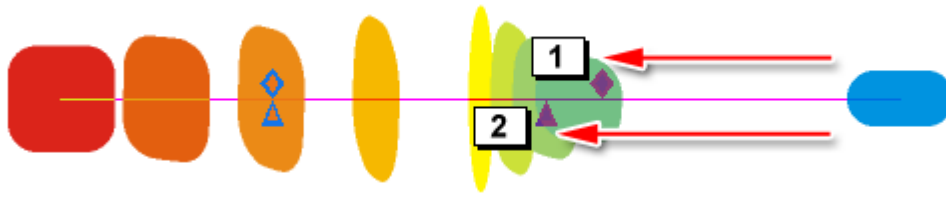
How do I create a blend



Select two or more objects and then the menu "Effects, Blend".



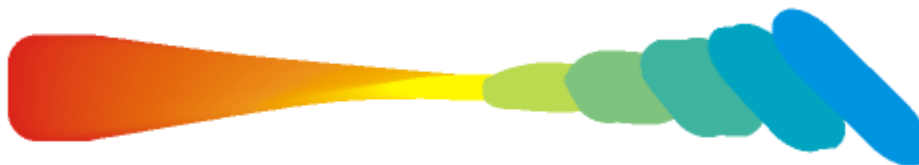
The last used settings are applied and the software switches to dragtool mode.



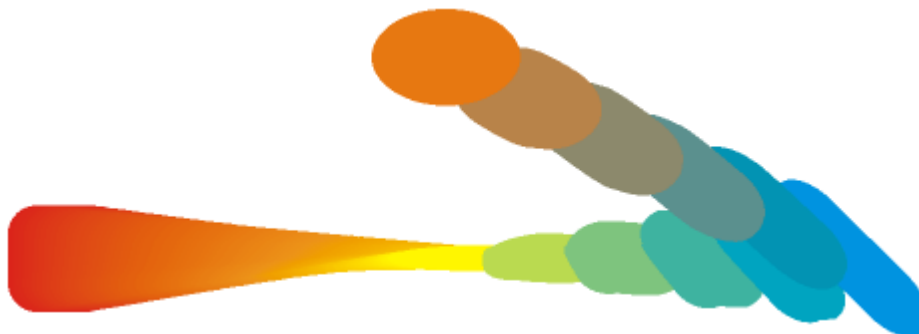
By dragging the diamond node (1) you can determine if the color blend lies closer to the first or second object. By dragging the triangle node (2) you can determine whether the blend shapes should resemble more the first or second object.



By clicking the blend with the right mouse button you can select "Properties" from the context menu. This opens the property dialog of the blend. Here you can set for example the number of steps.



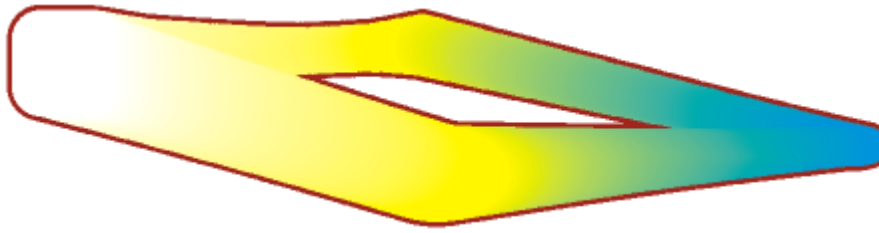
By using CTRL+CLICK on one of the originals (or by selecting them in the Object Manager) you can edit the original object (for example change the color of shape), after this the blend will be recalculated.



You can add new objects to the blend (or remove them) through the Object Manager by dragging them in or out of the blend effect.

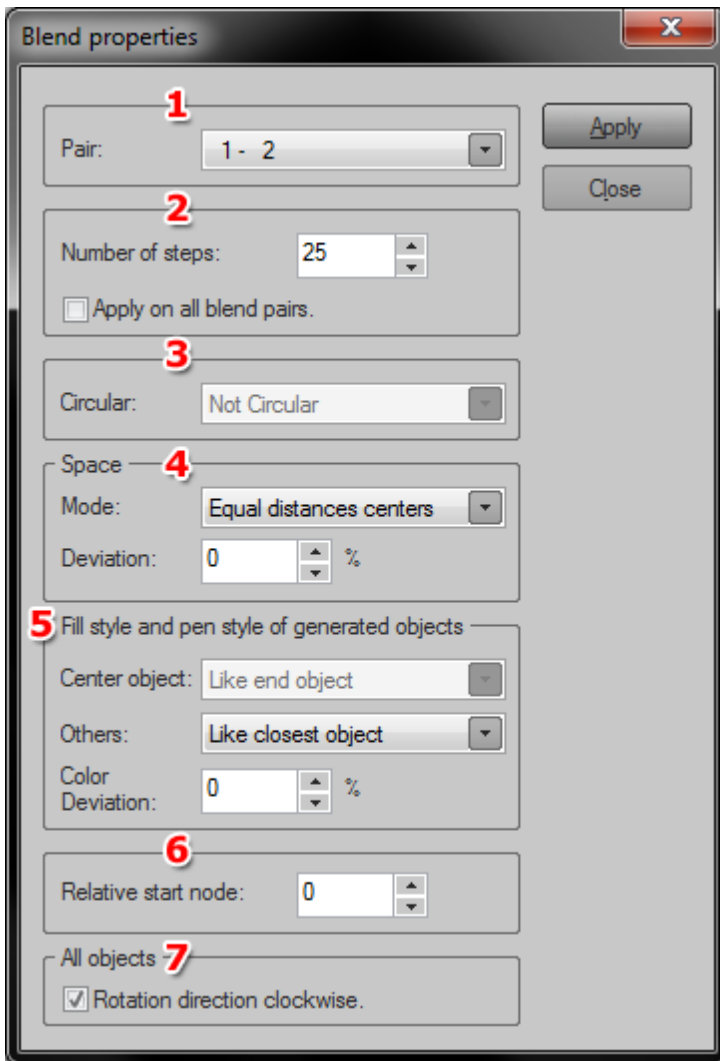


Selecting the option "Circular" from the properties dialog you can connect the first and last object.



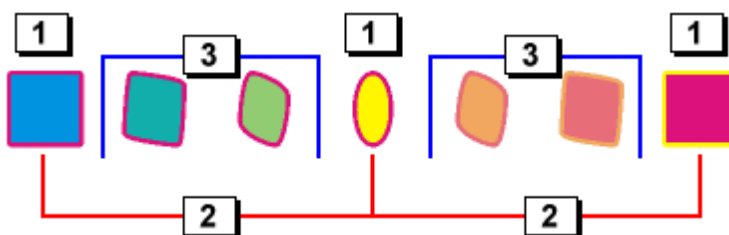
Even now you can edit the original objects or apply other effects to the blend.

The blend dialog



1 Pair

Here you can select the different blend pairs. If the blend only consists of two originals then there will be only one blend pair, with 3 objects there will be 2 blend pairs etc.



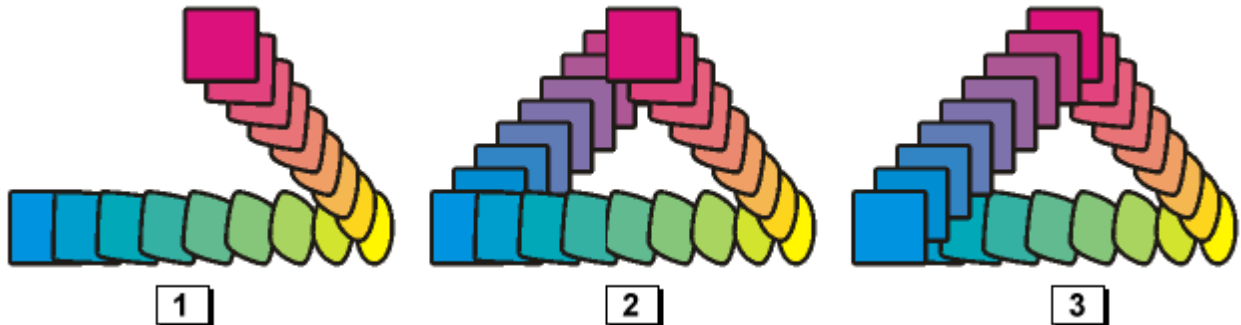
Originals (1), Blend pairs (2), and the results (3).

2 Number of steps

Here you can set the number of steps per blend pair. If you activate the option "Apply on all blend pairs" the number of steps is applied to all blend pairs.

3 Circular

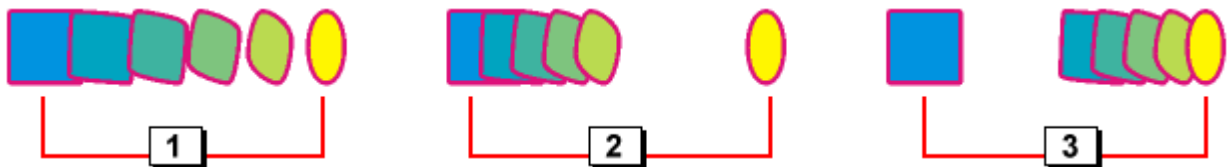
Here you can set if the first and last object also should form a blend pair.



- 1 : Not circular
- 2 : Bottom
- 3 : Top

4 Space

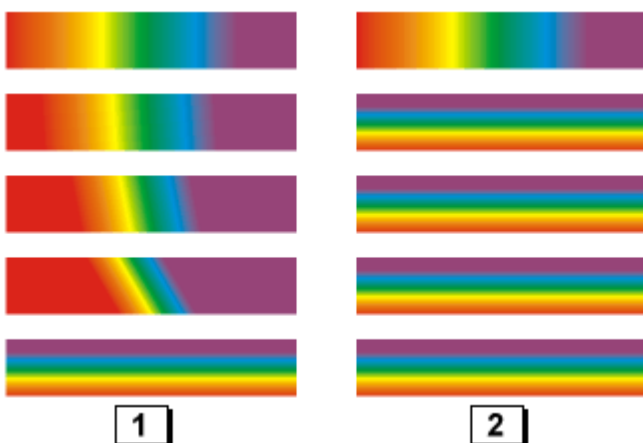
Under "Deviation" you can set if the start point of the object should be closer to the first or second object.



- 1 : 0%
- 2 : -50%
- 3 : 50%

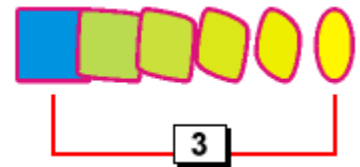
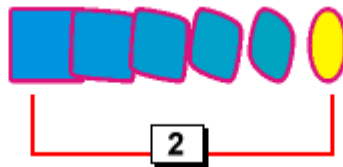
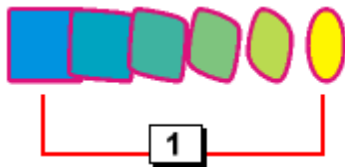
5 Fill style and pen style of generated objects

With the combo boxes under "Center" and "Others" you can set how for example gradients should behave in a blend.



- 1 : Default both on "Non-Autofit".
- 2 : "Others" on "Like start object".

Under "Deviation" you can set if the start point of the color blend should be closer to the first or second object.



1 : 0%

2 : -75%

3 : 75%

6 Relative start node

This option let you determine the relative start node for each blend pair.



1 : Node 0 (default).

2 : Node 1

3 : Node 2

4 : Node 3

7 All objects

Rotation direction clockwise. This option adjusts the rotation direction of all the objects in a blend to wind in the same direction.

Some examples of blend effects



Striping, the upper image has as setting "Equal distances centers" and the lower one "Equal space".



The upper image has a gradient fill and in the lower one every character has a different color.



On the left the original objects and on the right the same objects with a blend.



A combination of the blend and other effects.



Logo design with blend effects.



Blend effect on lines.

How do I create a neon effect with the blend

NEON

Type a bold font, here a Verdana with a height of 200mm is used and the characters are 150% in width.

NEON

Give these objects "No fill" and a line style of 6 mm wide. Apply the following color to the line style.
CMYK : 0-100-100-100

NEON

Select "Edit, Clone, On top". Cloning is not essential but it makes life a lot easier when the text has to be changed later on. Make the line style 2mm and apply the following color.
CMYK : 0-100-100-0

NEON

Select "Edit, Duplicate on top". Make the line style 1 mm and apply the following color.
CMYK : 0-0-0-0

NEON

Draw a black rectangle with rounded corners behind the text objects.

NEON

Select all the text objects and the menu "Effects, Blend".

TEST



If you have used Clones then you only have to edit the "Control text" to let the whole effect recalculate.

Clone

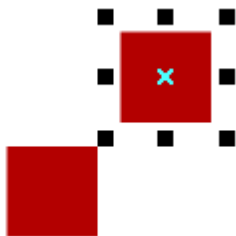
A clone is a copy of an object that still has a link to the properties of the original. Each property of the clone that is changed, will be disconnected from the original.

This is best explained with an example.

Draw a rectangle.



Select the command 'Edit, Clone, Shifted'.



Next we copy the clone several times. When a clone is copied it automatically becomes a clone of the same original as the clone it is copied from.



If we change the color of the original, the clone is also affected.



Now we changes the color of one of the clones. The property "Color" is now disconnected from that clone.



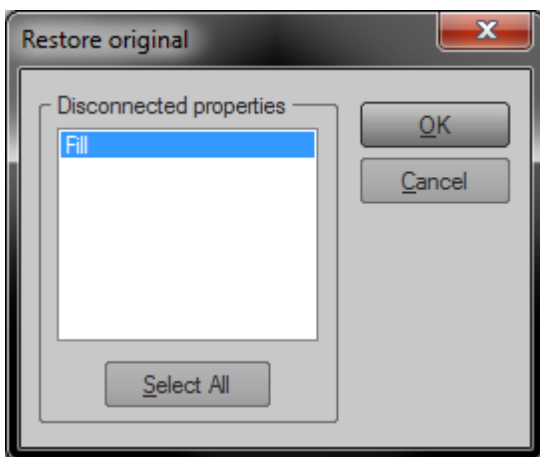
When we now change the color of the original all the clones are affected except the one we disconnected the color from.



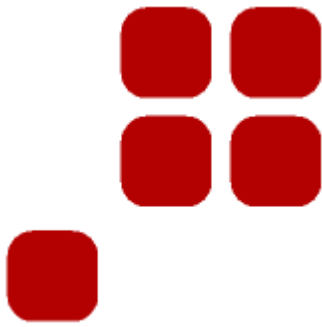
Only the color is disconnected, so if we change the shape of the original this will affect all the clones.



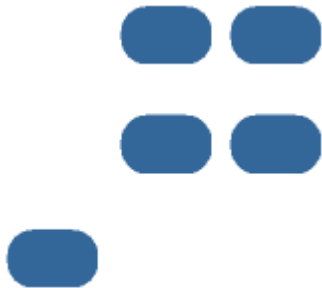
You reconnect the property "Color" by selecting "Restore original" from the context menu of the clone.



In the dialog that appears you see a list (1) of all the disconnected properties. Select the property you want to reconnect (the color in this case) and press "OK".



When you change the shape and color of the original now, it will affect all the clones.



The original is a rectangle. When we convert this to curves the clones will be converted also. Every adjustment you now make with the drag tool will affect all clones.



Clones an text

Clones of text have a special feature. When the text is changed in any way, the clones will be changed also.



Klonen en effecten

You can't clone an effect but you can apply an effect to a clone.



The clone in the effect will react on the changes made to the original and therefore recalculate the effect.



Striping

With this functionality you can subdivide vectors, effects, bitmaps and combinations of them into separate pieces. You even can apply several "Stripings" on top of each other to create your own effects. Since the "Striping" is an effect, original objects are not disturbed. You can remove the "Striping" at any time.

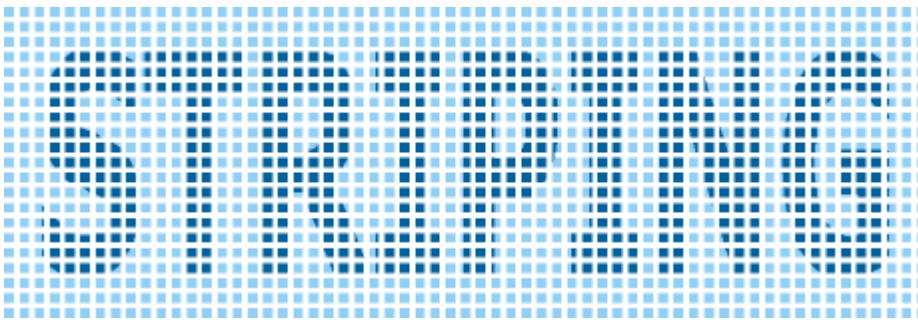
The examples below show the possibility to apply multiple levels of "Stripings" to several objects.



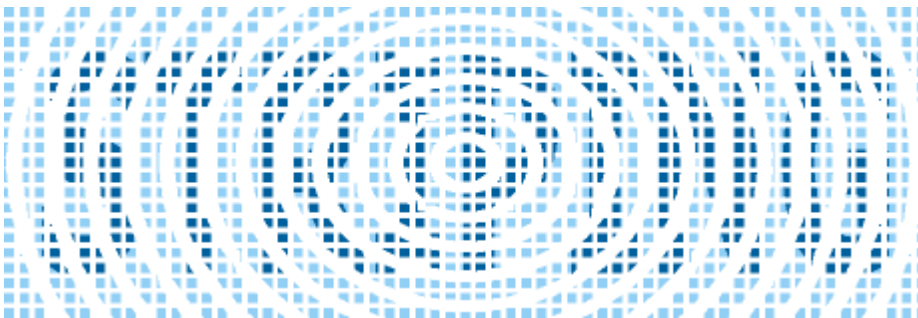
Original



With horizontal "Striping"



With horizontal and vertical "Striping"

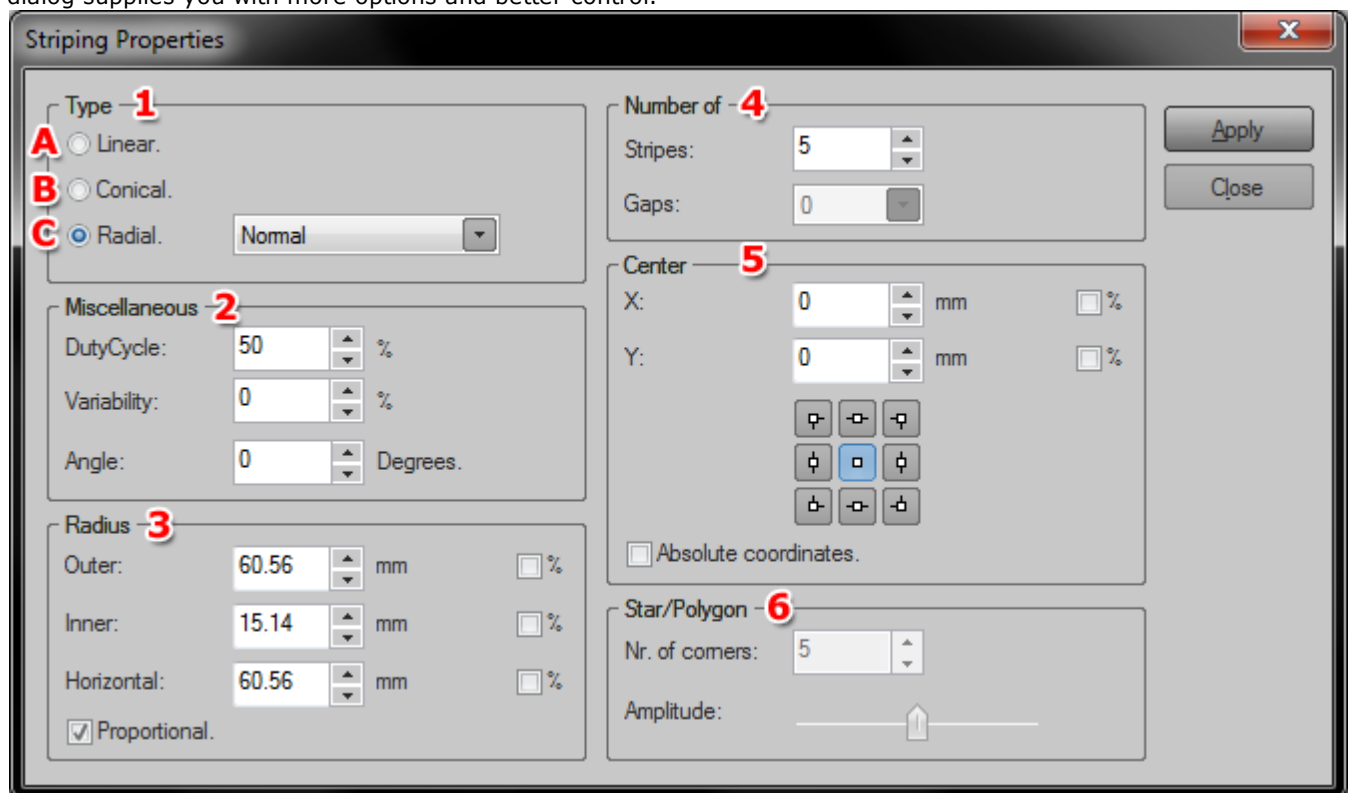


With horizontal, vertical and radial "Striping"

Applying a Striping

Select the object(s) to which you want to apply a "Striping". Next select the menu "Effects, Striping" and choose one of the sub-menus.

The last used "Striping" is applied to the selected objects. To adjust this "Striping", you select the option "Properties" from the context-menu. You can modify the "Striping" directly on screen, too, by means of control nodes, but the dialog supplies you with more options and better control.



Inside "Type" (1) you find three major categories of the "Striping". When selecting one of these subtypes each time other options become active in the dialog.



Original object, the extra black outline is to indicate the boundary.

A Linear

2 Miscellaneous

DutyCycle

This option determines the ratio between stripes and gaps.



DutyCycle : 50%



DutyCycle : 25%



DutyCycle : 75%

Variability

This option determines the ratio between the width of the first and the last stripe.



Variability : 0%



Variability: 100%

Angle

With this option, you can set the angle.



Angle : 0 degrees



Angle : 45 degrees

4 Number of Stripes

The number of stripes that should be used.



Stripes : 4



Stripes : 8

Gaps

With this option you can instruct the "Striping" to add or remove a gap. This way, you have better control over how the "Striping" fills an object.



Gap : 0, the same number of gaps as stripes



Gap : -1, one gap less



Gap : +1, one additional gap

B Conical

2 Miscellaneous

See "Linear" for more information.

Some examples:



DutyCycle : 50, Variability : 0%, Angle : 0 degrees

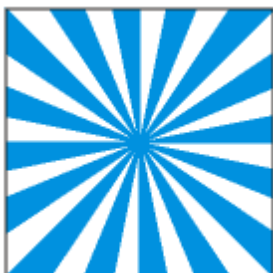


DutyCycle : 50, Variability: 50%, Angle: 15 degrees



DutyCycle : 75, Variability: 0%, Angle: 0 degrees

- 4 Number of
See "Linear" for more information.
With a conical "Striping", you can only adjust the number of stripes here.



Stripes : 16

- 5 Center
Here you have several options to influence the center of "Striping". In the example below, the center is put on
x : -50% and y : +50%. You can enter percentages of the width and height of the selection, numerical values, absolute or relative (to the selection) coordinates.



C Radial

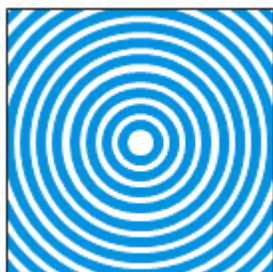
This option can be subdivided into "Normal", "Polygon" and "Star".

2 Miscellaneous

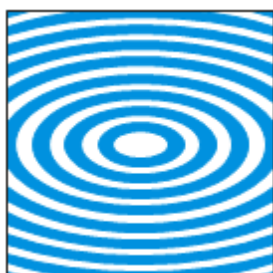
See "Linear" for more information.

3 Radius

Here you can supply the outer and inner (vertical) radius and also the horizontal radius. The ratio between the outer and horizontal radius determines the aspect ratio.



Outer : 100%, Inner : 5%, Horizontal : 100%



Outer: 100%, Inner: 5%, Horizontal: 200%



Outer: 200%, Inner: 5%, Horizontal: 100%

6 Star/Polygon

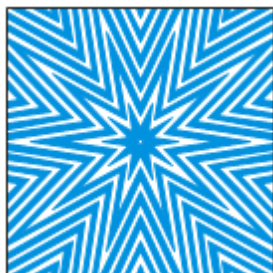
This option group becomes active if you have selected "Star" or "Polygon".

Nr. of corners

Sets the number of corners.



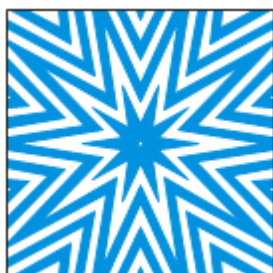
Nr. of corners : 5



Nr. of corners: 10

Amplitude

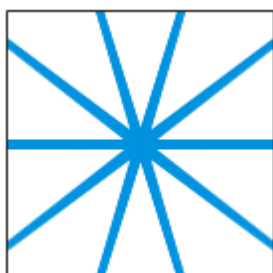
This setting influences the inner shape of the "Star" or "Polygon".



Amplitude : 50%



Amplitude : 0%



Amplitude : 100%

Since the "Striping" is so versatile and applicable to almost all kinds of objects, this is also a strong multi-purpose design function, which is certainly not limited to cutting tasks.

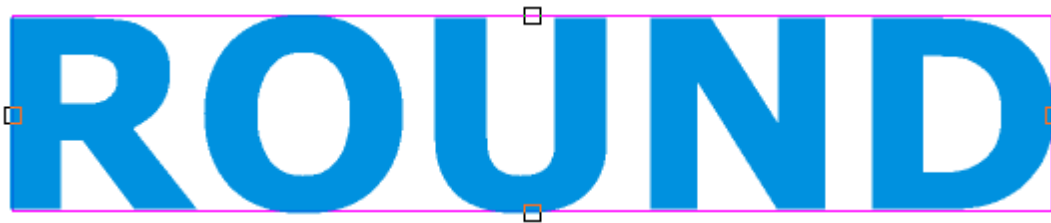


Round off

Corners of vector shapes can be rounded off without disturbing the originals. If a straight line connects to a curve, this line is rounded off, too. Select an object for which you want to round off the corners.



Next, select from the "Effects" menu , the option "Round off".



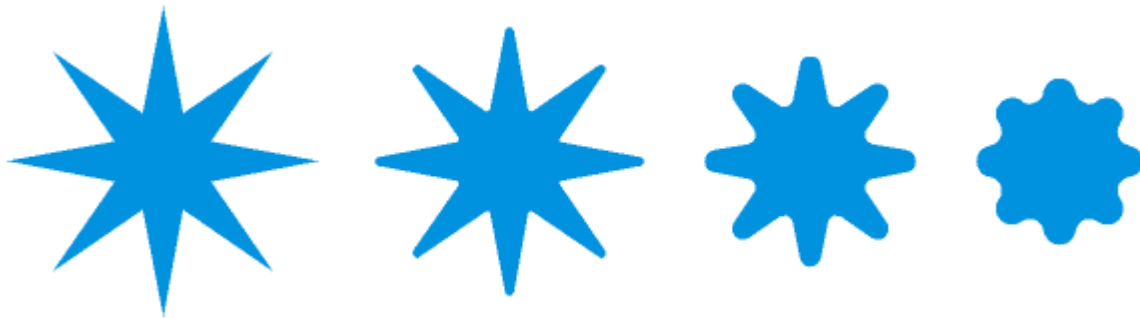
The cursor changes to the "drag tool" mode and control nodes for rounding off appear around the object. The last used "Round off" settings are automatically applied. You can also adjust the "Round off" via a dialog, you then have the additional choice between rounded corners and "bevel" corners.



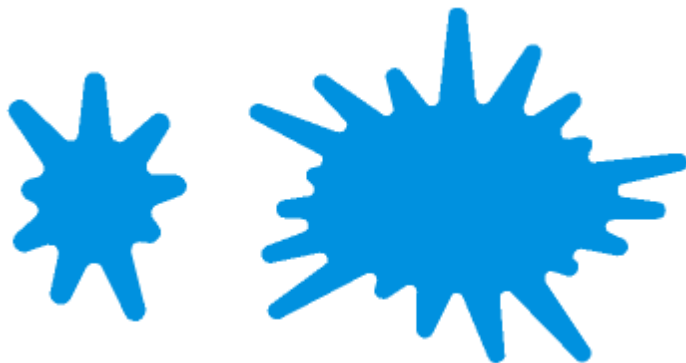
By exaggerating the "Round off", you can even create complete new shapes.

ROUND

The "Round off" is applicable to all vector objects, therefore also standard objects, such as the "Star", can be used to create new shapes.



Since the "Round off" effect, like all other effects, doesn't disrupt the originals, you can adjust the original by means of CTRL+CLICK or via the object manager.



Templates

Template Wizard

Using the Template Wizard you can easily change one of the many supplied templates or a custom template. You can change text and objects in a template by entering a new text or choosing a different clipart file. Through the Template Wizard you can even change dimensions, page size, multiply or fill a page with copies of a template.

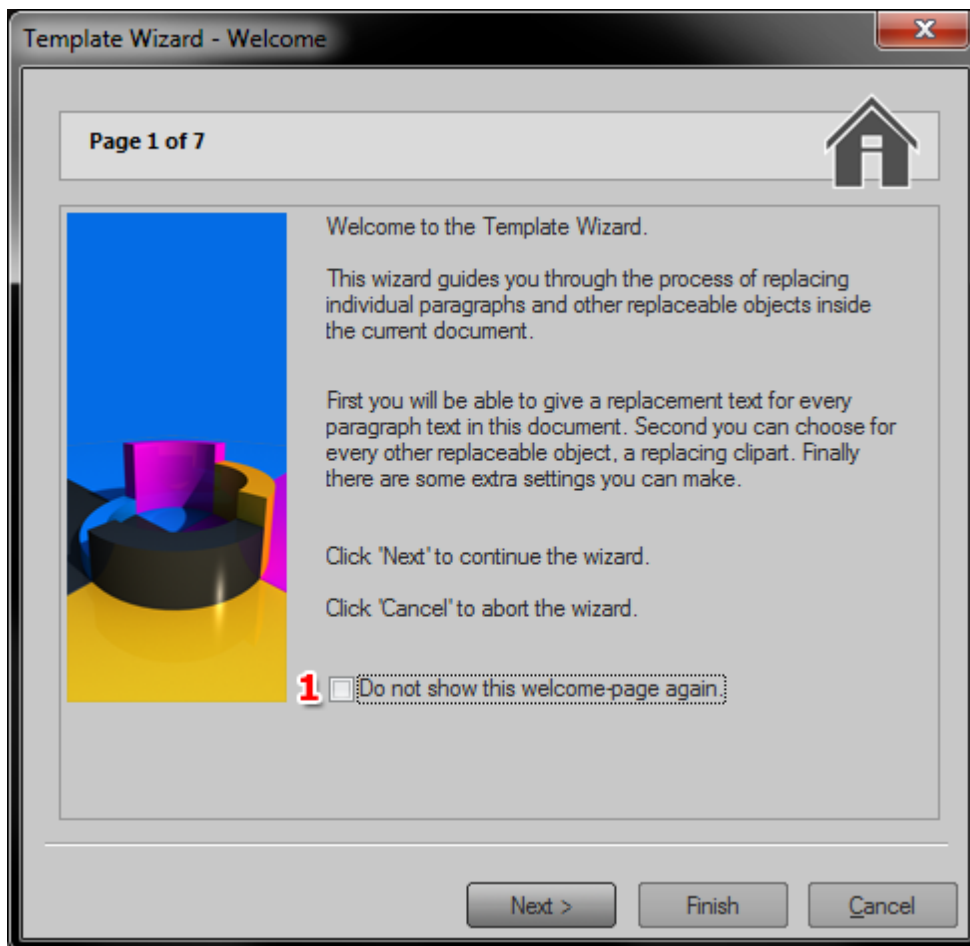


Select "File, New from template" to open the Template Wizard. First you will see a dialog in which you can browse for template files through previews of the templates.



