

**EUROSYSTEMS**



**User Manual**



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## Important Information for EuroCUT Clients

Please check the merchandise after the reception upon completeness and announce possible absence of single parts immediately to your trader.

EuroCUT is available in different versions: EuroCUT **Professional**, EuroCUT **Basic**, EuroCUT **Design** (schools also)

The single versions differ in the complexity of functions.

The **scope of delivery** of a EuroCUT version includes:

- Program CD (apart from download version)
- Hardware copy protection - USB dongle (Professional only)
- Manual (as PDF file for download version)

### Code number

The sticker is on the inner side of the manual cover. In case of online buy code number is delivered via email.

**Important Note: If the copy protection is lost, the license is terminated!**

**Please check (Professional only):**

1. Beside your program CD it is most important to check the existence of the copy protection (dongle) as this is at the same time your license.
2. The number on your copy protection **must** correspond to the 1. block of the serial number (**000123-ECBXT-...**).

Underneath the product description is your personal code number **serial number** (e.g. 000123-ECBXT-123973-00089754). This code will be inquired after the successful installation of the software - at the first start - as initialization. Another start of the program is only possible after the verification of the code.

## System requirements

- PC with min. 4 GB RAM
- Windows 7 / 8 / 10 / 11
- Minimum graphic resolution: 1280 x 1024 pixels

## Restriction of Warranty

We have given the greatest effort with the illustrations and while writing the texts. Nevertheless, mistakes for this manual and the corresponding programs can not be entirely excluded. No guarantee is taken for the correctness of the content of this manual, its translation, its completeness and exactness.

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in order to guarantee the direct communication with your competent contact person in case of problems and questions and in order to avoid or shorten waiting times on the phone we offer the service of the technical **hotline**.

This service is available from:

**Monday - Friday from 9:00 a.m. until 12:00 noon MET**

**Phone: ++49 6502-9288-11**

Further helpful information as well as tips and tricks are on our website:

**[www.eurosystems.lu](http://www.eurosystems.lu)**

under the category **Support / FAQ**

Our support staff members only give information to **registered** users. Therefore, please give following information upon each call:

- Version-No.: e.g. EuroCUT Professional 9.005
- Dongle or serial number of respective product

Thank you for your understanding that inquiries by phone can only be handled by using this phone number. Other direct dialling numbers that may be known to you are reserved for purchase and sales department.

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*(Open Source Computer Vision Library)*

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EuroCUT uses the OpenCV

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## **EuroCUT uses NLog**

NLog is a free logging platform for .NET, Silverlight and Windows Phone with rich log routing and management capabilities. It makes it easy to produce and manage high-quality logs for your application regardless of its size or complexity.

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## About This Manual

With this manual you receive EuroCUT. This manual is divided in *8 chapters*.

In chapter „**Quickstart and Installation**“ the installation of EuroCUT on your Windows computer will be explained. Please follow the installation instruction carefully as the correct installation is the basic for the smooth usage of EuroCUT.

The chapter „**How to work with EuroCUT?**“ is an introduction in handling, tools and functions. The functional principle will be concretized by means of practical examples.

In chapter „**Reference Part**“ all menus and their menu items in their chronological order are explained. This chapter is thought of as *reference book* and should be used in case of doubts about the exact functioning of a command.

In chapter „**Reference Part Output Preview**“ all menus and their menu items in the display preview in their chronological order are explained. As chapter "Reference Part" it is thought of as *reference book* and should be used in case of doubts about the exact functioning of a command.

In the next chapter all „**Toolbars**“ are described. Toolbars contain important tools that are placed in a freely movable toolbar.

In the following chapter the functioning of the „**Tools**“ is described in detail.

In the chapter „**The Sidebar**“ the side toolbar with tabs (similar to the so-called dockers in CorelDRAW) is described in detail in its functioning. Summarized are layer editing, cliparts, object manager and file management. The selection of the various functional areas is implemented via so-called tabs.

In chapter „**Add Ons**“ additional program modules are described in detail. Add Ons are program components that are separated from the main program. Usually they are provided by user defined installation.

In chapter „**Tips and Tricks - Trouble Shooting**“ we have explained a selection of daily problems from our hotline and support experience and give you information for dealing with technical problems.

## Typographical Orientation Guides

Display	Meaning
<b>Bold</b>	<b>Headlines</b>
<i>Italic</i>	<i>Indications, accentuations</i>
<b>Bold, italic</b>	Menus, fields, options e.g. <b>new</b> -command
CAPITAL LETTERS	Name of keys on the keyboard e.g. INS, SRTG, ...
KEY1+KEY2	The plus (+) between the key names means that the first key must be kept pressed while pressing the second key. Afterwards, let go the two keys.
KEY1,KEY2	A comma (,) between the key names means that you press the keys one after the other and let them go. Shortcuts and hotkeys
...	Three dots after menu entries and commands always mean that, when activating, a dialog window will be opened.

# 1 Preface

Welcome to EuroCUT, the innovative signmaking software that will help you design all types of signs and sign related products and cut them out of a variety of materials.

Whether you are new to sign-making or consider yourself an expert, EuroCUT gives you all the tools you need for professional results.

You will soon realize just how powerful EuroCUT is, whether your application is display or vehicle graphics, signmaking or exhibit building.

You may be involved in screen printing or signage - EuroCUT is equally capable of handling any of these tasks. And there are many more applications: e.g.

Stone masons	–	sandblasting applications
Department stores	–	window displays
Film, photo and TV studios	–	sceneries, decorations, directional signage
Builders, architects	–	construction and architectural signage
Major corporations	–	interior and exterior signage, exhibit displays
Wood-working	–	pos. and neg. sandblasting

Before you begin working with EuroCUT, you should be familiar with the basics of operating your PC and Microsoft Windows.



## 2 Abilities of EuroCUT - Feature List

Compare Products					
Design Tools	✓	✗	✗	✗	✗
Draw	✓	✓	✗	✗	✗
Multi-Copy	✓	✓	✓	✓	✓
Square	✓	✓	✓	✓	✗
Circle	✓	✓	✓	✓	✗
Line	✓	✓	✓	✓	✗
Digitizing Mode	✓	✓	✓	✗	✗
Freehand	✓	✓	✓	✗	✗
Geometric Shape	✓	✓	✗	✗	✗
Drill Hole	✓	✓	✗	✗	✗
Register Mark	✓	✓	✓	✓	✗
Universal Object	✓	✓	✗	✗	✗
Block Shadow	✓	✓	✗	✗	✗
Envelope	✓	✓	✗	✗	✗
Perspective	✓	✓	✗	✗	✗
Bitmap Functions	✓	✓	✗	✗	✗
Bas-Relief	✓	✓	✗	✗	✗
Brightness	✓	✓	✗	✗	✗
Contrast	✓	✓	✗	✗	✗
Convert to Bitmap	✓	✓	✗	✗	✗
Crossfade	✓	✓	✗	✗	✗
Cut Region	✓	✓	✗	✗	✗
Gamma Correction	✓	✓	✗	✗	✗
Gray Scales	✓	✓	✗	✗	✗
Invert	✓	✓	✗	✗	✗
Posterize	✓	✓	✗	✗	✗
Properties	✓	✓	✗	✗	✗
Reduce Colors	✓	✓	✗	✗	✗
Rotate in 0.1° Steps	✓	✓	✓	✗	✗
Saturation	✓	✓	✗	✗	✗
Sharpness	✓	✓	✗	✗	✗
PhotoCUT	✓	✓	✓	✓	✗
Convert Halftone Templates	✓	✓	✓	✓	✗
Different Reliefs	✓	✓	✓	✓	✗
Result Invertible	✓	✓	✓	✓	✗
Stripe Direction Selectable	✓	✓	✓	✓	✗
Stripe Distance Adjustable	✓	✓	✓	✓	✗
Stripe Form Selectable	✓	✓	✓	✓	✗
Stripe Width Adjustable	✓	✓	✓	✓	✗
Variable Clip Width	✓	✓	✓	✓	✗
Weeding Frame	✓	✓	✓	✓	✗
Welding	✓	✓	✓	✓	✗
Automatic	✓	✓	✓	✓	✗
By Color	✓	✓	✓	✓	✗
Fill	✓	✓	✗	✗	✗
Full Surface	✓	✓	✓	✓	✗
Manually	✓	✓	✓	✓	✗

## 2 Abilities of EuroCUT - Feature List

Compare Products	 Professional XT	 Design XT	 Basic XT	 Pro XT	 Spot XT
Open Trimming	✓	✓	✓	✓	✗
Screen Printing	✓	✓	✓	✓	✗
Trimming	✓	✓	✓	✓	✗
Sidebar	✓	✗	✗	✗	✗
Clipart Manager	✓	✓	✓	✓	✗
CLA Import	✓	✓	✓	✓	✗
Clipart Group Management	✓	✓	✓	✓	✗
Clipart Management	✓	✓	✓	✓	✗
Display in List	✓	✓	✓	✓	✗
Display in Mosaic	✓	✓	✓	✓	✗
Drag & Drop Support	✓	✓	✓	✓	✗
File Info Window	✓	✓	✓	✓	✗
Search in File Names	✓	✓	✓	✓	✗
Thumbnail Preview	✓	✓	✓	✓	✗
Variable Display	✓	✓	✓	✓	✗
File Manager	✓	✓	✗	✓	✗
Background Update	✓	✓	✗	✓	✗
*.CDR and *.CMX Import 1)	✓	✓	✗	✓	✗
*.CDR and *.CMX Preview 1)	✓	✓	✗	✓	✗
Display in List	✓	✓	✗	✓	✗
Display in Mosaic	✓	✓	✗	✓	✗
Drag & Drop Support	✓	✓	✗	✓	✗
File Info Window	✓	✓	✗	✓	✗
Folder Monitoring	✓	✓	✗	✓	✗
Import File Option	✓	✓	✗	✓	✗
Open Job Option	✓	✓	✗	✓	✗
Search in File Names	✓	✓	✗	✓	✗
Search Paths Definable	✓	✓	✗	✓	✗
Status Surveillance	✓	✓	✗	✓	✗
Thumbnail Preview	✓	✓	✗	✓	✗
Variable Display	✓	✓	✗	✓	✗
Layer Manager	✓	✗	✓	✓	✗
Individual Color Palettes	✓	✓	✓	✓	✗
Info Window	✓	✓	✓	✓	✗
Layer Number	✓	✓	✓	✓	✗
Material Display	✓	✓	✓	✓	✗
Models CMYK / RGB / HSB	✓	✓	✓	✓	✗
Select Layer Objects	✓	✓	✓	✓	✗
Spot Colors Definable	✓	✓	✓	✓	✗
Tool Assignment	✓	✗	✓	✓	✗
Tool Parameterization	✓	✗	✓	✓	✗
Unblocked / Blocked	✓	✓	✓	✓	✗
Visible / Invisible	✓	✓	✓	✓	✗
Macros Tab	✓	✓	✗	✗	✗
Step By Step	✓	✓	✗	✗	✗
Object Manager	✓	✓	✓	✓	✓
Attributes Tab	✓	✓	✓	✓	✓
Color Bar	✓	✓	✓	✓	✗
Navigator	✓	✓	✓	✓	✓

Compare Products					
Object List	✓	✓	✓	✓	✓
Object Names	✓	✓	✓	✓	✓
Object Names Tab	✓	✓	✓	✓	✓
Object Preview	✓	✓	✓	✓	✓
Object Selection with Preview	✓	✓	✓	✓	✓
Object Tree	✓	✓	✓	✓	✓
Object Types Tab	✓	✓	✓	✓	✓
Show Object Attributes	✓	✓	✓	✓	✓
Tree Buttons	✓	✓	✓	✓	✓
Zoom Buttons	✓	✓	✓	✓	✓
Zoom Slider	✓	✓	✓	✓	✓
Miscellaneous	✓	✓	✗	✗	✗
Align	✓	✓	✓	✓	✓
Axis Change	✓	✓	✓	✓	✓
Bitmap Fill	✓	✓	✓	✗	✗
Outline Pen	✓	✓	✓	✓	✗
Contour mode	✓	✓	✓	✓	✓
Crosshair	✓	✓	✓	✗	✗
Dimensioning	✓	✓	✗	✗	✗
Fill	✓	✓	✓	✗	✗
Gradient Fill	✓	✓	✓	✗	✗
Guide Lines (also transversely)	✓	✓	✓	✗	✗
Magnifier	✓	✓	✓	✓	✓
Measure (Distance, Angle)	✓	✓	✓	✓	✗
Metric	✓	✓	✓	✓	✓
Mirror Horizontal	✓	✓	✓	✓	✓
Mirror Vertical	✓	✓	✓	✓	✓
Raster	✓	✓	✓	✗	✗
Rotate in 0.1° Steps	✓	✓	✓	✓	✓
Rulers	✓	✓	✓	✓	✓
Snap Mode	✓	✓	✓	✓	✓
Stopwatch	✓	✓	✓	✗	✗
Node Editing	✓	✓	✗	✗	✗
Align Horizontally	✓	✓	✓	✗	✗
Align Vertically	✓	✓	✓	✗	✗
Break Nodes	✓	✓	✓	✗	✗
Bridges	✓	✓	✗	✗	✗
Curve to Line	✓	✓	✓	✗	✗
Cusp Node	✓	✓	✓	✗	✗
Delete Nodes	✓	✓	✓	✗	✗
Direct Input of Coordinates	✓	✓	✓	✗	✗
Insert Nodes	✓	✓	✓	✗	✗
Join Nodes	✓	✓	✓	✗	✗
Line to Curve	✓	✓	✓	✗	✗
New Origin	✓	✓	✓	✗	✗
Orthogonalize	✓	✓	✓	✗	✗
Reduce Nodes	✓	✓	✓	✗	✗
Rounding	✓	✓	✓	✗	✗
Smooth Curve	✓	✓	✓	✗	✗

## 2 Abilities of EuroCUT - Feature List

### Compare Products

	 Professional XT	 Design XT	 Basic XT	 Pro XT	 Steel XT
Symmetric Nodes	✓	✓	✓	✗	✗
Outline / Inline	✓	✓	✓	✓	✗
Productivity Tools	✓	✗	✗	✗	✗
CMX Transfer (Drag & Drop)	✓	✓	✓	✓	✓
Best Import of TTF Contours	✓	✓	✓	✓	✓
Export from CorelDRAW as CMX	✓	✓	✓	✓	✓
Job Filter in CorelDRAW	✓	✓	✓	✓	✓
Takes Color and Gradients	✓	✓	✓	✓	✓
Print	✓	✓	✗	✓	✗
Color Separation	✓	✓	✗	✓	✗
Define Print Ratio	✓	✓	✓	✓	✗
Print on Roll	✓	✓	✗	✓	✗
Print to File	✓	✓	✓	✓	✗
Tile Preview	✓	✓	✗	✓	✗
Tile Selection	✓	✓	✗	✓	✗
Tiles with Overlapping	✓	✓	✗	✓	✗
Export Filter	✓	✓	✓	✗	✗
PDF	✓	✓	✓	✓	✗
Access Rights Management	✓	✓	✓	✓	✗
Document Encryption	✓	✓	✓	✓	✗
Twin Password Protection	✓	✓	✓	✓	✗
CMX	✓	✓	✓	✓	✗
DXF	✓	✓	✓	✓	✗
EMF	✓	✓	✓	✓	✗
EPS with OPI	✓	✓	✓	✓	✗
HPGL	✓	✓	✓	✓	✗
JOB (EuroCUT 4, 5, 6)	✓	✓	✓	✗	✗
JPG, TIF, BMP, PCX, PNG	✓	✓	✓	✓	✗
SOR	✓	✓	✓	✓	✗
Routing & Engraving	✓	✓	✗	✗	✗
Hatch Fill	✓	✓	✗	✗	✗
Island Fill	✓	✓	✗	✗	✗
Start Tool Path (Lead In / Out)	✓	✓	✗	✗	✗
Routing Path Preview	✓	✓	✗	✗	✗
Path Adjustment Inline	✓	✓	✗	✗	✗
Path Adjustment Outline	✓	✓	✗	✗	✗
Import Filter	✓	✓	✗	✗	✗
GIF, JPG, TIF, BMP, PCX, PNG	✓	✓	✓	✓	✓
AI	✓	✓	✓	✓	✓
CCJ (CoCut Job)	✓	✓	✓	✓	✓
CMX, CDR, CDT 2)	✓	✓	✓	✓	✓
DXF	✓	✓	✓	✓	✓
EMF, WMF	✓	✓	✓	✓	✓
EPS	✓	✓	✓	✓	✓
GTP	✓	✓	✓	✗	✗
IK (URW Signus)	✓	✓	✗	✗	✗
PDF	✓	✓	✓	✓	✓
PLT (HPGL)	✓	✓	✓	✓	✓
SVG 3)	✓	✓	✓	✓	✓

## Compare Products

					
Job Info	✓	✓	✓	✓	✓
Creation Date	✓	✓	✓	✓	✓
Customer Address	✓	✓	✓	✓	✓
Kind of Material / Color Number	✓	✓	✓	✓	✓
Length / Height / Number / Price	✓	✓	✓	✓	✓
Memo Field	✓	✓	✓	✓	✓
Optional Fields Definable	✓	✓	✓	✓	✓
Password Protection	✓	✓	✓	✓	✓
Printable Job-Info	✓	✓	✓	✓	✓
Processor / Processing Time	✓	✓	✓	✓	✓
Job Calculation	✓	✓	✗	✗	✗
Font Height+Material Mode	✓	✓	✗	✗	✗
Font Type+Material Mode	✓	✓	✗	✗	✗
Object Mode	✓	✓	✗	✗	✗
Signboard Area	✓	✓	✗	✗	✗
Special Character Option	✓	✓	✗	✗	✗
Optimization	✓	✗	✓	✓	✗
Foil	✓	✗	✓	✓	✓
Mark	✓	✗	✓	✓	✗
Plate	✓	✗	✓	✓	✗
Segment	✓	✗	✓	✓	✓
Smartfeed	✓	✗	✓	✓	✓
Automation / Macros	✓	✓	✓	✓	✗
Clone	✓	✓	✓	✓	✗
Close Objects Automatically	✓	✓	✓	✓	✗
Contour Line (Print & Cut)	✓	✓	✓	✓	✗
Object Orientation changeable	✓	✓	✓	✓	✗
Positioning 1/100 mm exact	✓	✓	✓	✓	✓
Reference Job (*.JRF)	✓	✓	✓	✓	✓
Serial Numbers	✓	✓	✗	✗	✗
Video Marks (Print & Cut)	✓	✓	✓	✓	✗
Sort Manual	✓	✓	✓	✓	✗
Sort with Simulation	✓	✓	✓	✓	✓
Templates (*.JTP)	✓	✓	✓	✗	✗
Text Editor	✓	✓	✓	✗	✗
Fonts	✓	✓	✓	✗	✗
102 EC Fonts (Type 1)	✓	✓	✓	✗	✗
Font Sign Symbols	✓	✓	✓	✗	✗
Font Sport Symbols	✓	✓	✓	✗	✗
Font Frame Parts	✓	✓	✓	✗	✗
Font Barcode (EAN)	✓	✓	✓	✗	✗
Alignment	✓	✓	✓	✗	✗
Autom. Run Length Adjustment	✓	✓	✓	✗	✗
Caps Height	✓	✓	✓	✗	✗
Change Kerning Values (Type 1)	✓	✓	✓	✗	✗
Character Spacing	✓	✓	✓	✗	✗
Character Table	✓	✓	✓	✗	✗
Container Function	✓	✓	✓	✗	✗
Create Kerning Table (Type 1)	✓	✓	✓	✗	✗

## 2 Abilities of EuroCUT - Feature List

Compare Products	 Professional XT	 Design XT	 Basic XT	 Pro XT	 Steel XT
Font Size	✓	✓	✓	✗	✗
Font Type	✓	✓	✓	✗	✗
Font Weight	✓	✓	✓	✗	✗
Line Spacing	✓	✓	✓	✗	✗
No Linefeed - Fit All Line Heights	✓	✓	✓	✗	✗
No Linefeed - Reduce Line Height	✓	✓	✓	✗	✗
Spaces (1/1, 1/2, 1/4, 1/8)	✓	✓	✓	✗	✗
Subscript	✓	✓	✓	✗	✗
Superscript	✓	✓	✓	✗	✗
Tabulators	✓	✓	✓	✗	✗
Text Export (*.TXT, *.RTF, *.ECT)	✓	✓	✓	✗	✗
Text Import (*.TXT, *.RTF, *.ECT)	✓	✓	✓	✗	✗
Text on Circle	✓	✓	✓	✗	✗
URW BE Fonts	✓	✓	✓	✗	✗
Word Spacing	✓	✓	✓	✗	✗
Trace Tool	✓	✓	✓	✗	✗
Automatic Node Minimization	✓	✓	✓	✗	✗
Color Matching	✓	✓	✓	✗	✗
Contour Filter	✓	✓	✓	✗	✗
Result Preview with Zoom	✓	✓	✓	✗	✗
Revectorize	✓	✓	✓	✗	✗
Text Object Optimization	✓	✓	✓	✗	✗
Auto Import Plug-Ins	✓	✓	✓	✓	✗
Adobe Illustrator	✓	✓	✓	✓	✓
Adobe InDesign	✓	✓	✓	✓	✗
AutoCAD	✓	✓	✓	✓	✗
CorelDesigner	✓	✓	✓	✓	✓
CorelDRAW	✓	✓	✓	✓	✓
Cut Mark Workflow Toolbar	✓	✓	✓	✓	✗
Inkscape	✓	✓	✓	✓	✓
Basic Features	✓	✓	✓	✗	✗
Autosave - adjustable in minutes	✓	✓	✓	✗	✗
Backup File	✓	✓	✓	✗	✗
Combine Objects	✓	✓	✓	✓	✓
Context Sensitive Menus	✓	✓	✓	✓	✓
Crosslines Cursor	✓	✓	✓	✗	✗
Cut Marks	✓	✓	✓	✓	✗
Grid with Offset	✓	✓	✓	✗	✗
Group Objects	✓	✓	✓	✓	✓
Key Assignment similar to Corel	✓	✓	✓	✓	✓
Layer	✓	✓	✓	✓	✗
Metrics mm, cm, inch	✓	✓	✓	✓	✓
Online Help	✓	✓	✓	✓	✓
Origin Moveable	✓	✓	✓	✓	✓
Page Margins	✓	✓	✓	✓	✓
Raster with Positioning Help	✓	✓	✓	✗	✗
Remote Maintenance	✓	✓	✓	✓	✓
Ruler	✓	✓	✓	✓	✓
Send via email	✓	✓	✓	✓	✗

## Compare Products

					
Size of Working Area scalable	✓	✓	✓	✓	✓
Undo / Redo	✓	✓	✓	✓	✓
Add-Ons	✓	✓	✓	✗	✗
Fontmanager	✓	✓	✓	✗	✗
Activate / Deactivate Fonts	✓	✓	✓	✗	✗
Add / Duplicate Fonts	✓	✓	✓	✗	✗
Font Preview	✓	✓	✓	✗	✗
Font Search by Name / Style	✓	✓	✓	✗	✗
Fonts in Databases	✓	✓	✓	✗	✗
Import Font Databases	✓	✓	✓	✗	✗
Search Font Databases	✓	✓	✓	✗	✗
TT, OpenType, Type 1, BE Fonts	✓	✓	✓	✗	✗
Window for each Font Type	✓	✓	✓	✗	✗
Drivers	✗	✗	✗	✗	✗
Mini Cutters	✓	✗	✓	✓	✓
Roll Cutter	✓	✗	✓	✓	✓
Flatbed Cutter	✓	✗	✓	✓	✗
Multifunctional Cutter	✗	✗	✗	✗	✗
Laser Engraver	✗	✗	✗	✗	✗
Engraver	✓	✗	✓	✗	✗
Device Control	✓	✗	✗	✓	✗
Plot-Manager	✓	✗	✓	✓	✓
Active and Passive Jobs	✓	✗	✓	✓	✓
Hotfolder Support	✓	✗	✗	✓	✗
Job History	✓	✗	✓	✓	✓
Job Preview	✓	✗	✓	✓	✓
Job Repetition	✓	✗	✓	✓	✓
Multi Device Configuration	✓	✗	✓	✓	✓
Multi Interface Support	✓	✗	✓	✓	✓
Parallel Device Output	✓	✗	✓	✓	✓
Plot Server Function (TCP/IP)	✓	✗	✓	✓	✓
Pre-Output Message Window	✓	✗	✓	✓	✓
Queue Function	✓	✗	✓	✓	✓
Spool Function	✓	✗	✓	✓	✓
Surveil Output Process	✓	✗	✓	✓	✓
Track Logging	✓	✗	✓	✓	✓
Any Number of Copies	✓	✗	✓	✓	✓
Any Number of Outputs	✓	✗	✓	✓	✓
Auto Outline Pen Metamorphosis	✓	✗	✓	✓	✓
Bypass Cutting	✓	✗	✓	✓	✓
Calibrate Output Size	✓	✗	✓	✓	✓
Color Separated Cutting	✓	✗	✓	✓	✓
Cut Object Preselection	✓	✗	✓	✓	✓
Display Material Consumption	✓	✗	✓	✓	✓
Driver Editor	✓	✗	✓	✓	✓
Global Weeding Frame	✓	✗	✓	✓	✓
Multiple Cutting	✓	✗	✓	✓	✓
Optimization of Vinyl Usage	✓	✗	✓	✓	✓
Output Preview	✓	✗	✓	✓	✓

## 2 Abilities of EuroCUT - Feature List

Compare Products	 Professional XT	 Design XT	 Basic XT	 Pro XT	 Steel XT
Output to File	✓	✗	✓	✓	✓
Pile	✓	✗	✓	✓	✓
Segmentation with Overlapping	✓	✗	✓	✓	✓
Tryout Drive	✓	✗	✓	✓	✓
Wait after Segment	✓	✗	✓	✓	✓
Weed-Ex Driver Option	✓	✗	✗	✓	✗
Weeding Frame for Single Object	✓	✗	✓	✓	✓
Weeding Lines horiz. / vert.	✓	✗	✓	✓	✓
<b>Program Type</b>					
Standalone	✓	✓	✓	✗	✗
Code Number Protection	✓	✓	✓	✓	✓

- 1) CDR only if CorelDRAW is installed
- 2) CDR / CDT only if CorelDRAW is installed
- 3) SVG only if Inkscape is installed (non-portable version)

## 3 Quickstart and Installation

### 3.1 Copy Protection / Dongle

#### 3.1.1 Copy Protection

EuroCUT is a copy protected program. Various licensing types are used for the protection of rights.

##### 3.1.1.1 Activation Key

An activation key is used for licensing. Unlike the soft code, the license is additionally activated on a **license server**.

**Example:** ECBXT:00000-00000-00000-00000-00000

##### 3.1.1.2 Dongle

For licensing, a hardware copy protection (dongle) is used in conjunction with a code number.

## 3.2 Licensing

### 3.2.1 Online Activation / Deactivation

#### 3.2.1.1 Differences to the soft code method

Instead of the previously used serial numbers, **activation keys** are now used. After installation, the license must be activated on our **license server**.

### 3.2.1 Online Activation / Deactivation

Licensing dialog box showing fields for Name / Company, eMail, Activation Key, Computer ID, and Computer Key. It includes buttons for 'Activate license', 'Deactivate license', and 'License File...'. A status message indicates 'Your license expires on 7/23/2020.' and there are 'OK' and 'Cancel' buttons at the bottom.

Fig. 3.2-1: Licensing dialog

#### 3.2.1.2 Activation

**Note: Activation or deactivation is also possible offline; there is no online constraint.**

If the customer's computer has access to the Internet, the **activation** or **deactivation** of the license on our server takes place automatically. At the first start of the software, the customer must enter his **activation key**.

**Important note: Only after the acceptance of the privacy policy, the software will be activated by clicking on the Activate license button.**

Alternatively, the licensing can also be done by means of a **license file (\*.ECFN)**. A click on the **License file** button opens the **Import license file dialog**.

▶ please refer to 3.2.4: Licensing using ECFN file

#### 3.2.1.3 Deactivation

**Note: The deactivation of the license is done with the same activation key.**

In order to get to the **Deactivate license** button of the **Licensing dialog**, the **License... button** must be clicked via the **Help / About...** menu item. Then you can deactivate the license by clicking the **License deactivate** button.

**Note:** Before activating on a new computer, the old license must be deactivated.

### 3.2.1.4 License Info

A click on the **Info** button provides detailed information about the status of the license, namely the validity of the license, computer ID, computer name, activation time and list of computers where the license is activated.



Fig. 3.2-2: Info button

## 3.2.2 Offline Activation / Deactivation

### 3.2.2.1 Activation

If no Internet access is available on the customer's computer, the software automatically switches to **offline activation**. After clicking on the **Activate Software** button, a **QR code** is displayed.

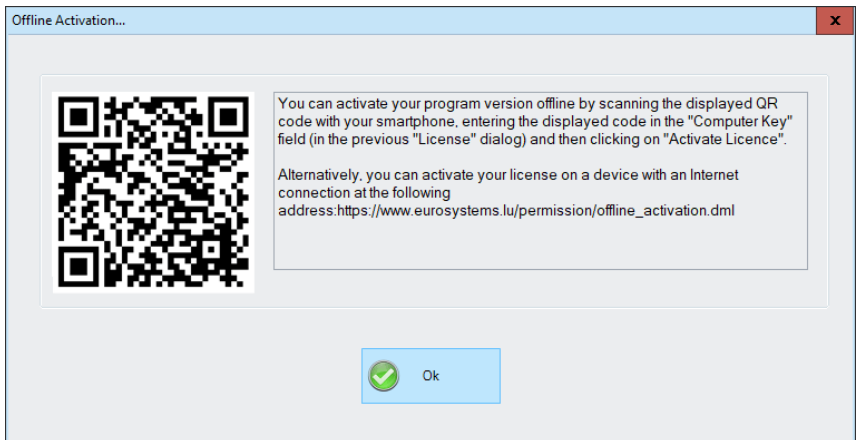


Fig. 3.2-3: QR code for offline activation of the license

After scanning the smartphone code, a so-called computer key for this computer is displayed on the mobile phone.

**Note:** The computer key is only valid on the computer in use.

Alternatively, the activation can also be done via a web page from another computer. Follow the information in the window and on the website.

### 3.2.2.2 Deactivation

Deactivation requires a **deactivation key** that confirms the deactivation of the license to the license server. After scanning the QR code, the activation key is released again at our license server. This allows the activation key to be used again for activation on another computer.

To get to the **Deactivate license** button of the **licensing dialog**, you have to click on the **License... button** via the **Help / About... menu item**. Then you can deactivate the license by clicking the **Deactivate license button**.

Alternatively, the deactivation can be done via a web page from another computer. Follow instructions in the window and on the website.

**Important note: If the computer is defective, please contact your dealer or send an e-mail to [support@eurosystems.lu](mailto:support@eurosystems.lu).**

### 3.2.3 Conversion Trial Version to Full Version

**Note: No reinstallation necessary!**

Enter the license data via the **menu - Help / About... /** . A click on the **license button** opens the **licensing window**.

### 3.2.4 Licensing using ECFN file

As an alternative to entering the license data manually, licensing can also be carried out by means of a license file. A **double click** on the \*.ECFN file is confirmed by the message "Your license has been installed". The ECFN file has been copied into the program folder of EuroCUT Basic XT and the licensing dialog will be pre-filled the next time the program is started. Now the license can be activated by clicking on the **Activate License button**.

**Note: Activating the license is only possible if the privacy policy is accepted.**

## 3.3 Quickstart

### 3.3.1 How to Install EuroCUT?

#### 3.3.1.1 Step 1: Connection

##### Cutter control via USB

Install cutter USB drivers, which were delivered by the cutter manufacturer. Please use the instructions given by cutter manual.

### Cutter control via COM port (serial)

Make sure, that cutter and serial Windows port are configured **identically**.

You'll find this port configuration in the system *Control Panel* under: *System/Hardware/Device Manager/Ports/Communications Port*. Select via double click the respective port (e. g. COM1) and activate *Port Settings*.

Default settings are: Bits per second: 9600 or 19200, Data bits: 8, Parity: None, Stop bits: 1, Flow control: Hardware

***Check also Resources: COM 1: I/O Range 03F8 and IRQ 4 and COM 2: I/O Range 02F8 and IRQ 3 respectively***

### 3.3.1.2 Step 2: Installation

Insert the EuroCUT installation CD. With the ***Autorun*** function switched on following dialog opens. If the ***Autorun*** function is deactivated open the Windows Explorer and start the file ***install.exe*** in the main directory of the CD. Select product EuroCUT Basic XT and start installation.

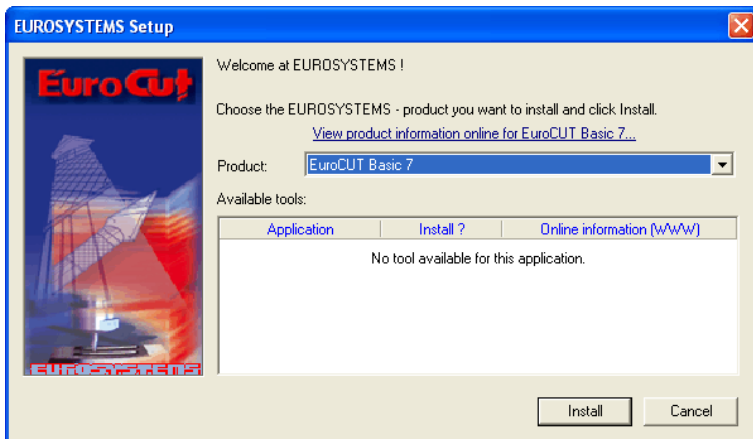


Fig. 3.3-1: Autorun window

***Note: Installation process is done again for each selected application.***

### 3.3.1 How to Install EuroCUT?

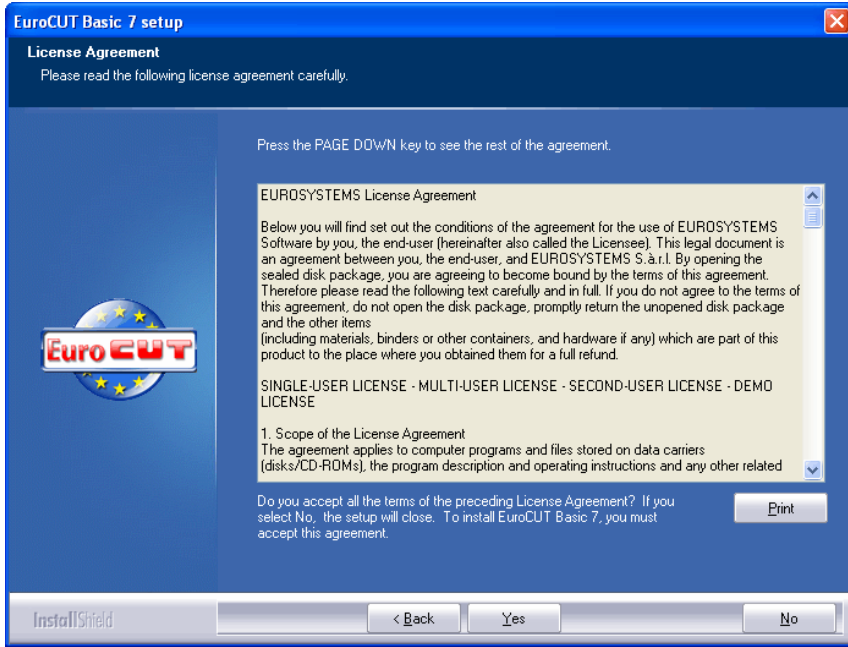


Fig. 3.3-2: EUROSYSTEMS Software License Agreement

In this dialog the installation folder for EuroCUT Basic XT is chosen. By default the folder C:\Program Files\EUROSYSTEMS\EuroCUT Basic XT is suggested.

If EuroCUT should be installed to another folder, please click **Browse** button and select the desired destination folder.

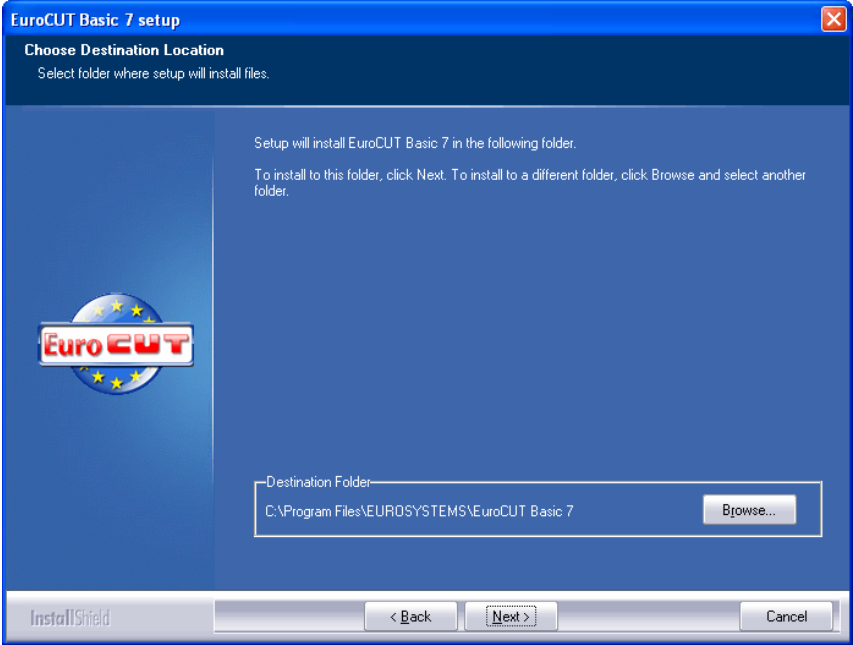


Fig. 3.3-3: Selection of destination folder

**Hint: To install additional drivers select custom setup.**

### 3.3.1 How to Install EuroCUT?

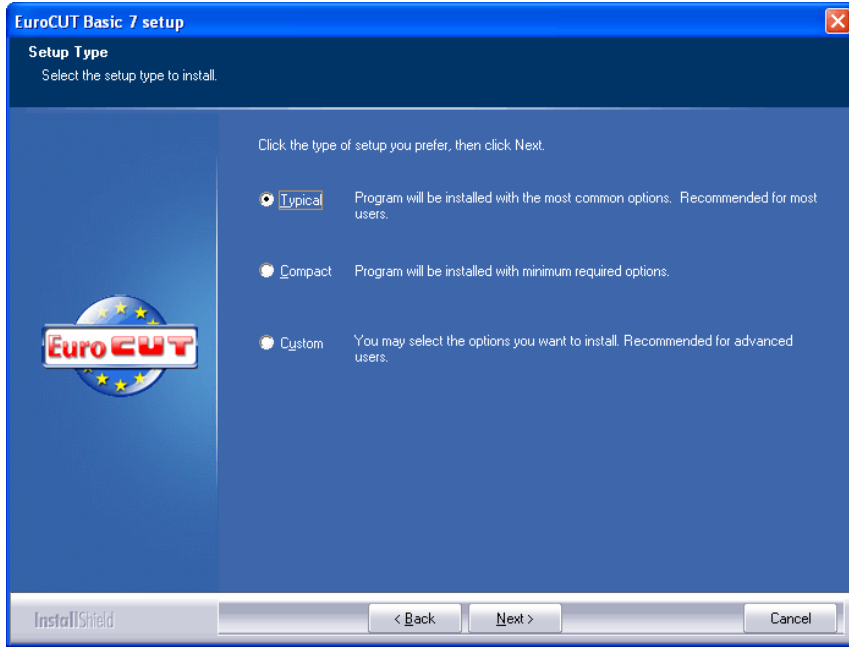


Fig. 3.3-4: Selection of setup type

Default program folder in the start menu is EUROSYSYSTEMS\EuroCUT Basic XT.

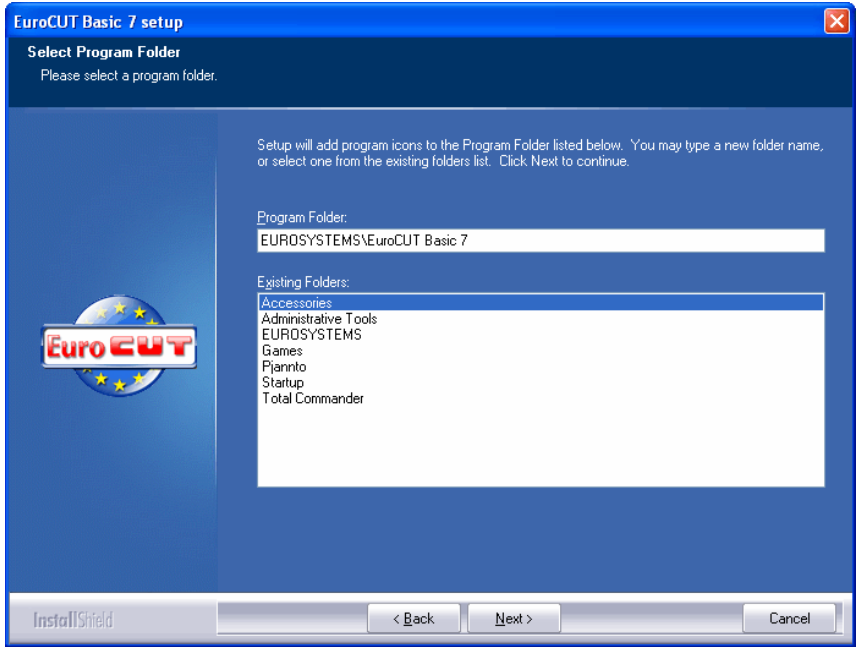


Fig. 3.3-5: Position in start menu

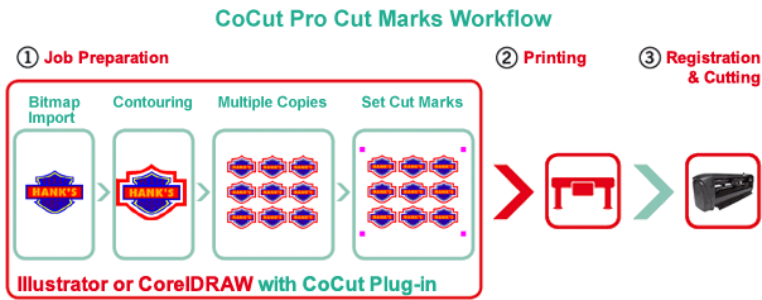
### 3.4 The Cut Marks Toolbar

All object functions of the Cut Marks Toolbar act directly on the host program's (CorelDRAW or Illustrator) objects. This extends host program's functionality with these tools so that the whole Print & Cut workflow can be prepared and given out with CorelDRAW or Illustrator. Of course, EuroCUT Basic XT can be started without a host program. The described tools are also available in the standalone version.

**Important note: The functionality described here is only possible with CorelDRAW X3-X8 & 2017-2026 and Illustrator CS3-CS6 & CC!**

#### 3.4.1 The Cut Marks Workflow

The following graphic illustrates the Print & Cut workflow (Cut Marks Workflow) inside the host program (CorelDRAW or Illustrator).



Starting point of the Cut Marks Workflow is a bitmap, which gets contoured as first step. In the second step multiple copies are generated. In the next step suitable register marks are placed around the copies.

This Job must be printed on a suitable printer and is finished with a cutting plotter (cutter) equipped with an optical sensor. The so called registration - Cut Marks recognition - corrects the prints deviations and the job is cutted. The results of this process are exactly cutted copies in any number and size.

#### 3.4.2 The Cut Marks Toolbar in CorelDRAW X3-X8 and 2017-2026

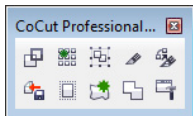


Fig. 3.4-1: Toolbar in CorelDRAW X3-X8 and 2017-2026

The buttons were so arranged from left to right that the Cut Marks Workflow can be performed perfectly.

### 3.4.3 The File Menu Entries in Illustrator CS3-CS6 and CC

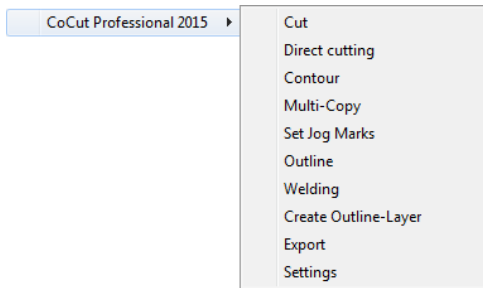


Fig. 3.4-2: Illustrator sub menu EuroCUT Basic XT

The menu entries are arranged from top to bottom in a way that the Cut Marks Workflow can be performed perfectly.


#### 3.4.3.1 Buttons of the Cut Marks Toolbar

**Important note:** *The following descriptions are valid also for Illustrator!*

##### 1 The *Create Contour* Button




Fig. 3.4-3: Create Contour Icon

 please refer to 8.14: The *Contour (Line)* Function

##### 2 The *Multi Copy* Button



Fig. 3.4-4: Multi Copy Icon

 please refer to 7.6: The *Object Parameter* Toolbar

##### 3 The *Set Jog Marks* Button




Fig. 3.4-5: Set Jog Marks Icon

 please refer to 4.10.2: Jog Marks for Optical Recognition Systems

#### 4 The *Cut* Button



Fig. 3.4-6: Cut Icon

 [please refer to 4.11: Cutting - Milling - Creasing - Drawing ...](#)

#### 5 The *Direct Cutting* Button



Fig. 3.4-7: Direct cutting Icon

Activating this button ensures that **no** window appears before the data output. The output data is sent directly to the connected device.

#### 6 The *Export* Button



Fig. 3.4-8: Export Icon


Activating this button ensures that the selected data is exported into the specified folder (see **Settings** dialog).

**Note:** *In CorelDRAW, the data are saved in the CMX file format, otherwise in PDF format.*

#### 7 The *Create Outline* Button



Fig. 3.4-9: Create Outline Icon

 [please refer to 8.3: The \*Outline\* Function](#)

#### 8 The *Create Outline Layer* Button



Fig. 3.4-10: Create Outline Layer Icon


After activating this button the object attribute is changed and a spot color for the selected contour, which was **not** generated with the EuroCUT Basic XT button, is assigned.

## 9 The *Welding* Button



Fig. 3.4-11: Welding Icon

Activating this button welds the selected objects.

 please refer to 8.9: The *Welding Tool*

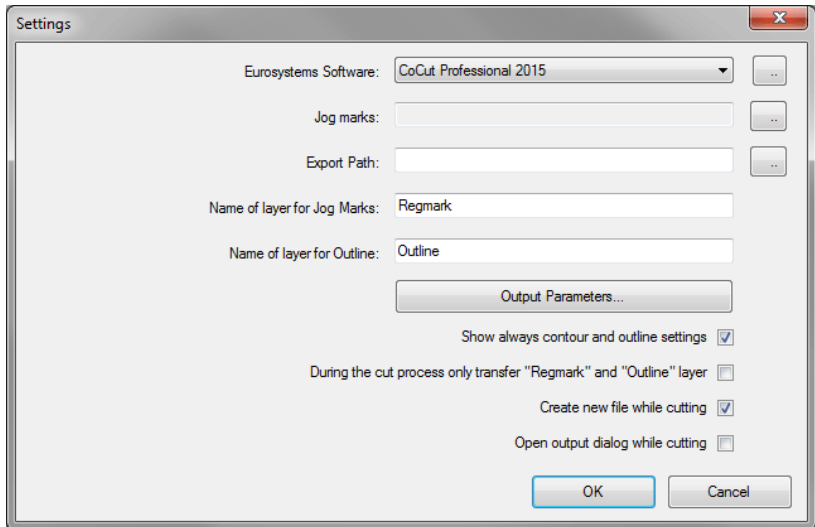
## 10 The *Settings* Button



Fig. 3.4-12: Settings Icon

A click on the *Settings* Button opens the *Settings* window.

### 3.4.3.2 The *Settings* Dialog



### *Eurosystems Software* Field



Fig. 3.4-13: 2 Point Icon

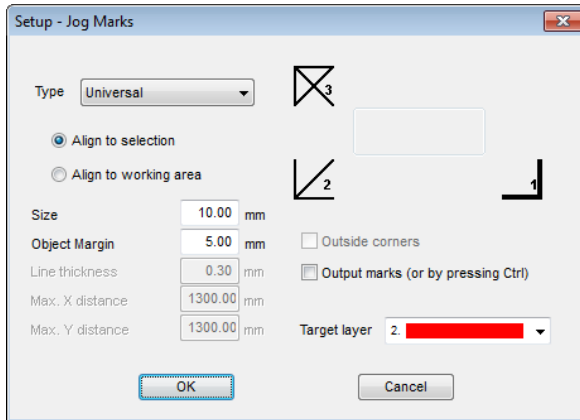
A click on the 2 point button enables the selected program and allows changing of *Settings* parameters.


### Jog Marks Field



Fig. 3.4-14: 2 Point Icon

A click on the 2 point button opens the *Setup - Jog Marks* dialog. It allows the selection of the appropriate cut marks for the plotter, in case your cutter has an optical sensor and its driver supports this feature.



 [please refer to 4.10: Label Production with Cutters with Optical Sensor](#)

### Export Field



Fig. 3.4-15: 2 Point Icon

A click on the 2-point button opens the *Search folder* dialog. It allows the selection of the export folder where the exported file should be saved.

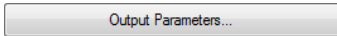
### Name of Layer for Jog Marks Option

This option enables the assignment of an individual layer name. Then this jog marks layer can be identified at any time and the jog marks can be selected. Preset is *Regmark*.

### Name of Layer for Outline Option

This option enables the assignment of an individual layer name. Then this outline layer can be identified at any time and the outline(s) can be selected. Preset is *Outline*.

### The *Output Parameters...* Button



Activating the **Output Parameters** button opens the cutting dialog and allows you to set individual settings when cutting.

#### **Show Always Contour and Outline Settings Option**

If this option is enabled then the dialogs which allow the parameter definition are always displayed, when the appropriate button was activated.

#### **During the Cut Process only Transfer 'Remark' and 'Outline' layer Option**

If this option is activated then only the objects are transferred to EuroCUT Basic XT to which this two layers have been assigned: regardless of the current selection!

#### **Create New File While Cutting Option**

If this option is enabled then after pressing the *Cut* button a new window in EuroCUT Basic XT is opened and all or all selected objects are copied into the new window.

#### **Open Output Dialog While Cutting Option**

If this option is activated then after pressing the *Cut* button the *Output* dialog is opened.

## 3.5 Autoexport - Scripts

Autoexport means that data from external programs (CorelDRAW, CorelDesigner, Illustrator, Freehand, Inkscape, InDesign or AutoCAD) are imported automatically into EuroCUT - quasi at the push of a button. To do this the scripts are either integrated into the external program's menu structure or toolbar.

### 3.5.1 Corun Installer

With the Corun Installer you can install EuroCUT the plugins. In the *Name* column all host programs are listed, in which the plug-ins can be implemented. In the *Plugin path* column is displayed in which the folder the plug-in files are located after installation. In the *Eurosystem software* list all programs are listed that have a plug-in functionality. Select the appropriate program from the list. Activating the *Install* button starts the process.

**Note: The Corun Installer is required if the host application was installed BEFORE the EUROSYSTEMS program or if plugins must be re-installed.**

### 3.5.1 Corun Installer

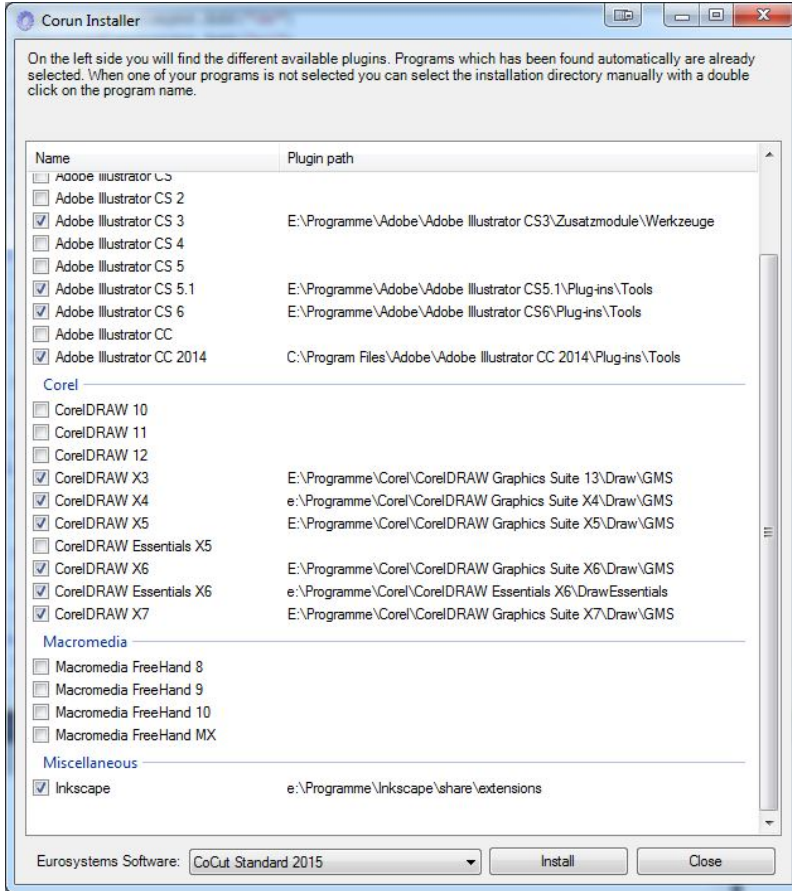


Fig. 3.5-1: Corun Installer dialog window with detected host programs and path indicators.

## 3.5.2 Insert EuroCUT Icon in CoreIDRAW Toolbar

### 3.5.2.1 CoreIDRAW X3-X8 and 2017-2026

**Indication: CoreIDRAW must be installed with the option “Visual Basic for Application”.**

This option can be installed as follows:

Insert CorelDRAW medium into the drive / start setup / select type of installation „**Custom setup**“. If already a CorelDRAW-version is installed on your computer, first select „**user defined setup**“ and then „**Custom setup**“.

In the dialog that opens now, double click on main applications or one click on the **Plus**-field. Here, double click on **productivity support** and activate the option „**Visual Basic for Application**“. After the installation of EuroCUT you have to link the EuroCUT Script with the toolbar.

- Select the menu **Tools / Customization**
- Select the option **Workspace / Customization / Commands** in the left option bar
- Right next to the option bar, click once on **File** and select **Macros** and drag **Corun...** or **Cocut...** to the toolbar of CorelDRAW.
- Activate the tab **Appearance**. Here, press the **Import**-button and select any symbol.
- Select the option **Workspace/Customization/Command Bars** in the left option bar .
- Change the name of the toolbar „**New ToolBar 1**“ to EuroCUT.
- Click on OK.

If you now mark one or several objects and click on the thus created icon, the objects are passed on to EuroCUT and can be plotted.

### 3.5.3 EuroCUT Script in Inkscape

The EuroCUT - script for Inkscape is located in the **Extensions** menu. The output routine is activated using the **cutting** menu entry in the EuroCUT Basic XT sub menu.

**Important note: The plugin only works with the non-portable version of Inkscape.**

### 3.5.4 EuroCUT Script in Adobe Illustrator 8-10, CS-CS6, CC

EuroCUT is in the **file** menu underneath the menu item **export**.

**How does the transfer of data from Illustrator 8, 9, 10, CS, CS2, CS3, CS4, CS5, CS6, CC to EuroCUT take place?**

Start EuroCUT from the **file** menu. If the objects are marked, only the marked objects are passed on to EuroCUT. If also texts are passed on they will automatically be converted to curves.

**Indication: If no objects are marked, EuroCUT is not active!**

**Indication: Special process color fills are not passed on.**

### 3.5.5 EuroCUT Script in Adobe InDesign CS4-CS6, CC

The EuroCUT script is in the **Plug-ins** menu, under the following sub-menu: EUROSYSTEMS, **Auto Export**. From the function list, select the appropriate function with a click.

### 3.5.6 EuroCUT Script in AutoCAD

#### 3.5.6.1 Menu File for AutoCAD 2000(i), 2002 - 2026, LT 2002 - LT 2026

- In the menu **Extras** select the menu item **adjust menus**.  
(Indication: Alternatively you can also open the dialog via the command **\_menuload**)
- In the dialog that now opens select the tab **menu groups** and press the **browse** button.
- The file selection dialog opens. Change the file ending to **\*.mnu** in this dialog.
- Select the file **corun.mnu** and close the dialog.
- Now press the **Load** button and confirm the inquiry dialog with ok.
- The EuroCUT menu is now loaded.
- Now change the menu bar dialog in the upper tab. In the menu group select **EuroCUT Plot** and insert it into the desired place in the AutoCAD menu.

#### 3.5.6.2 Menu File for AutoCAD LT 98 And R14

- In the menu **Extras** select the menu item **Adjust/Menus**.
- In the dialog that now opens press the **browse** button.
- The file selection dialog opens. Change the file ending to **\*.mnu** in this dialog.
- Select the file **corun.mnu** and close the dialog.
- Now press the **Load** button and confirm the inquiry dialog with ok.
- The EuroCUT-menu is now loaded.
- Now change to the **menu bar** dialog in the upper tab. In the menu group select **EuroCUT Plot** and insert it into the desired place in the AutoCAD menu.
- In the menu **file** select the menu item **printer installation**.
- In the dialog that now opens press the **open** button and select the file **cocutlt98.pc2 (LT98)** respectively **cocutr14pc2 (R14)**.
- Close the dialog.
- Start now the print-job by activating the menu item **print** in the **file** menu in order to do following settings: activate the button **Plot in file**, set the **scale factor** to 1:1 and the **unit** to mm.

In the menu is now EuroCUT entry and in the toolbars EuroCUT toolbar was added.

**Important: Be careful that at the first output the checkbox "plot to file" is activated. With this procedure, all graph elements are passed on. The change-pen commands are interpreted from the PLT file so that the 8 layers are separable. AutoCAD does not plot with Arcs, which means that all elements are resolved in lines and dots are interpreted as bores.**

**Indication:** *If DXF is used, you have to press twice the ENTER button after the selection of the object as the execution of the macro menu is aborted by the object selection. At the passing on via DXF the dimensions and texts are not passed on but it is possible to select and output them. The curves are not converted to lines but the Splines or Arcs in the DXF file are converted to Bezier curves. The layer amount is not limited to 8.*

In the startup group of Windows a link to the program **autoimp.exe** is installed during the installation with which the passing on of files to EuroCUT is realized. If autoimp.exe is started an **icon** is shown in the system tray (lower right corner of the screen). Double clicking on the icon ends the program.

**Attention:** If the icon is switched off the transfer to EuroCUT does not work anymore!

Via **Start / All Programs / Startup / Auto Import** for EuroCUT it can be started again.

**Indication:** *During the installation you have to pay attention that EuroCUT is always installed for the last used AutoCAD version if several AutoCAD versions are installed on your computer.*

### 3.6 Selection of The Device Driver

Please, select first your output device from the list **driver**. In the field **name of device** the identical name for the selected device that is shown in the cutting dialog appears. This name can be changed individually in this field. After the selection of the driver please select - in the area **type of connection** - the **device type** with which the device is connected to the computer.

**Tip:** *If the driver you search for is not in the list you can try another driver from the same manufacturer.*

### 3.6 Selection of The Device Driver

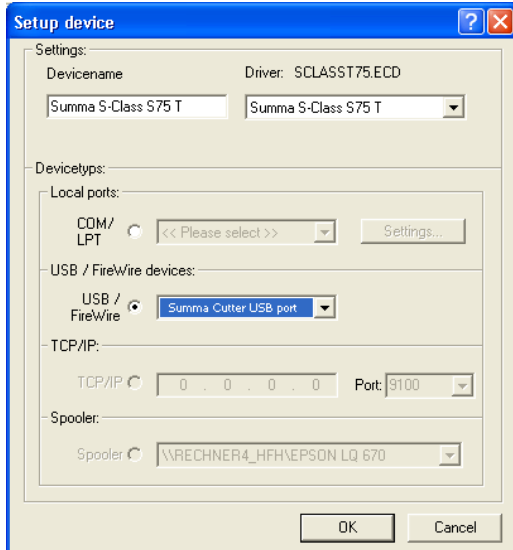


Fig. 3.6-1: Dialog for the selection of the device driver

Detailed information for the setting of the *local interface* is here: [▶ please refer to 4.11: Cutting - Milling - Creasing - Drawing ...](#)

## 4 How to work with EuroCUT

### 4.1 Desktop and Working Sheet

#### 4.1.1 I. Desktop

The so-called Desktop means the whole visible program window including **Toolbars**, **Working Sheet** and **Desktop** background.

**Note:** *On the background can be placed any desired number of objects. The size of the background is limited only by the resources of your computer. Thus the layout can be done basically in 1:1 scale.*

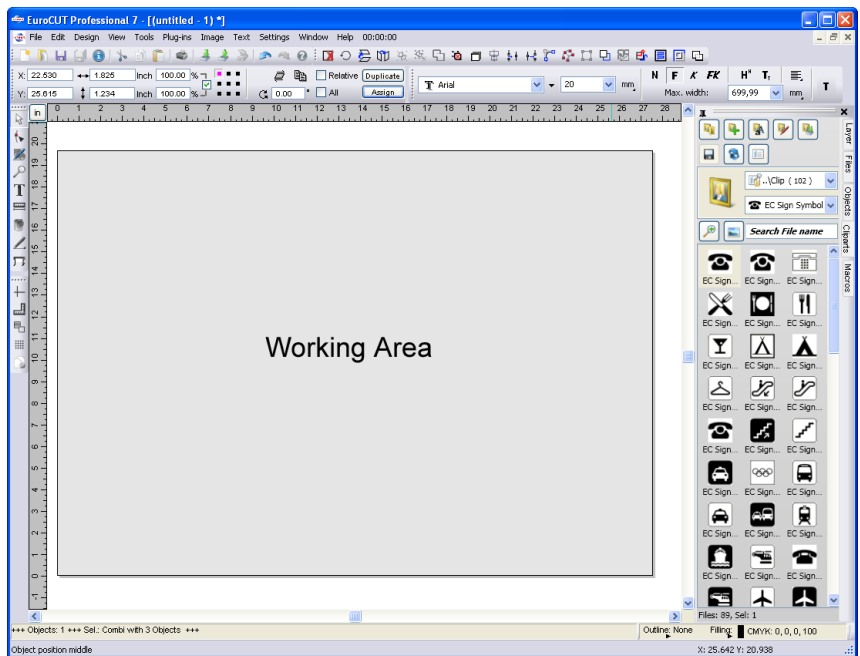



Fig. 4.1-1: Desktop with working sheet (here: gray), Background (here: white), Toolbars, Sidebar, Rulers, Statusbar

#### 4.1.2 II. Working Area

The workspace is a subset of the EuroCUT desktop. The workspace is usually in the format that will later be output on a machine. In addition to the known DIN formats, any formats can be applied, e.g. for different table sizes.

## 4.1.2 II. Working Area

**Note:** The working area is used primarily for guidance. The format of the working area has no influence on the output on a connected device. The output preview window displays what is given out.

 **please refer to 4.11: Cutting - Milling - Creasing - Drawing ...**

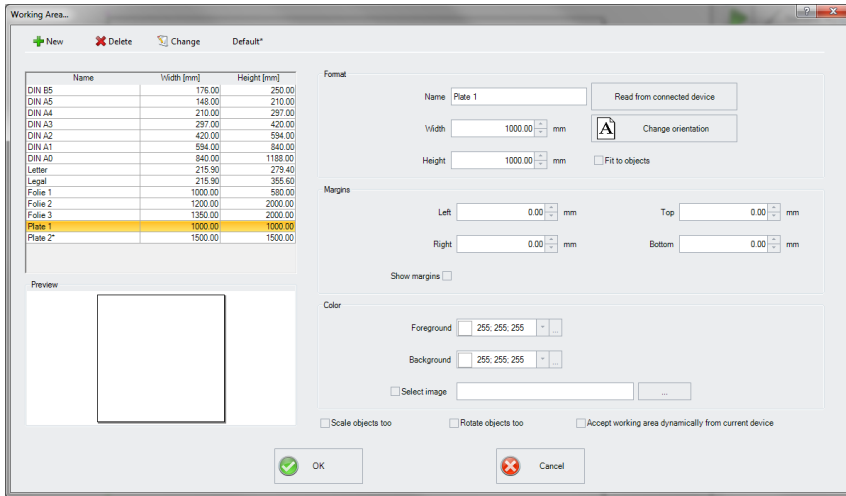


Fig. 4.1-2: The Working Area Dialog

### 4.1.2.1 The Buttons

#### The **New** Button

The **New** button creates a new format. The values for width and height of the selected line are transferred to the new row.

#### The **Delete** Button

The **Delete** button removes the marked row.

#### The **Change** Button

This button saves all changed parameters and options.

#### The **Default\*** Button

This button marks the name with a \* (star). The star-marked format is used every time EuroCUT is started.

### **The *Read from connected device* Button**

By means of this button - if the read-out command of the driver is processed by the machine controller - the width value can be read from the connected device and inserted into the width field.

### **The *Change orientation* Button**

This button changes the orientation of the working space from portrait to landscape and vice versa.

### **The *OK* Button**

The OK button accepts the changed values and closes the dialog.

### **The *Cancel* Button**

This button closes the dialog without saving any changes.

## **4.1.2.2 The Areas**

### **The *Preview* Area**

In this area, the worksheet, the desktop background, their colors, as well as the orientation are displayed proportionally reduced.

### **The *Format* Area**

#### ***Name***

The name of the format is entered in this field and the name of the selected one is displayed.

#### ***Width***

In this field, the width of the format is determined.

#### ***Height***

In this field, the height of the format is set.

### **The *Margins* Area**

#### ***Left, Right, Top, Unten***

These 4 fields define the distance of the borders from the edge of the working area.

***Note: Negative values are also allowed.***

#### 4.1.2 II. Working Area

### **The *Color Area***

#### ***Foreground***

Here, the color of the worksheet can be defined as RGB value.

#### ***Background***

Here the color of the background desktop can be defined as RGB value.

### **4.1.2.3 The Options**

#### **The *Fit to objects* Option**

This option captures the objects outside the working sheet and extends the sheet by the amount necessary to accommodate all the objects on the working sheet.

#### **The *Show margins* Option**

This option displays the defined borders as dashed lines in front of the working sheet.

#### **The *Select image* Option**

This option displays the selected bitmap in the preview and later on the working sheet. The ... button opens the file dialog for selecting the desired bitmap.

#### **The *Scale Objects too* Option**

If the height or width of the working sheet is changed, all objects on the working sheet are reduced or enlarged by the same amount.

#### **The *Rotate Objects too* Option**

This option determines whether the objects on the working sheet and on the desktop background will also be rotated when the orientation is changed.

#### **The *Accept working area dynamically from current device* Option**

This option ensures that the width and height values of the working area are read from the connected device and used. For each device, a format is created with the name of the device in the list.

## **4.2 Job Preparation**

## 4.2.1 Import

With this command the graphics that have *not* been saved in the EuroCUT-job-format are transferred to the working surface.

The functionality of this dialog box corresponds to the **open file** command. Differences are only due to the possibility to change the size of the data to be imported by means of the parameter **X-** and **Y-factor**. The desired file is chosen respectively specified via the **name of file, type of file** and **directories** (search in).

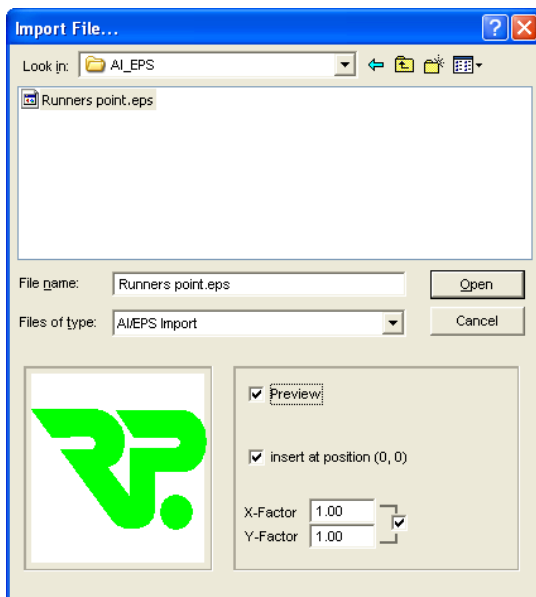


Fig. 4.2-1: Import window with preview

With the preview window in the import dialog all following **formats** can be displayed.

\*.ai/eps, \*.pcx, \*.jtp, \*.tif, \*.bmp, \*.wmf, \*.emf, \*.dxf, \*.gif, \*.hpgl, \*.gtp, \*.ik, \*.svg

**Indication:** With text files (\*.txt) the preview window is switched off.

### 4.2.1.1 Import Presettings

For many import operations, **constraints** can be defined to be taken into account **before, during** or **after** importing the data. Constraints can effect the DXF or HPGL import or all import operations.

Also for export constraints are definable in this window. Thus, a special option on job files can be activated, for example, the PDF export. The **constraints** are extensively recorded

## 4.2.1 Import

in the following article. [▶ please refer to 5.7.1.7: The \*Import Setup\*](#)

### 4.2.1.2 PDF Import

#### 4.2.1.2.1 Additional Options

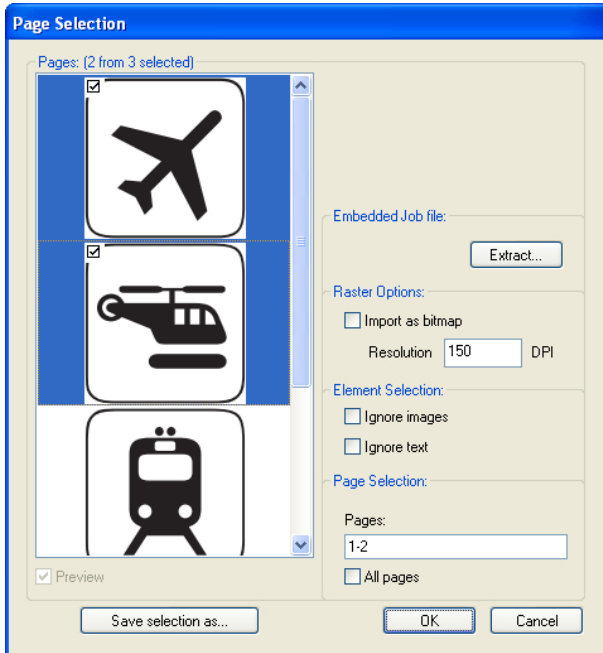


Fig. 4.2-2: Options concerning import of data

### Integrated Job File

The **Extract** Button



Enabling the **Extract** ... button ensures, that the import function loads the integrated job file on the desktop, while extracting the PDF file.

**Note:** A prerequisite for this is that when you export the appropriate option in the preferences (see above) was made.

### Raster Options

**Import as Bitmap** Option

If the **Import as Bitmap** option is enabled, then all vectors will be rastered into a bitmap before the import.

### **Resolution**

The value in dpi

### **Element Selection**

#### **Ignore Images** Option

If the **Ignore Images** option is enabled, then no images will be imported.

#### **Ignore Text** Option

If the **Ignore Text** option is enabled, then no texts will be imported.

### **Page Selection**

In the **input field** the page number can be entered, which should be imported.

#### **All Pages** Option

If the **All Pages** option is enabled, then all pages of the document will be imported.

### **Search in**

In the row **Search in** the path can be set that shall be searched.

### **File name**

If the file name is know it can be entered into this field

### **Type of file**

Here, you have to choose the format of the file to be imported in order to activate the corresponding import filter

### **Preview**

The activation of this option draws a preview of the file content to the left preview window

### **Insert at Position (0,0)**

This option inserts the objects at the 0 (zero) position of the EuroCUT-working surface.

### **X Factor, Y Factor**

With these two factors the data can be scaled (increased or decreased) during the import. The scale can be proportional or unproportional.

## 4.3 The EuroCUT Layer dialog

In the layer-settings dialog the parameters necessary for the output are set and attributed to an object, a color respective a layer. The dialog opens by a right mouse click on the EuroCUT layer-toolbar in the main window.

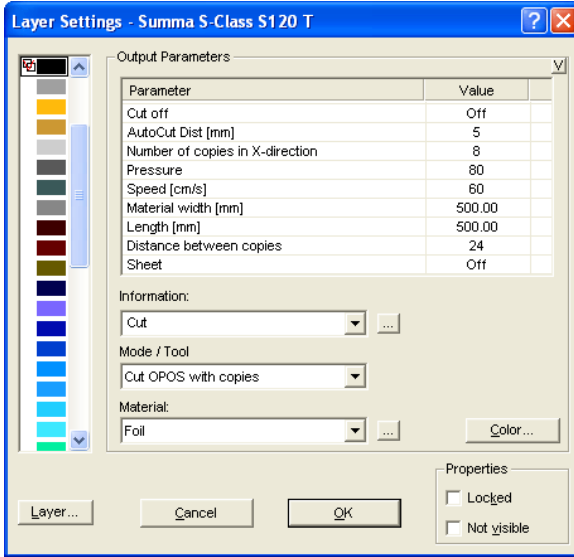


Fig. 4.3-1: Layer setup with adjustment of output parameters

In the **Mode / Tool** field the output tool can be selected from a list. The tools shown here depend on the used output driver.

In the **Material** field already saved material-configuration can be called up. The material-configuration can be created, saved or deleted with the button right of the selection box.

**Indication:** By clicking with the left mouse button on another color the settings are saved and the values of another layer can be edited.

In the **Information** field a name for the layer can be entered. This name is shown later in dialogs in which the colors of the objects are needed.

## 4.4 Tool Assignment Via Layer

Tools which are provided from an output device are pre-defined in the device driver. The tool selection is done with the output dialog of the **Mode / Tool** list field.

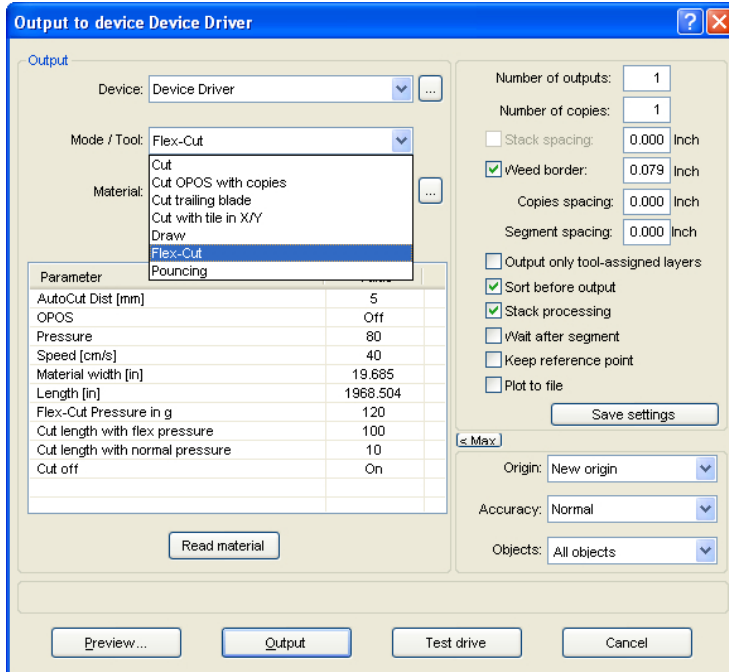


Fig. 4.4-1: Tools and tools parameter which were defined in the device driver

### 4.4.1 Define Layer Assignment

What tool is located in which layer - that is necessary to define the order of execution - will be assigned in the **layer settings** window. A click with the **right mouse button** on the to edit layer opens the **layer settings** window. Tool assignment is not possible here.

#### 4.4.1 Define Layer Assignment

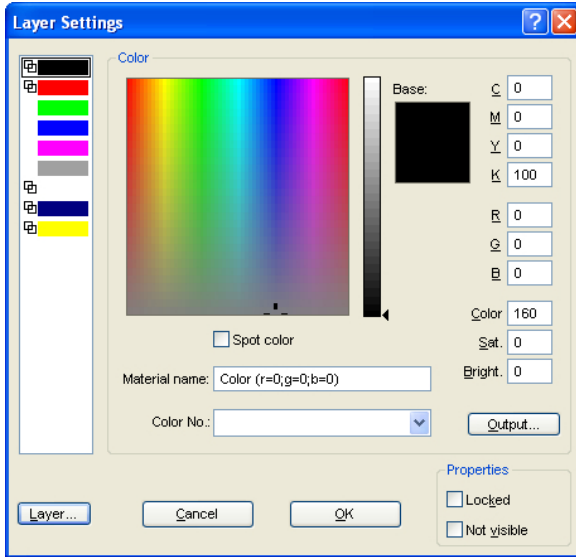
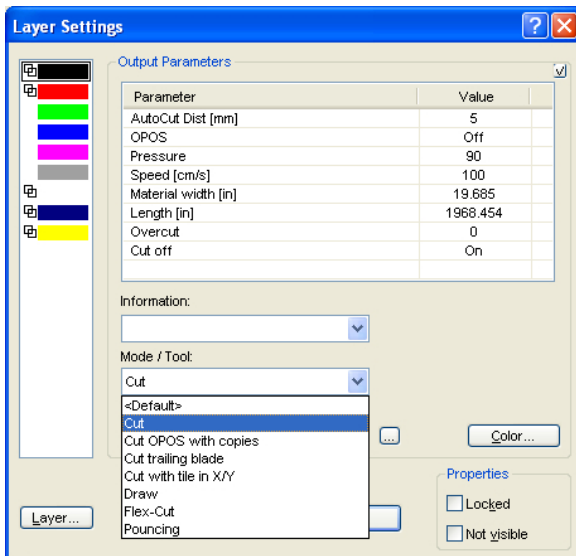


Fig. 4.4-2: Window before switching into the output view

##### 4.4.1.1 The *Output* Button

If the *Output* button is enabled, the *layer settings* window switches in the following view:



Now, all from the respective driver provided tool modes are listed. When you select a tool, then the editable parameters and values appear in the list in the upper area of the **output parameter** window. Values can now be edited. A **doubleclick** in the desired field allows editing of its value. Repeat this operation for each layer and mode which is scheduled for output.

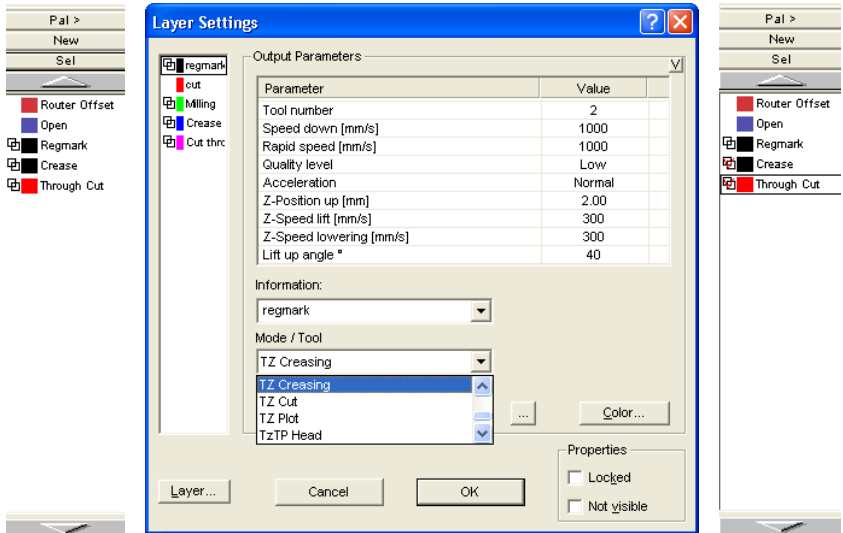


Fig. 4.4-3: Layer with tool nomination (left-hand) - tool assignment (Middle) - Layer with assigned tool (right-hand)

**Note:** When the red hook is visible, a tool assignment had been done. An additional control is possible via a tool tip in the layer box by placing the mouse cursor on the layer under investigation and is waiting for some time.

Depending on the output device, different tools and output modes are available. In the example below, for example, tools of a flatbed cutter are been used. Here it is important to determine the correct order in which the tools should work.

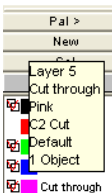


Fig. 4.4-4: Tool tip control for the "Cut Through Layer"

## 4.4.2 How the Tool Sequence Is Determined?

In principle, it should be noted that the processing of the **layer is done top down** and the logical sequence of different tools, is applied, so that for example, drawing is active ahead the cut tool. This sequence can be reordered individually.

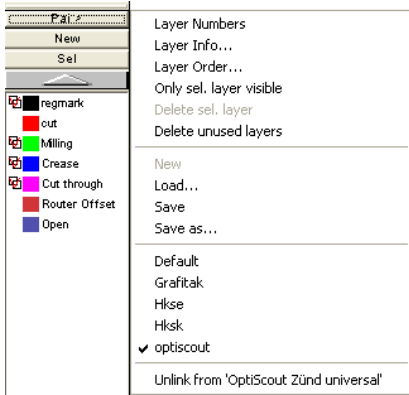


Fig. 4.4-5: Layer sequence which should be reordered

The change order function is enabled via the **layer order** menu item. In the **move layer** area you'll find the buttons to change the layer order.

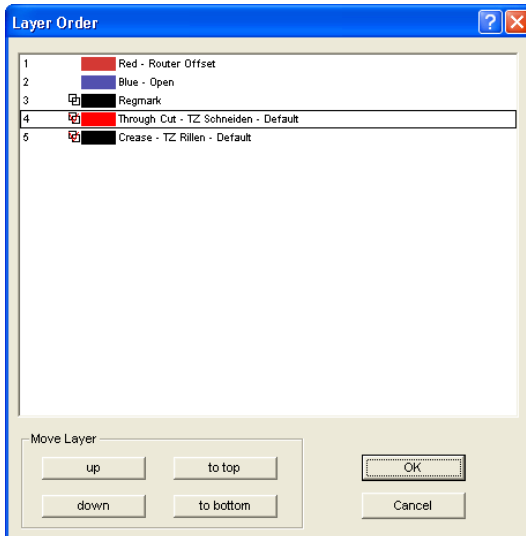


Fig. 4.4-6: Tool sequence reordered - Through Cut above Crease

**Conclusion:** The tool assignment allows first, the definition of tools, second, the parameters for each tool, third, the selection of the color (layer) in which the to be processed objects lie and in the fourth place, the sequence in which the operation should be processed. EuroCUT Basic XT gives you the flexibility you need in dealing with different output scenarios and workflows.

## 4.5 The Output

### 4.5.1 Device Setting - Interface Setup (Local Device)

#### The EuroCUT output

With this command you activate the module for *cutting*, *milling*, *creasing* and *drawing* of your data.

You activate this function via the  button in the **tools** toolbar or via the **file** menu, menu entry **output...**



Fig. 4.5-1: The output button

When *first* opening another dialog will be opened before in which the *driver of the device* as well as the *connection* has to be defined.

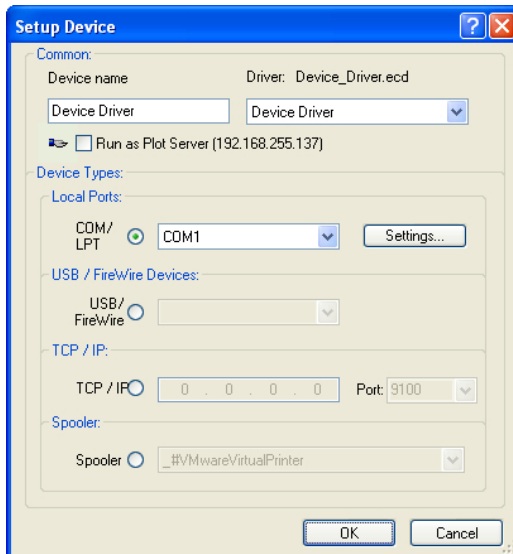


Fig. 4.5-2: Driver and selection of the connection

## General

Under the part of the dialog named **General** you select the **driver of the device**.

In the right list all device **drivers** are listed that are available in EuroCUT. In the left list an individual name for the driver can be distributed. This name will be used in the output dialogs of EuroCUT.

## Enable as server

*Requirements are at least 2 licenses of EuroCUT.*

If the option **enable as server** is activated the output device will be marked as **plot server** and can be used by another **Plot Manager** for the output.