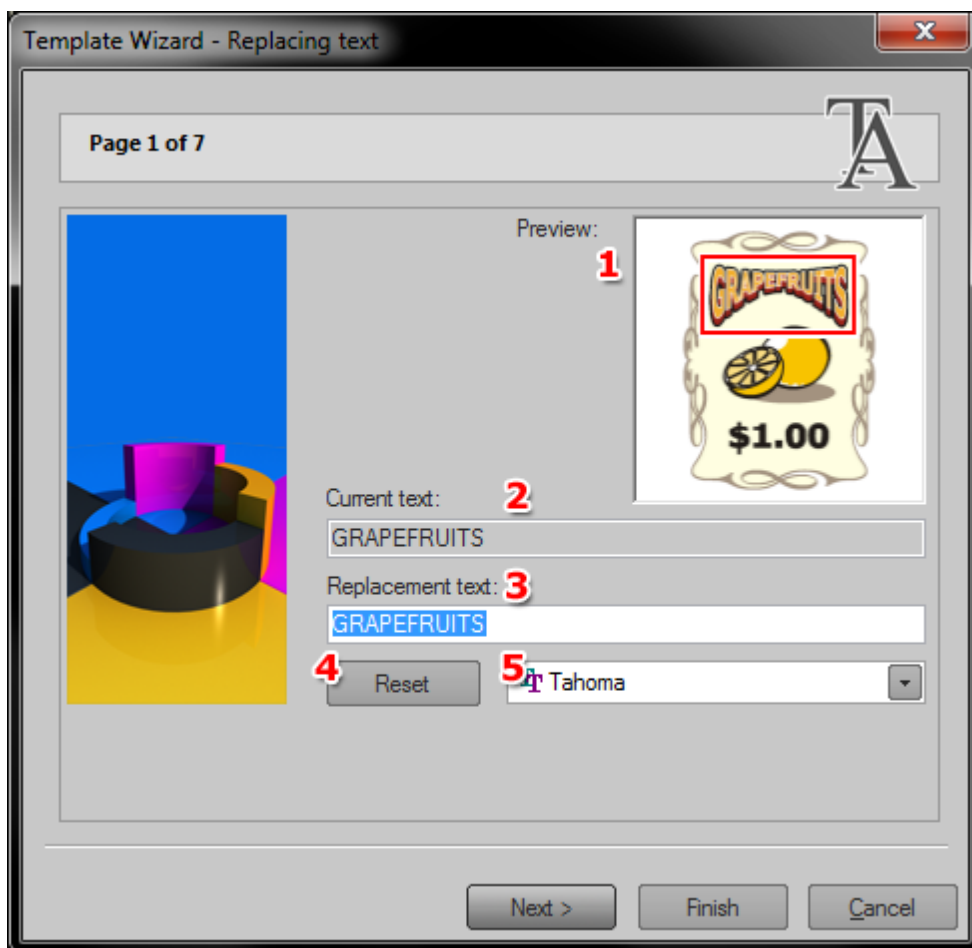
- 1 Favorites, by clicking on the "+" you can add the currently selected folder to your favorites. The next time you open this dialog you can directly go to a folder by selecting it from the list of favorites.
- 2 Here you can browse through the folder on your system.
- 3 Here you can see the previews of the template files in the currently selected folder.

Select the template you want to use and press "OK".



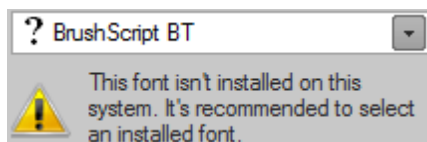
The first time you open the Template Wizard you will be presented with a welcome page. You can change this by activating the option you want to skip the welcome page in the future (1). The number of pages you will see in the Wizard is depending on the choices you make and the number of replaceable objects in the selected template.

For each text that has the property "Replaceable" a page will be shown in the Wizard. On this page you can change the text and font.

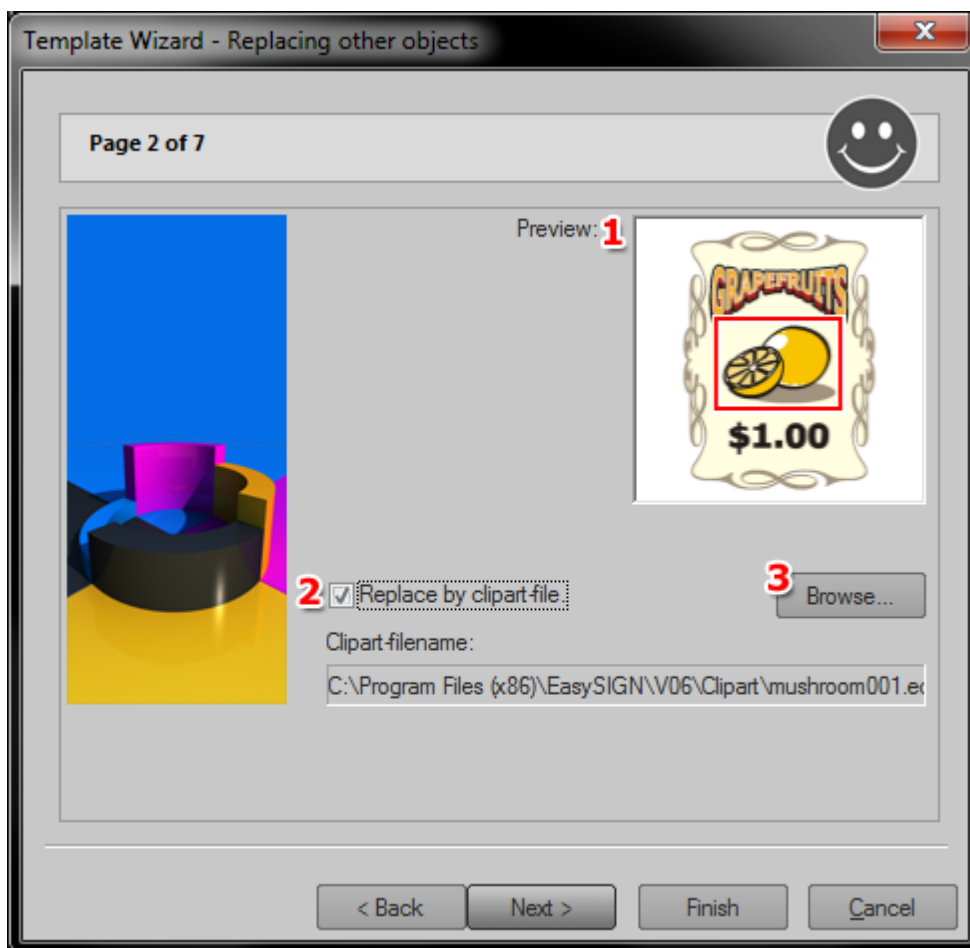


- 1 Shows in a preview the location of the text in the template.
- 2 The text in the template.
- 3 Changed text.
- 4 Reset the text to the original text.
- 5 Change the font.

Whenever a font isn't present on your system a question mark will be visible in the list and you will be advised to change this font to an existing one.

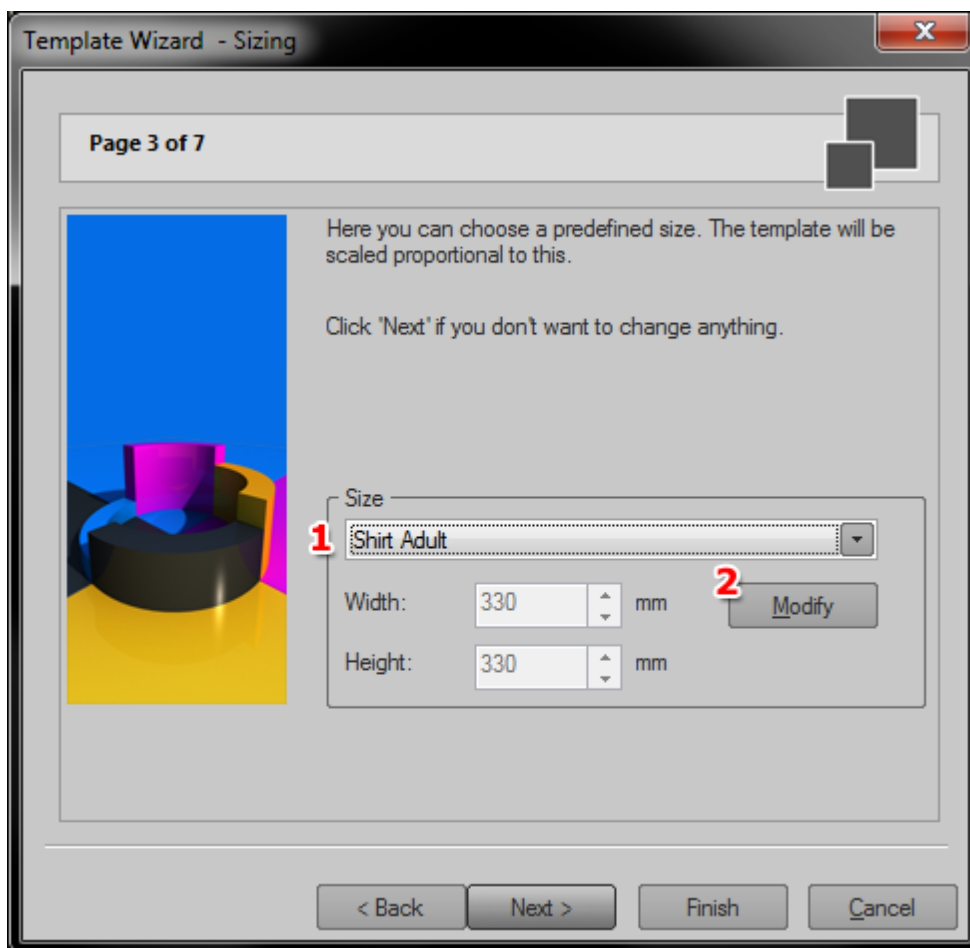


When all the text objects in the template are processed you will get a page with replaceable clipart (if any present in the template).

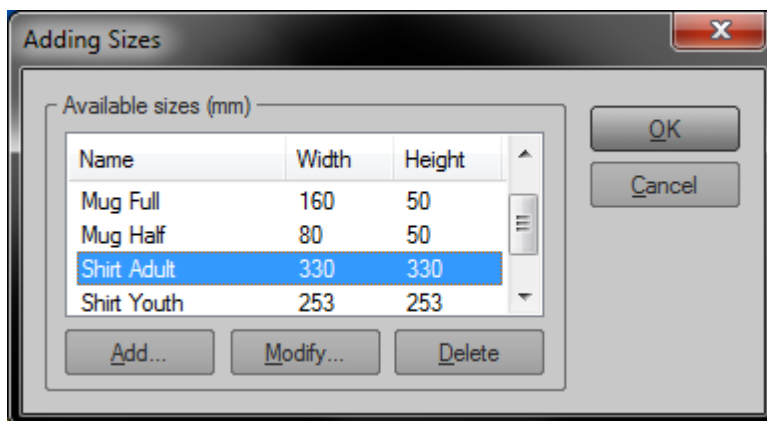


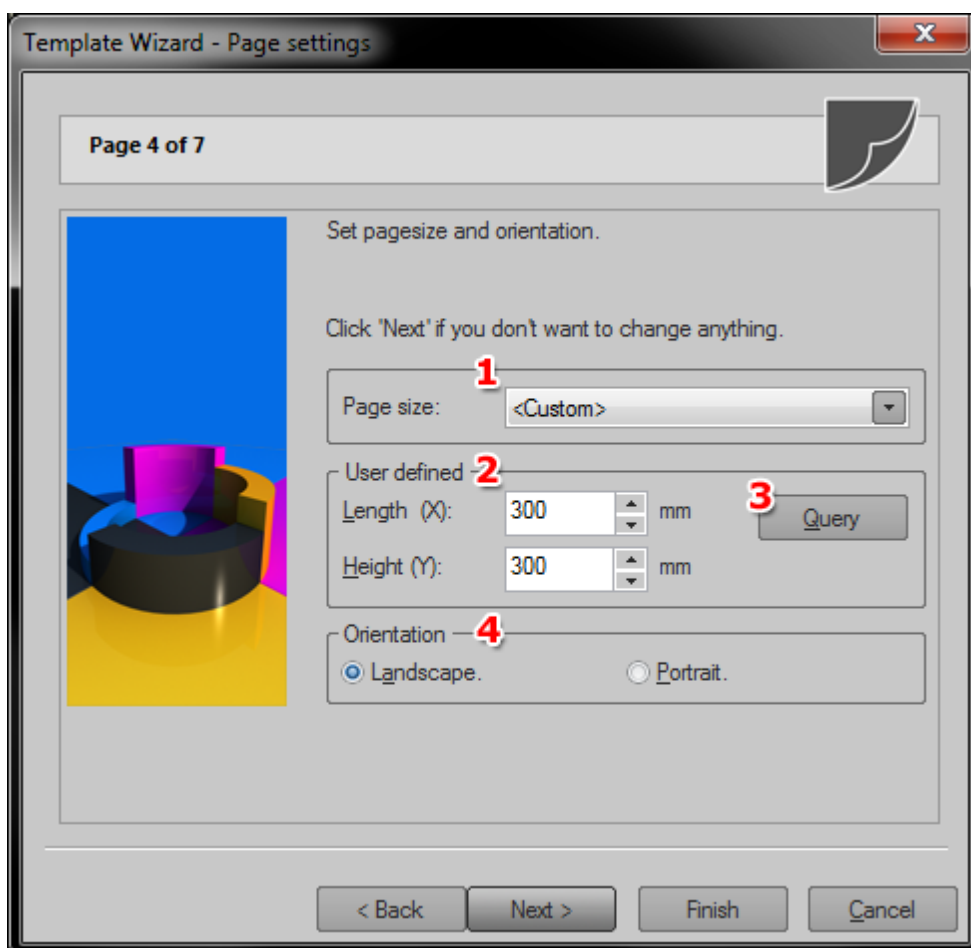
- 1 Shows in a preview the location of the clipart in the template.
- 2 Here you can select if you want to replace the clipart.
- 3 Opens a dialog in which you can find and select clipart.

If you do not select another clipart the clipart from the template will be used.



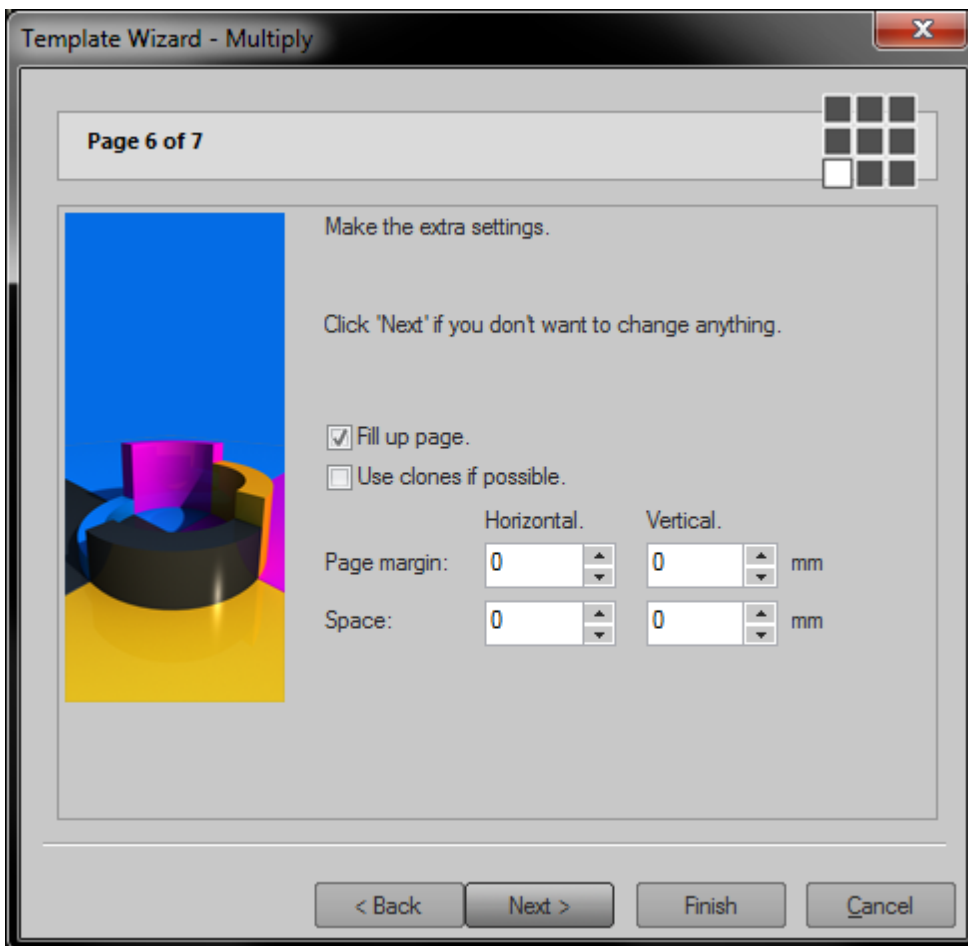
- 1 Select a predefined dimension for the template.
- 2 Enter your own predefined dimensions.





- 1 Select a predefined page size.
- 2 Define your custom page size.
- 3 Query page sizes from your output devices.
- 4 Select page orientation.

If you do not change any property the page size and orientation from the template will be used.



Here you can multiply the template by entering a number or let the program calculate the number of templates needed to fill the selected page size. You can also set the page margin and space between the templates.

If you do not change any property only one copy of the template will be used.

Make your own templates

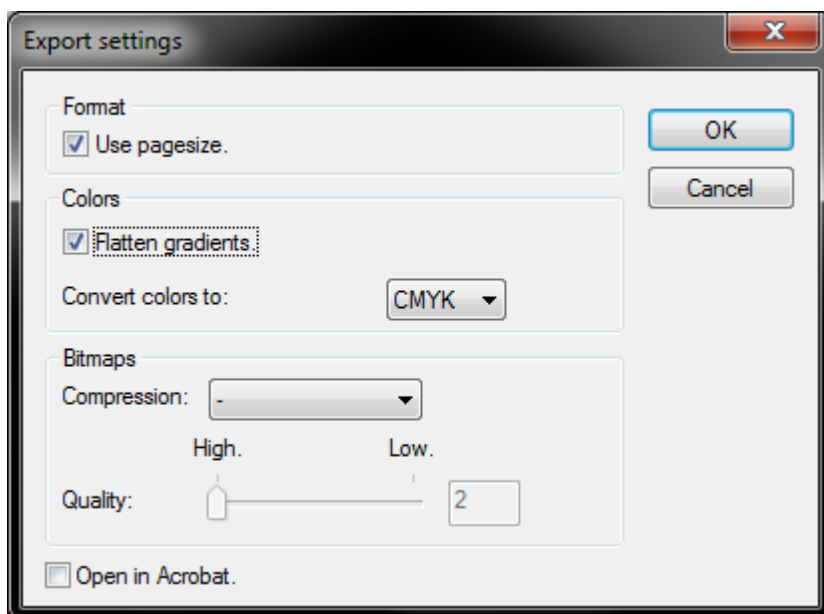
Making your own templates is very easy. Any new text entered on your worksheet is automatically replaceable. You can switch this off by selecting "Arrange, Templates, Cancel replaceable". If you want to switch the property replaceable on for text or objects select "Arrange, Templates, Make replaceable". Now save the worksheet as a template by selecting "File, Save as, Template file". If you open this file with the command "File, New from template" the Wizard will show a page for every text and object that has the property "Replaceable" set to true.

Import en Export special

Adobe™ PDF export

You can export any worksheet from EasySIGN to a PDF file (Portable Document Format). You should keep in mind that only objects that are placed on a page will be exported correctly. PDF can not display object outside a page.

Select "File, Export". In the dialog select with "File type" the filter "(Portable Document Format) (*.PDF)" and enter a name for the PDF file you want to export. When you press the button "Export" the following dialog will appear.



1 Gradients

Use vectors below ... steps.

PDF has it's own compact way of handling gradients. These gradients are a lot smaller than vector gradients but they are never identical to the gradients in your worksheet. If you want the gradients to be identical to the ones in you worksheet make sure you enter a number here that is larger than the gradient fill steps in your worksheet. When using default settings 300 steps is enough.

Convert gradients to ...

PDF recognises only RGB and CMYK color spaces. If you used a rainbow HSB fill in your worksheet this has to be converted to one of the mentioned color spaces. CMYK is normally the best and most accurate method.

2 Bitmaps

Compression

You can choose between "None" and "JPG" compression. When you want to use the PDF for a service bureau the best choice would be "None". The PDF file will be many times larger then a compressed file but the bitmaps in your worksheet will be exactly the same with the service bureau as they where in your worksheet. When using compression some data could be lost.

Quality

Here you can set the strength of the compression.

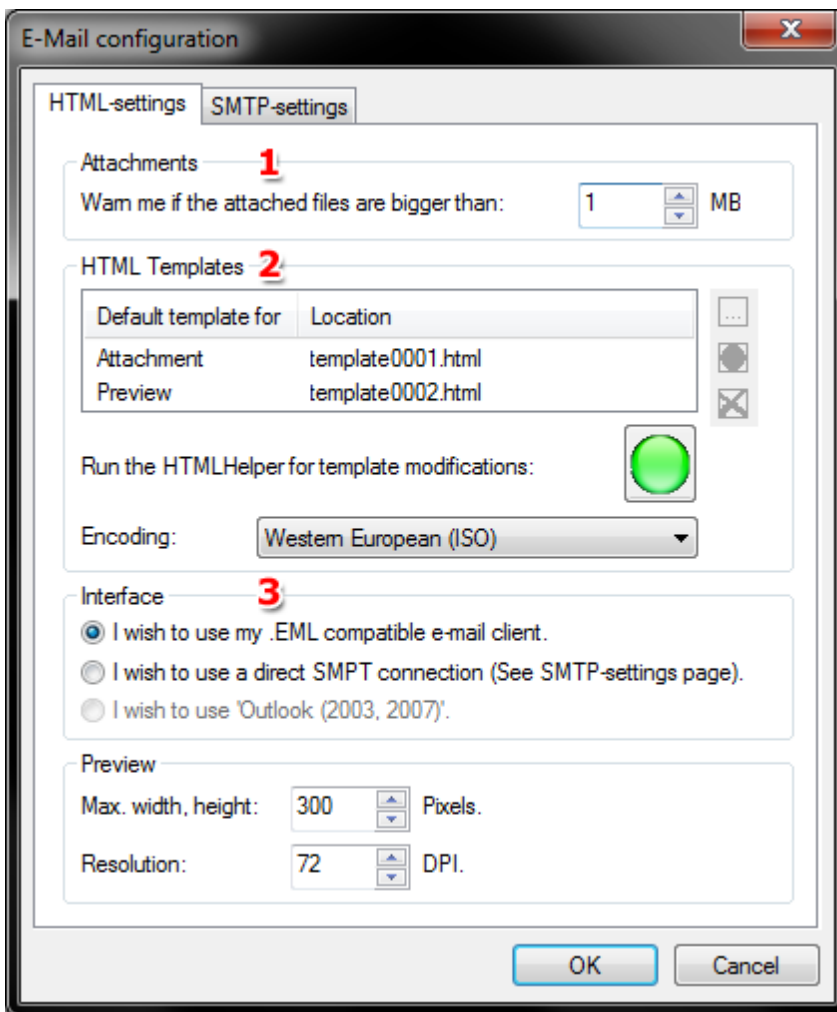
E-mail

E-mail configuration

With the e-mail system of EasySIGN you can quickly and easily send an active worksheet as an attachment to an e-mail or send a preview for approval to your customer.

Before you can use this functionality, you have to adjust some settings. Select the menu "File," "Send to, E-mail settings".

Tabsheet HTML-settings



1 Here you can instruct the software when to warn you in case the attachments are too large. Keep in mind that most providers enforce a size limit upon your e-mail and your customers also prefer not to receive large e-mails of several MB., .

2 HTML

Attachment:

Here you can select whether you want to use a HTML template when you send the worksheet as an attachment, and if so, which one.

Preview:

Here you can select the template you want to use when you send the worksheet as a preview.

Encoding:

Here you select the country code of the area where you are resident.

This selection needs to correspond with the setting in the HTML template you use.

See the default settings and the supplied templates as example.

3 Interface

EML compatible:

This opens the e-mail in your .EML compatible application. On most computers this is Outlook Express™.

The advantage of this option is that you can edit the contents in any way that suits you, prior to sending the e-mail.

You can ignore the settings on the tab sheet "SMTP-settings", but you should adjust the corresponding settings in your .EML compatible application.

Direct SMTP:

This opens the e-mail in the working environment of EasySIGN. You can change the selection of the template prior to sending the e-mail. If you choose this option, you should adjust the settings on the tabsheet "SMTP-settings" as well.

4 Preview:

Enter here the maximum width in pixels and the resolution of the worksheet preview.

TabSheet SMTP-settings

Only adjust this when you have selected "direct SMTP connection" on the tab sheet "HTML-settings".

You only have to adjust these settings if you don't have access to an .EML compatible client like Outlook Express, or when you don't want to use this. We advise you to contact your provider in case you encounter any problems. He can supply you with the necessary information.

If you use this software in a company network with Exchange Server, contact your network administrator.

1 Sender

Name:

Enter the name shown in the field "From:" of an e-mail. Often this will be your company name.

E-mail address:

Enter here your e-mail address.

Authentication method:

The way to log on used by your provider.

Choose one of the following options:

NONE: In case your provider supports anonymous log on. This only happens occasionally.

CRAM MD5: You'll need this method if you want to log on to an LDAP server.

AUTH LOGIN: This method will do in most circumstances. Your username and password are sent encoded.

PLAIN LOGIN: Same as AUTH LOGIN, only your username and password are sent unencrypted. This option is not recommended.

Username:

Enter your username here. You can find this in the letter from your e-mail provider. Otherwise, you should contact your provider.

Password:

Enter your password here. You can find this in the letter from your e-mail provider, too. If you can't find it or have changed it, you should contact your provider.

2 Server

Host name/address:

Enter the name of your SMTP server. Often this is 'smtp.domain.com' where you have to replace domain by the name of your provider. See the letter from your provider. If you work in a company network, you can enter the IP-address or the WINS name of the server.

Port number:

Enter the port number used by the smtp server used to receive e-mail. Often, this is 25. Contact your provider in case of any problems.

3 Address book

WAB:

Select this option if you want to use the Windows™ address book.

Outlook™ contacts:

Select this option if you want to use the contact list in Outlook™.

4 Connection:

Enable this option if you want this program to automatically log on to your provider if there is no open connection yet.

E-mail HTML-templates

The e-mail system of EasySIGN uses HTML-templates. By means of a HTML-template you can include all required company information in the presentation of a design to your customer.

While installing EasySIGN, several example HTML-templates are installed in the subdirectory "\HtmlTemplates\" of the program directory. These templates contain so-called fake text (which serves as a placeholder for your own text) and an example logo. Images, such as the example logo, are placed in the subdirectory "\HtmlTemplates\images\". You should adjust a template before using it, otherwise you may surprise your customers with the fake text in the examples. You can carry out a test by sending an existing template to yourself by e-mail.

Adapting/Creating a HTML-template

You are entirely free in adapting or creating a template. A HTML-template should at least contain the following text (literally):

```
<<|InsertWorksheetImageHere|>>
```

This text is used to mark the spot where the program should substitute the worksheet preview (image) in the HTML-template.

There is another marker, or placeholder, you can use to add extra non-standard text to your e-mail before sending it. This text always shows up in a fixed spot in the e-mail and is marked in the template by the following text (literally):

```
<<|InsertAdditionalBodyHere|>>
```

Things you must pay attention to

In order to avoid problems, you should pay attention to using correct HTML-syntax. Using a professional HTML-editor, such as "Dreamweaver™", is recommended. In case any problems arise while converting the HTML-template to e-mail, you should check the HTML-syntax. Incorrect syntax is the most likely cause of your problem.

Given that the HTML-template has to be crafted only once, you can outsource this to an external office, in case you cannot cope with HTML.

If neither of the above options suits you, you can use the HTML-template "basic.htm".

This template only contains a mark (placeholder) for the worksheet preview and one for the extra text. In the e-mail dialog of EasySIGN, you can fill in this text according to your wishes for each new e-mail.

I already use other e-mail templates, what now?

In case you already use other company e-mail templates, for example in Outlook™ (not to confuse with the free

Outlook Express™) you can easily include a worksheet preview in these templates. Select the worksheet part (or the whole worksheet) you want to include as preview in your template. Select menu "Edit, Copy special, As bitmap to the clipboard". As this name suggests, your selection is copied to the clipboard as a bitmap, which you then can copy into your e-mail. Availability of the menu depends on your license type of EasySIGN.

Setting up E-mail

Take the following steps to setup the e-mail system of EasySIGN.

Step 1

Adjust the necessary settings. This has to be done only once. See the chapter "E-mail configuration".

Step 2

Make a HTML-template in accordance with your company style. This has to be done only once. See the chapter "E-mail HTML-templates".

Step 3

Send the active worksheet as attachment

This option is only useful if the recipient is also a licensed user of EasySIGN. Otherwise, a customer to whom you want to present a design, can't do anything with an EasySIGN file as attachment in an e-mail. Use the second method for presentation to the customer.

Select menu "File, Send to, E-mail address (as attachment)"

In case of an .EML compatible e-mail client

Your .EML compatible client will be opened with the current worksheet as attachment. If you've chosen this option, a template will be used for the body of the e-mail.

In case of a direct SMTP connection

A dialog is opened in EasySIGN, where you have the opportunity to fill in e-mail settings like "To", "CC" and "BCC". Here, you can still select a template for the e-mail body.

See "SMTP dialog" for the procedure.

If you don't use a template with this method, you do not have to fill in the field "Additional body", since this is only used with templates.

Send the active worksheet (or part of it) as a preview to your customer

Use this option if you want to send a preview for approval to your customer. Everyone with an e-mail client that can cope with HTML e-mails (almost every modern e-mail client), will be shown the preview.



Select menu "File, Send to, E-mail address (preview in template)".

In case of an .EML compatible e-mail client

Your .EML compatible client is being opened with a preview of the current worksheet at the location of the placeholder for previews (<<|InsertWorksheetImageHere|>>).