The characteristic features of an output device are that a driver for the processing of the data has to be distributed to this output device. On the computer on which the Plot Manager is running the job data for the output are transformed into device data by means of a driver. The output of the device data can be done in several ways:

## Types of connection

### Local interfaces

**Local interfaces** are the interfaces (COM1, COM2, ..., LPT1, LPT2, ...) that are directly on your computer.

The activation of the **settings** button opens a dialog for the configuration of the interface. These settings that are done here apply for the whole system.

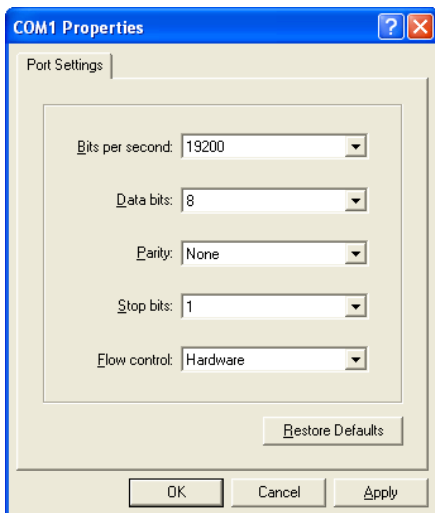


Fig. 4.5-3: Dialog for the setting of the interface parameters

**Indication: When steering serially you have to pay attention that all settings on the side of the computer as well as on the side of the output device correspond. Otherwise there is no or faulty communication between them.**

### USB / Firewire Devices

Here, all momentarily connected **USB / Firewire devices** are listed.

### TCP / IP

Here, you have to enter the TCP / IP address and the port number to which shall be output.

### Spooler

Here, you can select a Windows printer driver.

When opening the **output** dialog again it will be opened *directly* with the previously set device driver.

## 4.5.2 Device Setting (Network Device)

When selecting the menu item **create network device ...** following dialog will be opened:

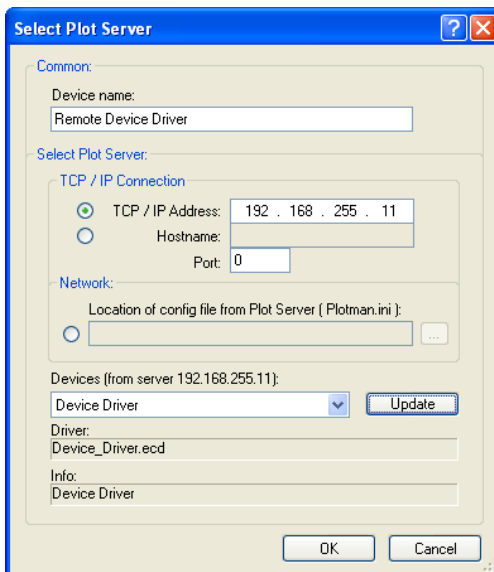


Fig. 4.5-4: Dialog for the configuration of a plot server

### 4.5.3 Start Output from the EuroCUT Working Surface

A **network device** enables the output of EuroCUT jobs on a Plot Manager that runs on *another* computer. Contrary to a "normal device" the data are not locally transformed into device data but transferred unchanged to the plot server for the further processing.

#### Device name

In the entry line enter the name of the device.

#### Server selection

In the area named **server selection** enter the **TCP/IP address** if you use a TCP / IP connection or the **name of the computer** that is used.

#### Network

If a connection shall be done via a **network** the configuration file of the plot server, the **plotman.ini**, must be selected.

#### Devices (of server)

If the **actualize** button is pressed the **devices** of the server are read.


**Indication: The device of the server can only be read if the server was selected as only then, the devices of the server are available.**

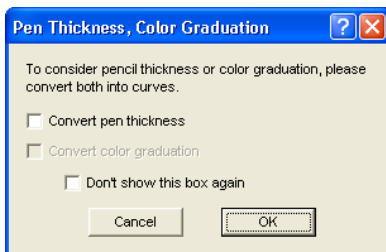
#### Driver

In the field **driver** the device driver is entered that the server uses for *this* device.

**Indication: This driver must also be created locally, which means as local device.**

## 4.5.3 Start Output from the EuroCUT Working Surface

The output is started using the plotter icon .



**Fig. 4.5-5: Pre-processing line weight and color gradient**

If a EuroCUT job contains objects with the attributes **pen thickness** and/or **color graduation** a preceding dialog appears. The object attributes can be transformed into

vectors so that they are taken into consideration at the output. After clicking on the **OK** button the object attributes are transformed into curves.

### 4.5.3.1 Output to Device

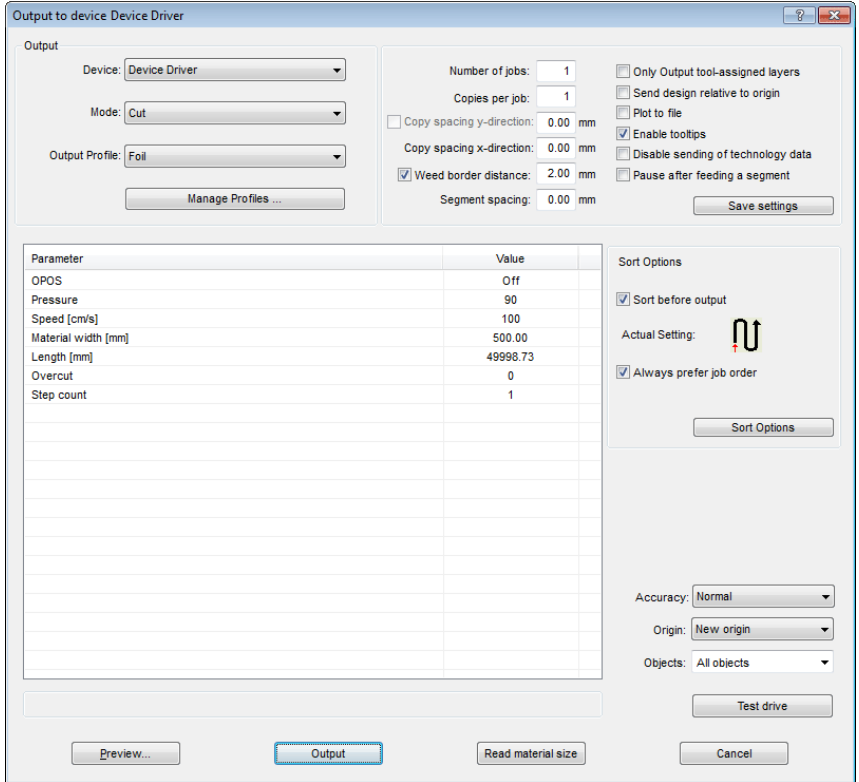


Fig. 4.5-6: Output dialog

#### Output

In the area named **output** of the **output to device** dialog you can control most of the parameters that are directly or indirectly in contact with the output device.

#### Device

In the **device** field the previously defined output device is shown.

#### 4.5.3 Start Output from the EuroCUT Working Surface

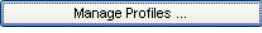
### Mode

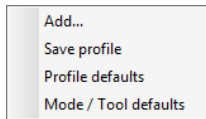
In the **mode** field the required output mode is preset.

### Output Profile

In the field **output profile** the required profile with individual settings and values is selected.

### Manage Profiles Button

Clicking on the  button opens the following popup menu:



### **Add**

Activating the **Add** menu item writes a new data record into the profile database.

### **Save Profile**

Selecting the menu item **Save profile** the prior to this edited and changed values are written into the profile database.

### **Profile Defaults**

Activating the menu item **Profile defaults** resets all **Values** to the default value. The profile values are reread.

### **Mode / Tool Defaults**

Activating the menu item **Mode / Tool defaults** resets all **Parameters** to the **internal driver values**.

### Number of Jobs

The value in the field **number of jobs** repeats the last output *without* the reading of the video marks with identical output parameters such as scaling, etc. Only layers with tools are given out. This variant protects against the fact that layers are output with no tool assignment. This means that there is no error output due to the use of the last active tool.

### Copies per Job

In the field **copies per job** you define how often the *selected* objects shall be cut. After the cutting this value is automatically reset to 1.

### Copy Spacing Y-Direction

The value in the field **Copy spacing y-direction** defines if the copies shall be stacked vertically and which space has to be kept between the copies. Pre-condition for the activation of this option is that the selected object can be cut more than one time on top of each other!

**Indication: In the preview the first object is shown „normally“. Each further object of the stack is shown dashed in blue.**

### Copy Spacing X-Direction

The value in the field **Copy spacing x-direction** defines the space between the copies that were entered in the field **Copies per job**.

### Weed Border Distance

With the option **Weed border distance** it is defined if and with which space a rectangle is cut around the plot that facilitates the weeding of the foil. In the **output preview** the frame - if activated - is shown *dashed in blue*.

### Segment Spacing

The **segment spacing** defines the horizontal space between the single segments. Segments always occur if the job has to be sectioned which means divided.

### Only Output Tool-Assigned Layers

By activating this option, only objects from a layer with an assigned tool are transferred to the **Plot-Manager**.

### Send Design Relative to Origin

Via this option the zero point (0/0) of the cutter can be moved. If this option is **not** active EuroCUT selects automatically the physical zero point as starting point for the cutting.

If the **Send design relative to origin** option is active the physical zero point is moved relatively to the offset coordinate of the reference point. The coordinates of the

#### 4.5.3 Start Output from the EuroCUT Working Surface

reference point corresponds to the position of the down left corner of the object to be cut on the EuroCUT working surface.

##### **Plot to File**

If the option **plot to file** is active all output data are directed to a file you have named and written onto the hard drive.

##### **Enable Tool Tips**

If this option is enabled, explanatory texts regarding parameters, values or options are displayed, if the mouse cursor is located directly above.

##### **Pause after Feeding a Segment**

*Sectioning / Segmentation:* If a job is too big for the output EuroCUT separates the job automatically in so many parts (**segments**) that are necessary for the complete output of the job.

If the option **Pause after feeding a segment** is active the output is interrupted after each segment and the material can be re-adjusted if necessary.

##### **Save Settings Button**

By activating the **Save settings** button all values that have previously been entered in the **output** dialog are stored and assigned to the currently active output device.

### 4.5.3.2 Sort Options

#### **Sort before Output**

If the option **Sort before output** is activated all objects in the working surface are sorted 1. in *head direction* and 2. in *transport direction*.

#### **Actual Setting**



Fig. 4.5-7: Main direction icon


The icon shows which **main direction** is selected in the **output to device** dialog.

#### **Always Prefer Job Order**

This option ensures, that the sorting that was made before, is not changed through an alternative sortation.

### The Button

The **sort options** button opens the **output settings** dialog.

 please refer to 8.7.4.1: The *Sort Settings* Tab

### Accuracy

The **Accuracy** field offers the following settings: **very low**, **low**, **normal**, **high** and **very high**. As default, the value **normal** is set.

The accuracy defines of how many vector parts an object should consist. This is only relevant with objects whose size range in ten thousands of a millimeter. Other object sizes are calculated *automatically* by EuroCUT.

### Feed / Origin

Depending on the selected driver the field name is either **feed** or **origin**.

### Friction Feed Cutter

With **origin** the options are **new origin** or **don't set**. If the option **new origin** is selected the device goes into X-direction at a fix set value behind the last cut object and this position is then the new origin. If **don't set** is activated the physical zero point is the new origin after the output.

### Flatbed Cutter

With **feed** the options are **feed** or **no feed**. If the option **feed** is activated the material feed is carried out with the sectioning and with the output from the roll if the flatbed cutter has an automatic material feed.

### Objects

The field **Objects** allows the selection of the objects to be output. Besides the modes **all objects** and **selected objects** EuroCUT also allows the cutting of **color sequences** or of **single color layers**. The two last named are explained more in detail in the chapter „**color separation when cutting**".

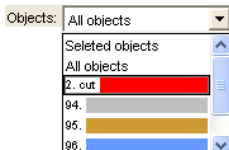


Fig. 4.5-8: List field objects with selection modes.

### 4.5.3.3 *Parameter / Value* Table

The table ***Parameter / Value*** allows the access to the parameters of device and driver. The area is divided in ***parameter*** and ***value***. The width of the display can be changed by moving the vertical line between the areas with the mouse. Whenever **Edit...** is displayed in the ***value*** column a double-click opens the corresponding window for the setup of a ***group of parameters***.

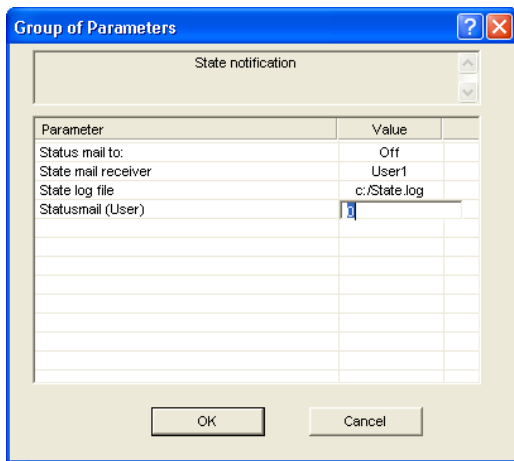


Fig. 4.5-9: Example for an opened parameter group

#### Info Line

In the ***Info Line*** information relating to the output process is displayed additionally, e. g. "Job will be sectioned".

#### Test Drive

If the ***test drive*** button is activated the connected device drives along the ***weeding frame*** with the tool head lifted. This also happens if the option ***weeding frame*** is not active.

#### Preview or Direct Output

The ***Preview*** button opens the ***output*** preview. ***Direct output*** suppresses the ***preview*** window. After pressing the output button, the plotter commands are transferred to the plotter together with the data.


#### Output

The ***Output*** button transfers the data directly to the ***Plot Manager*** and to the connected device.

## Read Material Size

The **Read material size** button delivers back to all connected devices the height of the area to be plotted if an accordant command is intended in the firmware for the device. Devices that do not offer this option no value respective zero is delivered back.

### 4.5.3.4 Color Separation when Cutting

Each layer color used in the draft appears again in the **objects** list with the number that clearly defines each layer color. In addition, in this list field *two horizontal color bars* appear. After having transferred the data of a color layer, in the info area of the Windows status bar the **Plot Manager** icon () appears.

Double clicking on this icon activates the Plot Manager **job control**. If the mouse cursor is positioned on the icon and the right mouse button is pressed, a pop up menu appears in which the **Plot Manager** can be closed or the program **version** can be shown. In the **layer selection** the color layers that have not been processed yet occur in the order in which they had been selected. The order in the stack can be changed at any time.

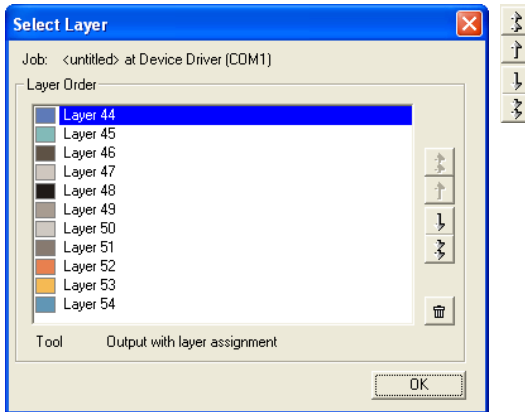



Fig. 4.5-10: Definition of the order in which the single layers shall be processed by up / down buttons

The order is defined via the **up / down** buttons. Layer colors that are not necessary are deleted from the list with the  button.

**Tip: For the color separated cutting use the register marks from the draw tool. Register marks are cut at the same place on the foil independently from the used color.**

## 4.6 Export

If you want to use a job-file also in other programs the data must be made available in another format than the EuroCUT-job-format. This process is called „**export**”

**Indication: Exporting is done with the highest quality and lowest compression.**

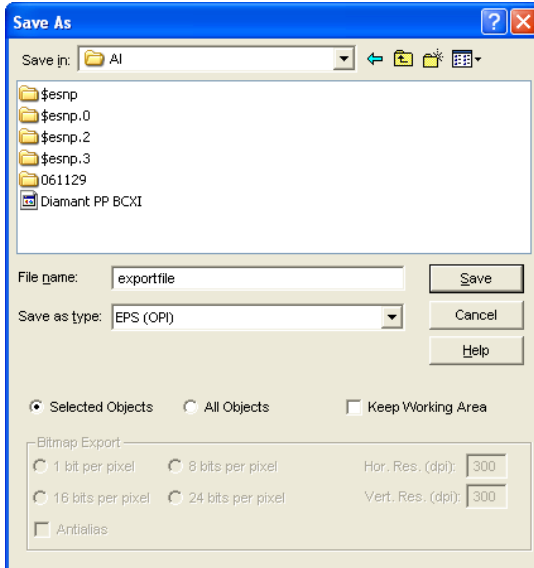


Fig. 4.6-1: EuroCUT Export window with file selection

### Save

With the icons next to the **Save-field** you choose the path in which the export-file shall be saved.

### File name

In this field you enter the name of the export-file.

### Type of file

Here, you select in which other format the data on the desktop is to be written.

Following export-filters are available in EuroCUT: \*.eps (opi), \*.cmx (Corel6-X6), \*.plt (HPGL), \*: .jpg, .pcx, \*.tif, \*.bmp.

**Indication: If objects are selected only those are exported, otherwise all of them.**

### Selected objects

If this option is activated only the marked objects are written in the export-file.

### All objects

If this option is activated all objects are written in the export-file.

### Maintain worksheet

With this option the contour of the worksheet is written as object in the export-file.

### Bitmap-Export

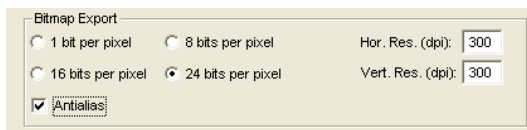


Fig. 4.6-2: Shade and resolution at Bitmap-export

### Shade

The number in front of „Bit per pixel” indicates the exponent of the shade.

Example: 8 bits per pixel =  $2^8 = 256$  colors

### Resolution

This value defines the amount of pixels per inch. The higher the value the finer becomes the resolution. The value dpi 300 for example is sufficient for the offset printing.

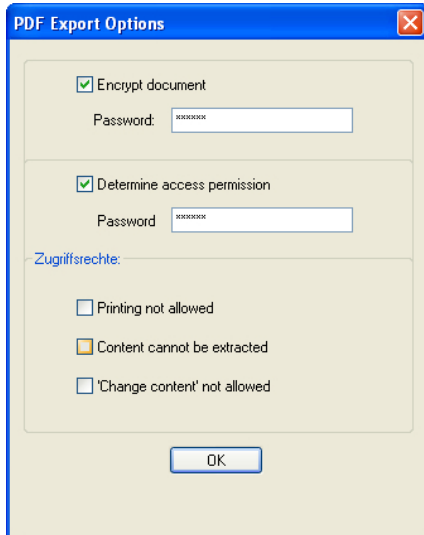
***Indication: Higher values are often not suggestive as the size of the file increases with higher dpi.***

### Antialias

The export of a bitmap can also be done with antialiasing short: Antialias, which is a **jaggies smoothing** or **edge smoothing**.

## 4.6.1 PDF Export

### 4.6.1.1 Additional Options



#### 4.6.1.2 Encrypt Document Option

Enabling the **Encrypt Document** option allows input of an individual password.

##### Password

In the **input field** any password for the document can be filed.

**Note:** Please make sure that a secure password is used. It should be at least 8 characters long and made of numbers, letters, capital letters and special characters.

#### 4.6.1.3 Set Access Rights Option

Enabling **Set Access Rights** option allows you to enter an individual password.

##### Password

In the **input field** any password for the following access rights of the document can be filed.

**Note:** Please make sure that a secure password is used. It should be at least 8 characters long and made of numbers, letters, capital letters and special characters.

**PS:** The EuroCUT PDF export includes a double-stage password protection. The

*first stage refers to the entire document and the second stage to a specific access rights of the document.*

#### **4.6.1.4 Access Rights**

##### ***Printing not allowed Option***

When this option is enabled, printing of the document - **without knowing the password** - is not possible.

##### ***Content cannot be extracted Option***

When this option is enabled, extracting of contents - **without knowing the password** - is not possible.

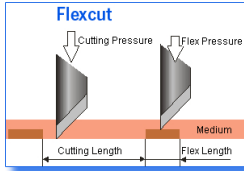
##### ***Do not allow "Change Contents" Option***

When this option is enabled, editing of contents - **without knowing the password** - is not possible.

## 4.7 Flex-Cut, Half-Cut - Punch Function

### 4.7.1 EuroCUT Driver Options Using a Roll Plotter

#### Definition



Flex-Cut - short for: Flex(ible)-Cut; Term which is used from Summa (Plotter manufacturer). Mimaki speaks of "Half-Cut".

Flex-Cut: Flexible cutting: Flexible, because with 2 cutting pressures and variable cutting lengths are parameterized. There is a cutting pressure value for the cutting (cut-through) of the material plus medium, and a second cutting pressure value for the so-called kiss-cut, in which only the material itself is cut and not the medium below.

#### Application Field

**Application field** is the production of decals of foil or cardboard (only limited possible) like labels. This application field is normally a domain of flat bed cutters. But even with the latest-generation of roll cutter such a production can be built. This function can be realized both with an optical sensor, as well - even faster and more accurate - with a camera.

#### Suitability of Roll Cutters

Basically, the cutter must offer this option. Summa and Mimaki are supporting this function in their professional cutter series. If a cutter is suitable for a special workflow, depends in first place on the material, and secondarily on the size of the copies and into third place on the possibilities of cutting software. EuroCUT has all functions, which are required for **sensor-based systems** (OPOS, OPAAL, ...) As a professional software solution for driving camera-based systems should be mentioned here **OptiScout Roll Cutter Edition** from EUROSYSTEMS.

#### Limits

Limits are mainly those where the material e.g. heavy cardboard can not adequately be transported from a roll plotter or materials, in which a cutting pressure of 600g is not enough to cut through them. This field of applications remains reserved to flatbed cutters.

### 4.7.2 Step by Step Instruction

#### 1. Step: Assignment of The Cut Mode in The Layer Toolbar

##### Preparation:

The job is prepared with EuroCUT Basic XT ([▶ please refer to 4.10: Label Production with Cutters with Optical Sensor](#)).

Here is the **abstract**:

This is prepared for printing with the use of the following functions: 1. Contour function, 2. Cloning, 3. Multi copies, and 4. Set Jog Marks. Printing can be started directly from EuroCUT Basic XT, if PjanttoRIP, EuroVPM or PosterPrint as print programs were installed. If another than the mentioned RIPs is used, the EPS (OPI) export may be used, in order to preprocess the job data.



Fig. 4.7-1: Job ready for output - Layer toolbar with tool selection

## 2. Step: Setup Kiss-Cut Parameter

In the layer settings an appropriate cutting mode must be selected (see blue marking). The basic setting of the tool has to be preset in the list of output parameter. The black layer was selected for objects, which should be processed in the so-called kiss-cut mode. The red hook shows that a tool assignment was done.

## 4.7.2 Step by Step Instruction

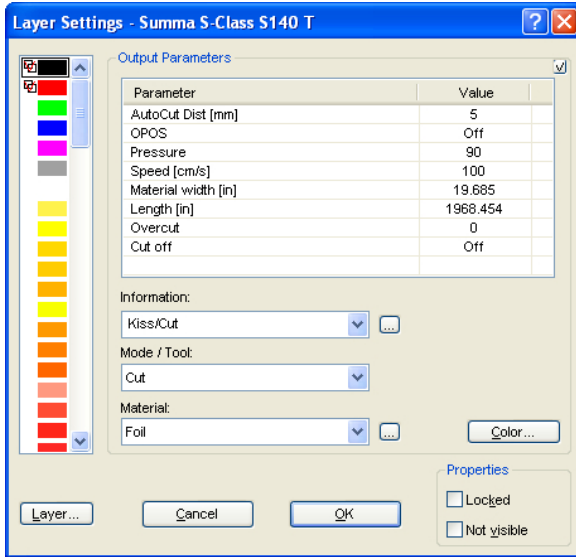


Fig. 4.7-2: Setup of the tool mode: Kiss-Cut

### 3. Step: Set Flex-Cut Parameter

In the layer settings the Flex-Cut cutting mode must be selected (see blue marking). The basic setting of the tool must be preset in the list of the oupt parameter. The magenta layer was selected for objects, which should be processed in the Flex-Cut mode - here: magenta external contour.

***Note: Here the basic setting of cutting length with flex pressure and normal pressure may be done. The cutting length determines the length of the bridges that need to remain standing so that the decals do not fall out of the carrier material.***

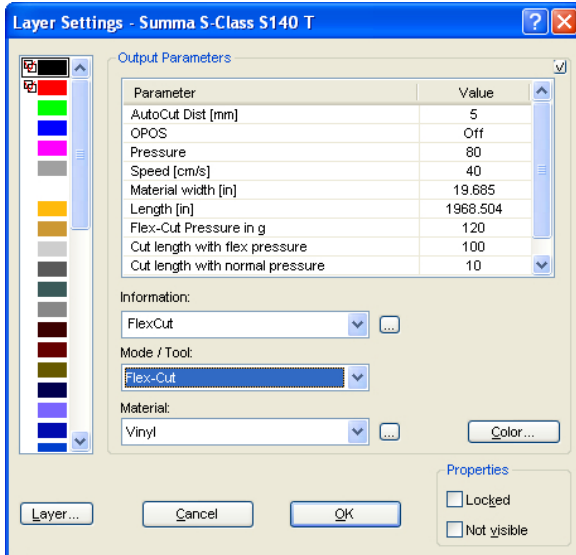


Fig. 4.7-3: Setup of the tool mode: Flex-Cut with pressure and cutting length

#### 4. Step: Set Driver Parameter in The Cutting Dialog

In the cutting dialog the mode Flex-Cut must be selected. It is particularly pay attention to the blue shaded parameters in Fig. 4.7-4 . These parameters are only visible, if the appropriate cutting mode was selected (here: Flex-Cut).

**Note:** *The in the cutting dialog visible Flex-Cut graphic is not! included. It should only make it clear what the parameters mean.*

## 4.8 Excursion: Contour vs Outline vs Contour Line

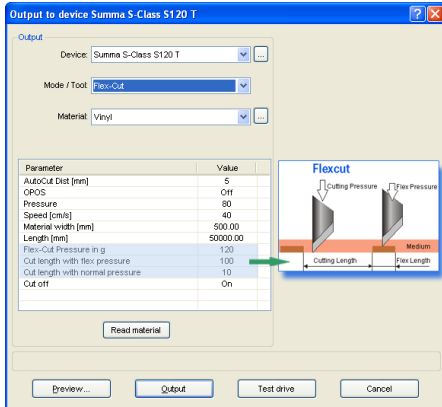


Fig. 4.7-4: Setup of the Flex-Cut parameters (Common settings)

### 5. Step: Output on The Cutter

After pressing the output button the job is cut, with these values. The result of this output are perforated, removable decals.


## 4.8 Excursion: Contour vs Outline vs Contour Line

Often, there is confusion among EuroCUT Basic XT users, because the differences between this terms are not clear and there can be seen no difference on the EuroCUT working sheet, if the so-called full surface mode is enabled. Not until then the so-called contour mode - switch on or off using F9 key - differences can be seen. Obviously completely different functions are meant.

In the following the terms are examined for their similarities and differences.

### 4.8.1 1. Contour

#### Definition:

Contour is a property, an attribute of a vector object or a type face, comparable with a color fill. Color and width can be defined individually. This contour is given out on a laser or ink jet printer. The tool for the definition of a contour is the pen .

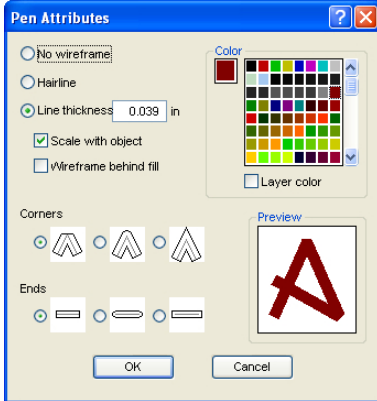


Fig. 4.8-1: Pen attributes dialog

# Contour Contour

Fig. 4.8-2: Full surface mode

# Contour Contour

Fig. 4.8-3: Contour mode

**Attention:** A contour is not given out on a cutter, unless the "Convert contours" function was executed before data transfer to the output module.

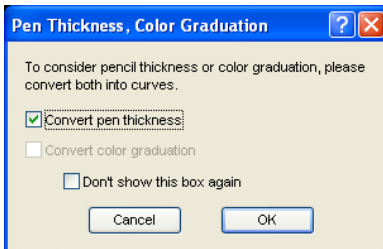


Fig. 4.8-4: Dialog for conversion of contours into cuttable objects

If the option *Convert contours* is enabled, a vector combination in the thickness of the contour is generated. This combination is put in a layer with the same color.

Additionally the following dialog appears with a pre-selection of the correct welding method (here: Weld by Color).

## 4.8.2 2. Outline

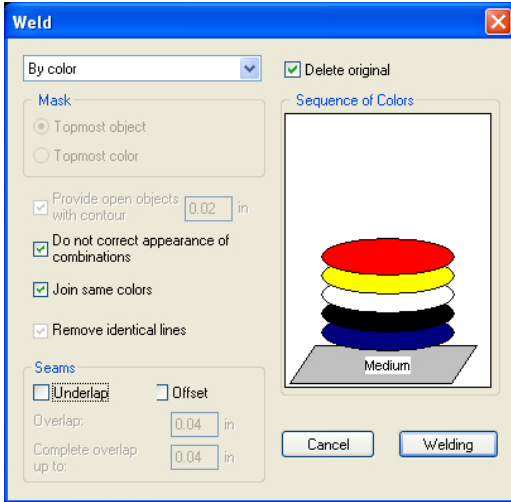


Fig. 4.8-5: Welding dialog with presetting "by color"

**Tip:** For testing can be switched into the contour mode in order to control which objects will be given out.

## 4.8.2 2. Outline

### Definition

*Outline* is a vector contour around another vector object oder a type face. In differenc to the term *contour* the generated contour is a real vector which can be outputted. Another difference is, that interior parts are contoured as well with a so-called *Inline*. Example: Letters like a, e where the interior parts are also contoured (see fig. below)

**Note:** The *Outline* function is linked with the welding function, so that if contours are overlapping each other, an error-free output to vinyl gets possible.

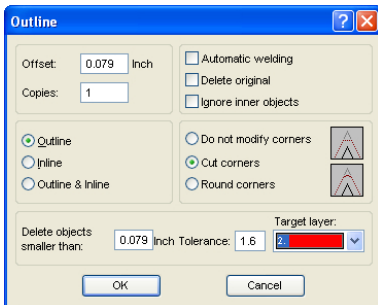


Fig. 4.8-6: Outline dialog

Outline Outline

Fig. 4.8-7: Full surface mode

Outline Outline

Fig. 4.8-8: Contour mode

### 4.8.3.3. Contour Line

#### Definition

By a contour line is often referred in connection with the term: "print & cut". In "Print & Cut" bitmaps mostly logos - graphics without vectors - are contoured with a vector line, in order to produce decals, label, sticker on a cutter with OPOS sensor. The contour line is the line that is cut around each sticker. It is like the pen contour an outline around the entire object.

**Note:** *In this case the thickness of an object cannot be defined; as default a so-called hairline (0.01 mm) is generated.*

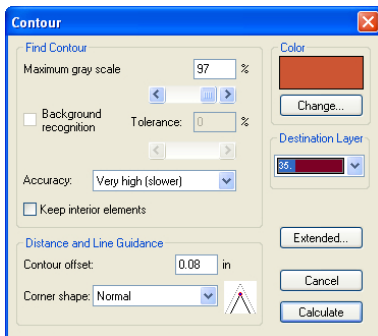


Fig. 4.8-9: Contour line dialog

Bitmap Bitmap

Fig. 4.8-10: Full surface mode



Bitmap Bitmap

Fig. 4.8-11: Contour mode

*Conclusion:* The above examples should made clear that it is important to keep apart the notions. Although, there cannot be seen any difference on the scree when in the full surface mode, different tools and functions are involved. This example also shows how flexible the tools of EuroCUT Basic XT are.

## 4.9 Excursus: Welding of Vector Objects

### 4.9.1 A Selection of the Most Important Welding Sub Types

The **welding** function merges two or more vector objects together to a combination. Depending on number and shape of the selected objects, you can select between the following options: **Manually**, **Automatically**, **Trim** (which cuts objects with lines or curves), **Open trimming**, **Fill**, **By color**, **Full surface** or **Screen printing**.

#### 4.9.1.1 Automatically



**Automatically** calculates the common areas of the objects. All overlapping pieces are merged with each other; transparent interiors are taken into account.

The option **Automatically** is especially appropriate for the welding of serifs of scripts. The serif of the preceding letter often overlaps with the following letter itself or its serif. Without welding the material would be cut at this intersections. The automatic welding eliminates this overlap and serves to a cuttable transient of the serifs.

**Note:** Please note that by this option objects with different color are welded to one! combination object. Should the object colors taken into account, then choose either one of the options: **By color**, **full surface**, or **screen printing**.

**Tip:** If after the automatic welding some parts are missing, then you should reduce the character spacing in your text editor by 100% to 99%. As a result, identically on top of each other lying node points get moved in a way, that they can recognized as separate nodes and then the welding function runs correctly.

#### 4.9.1.2 By Color



**By color** removes all areas, which are masked from overlying colors. It does not matter, how much objects or colors you select. If open objects are also selected, they can be closed or be provided with a line width.

#### 4.9.1.3 Full Surface



The option **Full Surface** underfills objects in one color, whose areas cover the areas of another. The partially covered objects are handled in a way, that the overlying ones cover the underlapped totally.

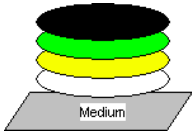
**Tip: The most common application is the window lettering. Here, the option 'by Color' is often too difficult to handle. At 2 or 3 foil colors, you should take the full surface option, in which the individual foil colors are glued one above the other.**

#### 4.9.1.4 Screen Printing



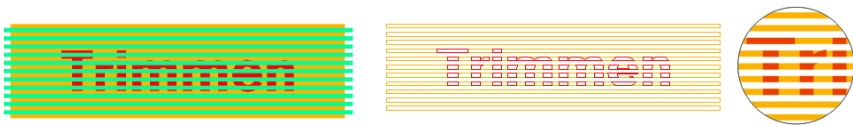
The welding option **screen printing** is particularly powerful tool for screen printers. First of all it eliminates overlaps of the color layers. Afterwards the colors are stacked in the color sequence. Finally, a bridge (an outflow wedge) gets inserted as an overlap.

#### 4.9.1.5 The Color Stack of Screen Printing



**Changing the color stack:** In screen printing the sequence of printing colors is from light to dark. Lighter colors are printed before darker colors. With a mouse click a color layer can be picked up and moved to the desired position. The color stack shows the location of the individual layers above the medium. The output sequence takes, the changings of the color stack, into account.

#### 4.9.1.6 Trim



**Trim** means, that you can cut closed objects with lines or curve objects and the resulting subobjects are then closed again automatically. Depending on the request, you can put one or more objects - like a "knife" - on the objects which should be dissipated. If you use

more "knives", this objects must lie in the same layer or must be combined. With the help of the *trim* function the underlying objects are dissected along the "knives". Also, a dissection in multiple tiles is easily achievable, because the knives may overlap. The resulting subpieces are then sorted according to their location and condensed to particular groups.

## 4.10 Label Production with Cutters with Optical Sensor

EuroCUT Basic XT is predestined for the so-called "Print & Cut" production of labels or stickers on self-adhesive material. The term "print & Cut" means, that on the medium gets printed first and then the labels are cut outlined with a cutting plotter. The cutter therefore should be equipped with an optical sensor, which recognizes so-called register marks or jog marks, so that print inaccuracies can be compensated. For the "Print & Cut" process it doesn't matter with which method the material was printed - screen print or digital inkjet print.

**Definition:** OPOS - Acronym for **O**ptical **P**ositioning **S**ystem

### 4.10.1 1. Step: Job Preparation

The job is prepared with EuroCUT Basic XT. All tools which are needed for the production of labels are included. With the CoRUN export function out of host programs like CorelDRAW, Freehand, AutoCAD or Illustrator external data can be imported and processed in EuroCUT.

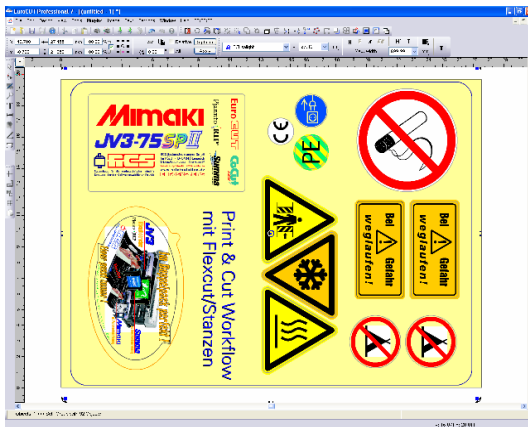


Fig. 4.10-1: Job preparation

Using the special functions 1. Contour Line, 2. Clones, 3. Multi Copies, and 4. Set Jog Marks a job is prepared for printing. Printing can be done directly using EuroCUT Basic XT, if for example PjanntoRIP or EuroVPM as a print program is installed as well. If another RIP than those specified is in use, you must use the EPS (OPI) export in order to prepare the job data for printing.

**Tip:** For the generation of identical copies, the clone tools should be used. This ensures a small amount of data and a high processing speed.

Thus the cutter can provide the print job with cut outline, manufacturer-specific jog marks can be used and printed additionally! Setting of the jog marks can be done with the **Settings / Common Settings / Register Marks** menu in EuroCUT.

**Limits:** EuroCUT Basic XT has no resp. only rudimentary image processing tools. The image processing must be done in a host program such as Photoshop. Afterwards, the image data are imported into EuroCUT and processed.

## 4.10.2 Jog Marks for Optical Recognition Systems

### 4.10.2.1 Field of Application: Contour Cutting (Print & Cut):

*Wherever printed materials must be cut or milled with contours, the usage of jog marks is indispensable, in order to produce with the required accuracy. Beyond that, inaccuracies which occur during the print process, must be compensated. Preset ist done in the Settings / Common Settings / Register Marks menu. The jog marks are set using the tools menu with the Set Jog Marks submenu item.*

*Note: The jog marks function can be used with all cutters with optical sensors or with flatbed cutters or milling machines equipped with camera systems for mark recognition.*

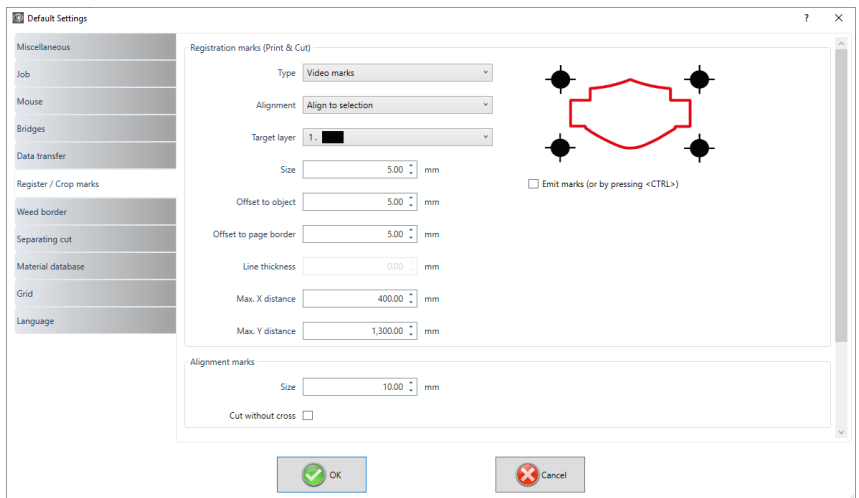


Fig. 4.10-2: Settings menu in EuroCUT with jog mark selection

### 4.10.2.2 Definition

**Jog marks** and video marks are used synonymously for marks related to optical detection of marks. **Register marks** describe a tool, that is used for the assembly of colored signs. **Print and cut marks** describe marks, that are used commonly in printing and desktop publishing.

**Note:** *Jog marks are usually associated with an optical sensor; video marks with camera usage.*

### 4.10.2.3 Jog Marks

A detailed description of all parameters can be found here: [▶ please refer to 5.7.1.4: The Register / Crop Marks... Setup](#)

After preselecting the producer-specific jog marks, this jog marks can be set around the job, so that in the 2nd step they will be part of the printing job. Hotkey for this function in EuroCUT is **SHIFT+J**.

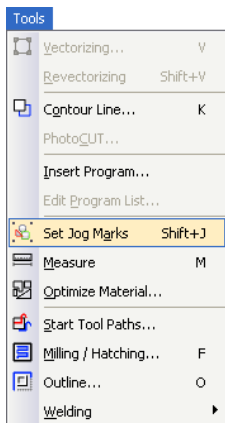


Fig. 4.10-3: Tool menu for setting of jog marks

## 4.10.3 2. Step: The Print Process

Print processing is either done in screen print or digital inkjet print with solvent ink. The RIP does the rastering, the linearization and the density correction. Additionally control parameter like heater temperature, resolution, etc. are managed. Modern solvent printer print on un-coated materials which often do not have to be laminated. All users which do not have an own printer, can delegate the print process to an external provider.

## 4.10.4 3. Step: The Cutting Process

Currently, all premium cutter have an optical sensor, so that with this devices a serial production of label, stickers, or decals is possible. The cutter processes in doing so the contour line - not to be confused with Outline - which was generated in the job preparation around all copies. Fig. 4.10-7 shows the magenta contour lines which will be cut.



Fig. 4.10-4: Cutting head with sensor and tangential knife

The cutter described above are able to process sheets or rolls. EuroCUT's plotter driver support both functions. Fig. 4.10-5 and Fig. 4.10-6 show the driver parameter for the cutting with sensor for the processing of identical job copies using rolls or sheets (Fig. 4.10-6).

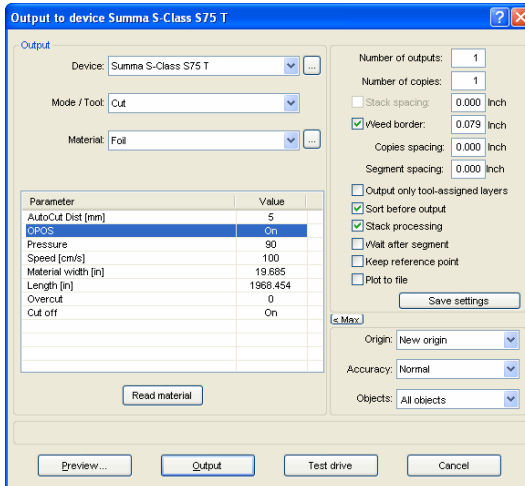


Fig. 4.10-5: Parameter setting OPOS=ON using the example of Summa S-Class

**Note:** The parameter "OPOS" is set automatically on "ON" if the appropriate marks are used. When processing identical copies of jobs on a roll using jog marks, the mode "OPOS cutting with copies" must be used (Fig. 4.10-6). Then additionally the number of copies in X direction can be set and as well as the mark distance between the copies in mm.

### 4.10.4 3. Step: The Cutting Process

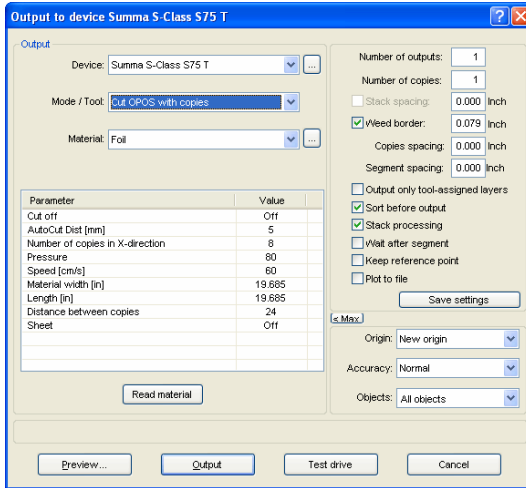


Fig. 4.10-6: Parameter setting with identical Job copies from roll (also possible with sheets, if the parameter "Sheet=On" was set)

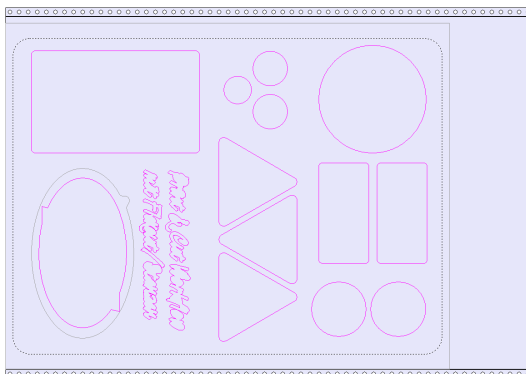


Fig. 4.10-7: Cut contours in the cut preview (the gray contour below left, is required for "Flex-Cut")

The **result** of this process are readymade labels in individual number and size. To get the labels carwashresistant, they must be treated with a liquid lacquer.

## 4.11 Cutting - Milling - Creasing - Drawing ...

### 4.11.1 The Output Preview

The **output preview** is automatically started if you press the **preview** button in the **output** dialog.

Closing the **output preview** and returning to the working surface of EuroCUT

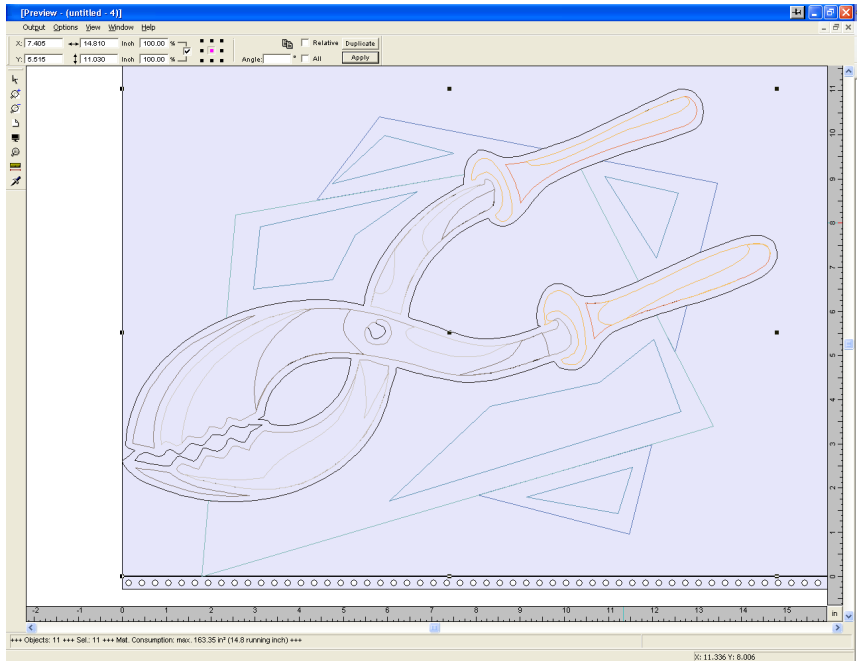


Fig. 4.11-1: Output preview with toolbars, status line and output objects

In the status line of the cutting preview the following information is shown: **contour**, **filling**, **width** and **height**, **group** or **combination**, the **max. foil consumption** in square meters and running meter (rmm) as well as selected **object features**. If the **output** menu is activated the data are transferred to the output device.

**Indication:** If the job to be cut is left, underneath or above the material- or table preview and the output -menu is activated you will automatically be reminded that the objects to be cut are out of range of the output.

Detailed description:

▶ please refer to 7.9: **The Preview Tools Toolbar**

▶ please refer to 7.10: **The Preview Object Parameters Toolbar**

### 4.11.1.1 Material optimization

The material consumption can be reduced by using the module **Box nesting**. The **Box nesting** ensures that all objects are arranged in such a way that they take up as little space as possible during output. Rotating or not rotating objects ensures that material consumption can be reduced.

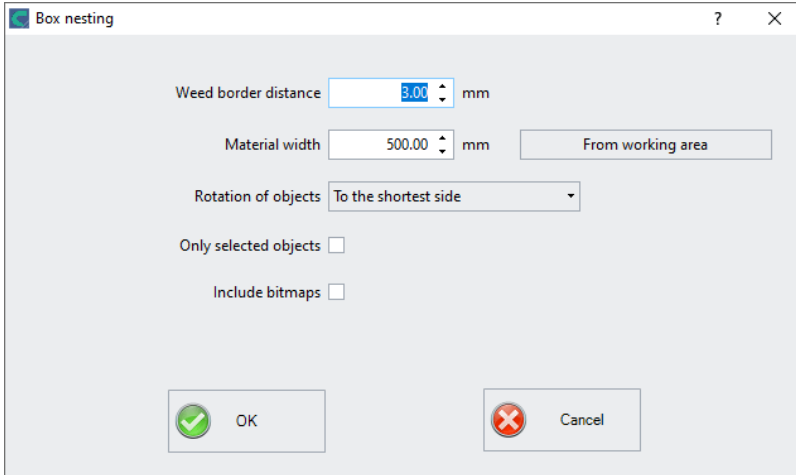


Fig. 4.11-2: Parameter dialog for the material optimization

**Indication: Groups and combinations are each regarded as an optimization object. If this is not desired the grouping must be interrupted and the combination cancelled.**

Following options are available:

#### Weed border distance

In this field the desired distance between the optimization objects, the so called **weed border distance** can be set.

#### Material width

This value determines to which maximum material width the optimization should be applied. If the working area is to be used, just click on the **From working area** button to enter the corresponding width value.

#### Rotation of objects

##### **none**

With this option, no objects are rotated; they are only optimized for the **weed boarder distance**.

**to the shortest side**

All objects are rotated so that the shortest side is downwards.

**as required**

During the optimization all objects are rotated so that they can be arranged saving the most space.

**Only selected objects**

Only the selected objects are considered. With this option you can for example optimize according to layers (colors).

**Include bitmaps**

If this option is activated, bitmaps and groups that contain bitmaps are also optimized.

**4.11.1.2 Weeding lines**

**Weeding lines** serve for the better procession of large jobs. Material length or width of several meters are difficult to handle, therefore, you can insert weeding lines during the foil cutting that divide the job into smaller parts that are more easy to handle.

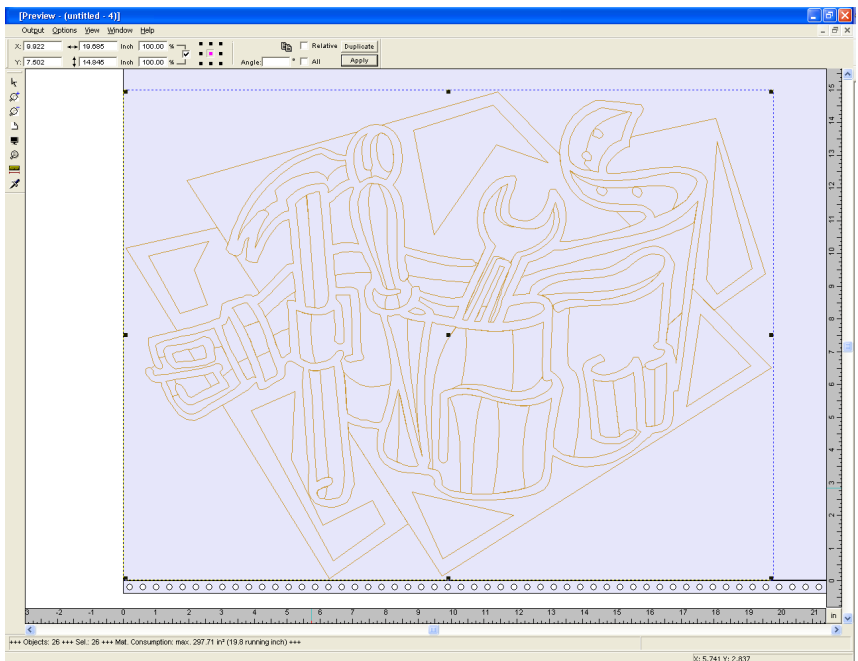


Fig. 4.11-3: Output job with weeding frame (dashed in blue) without weeding lines

#### 4.11.1 The Output Preview

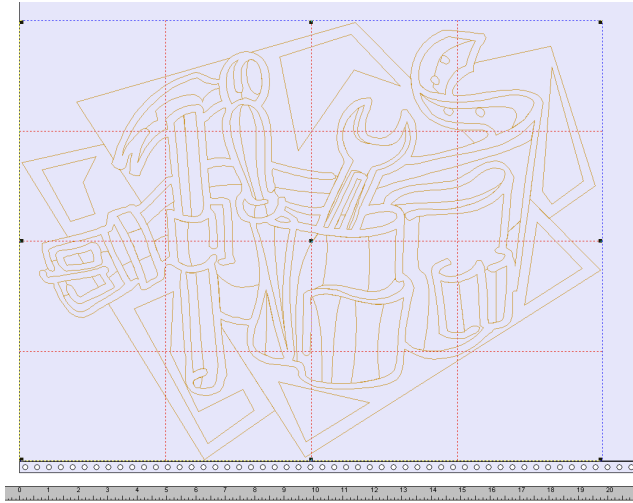


Fig. 4.11-4: Example with 3 horizontal and 3 vertical weeding lines (dashed in red)

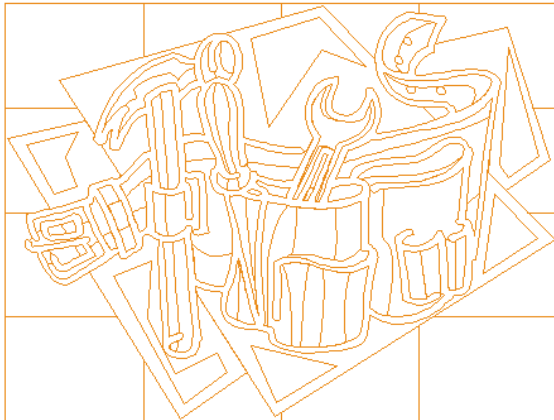


Fig. 4.11-5: Result of the output with weeding lines - objects not! cut

In the **output preview** there are 3 possibilities to insert horizontal and vertical weeding lines.

**Indication:** Weeding lines can only be inserted if the option weeding frame has been activated in the output dialog.

### 1. Manually

Position the mouse cursor on the weeding frame *dashed in blue* around the objects. The mouse cursor changes into a double-headed arrow. Now draw a horizontal or vertical weeding line to the position where it should be segmented. Repeat the process until all necessary weeding lines are inserted.

### 2. Via the menu *options*

Open the menu ***options*** and activate the menu item ***horizontal weeding line*** or ***vertical weeding line***.

The first weeding line is inserted in the middle of the objects to be cut. The second call up of the function bisects the two halves in two more halves and so on.

### 3. Via the shortcuts **h** or **v**

An „**h**“ or „**v**“ directly entered via the keyboard generates the respective weeding lines - as described in 2.

***Tip: Single objects can be provided additionally with a separate weeding frame via the right mouse menu.***

## 4.11.1.3 Job Sectioning

Sectioning is the division of a job in so many parts (sections) that are necessary for the complete output of the job.

If the job to be output is bigger than the set or the available output width (***output*** dialog, field ***width of material***) of the output device in the information area of the ***output*** dialog the indication „***job will be sectioned***“ is shown.

***Indication: The terms sectioning and segmentation are used as synonyms.***

The activation of the ***output*** menu then opens the following dialog **before** the transfer to the device:

#### 4.11.1 The Output Preview

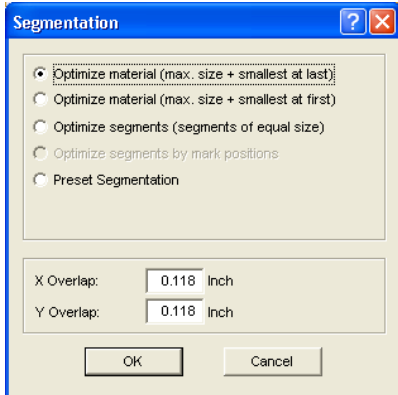


Fig. 4.11-6: Sectioning dialog with overlapping of 3 mm

#### **Optimize material (max. size + smallest at last)**

**Optimize ... smallest at last**) causes EuroCUT to create segments in the maximum permitted size. The size of the last segment usually differs from the others

#### **Optimize material (max. size + smallest at first)**

Only active with flatbed cutters. If the last segment was also cut as last the plate could not be processed until the end. Therefore, the remainder is cut as first so that the plate lies on the table until the end.

#### **Segment optimization (segments of equal size)**

If the option **segment optimization** is activated always segments *of the same size* are created.

#### **Optimize segments by mark positions**

This option is activated as default with EuroCUT if **video markers** exist in the Job. The above dialog is skipped and the preview of the dynamic segments is shown. The reason of this optimization is that always at least 3 video markers are necessary. Depending on the location of the video markers EuroCUT "searches" up to 30% next to the segment line if there is a video marker. If yes, the respective segment is adjusted **dynamically**.

#### **Preset segmentation**

The last used setting is automatically saved. When loading the job again this sectioning can be accessed.

#### **X-overlap and Y-overlap**

Segmentation with overlapping - In the fields **X- and Y-Overlap** you can define how much the segments shall overlap. The vectors are enlarged accordingly at the cutting points.

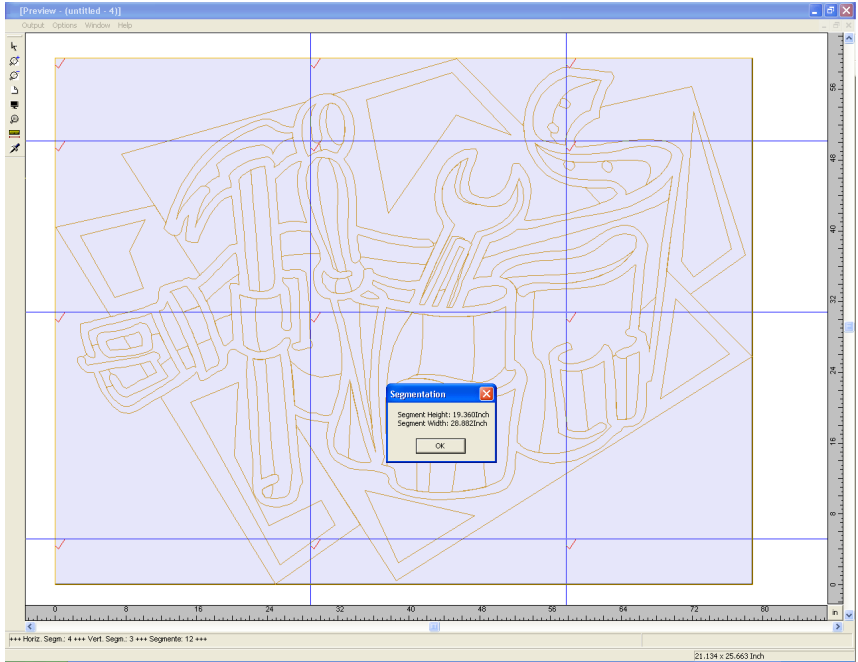


Fig. 4.11-7: Foil optimization in the sectioning preview with 8 segments and information on segment sizes

### Selection and deselection of the segments

Selection and deselection of the segments is done by clicking into the segment. The red checkmark ✓ indicates which segment is active and being output.

### Changing the suggested sectioning

You can change the sectioning by clicking on the blue section lines and move them to the desired position with the mouse. If necessary EuroCUT inserts automatically new sections.

In the status line of the segmentation preview the size of the job to be cut in X- and Y-direction and the number of segments are shown.

## 4.12 The *Layout View Mode*

The *Layout View Mode* is switched on or off using the *View Menu*.



#### 4.12.1 Definition:

### 4.12.1 Definition:

On all 4 corners of the working surface, the word "Layout" will appear. The containers are shown as dashed red line with the name "text container" or "image-container".

**NOTE: The Layout View Mode is not to be confused with the contour or the full surface mode (F9).**

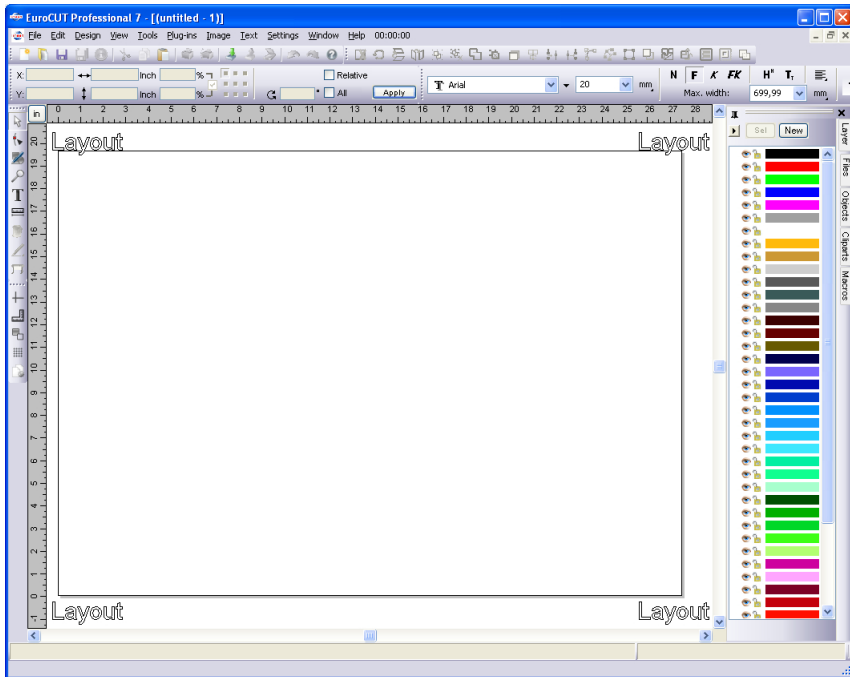


Fig. 4.12-1: Layout anzeigen Modus eingeschaltet

### 4.12.2 Definition Container

#### 4.12.2.1 What Is A Container?

A **Container** can receive *bitmaps* or *texts*. There are 2 types of containers: 1. Image containers (bitmaps) and 2. Text containers. With the **Draw-** or **Text** tool a frame is mounted, to gather the later content. The framework determines properties and dimensions of the content. The container is displayed in the so-called **Show Layout** mode - as a red dotted line. The mode is switched on and off using the F8 key on the the keyboard.

#### 4.12.2.1.1 Benefits

A container can be filled with different contents using a macro. The replacement contents can be entered and edited in EuroCUT or externally imported from a \*.CSV file. The content adapts to predetermined characteristics and dimensions. It can be defined, for example, whether in texts that are longer than the frame, the cap height is adjusted or whether the text block is compressed. The **Replace** macro automatically replaces the contents, line by line.

The benefit thus lies firstly in the fact that the layout and behavior of objects in the container can be predetermined, and secondly that through the automatic replacement a significant increase in productivity can be achieved - Keyword: Serial production.

#### 4.12.2.1.2 Limits

The limits are that bitmaps and texts, but **not vector objects** can be imported into the container.

#### 4.12.2.1.3 Compatible Formats

- for **Image** container: \*.BMP, \*.PCX, \*.JPG, \*.TIF, \*.GIF, \*.PNG

- for **Text** container: EuroCUT own file format and using the text import function in the textbox \*.ECT, \*.RTF, \*.TXT

- for **external** data sets / databases: \*.CSV

### 4.12.2.2 Excursus:

#### 4.12.2.2.1 The CSV Format (Comma Separated Values)

One character - often the comma - is used for separating records (columns). Rows are separated by newlines. Depending on the software involved semicolon, colon, tab, space or other separating characters are possible.



The CSV file format is often used to transfer simple structured data between different computer programs - here: database tables. The column names are defined in the first record - the so-called head record.

## 4.12.3 Overview Container Types

	<b>Image Container</b>	<b>Text Container</b>
<b>Creation</b>	<i>Draw</i> tool of the <i>Tools</i> toolbar (closed object is required), i. e. the container's contour is drawn using one of the <i>Draw</i> tools	<i>Text</i> tool of the <i>Tools</i> toolbar, i. e. write a text or mount a frame with the <i>Text</i> tool
	The <i>Container</i> property will be set <i>automatically</i> when in <i>Show Layout</i> mode (F8)	The <i>Container</i> property will be set <i>automatically</i> when in <i>Show Layout</i> mode (F8)
	In the <i>Contour-</i> or <i>Full Surface</i> mode a container is created using the <i>Change to Container</i> function in the <i>Object</i> or <i>Context</i> menu.	In the <i>Contour-</i> or <i>Full Surface</i> mode a container is created using the <i>Change to Container</i> function in the <i>Object</i> or <i>Context</i> menu.
<b>Deletion</b>	<i>Cancel Container State</i> function in the <i>Design</i> or <i>Context</i> menu or <i>Reset Container</i> attribute in the <i>Objects / Attributes</i> tab of the sidebar	<i>Cancel Container State</i> function in the <i>Design</i> or <i>Context</i> menu or <i>Reset Container Attribute</i> in the <i>Objects / Attributes</i> tab of the sidebar
<b>Representation</b> (in the F8 <i>Show Layout</i> mode)	Red dotted line with text " <i>Image Container</i> "	Red dotted line with text " <i>Text Container</i> "
<b>Set Parameter / Boundary Conditions</b>	Enable <i>Container Settings</i> function in the <i>Context</i> menu or <i>Double click</i> on " <i>Image Container</i> "	Enable <i>Textbox</i> function in the <i>Text editor</i> toolbar or via <i>Context</i> menu or <i>Double click</i> on " <i>Text container</i> "
<b>Change Name</b>	<i>Name</i> field in the <i>Objects</i> tab or <i>Name</i> field in the <i>Setup Image Container</i> dialog	<i>Name</i> field in the <i>Objects</i> tab or <i>Name</i> field in the <i>Settings</i> tab of the <i>Textbox Settings Text Container</i> dialog
<b>View</b>	F8 key or Enable <i>Show Layout</i> in the <i>View</i> Menu	F8 key or Enable <i>Show Layout</i> in the <i>View</i> Menu

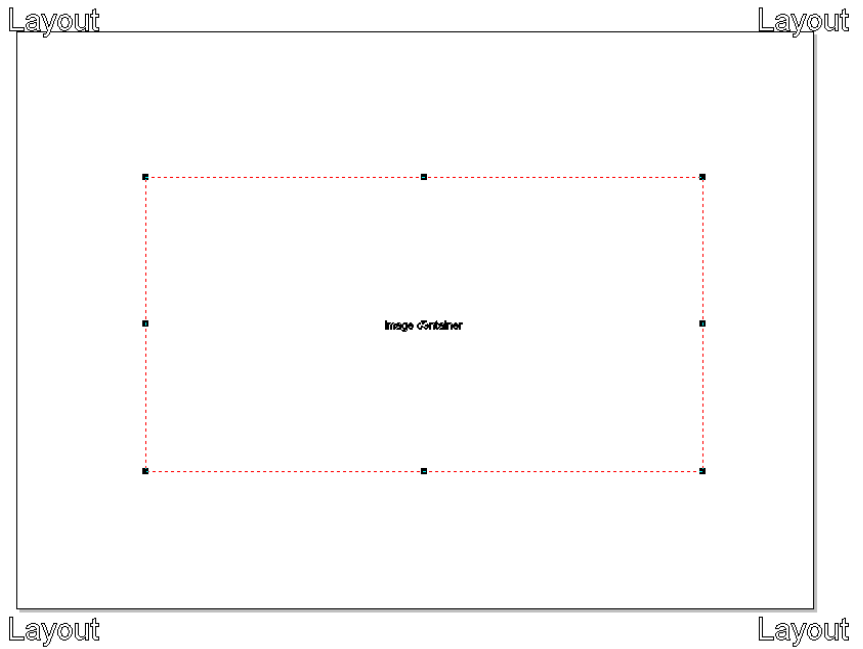
## 4.12.4 Working With Containers

### 4.12.4.1 How Do I Draw A Container?

You can use the same tools as for the drawing of vectors: the **Draw-Tool**  and the **Text-Tool** . A red-dashed frame is the mark of a container. The default names are "Image Container" or "Text Container", depending on with which tool was drawn. With the

text tool, a frame is drawn or text is entered at the cursor position. Double-clicking on the container opens the respective settings dialog.

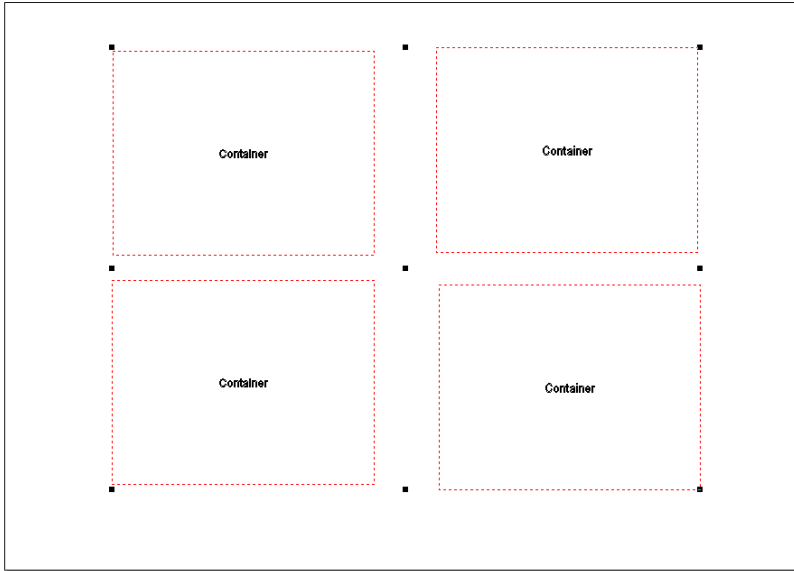
#### 4.12.4.1.1 Display in the *Show Layout Mode*



#### 4.12.4 Working With Containers

Layout

Layout



Layout

Layout

Fig. 4.12-2: Display of one Image Container and four Containers in the Show Layout Mode (F8)

##### 4.12.4.1.2 Display in the *Contour* resp. *Full Surface* Mode

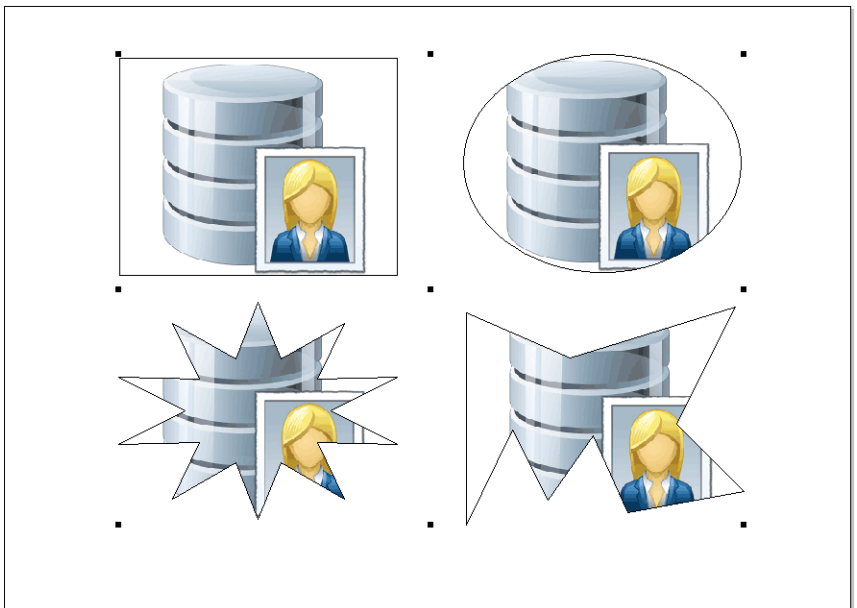
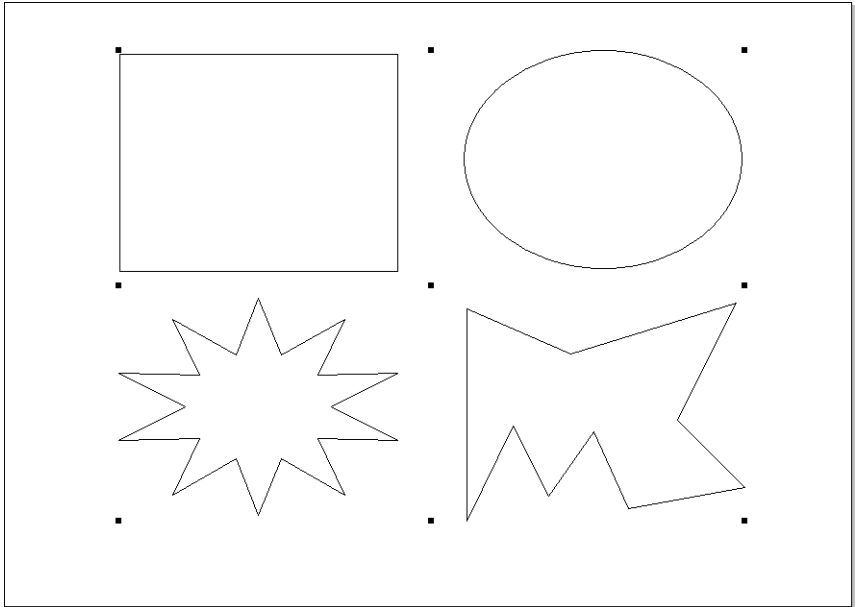
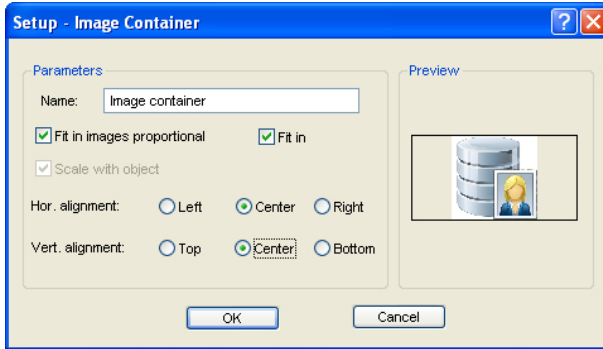


Fig. 4.12-3: Standard view (Contour Mode) and standard view (Full Surface Mode) with default fills

### 4.12.4.1.3 Container Settings Image

A doubleclick on an **Image Container** opens the following dialog, in which can be defined how the inserted bitmap should be treated.



### 4.12.4.1.4 Parameter

#### **Name**

Here an individual name for the image container can be defined. Default name is: **Image Container**.

#### **Insert images proportionally Option**

If the **Insert images proportionally option** is enabled, then the bitmap, which is to be imported, will be enlarged or scaled-down into the frame, while maintaining the proportions.

#### **Fit Option**

If the **Fit option** is enabled, then the to import bitmap will be adjusted into the frame.

#### **Scale with objects option**

If the **Scale with objects option** is enabled, the the content of the container will scaled also, that means if the frame gets enlarged or reduced then the content is scaled too.

#### **Hor.(zontal) Alignment**

The **Horizontal Alignment** can be *left, middle or right*.

**Vert.(ical) Alignment**

The **Vertical Alignment** can be top, middle or bottom.

**4.12.4.1.5 Preview**

The Preview shows, how the contents behave in relation to the container.

**4.12.4.1.6 Cancel Container Status Option**

This menu item **Cancel Container Status** cancels the object status "Container". The object attribute in the **objects** tab is disabled.

**4.12.4.1.7 Context Menu - Container Relevant Entries****Hide Content**

This menu item hides the content of the image container, when in *full surface* mode.

**Show Content**

This menu item shows the content of the image container, when in *full surface* mode.

**Remove Content**

This menu item removes the content of the image container.

**Note: Same function as: Fill: None.**

**Container Setup**

This menu item opens the **Setup Image Container** dialog..

**Cancel Container State**

This menu item disables the container attribute of the selected object.

**Note: This is the same function like disabling the container attribute in the objects and attributes tab.**

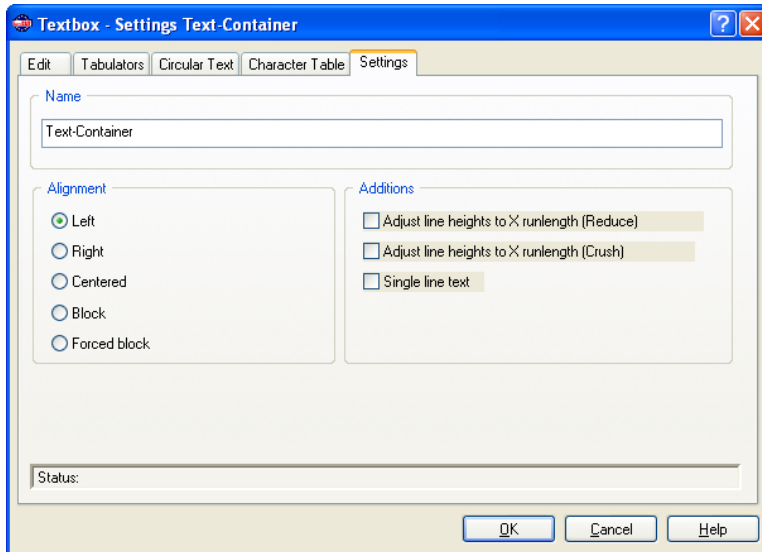
**Change To Container**

This menu item transforms a text or vector object into a container object. The container object is only visible in the **show layout** mode.

**Note: This menu item is only visible, when you are not in the show layout mode.**

### 4.12.4.1.8 Settings Text Container

A doubleclick on a text container opens the following dialog in which is defined, how texts will be handled.



#### Name

In the text field a name for a text block can be defined. By default, the name "text". The name is shown in the **object's** tab list of the sidebar and in the **object names** tab.

#### Alignment

Here the **alignment** of text blocks is pre-defined; these options correlate with the items in the **text** toolbar.

#### Left

If the **left** option is enabled, then the marked text block will be justified left.

#### Right

If the **right** option is enabled, then the marked text block will be justified right.

**Centered**

If the **centered** option is enabled, then the marked text block will be justified centered.

**Block**

If the **block** option is enabled, then the marked text block will be justified as block.

**Forced Block**

If the **forced block** option is enabled, then the marked text block will be justified as forced block, which means that all lines of text - even the last one - are adjusted on the column width or width of the work sheet.

**Additions****Adjust line heights to X runlength (Reduce)**

If this option is enabled, then when the X runlength is changing, the text block will be scaled-down proportionally.

**Adjust line heights to X runlength (Crush)**

If this option is enabled, then when the X runlength is changing, the text block will be compressed, which means that the character distance will be reduced.

**Single line text**

If this option is enabled, then is prevented, that a line break is executed at the end of the line.

## 4.13 Printing



Fig. 4.13-1: The print button in the standard toolbar

### 4.13.1 Without RIP Software

The following chapters explain in detail the single functions of the EuroCUT print dialog.

Open the EuroCUT **print...** dialog by selecting the menu item **print** in the **file** menu, via the keyboard hotkey CTRL+P or by pressing the button in the toolbox.

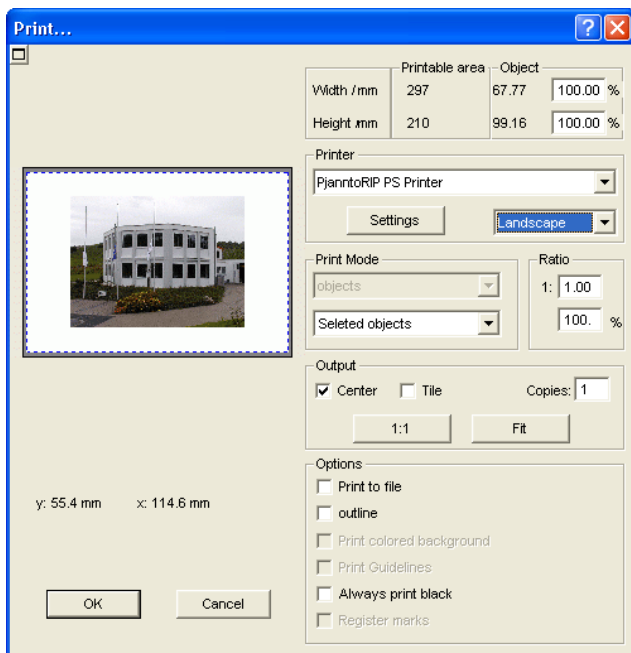


Fig. 4.13-2: The print dialog

In the down right part of the dialog you find the option **tile** and the **adapt** button and the **1:1** button under **output**. Depending on which option you have activated the appearance of the preview of the **print**-dialog changes.

**Indication:** If the **print**-dialog is opened the **adapt** button is automatically active because we do not assume formats that exceed the maximum output-size of the device to be accessed as standard for the printing of objects or graphics.

## The adapt mode

The **adapt**-mode corresponds to the printable area. The values for the printable area are shown in the field **print area** which is in the upper right part of the print dialog.

## The preview window in the adapt mode

The preview window offers the possibility to check your job before printing. The edges of the window are *magnetic* which means that if an object is approaching the edge of the sheet the object stays at the edge of the window. Thus, a faster positioning of the objects in the corners or at the edges of the sheets is obtained.

**Tip: If the magnetization of the edges shall be switched off, keep the SHIFT button pressed while positioning your objects.**

The **x- and y-coordinates** that are shown underneath the preview window express the location of the left upper edge of the object on the working surface.

## Mouse-functions in the preview window (adapt-mode)

Clicking once with the *right* mouse button or activating the **preview** button increases the preview window to the maximum size of display.



Fig. 4.13-3: The print preview button



Fig. 4.13-4: Print preview in the complete picture mode

**Indication:** The size of display depends on the set screen resolution (800\*600, 1024\*768, ...). Clicking again with the right mouse button resets the original status.

**Indication:** If the left mouse button is pressed and kept pressed, a dashed black frame appears around the objects to be printed. This frame covers all objects that are on the working surface and corresponds to the printing area.  
**Printable area and object**

The fields **Printable area** and **object** are in the upper right part of the **print** dialog.

	Printable area	Object	
Width /mm	210	67.77	100.00 %
Height /mm	297	99.16	100.00 %

Fig. 4.13-5: Section field printing area and object

### Printable area

In this field, the specified printing area with height and width values is shown.

### Object

In this field the object/s to be printed with height and width values is/are are shown.

**Indication:** The fields for the percental enlargement of the objects are not active in the adapt-mode.

One field below on the right side of the **print** dialog is the field **printer**.

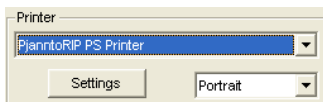


Fig. 4.13-6: Printer selection and Setup

If you open the list you will get a list of all printers that are installed on your system. Select the printer that you want to use. In order to do more settings for the printing activate the **setup** button. The dialog that now opens corresponds to the menu item properties of the respective printer file menu.

**Indication:** The print dialog that is opened by pressing the setup button depends on the loaded printer driver and is therefore not further explained.

Right next to the **setup**-button the orientation of the sheet (portrait / landscape) can be set.

### What is printed?

In the area named print mode are two combo-boxes in which you can define what shall be printed. In the first list you can choose between the options **objects**, **objects with worksheet**, **job-info** .

## Objects

All objects on the worksheet are printed.

## Objects with worksheet

All objects and the worksheet (black frame) are printed. Underneath the black frame the company's name, the dimensions of the working surface and the proportion in which it shall be output are also automatically printed.

## Job-info

If this option is activated all information that have been entered in the **job-info** are output as well as all objects in the below right area of the sheet are printed downsized.

## All objects

All objects that are on the working surface are printed.

## Selected objects

Only objects are printed that have been marked on the working surface.

## Ratio

Here, you have the possibility to enter the printing proportion as numeric or percentage values.

***Indication: Both fields are coequal which means that if a numeric value is entered the corresponding percentage value is entered automatically in the dedicated field and vice versa.***

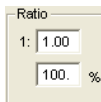


Fig. 4.13-7: Field for the entry of the size proportion

## Examples for the indications of proportion with the corresponding percentages:

Proportion 1 : 1 corresponds to 100.00 %

Proportion 1 : 2 corresponds to 50.00 %

Proportion 1 : 3 corresponds to 33.33 %

Proportion 1 : 4 corresponds to 25.00 %

## Centered

If this option is activated all objects on the working surface are centered.

## Tiling

If this option is chosen the **print** -dialog appears in the **tile** mode.