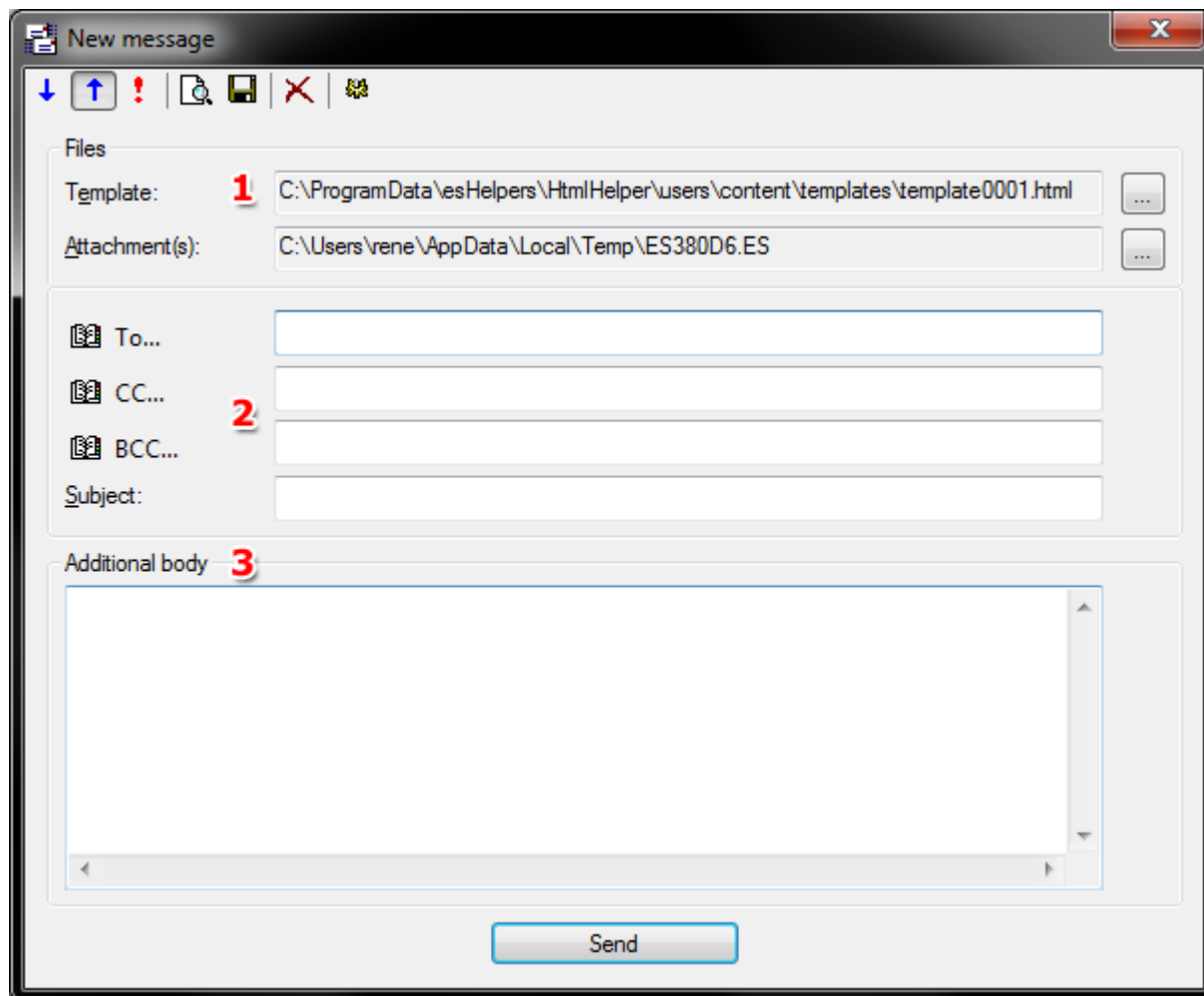
In case of a direct SMTP connection

A dialog is opened in EasySIGN, where you have the opportunity to fill in e-mail settings like "To", "CC" and "BCC". Here, you can still select a template for the e-mail body. In the final e-mail, the placeholder for previews will be replaced by a preview of the active worksheet.

See "SMTP dialog" for the procedure.

SMTP dialog

Below you see the SMTP dialog and the separate components depicted.



- E-mail priority "Low".
- E-mail priority "Normal".
- E-mail priority "High".
- Opens a preview of the e-mail in de Internet Explorer™.
- Saves the e-mail on disk as .EML file.
- Empties the field "Attachment(s)".
- Opens the settings dialog.

1 Template:

Here you can select the template you wish to use.

2 Attachment(s):

Here you can select possible attachments.

3 Information:

Here you can fill in standard e-mail information. Pressing the buttons "To", "CC" and "BCC" opens the address book.

4 Additional body:

This field is only useful if you use the placeholder <<|InsertAdditionalBodyHere|>> in your HTML-template. The placeholder gets substituted by this text.

Transparency

Transparency vector and bitmaps

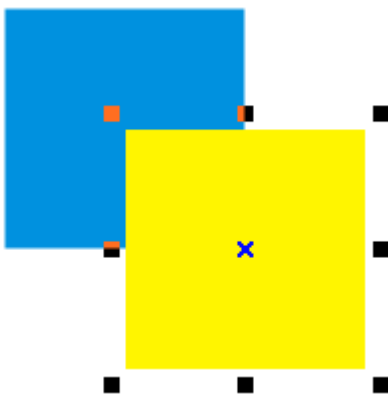
EasySIGN has some very advanced and accurate functions to apply and manage transparency. Transparency can be applied to all objects in a worksheet, including groups, effects, and the linestyle of objects. Several different methods of transparency are available.

- 1 Uniform transparency
- 2 Gradient transparency
- 3 Pattern transparency
- 4 Bitmap transparency using alpha channels

1 : Uniform transparency

This form of transparency can be applied to any object, the procedure is as follows:

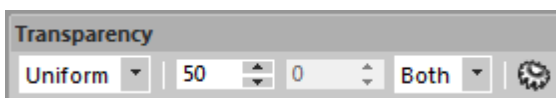
Select the object (or objects) that you want to apply transparency to.



Next, select the transparency tool from the toolbox.



A floating dialog will pop up where transparency can be managed.



The default transparency is set to "None", change this to "Uniform".



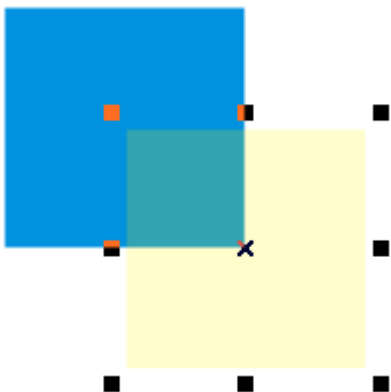
On the worksheet the transparency of the object will change to the default of 50%. If you lower this value to 20% the object will become less transparent. You can do this by entering the value 20, then press Enter.



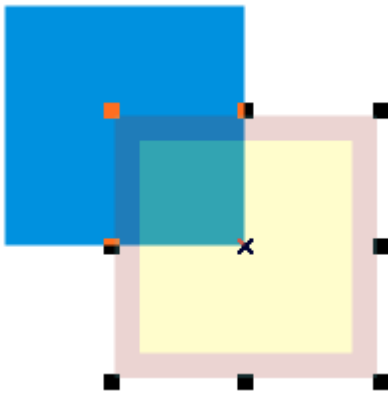
If you change the transparency value to 80% the object will become almost invisible, 100% will make it completely transparent.



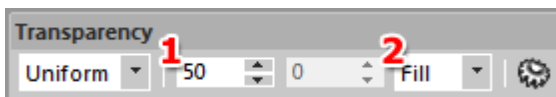
Now click on the selection tool in the toolbox (or press "ESC")... The transparency dialog will now disappear and the object is selected again.



Now apply a line style to the transparent object.



As you can see the line style is transparent too. We will now change the transparency properties. This method is always the same, first select the transparent object, next click on the tool for transparency in the toolbox.



Change the transparency to 50% (1).



In the combo box (2), Select "Fill". Now only the fill style will be transparent.



In the combo box (2), Select "Pen". Now only the pen style will be transparent.



You can remove the transparency from an object by selecting it, then click on the transparency tool and choose the option "None" in the first combo box.



On the left you see a group of complex objects without transparency, on the right the same group with transparency.

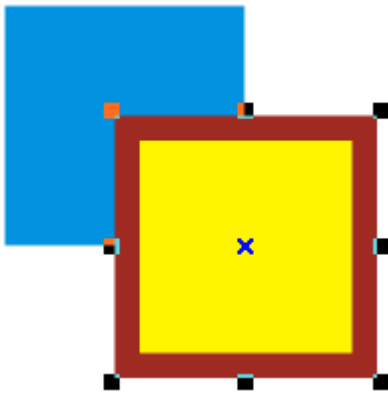


Transparency can of course be applied to a combination of bitmap and vector objects.

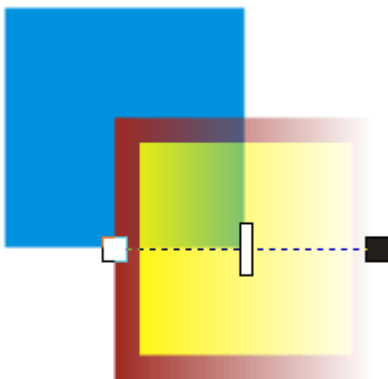
2 : Gradient transparency

The workflow when applying a gradient transparency is similar to the uniform transparency, however it has some extra features.

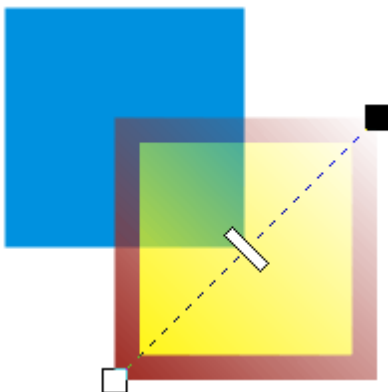
Select the object that you want to make transparent.



Select the transparency tool from the toolbox and select from the options one of the gradient transparencies. (Linear, Radial, Square or Conical).



Just as with the normal gradients you can drag handles to set the direction of the transparency. This can be done directly on screen or by using the gradient dialog.



In the dialog for transparency the following options are available:



- 1 Selects different types of transparency.
- 2 Start transparency in percent
- 3 End transparency in percent
- 4 Where the transparency should be applied to, Fill, Pen, or Both.
- 5 Extra options. In the case of a transparent Fill the gradient dialog will be opened.



On the left you see a group of complex objects without transparency, on the right the same group with transparency.



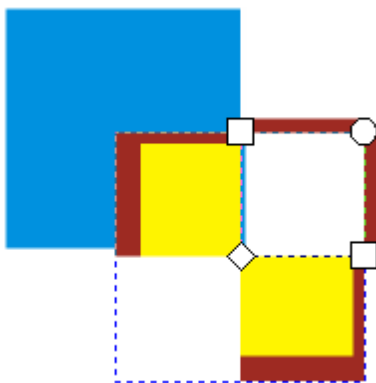
Transparency can of course be applied to a combination of bitmap and vector objects.

3 : Pattern transparency

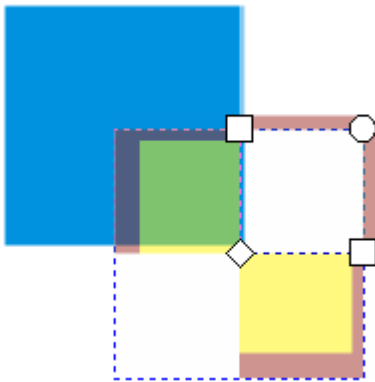
A transparent pattern can be applied similarly to a uniform or gradient transparency.



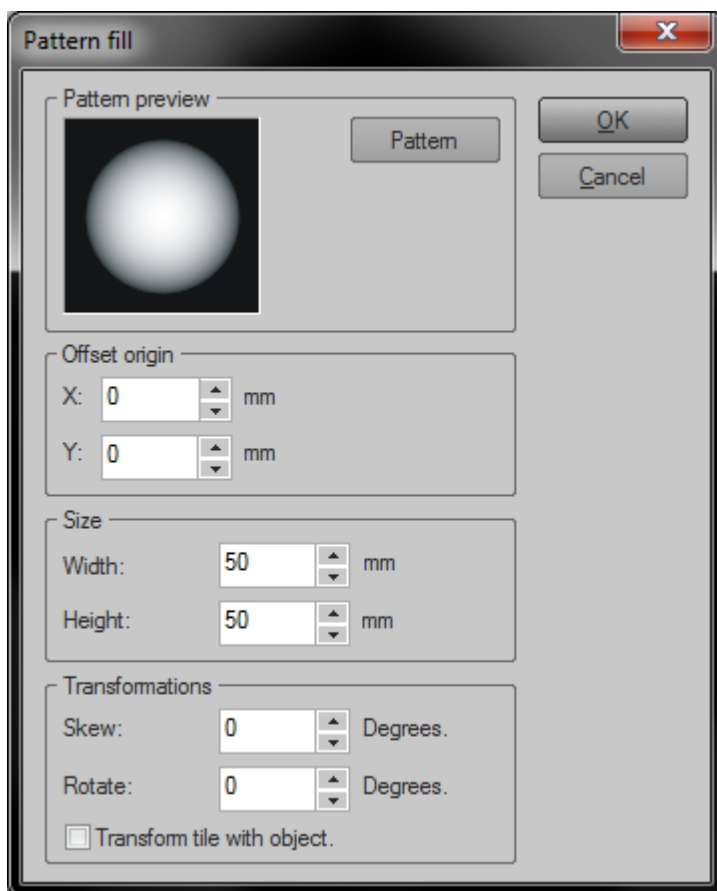
At (1) select "pattern"



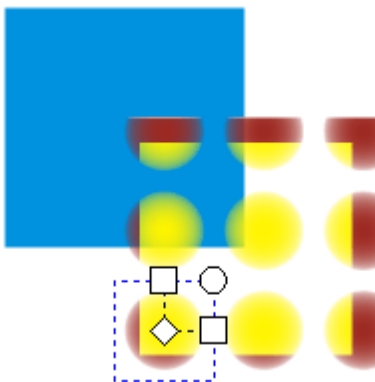
When the "pattern" option is activated, a black and white bitmap will be used as transparency pattern by default. When a black and white bitmap is used, options (2) and (3) will be available in the dialog. This will set the density of the black and white pixels. In the example a 50% transparency is used for the white pixels.



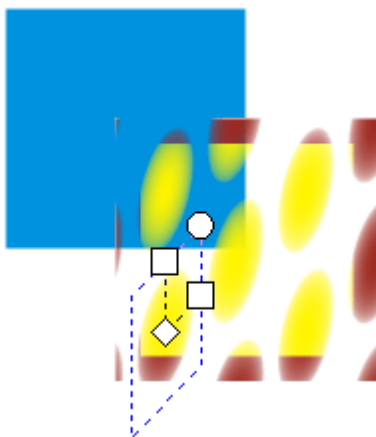
Now click the button for the extra options to open the tile fill dialog and apply a different transparency pattern.



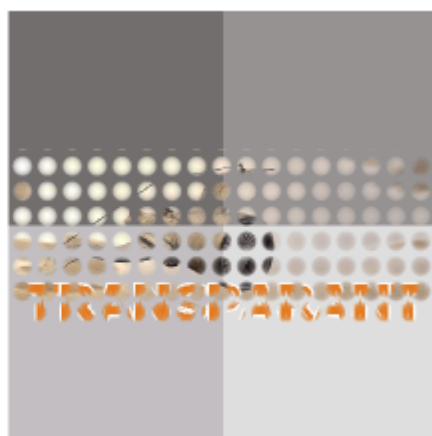
The chosen bitmap is grayscale, so the options (2) and (3) will no longer be available.



You can alter the options directly on screen or through the tile fill dialog.



On the left you see a group of complex object without transparency, on the right the same group with transparency.



Transparency can of course be applied to a combination of bitmap and vector objects.

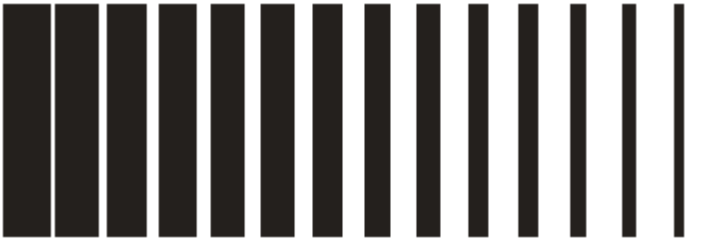
4 : Bitmap transparency with alpha channels

EasySIGN does not only support importing bitmaps with alpha channels, but you can also create alpha channels yourself. An alpha channel can be created from every imaginable object.

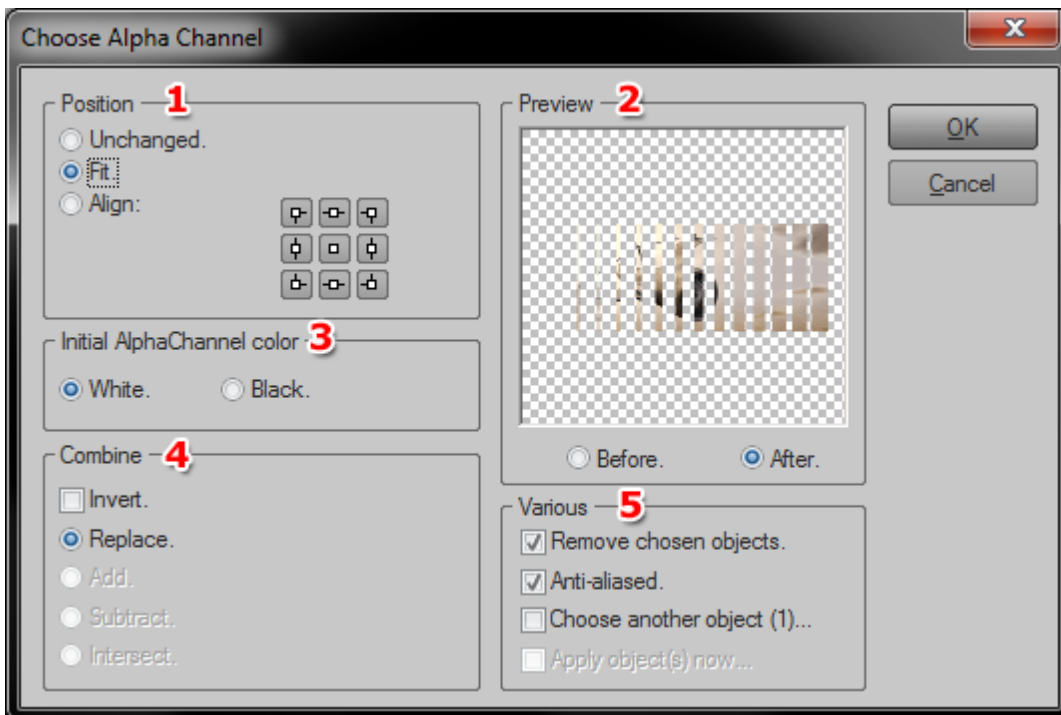
Import a bitmap first. This may be a bitmap without an alpha channel.



Now create a simple blend between two rectangles of different width. This blend does not have to be on top of the bitmap, it may be positioned anywhere on the worksheet.



Select the bitmap, and click the menu option "Bitmap", "Transparency", "Choose...". The mouse will change shape, use it to select the blend.



1 Position

Unchanged

This option can be used if the objects for the alpha channel are already in their correct position on the bitmap.

Fit

This option fits the selected objects for the alpha channel to the width and height of the bitmap.

Align

This option aligns the objects selected for the alpha channel to the bitmap, using the selection you make in the alignment palette.



2 Preview

This will show you a preview of the end result, you can choose between “before” and “after”

3 Initial AlphaChannel color

This sets the behaviour of the alpha channel where no objects are covering it. You can choose between black and white.

4 Combine*Invert*

This will make all white objects black and black objects white, effectively inverting transparency. It will also take gray values into account.

Replace

An unlimited amount of objects can be applied to the alpha channel, but if you activate this option any alpha channels present will be replaced by the current selection.

Add

When an alpha channel is already present this option allows you to add the current selection to it.

Subtract

When an alpha channel is already present this option allows you to subtract the current selection from it.

Intersection

When an alpha channel is present the current selection will be intersected with it.

5 Various*Remove chosen objects*

Removes the active selection after applying it to the alpha channel.

anti-aliased

A recommended option, it will avoid any ‘staircasing’ effects in the alpha channel. If you only use horizontal and vertical objects (like squares) this option can be deactivated.

Choose another object (1)..

When this is enabled another object can be selected for the alpha channel immediately after clicking OK.

Apply object(s) now

This option is available if you activate “Choose another object (1)..” It will apply the current selection first before the new selection can be made.

For the alpha channel in our example we have chosen the following options:

- 1** Fir
- 2** White
- 3** Invert/replace
- 5** Anti-aliased



Now draw an ellipse, select the bitmap and choose the menu “Bitmap” “Transparency” “Choose...”

Select the following options:

- 1** Fit
 - 2** White
 - 3** Invert/Add
 - 5** Antialiased
-



In the menu "Bitmap, Transparency..." the following options are available:

Show

This sets the use of the alpha channel to on or off

Invert

This inverts the transparency.

Crop

This option reduces the size of the bitmap as much as possible, using the limits of the alpha channel.

Choose

See the extended description above.

Detach

This option detaches the alpha channel from the bitmap..

These options can also be used through the context menu of the bitmap.

Transparency settings

If you want to print transparencies or export them to other applications please check the settings for doing this. Select the menu "File" "Settings" and choose the tab "Output". You will see the group box called "Transparency/pattern fill" with the following options:

Calculate as: *RGB or CMYK*

Sets the option whether transparency will be calculated as RGB or as CMYK. For the most accurate results choose CMYK.

Resolution *DPI*

The optimal setting is 300 DPI, however on large worksheets like used for large format printing a lower resolution of 72DPI will suffice, especially when the result will be viewed from a distance, like a billboard.

Full intersection as bitmap

If you switch this on, transparency will be applied optimally. If this option is not used, color differences may occur in complex worksheets where different transparent objects overlap.

Antialiased

This will give the best preview of transparency, the results will be anti-aliased. If you do not use this option some 'staircasing' might result.

The transparency in EasySIGN is calculated at maximum accuracy to guarantee the highest possible quality when exporting to other formats. There is a price for this in rendering speed when a worksheet has many transparent objects. You can reduce the amount of time necessary by lowering for example the export resolution.

Compatibility

Compatibility Setup

The installation of "Compatibility" for each supported program is done during the EasySIGN Setup. During this Setup you can choose for which program you want to install "Compatibility".

After the installation

You can start "Compatibility" through "Start, Program files, Compatibility", or directly from EasySIGN, through the menu "File, Compatibility".

Working with "Compatibility"

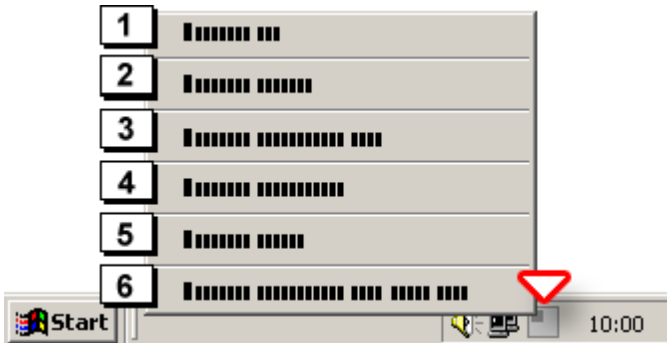
Start "EasySIGN", through the menu "File, Compatibility", the desired program.

An icon will appear in the system tray of Windows™ and the selected program (in this example, CorelDRAW™ 8) will be started. When the desired program is not started or a message shows that the program could not be found, start the program manually and then the "Compatibility".



Each icon for a supported software will have a different color. The icon is only visible when the selected program is started.

When you click on the icon the following menu will appear.



- 1 Cancel
Closes the menu.
- 2 Close
Closes the program "Compatibility".
- 3 Switch to EasySIGN.
- 4 Select language.
- 5 Sign Center (only in combination with CorelDRAW™) This part will be discussed later.
- 6 Export
Places the active worksheet (or bitmap) directly in EasySIGN.

Exceptions

When you are using Macromedia Freehand™ there will be no icon in the system tray. The link between EasySIGN and this program is handled through the menu "Xtras, EasySIGN, Export".

In every program there should be an extra menu visible. For example in Adobe Illustrator™ you have the possibility to export only cuttable objects.

Vector software

If you use "Compatibility" with, for example, Illustrator™ or CorelDRAW™ a copy of the active worksheet will be optimized before exporting it to EasySIGN.

Bitmap software

If you use "Compatibility" with for example Photoshop™ or Corel PhotoPAINT™ a copy of the active bitmap will be optimized before exporting it to EasySIGN.

Settings in CorelDRAW™

If you have installed CorelDRAW™, and have never used the export function to the Adobe Illustrator (.AI) format before, you have to do this one time manually to initialize the CorelDRAW™ export filters. The location where you export to or what is on the worksheet is of no importance. You only have to do this once.

General limitations

Never use more than one instance of a supported program at the same time. So if you have for example two instances of CorelDRAW™ 10 open, there is no guarantee that "Compatibility" will work.

Limitation for Adobe™ products

You can not have two different versions of the same product running simultaneously. You can not, for example, have Illustrator™ 9 and Illustrator™ 10 running at the same time when using "Compatibility" for these products.

Engraving/Routing

General

The EasySIGN routing module is a product which contains all 2.5D working methods. With plotting there is only 2 dimensional information, where as with 2.5D the depth is added. 2.5D is a very broad understanding, it can be used for engraving, routing or even a special application. So what are all these terms exactly?

Engraving

The cutting of text and logo's from a material. Mostly these cuts are not very deep and surely not through the material. Many engraving materials have a top layer of a different color which after cutting will show the layer below. Some examples are nametags and type tags.

Routing

With routing you will cut trough the material. Also the partial removing of a material is routing.

When we have a curve object, this object will have enough information to be used as a plot object. For engraving we will need more information. This extra information is called a "Production style". You can link this production style to any vector object. Within this production style is contained, the fill style, the depth the speed etc. For routing, extra information is necessary too, do you want to route the inside, the outside, the speed etc. This information is contained in the production style too.

Apply a production style

A production style can be assigned to an object in two different ways, manually and trough a Wizard.

Manual production style

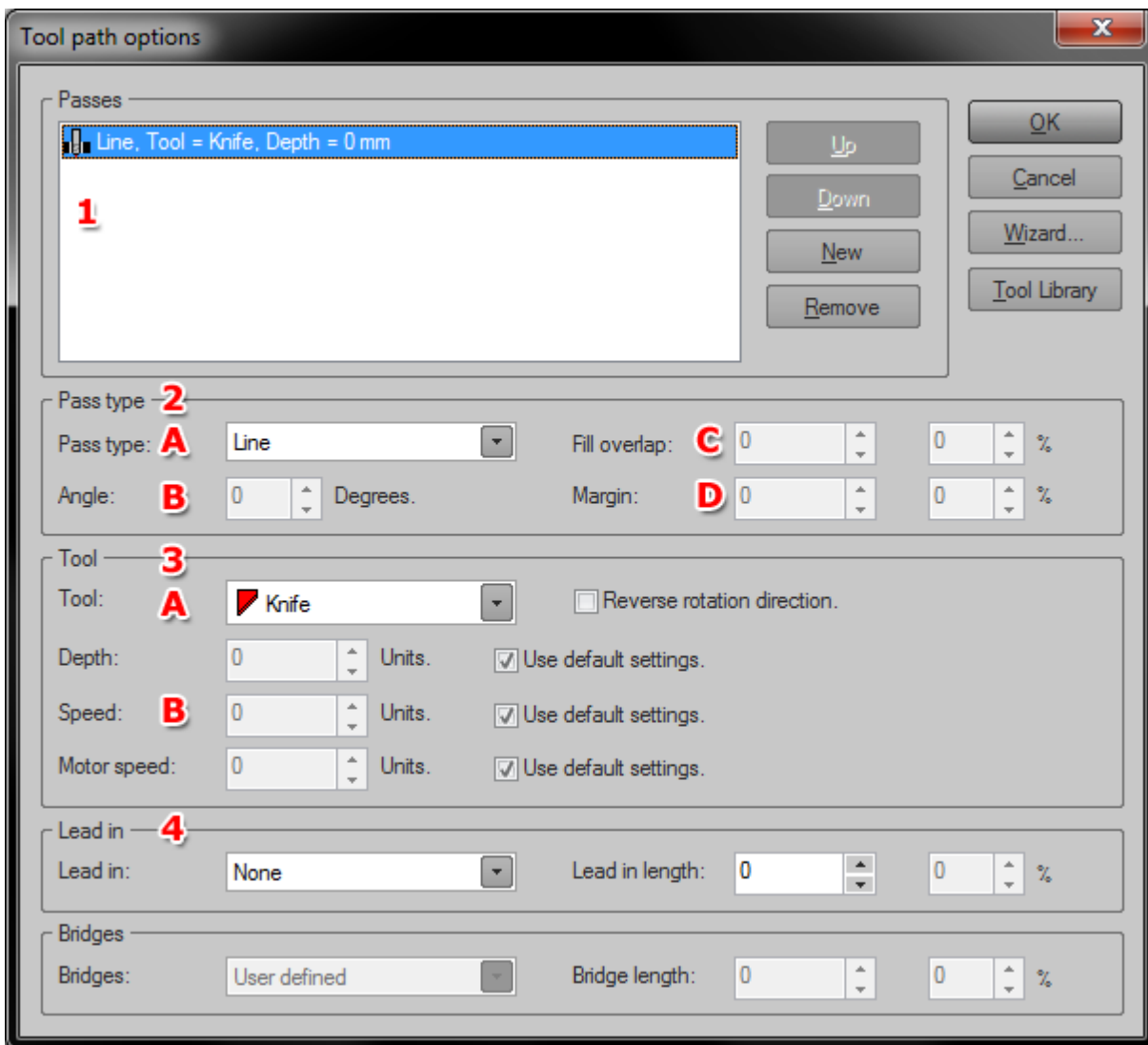
Select a vector object (this can also be a text object) and select the production style icon.



The following fly-out will become visible.



Select the first option(1).



1 Passes

Every production style consist of one or more passes. In many cases just one pass is enough, but with very thick materials more passes are needed. The different passes are shown in (1). After selecting one of these passes the rest of the dialog will show the settings for the selected item.

2 Pass type

A Pass type

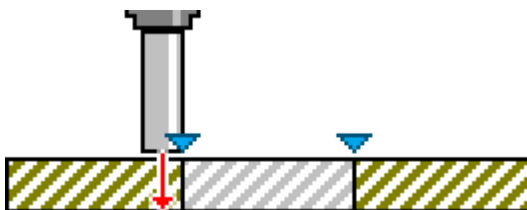
This will determine the type of pass. Every type has a specific purpose, with these settings you determine what will be done with the shape.

Line

A line pass will follow the original object's outlines.

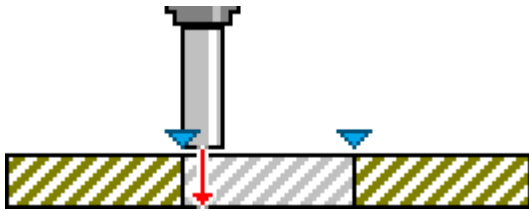
Male

This pass will run on the outside of a shape, the actual drawn shape will be the result.



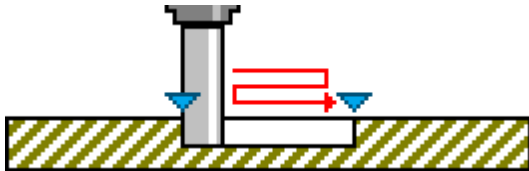
Female

This pass will run on the inside of a shape, the actual shape will be removed from the material.



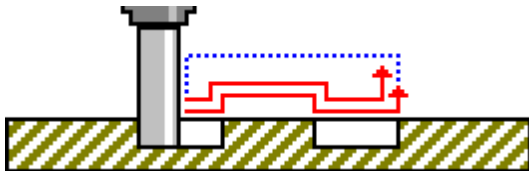
S Fill

The pass will remove the inside of a shape and will follow an "S" shape path through the material. The shape will only be removed from the material to a certain depth.



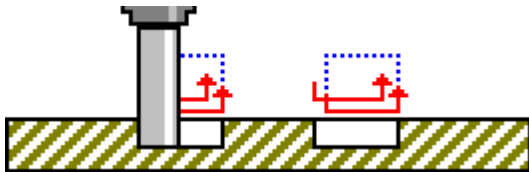
Line fill

A shape will be filled with a set of straight lines, suited for laser and other ways where heat could cause a problem.



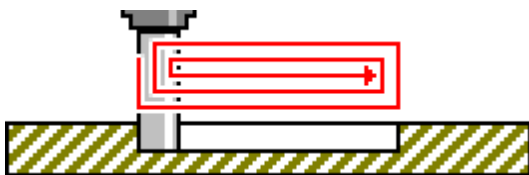
Line fill, sorted

Same as "Line fill", but now the tool will choose the shortest path to follow.



Island fill

The complete interior of a shape will be removed via a path which runs in concentric circles from the outside to the center of the shape.



B **Angle**

The angle of the fill lines.

C **Fill overlap**

The size of the overlap in which sequential lines cover each other.

D **Margin**

The distance from the outside of a fill to the inside of a shape.

3 **Tool**

A *Tool*

A tool from the library which is used to make this pass.