### **Number of copies**

In this field the number (max. 9999) of the exemplars to be printed can be defined. The buttons **adapt** and **tile** enable switching between the two modi with the same name.

**1:1**

If this button is activated all objects on the working surface are displayed in their *original size* in the preview window and output.

### **Adapt**

If this button is activated all objects on the working surface are downsized so that they can be shown completely in the preview window.

## **Options**

### **Output to file - Print to file**

If this option activated, print data is redirected to a file.

### **Contour mode**

With this option activated all objects are printed like shown in contour mode - without filling.

### **Also print colored worksheet**

When selecting this option the background color defined for the working surface is also printed.

### **Print subsidiary lines**

If the job to be printed contains subsidiary lines they are also printed.

### **Always print black**

This option becomes automatically active if in the first list **all objects** and in the second list **color separated printing** (after the layer order) or **print single colors** (after single layers) was selected.

**Indication: If you want to print the objects on the working surface in color the option always print black must be deactivated.**

## Register-/ Jog-Marks

This option becomes automatically active if in the first list **all objects** and in the second list **color separated printing** (after layer order) or **print single colors** (after single layers) was selected.

**Indication: If you do not want to also print register and jog marks this option must be deactivated.**

### 4.13.1.1 The Tile Mode

If you switch from the **adapt mode** to the **tile mode** the preview window appears as follows:

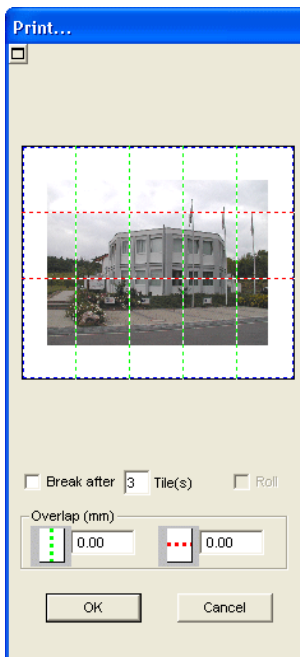


Fig. 4.13-8: The preview window in tile-mode

In the **tile mode** all tiles are shown. A tile is that part of the object that can be output on the device to be accessed.

The option **pause after** indicates after which tile (enter amount of tile) the output shall be interrupted. The fields **overlapping (mm)** serve for the entry of the desired **horizontal** and **vertical overlapping** of the objects to be printed.


#### 4.13.1 Without RIP Software

When printing to roll (option **Roll**), whole lanes can be printed without having spaces between the single tiles.

**Indication: Only the print of a whole lane can be interrupted and not the printing of a single tile. The entry of an overlapping in feed direction (print direction) has no influence on the roll which can also be seen at the display of the size of the tile.**

After the tiling the dialog is not closed automatically as it is an advantage to directly compare the print and the preview. In addition, thus you can directly repeat the print of a specific tile.

#### Mouse function in the preview window (*tile mode*)

One click with the right mouse button on the tile preview increases the tile display. This can also be done by clicking on the -button in the upper left area of the window. Clicking once again with the right mouse button resets the original status.

If you *double click* with the left mouse button on a tile this one will be deactivated which means it will not be printed.

Double clicking with the left mouse button while pressing the SHIFT button leads to the inversion of the tiles which means that the tiles that have been deactivated before become now active (printed) and the tiles that have been active become deactivated (not printed).

The objects within the preview window can be shifted by means of the mouse. The window edges are magnetic which means that when the object is approaching the edge of the sheet the object remains clinged. When pressing the SHIFT button the magnetization is released.

#### Example for the printing in the *tile mode*

The following example explains the single functions, shortcuts,... in the *tile* mode in detail.

The *tile* mode offers the possibility to print in any size which means each graphic, independent of the size can be printed on the connected output device. For the print of your graphic you *do not* need a printer with which DIN A2-, A1-, A0- or even large size can be output.

#### How?

The graphic to be printed is divided in so many segments (tiles) that are necessary to be able to output the graphic on the connected output device. The amount of necessary tiles depends on the size of the graphic to be output and the pre-defined output format (DIN A3, A2, ...). The setting of the output format is done via the **set** button EuroCUT **print** dialog and depends on the connected output device.

Load any graphic in EuroCUT and open the **print** dialog, either via the **file** menu by selecting the menu item **print...**, via the keyboard with the key combination CTRL+P or via the button in the **standard** toolbar.

The EuroCUT **print** dialog is opened in the **adapt** mode. Activate the **tile** mode by activating the thus named button.

The **print** dialog appears as follows:

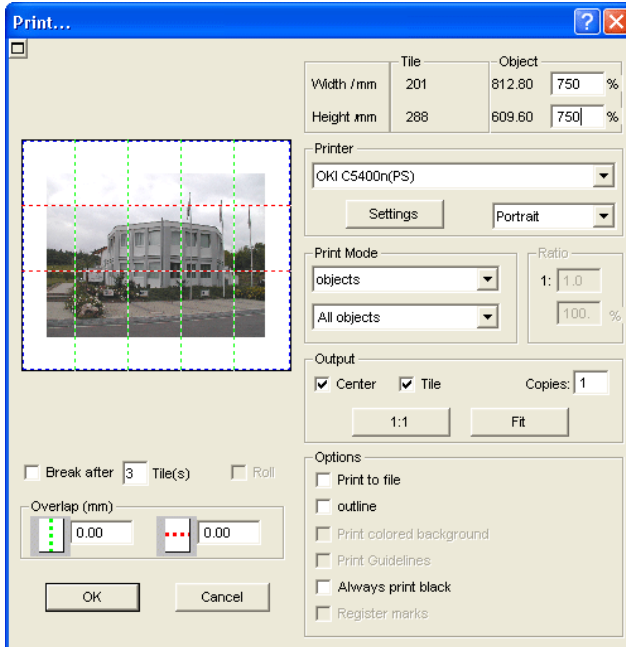


Fig. 4.13-9: The print dialog in the tile mode

In the upper right corner of the dialog you find the two fields **tile** and **object**.

The field **tile** corresponds to the field **print area** in the **adapt** mode. The other fields in the right part of the print dialog are the same as in the **adapt** mode.

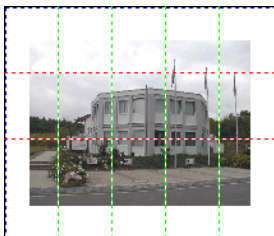


Fig. 4.13-10: Preview with settings in the tile mode

### Activated and deactivated tiles

An active tile is a tile that is **not** marked with a red „X”. Deactivated tiles on the other hand are marked with a red „X”.

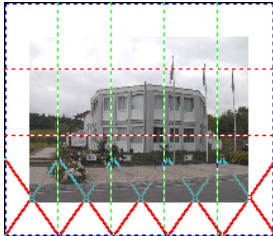


Fig. 4.13-11: Bottom row: Tiles deactivated

The deactivation or activation of a tile is done by **double clicking** with the left mouse button which means when double clicking on an active tile it becomes deactivated. Another double click on the same tile activates it again.

In the previous figure you can see that the lower row of tiles is marked with a red „X”. These tiles were deactivated and will not be printed.

In the *tile* mode you do not only have the possibility to activate / deactivate single tiles.

**Tip: Keep the CTRL button pressed while double clicking with the left mouse button on the desired tile and all tiles where the mouse cursor is are deactivated.**

### 4.13.2 With Pjannto RIP software



Fig. 4.13-12: The Pjannto RIP button in the *standard toolbar*

**Indication: Pjannto RIP is a professional PostScript-RIP that is not a part of EuroCUT. If a license was purchased from Pjannto RIP and the software is installed on the same computer the Pjannto RIP button is automatically embedded in the standard toolbar of EuroCUT and the file menu enlarged with the entry Pjannto RIP... .**

## 5 Reference Part

The menu items in chronological order:

### 5.1 The *File Menu*

#### 5.1.1 The *New... Command*

With the **New** command a new job is opened.



#### 5.1.2 The *New from Template Command*

This command is for saving jobs as template (file extension JTP). These templates can be loaded again via **file / open** or **file / new**. As JOB name „untitled“ is shown.

#### 5.1.3 The *Last Version Command*

When loading a job a safety copy named AUTOSAVE.BAK is created in the EuroCUT directory.

With this command the version of the job that was available before the loading of the job can be restored.

#### 5.1.4 The *Open... Command*

With this command the files that were stored on your hard drive or another data carrier in the EuroCUT JOB file format are brought onto the current screen / desktop. You can further edit this file. Jobs can be deleted after a safety query.



#### 5.1.5 The *Save Command*

With this command you save the current job. If the respective job has already been stored before, the given file name and the directory are kept. The older version of the job is overwritten so that the old version can not be restored any more.

If you have created a new job that has not been saved before, the program, if you have clicked the **save** command in the **file** menu, goes automatically to the command **save as...**

First, the **job info** dialog is opened where you can enter more information about the job. Then, the real dialog for saving your job is opened and you are asked to enter the file name and select the directory.



## 5.1.6 The **Save as... Command**

With this command you save a new job under a file name chosen by you in a directory to be selected. This command is also for changing the file name and / or directory of already existing files. If for example you want to save a job that is build up on an older one without losing the old version then you select the command **save as ...** and you can save the new job under another name in a new directory if you wish to.



The command **save as...** is also to be selected if you want to save the current job onto another data carrier. To do so, select the appropriate disk drive.

## 5.1.7 The **Save all Command**

With this command you save all open EuroCUT jobs. If among them, there is a newly created job it can be saved under a file name chosen by you in a directory to be selected.

## 5.1.8 The **Send by Email... Command**

This command opens the standard email client and links the current job as attachment to the email. The job must be saved before.

## 5.1.9 The **Import... Command**

With this command files are imported into EuroCUT. Known file formats are shown in a list.




## 5.1.10 The **Export... Command**

If you want to use a job also in another program the job file must be converted into a suitable format which means exported.



## 5.1.11 The **Send to RIP... Command**

With this command the PostScript RIP is started, if it was installed and activated (licensed) before.

**Note: This menu entry is only visible, if an EUROSYSTEMS RIP had been installed and activated (licensed) before. Then the RIP-Setup in EuroCUT Basic XT must be processed:  please refer to 5.7.1.3: The RIP... Setup**

### 5.1.12 The *Print...* Command

With this command you print the current file in any size (tiles) on the standard printer.



### 5.1.13 The *Output...* Command

With this command you call the output module (Plot Manager) for cutting, drawing or milling.



### 5.1.14 The *Scan...* Command

This function activates your scanner via a so-called TWAIN interface. If your scanner possesses such an interface (program) you can directly access it via this menu entry.



If for your scanner this software is not available then insert the scanner software via the menu *tools / insert program* into the menu structure.

### 5.1.15 The *Choose Scanner...* Command

This command allows you to select a scanner.

### 5.1.16 The *Quit* Command

With this you terminate EuroCUT and return to the Windows desktop. If you have not saved the job that is currently being edited, you will be asked if you want to do so.



### 5.1.17 The *Job History*

The *Job History* function facilitates the loading of the 4 last jobs without having to pass via the directory tree. At the end of the menu list of the *file* menu the names of the 4 last edited jobs appear. Click with the mouse button on the desired job name. Then, the selected file will be loaded on the working surface.

## 5.2 The *Edit* Menu

### 5.2.1 The *Undo* Command

With this command it is possible to undo the last done operations and functions. The default setting is 5 steps. This default value can be changed via the **settings** menu, menu entry **standard settings / miscellaneous** and here **undo levels**. The maximum value is 100 steps.



**Indication: This setting can only be changed with a new file (file menu, menu item new)!**

### 5.2.2 The *Undo Stack...* Command

This command opens a window with the last used commands. Most intermediate states are previewed. By clicking on the respective command this state is restored.



**Note: This menu entry is only displayed, if restorable commands are used.**

### 5.2.3 The *Redo* Command

This command is the reverse command to undo. It restores the status that was there **before** the undoing.



### 5.2.4 The *Redo Stack...* Command

This command opens a window with the last commands, which were made undone. Most intermediate states are previewed. By clicking on the respective command this state is restored.



**Note: This menu entry is only displayed, when commands were undone.**

### 5.2.5 The *Cut* Command

With this command objects are copied to the Windows clipboard and deleted from the working surface. Via the clipboard objects can be inserted at another place or in another program.



**Indication: For the transport of your data you can also use the export command. This is always necessary if your data shall be transferred to another computer.**

## 5.2.6 The *Copy* Command

With this command marked objects are copied to the clipboard without deleting them from the working surface.



## 5.2.7 The *Paste* Command

This command inserts graphics and objects from the clipboard to your job. The mouse cursor changes to a right angle in which *insert* is written.



Now point the tip of the right angle to the point on your working surface where the graphic or the object shall be inserted.

## 5.2.8 The *Paste Special...* Command

Via this menu item "pictures" can be imported from the clipboard to EuroCUT.

**Indication:** *If in EuroCUT objects are copied this menu item is not active.*

## 5.2.9 The *Select All* Command

With this command all objects of the active job which means all objects on the working surface and also outside the working surface are marked. The selected objects can then be grouped, combined or moved.



## 5.2.10 The *Reverse Selection* Command

With this command all non-selected objects are selected. Already selected objects will be unselected.



## 5.2.11 The *Job Info...* Command

With the job info you have the possibility to save additional information with every job. You can print this information and use them for invoicing or as accompanying working sheet.

Next to this information as for example **order number** and **company address** the job-info also gives information about the used material. In the **memo**-field additional comments in note form can be stored.

## 5.2.12 The *Color Layer...* Command

This command starts the **layer settings** dialog in which objects are colored, foil colors are defined, device tools are assigned, objects of the same color are selected and layers can be made invisible or blocked.



## 5.2.13 The *Prepare to Cut...* Command

With this command an object with defined line weight or filling can be made ready-to-cut.

### **Contour**

The line weight defined before is contoured.

### **Color graduation**


The color graduation defined before is divided into the defined number of steps and each step is provided with an outline.

### **Both**

The defined line weight and the defined color gradient (number of steps) are outlined.

## 5.2.14 The *Multi Copy...* Command

This command serves the generation of any number of object copies (duplicates) on the working sheet. Number, Offset and more can be set in a dialog.

Detailed description:  [please refer to 7.6: The \*Object Parameter\* Toolbar](#)

## 5.3 The *Design* Menu

### 5.3.1 The *Rotate Axis* Command

This command rotates the marked objects at 90° counter-clockwise. This option is always necessary if you want to adjust your objects fast to the rolling direction of the foil without having to go via the **rotate** function.



### 5.3.2 The *Rotate Axis With Page* Command

This command rotates the marked objects with page at 90° counter-clockwise.



### 5.3.3 The *Horizontal Mirror* Command

The selected object is mirrored at its horizontal through its center point. If several objects are marked, the center point of the virtual checkbox whose edge is limited by the 8 black dots with the corresponding horizontal is taken as axis of reflection. If no objects are marked all objects are mirrored.



### 5.3.4 The *Vertical Mirror* Command

The selected object is mirrored at the vertical through its center point. If several objects are selected the center point of the checkbox with its corresponding vertical is used as axis of reflection. If no objects are marked all objects are mirrored.



### 5.3.5 The *Delete* Command

Pressing the DEL key executes the **delete** command. In order to delete particular objects from your graphic they must be marked.



### 5.3.6 The *Mirror on the X Axis* Command

All selected objects will be mirrored at the **visible X-coordinate axis**.



### 5.3.7 The *Mirror on the Y Axis* Command

All selected objects will be mirrored at the **visible Y-coordinate axis**.



### 5.3.8 The *Duplicate* Command


In order to use this command the object to be duplicated must be marked before. Now click with your left mouse button on the **duplicate** command or activate it via the hotkey. The marked objects are now doubled.



### 5.3.8 The Duplicate Command

The positioning is done according to the values that you have entered in the **settings** menu, menu item **standard settings / miscellaneous**.

**Indication:** You can also duplicate an object by first marking it, moving it with the left mouse button kept pressed and then press the right mouse button once at the position where the duplicate shall be created. The displacing values are entered automatically with this procedure.

 [please refer to 7.6: The Object Parameter Toolbar](#)

### 5.3.9 The Clone Command

If you clone an object you create a copy linked to the object. Modifications at the original (the initial object) are automatically done at the clone (the copy).

If a clone is modified in its size or form, an other "original" is created.

### 5.3.10 The Group Command

This command allows combining several objects to a group in order to edit them together. This can be wise if for example you want to move several objects without changing their position to each other. To do this, first mark all objects that you want to move together, select the **group** command and then move the newly created group to the desired place. Now, it is not possible any more to change the single objects that form the group independently from each other.



In order to make this possible again the grouping must be broken with the **break group** command.

### 5.3.11 The Break Group Command

This command is used to divide a group of objects again into single object. Each object can then be edited individually.



### 5.3.12 The Combine Command

This command combines like the grouping several objects to one. The difference to the **group** command is that the selected objects are not regarded as single isolated objects lying next to another anymore.




Let us explain this fact with an example.

You have created two squares with different sizes, the smaller one lying completely within the bigger one. In order to obtain that in the full-color-mode the area of the smaller square is transparent you combine the two squares after having marked them before. The size of the bigger square is now interpreted as outer edge and the smaller one as inner edge.

The area between the two edges is filled with the color selected in the layer box. In the middle, a hole with the size of the smaller square remains.

### 5.3.13 The *Break Combination* Command

With this command you cancel a combination. Now, the program treats the combination objects as single objects again.  **SHIFT+L**

### 5.3.14 The *Fill* Function

With this function vector objects and text blocks can be filled.

#### **None**

All fillings respective filling bitmaps of the marked object are removed. Only the contour of the objects remains in the previously defined layer color.

The **Color graduation...** command

This command opens a dialog with which the appearance of the color gradient fillings of closed curves, text objects or combinations can be defined.

The **Bitmap...** command

Pressing this button opens a dialog with which objects can be filled with bitmaps.

For editing the filling bitmaps several functions are available.

The **Layer color...** command

This command removes all fillings and shows the object in the layer color in which it was created.

The **Transparency...** command

This instruction allows the setting of the transparency from 0 to 100% using either the slider or entering an integer percent value.

### 5.3.15 The *Contour* Function

Via this function objects can be provided with pen attributes (width of pen, color,...), hairlines can be created and pen attributes removed.

The **none** command

This command removes all pen attributes of the marked object and shows it in the color in which it was created.

The **hairline** command

This command allocates a hairline to the marked object in the momentarily active layer color.

The **attributes...** function

Via the pen attribute dialog the contour pen of curves, combinations or text

### 5.3.15 The Contour Function

objects can be designed. Contour pens are shown while drawing the object contour in the full face mode.

The **layer color** command

This command assigns selected **layer color** to object contour.

**Indication: The pen attributes have no influence on the display of the objects in the contour mode (F9). Here, the contours of the objects are drawn with a simple contour line in the layer color.**

### 5.3.16 The Draw Command

In this menu the tools with which you can create graphic objects are summarized. All tools can be activated via the toolbox or the menu item draw in the **object** menu.

#### 5.3.16.1 Rectangle

You have switched to the rectangle-mode and move the mouse cursor on the desktop to any corner of the desired rectangle. Press the left mouse button and keep it pressed while moving the mouse cursor to the diagonally opposite corner. If you let go the mouse button the rectangle appears.

**Indication: If you keep pressed the SHIFT key while drawing a rectangle the first selected point is the center point of the rectangle. If you keep pressed the CTRL key while drawing the rectangle the movement of the mouse automatically draws a square. Pressing simultaneously the SHIFT and CTRL key draws a centered square. For drawing the object the status of the keys (pressed or not pressed) is important when letting go the mouse button.**

#### 5.3.16.2 Circle

With this command you activate the mode for drawing the ellipses and circles. In this mode you open up a box in which the ellipse is adapted. So, first select a corner point of the box to be opened up with the mouse.

**Indication: The first drawn point is no point of the ellipse. Only if you press the SHIFT key the starting point becomes the center point of the ellipse. Pressing the CTRL key only allows the drawing of a circle. Pressing simultaneously both keys results in the drawing of a centered circle.**

#### 5.3.16.3 Line - 4 Modes

### 5.3.16.3.1 The *Line* Mode

This command activates the mode for the drawing of lines. The mouse cursor has now the shape of a cross with a line shown on the down right.

For the drawing of lines two modes are available:

#### 1. "*Closed*" Lines

You can create closed lines by keeping pressed the left mouse button when drawing the line. You terminate a line by letting go the left mouse button.

If the mouse cursor is beyond an ending point of a line it will be highlighted and the mouse cursor changes its form. If you click now once with the left mouse button on this point, this point will be initialized.

Now you can continue to draw with one of the following four modi: ***draw***, ***curve***, ***digi mode***, ***freehand***.

#### 2. "*Open*" Lines

You can create open lines by clicking once with the left mouse button before drawing. Then, you create the line according to your wishes. If you now click once again with the left mouse button the subline is finished and a new one can be attached. This mode is terminated by *double-clicking* with the left mouse button.

***Indication: If you keep pressed the SHIFT key while moving the mouse cursor the drawing of the straight line is limited horizontally and vertically. If while drawing you keep pressed the CTRL key the angle of the drawn straight line is limited to 15° steps. The straight line now moves at 15°, 30°, 45°, ... to the edges of your working surface.***

### 5.3.16.3.2 The *Circular Arc* Mode

You activate the circular arc mode by pressing the right mouse button in the line mode and select there the respective menu item.

When drawing in the circular measure after placing the second curve point the curve calculated from the first, second and current cursor point is drawn. One click with the left mouse button places the curve.

If the mouse cursor is above an endpoint of a circular arc it will be highlighted and the mouse cursor changes its form. If you click now once with the left mouse button on this point, this point will be initialized.

Now you can continue to draw with one of the following four modi: ***draw***, ***curve***, ***digi-mode***, ***freehand***.

### 5.3.16.3.3 The *Digitize* Mode

With this command you activate the mode for post-digitizing bitmap templates.

Switching between the modi ***line***, ***curves***, ***digi-mode*** or ***freehand*** via the right mouse menu, the arrow keys of your keyboard or the toolbox facilitates the post-processing enormously.

*Assignment of the arrow keys:*

### 5.3.16 The Draw Command

Left --> **Line** mode  
Right --> **Circular Arc**  
mode  
Up --> **Freehand** mode  
Down --> **Digitize** mode

If open objects have been drawn they can be closed via the right mouse menu and there the menu item **close**. *Indication: with this option all marked objects can be closed independent of the distance between the starting point of the first drawn and the endpoint of the last drawn object.*

Another possibility to close open objects that have been drawn is the following:

Draw an open object. Move the endpoint of the last drawn object with the mouse near the starting point of the first drawn object. You can see that the mouse cursor changed its appearance. If you let go the mouse at that point the object will be closed.

If the mouse cursor is above an endpoint of a digi-curve/line it will be highlighted and the mouse cursor changes its form. If you click now once with the left mouse button on this point, this point will be initialized.

Now you can continue to draw with one of the following four modi: **draw**, **curve**, **digi mode**, **freehand**.

#### 5.3.16.3.4 The *Freehand* Mode

With this command you activate the mode for the drawing of arbitrary lines, curves or objects. Keep pressed the left mouse button and create the object of your choice. Let go the left mouse button to terminate the object. If the mouse cursor is above an endpoint of a digi-curve/line it will be highlighted and the mouse cursor changes its form. If you click now once with the left mouse button on this point, this point will be initialized.

Now you can continue to draw with one of the following four modi: **draw**, **curve**, **digi-mode**, **freehand**.

#### 5.3.16.4 Register Mark

With this option you can place register marks as administer help in your graphic. This function enables the accurate mounting of the color separated cutting job. To do so, activate this command and click the register marks to the desired positions. Register marks are cut along layer neutral (color neutral).

If open objects where drawn, they can be closed via right mouse button with menu item **Close**.

### 5.3.17 The *Align...* Command

With this function objects are aligned - relative to the working sheet or other objects You can align the objects **horizontally** or **vertically**. The objects are arranged in that way that they are either **centered** or aligned at the desired **side**.



In addition, the objects can be aligned with the **same distance** so that a steady appearance is obtained. It is also possible to **center all objects horizontally or vertically on the working sheet**.

**Indication: If not aligned to the worksheet, then aligned to the last selection.**

### 5.3.18 The *Sort With Simulation...* Command

This command opens the object sort function with which the output order and direction of rotation of the objects can be defined. The sort can be done dependent or independent of layers. Also, the preferential direction of the sort can be defined.



In a preview the output of the object is simulated graphically; here, the traverse path of the tool head can be sketched. The simulation can be repeated unlimited without changing the original objects.

### 5.3.19 The *Sort Manually...* Command

This command enables a manual object sortation. For every single output object the order and direction of rotation can be defined. This can be done for every layer. In the preview window the objects are clicked to the desired order with the mouse cursor. Alternatively, the objects can also be sorted by clicking in the object list. The sorted objects are shown dashed in blue.



### 5.3.20 The *Clockwise* Command

This command sets the direction of rotation of the marked objects to clockwise.



**Indication: This function is only relevant in connection with a connected milling or engraving device.**

### 5.3.21 The *Counterclockwise* Command

This command sets the direction of rotation of the marked objects to counter-clockwise.



**Indication: This command is like the previous only relevant in combination with milling applications.**

### 5.3.22 The *Close Contour* Command

With this command open objects can be closed. You can see in the status line if an object represents an open track or not. To close it you mark the object and use that command.



### 5.3.23 The *Open Contour* Command

With this command closed objects can be opened.



**Indication:** *The menu item open contour corresponds to the separate function in the node tool.*

### 5.3.24 The *Round Corners...* Command

The **round corners** command rounds down nodal points with a freely defined radius.

The rounding can be done inwards or outwards. The rounding can also affect the whole object or just single nodes.



**Indication:** *This function can also be used for the rounding of font characters.*

### 5.3.25 The *Reduce Nodes* Command

This command eliminates nodes of an object that are unnecessary or lying on top of each other. With straight lines, nodes that lie on the straight line and between the endpoints of the straight line are removed automatically. The reduction of nodes decreases the complexity of objects.

### 5.3.26 The *Delete double lines* command


This function combines the **Welding function** with the **Close objects function**. All vector objects whose distance from the start and end point lies within the closing tolerance are automatically closed or connected.



**Note:** *This function is particularly useful when outputting data on a laser, as double traverse paths are avoided. The output time is also reduced for cutting plotters and milling machines.*

### 5.3.27 The *Convert to Grid Lines* Command

This function converts a grid of rectangles lying exactly on top of each other into a sorted line grid without double lines. All double lines are removed and merged into one continuous line. Ideally, the travel paths are optimized and the cutting direction is alternating.

Example:  [please refer to 8.4: Convert into Grid Lines \(Example\)](#)

### 5.3.28 The *Insert Bridge* Command

**Bridges** are intended to prevent milled parts from falling out. Parts of the milling contour remain, the **length** and **number** of which can be specified individually. The position of the **manual bridges** can also be changed. Bridges are inserted for all selected objects.

**Note:** *In the node mode, bridges can be added precisely to a point.*

### 5.3.29 The *Add to Clipart Group* Command

The command inserts a marked object in the momentarily active clipart group of the clipart tab.

### 5.3.30 The *Change to Container...* Command

This instruction transforms a text object or a bitmap in a so-called *container*. According to the container type the appropriate setup dialog is displayed.

**Note:** *After the transformation the design menu entry switches to the following command: Cancel container state.*

Detailed description container:  [please refer to 4.12.2: Definition Container](#)

### 5.3.31 The *Cancel Container State* Command

This instruction transforms a container back into a text object or a bitmap.

**Note:** *After the transformation the design menu entry switches to the following command: Change to container...*

Detailed description container:  [please refer to 4.12.2: Definition Container](#)

### 5.3.32 The *Container Setup...* Command

This instruction opens the *setup* dialog for image containers or the textbox with the *setup* tab for text containers.

**Note:** *The settings for text containers can also be set using the textbox entry in the context menu.*

Detailed description container:  [please refer to 4.12.2: Definition Container](#)

### 5.3.33 The *Weeding Border* Command

This command generates a so-called weeding border or frame around one or more selected objects. A weeding border facilitates weeding of the vinyl from the carrier.

### 5.3.34 The *Object Properties...* Command

A click on the ***Object Properties...*** menu opens the ***Object Properties dialog***. This dialog informs about the *Object Type* and gives the *Coordinates of the bounding box* of all selected objects. ***Restrictions*** can be set for the selected objects, such as *No output to device*, *Hidden*, etc. In addition, a ***name*** can be assigned. This can be used to customize objects and apply macros to them. For example, object groups with a certain name can be switched to *Hidden*. ***Attributes*** that are assigned to the objects are displayed and can be switched off if required, e. g. the attribute *Video mark*. In summary, it can be said that all object-relevant information is accessible at this point.

**Note:** *This command corresponds to the Object Manager in the sidebar.*

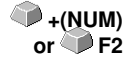
▶ [please refer to 9.4.2: The \*Object Types\* Tab](#)

▶ [please refer to 9.4.4: The \*Attributes\* Tab](#)

## 5.4 The *View* Menu

### 5.4.1 The *Zoom In* Command

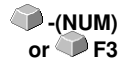
If you select this function the mouse cursor changes into a lens with a plus inside. You can now select an area that shall be zoomed by keeping pressed the left mouse button. The selected area will then be shown increased to the maximum in the program window.



**Indication:** *A beep of the computer loudspeaker informs you that the maximum zoom is reached.*

### 5.4.2 The *Zoom Out* Command

This function decreases the working surface gradually. If it had been zoomed repeatedly before, the single zoom steps are carried out backwards.



### 5.4.3 The *Full Page* Command

Select the function so that the whole available working surface is shown.



### 5.4.4 The *Show All* Command

This function changes the display of the vector drawing in this way that all objects can be seen in the program window. The section is chosen in that way that it is the biggest possible display of the graphic showing all objects.



**Indication:** *If you keep pressed the SHIFT key while doing this command only the marked objects are zoomed to maximum.*

### 5.4.5 The *Show Selected Objects* Command

If this command is activated only the objects marked on the working surface are displayed as big as possible.




### 5.4.6 The *To Front* Command

If you have arranged several objects on top of each other the following commands enable you to modify the location of the objects to each other. With the **to front** command the marked object is set on the top place above the others.



### 5.4.7 The *To Back* Command

With this command you set the marked object underneath respective behind  **CTRL+U** all other objects.

### 5.4.8 The *Forward One* Command

This command sets the marked objects further front in the display.

 **PgUp**

### 5.4.9 The *Back One* Command

With this command you set the marked object further down and thus further back in the display.


 **PgDn**

### 5.4.10 The *Show Layout* Command

If this command is activated the text is replaced by a rectangle with a cross in the middle. Pressing once again the menu item shows the text again.

 **F8**

***Indication: This option proves of value especially when processing many text objects. The refreshment of the screen goes much faster thereby.***


 **please refer to 4.12: The *Layout View Mode***

### 5.4.11 The *Contour View* Command

This command switches the display of the working surface to the contour mode which means that only the contours of the objects are shown.

 **F9**

### 5.4.12 The *Enhanced View* Command

With this command you can obtain the best possible display of the objects (smoothened contours).  **SHIFT+F9**

***Indication: It slows down the speed of processing and should therefore only be used for the last check or presentation.***


### 5.4.13 The *Always on top* Command

The EuroCUT window remains always in the foreground.

 **CTRL+Y**

***Indication: This menu item is only active if the EuroCUT window is in the window mode.***

## 5.4.14 The *Refresh Screen* Command

With this function the content of the visible window is build up again without changing the size or the selected section.  **CTRL+W**

***Indication: Use this command if objects on the screen are visible that cannot be accessed by the arrow tool or if display errors of another kind occur.***


## 5.5 The *Tools* Menu

### 5.5.1 The *Vectorizing... Function*

If this function is activated you arrive at the vectorization program integrated in EuroCUT with which you can convert scanned bitmaps into vectors.



**Indication:** *Bitmaps cannot be cut as they consist only of single pixels that have been recognized by the optic of the scanner. For cutting, milling, grooving ... such pixel graphics must first be converted to vector graphics.*

**Detailed:**  [please refer to 8.13: The \*Tracing Tool \(Vectorization\)\*](#)

### 5.5.2 The *Revectorizing Function*

This option can accelerate the vectorization process enormously. It is always wise if you want to find out the best parameters for the vectorization. The different results should be laid in different color layers to make it easier to remove the unsuitable results later on. When repeating, the interne bitmap created for the vectorization process is used and not the original bitmap that lies on the working surface.




**Indication:** *If the original bitmap was modified in the meantime the vectorization command has to be used.*

### 5.5.3 The *Contour Line... Function*

With the **contour line** function the outer edge of arbitrary many objects is calculated and provided with a contour. Contrary to the outline with this tool also bitmaps can be contoured. In addition, not every single object is contoured but it is tried to find only one contour that comprises all selected objects. Therefore, this function is especially suitable for the creation of intersection lines around labels. The objects of the label can be arranged arbitrarily. Afterwards, with the tool described here the contour of the label in the desired distance is calculated. The thus created contour can be used later for cutting the printed label.




**Detailed:**  [please refer to 4.8: \*Excursion: Contour vs Outline vs Contour Line\*](#)

### 5.5.4 The *PhotoCut... Function*

The function creates vectors from bitmaps. PhotoCut calculates from Windows Bitmap files (\*.BMP, \*.PCX, \*.TIF) grids or patterns that can be output with a cutting plotter or a similar device. The picture is divided into

logical pixels and the average gray value calculated for each of these logical pixels. So, a picture is created that has less pixels than the original. Out of this picture horizontal or vertical stripes, circles, squares, ... are created whose width is proportional to the gray value at the respective position.

 **please refer to 8.17: The PhotoCUT Function**

### 5.5.5 The *Insert Program...* Command

With this command you can insert an external program - external meaning no EUROSYSTEMS program - in the menu structure of EuroCUT. The advantage of this possibility is that you do not have to leave the surface for starting other programs.

### 5.5.6 The *Edit Program List...* Command

With this command existing program entries can be modified or deleted.

***Indication: The menu command only refers to the programs inserted additionally to the menu structure.***

### 5.5.7 The *Set Jog Marks* Command

This command automatically sets jog marks around the selected objects. Type, size and position relative to the selected objects are pre-set in ***settings / standard settings / register / jog marks*** menu.



***Indication: The markers do not lie in a layer, are always displayed in black, keep their scaling and size and are grouped when being created.***

 **please refer to 5.7.1.4: The Register / Crop Marks... Setup**

### 5.5.8 The *Search / Replace Video Marks* Command

With this command *circle objects* in an import file - with an in the Register-/Jog Marks menu entry defined size - are searched and replaced by video marks.

***Note: This option can also be set as a standard via the Settings / Standard Settings / Import menu entry.***

### 5.5.9 The *Measure* Command

With the function measure an arbitrary track can be measured, scaled, rotated and dimensioned. If you have activated this command the mouse cursor changes into a reticle. It is then set at the starting point of the track to be measured and the mouse button pressed and kept pressed. Then, the mouse cursor is moved to the end of the track to be measured and the left




### 5.5.9 The Measure Command

mouse button let go. With the SHIFT key pressed you only measure horizontal and vertical distances. Now, the result of the measurement is shown in a dialog field and can be modified.

**Indication:** *The modification of the size is applied proportionally to all selected objects. When rotating bitmaps the area of the bitmap increases but not the objects displayed in the bitmap.*

### 5.5.10 The *Box Nesting...* Function

This optimization takes care that all objects are arranged in a way that they take the least space on the output. By rotation or no rotation of objects it is taken care of that the waste of material can be reduced.

 **please refer to 4.11.1.1: Material optimization**

### 5.5.11 The *Outline...* Function

This function creates a contour with a distance around a vector object to be freely selected and is mostly used for contouring text objects. The color of the target layer can be pre-selected. ***Inline***, the reverse function creates a contour lying inwards. „***Outline & Inline***“ combined creates a closed contour in the pre-selected strength.



**Indication:** *Contrary to the contour with combined objects simultaneously an inner contour is created. This function is not to be confused with a contour pen that only is a drawing attribute and no vector object.*

### 5.5.12 The *Welding* Command

The merge functions ***manually, automatically, trimming, open trimming, fill, by color, full area*** and ***screen printing*** take care that overlapping object parts what would cut the foil are eliminated and connected.



 **please refer to 8.9: The *Welding* Tool**

## 5.6 The *Text* Menu

### 5.6.1 The *Add Text* Command

If this command is activated the mouse cursor changes into a capital "T" and the text entry can be done.



The same can be obtained by positioning the mouse cursor at that point of the working surface where later the text shall appear and once press the left mouse button.

### 5.6.2 The *Edit Text* Command


With this command the text cursor is set at the beginning of a selected text block. The text block can now be changed.



**Note:** *This function can also be enabled using the text tool. The text cursor appears at the position that was clicked on with the tip of the text cursor arrow.*

### 5.6.3 The *Textbox...* Command

This command opens the EuroCUT textbox.

 please refer to 8.2: The *Textbox* Dialog



### 5.6.4 The *Convert Text to Curves* Command

EuroCUT uses so-called vector or outline fonts (not to be mistaken with the outline function). These writings can be increased and rotated continuously. The single letters are thereby defined as sequence of vectors.



**Indication:** *If this menu command is carried out, the text converts to a graphic object causing that the writing attributes of the text editor cannot be used anymore.*

### 5.6.5 The *Convert Text to Lines* Command

If you have composed a text with more than one line in the text editor then you can, after having placed the text on the working surface, split the text block into single text lines. The single text lines then can be edited individually, provided with new writing attributes or displaced on the working surface.




### 5.6.6 The *Fontmanager* Command

**Fontmanager for URW BE, TrueType, OpenType and Adobe Type 1 Fonts**

### 5.6.6 The Fontmanager Command

If this menu item is activated, the Fontmanager is started.

 **please refer to 10.2: Fontmanager**

## 5.7 The *Settings* Menu

### 5.7.1 The *Standard Settings* Menu

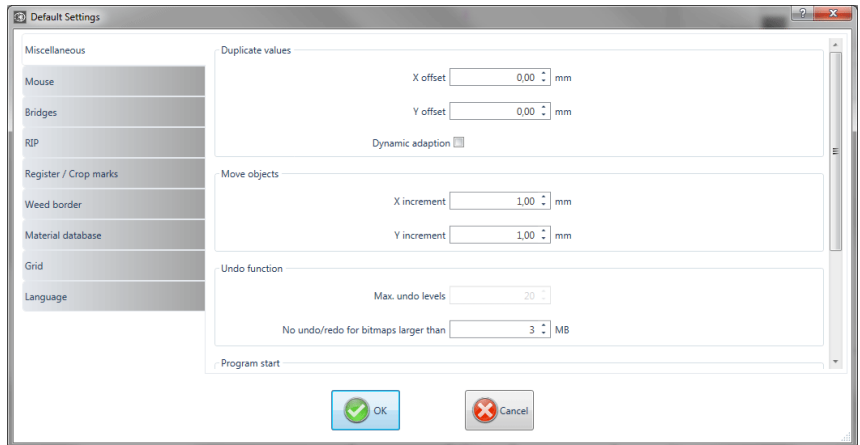


Fig. 5.7-1: Default Settings dialog - here: Miscellaneous tab is active

#### 5.7.1.1 The *Miscellaneous... Setup*



##### 5.7.1.1.1 Duplicate values

###### - X offset

Indicates the value that remains between the original and the duplicate (in X-orientation) after the creation of a duplicate.

###### - Y offset

Indicates the value that remains between the original and the duplicate (in Y-orientation) after the creation of a duplicate.

###### - *Dynamic adaptation* Option

This option takes care of the switching on or off of a function that automatically enters and uses the duplication values as X- or Y- orientation when duplicating with the right mouse button.

##### 5.7.1.1.2 Move objects

## 5.7.1 The Standard Settings Menu

### - X increment

Indicates the value how much the marked objects are moved or displaced when pressing the arrow keys on the keyboard.

### - Y increment

Indicates the value in Y-orientation how much the marked objects are moved or displaced when pressing the arrow keys on the keyboard.

**Indication: If you keep pressed the SHIFT key during the movement, the value of the displacement is reduced to a tenth part. If you keep pressed the SHIFT + CTRL key the displacement is a hundredth of the set step size.**

### 5.7.1.1.3 Undo function

#### - Max. undo levels

Refers to the undo function in the *edit* menu.

**Indication: This option can only be set if no job is loaded.**

#### - No undo / redo for bitmaps larger than ... MB

For bitmaps that are bigger than the value set in this field the undo/redo-function is automatically **switched off** which means that the operations on this bitmap cannot be made undone.

*Advantage:* saving of time.

*Reason:* The expenditure of time (computational expenditure) for bitmaps from a specific size onwards becomes too big as for every undo / redo step a copy of the original (initial state) must be created.

The value that is entered in this field should be between 5-10% of the RAM available in the computer.

### 5.7.1.1.4 Program start

#### - Info window

When the program is started, an information window is displayed in front of the workspace, which informs about news, updates, etc., if there is a connection to the Internet.

The 3 options are: **Display always, Do not show again, Only display when new.**

**Recommendation: With „Only display when new“ you do not miss any important information regarding EuroCUT.**

## 5.7.1.2 The *Mouse...* Setup

### 5.7.1.2.1 Mouse action

#### - <Ctrl> + right mouse button assigned with:

Here, you can define the assignment of the right mouse button. To do this, open the selection list and select the command that shall be carried out when clicking once with the right mouse button.

#### - Click Delay

This option increases the accuracy when selecting objects. The default value is 100; the unit is millisecond. The higher this selected value the longer it takes until the object follows the mouse cursor. An accidental displacement of the objects is thus decreased.

***Note: Users that are not so sure with the handling of the mouse should increase this value.***

#### - Scroll window automatically Option

This option is switched on by default and takes care that whenever an object is moved above the edge of the working surface with the mouse, the working surface automatically is moved, scrolled.

### 5.7.1.2.2 Mouse Wheel

These options ease the navigation on the EuroCUT desktop with computer mice, which are equipped with a mid-wheel button.

#### - <Shift> toggles these modes

Two modes are possible: **Zoom** or **Vert. Scroll**.

#### **Zoom**

This option - starting from the cursor position - increases or decreases the working area when turning the mouse wheel: according to the direction of rotation.

#### **Scroll vert.(ical)**

This option - starting from the cursor position - moves the working area horizontally (Wheel + CTRL key) or vertically when turning the mouse wheel. According to the direction of rotation the movement is done to the left, top or bottom or to the right, top or bottom.

## 5.7.1 The Standard Settings Menu

### - Resolution

The sensitivity of the wheel can be adapted to individual requirements. The range is from 1 (coarse) to 10 (fine).

### 5.7.1.3 The *RIP... Setup*

#### Standard RIP

As an extension to EuroCUT Basic XT, 1 RIP is provided by default:  
**EuroVPM**

#### *EuroVPM*

This option must be enabled from the EuroVPM licensee. Using the ... button, goes to the folder containing the EuroVPM.exe.

### 5.7.1.4 The *Register / Crop Marks... Setup*

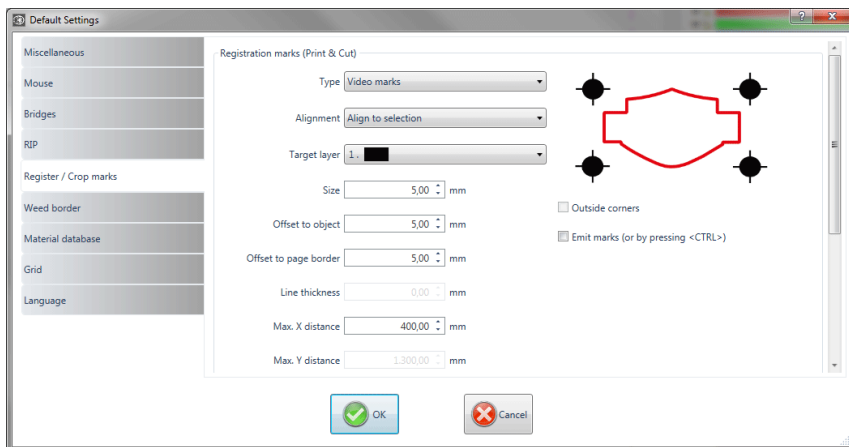


Fig. 5.7-2: Default Settings dialog: here: Register / Crop marks tab active

#### 5.7.1.4.1 Registration marks (Print & Cut)

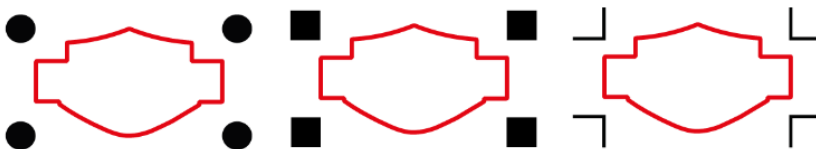


Fig. 5.7-3: Different register marks depending on the manufacturer

### - Type

The **Type** list field is used to select for which manufacturer or for which device register marks are to be generated.

**Note: Only the options supported by the selected device are active!**

### - Alignment

#### ***Align to selection***

If the ***Align to selection*** option is activated, the register marks are aligned relative to the selected objects.

#### ***Align to page margin***

If the ***Align to page margin*** option is activated, the register marks are aligned relative to the border(working surface).

### - Target layer

The ***Target layer*** determines in which layers the register marks are placed.

**Note: This also indirectly determines with which tool the register marks are edited, if a tool assignment has been made via the layer.**

### - Outside corners

The ***Outside corners*** option determines whether or not the outside lying corners are taken from the object to calculate the distance.

### - Emit marks (or by pressing <Ctrl>)

The ***Emit marks*** option determines whether the register marks should be taken into account when outputting the data, that is, print, cut or mill.

If, in the output dialog, the CTRL key is pressed before clicking the ***preview*** key or the ***output*** key, the register marks will be given out as well.

### - Size

This option determines the size of the register marks.

**Note: Maximum and minimum size are dependent on the device manufacturer.**

### - Offset to object

The ***Distance to object*** option determines how close the register marks are to be positioned in relation to the objects.

## 5.7.1 The Standard Settings Menu

### - Distance to page border

The **Distance to page border** option determines how close the register marks should be positioned to the edge of the page.

### - Line thickness

The **Line thickness** option specifies the width of the lines of the register marks.

**Note: Maximum and minimum line thickness which can be used depends on the cutting system.**

### - Max X distance

The **Max X distance** option determines how far the maximum distance of the register marks in the X axis should be related to the objects.

### - Max Y distance

The **Max Y distance** option determines how far the maximum distance of the register marks in the y axis should be related to the objects.

## 5.7.1.4.2 Alignment marks

With this function you can place alignment marks as a weeding help in your graphics. This function makes it easy to accurately fit color-cut cutting jobs.

### Practice

Click on the **Alignment mark** icon in the **drawing** toolbar and set the marks on the desired positions.

By default, the EuroCUT alignment mark consists of a square with two diagonally extending lines inside the square, which resemble a cross. The result is 4 triangles, which can be used to precisely apply two films of different colors.

**Note: Alignment marks are cut-layer-neutrally, provided there are cut objects in the layer.**

### - Size

In the **Size field** the desired size of the alignment mark is defined.

### - Cut without cross Option

If this option is activated, only the square is used as an alignment mark. The diagonal lines inside the square are suppressed. This option is used when only 2-colored signs are to be processed.

### 5.7.1.4.3 Crop marks

**Crop marks** are markers used when printing. They are located outside the print space. They show where exactly the sheet has to be cut. The crop marks are located at the corners of the sheet.

#### - Size

Here is set the size of the crop marks.

#### - Offset to object

Here, the distance between the crop marks and the objects is determined.

#### - Line thickness

Here, the thickness of the crop lines is determined.

### 5.7.1.5 The *Weed Border Setup*

This command creates a frame around one or more selected objects. An additional frame facilitates the release of the cut objects from the carrier material (Weeding).

#### 5.7.1.5.1 Manual Weed Border

Manual, because by selection is determined, around which which objects a frame is placed.

#### - Uniformly Page Distance

Here, a **uniform** distance from all 4 object sides to the weed border is established.

#### - Different Page Distance

Here, a **non-uniform** distance from all 4 object sides to the weed border is established.

#### - One Frame For Each Used Layer

In each layer in which objects are located, a weed border around all objects therein is placed.

### 5.7.1.6 The *Output Devices... Setup*

This category of the basic settings allows the definition of important parameters for the output on the output device. The default settings correlate with the information in the output dialog before the output of the job data to the connected device.

### **Current output device**

All currently connected output devices can be selected in this window. The **driver** name, **file** name, and the **port** interface are displayed. **Mode** and **material** from the material database can be determined.

The ... button enables the creation, modification and deletion of the settings.

### **Port**

Indicates with which computer interface the output device is connected.

### **Default Settings**

#### ***Keep reference point***

This option takes care that no new origin is set after the output of a job. The next output is done at the same coordinates as the previous.

#### ***Stack processing***

This option enables an uninterruptible output without an interaction of the Plot Manager.

#### ***Wait after segment***

Waiting after segment indicates if the cutter shall remain at this position after the output of a cut segment. This option is typically needed with flatbed devices without integrated automatic foil transportation.

Segment thus indicates the maximum addressable area that can be processed in one piece.

After the segment the foil is forwarded by hand to the correct position.

#### ***Sort before output***

Sort means that all inner objects are processed before the outer objects and that a sortation is done in x-axis-orientation. This switch takes care that the foil is moved as little as possible in order to maintain the repeat accuracy as high as possible. This option is especially necessary with cutters with friction roll drive or when milling.

The output speed is slightly reduced with this setting.

#### ***Plot to file***

This option does not lead the output of the data to the connected device but opens a dialog in which the path and the name of an output file can be given that will be saved to the hard disk.

***Read out automatically***

This option can be activated if a device is connected and "online" and a read out command for this device exists in the driver.

***Output only tool-assigned layers***

This option takes care that only objects are output where a tool assignment to a layer was done.

*** please refer to 4.4: Tool Assignment Via Layer******Weeding border***

This option defines if and with which distance a weeding frame is cut around the output objects. This option facilitates the weeding of foil.

***Overlap***

It defines the overlapping of two segments. This value takes for example care of the compensation for the shrinking that occurs with foils.

***Copy spacing***

Copy distance defines the distance of copies on the output medium.

***Segment spacing***

Segment distance defines the distance between single segments of a job.

***Stack spacing***

Stack distance defines if copies shall be stacked vertically. Requirement for the activation of this option is that the selected object can be output more than once on top of each other.

***Indication: In the output-preview the first object is shown "normally". Each further object of the stack is shown with a black square filled with an X.***

***No tooltips***

This option takes care that no tooltips that were entered in the device driver are shown in the output dialog.

***Enable output for objects larger than page size***

This option causes objects to be passed to the output module that are larger than the dimensions of the working area.

### 5.7.1.7 The *Import Setup*

The **setup import dialog** is used to preset all import filters implemented in EuroCUT. The settings are divided into 4 categories for the sake of clarity. Settings made in the **General tab** apply to all import filter file formats listed in the left column. **Default settings** are already activated. Settings other than the standard can be activated by clicking on the respective **file format tab**. The **filter-specific settings** can be activated or deactivated as required.

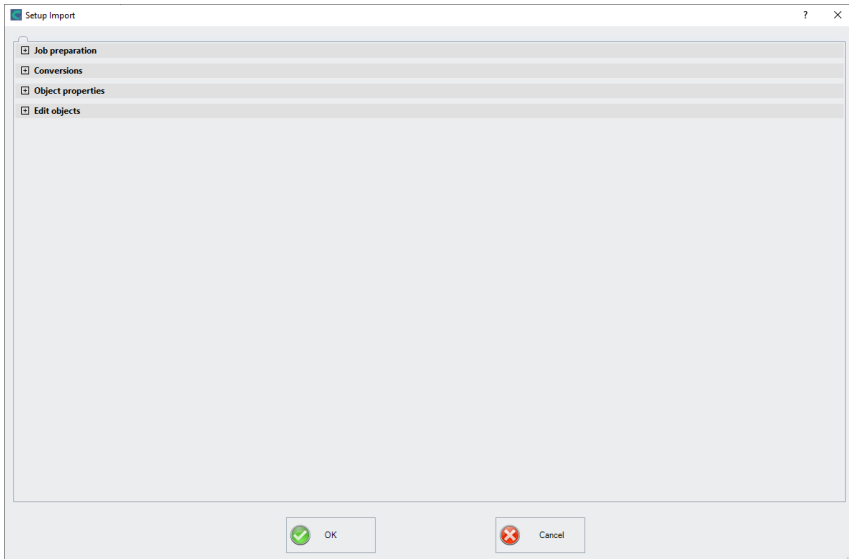


Fig. 5.7-4: Import dialog with closed category structure and import filter file formats



Fig. 5.7-5: Plus sign control



Fig. 5.7-6: Minus sign control



Fig. 5.7-7: Check control

A click on the **plus sign control** opens the desired **category**. A click on the **minus sign control** closes the desired **category**. Clicking on the **check control** activates or deactivates the corresponding option.

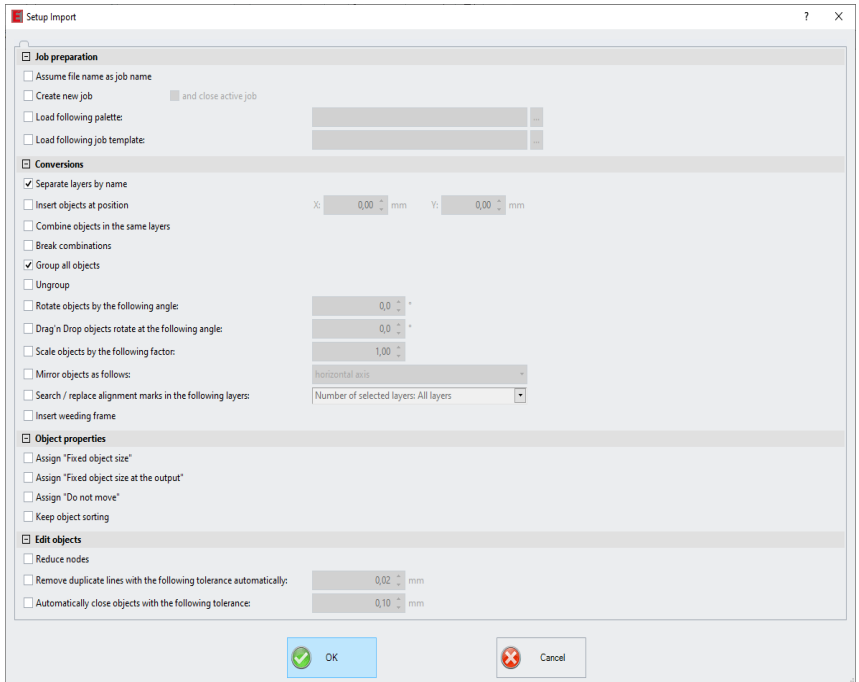


Fig. 5.7-8: Import dialog with opened category structure - here: General tab active

## 5.7.1.7.1 The Settings

### 5.7.1.7.1.1 Job preparation

#### - Assume file name as job name

This option takes the name of the **import file** for the job file. This makes it easier to assign source file to job file.

#### - Create new job

(Default: set) - When importing foreign data, the data is imported into a job without a name (untitled.job).

and

#### - close active job

The active job is closed during import. This prevents the job history becoming very large and confusing when importing many files.

## 5.7.1 The Standard Settings Menu

### - Load following palette:

Enabling this option allows you to load a color palette with the \*.PAL file extension.

### - Load following job template:

Enabling this option allows you to load a template with the file extension \*.JTP.

## 5.7.1.7.1.2 Conversions

### - Separate layers by name

When importing external data, it may happen that several layers have an identical color value. If they are assigned different names, EuroCUT can separate them during import and place the corresponding objects in separate layers.

### - Insert objects at position

If this option is activated, it is possible to determine the position in X and Y in which the data is stored on the work surface.

### - Insert multiple files with spacing

If this option is enabled, the positioning of the jobs to be imported can be influenced when importing multiple files. The files can be arranged either in the X or Y direction. Alternatively, the distance between the jobs can also be freely defined (X/Y distance).

***Note: If this option is disabled, the first file will be imported at position [X 0 / Y 0], while all other files will be inserted at the positions defined in the respective files.***

### - Combine objects in the same layers

If this option is activated, all closed objects that are in the same layer are combined during the import.

### - Break Combinations

If this option is activated, all object combinations are exploded during the import, with the result that only individual objects are available.

### - Group all objects

If this option is activated, all objects are grouped during import. *Advantage:* The position of the objects remains unchanged when the objects are moved because only one group object is moved.

### - Ungroup

If this option is activated, all object groups are broken during import.

**- Rotate objects by the following angle:**

The value specifies the angle at which the objects are rotated when they are imported. Negative values are allowed.

**- Drag'n Drop objects rotate at the following angle:**

If objects are dragged to the EuroCUT work surface, they are rotated by the entered value when released.

**- Scale objects by the following factor:**

The value specifies the extent to which the objects are scaled, i.e. enlarged or reduced, during import. Negative values are allowed.

**- Mirror objects as follows:**

This option allows the objects to be mirrored when they are imported: Possible settings are: **horizontal axis, vertical axis, both axes.**

**- Search / replace alignment marks in the following layers:**

This option searches in the selected layer for vector objects that have the size of the alignment marks (see Standard Settings / Register / Crop Marks / Size) and convert them into alignment mark objects, that is, these objects get the object attribute: **alignment mark.**

**- Insert weeding frame:**

This option adds a weeding frame around the imported objects. The distance is based on the settings for the weeding frame.

**5.7.1.7.1.3 Object properties****- Assign "Fixed object size"**

If this option is activated, all imported objects are marked with the **object attribute** "*fixed object size*"; Thus size change is deactivated

**- Assign "Fixed object size at the output"**

If this option is activated, all imported objects are marked with the **object attribute** "*fixed object size at the output*". If this option is active, then no size compensation takes place during output. The objects are placed and rotated only after the marks have been imported.

**- Assign "Do not move"**

If this option is activated, all imported objects are marked with the **object attribute** "*Do not move*". The **Do not move** option prevents the selected object from being moved. The position is locked.

## 5.7.1 The Standard Settings Menu

### - Keep object sorting

If this option is active, the object sorting is not changed during the import. The sequence of objects will remain.

#### 5.7.1.7.1.4 Edit objects

### - Reduce nodes

Enabling this option removes all superfluous nodes. The vector object is reduced by those nodes whose removal does not influence the curve trajectory.

### - Remove duplicate lines with the following tolerance automatically:

If this option is activated, all identical, overlapping lines are automatically removed.

### - Automatically close objects with the following tolerance:

If this option is activated, all vector objects are automatically closed or connected during import, whose distance from the start and end point is within the closing tolerance.

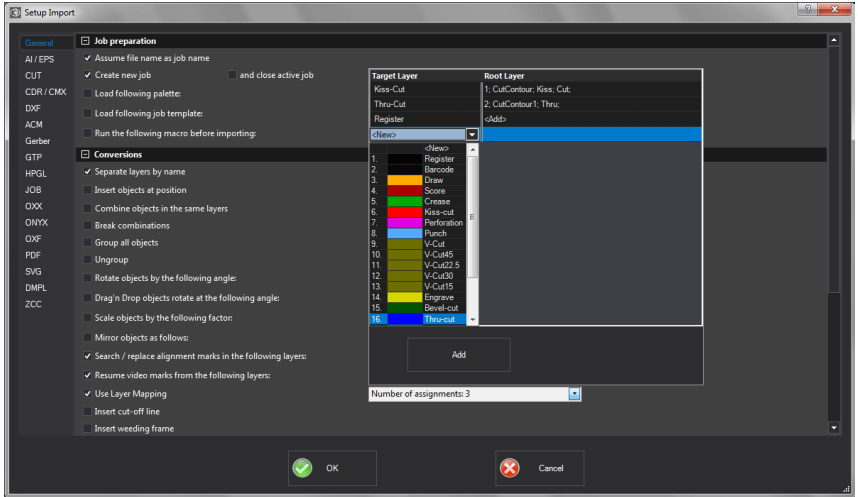
#### 5.7.1.7.2 Layer Mapping - Example

Why *Layer Mapping*?

The mapping ensures that **imported layer names, tools, methods** are integrated into the database structure. The purpose of the layer mapping is the **manual assignment** of unknown layer names to tools or methods existing in the EuroCUT database.

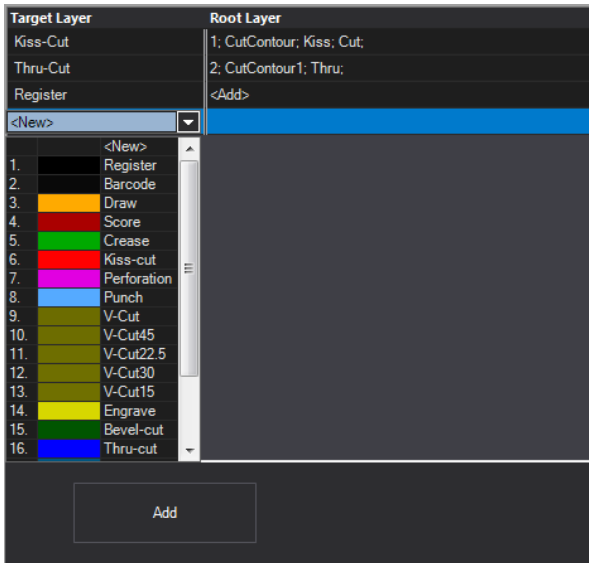
**Note: The assignment applies to all filters. Multiple assignments (mappings) are allowed.**

**Important note: If there are no names in the import palette, then there will be no selection in the root layer column. If the column is empty, the "Sample Layer Entry" is displayed, i.e. there is no mapping.**



**Example:**

This option can be found under: **Settings, Standard Settings, Import..., Conversions, Use Layer Mapping**. A click into the **Number of assignments** field opens the following dialog:



**Target layer column**

## 5.7.1 The Standard Settings Menu

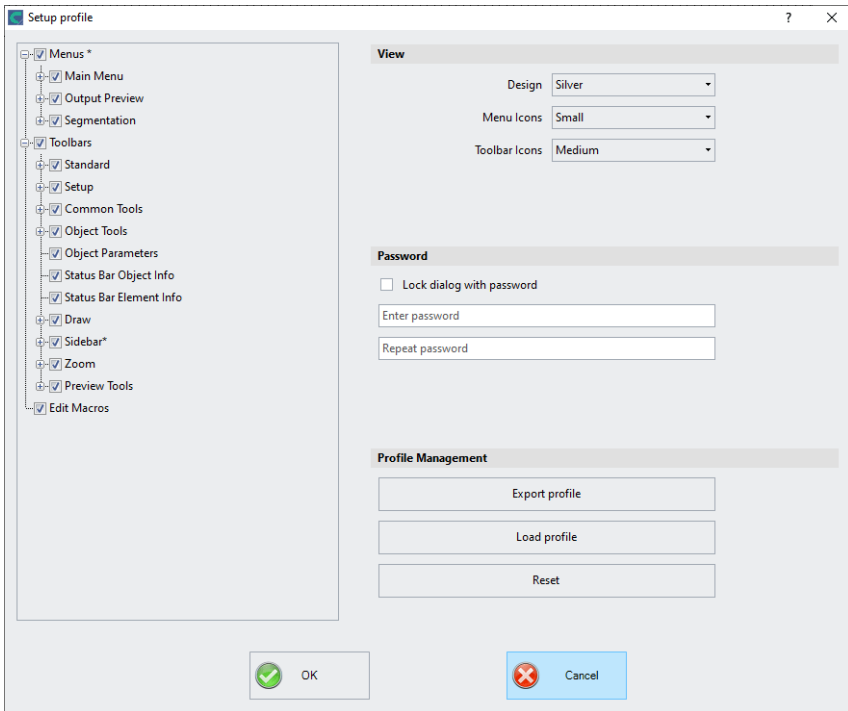
In the **Target layer column**, select the desired database layer(s) on which the mapping is to act. Here: **Kiss-Cut** and/or **Thru-Cut** (see figure above).

### Root layer column

The layer name from the import file is to be entered in the **Root layer column**. Here: **CutContour; Kiss; Cut**; is assigned to the **Kiss-Cut Target Layer** (see figure above).

## 5.7.1.8 The Profile... Setup

The **Profile... setup** serves the customization of the desktop. The user or administrator can adapt the EuroCUT interface to fit his needs or restrict it to its necessary amount. The so defined user profile can be exported or be transferred - provided with a password protection - onto other licensed client computers.



### 5.7.1.8.1 View

#### Design

The following options are possible: **Black, Silver, Blue and Dark**. Changes are previewed directly in the dialog.

### **Menu Icons**

Possible sizes are: ***Small, Medium and Large.***

### **Toolbar Icons**

Possible sizes are: ***Small, Medium and Large.***

### **Password**

#### ***Lock dialog with password Option***

If this option is activated, this password will be requested when activating the ***profile menu***. This prevents unwanted or unintended changes to the view.

***Note: Changing the view is now only possible with a known password.***

## 5.7.1 The Standard Settings Menu

### 5.7.1.8.2 Profile Management

#### **Export Profile Button**

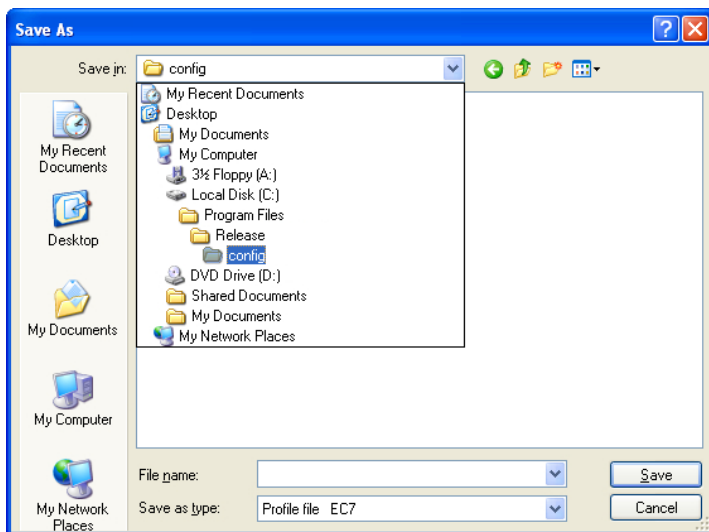


Fig. 5.7-9: Save profile dialog with default path

Enabling of the **Export Profile** button allows saving of customize EuroCUT profiles. The used file extension is \*.EC7. As default \*.EC7 files are saved in the folder, where the program data are located.

#### **Load Profile button**

A click on this button opens the Windows **Open dialog**.

**Note: If all menus or the settings menu were accidentally disabled, then access on the profile resp. profile file is possible using the sytem menu. The system menu is enabled with a click on the program logo, which you'll find left from the program name in the program bar.**

### 5.7.1.8.3 System Menu

A click on the icon in the upper left corner of the program window opens the following dialog.

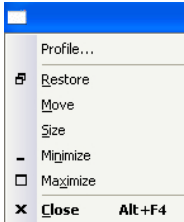


Fig. 5.7-10: System menu with *Profile...* sub menu

## 5.7.2 The *Color Palette* Command

With this command new color palettes can be created, loaded or saved.

### Layer Numbers

If this option is active layer numbers are shown in the layer-toolbar.

### Layer Info...

Opens the dialog for the setup of the layer toolbar. Here, you can define which information is shown if the mouse cursor is positioned above a layer color.

Possible information is: color-number, *RGB values*, *CMYK values*, *material name*, *mode/tool*, *material* and *amount objects*. In addition, the *amount of visible layers* and the *width of the window* can be set.

An „I“-button opens a window with shortcuts of the **layer** toolbar.

### Layer Order...

This option opens a dialog for the modification of the layer order respective the output order.

### Only Sel. Layer Visible

If this option is activated only the objects lying in the selected layer are shown on the working surface.

### Delete Sel. Layer

Deletes the selected layer from the layer list.

### Delete Unused Layers

This option removes all unused layers, all layers without objects and without device connection.

### 5.7.3 The Control Panel... Command

#### **New Palette**

All color layers that have layer numbers bigger than 6 are removed. You use this command if you want to define a new color palette individually. The selection of the layer color is done by just selecting the desired color with your mouse cursor and then activating the **OK** button.

#### **Load Palette...**

The previously defined palettes can be loaded.

#### **Save Palette**

With this command you save a newly defined or a modified standard palette on your hard disk. If this new or modified palette is saved as default palette it will be used at every new start of EuroCUT.

#### **Save Palette As...**

This command allows the new allocation of a palette name.

#### **Default**

This command loads the color palette that is delivered as standard with EuroCUT. It is a Mactac foil color chart that was defined as default palette by means of the color fan.

#### **Palette History**

This function facilitates the loading of the last 4 color palettes without the detour via the file directory tree. At the end of the menu list of the color palette menu the names of the last 4 edited color palettes appear. Click with the mouse cursor on the desired palette name and thus open the selected palette.

### **5.7.3 The *Control Panel...* Command**

This command activates the Windows control panel in order to make possibly necessary modifications to the system parameters of Windows. This especially refers to the installation of printers, drivers and the configuration of serial interfaces (COM).

### **5.7.4 The *Working Area...* Command**

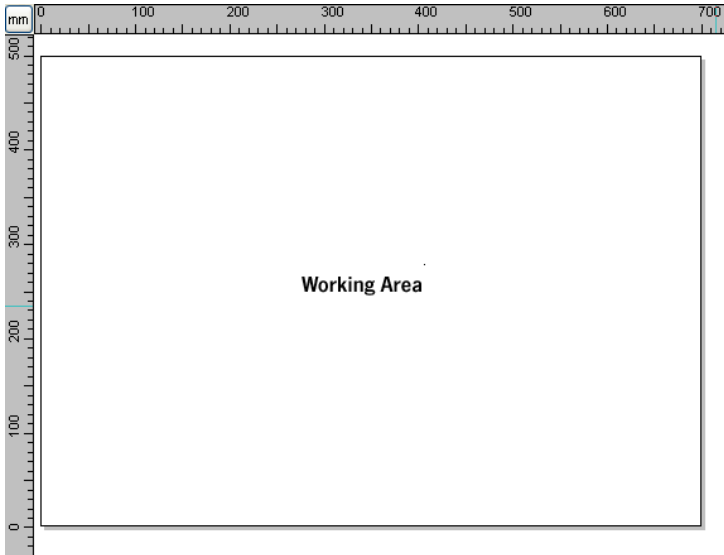


Fig. 5.7-11: Working area with shadows and rulers

Here, you can newly define the size and color of your working area. The working area is displayed as a paper frame with a gray shade on the right and bottom next to the frame (see figure above). The color of the working area is freely definable; this guarantees an optimal layout control on the screen.

Pre-defined are for example DIN-A-sizes. Besides the fix defined measures you can define any number of user-defined working area. One can be defined as *standard*. It will then be pre-set at every "file new".

This option is a very helpful function for everybody who has e. g. a milling or an engraving machine as the new entry in each case of the usable area can be omitted.

***Indication: A double click on the shade right next and below the working area also opens this dialog.***

## 5.7.5 The *Rulers...* Function

With this function you define the positions where the rulers shall be placed. Due to lack of space the display of the rulers can be abandoned. With diametric display each 5th step is drawn longer and with non-diametric each 2nd and each 4th once again.



## 5.7.6 The *Unit of Measurement* Function

This instruction switches the measuring unit to the preferred unit (mm, cm or inch).

**Indication:** *The metric can also be changed directly via a button that is in the angle of both rulers.*

## 5.7.7 The *Grid... Function*

This option shows either the grid itself or only the cross points of the gridlines (raster) on the working surface. This function facilitates the orientation and positioning of objects on the working surface.



The distance of the gridlines and the offset in X-/Y-orientation can be freely defined. Reference point thereby is the left down corner of the working surface. This point represents the 0/0-position to which the offset is added up. A positioning assistance with "magnetic" influence takes care of the accurate justification of the objects.

### 5.7.7.1 Distance and Start Position

#### - Spacing X

This value defines the distance of the grid from the edge of the working surface related to the X axis.

#### - Spacing Y

This value defines the distance of the grid from the edge of the working surface related to the Y axis.

#### - Offset X

This value determines the distance of the grid from the zero point of the working surface in relation to the X axis.

#### - Offset Y

This value determines the distance of the grid from the zero point of the working surface in relation to the Y axis.

**Note:** *Negative values are allowed.*

### 5.7.7.2 Settings

#### - Snap to grid Option

This option turns the **magnetic function** of the grid lines on / off.

### - Grid on / off Option

This option makes the grid visible or invisible.

### - Grid lines or Grid

This option switches between grid and grid lines view.

### - Select color

This option allows you to specify the color of the grid. It is used to optically separate the grid from the objects.

## 5.7.8 The *Origin* Function

This function shows a zero point (origin) in the lower left corner or the lower right corner of the working area. It is used for orientation on the working area. Which view is preferred depends mostly on the zero point of the connected machine. The view on the working area then corresponds to the real conditions.

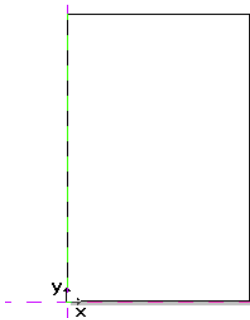


Fig. 5.7-12: Here: Origin bottom left

### 5.7.8.1 The *Settings Origin* Menu

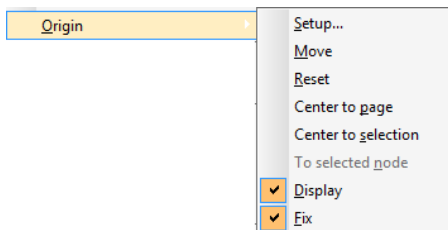


Fig. 5.7-13: The Origin Options

## 5.7.8 The Origin Function

### 5.7.8.1.1 Setup...

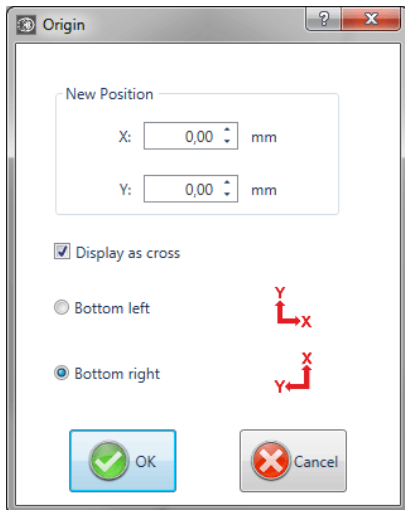


Fig. 5.7-14: The origin dialog box

#### **New Position (X / Y)**

This option allows you to set the zero point using specific values.

#### **X Field + Measuring Unit**

In the X field, the absolute coordinate of the zero point on the X-axis can be specified.

**Note: The unit depends on the setting of the ruler.**

#### **Y Field + Measuring Unit**

In the Y field, the absolute coordinate of the zero point on the Y-axis can be specified.

**Note: The unit depends on the setting of the ruler.**

#### **Display as Cross Option**

If this option is activated, the origin point is represented by a dashed coordinate cross. If the option is deactivated, the position of the zero point is only taken into account in the rulers.

#### **Bottom Left Option**

This option places the zero point in the lower left corner of the working area.

### **Bottom Right Option**

This option places the zero point in the lower right corner of the working area.

#### **5.7.8.1.2 Move**

This command serves to move the ruler origin. The **Move option** activates a crosshair as a mouse cursor. With the help of this, the zero point can be moved to any individual position.

#### **5.7.8.1.3 Reset**

The **Reset option** returns the zero point to the original position (lower left or lower right).

#### **5.7.8.1.4 Center to page**

This command serves to move the origin point to the center of the working area (center of page).

#### **5.7.8.1.5 Center to selection**

The **Center to selection option** sets the zero point to the position of the middle handle located at the center of a selected object.

**Note: This command is selectable only, if one or more objects are selected on the desktop.**

#### **5.7.8.1.6 To selected node**

The **To selected node option** sets the zero point to the position of a marked (selected) node.

**Note: This command is selectable only, if one or more objects are selected on the desktop.**

#### **5.7.8.1.7 Display**

This option displays the zero point or makes it invisible.

**Note: Only visible, if the Display as Cross-Option is active.**

#### **5.7.8.1.8 Fix**

This option makes the zero point moveable or fixes it at the current position.

## 5.7.9 The *Undo* / *Redo* Command

With this instruction the *undo* / *redo* function can be switched on or off.



**Advantages** when undo / redo switched off:

With big or many objects the node processing is faster. The testing phase (initial state -> edition -> temporary final state) with several processing steps can be made undone as follows:

1. Switch off undo/redo, 2. edit objects and 3. switch on undo / redo

The selection of the *undo* function in the *edit* menu reestablishes the state before point 1.

## 5.7.10 The *Cross-Hair* Command

If you activate this option the cursor becomes a cross that reaches across the whole width and length of the EuroCUT desktop. As soon as you move the mouse cursor beyond the desktop (for example in order to select a tool), it becomes an arrow again.



## 5.7.11 The *Guidelines...* Function

Guidelines (subsidiary lines) are blue dashed orientation lines that you can use as support for the construction. In addition, they facilitate the positioning of graphic objects and text blocks on the working surface. Red dashed lines are activated guidelines; They can be moved or rotated. Double-clicking on a help line opens the guidelines dialog. The current working area width and height are displayed for orientation and calculation.



**Indication:** *If the positioning support is activated the help lines have a "magnetic" effect on the objects coming close-by and allow the most accurate positioning.*

### *Type Area*

In this area, 3 types of guide lines can be selected: **horizontal, vertical and diagonal.**

**Note:** *The guideline can be rotated using one of the nodes located at the ends of the help line. The mouse cursor changes to a round arrow. The rotation center can be moved as desired by mouse. The <CTRL> key restricts the rotation to 15 ° increments.*

Depending on the selected type, the **Distance to lower edge of page**, the **Distance to left edge of page** and / or the **Pivot position** is additionally queried. Negative values are allowed

### ***The List Box***

The **Coordinates** and **Angles** of all defined help lines are displayed in a list box.

### ***Copy Sel. Guideline***

This option is used to quickly **create a grid pattern**. A guideline is selected in the list box. The desired value is then entered in the **Distance field**. The **Copy button** creates a new help line and adds it to the list.

### ***Inserting Guidelines***

Clicking on the **Insert button** adds a guide line at the **X, Y value** and / or **Angle**. The coordinates and the degrees are added to the list box. The dialog remains open until the **OK button** is clicked.

### ***Modifying Guidelines***

Clicking on the **Change button** changes the values of the selected guide line to the value entered into the **X, Y** and / or **Angle field**.

### ***Deleting Guidelines***

A click on the **Delete button** deletes the selected guideline. Clicking the **Delete all button** deletes all the guidelines that appear in the list box.

**Note: Guidelines can also be deleted directly on the desktop by selecting them and removing them with the <DEL> key. They can also be pushed back into the ruler using the mouse.**

## **5.7.12 The Snap Mode Function**

The snap mode facilitates the creation of objects at the subsidiary lines. This option activates the "magnetic" effect on graphic objects and text blocks.



## **5.7.13 The Lock Guidelines Command**

With this option you can block all subsidiary lines so that they cannot be marked or displaced anymore. Only by clicking once again on this menu instruction the subsidiary lines are unlocked and can be displaced again.



## **5.7.14 The Guidelines Visible Command**

With this option you can make all subsidiary lines invisible. Only by clicking once again on this menu instruction the subsidiary lines become visible again.



5.7.15 The Choose Language... Command

## **5.7.15 The *Choose Language...* Command**

This option sets the language for **user interface** and **help file**.

### **5.7.15.1 Program Language**

The user interface language is set here.

### **5.7.15.2 Language for the Help File**

The language for the help is determined here.

## 5.8 The *Window* Menu

### 5.8.1 The *New Window* Command

Activating this instruction opens a new EuroCUT window.

### 5.8.2 The *Tile Horizontally* Command

The activation of this instruction places all open windows diminished - one above the other - horizontally.

### 5.8.3 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

### 5.8.4 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

### 5.8.5 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

### 5.8.6 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

### 5.8.7 The *Standard* Command

This command switches the *tool*-toolbar on the desktop or makes it disappear.



### 5.8.8 The *Sidebar* Command

This instruction switches the so-called *Sidebar* on or off. The *Sidebar* contains several tabs (e. g. layer) and is normally displayed at the right border.



### 5.8.9 The *Setup* Command

This instruction switches the *setup* toolbar on the desktop or makes it disappear.



### 5.8.10 The *Common Tools* Command

This instruction switches the *common tools* toolbar on the desktop or makes it disappear.



### 5.8.11 The *Text* Command

This instruction switches the *Text* toolbar on the desktop or makes it disappear.



### 5.8.12 The *Object Tools* Command

This instruction switches the *object tools* toolbar on the desktop or makes it disappear.



### 5.8.13 The *Object Parameters* Command

This instruction switches the *object parameters* toolbar on the desktop or makes it disappear.



### 5.8.14 The *Status Bar Object Info* Command

This instruction switches the *status bar object info* toolbar on the desktop or makes it disappear.



### 5.8.15 The *Status Bar Element Info* Command

This instruction switches the *status bar element info* on the desktop or makes it disappear.



### 5.8.16 The *Active Windows List*

At the below part of the *window* menu instruction list all active jobs are listed.

**Indication: If more than 9 jobs are active it will be indicated by the menu item: further windows.**

### **5.8.17 The *Further Windows...* Command**

This instruction is only visible if more than 9 windows are active. A window with a list of all active windows is opened. A click switches to the wanted window.

## 5.9 The *Help* Menu

### 5.9.1 The *About ...* Command

The selection of this menu entry opens an info window in which various information is shown. On the left part of the dialog among others the *serial number*, *version number*, *free disk space*, *co-processor*, or *type of processor* are shown. On the right down part of the dialog is a scroll window in which all the application files of the respective application version are listed. This file list can be printed via the **print** button.

**Indication:** *If there should be problems with your EuroCUT version you can fix them the fastest, if this list is made available to our support staff.*

### 5.9.2 The *Help...* Command

This option starts the **EuroCUT help**.



### 5.9.3 The *Object Info...* Command

The activation of this instruction opens an info window that contains information about the objects on the desktop. These are among others the number of objects, number of selections, vector objects, text blocks, all groups and combinations or all bitmaps.




The **selection** button opens the **object manager**.

### 5.9.4 The *Install Autoimport Plug-Ins...* Command

Enabling this command opens the *Corun Installer* window, that lists for which programs plug-ins are available. Programs which were automatically found are marked already. Select the *target* program for the intended data exchange in the *Eurosystems Software* list field.

Pressing the **Install** button starts the installation.

 please refer to 3.5.1: Corun Installer

### 5.9.5 The *Online Support* Command

The activation of this menu item establishes a direct internet connection to the support page of the Eurosystems Neo S.à.r.l. - [www.eurosystems-neo.lu](http://www.eurosystems-neo.lu).

## 5.9.6 The *Remote Support...* Command

Via remote control the content of the screen of a computer can be transferred in realtime to another computer. Thus it is possible that two users who are at different places look at the same desktop. While you are on the telephone with our consultant (support) you can show each other documents or applications even if you are far apart from each other in reality. The direction of transmission respective line of vision can be changed with a mouse click. Thus you can choose if you want to look together at your screen or at the screen of your consultant. In order to be able to use the remote support you need an active internet connection.

## 5.9.7 The *Live Update* Command

This instruction activates a software update via internet.

***Indication: Requirement is an active internet connection on the computer where the software is installed.***

## 5.10 Context Menu Left Mouse Button

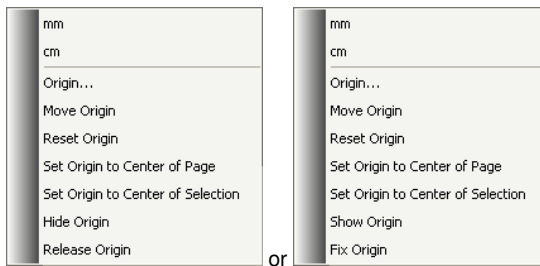
### 5.10.1 Context Menu *Ruler*

#### 5.10.1.1 The *Unit* Button




A click on the **Unit button** activates one of the following context menus:

**Note:** Which of the two is enabled, depends on whether objects are selected on the working area and what zero point setting is active.