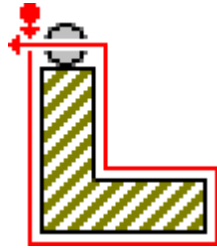
B *Depth, speed and motor speed*

These settings are normally done in the device settings. Here these general settings can be overwritten per shape. Use this only when a shape derives from the default settings.

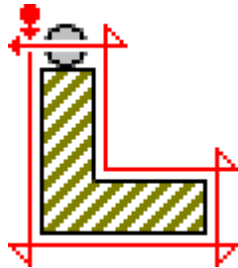
4 **Lead in**

Lead in

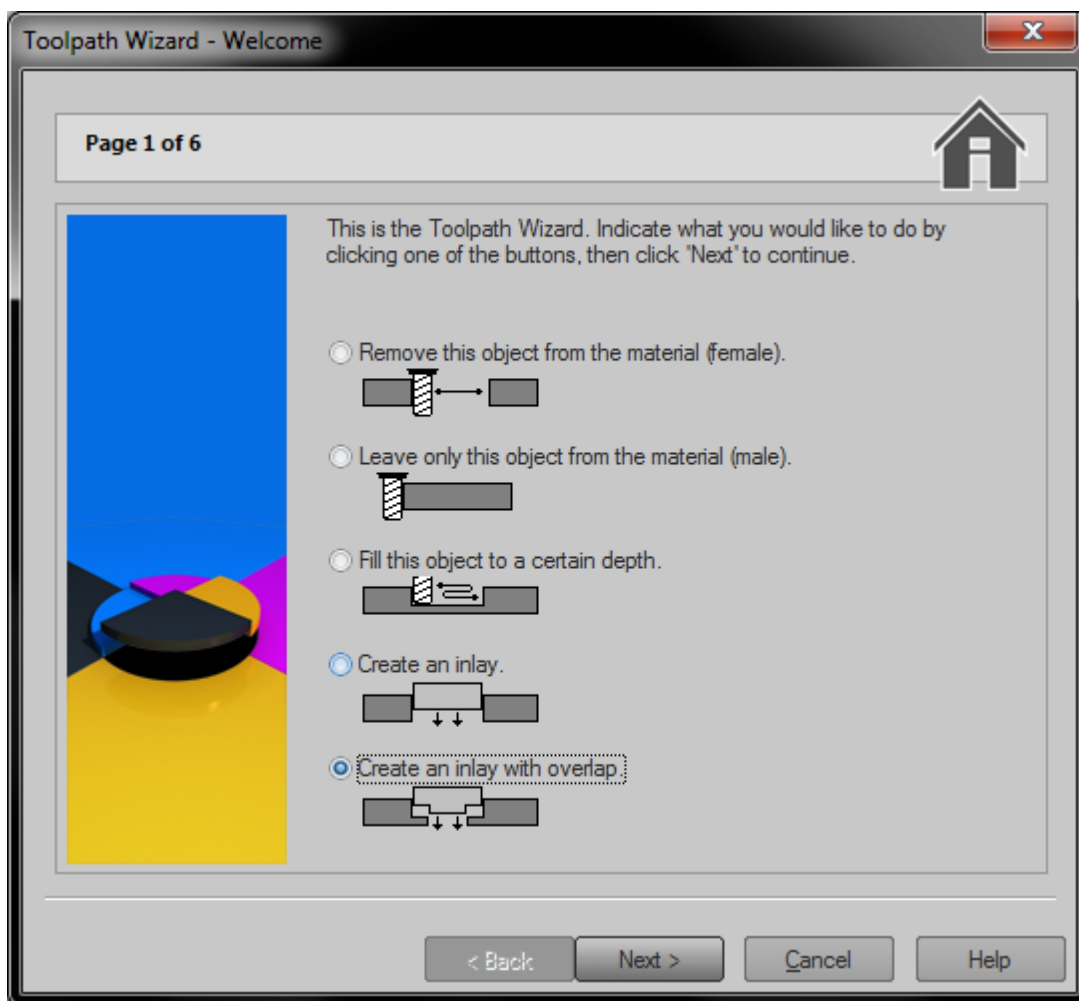
When a shape is being routed it is sometimes not desirable to decent a tool exactly on the corner of a shape. This could cause small dents in the result. "Lead in" prevents this by starting the pass on a safe place within or outside the shape and then move towards the beginning.



This option can also be used with soft materials. By setting the "Lead in" to "Where possible" you prevent dents on the spots where the tool slows down.

**Production style trough the Wizard**

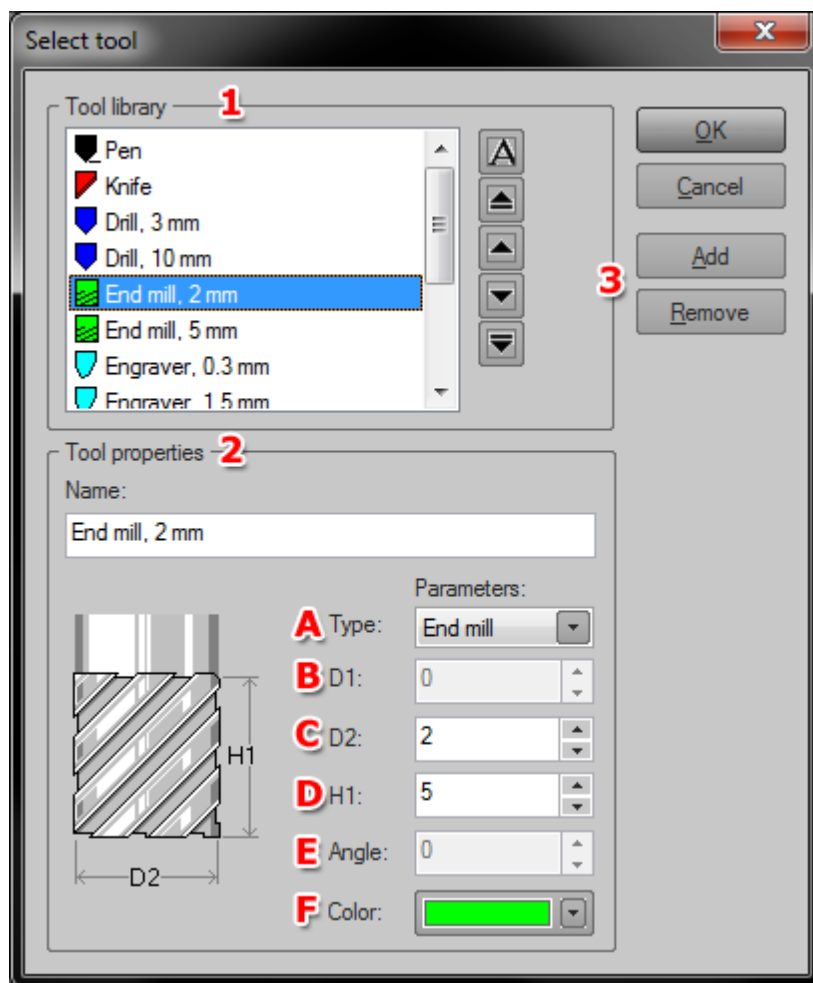
The tool path Wizard is an aid to apply a complicated tool pad. A number of frequently used possibilities with tool paths are implemented in this Wizard. This Wizard can be started trough the toolbar or from within the dialog for the tool path options.



The Wizard will ask you what you want to do, this is accompanied by explaining illustrations. Answer these questions and press "Next" until you reach the button with "Apply". When you started the Wizard from the toolbar the tool path will be applied to the selected object. When you started the Wizard from the dialog for the tool path options the tool path will be added tot the list in this dialog.

Tool library

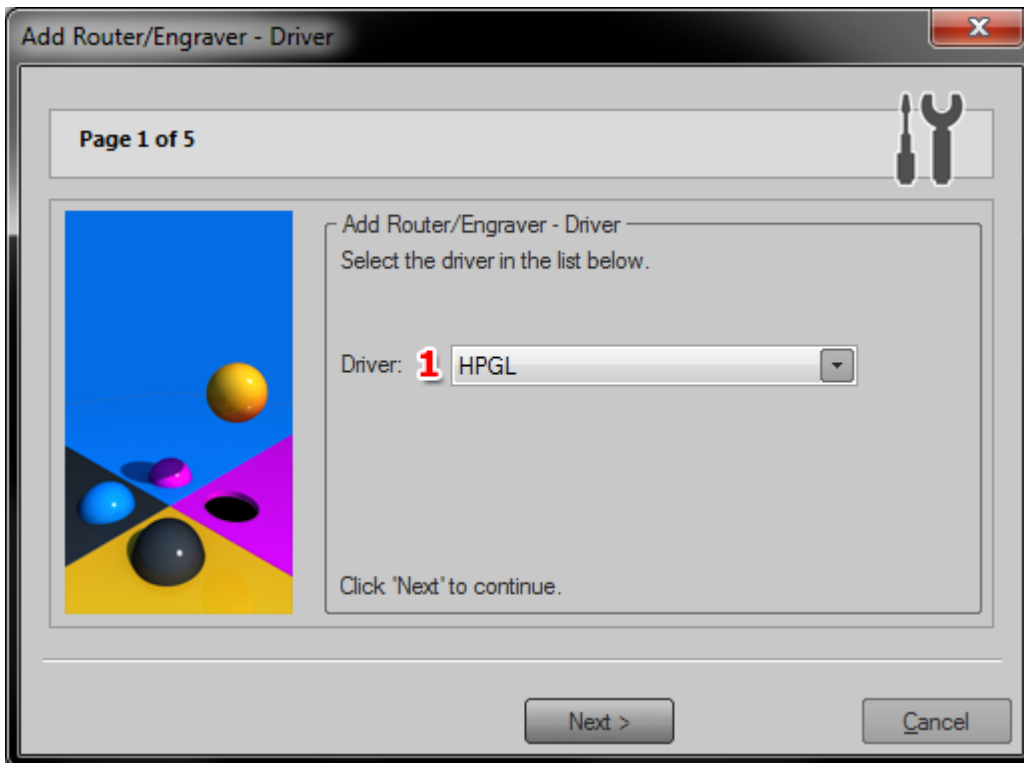
Trough this dialog you can define your own tools. Select the menu 'File, Tool library'.



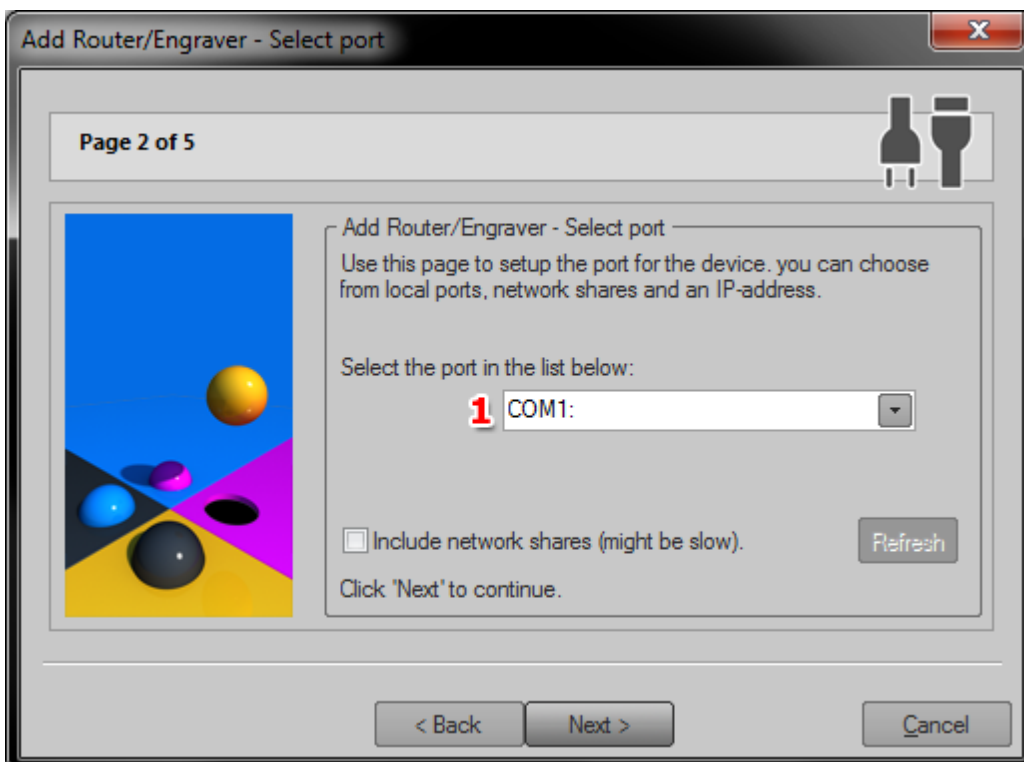
- 1 Tool library
Here you will find all the tools present. If you select one of them you can change it's settings under "Tool properties" (2).
- 2 Tool properties
 - A Width at the end of the shaft of the tool. When the shaft has the same width over the complete length this option is disabled.
 - B Width at the point of the tool.
 - C Maximum depth the tool can descent into the material.
 - D The angle of the tool point.
 - E Here you can assign a color to the tool. The color of the tool will be shown in the worksheet to distinguish between the different tools.
- 3 Here you can add or delete a tool from the library.

Add an Engraver/Router

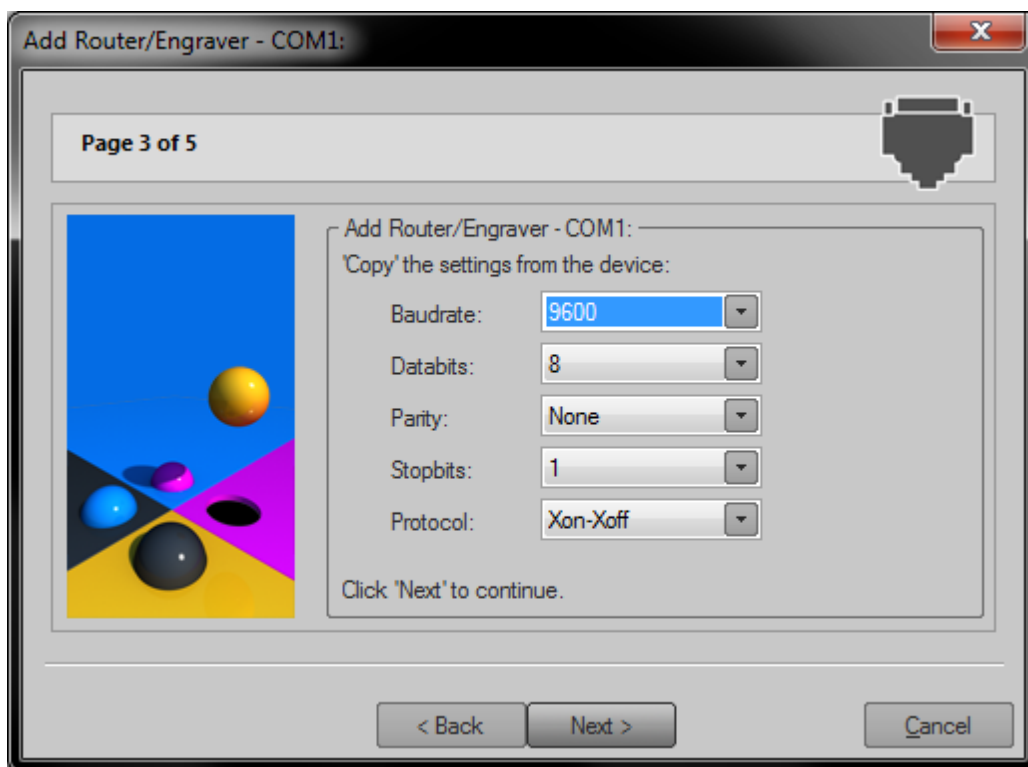
To add an Engraver/Router select the menu 'File > Device Setup > 'Add Router Wizard...'.



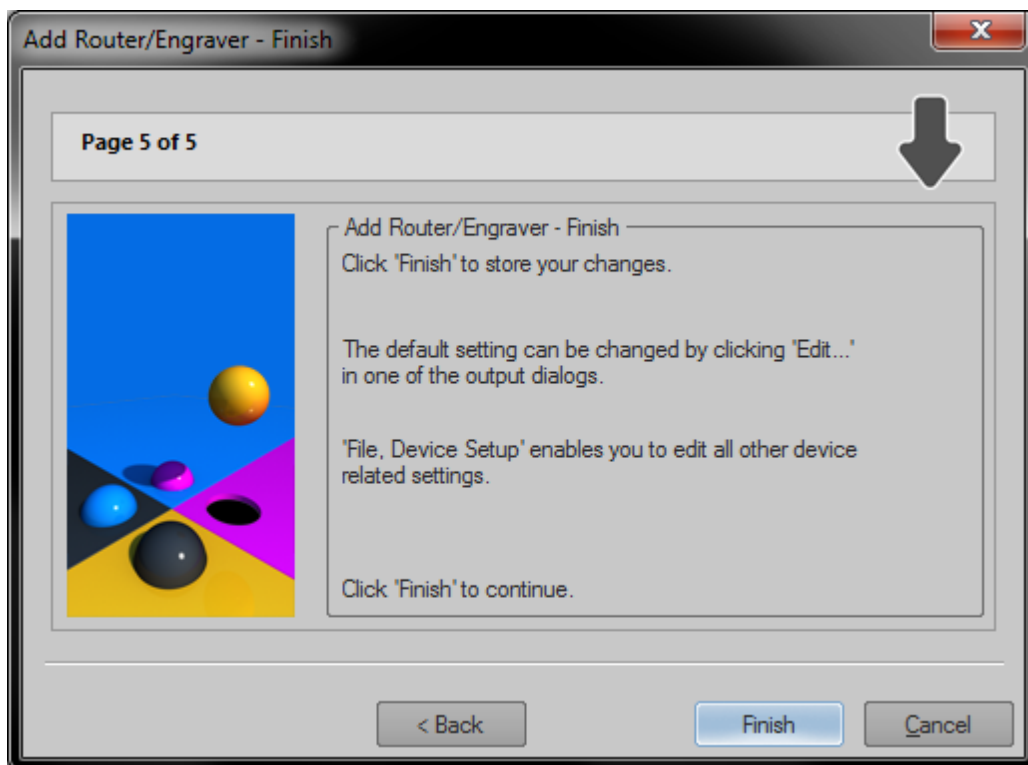
Select from the dropdown for drivers (1) the desired device. Click 'Next'.



Select from the dropdown for Ports (1) the Port your device has been connected to. Click 'Next'.



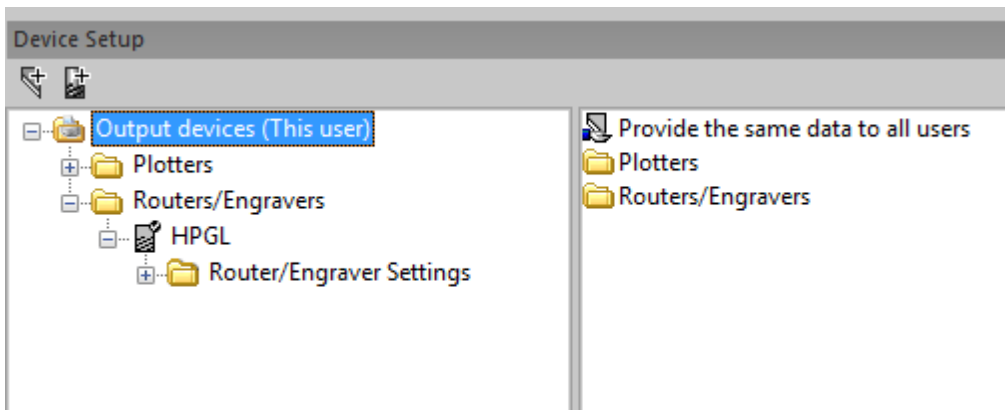
How this page will look depends on the selected Port from the previous page. On this page make your settings according the manual supplied with your device.



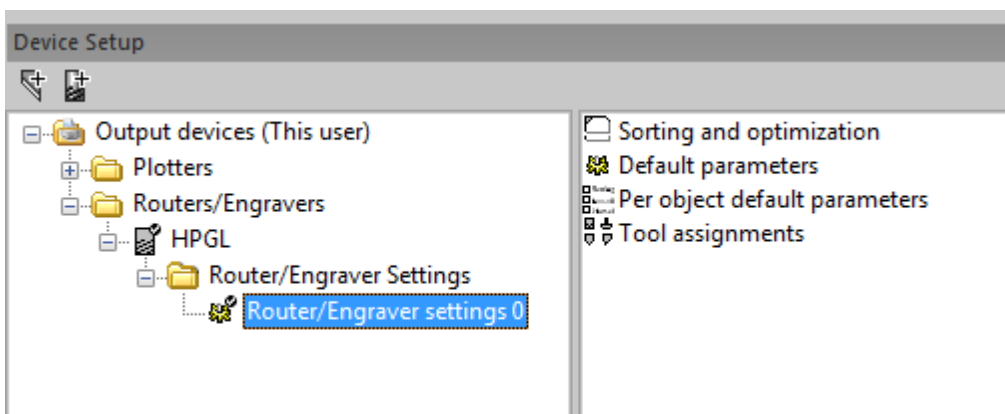
To finish the installation of your device, click 'Finish'.

Device setup

Select the menu 'File > Device Setup > Open...'. The following Window will become visible.

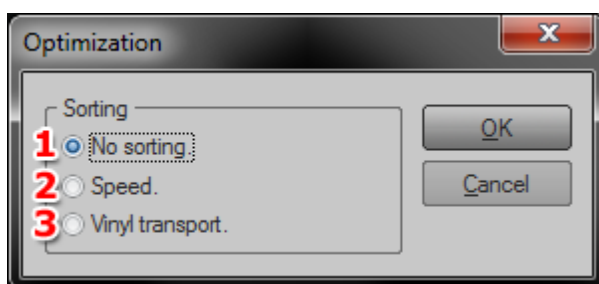


On the left open the folder 'Router/Engraver Settings' and click on 'Router/Engraver Setting 0'. On the right the available Router/Engraver settings will become visible.



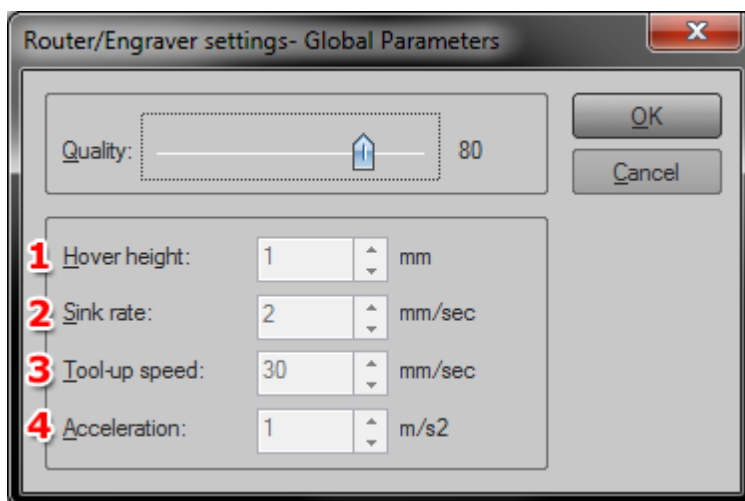
4 icons appear, double clicking an icon will open a settings dialog.

A Sorting and optimization

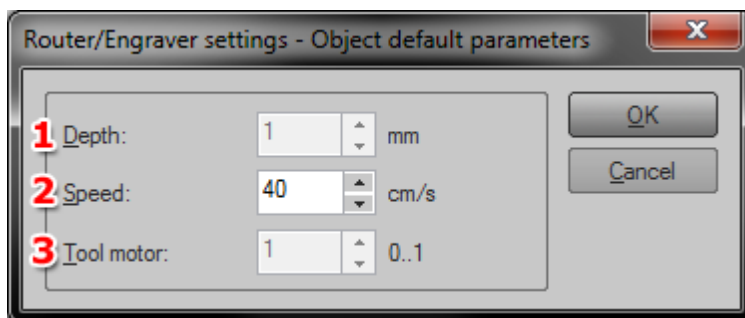


- 1 No sorting
The design will be engraved/routed in the order in which they were drawn.
- 2 Speed
The order of the objects will be adjusted for optimal speed.
- 3 Vinyl transport
The order of the objects will be adjusted for minimal movement in the material direction.

B Default parameters

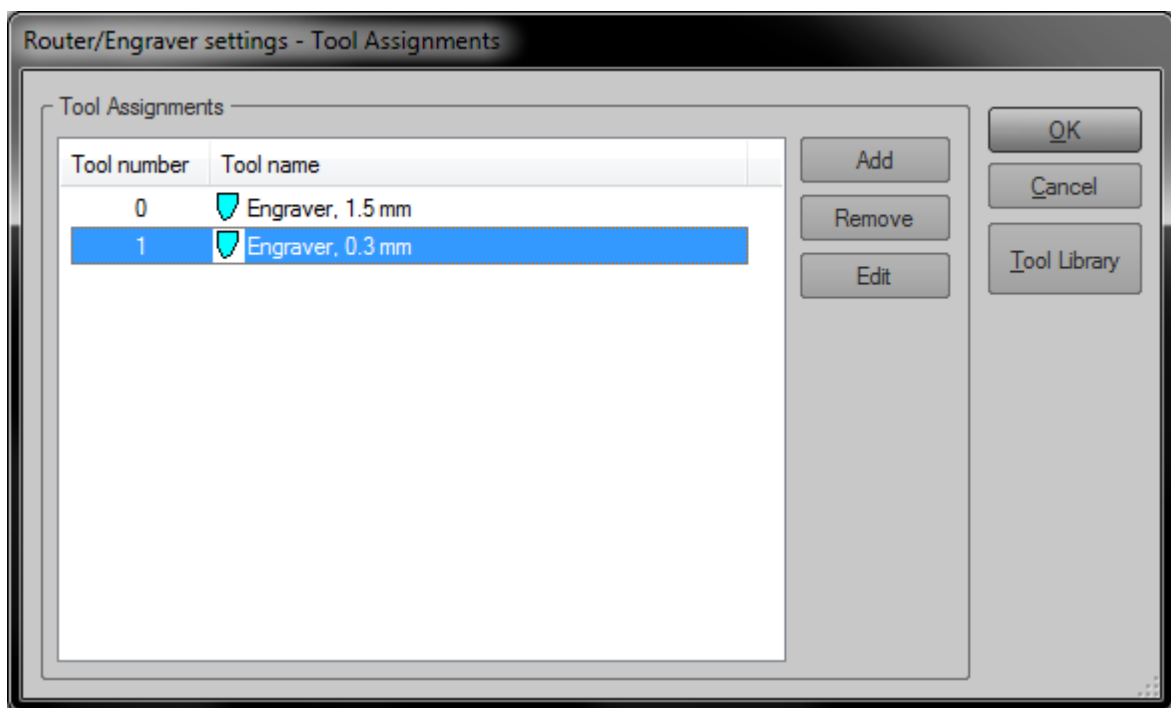


- 1 Hover height
The height above the material with movements of a tool.
 - 2 Sink rate
Speed with which the tool descends in the material.
 - 3 Tool-up speed
Speed when the tool is up (not in the material).
 - 4 Acceleration
Maximum acceleration of the tool, this is important with corners.
- C Per object default parameters



These settings become active when tool paths do not have a setting of their own in the tool path options dialog. When you set the option "Use default settings" to false.

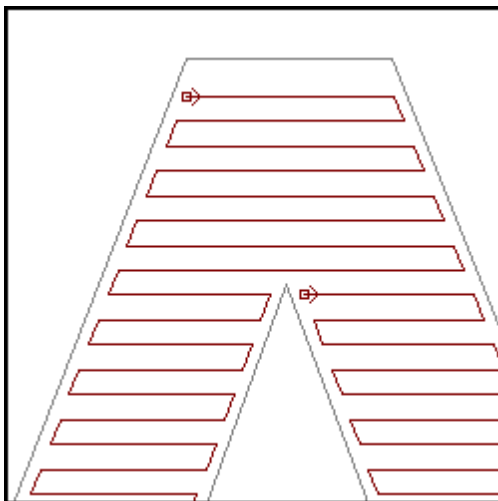
- 1 Depth
Depth of the tool.
 - 2 Speed
Engraving/Routing speed.
 - 3 Tool motor
Revolutions per minute of the tool.
- D Tool assignments



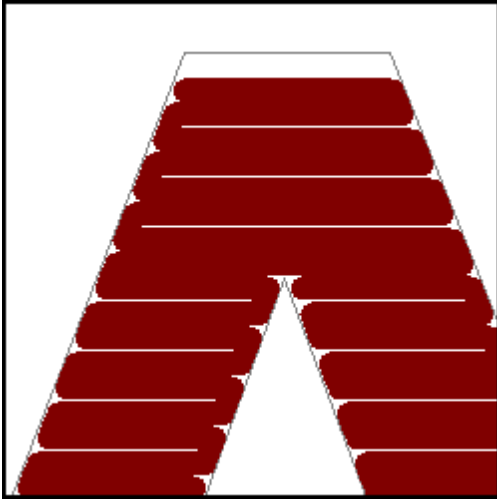
You can set the number and position of a tool, if your machine is equipped with a tool changer. The software will select the correct tool during a job.

Display settings

Specially for engraving and routing, two new display qualities are added.



"View, Quality, Toolpath", this setting shows the tool path and the rotation direction.



"View, Quality, Solid toolpath", this setting shows the tool path and the width of the tool. Here you can check if the tool and fill types are the ones you need for the job.

EasySIGN Print Server

EasySIGN Print Server, before you start

Before you can start printing with the EasySIGN Print Server, either as stand-alone or as a supplement to EasySIGN, you have to make some settings. In the following chapters we will explain what each setting does. Before you read the following chapters, please work through the "Getting Started". As a prerequisite, you have to finish all the steps that are explained in that manual. The "Getting Started" teaches you the basics of the EasySIGN Print Server. Also all the necessary license tickets must have been entered, which is also explained in the "Getting Started".

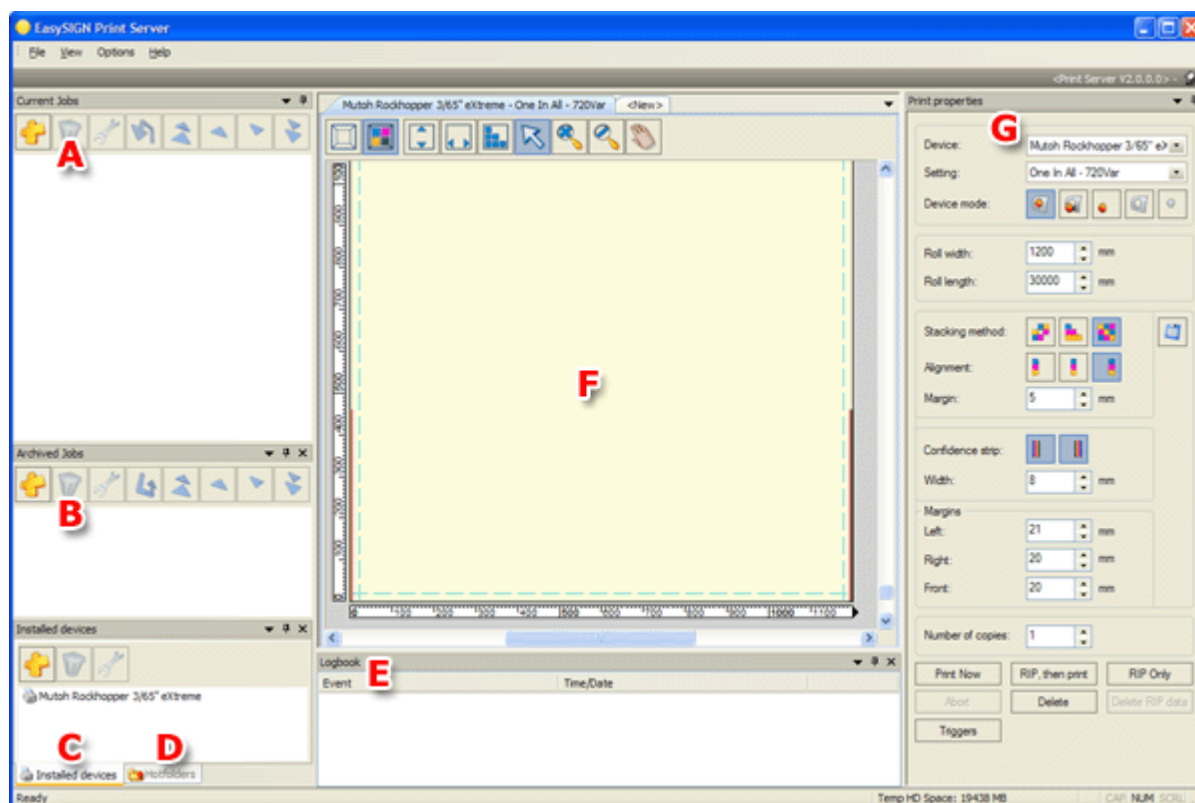
We really can't emphasize enough that you have to finish the "Getting Started" to be able to understand the following chapters. The EasySIGN Print Server is very easy to use, but you will have to gain some basic understanding first.

Note

If you've downloaded this software as a TryBuy, you can also download the "Getting Started" as a PDF file from the download menu of <http://www.easysign.com>.

First use and Main screen

When you start the EasySIGN Print Server for the first time, the main screen will become visible, it will look something like below. It might happen that you get a Wizard that asks you for a ticket. If so, please refer to the "Getting Started" that came with the software.



Also, if you do not have a printer installed yet, a Wizard will come up to guide you through the procedure of installing it. This wizard is described in the getting started and this manual assumes you have already installed a printer.

The components of this main screen are as follows. A more detailed explanation of each window will follow in the next chapter.

Current jobs (A)

In this window all jobs will be placed that have been added, either by using a Hotfolder or by adding it manually. The list will show a small preview for every job, as well as its name and some extra information. From this list, jobs can be edited as well as dragged and positioned onto the prints.

Archived Jobs (B)

Once a job has been printed, it will be moved automatically to the archived jobs. This list behaves similarly to the 'current jobs' list, so you can place jobs, edited them and remove them. Only the name of the list, 'Archived jobs' signifies that the jobs have been printed already.

Installed Devices (C)

In this list, all installed printers will be shown, and you can edit every detail. A printer that is busy will shown a red line through it, which means that the device cannot be edited at that moment.

Hotfolders (D)

A Hotfolder is a directory that is monitored by the software for files to be printed. By moving a file directly into this directory, a new job will be created along with some default settings.

Logbook (E)

In the logbook, all significant events that occur in the print server will be shown, like starting and finishing a print, and any error messages that might occur. The logbook has the option of being e-mailed to any mail account, enabling you to monitor the progress from a remote location.

Print preview (F)

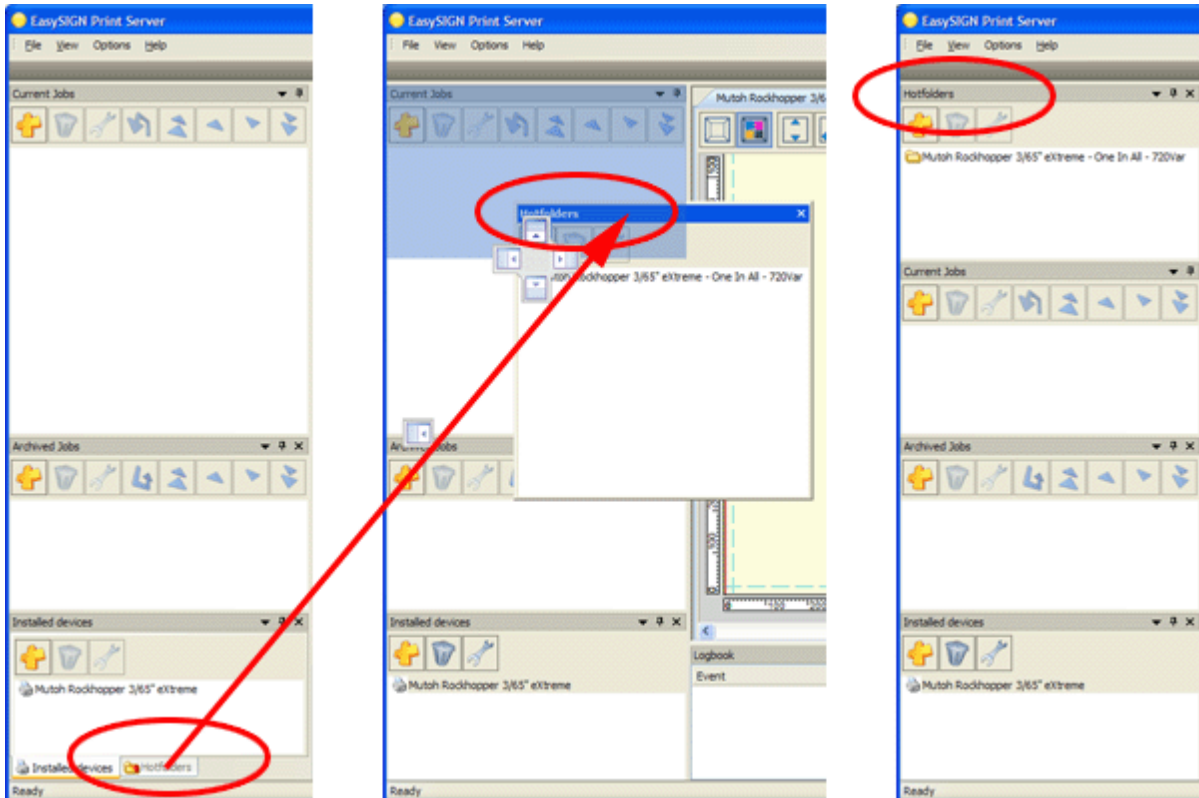
The most important part of the print server is the print preview which occupies the middle of the screen by default. This preview shows an empty roll of material, ready for placement of jobs.

Print Properties (G)

This is where most of the interaction with the print server takes place. Here you will set the width and height of the material, the stacking, start the print etc.

User interface

The user interface and placement of any window is customisable. Any window can be docked almost anywhere, simply by clicking on its name, and dragging it to the desired position. By double-clicking on a docked window, it will be floated above other windows. To dock a floating window, simply drag its title bar to another position. The window placement will be shown by a blue, semitransparent box, and if it is to your liking, just release the mouse button to dock the window.



Any Window can have the following situation:

Floating

The window is positioned over other windows, obscuring the underlying interface. Double click the title of any window to float it.

Docked

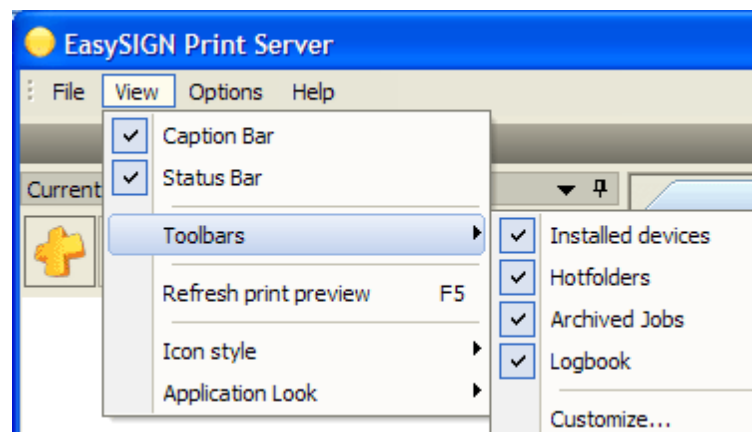
The window is positioned next to other windows. Drag any window by its title bar to position it, a blue transparent box will show where it will be docked.

Auto Hide

The window will be shown by a tab with its name on the left side of the main window. By hovering the mouse over this tab, the window will be shown. To use this feature, click the pin symbol in the title bar.

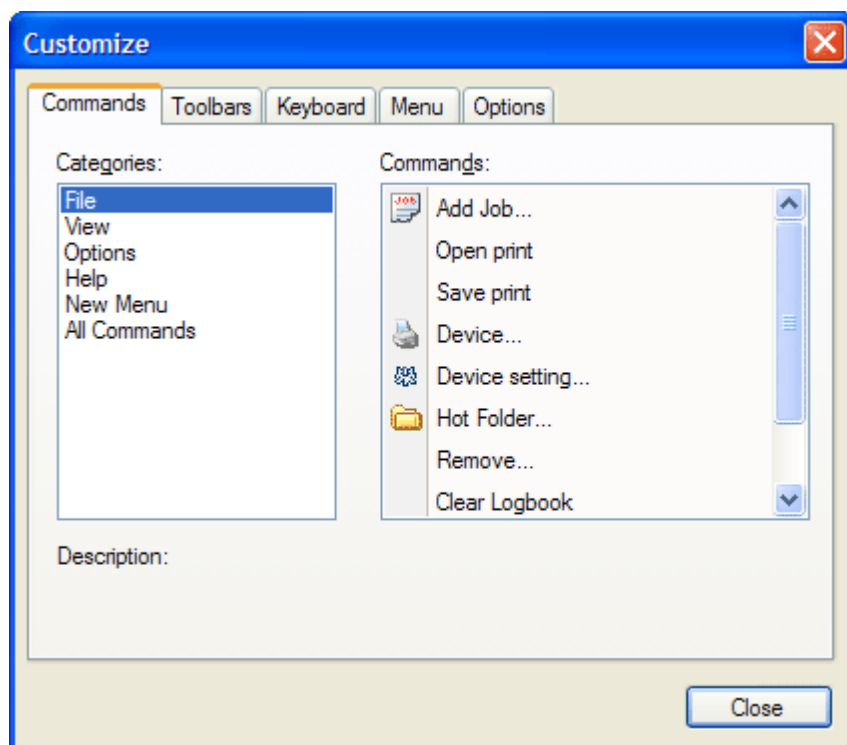
Hide

A window can be closed by clicking the cross in its title bar. To re-enable it, use the main menu "View > Toolbars" to re-check the menu item.



It is also possible to change the entire look and feel of the windows in the print server. To do this, use the main menu command "View > Icon style" and "View > Application look".

And if this does not provide you with enough customization options, you can now also customize the main menu and toolbars. To do this, right-click the area to the right of the menu, and choose 'Customize...'. The following dialog will appear:



Through the tabs in this menu you can customize all menus and toolbars, or even create new ones to your liking. This manual will not describe every option in detail, feel free to experiment until the interface is to your liking. Most tabs have a 'reset all' button that will restore the original situation.

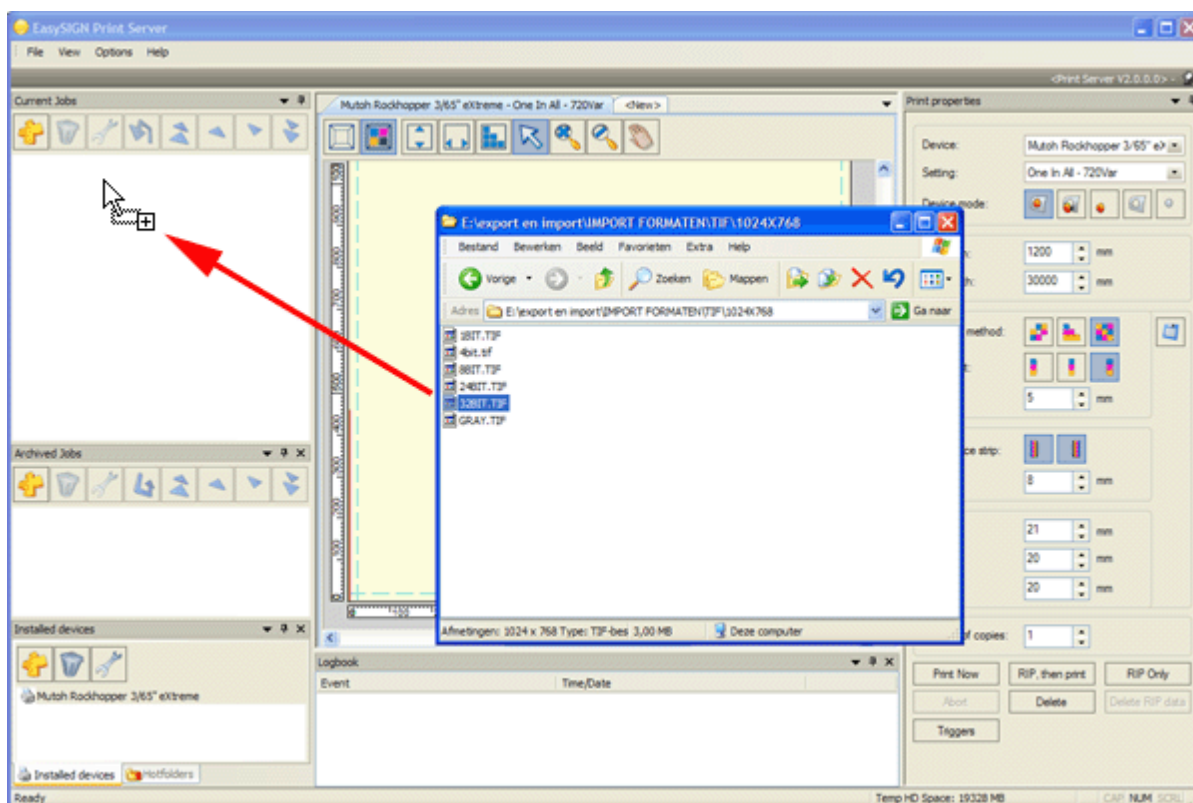
Working with jobs

The first thing to do when printing something is to add jobs. A job is a single file, like a PDF, JPEG or TIFF file. It has many properties, which we will discuss in this chapter.

Adding a job

A job can be added in three different ways: by dragging it onto the job list, through the menu item "File > Add job", or through a hot folder. Hotfolders will be discussed later on, in a separate chapter.

To drag a file from the Windows explorer to the print server, simply drag and drop it onto the 'job list' or 'Archived job list', like shown here:



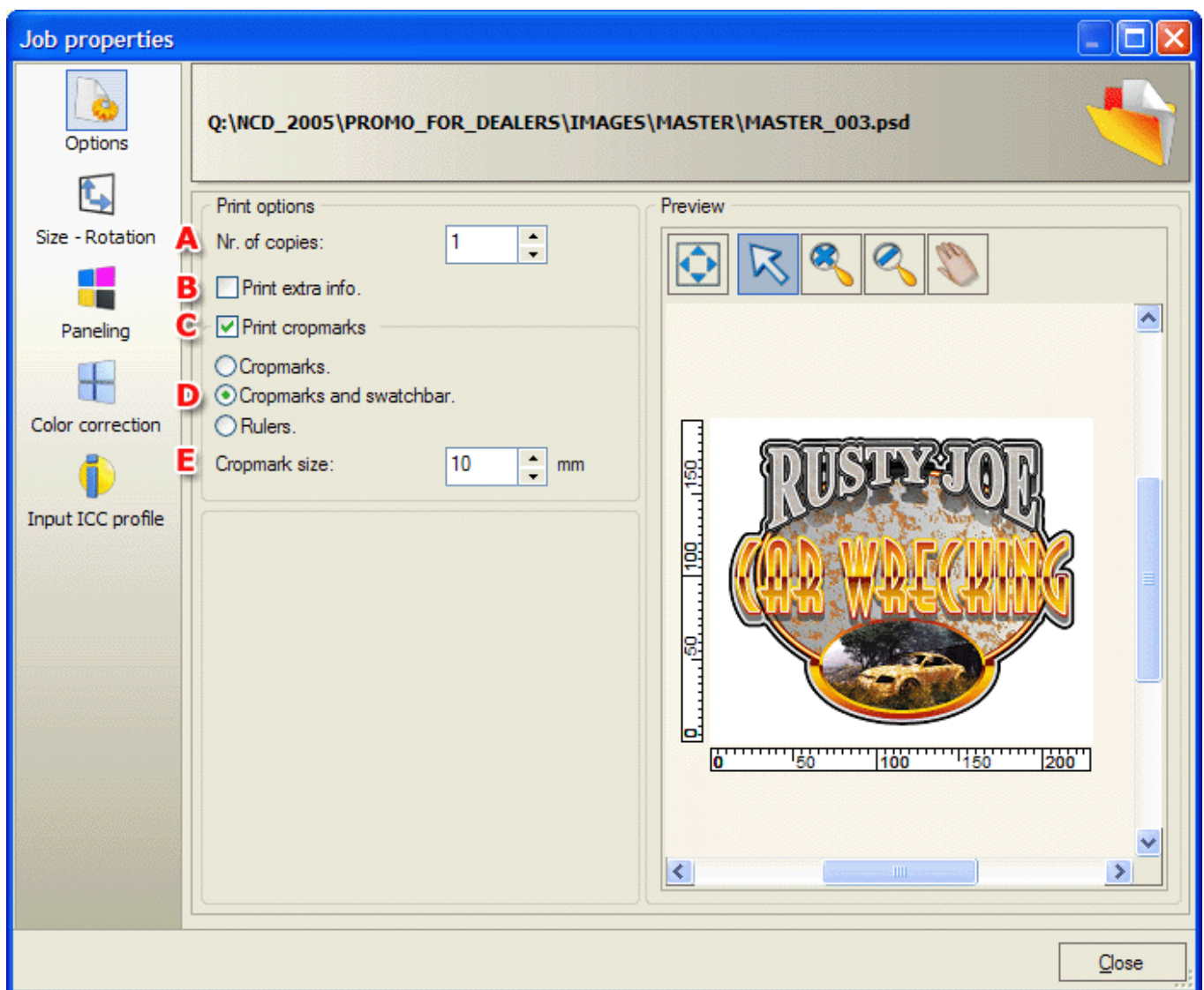
Or, click the main menu and go to "File > Add Job". Then, browse to the file you want to print and click it.

After a file has been added, a job will appear for it in the job list. The print server will then start to create a preview for it, and collect some information like the size of the job and the number of pages. It might be that the job does not display a preview right away, as this process takes some time on larger jobs. During previewing, the job cannot be edited, so please be patient.

After a while, the job will show 'ready for printing', and it will then be editable. To edit the job double-click it, or click the edit icon.

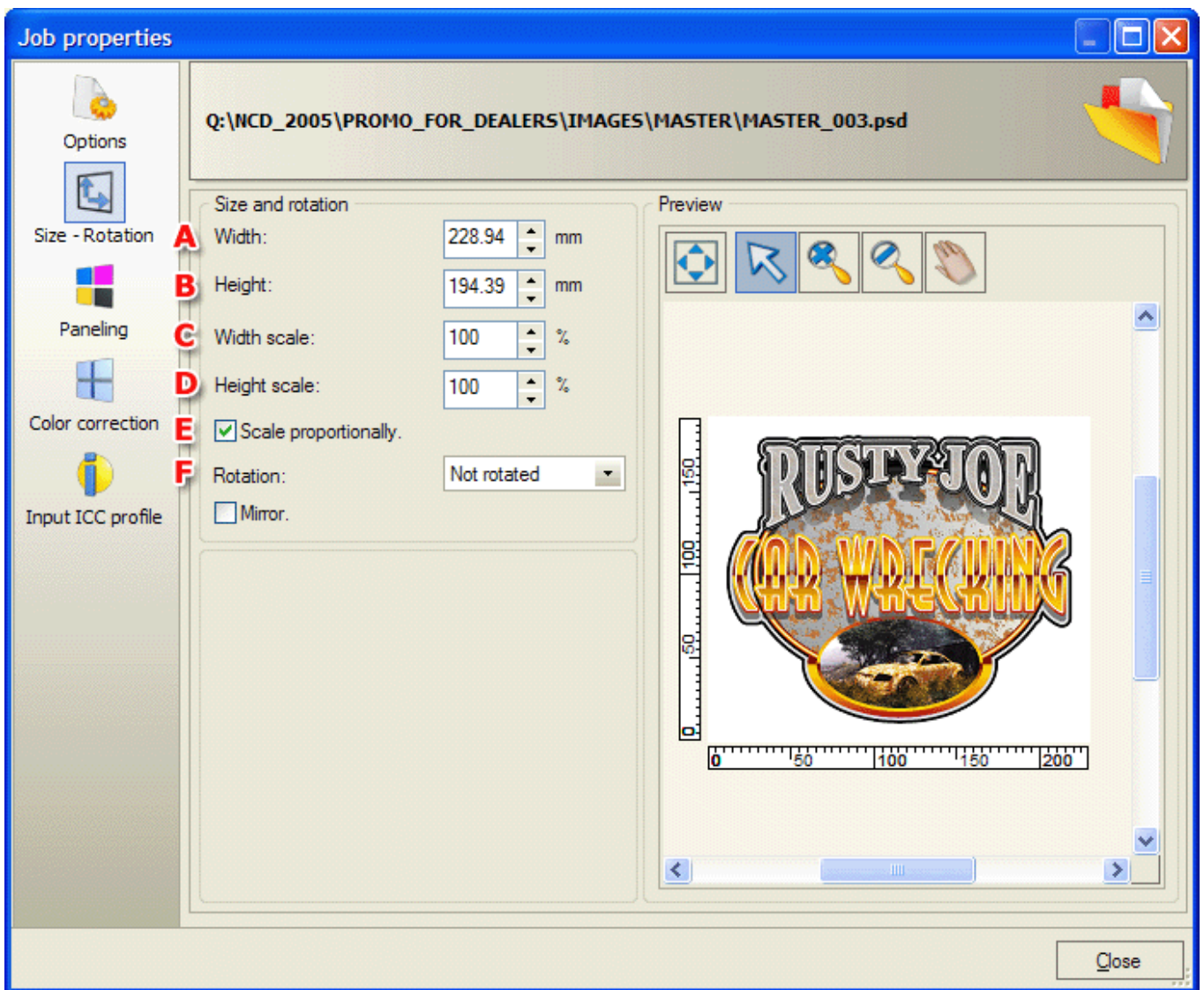


which will show the following dialog:



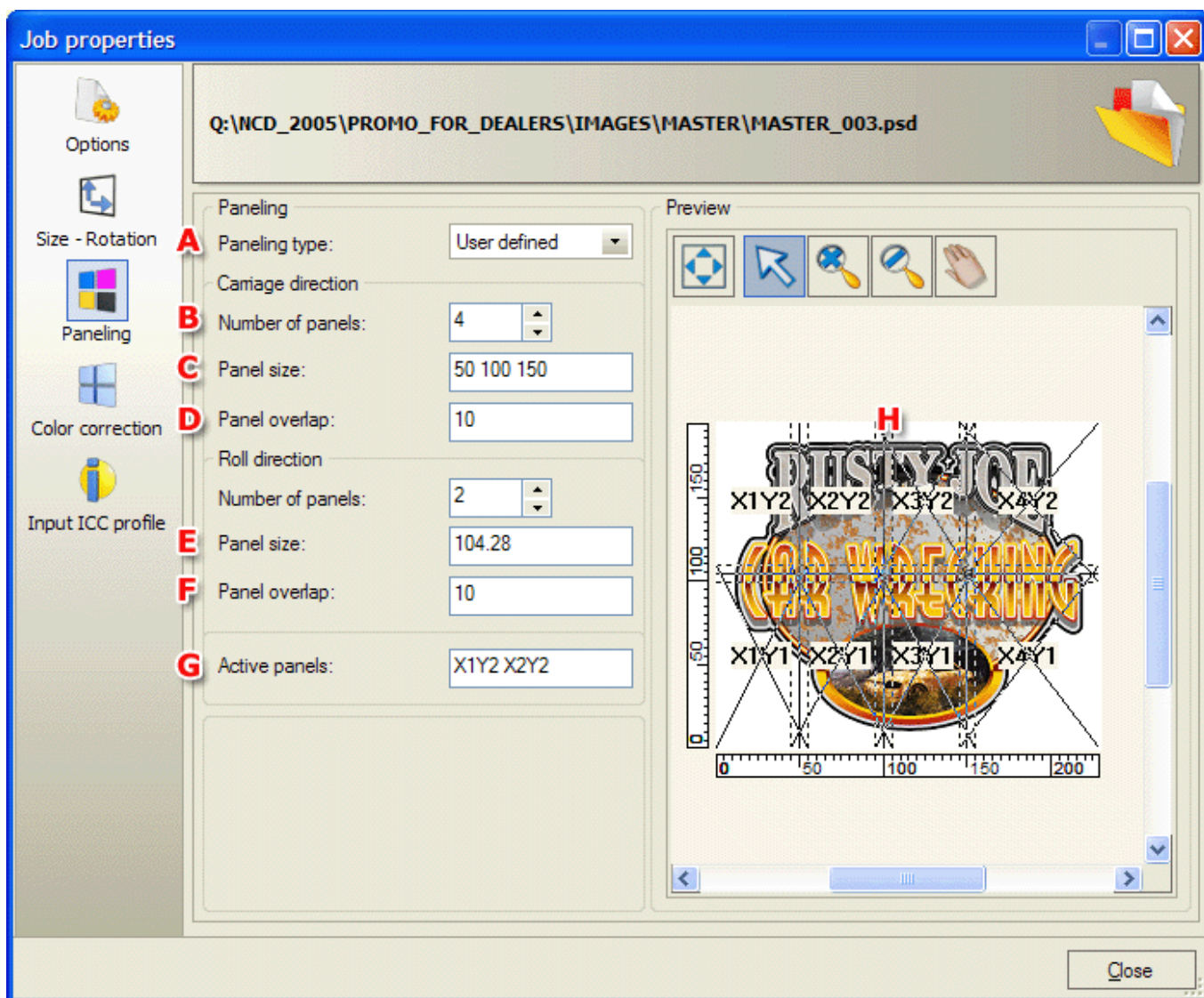
Options

- A Nr of copies**
How many times the current job should be repeated on the print.
- B Print extra info**
Select yes if you want extra info on the final print. This prints the setting, device, etc. at the bottom of the print.
- C Print cropmarks**
Selecting Yes enables cropmarks on the final print.
- D Cropmark type**
Choose from 'cropmarks', 'cropmarks and swatch bar', or 'Rulers'. If you are using paneling, you should select 'Rulers', which will help you align the panels.
- E Cropmark size**
The size, around the print, of the printed cropmarks.



Size - Rotation

- A Width**
The width of the current job in units. To change, type a number or use the spin buttons.
- B Height**
The height of the job in the currently active units.
- C Width scale**
The current width as a percentage of the original file size.
- D Height scale**
The current height as a percentage of the original file size.
- E Scale proportionally**
When ticked, the width and height of the job change proportionally.
- F Rotation**
Select the desired rotation in 90 degree steps from the combo box.
- E Cropmark size**
The size, around the print, of the printed cropmarks.



Paneling

A Paneling type

You can choose between 'None' and 'User defined', User defined switches the paneling to on.

B Number of panels

By changing this number, the job will automatically be divided in the specified number of panels.

C Carriage Panel size

Vertical panel line(s) in the preview. Type the positions where you want the panel lines to appear, for example '50 100 150'.

D Carriage panel overlap

The overlap of the panels, these can also be negative. You can enter one value, which sets the overlap for all panels, or multiple values if you want different overlaps. If you enter nothing or '0' there will be no overlap.

E Roll Panel Size

The position(s) of the panel lines in the roll direction.

F Roll panel overlap

The overlap of the panels in the roll direction.

G Active panels

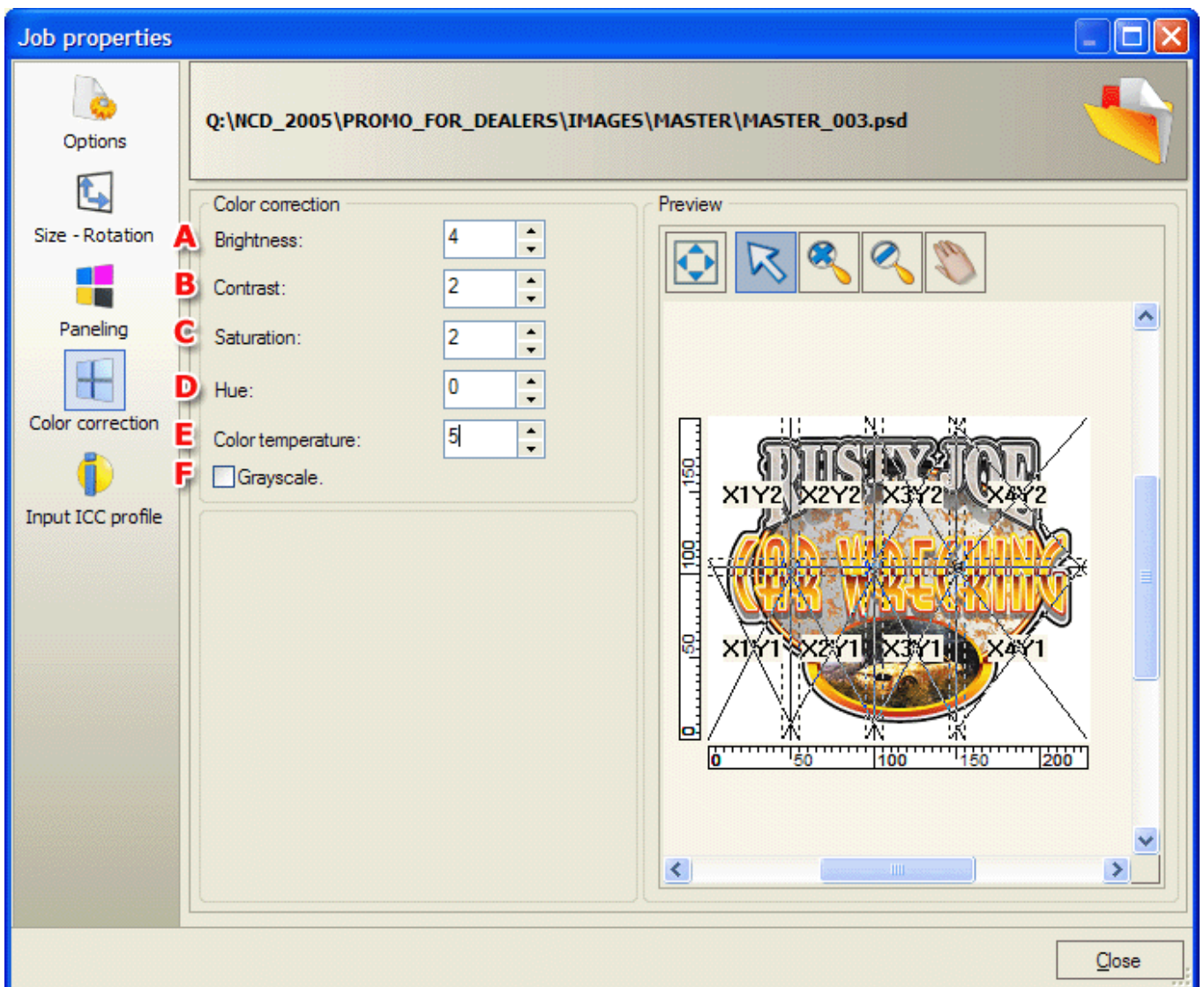
If empty all the panels will be printed. When you enter one or more panel numbers separate by a white space only these panels will be printed.

H Paneling In the preview window

You can manually add or remove panels by pressing the right mouse button in the preview window and selecting a horizontal or vertical panel line from the menu. A double click will add a carriage panel line, if you hold down the SHIFT key before double clicking, a roll panel will be added.