##### 5.10.1.1.1 Origin...

 [please refer to 5.7.8: The \*Origin\* Function](#)

##### 5.10.1.1.2 Move Origin

This command serves to move the ruler origin to any position on the desktop.

##### 5.10.1.1.3 Reset Origin

This command serves to move the origin point into the lower left corner of the working area.

##### 5.10.1.1.4 Set Origin to Center of Page

This command serves to move the origin point to the center of the working area (center of page).

##### 5.10.1.1.5 Set Origin to Center of Selection

This command serves to mirror or place objects at the coordinate axis.

**Note:** This command is only visible, if one or more objects are selected on the working area.

#### **5.10.1.1.6 Hide Origin**

This command serves to switch the ruler zero point to invisible.

#### **5.10.1.1.7 Release Origin**

This command serves to release the fixation of the ruler origin in order to move it with the mouse.

#### **5.10.1.1.8 Show Origin**

This command serves to switch the ruler zero point to visible.

#### **5.10.1.1.9 Fix Origin**

This command serves to anchor the ruler zero point at a definite point.

## 5.11 Context Menus Right Mouse Button

### 5.11.1 Reference List of All Context Menu Commands

Context menus are called context menus as its structure adapts and changes depending on number and type of the selected objects (context). Context menus are always activated via the *right* mouse button. They serve for the fast access to important functions and tools, also to those that cannot be activated via the main menus.

Following menu entries displayed **bold** can appear in a context menu by clicking with the right mouse button.

**Draw** modes "line, curve, digitize mode, freehand"

- in the mode "line": **arc, digi mode, freehand**
- in the mode "curve": **line, digi mode, freehand**
- in the mode "freehand drawing": **line, arc, digi mode**
- in the mode „digitize“: **line, arc, freehand**

In addition, if the object has more than 3 nodes: - **close**

#### Clones

- **Select clone original**
- **Select clone objects**

In the output preview:

- **Material optimization** (if no demo and more than 1 object)
- **Change axis**, - **hor. mirror**, - **vert. mirror**, - **recalculate** (when segmenting), - **segment size** (when segmenting), - **horizontal weeding lines** (if weeding frame), - **vertical weeding lines** (if weeding frame), - **weed border** (if no copies)

If objects are not locked: - **ungroup** (if selection contains group), - **group** (if more than 1 object selected and no clone is selected)

Node editing if no locked objects are selected:

- **Insert** (if node selected), - **delete** (if node selected) - **break** (if 1 node selected and another one is behind), - **join** (if 2 nodes selected (start/start or start/end or end/end)) - **line** (if curve node selected), **curve** (if line node selected), - **new starting point** (if 1 node selected and object closed)

If more than 1 node selected: - **sharpen edge**, - **round**, - **join with line**, - **join with curve**

If 2 nodes are selected within an object or a combination: - **hor. object alignment**, - **vert. object alignment**, - **reduce nodes**

If less than 2 nodes selected: - **reduce nodes**, - **round...**, - **set origin to sel. node**

**Hatch module is installed:**

If it was clicked within a closed object on selected or between 2 selected nodes: - **start tool path inside**, - **start tool path outside**

If 1 node selected & another is behind: - **insert bridge (xy mm)**

If more than 1 node selected: - **create remark at sel. nodes**

If properties exist (job not protected by password):- **properties**

If plugin-version: - contour line

At application versions with text editor:

If text object selected or text in selected group or combination: and if sel. text can be edited (no attribute „not edible“):- **edit text**, - **textbox**, - **circular text...**

If sel. text not locked: - **cancel circular text** (if text with circle set), - **text to curves**, - **text to lines** (if text has several lines), - **remove text attributes** (if existing)

If ONE not locked bitmap is selected: - **reduce colors**, - **posterize**, - **vectorize**, - **revectorize** (if possible), - **contour**

If ONE not locked closed vector-, combination- or text-object with bitmap-filling is selected: - **remove mask**

or one of these object types lies *above* a bitmap: - **mask bitmap**, - **cut region**

If clone-original selected: - **select clone objects** otherwise if ONE clone selected: - **select clone original**

If no rulers, not clicked on an object and not in the output-preview: - **guidelines...**

If guidelines are fixed: - **release guidelines** otherwise - **fix guidelines**

If guidelines are hidden: - **show guidelines** otherwise - **hide guidelines**, - **delete all guidelines**, - **insert guidelines to center of page**, - **origin...**, - **move origin**, - **reset origin**, - **set origin to center of page**

If origin is displayed: - **origin** otherwise - **show origin**

If origin is fixed: - **release origin** otherwise - **fix origin**

If not clicked on object: - **refresh screen**, - **import**, - **insert**, - **job-info**, - **job-calculation**, - **dimensions on selection**, - **hor. dimension**, - **vert. dimension**, - **hor. and vert.**

### 5.11.1 Reference List of All Context Menu Commands

**dimensions, - left border distance, - bottom border distance, - left and bottom border distance**

If undo-buffer not empty: - **Undo:** <last action>

If redo-buffer not empty: - **Redo:** <last action>

If objects exist: - **copy, - cut, - reverse selection**

If export filter and exportable objects exist: - **export**

If Pjannto RIP is installed: - **Pjannto RIP...**

If PosterPrint is installed: - **Posterprint-RIP...**

If Posterjet is installed: - **Posterjet...**

If not locked objects exist: - **add print marks**

If nesting-DLL exists and sel. objects nested: - **Nesting...**

If group(s) selected: - **ungroup**

If more than one object and no clone-original selected: - **group**

If combination(s) were selected: - **break combination**

If combination has interior elements: - **delete inner parts of combination**

If more than one object and no bitmap or clone-original selected: - **combine**

If regmarks exist and if ONE mark and another object were selected: - **center regmark onto object**

If several objects were selected: - **search and replace regmarks**

If only ONE object was selected: - **search and replace regmarks due to sel. size**

If objects selected but no group and no locked and not only ONE bitmap: - **fill, - none, - color graduation..., - bitmap..., - layer color**

If Ini-entry „defaults“ / „transparency“ on 1: - **transparency...**

If more than one object or an object with filling was selected: - **outline, - none, - hairline, - attributes..., - layer color**

If more than one object or an object with wire frame was selected: - **layer color** or at least one not blocked object selected and Ini-entry „defaults“ / „transparency“ on 1: - **transparency...**

If exportable objects are selected and the clipart window is opened: - **add to clipart category**

## 5.11.2 Context Menu *Empty Working Area*

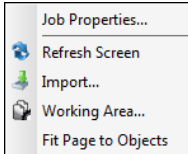


Fig. 5.11-1: This menu appears if no objects lie on the desktop

### Job Properties...

This command opens the following *Job properties dialog*:

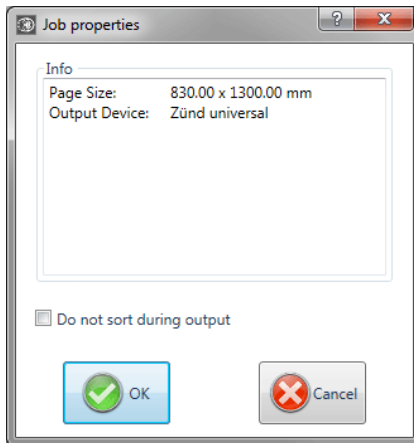


Fig. 5.11-2: Job properties dialog with job infos

### Do not sort during output

This option prevents, if activated, the objects being sorted before or during output. In other words, the original object sorting is retained.

**Note:** *If this option is activated, the "Do not sort during output" option located in the output dialog is automatically deactivated.*

### Refresh screen

This instruction refreshes the active window.

### 5.11.3 Context Menu Text Block

#### Import...

This menu entry opens the *import* dialog for the import of external file formats.

#### Insert

This menu entry inserts contents from the Windows clipboard to the EuroCUT working area.

#### Working area

This menu entry opens the dialog for the pre-setting of the parameters of the working area.

#### Fit Page to Objects

This option scales the working area proportionally in relation to the object size.

## 5.11.3 Context Menu *Text Block*

Via the context menu of the right mouse button you have a fast access to the most important text edition functions.

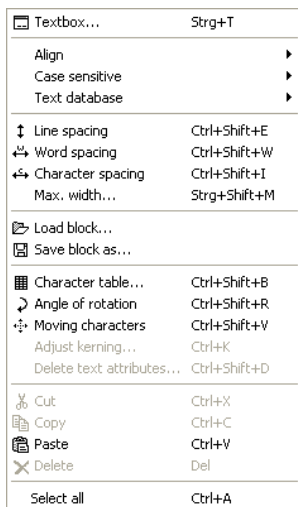



Fig. 5.11-3: The right mouse button context menu with text blocks

#### Textbox

The so called **textbox** comprises all text functions.

Detailed description:  **please refer to 8.2: The *Textbox* Dialog.**

## Align

The option **align** opens a menu with the following sub-functions.

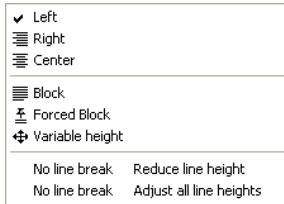


Fig. 5.11-4: Text alignment-submenu of the context menu

Via the **alignment**-function you determine how your text shall be aligned. Each text line can be aligned differently. Mark your text line and select the wanted line alignment from the list.

**Attention: only possible in the textbox!**

Detailed description:  [please refer to 7.3: The Text Editor Toolbar.](#)

## Case sensitive

⇧ Uppercase	Ctrl+Shift+U
⇩ Lowercase	Ctrl+Shift+L
⇧⇩ Invers uppercase & lowercase letters	Ctrl+Shift+Y
⇧ Capital	Ctrl+Shift+K

Fig. 5.11-5: Uppercase / lowercase submenu of the context menu

## Uppercase / lowercase

Mark the letter(s) that shall be written in "CAPITAL" or "small" letters by keeping pressed the left mouse button and draw it above the wanted area. Now open the right mouse menu by clicking once the right mouse button and select the function that shall be used on the marked text.

You can reverse the operation by activating the menu item **reverse uppercase / lowercase**.

## Small capitals

Small capitals in the typography are capital letters in x height. X-height means the height of the lowercases, especially the height of the small **x**. Open the right mouse menu by once pressing the right mouse button and select the menu item **Capital**. The marked text will be changed to small capitals.

### 5.11.3 Context Menu Text Block

#### Load text block

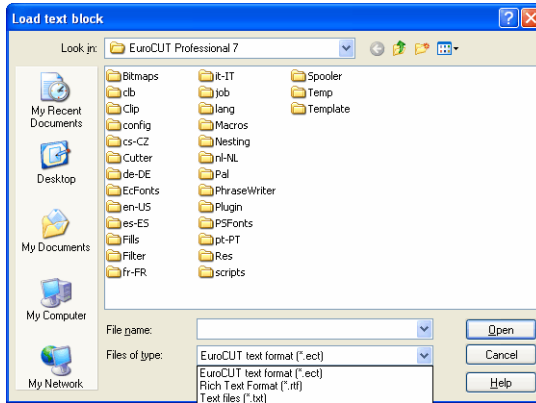


Fig. 5.11-6: Load text block dialog window with import format list

#### Save text block as

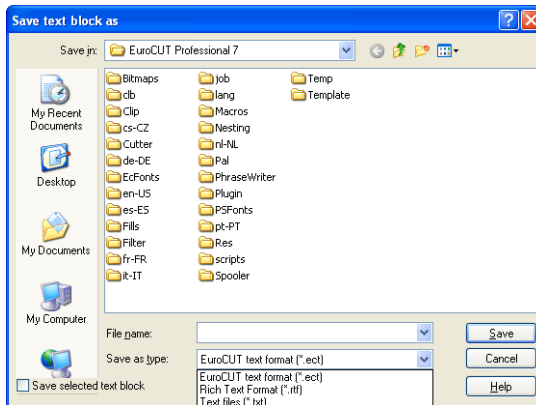
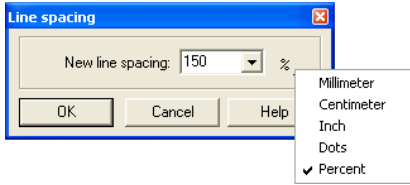


Fig. 5.11-7: Save text block as dialog window with export format list

#### Text database

This menu entry is without function.

#### Line spacing

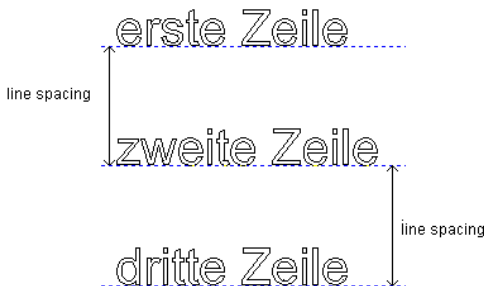


**Fig. 5.11-8:** Dialog for the setting of the line spacing

The **line spacing** indicates the distance between the two base lines. It can be given in millimeters, centimeters, inch, dots or percent.

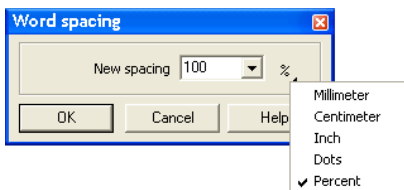
**Indication: The %-setting is the indication referring to the cap height. The value always refers from the current (where the text cursor is) to the previous line and there from the base line to the base line.**

If more than 2 lines are marked the set line spacing is applied to all marked lines. If the distance between line 1 and 2 shall be different to the one between line 2 and 3, first line 1 and 2 must be marked and the respective line spacing must be set. Then, line 2 and line 3 must be marked and again the wanted line spacing must be entered.



**Fig. 5.11-9:** Example for line spacings - here same line spacings

### Word spacing



**Fig. 5.11-10:** Dialog for the setting of the word spacing

With this value you define the distance between two adjacent *words* in millimeters, centimeters, inch, dots or percent from the *normal-space*. If the distance between word 1 and 2 shall be different to the one between 2 and 3, word 1 and 2 must first be marked

and the respective spacing entered. Then word 2 and 3 must be marked and again the wanted word spacing must be set.

**Indication: If more than 2 words are marked, the set word spacing is applied to all marked words.**

Word spacing

Fig. 5.11-11: Example for word spacings

### Character spacing

Fig. 5.11-12: Dialog for the setting of character spacing

The **character spacing** determines how far the single characters of your text are from each other.

**Indication: 100% corresponds to the defined Kerning-values.**

Values below 100% *compress* the text and decrease the tracking of the text. Values above 100% *stretch* the text and increase the tracking of the text. In addition to the %-indication the indication can also be done in millimeter, centimeter, inch or dots.

Character spacing

Fig. 5.11-13: Example for the character spacing

### Angle of rotation

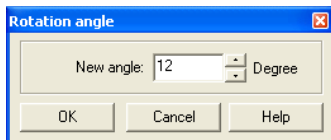


Fig. 5.11-14: Dialog for the setting of rotation angles of text characters

The **angle of rotation** determines how much the marked text shall be rotated. Values between 0° and 360° can be entered.

**Indication: If the text cursor is within the range of the rotated letters, words or characters, it will be continued to be written with this rotation angle.**

Rotation angle

Fig. 5.11-15: Example for rotated letters

If letters are rotated, depending on the Kerning of the font type, unaesthetic transitions can occur which then can be adjusted via the function ***character spacing***.

In the previous illustration you can see that after the rotation the rotated text collides with the "o". Mark the „o" and the rotated text and change the *character spacing* of the marked text in that way that the overlappings are eliminated.

### Moving character

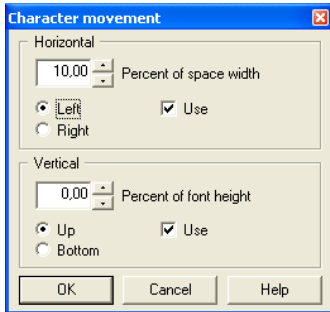


Fig. 5.11-16: Dialog for the setting of the movement parameters with text characters

In this dialog the incrementation of the character movement, horizontal and vertical, can be set.

### How are characters, words or whole lines within a text block moved interactively?

If the text cursor is *in a line* and the CTRL-button is pressed and kept pressed, the line can be moved upwards or downwards by pressing the respective arrow keys.

If the text cursor is *before the first letter in a line* and the CTRL-button is pressed and kept pressed, the line can be moved to the left or right by pressing the respective arrow keys.

If the text cursor is in a line and the CTRL-button is pressed and kept pressed, the part of the line which is *behind the cursor* can be moved to the left or right by pressing the respective arrow keys.

If the text is marked, the CTRL-button is pressed and kept pressed, the *marked text* can be moved to the direction in which the arrow is pointing by pressing the arrow keys.

### Delete text attributes

#### 5.11.4 Context Menu Node Editing



**Fig. 5.11-17:** Setup dialog for deleting text attributes

With this dialog font attributes that were inserted via the text tools can be deleted again.

**Indication:** *This dialog can be called up for any text block.*

### 5.11.4 Context Menu *Node Editing*

#### Systematics of the menu structure:

If no locked objects are selected: - **insert** (if node selected), - **delete** (if node selected) - **break** (if 1 node selected and another one is behind), - **join** (if 2 nodes selected (start/start or start/end or end/end)) - **line** (if curves-node selected),- **curve** (if line-node selected), - **new starting point** (if 1 node selected and object closed)

If more than 1 node was selected: - **sharpen edges**, - **round edges**, - **join with line**, - **join with curve**

If 2 nodes within an object or a combination are selected: - **hor. object alignment**, - **vert. object alignment**, - **reduce nodes**

If less than 2 nodes are selected: - **reduce nodes**, - **round...**, **set origin to sel. node**

### The menus in the graphical display

Insert	Ins
Delete	Del
Break	T
Curve	C
New Starting Point	S
Reduce Nodes	
Set Origin to sel. Node	
Round...	
Start Tool Path inside	
Start Tool Path outside	
Insert Bridge (10.00 mm)	
Create Video Mark at Sel. Nodes	
Properties...	
Refresh Screen	

Fig. 5.11-18: 1 node selected

### Start tool path inside or start tool path outside

A start tool path is used in the milling, graving and laser processing. The immersion point of the tool is moved from the original starting point from inwards or outwards. The advantage is that at the later output object no "immersion traces" are visible. Depending on the turning direction and arrangement of the object the start tool path is set inwards or outwards. The parameters for the start tool paths are set in the **tools**-menu.

### Create remark at sel. nodes

This option takes care that a remark is created at the selected node.

Insert	Ins
Delete	Del
Curve	C
Sharpen Edge	Ctrl-S
Round Edge	Ctrl-R
Join with Line	Ctrl-G
Join with Curve	Ctrl-K
Hor. Object Alignment	Ctrl-H
Vert. Object Alignment	Ctrl-V
Reduce Nodes...	
Round...	
create remark at sel. nodes	
Properties...	
Refresh Screen	

Fig. 5.11-19: 2 nodes selected

**Sharpen edge**

This function combines two nodes with two „smooth“ lines. Nodes that lie between the two marked nodes are deleted!

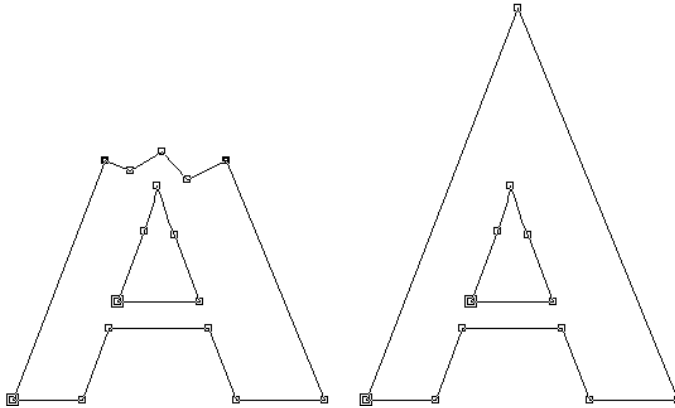


Fig. 5.11-20: Example for sharpen edge - filled with black the marked nodes

*Indication: If one of the selected nodes lies at an edge the original angle is kept.*

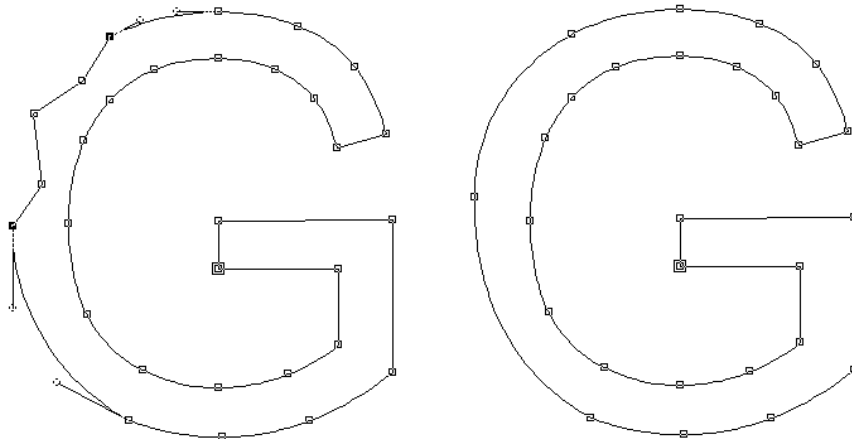
**Round edge**

Fig. 5.11-21: Example for *round edge* - filled in black the marked nodes

In the above illustration you can see that the „G“ in the outer left area must be revised. To do this, the nodes above and below the "error" are marked. If now the **round edge**-function is activated the nodes that lie between the marked nodes are deleted and the two dots are connected with a curve.

**Join with line**

The two selected nodes are connected with a line. Nodes that lie between the marked nodes are deleted.

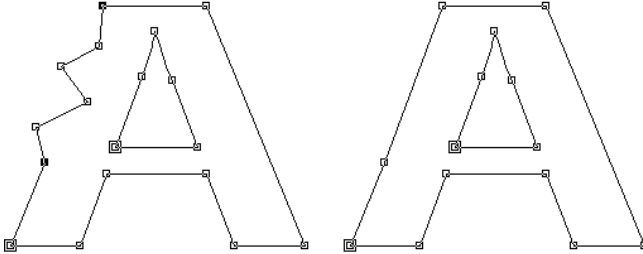


Fig. 5.11-22: Example **Connect with line**

**Join with curve**

The two selected nodes are connected with a curve. Nodes that lie between the marked nodes are deleted.

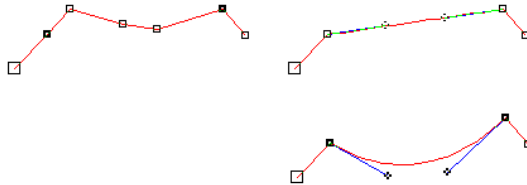


Fig. 5.11-23: Example **connect with curve**

**Hor. and vert. object alignment**

The object in which the nodes are selected are aligned at the horizontal respective vertical.

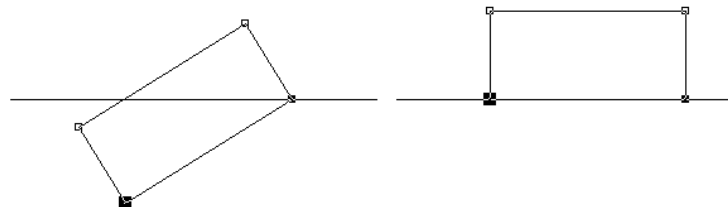


Fig. 5.11-24: Example for aligning object horizontally relative to the selected (filled with black) nodes

#### 5.11.4 Context Menu Node Editing

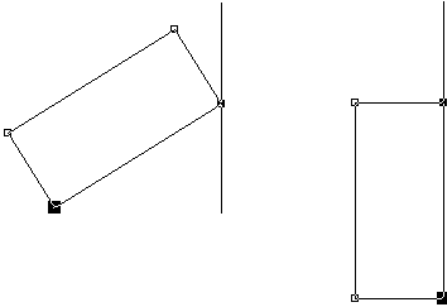


Fig. 5.11-25: Example for aligning object vertically relative to the selected (filled with black) nodes

#### Reduce nodes ...



The *parameter reduce nodes* dialog appears in which following settings can be done:

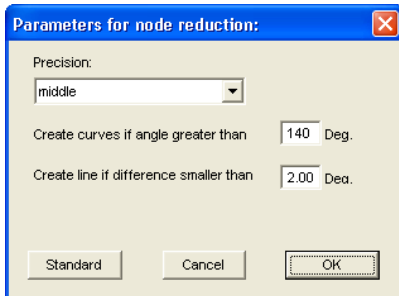


Fig. 5.11-26: Dialog for the settings of the accuracy of the node reduction

#### Precision

This value influences the conversion of lines to Bezier-curves. The higher the discrepancy the less curve instructions are needed in order to clone the initial line of curves.

#### Create curves when angle greater than ... °

If at a node the angle of the lines is smaller than this limiting value the line of curves is interrupted at this node.

#### Create line if difference smaller than ... °

If a curve is created whose bending lies within the tolerance value it is converted to a line.

**Node selection**

Select next node

**TAB**Select next node *additionally***SHIFT+TAB**

Select previous node

**Back**

Deselect last selected node

**SHIFT+Back****Interactively *round edges* respectively *sharpen edges***

If you click with the mouse on a line of curves with the CTRL-button pressed on one, the node will be inserted at this position. This node serves for marking the rounding position. If the second node is selected you can sharpen, round or any other node edition function can be carried out.

#### 5.11.4 Context Menus Node Editing

## 6 Reference Part Output Preview

### 6.1 The *Output* Menu

#### 6.1.1 The *Output* Command

Starts the *output* on the connected device with the settings of the *output to device* dialog.

### 6.2 The *Options* Menu

#### 6.2.1 The *Save As...* Command

The *save as...* command in the *output* preview ... saves the job with all changes that were done in the preview. When returning to the working surface all these settings would be lost, therefore, the job can here be saved under another name.



 [please refer to 5.1.6: The \*Save as...\* Command](#)

#### 6.2.2 The *Rotate Axis* Command


This command rotates the marked objects at 90° counter-clockwise.

 [please refer to 5.3.1: The \*Rotate Axis\* Command](#)



#### 6.2.3 The *Horizontal Mirror* Command


The selected object is mirrored at the horizontal through its center-point.

 [please refer to 5.3.3: The \*Horizontal Mirror\* Command](#)



#### 6.2.4 The *Vertical Mirror* Command

The selected object is mirrored at the vertical through its center-point.

 [please refer to 5.3.4: The \*Vertical Mirror\* Command](#)



#### 6.2.5 The *Optimization...* Command

The foil optimization takes care that all objects are arranged in a way that they take the least space on the foil. By rotation or no rotation of objects it is taken care of, that the material waste can be decreased.

▶ [please refer to 5.5.10: The \*Box Nesting...\* Function](#)

▶ [please refer to 4.11.1.1: Material optimization](#)

## 6.2.6 The *Sort With Simulation...* Command

This command opens the **sort objects** function with which the output order and the direction of rotation can be defined. The sortation can be done dependent or independent on layer. Also, the preferred direction of the sortation can be defined.

In a preview window the output of the objects is simulated graphically; here, the traverse paths of the tool head can also be drafted. The simulation can be done unlimited without changing the original objects.



▶ [please refer to 5.3.18: The \*Sort With Simulation...\* Command](#)

In detail: ▶ [please refer to 8.7: The \*Sort with Simulation...\* Tool](#)

## 6.2.7 The *Recalculate* Command

The **recalculate** command enables the modification of the output-parameters or of the driver settings without leaving the output routine.



This command switches back from the **output** preview to the **output** dialog.

## 6.2.8 The *Initial View* Command

Puts back the output preview to the status before having pressed the **preview** button in the output dialog. All changes are made undone.



## 6.2.9 The *Horizontal Weeding Lines* Command

Weeding lines serve for the better processing of big jobs. Material lengths of several meters in length or width are difficult to handle, therefore you can insert weeding lines during the foil cutting that divide the job into smaller parts that are easier to handle.



The **horizontal weeding lines** are set with the hotkey "h" or drawn with the arrow from the weeding frame dashed in blue.

▶ [please refer to 4.11.1.2: Weeding lines](#)


## 6.2.10 The *Vertical Weeding Lines* Command

Weeding lines serve for the better processing of big jobs. Material lengths of several meters in length or width are difficult to handle, therefore you can insert weeding lines during the foil cutting that divide the job into smaller




parts that are easier to handle.

The **vertical weeding lines** are set with the hot key "v" or drawn with the arrow from the weeding frame dashed in blue.

 **please refer to 4.11.1.2: Weeding lines**

## 6.2.11 The *Test Drive* Command

If the **test drive** command is activated the connected device goes with lifted tool head along the weeding frame. This also happens if the option "weeding frame" was not activated.

Compare **test drive** button in the **output** dialog  **please refer to 4.5.3: Start Output from the EuroCUT Working Surface**

## 6.3 The *View* Menu

### 6.3.1 The *Material Width* Command

When activating this command the section is adjusted to the values for the **material width** defined in the driver or set in the **output** dialog.



### 6.3.2 The *All Objects* Command

This function changes the display in that way that all objects can be seen on the screen. The section is selected so that it is the biggest possible display showing all objects.



If the SHIFT key is pressed while activating this command, only the selected objects are zoomed to maximum.

### 6.3.3 The *Selected Objects* Command

If this command is activated only the **selected objects** from the **output** preview are displayed as large as possible.



### 6.3.4 The *Total Area* Command

If this menu item is activated the preview of the whole material surface is shown.



The size of the shown surface depends on the so called frame size (foil height x foil width) of the output device to be accessed.

If in the **output** dialog a driver for a friction feed cutter was selected, in the preview always a material length of 30m (32,81 yd) is shown.

If in the cutting dialog a driver for a flatbed cutter was selected, the maximum width of the flatbed cutter is shown as material length.

## 6.4 The *Window* Menu

### 6.4.1 The *New Window* Command

Activating this instruction opens a new EuroCUT window.

### 6.4.2 The *Tile Horizontally* Command

The activation of this instruction places all open windows diminished - one above the other - horizontally.

### 6.4.3 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

### 6.4.4 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

### 6.4.5 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

### 6.4.6 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

### 6.4.7 The *Common Tools* Command

This instruction swithes the *Common Tools* toolbar on or off.

 CTRL+4

### 6.4.8 The *Object Parameters* Command

This instruction switches the object parameters toolbar on the desktop or makes it disappear.

 STRG+7

### 6.4.9 The *Status Bar Object Info* Command

This instruction switches the *status bar object info* toolbar on the desktop or makes it disappear.

 CTRL+8

## 6.4.10 The *Status Bar Element Info* Command

This instruction switches the status bar element-info on the desktop or makes it disappear.



## 6.4.11 The *Active Windows List*

At the below part of the *window* menu instruction list all active jobs are listed.

**Indication: If more than 9 jobs are active it will be indicated by the menu item: further windows.**

## 6.4.12 The *Further Windows...* Command

This instruction is only visible if more than 9 windows are active. A window with a list of all active windows is opened. A click switches to the wanted window.

# 6.5 The *Help* Menu

## 6.5.1 The *About ...* Command

The selection of this menu entry opens an info window in which various information is shown. On the left part of the dialog among others the *serial number*, *version number*, *free disk space*, *co-processor*, or *type of processor* are shown. On the right down part of the dialog is a scroll window in which all the application files of the respective application version are listed. This file list can be printed via the *print* button.

**Indication: If there should be problems with your EuroCUT version you can fix them the fastest, if this list is made available to our support staff.**

## 6.5.2 The *Help...* Command


This option starts the EuroCUT help.



## 6.5.3 The *Install Autoimport Plug-Ins...* Command

Enabling this command opens the *Corun Installer* window, that lists for which programs plug-ins are available. Programs which were automatically found are marked already. Select the *target* program for the intended data exchange in the *Eurosystems Software* list field.

Pressing the *Install* button starts the installation.

 [please refer to 3.5.1: Corun Installer](#)

## 6.5.4 The *Online Support* Command

The activation of this menu item establishes a direct internet connection to the support page of the Eurosystems Neo S.à r.l. - [www.eurosystems-neo.lu](http://www.eurosystems-neo.lu).

## 6.5.5 The *Remote Support...* Command

Via remote control the content of the screen of a computer can be transferred in realtime to another computer. Thus it is possible that two users who are at different places look at the same desktop. While you are on the telephone with our consultant (support) you can show each other documents or applications even if you are far apart from each other in reality. The direction of transmission respective line of vision can be changed with a mouse click. Thus you can choose if you want to look together at your screen or at the screen of your consultant. In order to be able to use the remote support you need an active internet connection.

## 6.5.6 The *Live Update* Command

This instruction activates the update of the software via the internet.

***Indication: Requirement is an active internet connection on the computer where the software is installed.***

# 6.6 Context Menu of The Right Mouse Button

## 6.6.1 Context Menu Output Preview

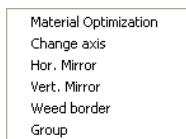


Fig. 6.6-1: Context menu of the output preview with weeding frame function

### **Weed border**

This function creates a weeding frame around the *selected* objects in the output preview unlike the weed border option.

All other menu entries can be activated via the main menu.

## 7 Toolbars

### 7.1 The *Standard* Toolbar

The **standard** toolbar is switched on or off via the *window* menu.

 CTRL+1



Fig. 7.1-1: Freely placeable toolbar - Collection of standard tools



Fig. 7.1-2: Fixed standard toolbar

#### BUTTONS FROM 1 TO 15

- |                                |                           |
|--------------------------------|---------------------------|
| 1. Create <i>New window</i>    | 9. <i>Print</i> objects   |
| 2. <i>Open</i> job             | 10. <i>Import</i> file    |
| 3. <i>Save</i> job             | 11. <i>Export</i> objects |
| 4. <i>Save all</i>             | 12. <i>Scan</i> image     |
| 5. Edit <i>job info</i>        | 13. <i>Undo</i>           |
| 6. <i>Cut</i> to Clipboard     | 14. <i>Redo</i>           |
| 7. <i>Copy</i> to Clipboard    | 15. <i>Help</i>           |
| 8. <i>Paste</i> from Clipboard |                           |

### 7.2 The *Setup* Toolbar

The **setup** toolbar is switched on or off via the *window*-menu.

 CTRL+3

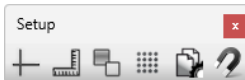


Fig. 7.2-1: Freely placeable setup toolbar



Fig. 7.2-2: Fixed setup toolbar

#### BUTTONS FROM 1 TO 6

- 1 *Cross-hair* on / off
- 2 *Rulers* on / off
- 3 *Contour view* on / off
- 4 *Grid* on / off
- 5 *Setup working area*
- 6 *Snap mode(s)* on/off

**Indication:** *Alternatively, the working area also can be defined by double clicking on shades of the working area.*

**Indication on 4 grid on/off:** *By clicking on the grid icon several times, the grid points can be enlarged or reduced in 4 steps!*

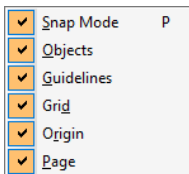
### 7.2.0.1 The Magnet-Function



Fig. 7.2-3: Magnet button

The **Magnet function** allows selective activation of magnetic positioning aids.

Clicking on the icon opens the following pop-up menu:



- 1 Magnetic *Snap mode* on/off
- 2 Magnetic *Objects* on/off
- 3 Magnetic *guidelines* on/off
- 4 Magnetic *grid* on/off
- 5 Magnetic *origin* on/off
- 6 Magnetic *page* on/off

**Note:** *Position 1 switches the positioning aid on or off globally. Positions 2-6 can be selectively switched on or off with a mouse click.*

## 7.3 The Text Editor Toolbar

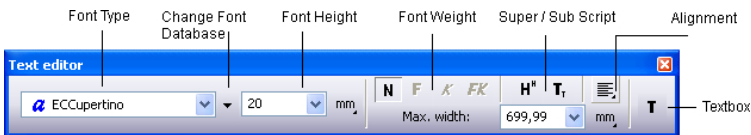


Fig. 7.3-1: The text toolbar

### Font Type

Here, you select the font by means of the name. You first mark the text by sweeping above the wanted part of the text with the left mouse button kept pressed or by moving the text cursor above the wanted part of the text with the arrow keys with the SHIFT key pressed. If the whole text shall be marked simply press the shortcut **CTRL+A**.

**Indication:** A double click in the text input line (cursor field) marks the whole text block.

### Change Font Database

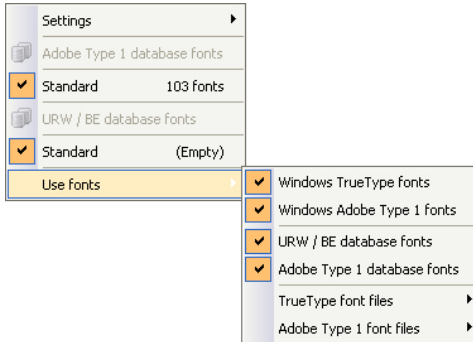


Fig. 7.3-2: Font database usage with 4 activated font formats

All in the Fontmanager activated font databases are listed here. The following 4 font formats are implemented:

1. **Windows TrueType fonts** - That are all TrueType fonts, which are activated in Windows.
2. **Windows Adobe Type 1 fonts** - That are all Type 1 fonts, which are activated in Windows.
3. **Standard (Adobe Type 1)** - That are all Type 1 fonts, which are activated in Fontmanager's standard database.
4. **URW / BE Font database** - That are all Ikarus BE fonts, which are activated in Fontmanager's BE database.

**Indication:** All font formats, which are activated here (check = yes) are displayed in the EuroCUT Basic XT font selection list and can be used.

### Font Size

In the input box **font size** you enter the height of capital letters (cap height). Directly next to it you determine the measuring unit to be used. Here, following units are available: **millimeter, centimeter, inch** and **points**.

### Space (1/1, 1/2, 1/4, 1/8)

Key	–	CTRL	SHIFT	SHIFT+CTRL
SPACE	1/1 em	1/2 em	1/4 em	1/8 em

## Font Weight

The font weight of a font is selected via one of the four buttons. You can select between normal, **bold**, *italic* or **bold-italic**.

**Indication: There are font types that have less than 4 weights. The buttons then are displayed in gray and cannot be activated.**

## Subscript

A subscript text is a text that is displayed a little bit lower than the rest of the text in a row. Subscript characters are often used in scientific formulas.

Example:  $y_2$ , the 2 shall be subscript: Result:  $y_2$

## Superscript

A superscript text is a text that is displayed a little bit higher than the rest of the text in a row. Also superscript characters are often used in scientific formulas.

Example: x to the 2, the 2 shall be superscript: Result:  $x^2$

## Alignment

Via the alignment-function you determine how your text shall be aligned. Each row can be aligned differently. Mark your text row and select from the list the wanted row alignment.

**Indication: When forcing justification each row is to be terminated with the ENTER key. The character spacing will be increased so that the maximum length of each row is reached.**

**Attention: With the option justification the single rows must not be terminated with the ENTER key. Here, the word spacing is adjusted in that way that the text alignment will be justified left and right.**

## Adjust Height of Caps

The **adjust height of caps** option takes the maximum length and increases or decreases the font size accordingly. The cap height is not shown numerically after the modification any more. But it can be checked with the **measure**-tool.

After the activation of the **T** button in the tool toolbar, via the **text** menu and here the menu item **enter text** or the shortcut **T** a mouse pointer appears in the form of a capital „T“ on the screen. If now the ENTER key is pressed the text input can be made. The exact position of the text is determined by you by positioning the tip of the mouse cursor on the spot where the text shall be inserted.

## No Line Feed - Reduce Line Height

If this option is activated no line feed is initiated that results from the maximum length but when exceeding the maximum length the row height is decreased. This is especially useful with the serial number-function.

### No Line Feed - Fit All Line Heights

If this option is activated no line feed is initiated the results from the maximum length but when exceeding the maximum length the row height of **all** text blocks is decreased. This is especially useful with the serial number function.

### Max. Width

The value in the field **max. width** indicates when the new line in a text row occurs.

### Textbox

Klicking the **T** button opens the so called **textbox**. The textbox allows editing texts, defining tabulators, parameterizing of circular text and selecting special characters from a character table.

## 7.4 The Node Toolbar



Fig. 7.4-1: Freely placeable node toolbar - collection of node editing tools

**Indication:** The object parameters toolbar (shown below) is switched over to the node toolbar while activating node mode. This happens either by double clicking a node or by clicking node editing button in the common tools toolbar.

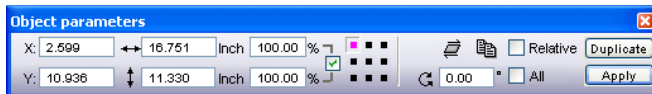



Fig. 7.4-2: Freely placeable toolbar - collection of all object parameters

**Tip:** The functions of the node edition that are used the most can be called up via the right mouse button. The allocation of the right mouse button changes, depending if one or several nodes are marked. In detail:  please refer to 5.11.4: Context Menus Node Editing

**Indication:** You select several nodes by keeping pressed the SHIFT key and by clicking with the left mouse button on the nodes that you want to mark one after another.

## Round button

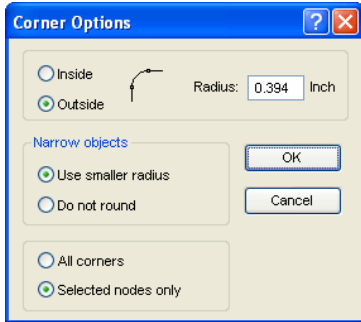


Fig. 7.4-3: Round dialog of nodes

The following setting possibilities are available in the **round** dialog:

### Rounding Inside

If this button is activated **only** the **selected nodes** or the **whole object** are rounded inside at the given radius depending on the option selected in the dialog.

### Rounding Outside

If this button is activated **only** the **selected nodes** or the **whole object** are rounded outside at the given radius depending on the option selected in the dialog.

## Reduce nodes button



### Reduce nodes

If this button is activated in the node edition all redundant nodes are removed which means the object is reduced of those nodes whose removal does not influence the course of the curve.

**Attention:** *The node reduction always refers to the whole object.*

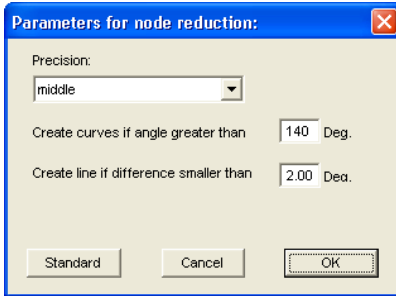


Fig. 7.4-4: Settings dialog for the node reduction

### **Symmetric node button**



With the instruction **symmetric node** the tangents are created symmetrically which means that both tangents form a line **and** the check points on both ends have the same distance to the node dot.