E Cropmark size

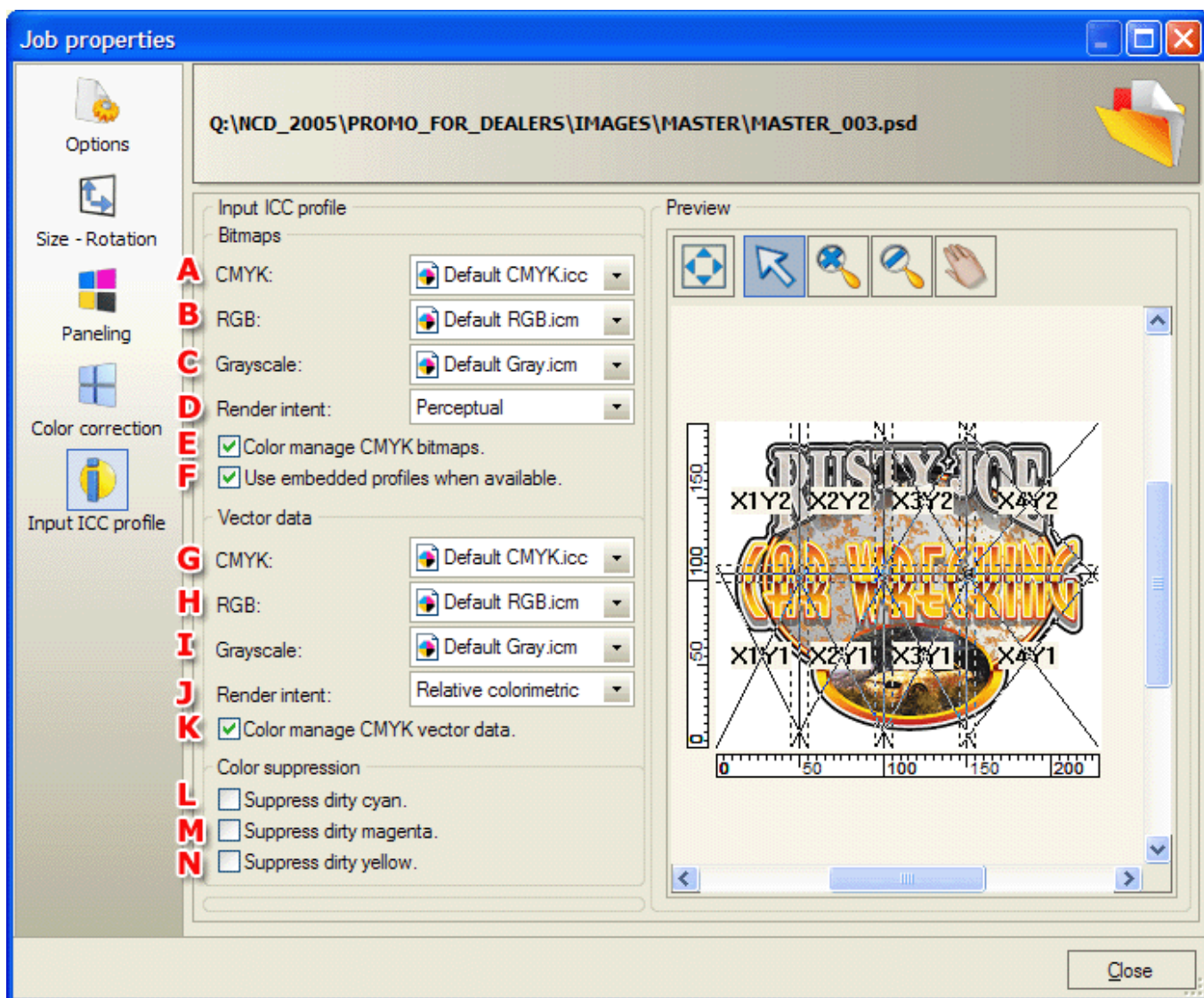
The size, around the print, of the printed cropmarks.



Color correction

All the different color corrections will be applied on top of the color management. As with all settings, you can see the result in the preview window. This might take a few seconds, especially when the job file is large.

- A Brightness**
The brightness of the job, ranges from -100 to +100.
- B Contrast**
The contrast of the job, ranges from -100 to +100.
- C Saturation**
The saturation of the job, ranges from -100 (no color at all) to +100 (very bright color).
- D Hue**
The hue (color shift) of the job, ranges from -180 to +180.
- E Color temperature**
The temperature ('warmth') of the job, ranges from -4000K (very warm) to +4000K (very cold).
- F Grayscale**
Tick this box if you want the entire job to output in grayscale.
- E Cropmark size**
The size, around the print, of the printed cropmarks.



Input ICC profile

The following settings are color management related, and this manual is not intended as a complete guide. For a more complete explanation of color management, see also the document "Calibration training".

A CMYK bitmap input profile

A combo box from which you can select the desired input profile for CMYK bitmaps. All profiles on your system, including the profiles from the EasySIGN "Shared" directory, are listed here.

B RGB bitmap input profile

A combo box from which you can select the desired input profile for RGB bitmaps.

C Grayscale bitmap input profile

A combo box from which you can select the desired input profile for Grayscale bitmaps.

D Bitmap render intent

The render intent for bitmaps. You can choose from the following:

Perceptual

All colors in a device's gamut will be scaled to the output gamut, keeping the relation between the colors intact. This method is recommended for reproducing scanned or imported bitmaps.

Relative colorimetric

This method will leave colors that fit into both gamut's intact. Colors outside of the gamut of the output device will be adjusted to fit, preserving brightness and color at the expense of saturation. This method is preferred if accurate color representation is necessary, for example when printing spot colors.

Saturation

Scales the source gamut to the destination gamut but preserves relative saturation instead of hue, so when scaling to a smaller gamut, hues may shift. This rendering intent is primarily designed for business graphics, where bright saturated colors are more important than the exact relationship between colors.

Absolute colorimetric

Absolute colorimetric rendering reproduces in-gamut colors exactly, and clips out-of-gamut colors to the nearest reproducible hue, sacrificing saturation and possibly lightness. This method also takes the color of the paper into account when printing.

E Color manage CMYK bitmaps

Whether or not CMYK bitmaps should be color managed.

F Use embedded profiles when available

Whether or not you want to use the profile that was included in the source file for a job.

G CMYK vector input profile

A combo box from which you can select the desired input profile for CMYK vector data.

H RGB vector input profile

A combo box from which you can select the desired input profile for RGB vector data.

I Grayscale vector input profile

A combo box from which you can select the desired input profile for Grayscale vector data.

J Vector render intent

The render intent for vector data, see the description under "Bitmap render intent" for the available types.

K Color manage CMYK vector

Whether or not CMYK vector data should be color managed.

L Suppress dirty Cyan

If enabled, dirty cyan is suppressed. use this if you want cyan to be printed as cyan, even after color managing.

M Suppress dirty Magenta

If enabled, dirty magenta is suppressed.

N Suppress dirty Yellow

If enabled, dirty yellow is suppressed.

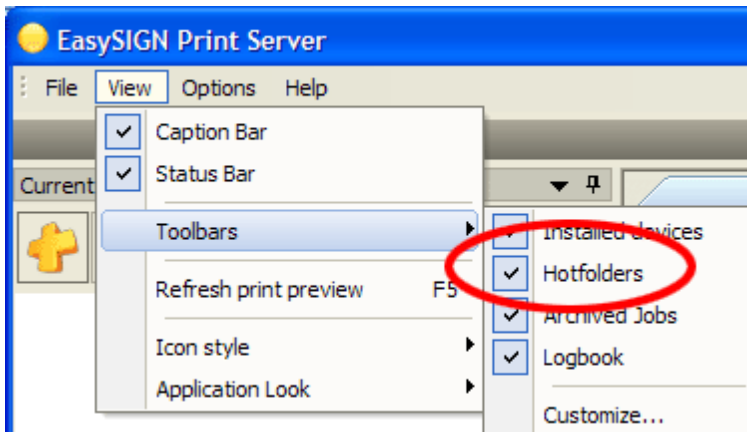
Working with Hotfolders

First of all what is a Hotfolders? A Hotfolder is a directory on your hard disk or network that represents a set of default settings. By copying a job into a Hotfolder, the new job will be set up the same way as the Hotfolder, and then it will be added to the job list, ready for printing. So if want to set up a way to print something that is always mirrored, or at 200% by default, a Hotfolder would be the way to do it.

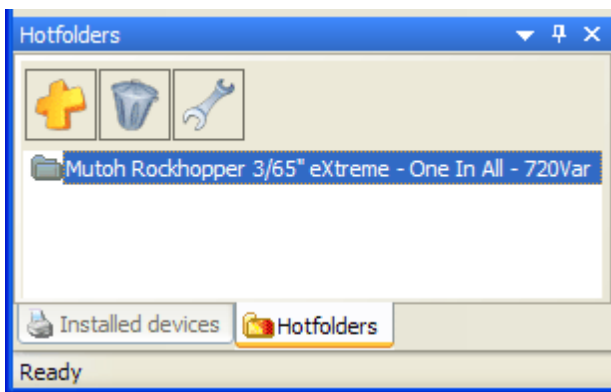
Also, if you want to print something directly from the EasySIGN design software to the Print Server, a Hotfolder is necessary to store the exported print job.

Adding a Hotfolder

To add a Hotfolder, first you have to find the window labeled Hotfolders. If it is not visible, just go to "View > Toolbars" and make sure that 'Hotfolders' is ticked.



The Hotfolders window has the usual three-button icons, to add, remove and edit the Hotfolders that have been set.

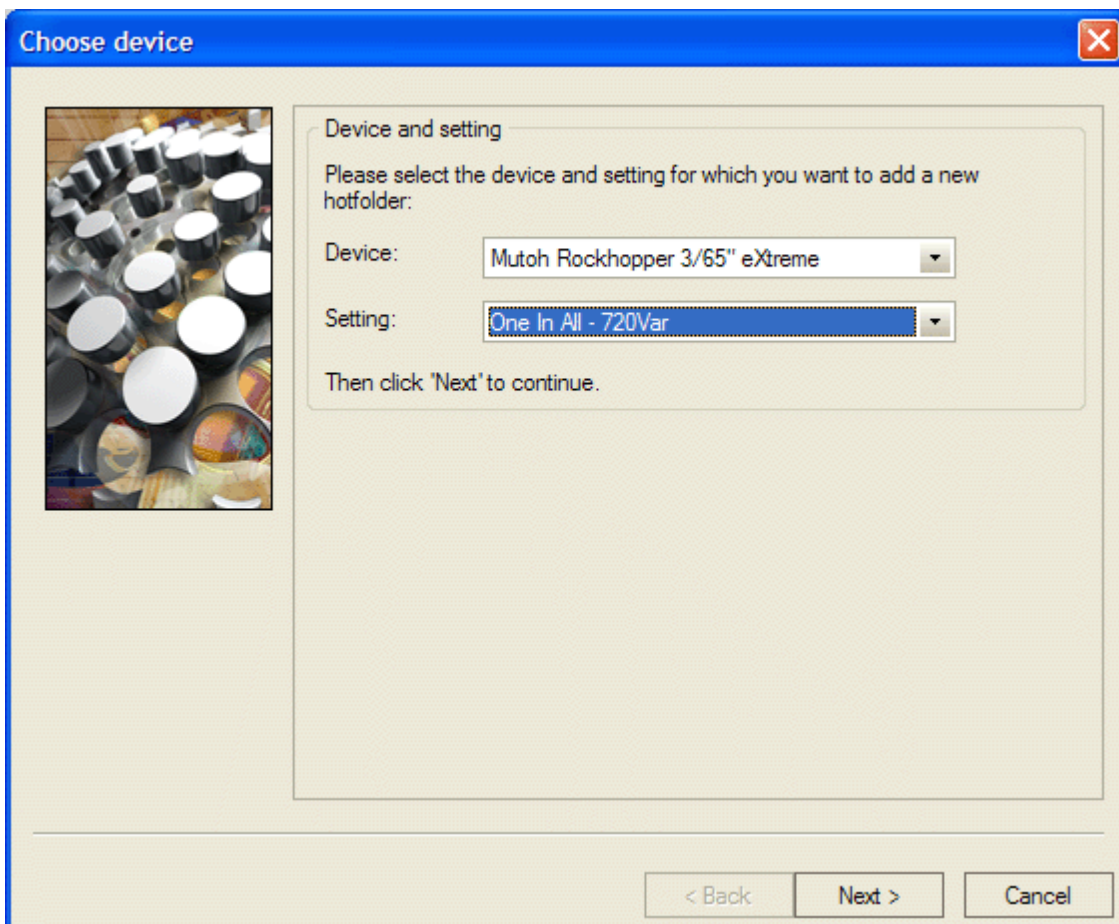


By clicking the 'add' button, a wizard will come up that guides you through the process of installing a new Hotfolder.

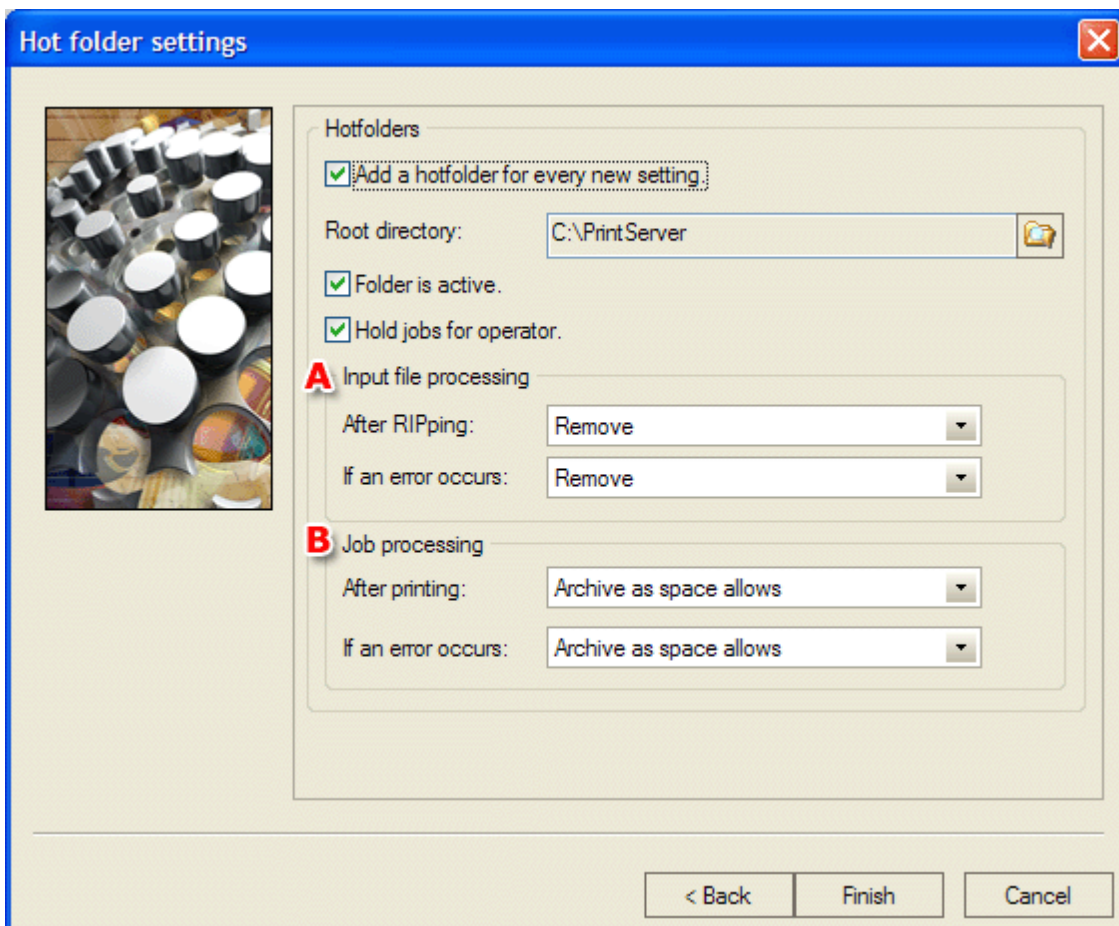
Step 1. Choosing a device and a setting

Any Hotfolder will mark the incoming files with a device and setting, meaning that the jobs are intended to be printed on the selected device and setting.

Please be aware that a Hotfolder is just a set of defaults. Any job that comes in through the Hotfolder, gets the same setting but everything can be changed of course before committing to printing.



Check that you have chosen the correct printer and setting, and click 'Next' to continue. In the next page of this Wizard, there is one important setting, the 'Root directory'. You should choose one root directory and place all hot folders in it. The root directory can then be shared over the network, for other computers to use.



There are some extra settings to be made in this dialog:

A Input file processing

When you place a file in a Hotfolder it will be processed. When processing is done, you can choose whether to remove the file or move it to a subdirectory called 'Processed' or 'Error'.

B Job Processing

When a job has been printed, you can choose whether you want to keep it in the Archive. The following choices exist:

Remove

When the job has been printed, it will be removed immediately.

Archive as space allows

The job will be put in the archive, but it will be removed automatically if the software runs out of disk space.

Archive indefinitely

The job is kept in the archive until removed by the user.

When you click 'Finish', your Hotfolder will be added and it will shown in the list.

Setting up Hotfolders

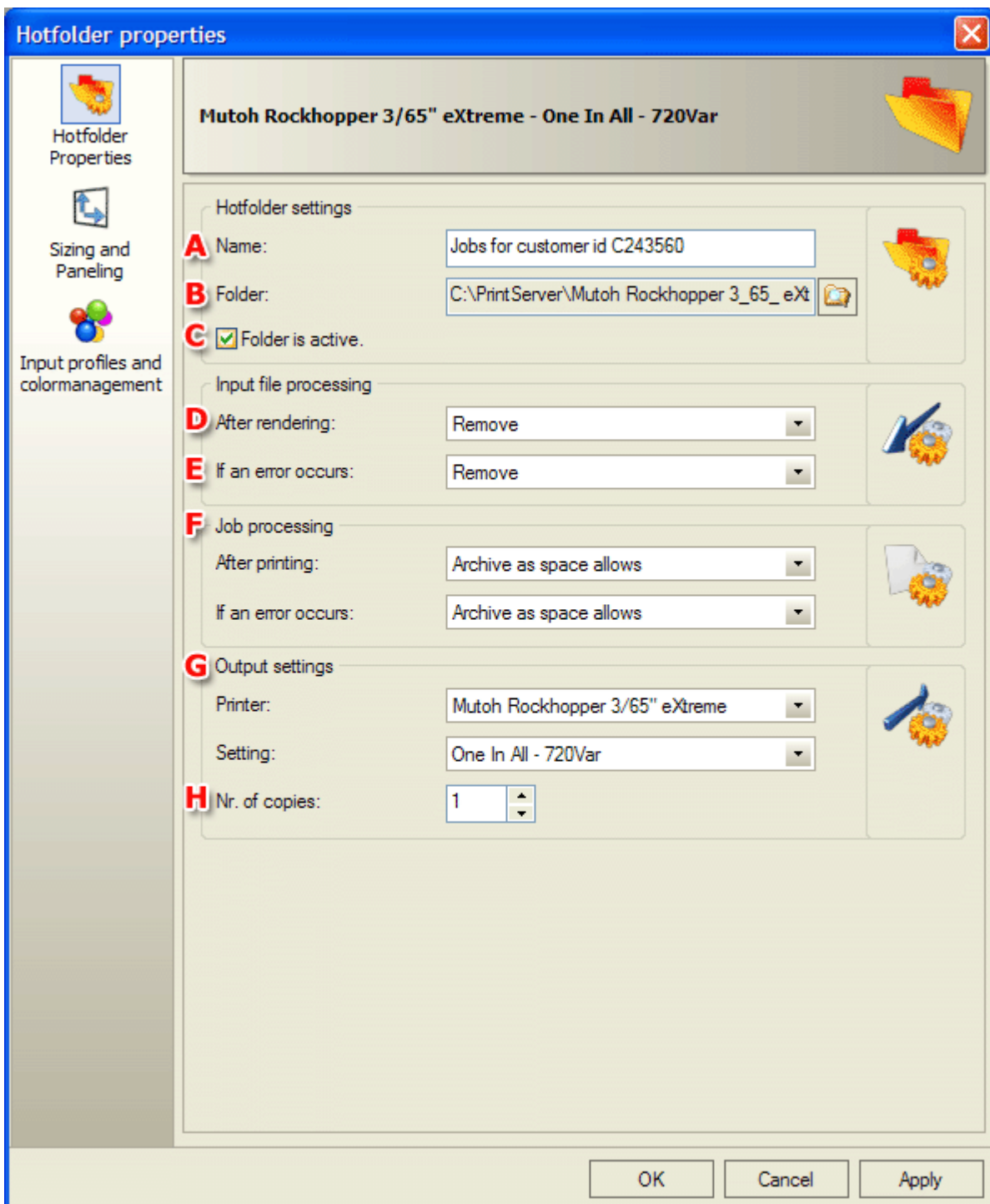
Every hot folder can have its own default settings, making it very easy to create Hotfolders, not only for every type of material, but even for customer based hot folders.

Make the default settings once, give it an appropriate name, very handy for returning jobs. Remember that these settings are only defaults: an incoming job can always be changed before printing it.



Editing the settings of a Hotfolder can be done in the following way: select the Hotfolder itself, then click the 'edit' icon in the top of the toolbar.

The following dialog will appear:



On the left side of the dialog are three icons that activate the following three tabs:

Hotfolder properties

- A Name**
The name and directory of this Hotfolder. You should change the name in something meaningful.
- B Folder**
The actual directory that gets monitored for new files coming in. You can change this directory by clicking the 'Browse' button on the right.
- C Folder is active**
Activates or de-activates the Hotfolder.
- D After rendering**
For some files, the RIP will render them, after which the original file will no longer be necessary, and can be removed. Use 'remove' if you copy original files into the Hotfolder. Use 'Move to processed' if you want to keep the original files for some reason. The file will then be moved to the 'Processed'

directory which is created in the Hotfolder directory.

E If an error occurs

Same as above, except the input file will be moved to the 'error' directory or deleted if it generates an error while rendering.

F Job processing

When a job has been printed, it will be automatically moved to the job archive, where it will stay.

G Output settings

The default printer and setting that this job is meant to be printed with.

H Nr of copies

Number of times the job will be placed when dragged onto a print.

Hotfolder properties

Mutoh Rockhopper 3/65" eXtreme - One In All - 720Var

Sizing

X Scale: 100 % ☒ Proportional scaling.

Y Scale: 100 %

Rotation / mirror

☒ 0° ☐ 90° ☐ 180° ☐ 270° ☐ Mirror.

Paneling

Type: None

Carriage: Size: 1000 mm Overlap: 10 mm

Roll: Size: 2000 mm Overlap: 10 mm

Options

☐ Print extra info around panels.

☒ Print Cropmarks:

Cropmark type: Cropmarks and swatchbar

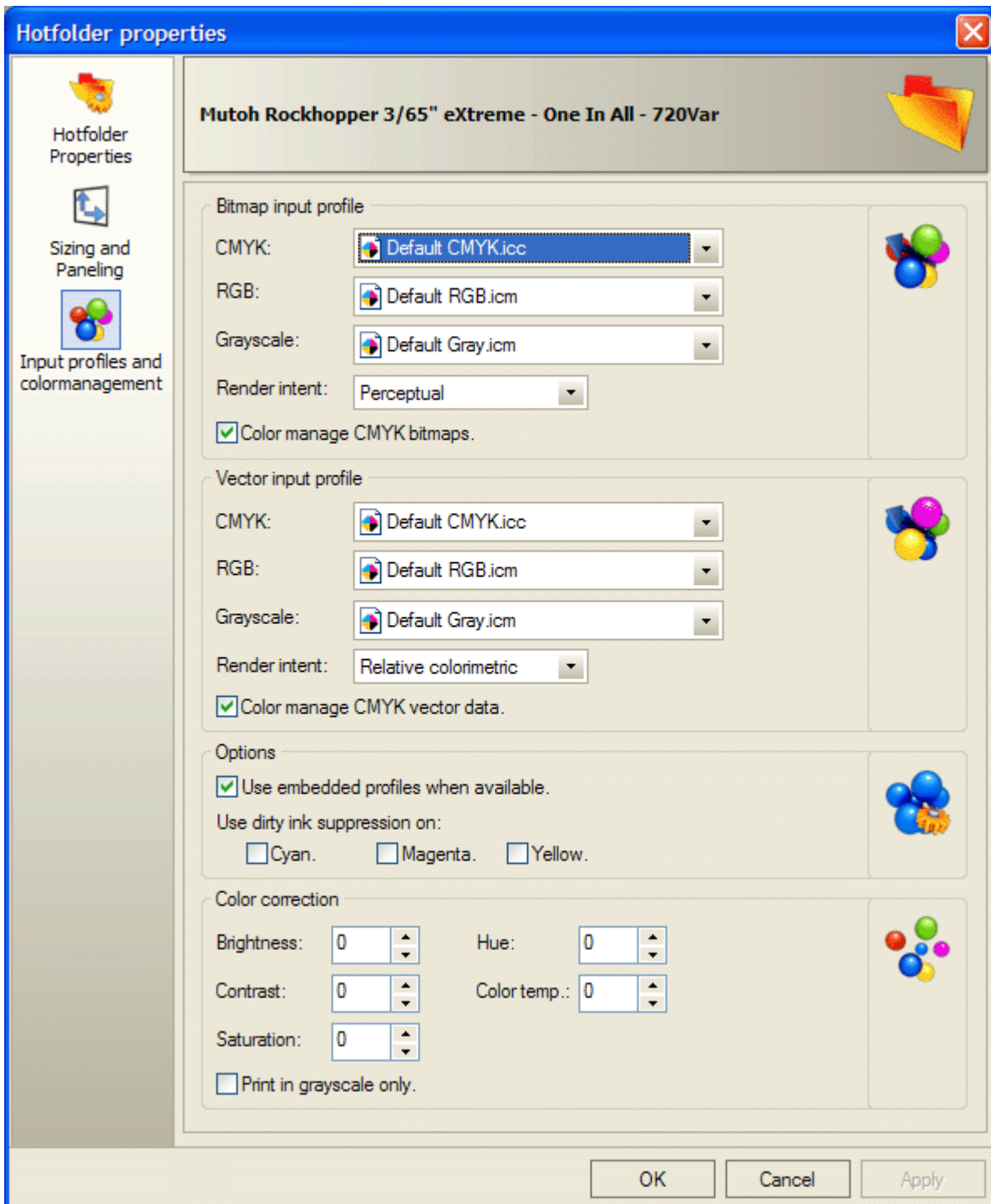
Cropmark size: 10 mm

OK Cancel Apply

Sizing and paneling

This page gives you the opportunity to set up an incoming job for the correct size and paneling options. These settings are similar in their function to the settings on an individual job, so please refer to the previous chapter on working

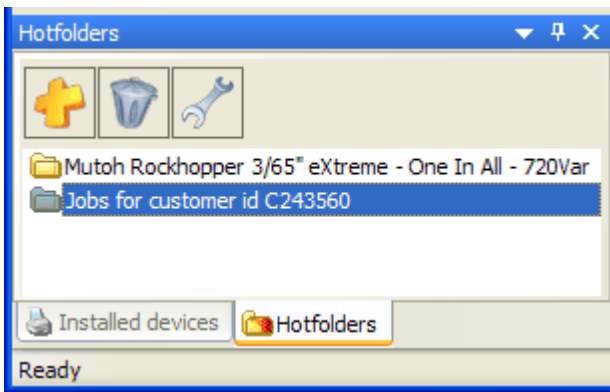
with jobs for a more elaborate description.



Input profiles and color management

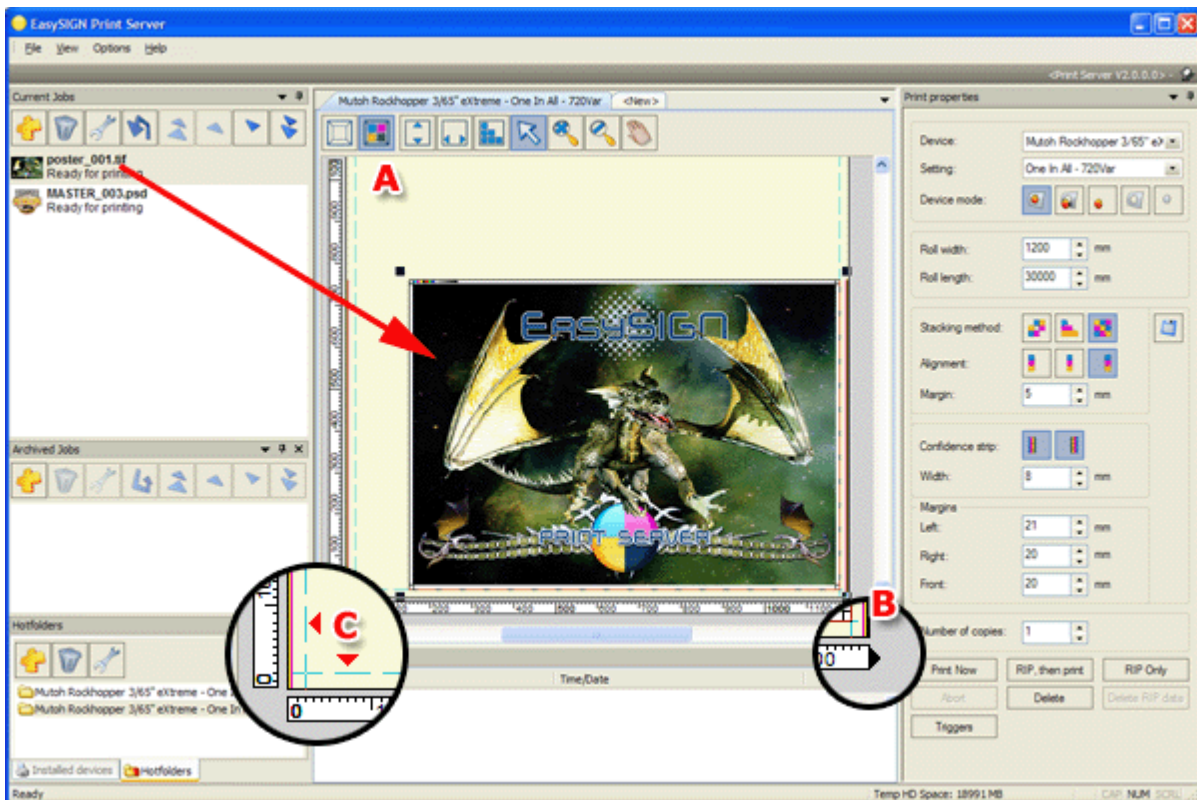
Again, these settings are the default settings for color management on the jobs that come in on this Hotfolder. As they are similar to the settings on an individual job, please refer to the previous chapter on jobs for a detailed description on how they work.

After pressing "OK" the Hotfolders tab will look like below:



Working with prints

This is where it all comes together: a print is the centre where you place the individual jobs, arrange them, and send them to your printer. The prints are shown like below:



A Print view

This view shows the print as it is going to come out of your printer: a long roll of material, which is empty for now. To place jobs, you can simply drag them from the job list onto the print. If the job has paneling activated, this will automatically show when dragging the job.

The print view has a number of drag able items itself:

Material size (B)

By dragging the small arrow on the lower right of the print view, the material size can be adjusted.

Margins (C)

The front end of the material, as well as the left and right side, can be dragged to set a margin. This margin will be used when automatically placing items with the 'stacking method' option enabled.

Viewing around the print view can be done with the scrollbars around it, or by using the toolbar above it. The function of the individual buttons are:

**Wireframe**

Shows placed jobs as a wireframe, with information as text.

**Filled**

Shows the jobs as a color preview.

**Zoom sheet**

Shows the entire length of the print, including empty space.

**Zoom front**

Shows the first side of the print, zoomed to maximum width.

**Zoom jobs**

Shows everything (every job) that has been placed on the print.

**Select mode**

Click this button to be able to select and move jobs.

**Zoom in**

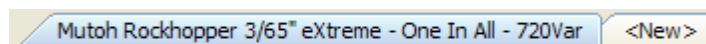
Click this button, then drag across the print view to zoom to a specific area.

**Zoom out**

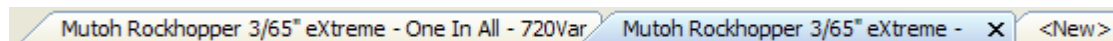
This button instantly zooms the view out by a predetermined amount.

**Drag view**

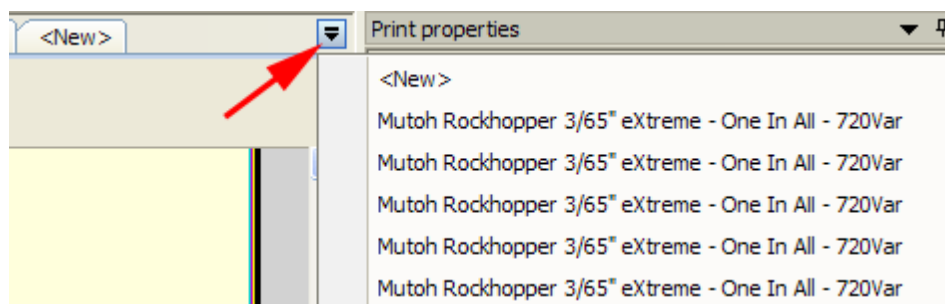
Activate this button, then click and drag to move the print view.



There can be an unlimited amount of individual prints at the same time, which enables you to work on a new print while a previous one is processing. To do this, look at the top of the print where you will find a tab bar with the name of your current print.



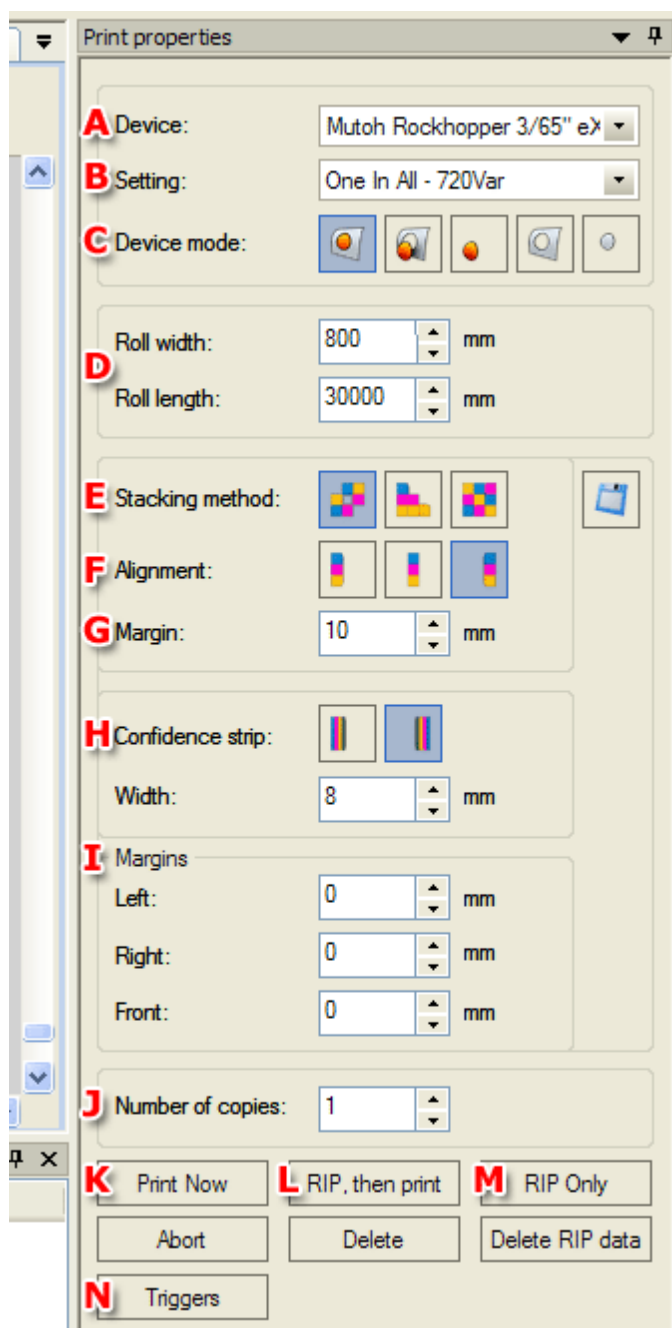
After adding a new print, just click back and forth between them to bring them to the front. The X in prints name lets you close and delete them, of course this will only work if the print is not being processed just yet.



When you create more than a few prints, they cannot be displayed all at the same time. In that case, a small arrow on the right shows a menu of all available prints.

Print properties bar

On the right side of the print view you will find a large toolbar which enables you to control the active print. It has the following options:

**A Device**

The specific printer that this print will appear on.

B Setting

The setting you want to use for this device.

C Device mode

There are five different device modes available, hover the mouse over the icons to see a description:

Print

This is the default, it only prints even if cutline's are available.

Print and cut

Immediately after printing, the job is also cut. Only available on Print & Cut hybrid machines.

Print & cut print only



This will print a job with cropmarks, ready to be re-inserted on cut. Available on Print & Cut hybrid machines only, and used in case you would want to laminate a Print & Cut job before cutting it.

Print & cut cut only



This will cut a print & cut job on a hybrid machine.

Cut only



This cuts a job on a hybrid print & cut machine without printing anything.

Be aware that the Print & Cut modes are only used on hybrid machines, meaning printers with an integrated cutter. Please refer to the manual that can with the printer for the correct workflow.

Print & Cut workflows that use a separate cutter and printer can of course also be processed, however the print server treats these as a normal print job (with crop marks of course) and they would be printed in the default 'print' mode.

D Roll width/length

The size of the material in the printer. This size can also be changed by dragging the small black arrow on the lower right of the print view.

E Stacking method

When placing jobs, it is possible to align the jobs automatically, a process called 'nesting'. There are three options available:

Simple



All jobs will be placed after each other, no other optimization is performed.

Jobs together



Multiple copies of a job will be nested, but they will not be mixed with other jobs.

Save material



An optimal placement of jobs will be made, mixing copies of jobs and panels if necessary.

The selected stacking method will be shown by these buttons. However, when you move a job manually, the stacking switches off and no automatic placement will be performed, until you click one of these buttons again.

F Alignment



All stacking methods can have a left, middle or right alignment. Click one of these buttons to choose, the default is right-alignment.

G Margin

The distance between stacked jobs.

H Confidence strip

A strip can be enabled on the left and/or right side of the print. Enabling this 'exercises' the print heads, which might help to keep open all inks in a print head. Width can be adjusted.

I Margins

A left, right and front margin can be entered here, this enables you to keep some extra material around the print itself. This can be handy when doing Print & Cut for example.

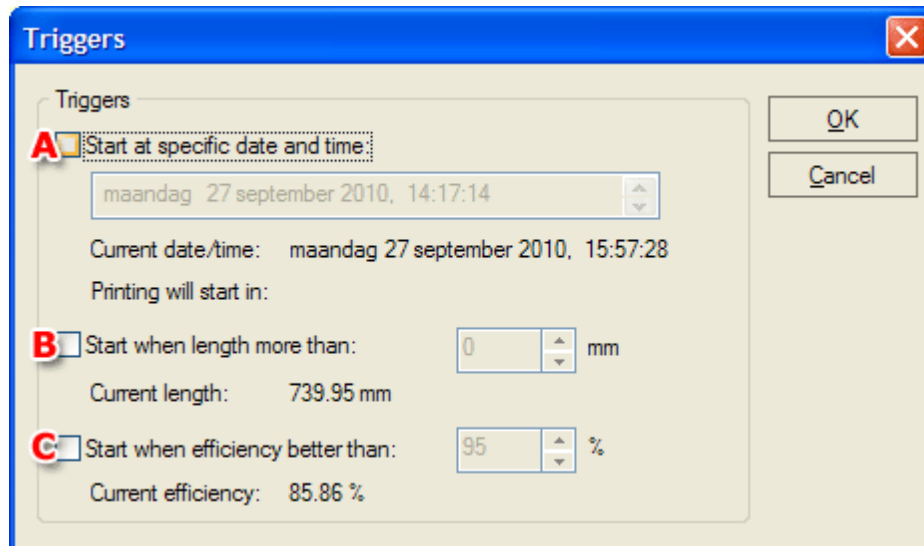
J Number of copies

The number of times this print will be printed.

Print buttons

There are several ways of starting a print, you can choose to start printing right away, or to be a bit more careful and render a print first. The buttons have the following functions:

- K Print now**
Starts rendering, and as soon as a small portion of the render is ready the print will start. This can be used when you have a fast computer and you know for sure that the computer can keep up with the printer.
- L RIP, then print**
This renders the print data first, and when everything is ready the print will automatically be started. Can be used on slower computers to make sure the printer will never need to wait.
- M RIP only**
Renders all data, but will not print until 'Print now' is clicked.
- N Triggers**
It is possible to start any print that you have set up at a specific time. When you click the 'Triggers' button a new dialog appears:



Start at a specific date and time (A)

This enables you to start the current print when you are away, for example when you want to print during the night.

Start when length more than (B)

This starts a print when there are enough jobs available.

Start when efficiency more than (C)

This starts the job when the stacking has produced a print with high enough accuracy.

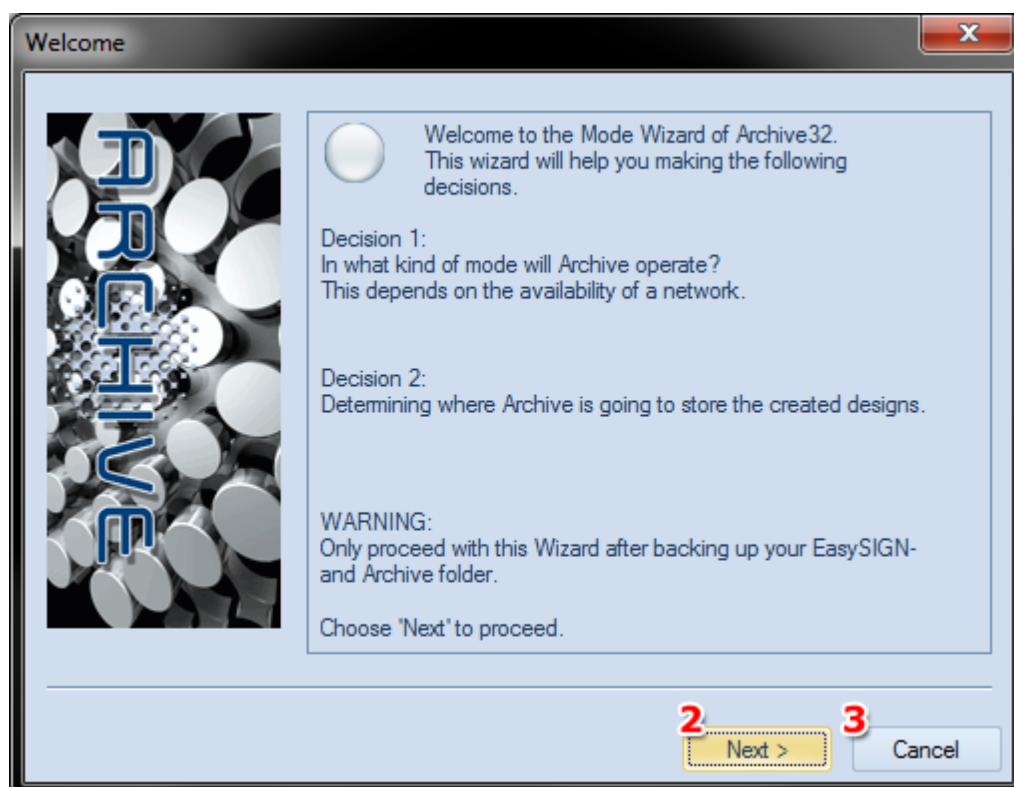
Archive

Archive

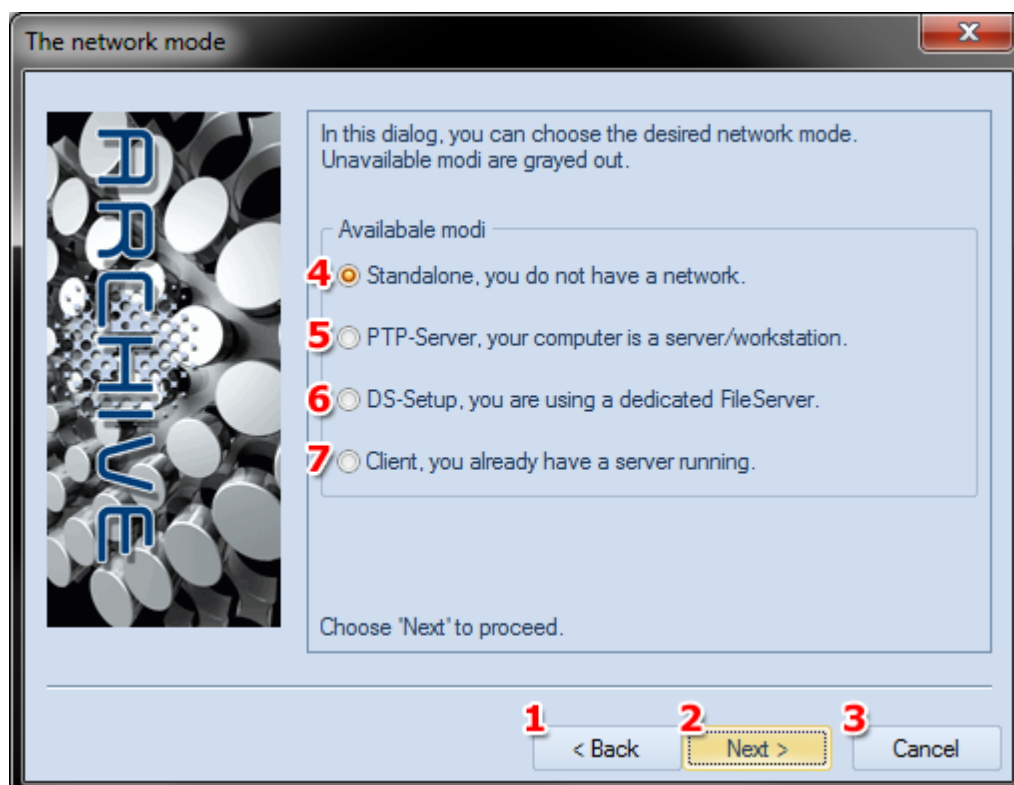
Archive is a utility program designed specially for EasySIGN. This program helps you to manage your EasySIGN worksheets and your customer database. In EasySIGN you can save worksheets per client. In Archive you can open, import, manage and process customer data etc.

First version

If you have never had a version of Archive on your system before a "wizard" will appear to help you initialize the program.



In the initial dialog of the "wizard" the steps to follow are explained. You must decide in which mode you are going to run Archive; this depends on whether you work on a network. You must also specify the location you want Archive to save the worksheets in which you have made in EasySIGN. You can always call up this "wizard" once you have initialized the program. If you do this and you already have an Archive directory and EasySIGN worksheets, it is advisable to make a backup of these before you continue with the "wizard". If all is clear you can click on the "Next" button (2) to continue.



In the next screen of the "wizard" you can choose the "modes" you would like to work in.

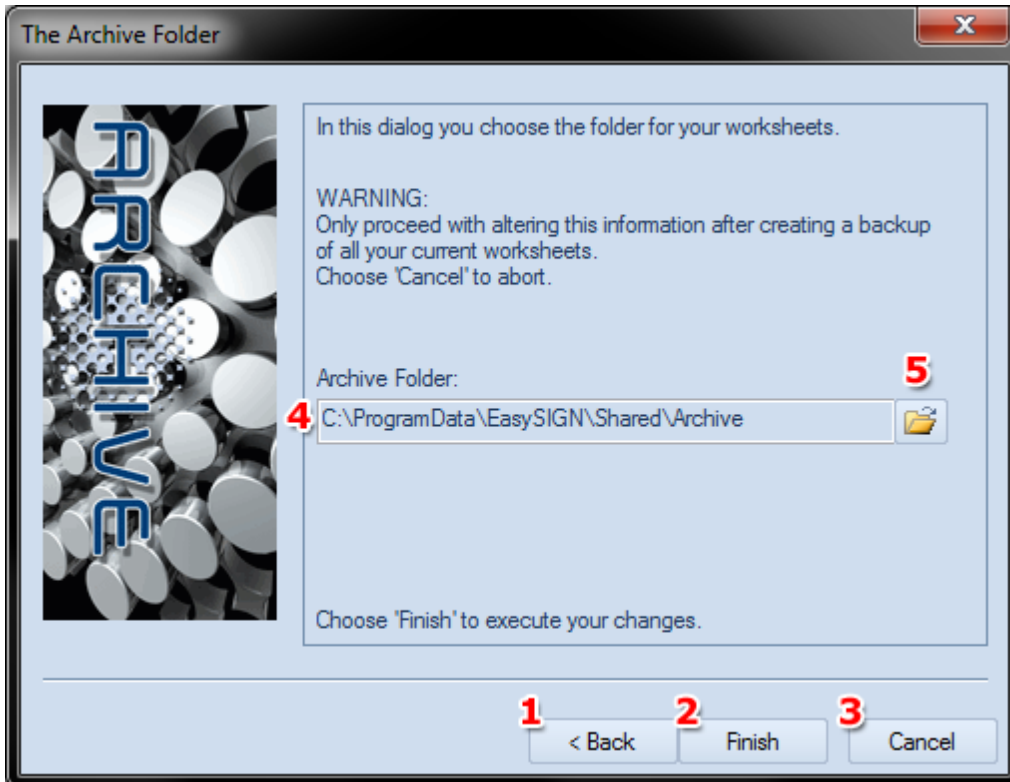
- 4 "Standalone"
Use this mode if you do not work in a network or if you do not use a network, but if the program is being used

- on one computer only.
- 5 "PTP-Server"
In this case your computer is a Server and also a workstation.
- 6 "DS-Setup"
If you are going to use a "fileserver".
- 7 "Client"
If you already use a "fileserver".

The different modes

Standalone

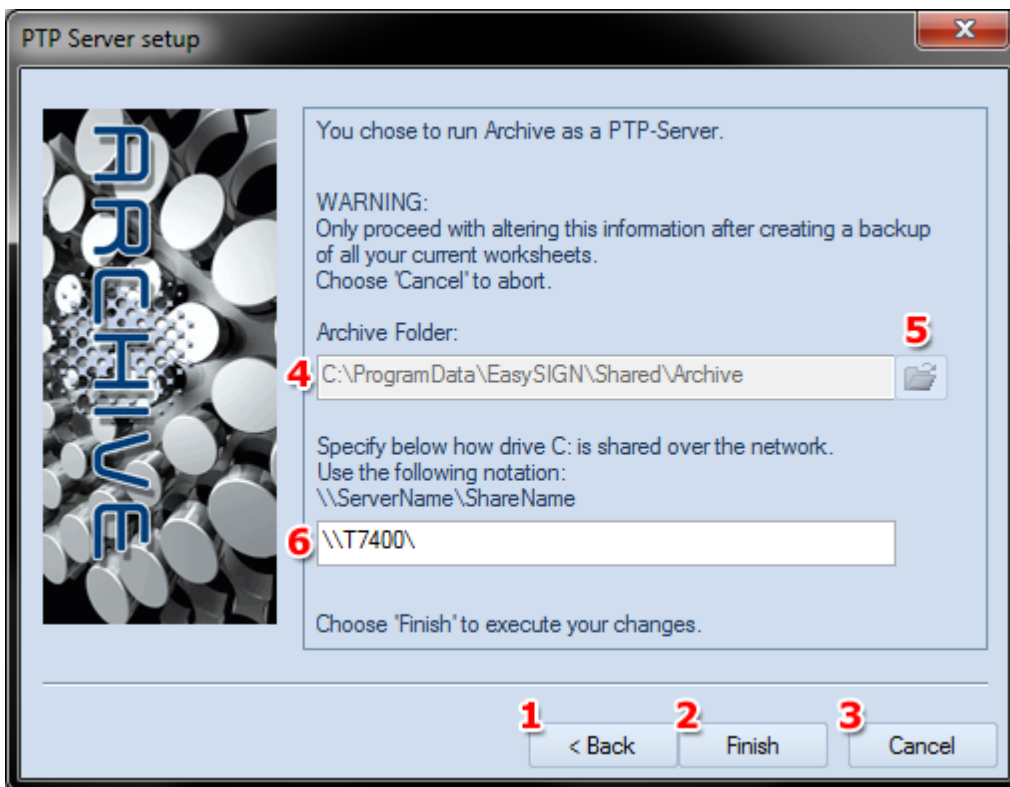
If you have chosen this option in the "wizard", after a click on the "Next" button the next window will appear.



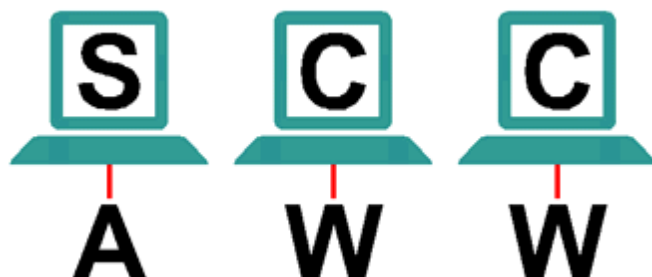
- 4 In this field the path to the standard directory of Archive will be displayed. It is recommended to use this path. If you want to specify a different path you can do so by typing in the name of the path or by finding a different location with the "browse" button (5).

PTP-Server

Choose this option if your network does not contain a "dedicated file server". One of the computers in the network is behaving as a server.



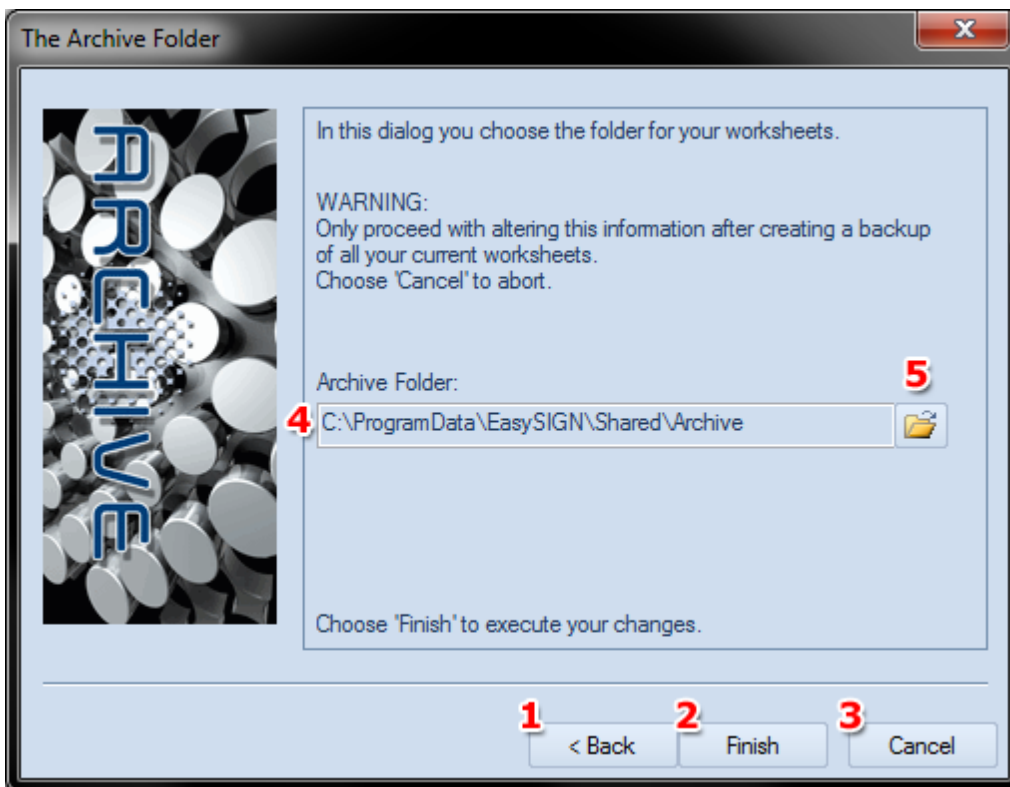
- 4 In this field you must type in the path to the directory of Archive or find a location by using the browse (5) button.
- 6 If the Archive directory is on drive C, you must specify here how drive C is shared over the network.



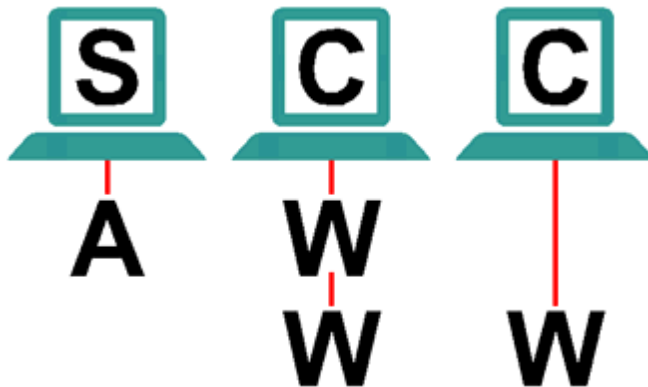
- S Server/workstation
On this computer the PTP-Setup is carried out. This will contain the shared "Archive" folder for the other workstations (C) and a working version of Archive.
- C Workstation
- W On the workstations the "Client setup" of Archive is executed and the shared folder (A) on the server (S) is used as a source.

DS-Setup

You use this option if your network contains a "dedicated file server", such as e.g. an NT server. The worksheets are saved centrally on this server.



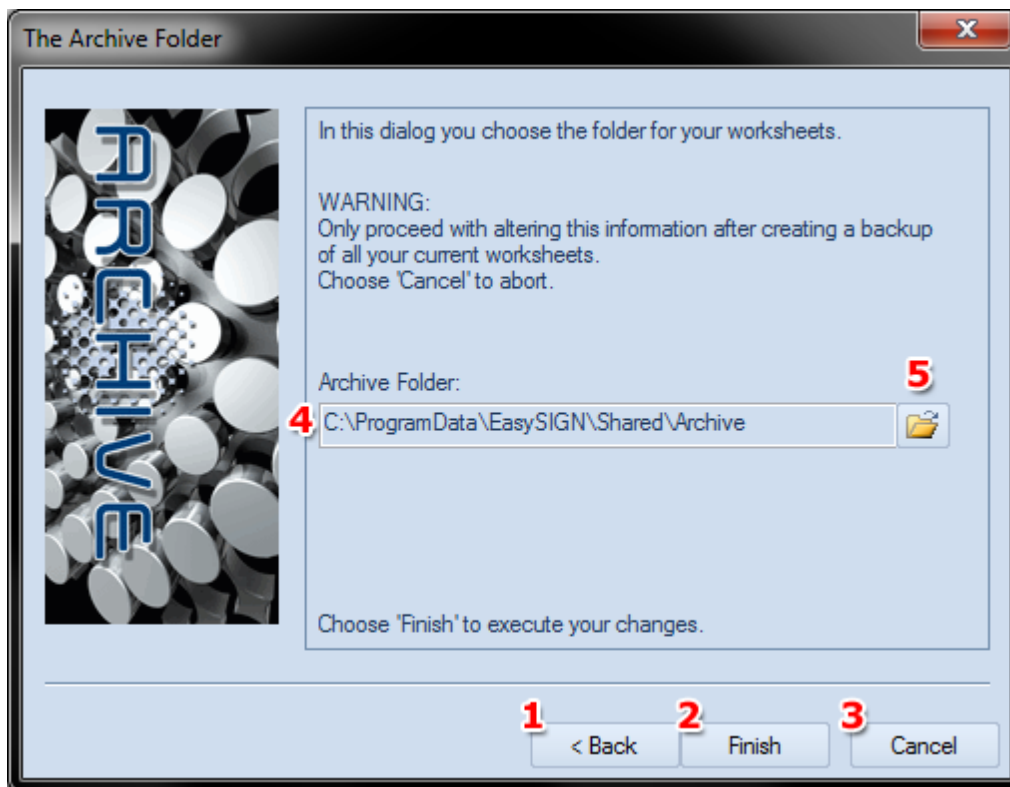
- 4 In this field you must type in the path to the Archive directory or find the location by using the browse button (5).



- S Server
 C Workstation
 W On one of the workstations the "DS-Setup" is executed and the server (S) is specified as the source for the "Archive" folder (A). This computer has also become a "client". On the other workstations a "Client setup" of Archive is executed and the shared folder (A) on the server (S) is used as a source.

Client setup

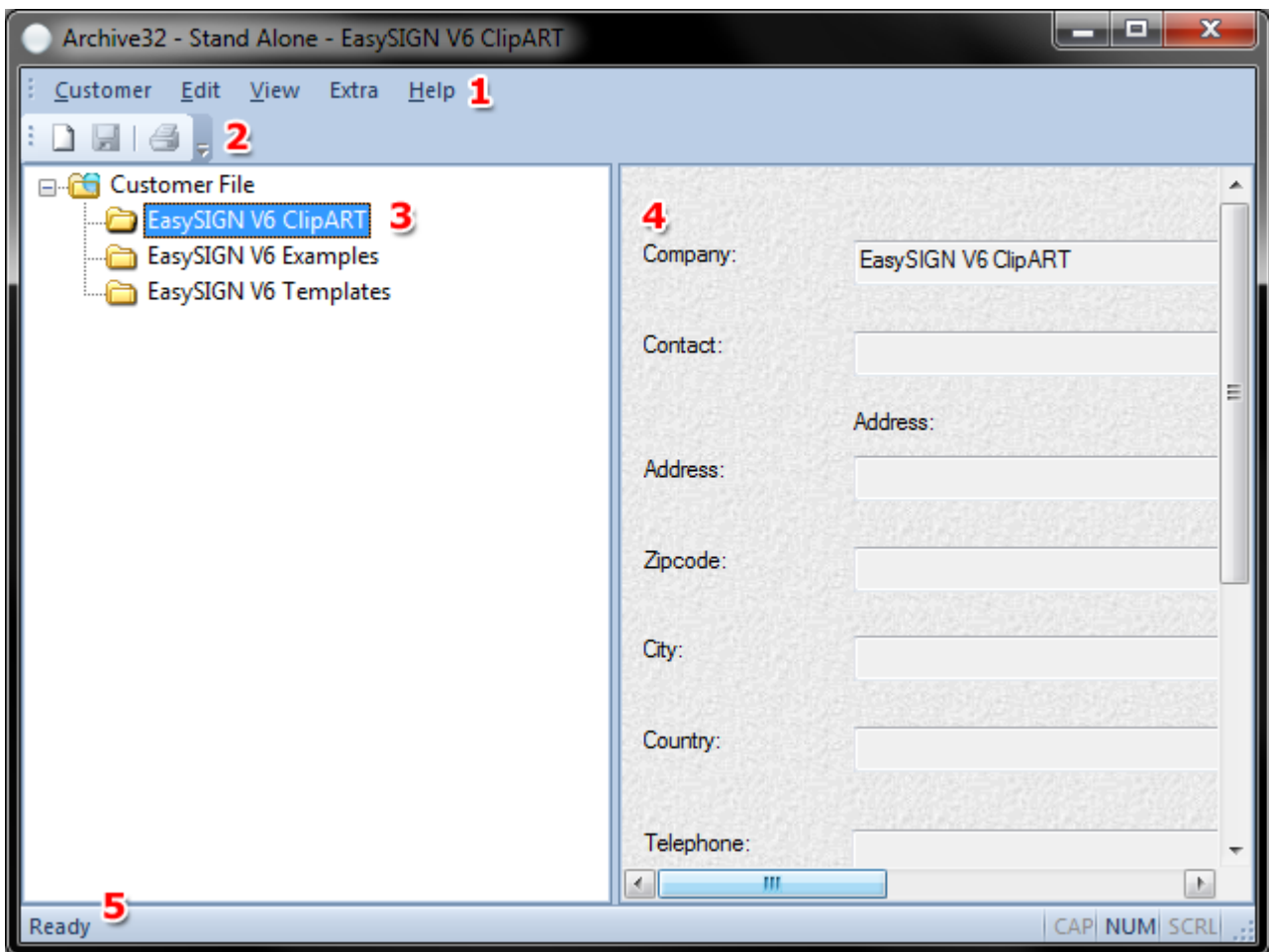
This option will make use of a drive that already contains the folders and assumes that the option "DS-Setup" or "PTP-Setup" has already been executed once on a different computer.



4 In this field you must type in the path to the Archive directory or find the location using the browse button (5). After completing the necessary settings you must click on the "Finish" button (2).

The work environment

Once you have opened Archive the screen will display the following. If during the setup of EasySIGN you have chosen to install the examples, these have been placed in Archive under a customer used as an example.



- 1 The menu
All parts of the menu are discussed in detail further on.
- 2 The toolbar
Here you will find the most frequently used menu commands directly accessible through a button.
- 3 Overview window
Here you will find all customers, represented in a tree structure.
- 4 Information window
Here you can enter customer data or view the customer's worksheets.
- 5 Status bar

The menu

Customer

You will find this same menu as a right mouse button menu in each part of the tree structure.

New (CTRL+N)

Depending on what you selected in the tree structure, a new customer will be placed on a certain level. If you have selected the "root" e.g., you can create a group called "Football clubs". If you then select the new folder "Football clubs" and you click again on "New" the new customer/folder will be added under "Football clubs". This way you can categorize all your customers per type of work.

Delete (DEL)

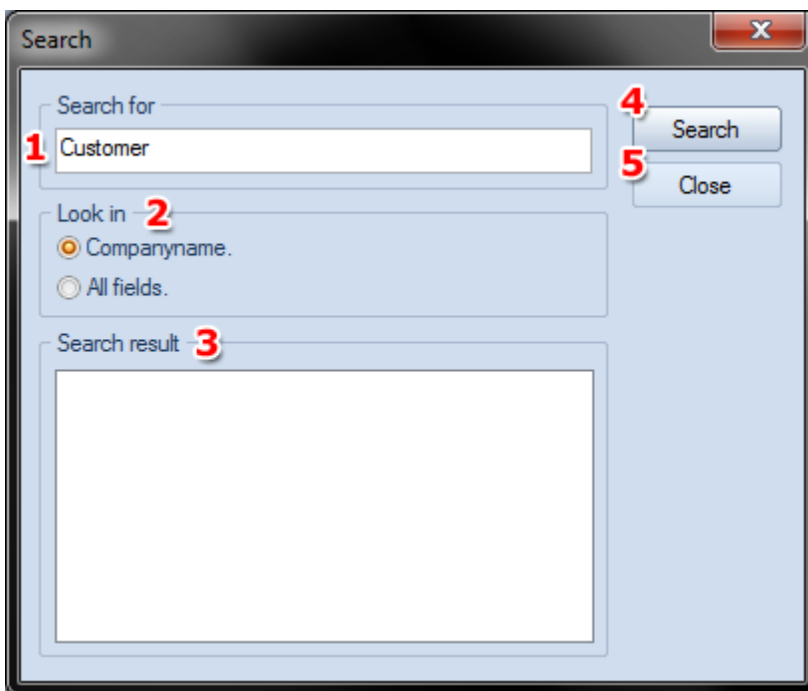
This command deletes a selected folder. If however there are still worksheets in this customer's folder, then you can only delete the customer after you have deleted the worksheets.

Edit/Read only

When you select the submenu "Edit", you can modify customer data. The moment you modify customer data the database is locked to other users. This is to ensure that two people cannot edit customer data at the same time. A different user can still open the worksheets, only he cannot modify the customer data. In order to unlock the record again you must select the submenu "Read only". If no action has taken place after five minutes the database is automatically unlocked and can be used by other users.

Search

This command opens a dialog enabling you to search for an existing customer.



- 1 Search for
Here you can enter the search criteria.
- 2 Look in
Here you can specify which fields will be searched.
- 3 Search result
Here the results of the search will be displayed. When you double click on one of the parts of this list, the file will become an active file.
- 4 Search
This initiates the search.
- 5 Close

Close

This command closes the program.

Edit**Undo**

When you are in modifying mode, the currently edited record is completely recovered.

Delete

This command deletes the selected worksheets.

Select all

This command selects all worksheets of the customer that have been opened.

Invert selection

This command reverses a selection already made.

Rename.

This command enables you to change the name of a selected customer in the tree structure.

View**Toolbar**

Shows or hides the toolbar.

Status bar

Shows or hides the status bar.

Customer data

Activates the customer data in the information field.

Large icons

Displays the available worksheets in the information window as large icons with the relevant file name.

Small icons

All worksheets are displayed with a small icon.

List

The worksheets are displayed as a list.

Details

Extra information is displayed about the worksheets such as the date the worksheet was last modified.

Previews

All worksheets are displayed with an illustration of the worksheet.

Refresh (F5)

This command refreshes the window.

Tools**Mode Wizard**

This command opens the mode wizard as described earlier in the section "First version".

Backup

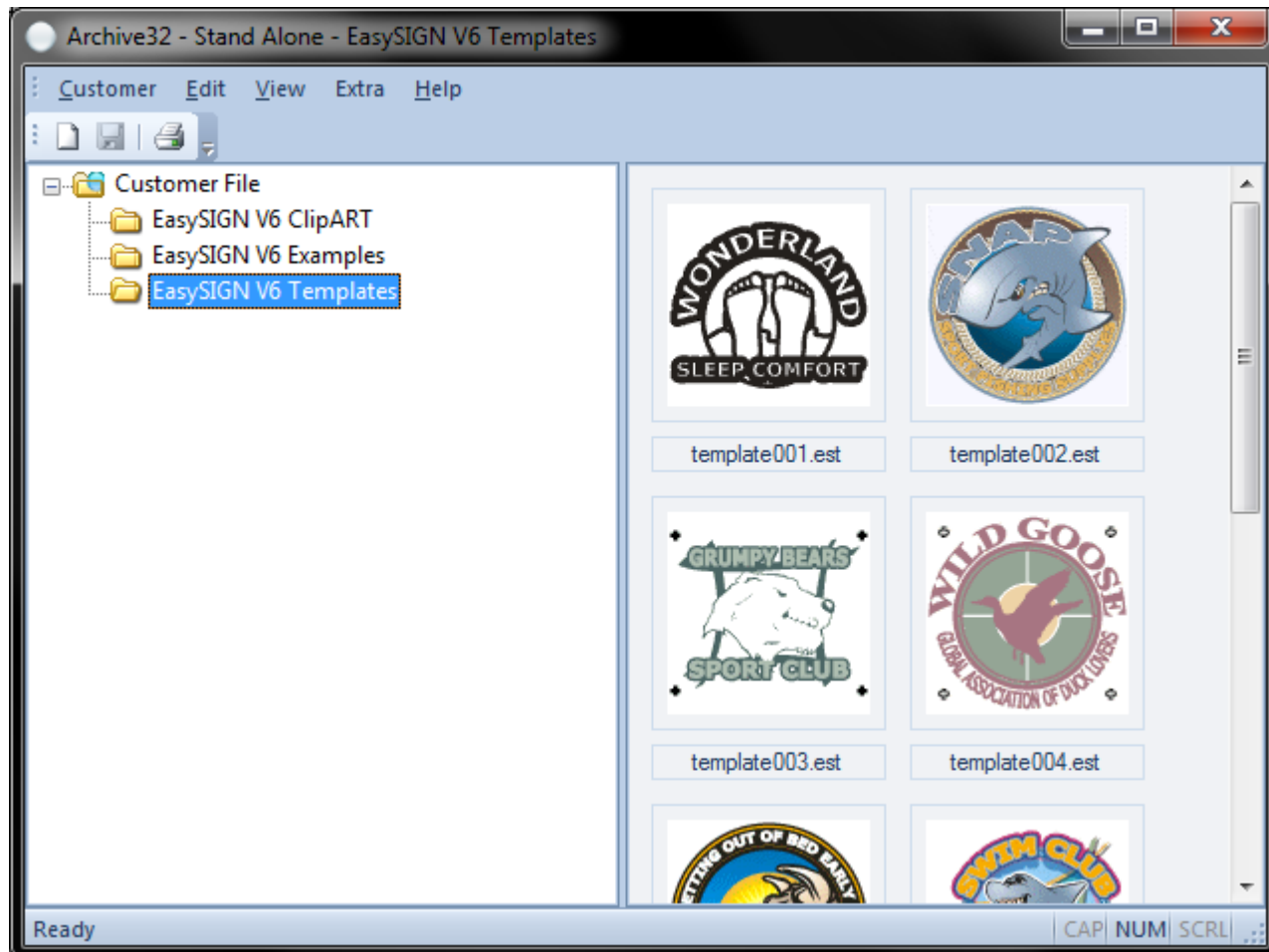
This menu item gives you backup advice.

Help

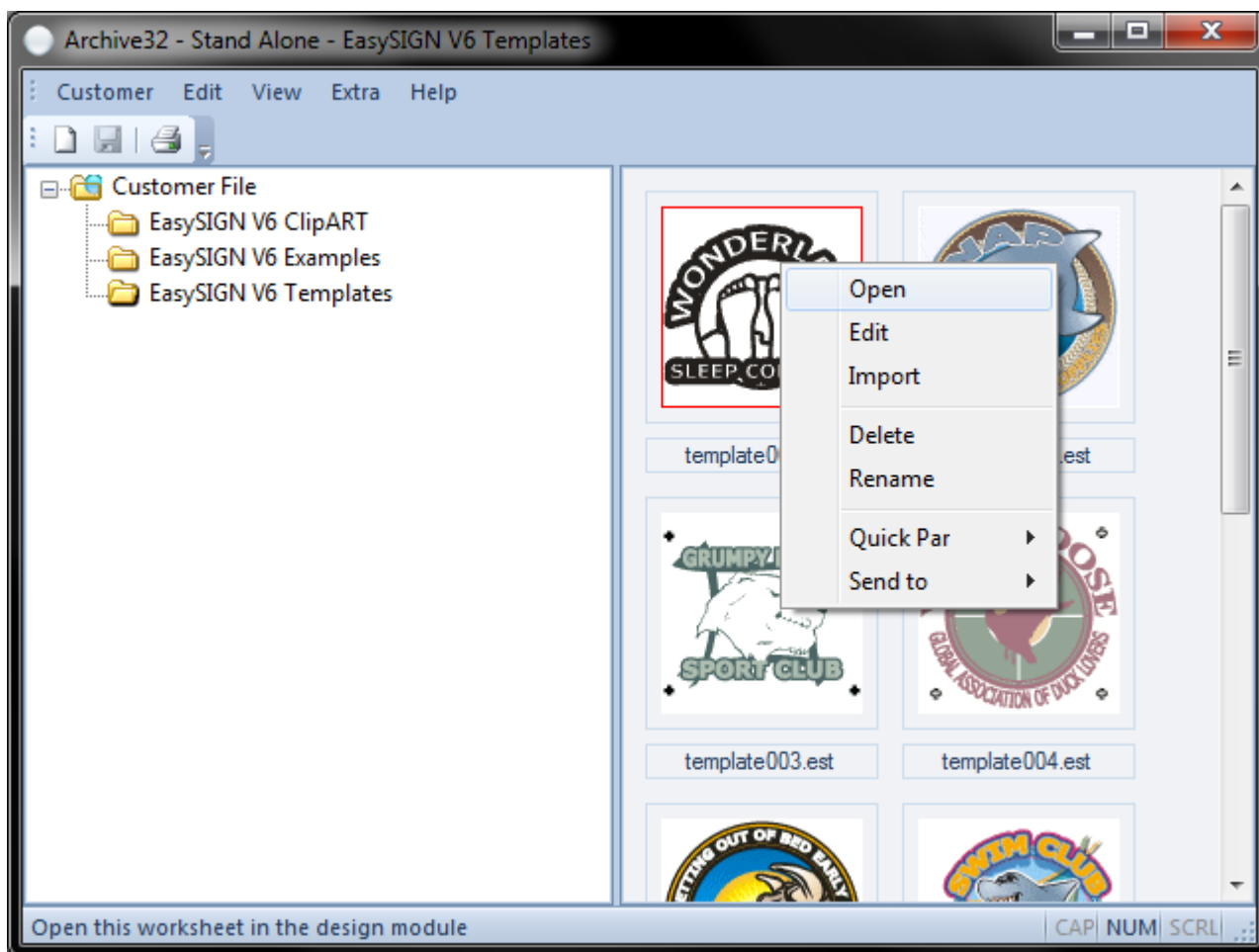
In this menu you will find everything about help and the digital manual.

Information window

In this window you will find all worksheets that belong to a particular customer. From here you can manage the worksheets.



You can select several worksheets at the same time by using the control key to delete these worksheets e.g. or to import them into EasySIGN. If you have selected a worksheet, you can click on it once with the right mouse button in order to call up the right mouse button menu of the worksheet.



In this popup menu you will find the following commands.

- 1 Open
This command will open the selected worksheet in EasySIGN. If EasySIGN is not open, it will be opened automatically. This function can also be activated by double clicking on the worksheet.
- 2 Import
This command imports the worksheet in the active worksheet in EasySIGN.
- 3 Delete
This command deletes the selected worksheets. If you have accidentally deleted the wrong worksheet you can use the Recycle bin from Windows™ to recover the file.

If Archive cannot find the EasySIGN program a message will be displayed with the question for you to specify the location of the program. If you choose "Yes", a dialog will appear enabling you to find the program.

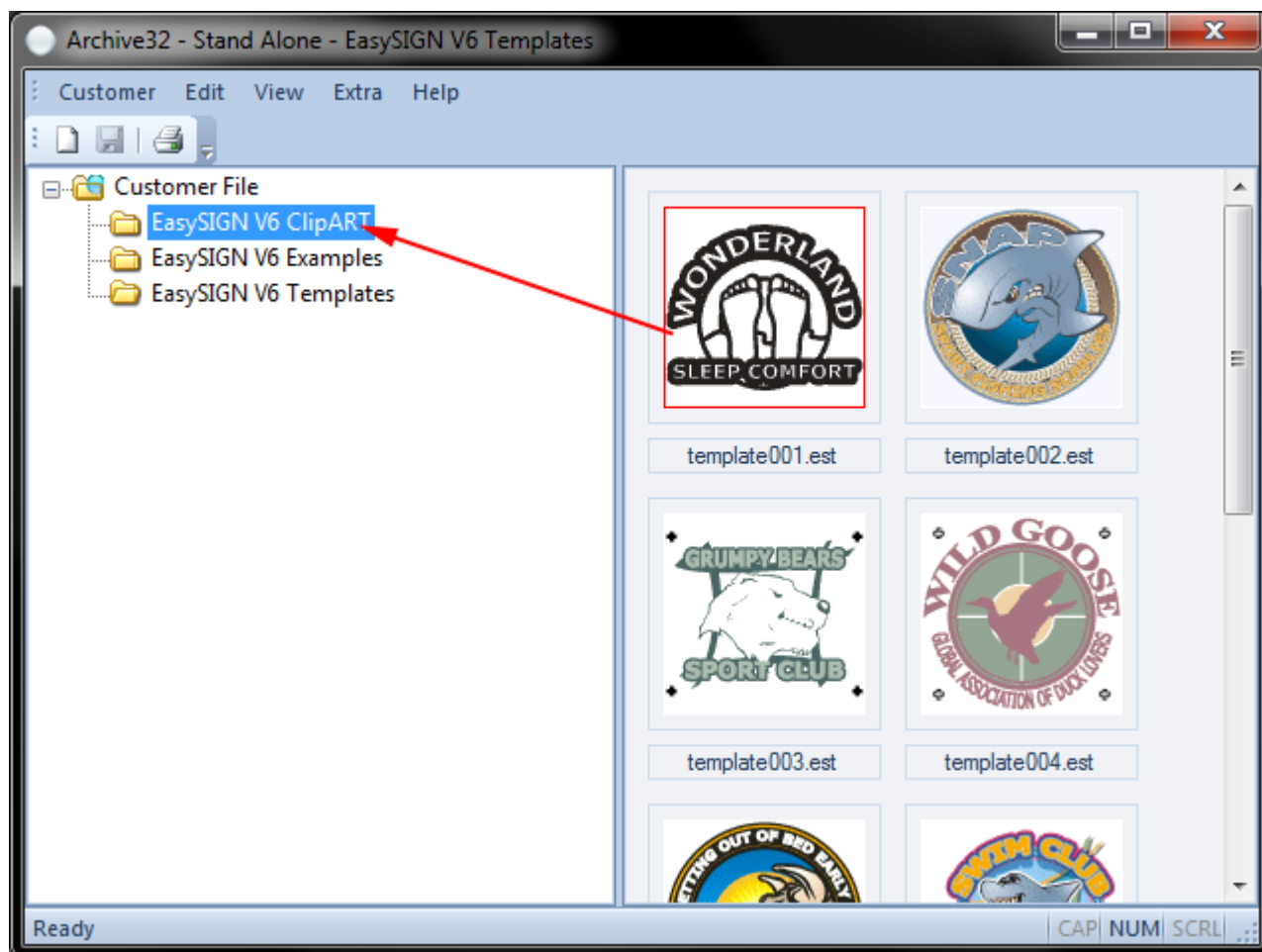
Move all files

If you want to move the archive to a different drive, then close Archive 32 and move the complete directory "Archive" to the new location. Restart Archive and you will be asked to specify the database again. Specify the new location and all references will be automatically adjusted.

Drag & Drop

From Archive you can drag a file to Explorer and vice versa. You can also drag a file directly from Archive to EasySIGN; when you let go of this file it will be either opened or imported.

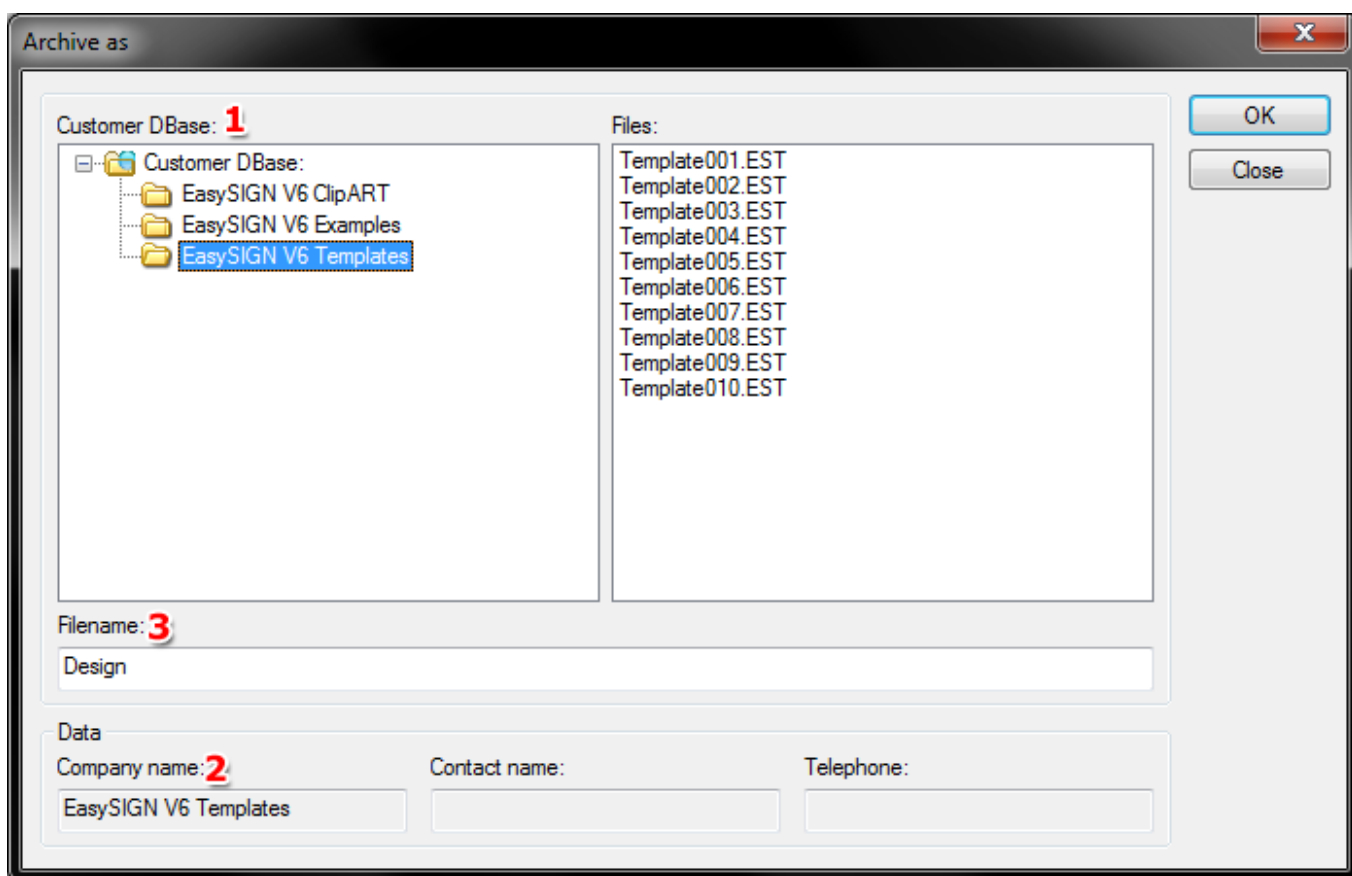
In Archive you can copy files from one customer to another by dragging them, if you use the shift key while dragging you can move the file (or files).



Archive via EasySIGN

You can archive your worksheets through the "File" menu of EasySIGN. There are three ways to do this.

- 1 Archive
When you have opened a worksheet this command will save any modifications.
- 2 Archive as...
This command opens a dialog and asks if you want to save an archive or a new worksheet under a different name or under a different customer.



In the list under (1) you can see the customers in Archive and under (2) you will find some information on a selected customer. In field (3) you can specify the name for the worksheet and then click on OK. The worksheet will be saved in the selected customer folder.

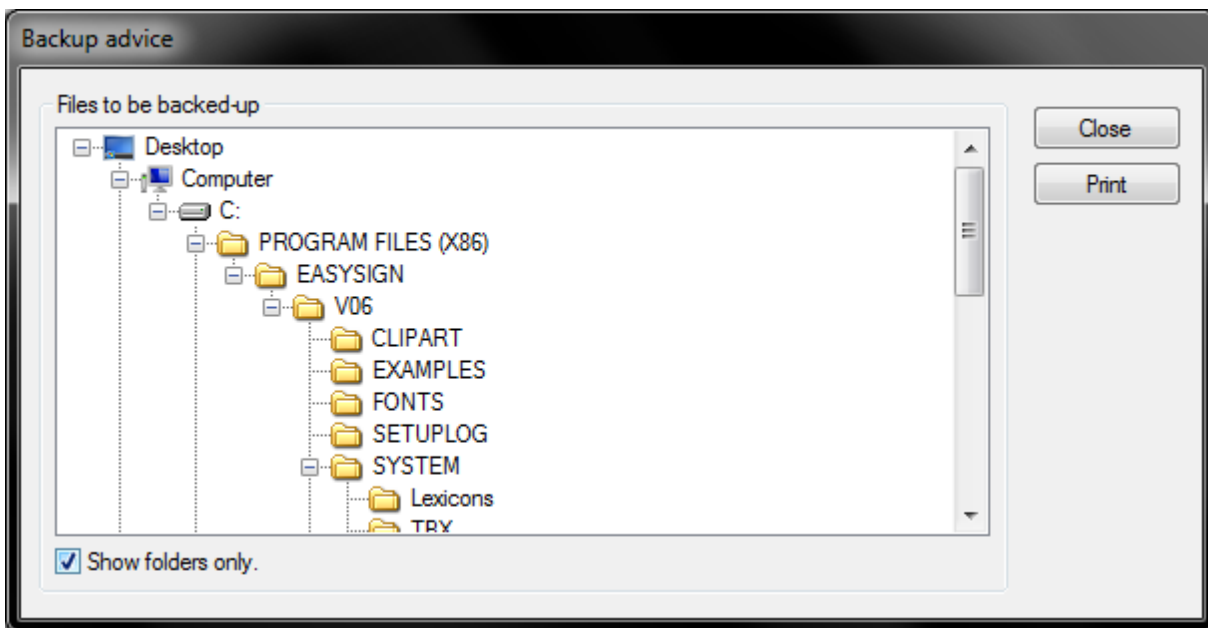
Recent customers

A list containing the last ten customers has been added to the "File" menu. If you manage a large number of customers with the help of Archive, this is a very handy way to avoid having to search for current active customers by wading through the records or constantly using the search command.

Back-up advice

Backing up itself is not usually the problem, however, knowing what and when to backup often is. Archive offers a way to determine when a backup is needed for your EasySIGN, Archive files. These are usually all the key EasySIGN and Archive files that normally wouldn't be replaced following re-installation, such as manually added executables, worksheets, personal color tables, etc.

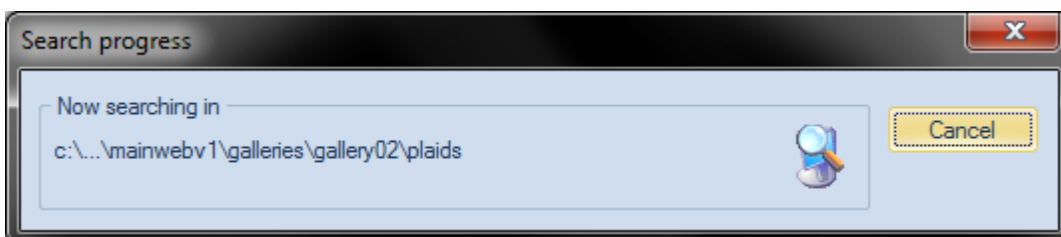
You can access the dialog for this operation via the "Help, Backup advice" menu.



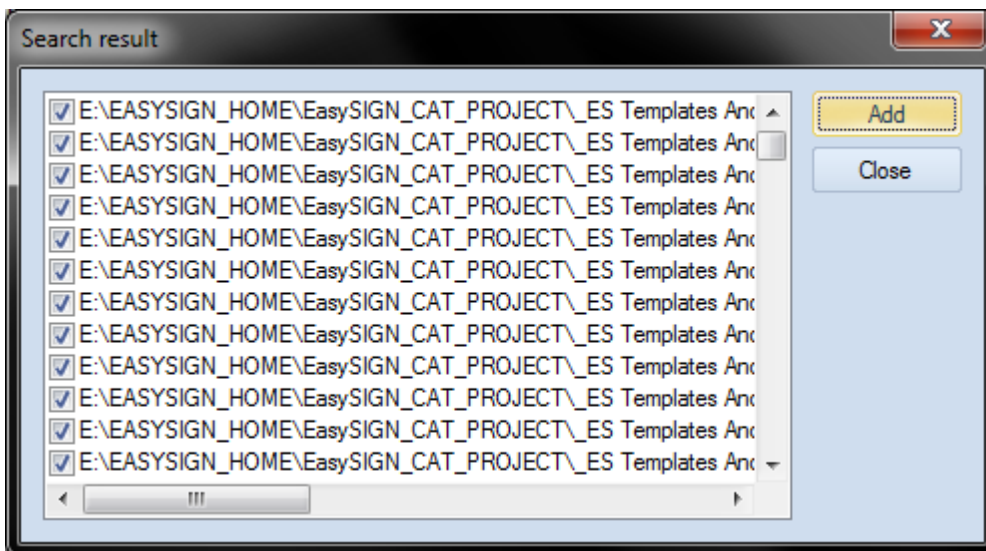
- 1 Files to be backed-up
This provides a list of all the files to be backed-up.
- 2 Show folders only
When you activate this option only the folders containing the files to be backed-up will be visible.
- 3 Print
This button opens a text file with all the files from the dialog.
- 4 Close
This closes the dialog.

Worksheet search

This command starts a search on all your hard drives and network connections for EasySIGN worksheets. The selection you make from the search result can be added as a new customer. You can start this search via the "Extra, Worksheet search" menu, after which a search progress dialog opens.



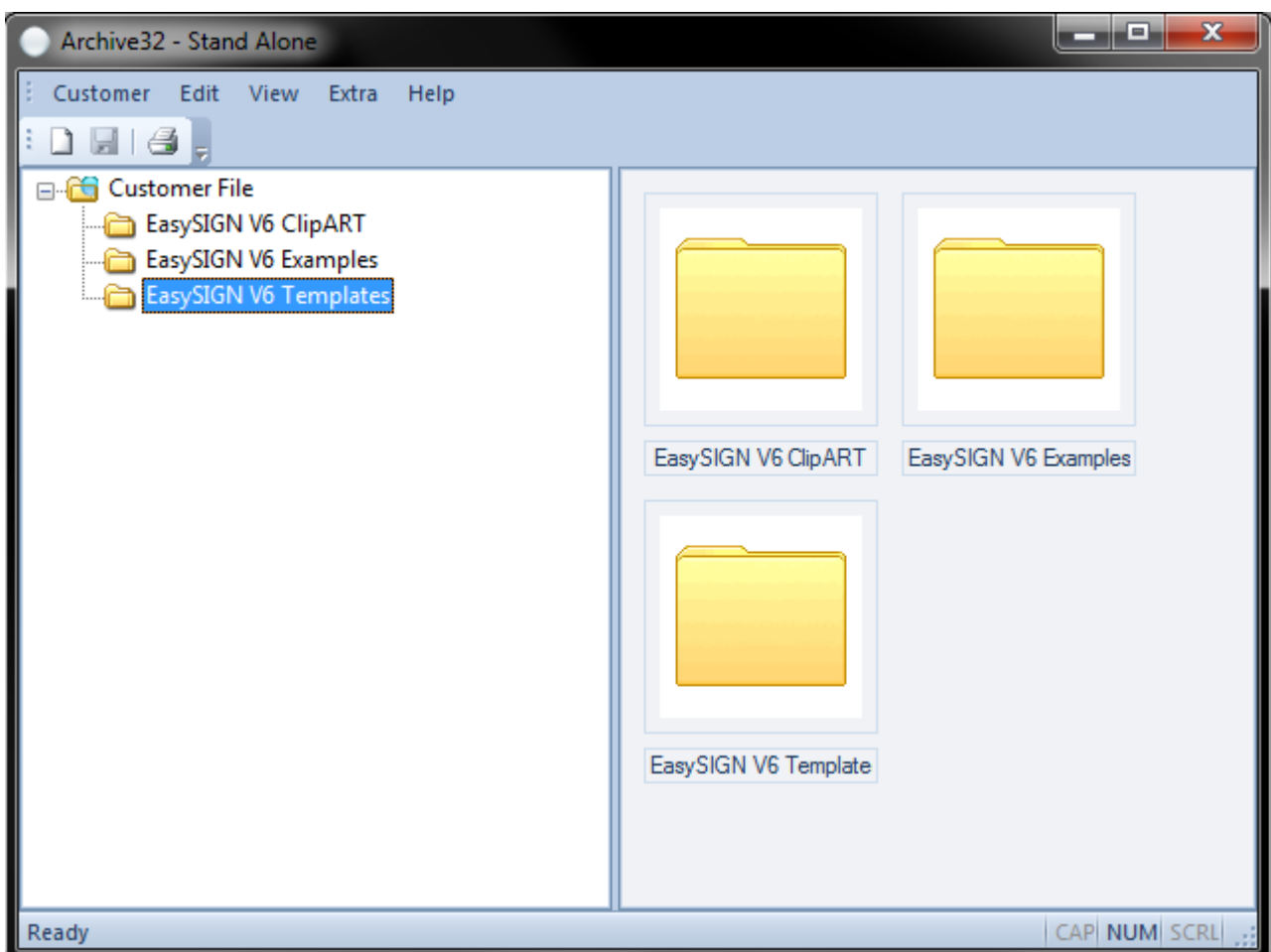
You can use the "Cancel" button to abort the search. When all drives and network connections have been searched another dialog is opened showing all the folders containing EasySIGN worksheets (old and new ones).



In this dialog you can make a selection and add these selections as new customers to the Archive database.

Moving customers

The left field of Archive allows you to move customers to a different location in the database. The location off your worksheets and folders on your hard drive remains the same after moving a customer. It is not possible to copy customers to a different location.



Previews

If you want Archive to not only show you the standard worksheets but also worksheets that can be previewed in Windows™ Explorer, you can activate the menu "View, Show all previews".

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