### **Sharp node button**



With the instruction **sharp node** the symmetry and smoothing of a node is removed again. After that, each tangent can be modified. The display of the curve does not change at first.

### **Smooth curve button**



With this option the tangents of a curve are modified in that way that they form a line. Always the minimum possible modification of the tangents is selected for this. At the position where a line passes into a curve this instruction adapts the tangent exactly to the line.

The advantage of the **smooth curve** instruction is that the transition from curves to lines and the course of the curve is done smoothly. When cutting later unaesthetic offsets are thus avoided.

**Indication: If on both sides of the dot to be edited there are lines this instruction is not available. When moving tangents both tangents of a curve lose their symmetric alignment to one another. With the smooth curve-instruction they are turned into a line again.**

### **New origin button**



If you want to mill it is important for you to know where the milling cutter starts respectively where the tool first dips into the material to be edited. The origin nodes are marked by a **square with an additional contour**. This option moves the origin to the previously marked node dot.

 **Open node button**



This option creates open objects. Mark the node dot to be separated and then activate the **open node** button.


 **Join nodes button**



With this function you can combine open objects with each other. Click with the node cursor on the first node dot. Press the SHIFT key and mark now the second node dot. Marked node dots are / will be filled with black and the status row indicates how many objects are marked respective selected. At the end, activate the **join nodes** button and the object will be closed.

**Tip: A second possibility for marking node dots is using the marking function. For marking, draw a frame around the wanted dots with the left mouse button pressed.**

**Indication: The connection is only possible if two nodes are marked that are both end points of an open object.**

 **Delete nodes button**



This option deletes the node dot that was previously marked.

If it is an end point of an open object the two adjoining node dots are connected with a line if on one or both sides of the deleted node dots were curves. The node dots are connected to a line if on both sides of the deleted node were lines.

**Indication: You delete a marked node dot the fastest with the DEL key on your keyboard.**

 **Insert node button**



To insert node dots you move the node cursor to the spot on the wire frame of the object where the new node shall be inserted. Then you activate the **insert node** button.

**Indication: CTRL - click inserts a node directly at the desired position.**

 **Connect with curve button**



This option changes lines to curves with tangents.

 **Connect with line button**



This option changes curves to lines.

**Indication: All information of the curve is lost.**

 **Start Tool Path inside button**

This option inserts a so called start tool path inside at the selected node. (Special function for routers and lasers).

 **Start Tool Path outside button**

This option inserts a so called start tool path outside at the selected node. (Special function for routers and lasers).

 **Align nodes horizontal button**


This option aligns the selected nodes in the horizontal. With a doubleclick on a node - gets red - can be determined by which node is to be aligned.

 **Align nodes vertical button**


This option aligns the selected nodes in the vertical. With a doubleclick on a node - gets red - can be determined by which node is to be aligned.

### Alignment buttons

This function aligns the node dots horizontally or vertically accurately.

Mark at least two node dots that shall be aligned accurately and double click on the **reference dot**. The reference dot is the dot to which shall be aligned.

 **Arrange horizontally button**


This function aligns node dots horizontally.

 **Arrange vertically button**


This function aligns the node dots vertically.

 **Orthogonalize button**


A further possibility to align nodes is to align corners. This function balances nodes that are almost vertical or horizontal to their predecessor or successor nodes. **Orthogonalize** is a combination of align horizontally and vertically. This way, *right angles* can be fast created.

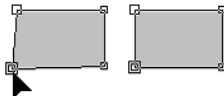


Fig. 7.4-5: Align corners - before / after

The previous illustration shows the method of operation of the **orthogonalization**. In the left illustration you can see the square in the original state. The down left corner is selected, the **node** toolbar is opened by a double click on this corner. The marked node will be aligned horizontally and vertically to its adjoining nodes. This way, a right angle is created. The result can be seen in the right illustration.

## 7.4.1 Direct Input of Coordinates of Node Positions

### Position (mm) - horiz.(ontal) and vert.(ical)

In the **node** toolbar section **position** node dots can be positioned through the input of their **X or Y-coordinates**. With this positioning you differentiate between *absolute* and *relative* values.

#### Absolute values

With the input of absolute values the entered values are allocated to the **selected** node.

#### Relative values



With the input of relative values the selected node is moved at the given coordinate value in horizontal and vertical direction *relative to the selected* node which means the entered and original coordinates are added.

#### Method of operation:

You first enter the wanted coordinates and keep pressed the SHIFT key while activating the **move** button.

#### Horizontal / vertical restriction when drawing lines and curves



With the CTRL key pressed lines can be restricted vertically or horizontally which means that the movement of the line is only possible in one direction.

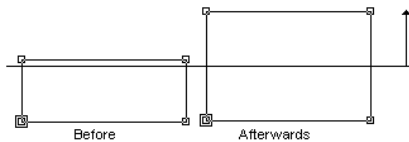


Fig. 7.4-6: Restricted drawing of nodes resp. lines

When drawing curves the curve is deformed. The deformation depends on the selected contact point as you can see in the following illustration.

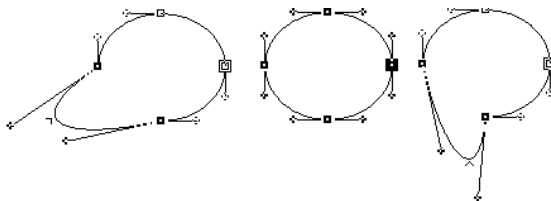


Fig. 7.4-7: Restricted drawing of curves

**Indication: The node attribute smooth is automatically saved if the selected and**

***following nodes are a curve.***

***Tip: The zoom functions are also active in the node editing mode.***

### **Radius**

In the window right next to the buttons mentioned above the ***radius*** with which the node or nodes shall be rounded can be set.

### **Narrow objects**

Here, you can select between two options:

If the option ***use smaller radius*** is selected EuroCUT calculates the radius that still is applicable for the rounding of this narrow object.

When selecting the ***do not round*** -option it is not rounded with narrow objects.

## 7.5 The *Object Tools* Toolbar

The *Object Tools* toolbar is switched on or off via the *Window* menu.



**Indication:** Depending on the used *EUROSYSTEMS* software some of the listed tools can be missing (n. a.).



Fig. 7.5-1: Freely placeable toolbar - collection of object tools



Fig. 7.5-2: Anchored toolbar

### BUTTONS FROM 1 TO 21

- |   |                                     |
|---|-------------------------------------|
| 1. <i>Delete</i> Objects                        | 12. <i>Open</i> Objects             |
| 2. <i>Do Axis Change</i> with Objects           | 13. <i>Round</i> Objects            |
| 3. <i>Horizontal Mirror</i> of Selected Objects | 14. <i>Delete Redundant Nodes</i>   |
| 4. <i>Vertical Mirror</i> of Selected Objects   | 15. <i>Vectorize</i> Objects        |
| 5. <i>Group</i> Objects                         | 16. <i>Generate Contour Line</i>    |
| 6. <i>Ungroup</i> Objects                       | 17. <i>Start Foil Optimization</i>  |
| 7. <i>Combine</i> Objects                       | 18. n. a.                           |
| 8. <i>Release Combination</i> of Objects        | 19. n. a.                           |
| 9. n. a.  | 20. <i>Generate Out- or Inlines</i> |
| 10. <i>Align</i> Objects                        | 21. <i>Weld</i> Objects             |
| 11. <i>Close</i> Objects                        |                                     |

## 7.6 The *Object Parameter* Toolbar

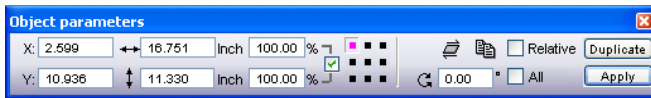


Fig. 7.6-1: Freely placeable toolbar - collection of object parameters

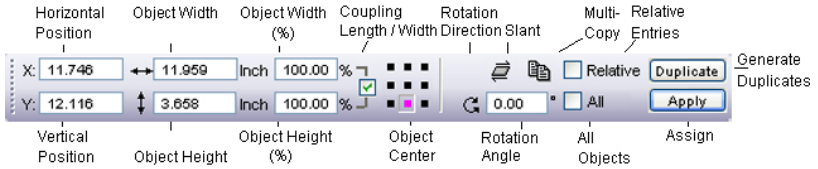


Fig. 7.6-2: Object parameters toolbar with explanations

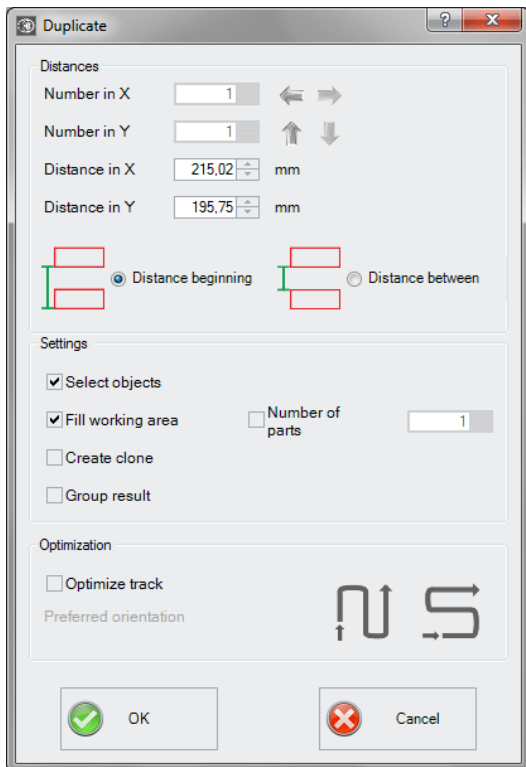
### 7.6.1 The *Duplicate* Command

**Definition:** Multi Copy = Multiple copies of selected objects (Duplicates)

#### 7.6.1.1 The *Multi Copy* Button

Pressing the  button opens the following dialog:

## 7.6.1 The Duplicate Command



### 7.6.1.2 The Arrows



Clicking on the desired arrow determines whether duplication is from **right to left**, **left to right**, **bottom to top**, or **top to bottom**.

### 7.6.1.3 Distance beginning



The ***Distance beginning*** option specifies that the object distance, starting from the bounding box, is to be calculated from the *bottom left* box node in each case.

### 7.6.1.4 Distance between



The **Distance Between** option specifies that the object distance, starting from the bounding box, should be calculated from the box node at the *top left* and *bottom left*.

### 7.6.1.5 Fill Working Area

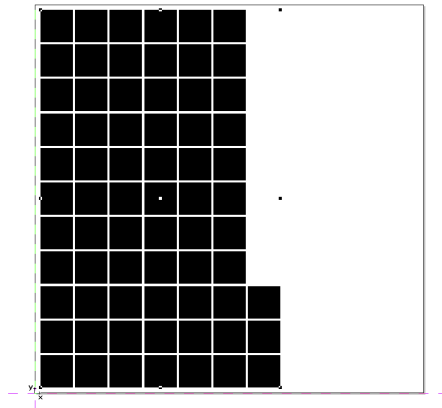
If this option is activated, then you can specify the **number of parts** with which the working area will be filled.

### 7.6.1.6 Number of parts

An additional function to the **Fill Working Area** option, a certain number of parts can be defined. If the **Fill Working Area** option is activated, then the maximum number of objects is calculated under **Number in X** and **Number in Y**. The total number of parts is then displayed in the **Number of parts** field. The number can be changed at any time.

#### Example:

For example, if 10 in X and 11 in Y = 110 are calculated - but only 69 parts are to be duplicated and placed - then the user can set the number to 69. The preferred direction should therefore be Y in columns. In this example, an incomplete column is created at the end.



**Note:** This option applies only to the **Fill** working area option.

## 7.6.1 The Duplicate Command

### 7.6.1.7 Create clone option


If this option is activated, then no identical vector objects are duplicated, but so-called clones. These are objects that reference the original and carry its properties. The processing of a large number of objects on the desktop is significantly accelerated by using clones!


### 7.6.1.8 Group result option

If this option is enabled, then after duplicating the individual objects, a group object is created from all of them.

### 7.6.1.9 Optimization

#### Preferred optimization

The  button creates the duplicates in Y-axis direction - "column-wise".

The  button sorts the benefits preferably in X-axis direction - "row by row".

## 7.7 The Status Line *Object Info*

This status line informs about the properties and attributes of objects on the EuroCUT desktop. This information comprises number, type of object, color model, color value and many other data important for the evaluation.

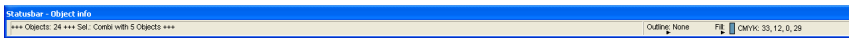


Fig. 7.7-1: Status line for the display of object properties, color spaces , etc. - free floating



Fig. 7.7-2: Status line for the display of object properties, color spaces, etc. - fixed

## 7.8 The Status Line *Element Info*

This status line indicates the current mouse cursor position in x/y-coordinates. In addition, in the left part next to the cursor coordinates subsidiary texts and additional texts from the layer info for example from the field *material name* are displayed. It is also possible to show driver information as for example the set tool depth for a particular layer.

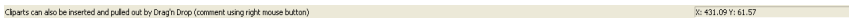


Fig. 7.8-1: Status line element with subsidiary texts and element information, here coordinates

## 7.9 The *Preview Tools* Toolbar



### The *Arrow Tool*

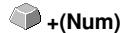


This mode allows you to *mark, move, group temporarily* (marking function) and *modify the size* of objects in the **output** preview.

### The *Magnifying Glass+*



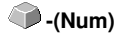
The button with the (+) plus sign increases parts of the output preview. Draw with the marking function a frame around the area that shall be increased. This function can be carried out successively several times until a beep reminds acoustically of the last possible step.



### The *Magnifying Glass-*



The button with the (-) minus sign decreases *gradually* parts of the desktop or of the working area.



### The *Sheet*



The button with the symbolic sheet of paper shows the material area increased to the maximum

### The *Screen*



The button that symbolizes a screen displays all objects on the material area as big as possible. The section is thus selected that is it the biggest possible display with all objects visible.

### The *Magnifying Glass for Selected Objects*



The „dotted loupe” button displays all selected objects as big as possible.

### The *Measure Tool*



This tool serves for the determination and the percental modification of object dimensions.

### The *Output Command*



The activation of this button gives the data to the Plot-Manager for the output to the connected device.

## 7.10 The *Preview Object Parameters* Toolbar

The *preview object parameters* toolbar is activated with the following shortcut.



**Indication: It is identical with not variable part of the object parameters toolbar in previous EuroCUT versions.**

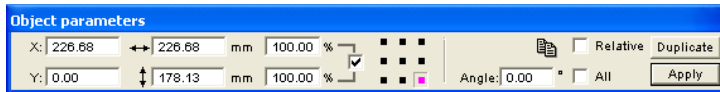
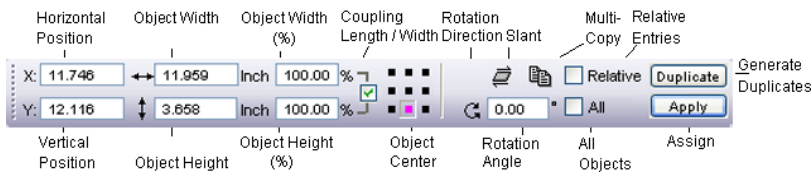


Fig. 7.10-1: Object parameter toolbar with position, size, angle, multi copy, ...



**Note: The display of the object parameters toolbar varies depending on how the object properties are set!**

## 8 Tools

### 8.1 The *Desktop*

After starting EuroCUT the desktop with the working area appears as follows:

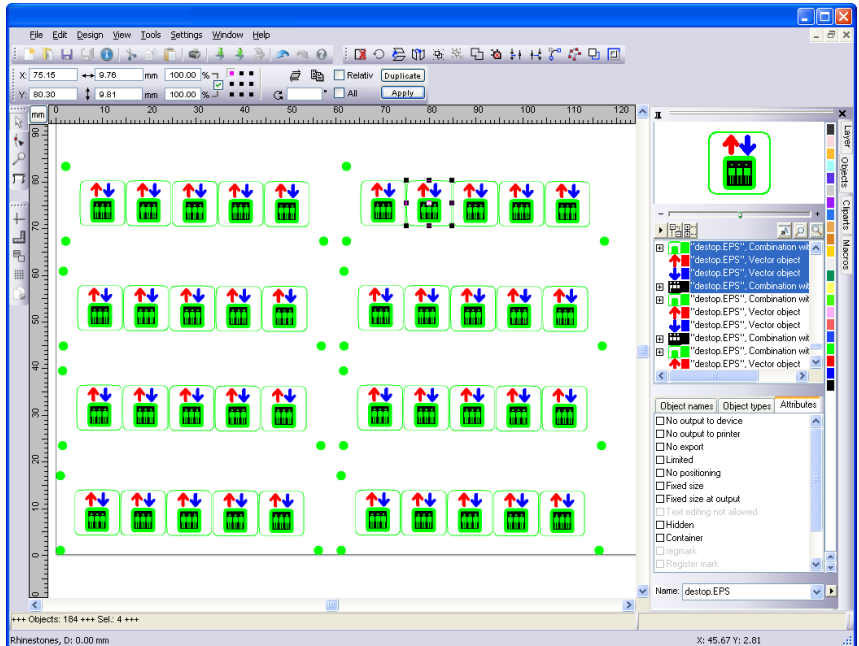



Fig. 8.1-1: EuroCUT Desktop with working area and shown tool-toolbar, rulers, Object Manager and status lines

The **working area** is marked by a black frame that has on the right and below a gray shade. The working area serves for the orientation and dimensioning.

The **rulers** can be freely positioned or completely switched off. The **layer** toolbar is integrated into the Sidebar. The **metric** (cm, mm, inch) can be directly changed via a button that is within the angle of the two rulers. Also ruler's origin can be changed. Following options are available: Set Origin to Absolute Coordinates, Move Origin, Reset Origin, Set Origin to Center of Page, Show Origin and Release Origin.

In the **status line** you find much information about the objects on the working area. For example the **wire frame**, **filling**, **object dimensions**, **-number**, **combination** or **grouping** are displayed.




## 8.1.1 Cursor forms on the working area and their meaning

Cursor form	Meaning
	no object marked or selected




**Indication:** You mark objects by positioning the mouse cursor above the object and pressing the left mouse button.

Cursor form	Meaning
	Move objects

**Indication:** This cursor is only active if the cursor is within the range of the inner part of the object or in the range between the 8 black squares on the wire frame line. The object must be marked.

Cursor form	Meaning
	Increase object vertically
	Increase object horizontally
	Increase object diagonally

**Indication:** The cursors for the modification of the object size are only active if the cursor is within the range of the 8 black squares on the wire frame line of the object. You switch to the skewing-/rotation-mode by clicking with the left mouse button with active cross cursor (see above move objects).

Cursor form	Meaning
	Object in the <i>skew/rotate</i> -mode
	Rotate object
	Skew object (set tilted horizontally/vertically)

## 8.2 The *Textbox* Dialog

The EuroCUT textbox contains four dialogs which are explained in detail on the following pages.

### The *Textbox Edit* dialog



Fig. 8.2-1: Edit dialog of the textbox

The most functions in this dialog correspond to those in the *text editor-toolbar*. ▶ **please refer to 7.3: The *Text Editor Toolbar*.**

In addition, the font color can be selected.

In the left part of the dialog is the text input field. Underneath, the selected font type is displayed heightened. If the text is marked, the marked text is shown here. If no text is marked, the *name of the used font type* is indicated.

### Space (1/1, 1/2, 1/4, 1/8)

Key	–	CTRL	SHIFT	SHIFT+CTRL
<b>SPACE</b>	1/1 em	1/2 em	em	em quad
<b>Key</b>	quad	quad	quad	

Underneath the text preview is the status line that provides following data:

Z.: line in which is the cursor - Sp.: Column in which is the cursor

X: X-position of the cursor on the working area - Y: Y-position of the cursor on the working

## 8.2 The Textbox Dialog

area

Angle: Rotation used for the objects - (object angle of rotation)

Right next to the preview field are the **clipboard** functions (Windows Clipboard).

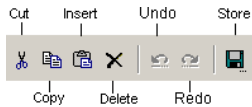


Fig. 8.2-2: Windows clipboard buttons with function's explanations

Pressing the **save** button takes over the previously set values. When opening the textbox the next time the last saved values are used for the new text.

### Max. Width

With the **maximum width** you determine the carriage return in the text input field. The value that is entered here corresponds to the length of your working area. A smaller value that is entered here carries out the line feed earlier.

**Indication: This value can be determined for the whole text block or only for the marked line in the text input field.**

### Adjust run length while scaling

This option effects that when increasing or decreasing text blocks the width of the text is adjusted automatically.

### The *textbox tabulators* dialog

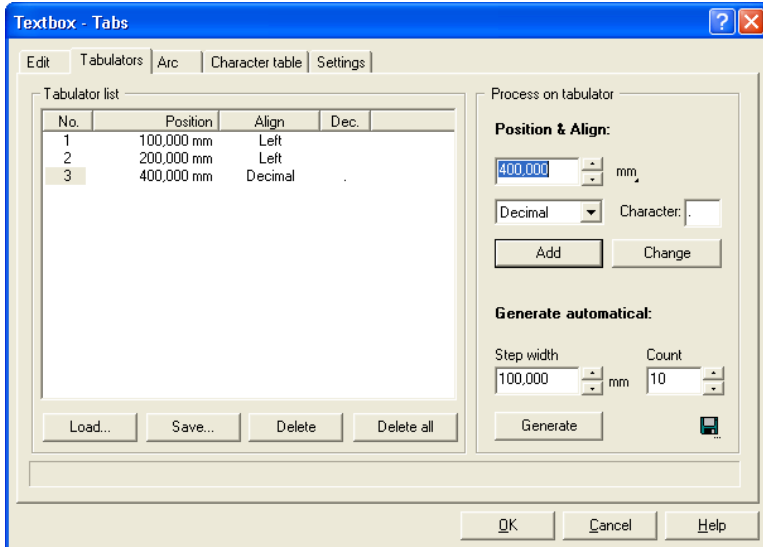


Fig. 8.2-3: The tabulators dialog of the textbox

Tabulators guarantee the accurate alignment of characters at a numeric determinable spot in a text line or in a text block.

**Indication:** *The tabulator list in the left part of the dialog is empty after the first start of the tabulators dialog.*

Under **no.** all set tabulators are shown ascending numerically. The **position** indicates the distance of the tabulator from the left border of the text. **Alignment** determines how the text shall be aligned to this tabulator, **left**, **right**, **centered** or **decimal**. When using decimal tabulators which are listed under **dec.**, in addition the separator can be freely chosen. Mostly, as separator a comma or the dot is used. But any arbitrary text characters can be used.

The buttons underneath the tabulator display window serve for the **loading** of existing tabulator templates, for **saving** new templates or **deleting** single or all tabulators.

### Edit tabulators

Under **position & alignment:** here, the position as well as the alignment of a tabulator can be determined. A new tabulator is defined by entering a new value into the position field and then activating the **add**-button. Right next to it the **measuring unit** of the tabulators can be selected. You can select between **millimeter**, **centimeter** and **inch**.

The activation of the **modify**-button allows determining the position of the tabulator at a new value. After pressing the button the input field appears highlighted in blue and the wanted values can be entered. You can have the same result by positioning the mouse cursor in the field, marking the existing value and entering a new one. All defined

## 8.2 The Textbox Dialog

tabulators are shown in the left preview window.

### Generate automatical

The **generate automatical** of tabulators is a useful tool for the creation of for example price lists, menus or something similar.

Just enter the **step width** and the **count** and press the **generate**-button. If the **save**-button right next to it is pressed, the here done settings are saved as *standard settings* and are available again when next opening the textbox.

The pressing of the **load** button opens the dialog for loading a previously saved template.

### The textbox arc dialog

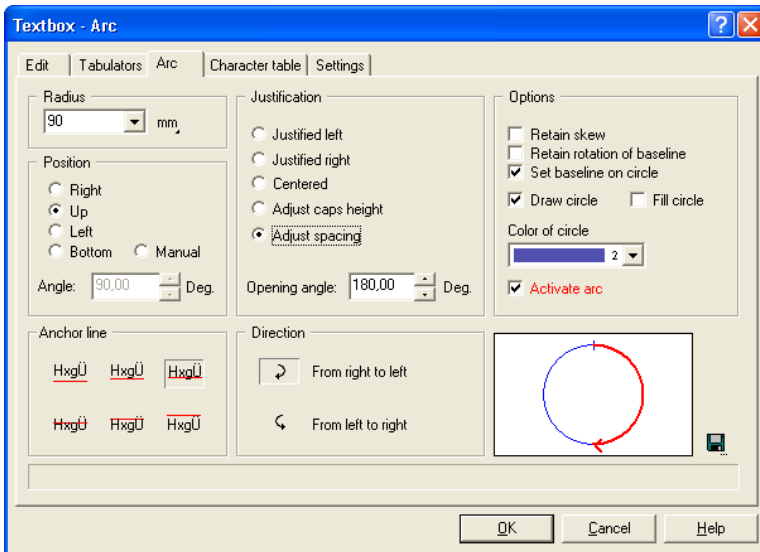


Fig. 8.2-4: The textbox circular text dialog

### Radius







This value defines the half diameter of the circle to which the text block shall be aligned. The preview window in the dialog shows below right the position of the text in the circle.

### Position

You can modify the position of your font at the circle. It can be **right**, **top**, **left** or **bottom**. If you select the option **manually** you can enter in the field **angle** the angle at which your texts starts.

### Anchor line

These buttons determine how your text shall be set at the circle line. You can select between:

	block height down
	descender
	base line
	x-height
	ascender
	block height up

### Justification

Here you enter how your text shall be justified as measured by the dot of the circle that you have defined by position. If you enter for example **centered**, the application sets the exact middle of your writing at the position dot. The preview window shows you the *justification*, the *position* and the *length of the text*.

With **adjust caps height** the font size of the letters of your text changes proportionally to the size of the circle. The bigger the circle that you selected the bigger the letters will be and vice versa.

**Adjust spacing** unifies the distance of the letters. The **opening angle** allows an individual correction of the character spacing if the option **adjust spacing** was activated.

### Direction

This option modifies the direction of the text either **clockwise** (from right to left) or **counter-clockwise** (from left to right).

**Indication: With this option the text can also be put inside the circle. The angle thereby is 180°.**

### Options

**Retain skew** means that the letters of your text keep their skewing in the circle set if they had been skewed before.

If you have selected the option **retain rotation of baseline** the letters are not rotated at the circle line. The letters are always the "right way around" as if they were orientating at a horizontal line.


If you have selected the **set baseline on circle** the circle line is rotated to the base line which means that the letters of your text are spinned round.

**Draw circle** draws the circle defined by radius also on the working area. This option serves for the control of the selected options.

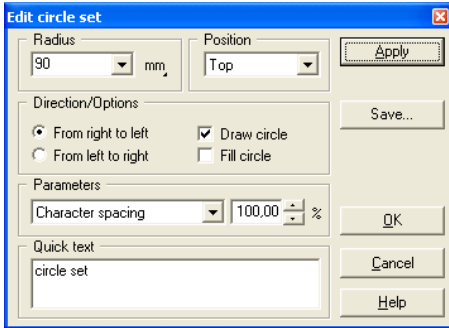
**Fill circle** draws the circle defined by radius filled and in the selected **color of circle** on the working area.

## 8.2 The Textbox Dialog

With the option **activate arc** and the **OK**-button you confirm the parameters of the circle set and let it draw on the working area.

With the -button you save the settings for later usage.

The following interactive dialog appears if the circle set on the working area is active and the **T**-button or the **circle set**-submenu of the context menu is activated.



The possible interactive settings correspond to the above mentioned. The **apply**-button carries out the modification directly on the working area.

### The *textbox character table* dialog

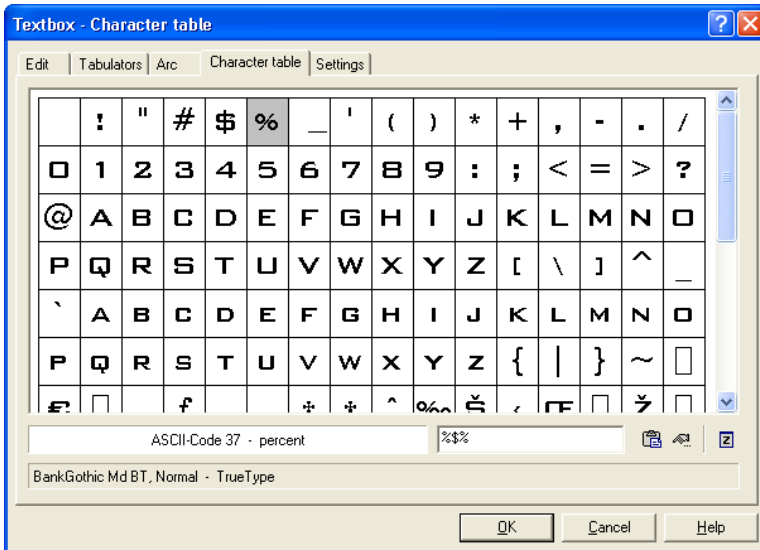





Fig. 8.2-5: The character table dialog of the textbox

The button for the character table offers the possibility to select such characters from the symbol set that cannot be entered directly via the keyboard. These characters can only be selected via an ALT number-combination (ASCII-Code-No.).

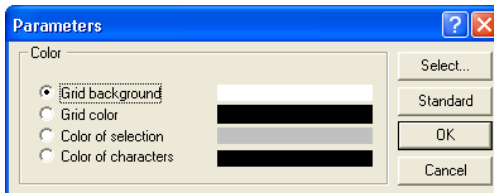
In the upper part of the dialog all characters of the selected font type are shown. Below, the **ASCII-Code**, the **name of the character** and which **font type** (here: Americana) in which *type styles* (here: **bold**) is currently shown is displayed.

**Indication: Only the characters that are contained in the respective font are shown. A filled type style is also a measure for the quality of a font.**

Right next to it the selected characters are entered. You select signs by positioning the mouse cursor on the wanted character and pressing once the left mouse button. Pressing the right mouse button only selects one character but does not transfer it to the code-field.

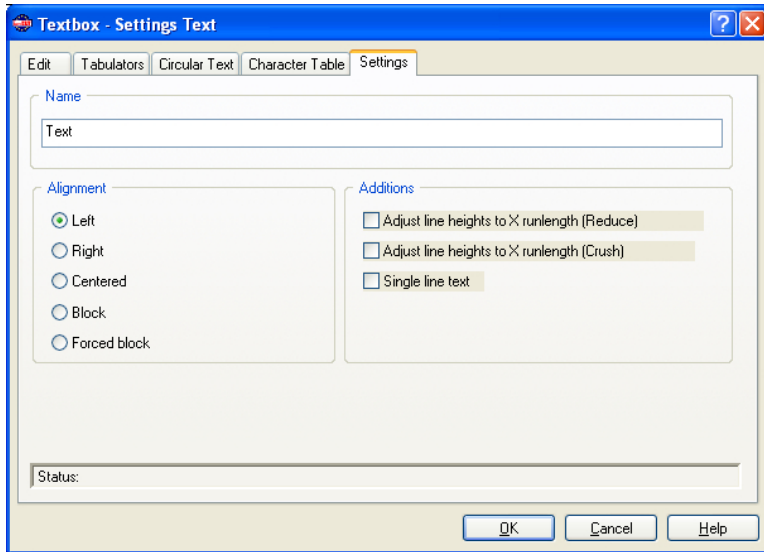
Pressing the  button applies the inputs and changes to the **edit textbox** dialog.  
 Pressing the  button increases the currently active character.  
 Pressing the  button opens the **settings** dialog:

In this dialog you have the possibility to create the colors of the character table according to your wishes.



**The Textbox Settings Dialog**

## 8.2 The Textbox Dialog



### Name

In the text field a name for a text block can be defined. By default, the name "text". The name is shown in the **object's** tab list of the sidebar and in the **object names** tab.

### Alignment

Here the **alignment** of text blocks is pre-defined; these options correlate with the items in the **text** toolbar.

#### **Left**

If the **left** option is enabled, then the marked text block will be justified left.

#### **Right**

If the **right** option is enabled, then the marked text block will be justified right.

#### **Centered**

If the **centered** option is enabled, then the marked text block will be justified centered.

**Block**

If the **block** option is enabled, then the marked text block will be justified as block.

**Forced Block**

If the **forced block** option is enabled, then the marked text block will be justified as forced block, which means that all lines of text - even the last one - are adjusted on the column width or width of the work sheet.

**Additions****Adjust line heights to X runlength (Reduce)**

If this option is enabled, then when the X runlength is changing, the text block will be scaled-down proportionally.

**Adjust line heights to X runlength (Crush)**

If this option is enabled, then when the X runlength is changing, the text block will be compressed, which means that the character distance will be reduced.

**Single line text**

If this option is enabled, then is prevented, that a line break is executed at the end of the line.

## 8.2.1 Edit Text

### 8.2.1.1 Keyboard Allocation On Top Text Tool

#### Cursor Navigation

<b>Key</b>	<b>Meaning</b>
To the right	One sign to the right. When reaching the right end of the row the cursor will be positioned at the beginning of the next row. An existing selection will be cancelled.
To the left	One sign to the left. When reaching the left beginning of the row the cursor will be positioned at the end of the previous row. An existing selection will be cancelled.
Downwards	One row down. When reaching the last row no further positioning is done. An existing selection will be cancelled.
Upwards	One row up. When reaching the first row no further positioning is done. An existing selection will be cancelled.
POS 1	Positions the cursor at the beginning of the row. An existing selection will be cancelled.
END	Positions the cursor at the end of the row. An existing selection will be cancelled.
CTRL+right	Shifting of the signs! - Shifts all signs from the current position to the right. If a text is selected only the selected signs are shifted.
CTRL+left	Shifting of the signs! - Shifts all signs from the current position to the left. If a text is selected only the selected signs are shifted.
CTRL+downwards	Shifting of the signs! - Shifts all signs from the current position downwards. If a text is selected only the selected signs are shifted.
CTRL+upwards	Shifting of the signs! - Shifts all signs from the current position upwards. If a text is selected only the selected signs are shifted.
CTRL+POS 1	Positions the cursor at the beginning of the text. An existing selection will be cancelled.
CTRL+END	Positions the cursor at the end of the text. An existing selection will be cancelled.

**Selections**

SHIFT+right	Selects the current sign to the right or increases / decreases an existing selection.
SHIFT+left	Selects the current sign to the left or increases / decreases an existing selection.
SHIFT+downwards	Selects from the current position onwards one row downwards or increases / decreases an existing selection.
SHIFT+upwards	Selects from the current position onwards one row upwards or increases / decreases an existing selection.
SHIFT+POS 1	Selects from the current position onwards all signs left until the beginning of the row or increases / decreases an existing selection.
SHIFT+END	Selects from the current position onwards all signs right to the end of the row or increases / decreases an existing selection.
SHIFT+PgDn	Selects from the current position onwards all signs downwards to the end of the text or increases / decreases an existing selection.
SHIFT+PgUp	Selects from the current position onwards all signs upwards to the beginning of the text or increases / decreases an existing selection.
CTRL+A	Selects the whole text and positions the cursor at the beginning of the text.

**During existing selection**

CTRL+right	Shifts the selected signs to the right.
CTRL+left	Shifts the selected signs to the left.
CTRL+downwards	Shifts the selected signs downwards.
CTRL+upwards	Shifts the selected signs upwards.

**Deleting**

Delete	Deletes the sign right of the cursor. If the cursor is at the end of the row the next row is connected with the current row.
--------	--

*Indication: If a text is selected the whole selection is deleted!*

BACKSPACE

## 8.2.1 Edit Text

Deletes the sign left of the cursor. If the cursor is at the beginning of a row the current row is connected with the previous row.

*Indication: If a text is selected the whole selection is deleted!*

### Inserting

SHIFT+SPACE Inserts 1/2 space character.

CTRL+SPACE Inserts 1/4 space character.

CTRL+SHIFT+SPACE Inserts 1/8 space character.

### Enter

At the **end** of the current row Inserts a new row and positions the cursor at the beginning of this row.

In the **middle** of the current row Breaks the current line and positions the cursor at the beginning of the next row.

At the **beginning** of the current row Inserts a new row in front of the current row and leaves the cursor at this row. At the beginning of the first row (position 0/0) no new row can be inserted. If a text is selected the whole selection is deleted before.

### Clipboard

CTRL+X / SHIFT+delete Cut the selected text and copy to clipboard.

CTRL+C / CTRL+insert Copy the selected text to clipboard.

CTRL+V / SHIFT+insert Insert text from the clipboard at the current cursor position.

### Undo / Redo

F5 / CTRL+Z Undo last action

F6 / CTRL+Y Redo

### Miscellaneous

CTRL+T opens **format text** dialog

CTRL+SHIFT+T opens textbox

Insert switches between *insert* and *overwrite* mode

F9 switches between *contour* and *whole face* mode

CTRL+W	Refreshes the text
CTRL+SHIFT+U	Upper -changes all selected signs to capital letters
CTRL+SHIFT+L	Lower - changes all selected signs to small letters
CTRL+SHIFT+R	Switch - inversion of all selected signs from small to capital letters and vice versa
CTRL+SHIFT+X	Revert - inversion of all selected signs from front to back and vice versa.

***Indication: only wise if the selection is in one single row.***

CTRL+SHIFT+K	Small capitals for all selected signs
CTRL+K	Save Kerning-value between 2 selected letters permanently in the global font structure.

***Indication: Requirement for this is an existing sign shifting in X-direction so that the new Kerning value can be recalculated. At the moment, this is only possible with the EUROSYSTEMS database scripts.***


### 8.2.1.2 Mouse Manipulation On Top Text Tool

Left	Positions the cursor at the desired position and clears an existing selection.
SHIFT+left	Selects the text from the current position onwards up to the new position respectively increases / decreases an already existing selection.
Left+mouse movement	Selects the text into the desired movement-direction until letting go the left mouse key.
Left double click	Selects the whole row.
Right	Opens a context sensitive menu in which the text relevant commands appear.
CTRL+downwards	Sign shifting! - Shifts all signs of the whole row downwards. If a text is selected only the selected signs are shifted.
CTRL+upwards	Sign shifting! - Shifts all signs of the whole row upwards. If a text is selected only the selected signs are shifted.
CTRL+to the right	Sign shifting! - Shifts all signs from the current position to the right. If a text is selected only the selected signs are shifted.

## 8.2.1 Edit Text

CTRL+to the left	Sign shifting! - Shifts all signs from the current position to the left. If a text is selected only the selected signs are shifted.
Page down	OnTop-Editor: Scrolls the text 5 rows downwards. An existing selection is cleared. <b>Textbox:</b> The amount of rows to be scrolled results from the size of the window.
Page up	OnTop-Editor: Scrolls the text 5 rows upwards. An existing selection is cleared. <b>Textbox:</b> The amount of rows to be scrolled results from the size of the window.
CTRL+page down	Sign shifting Y-direction (negative). <i>No selection:</i> Shifts from the current row until the end of the text all rows downwards. <i>With selection:</i> Only the selected signs are shifted downwards.
CTRL+page up	Sign shifting Y-direction (positive). <i>No selection:</i> Shifts from the current row until the end of the text all rows upwards. <i>With selection:</i> Only the selected signs are shifted upwards

## 8.3 The *Outline* Function

This function is activated via the  button in the variable part of the **object tool** toolbar or via the **tools** menu, menu entry **Outline...**



The **outline** function creates contours in a freely definable distance around graphical and text objects.

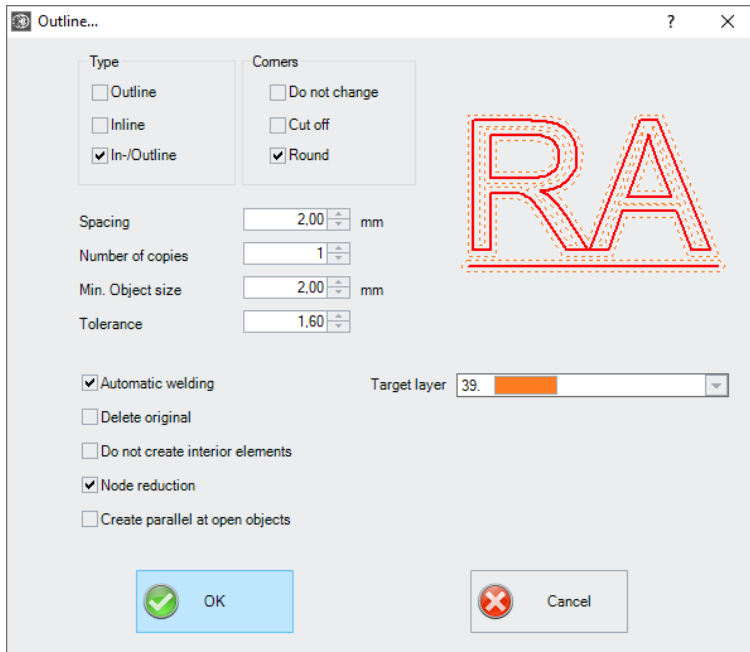


Fig. 8.3-1: Outline parameter window

### Type Area

#### *Outline*

The option **Outline** creates a contour line to the outside around the selected objects.

**Note: If there are objects within other objects, then an inline from the inner object is created.**

#### *Inline*

The option **Inline** creates a contour line inside the selected objects.

### ***In-/Outline***

The ***In / Outline*** option creates a contour line outwards and inwards around the selected objects.

### **Corners Area**

The ***corner treatment*** can be influenced by three additional options. The preview shows how the selected option affects the contours.

### ***Do not change***

The option ***do not modify corners*** creates the mathematical accurate dot on the outline to each corner dot. This leads to the fact that in pointed corners the outline is extended endlessly which often leads to unaesthetic results. Therefore the option ***cut corners*** is pre-defined as default. This option shortens the extension up to the value that is entered in the field ***tolerance***.

### ***Cut off***

This option truncates the extension up to the value entered in the ***Tolerance*** field.

### ***Round***

Rounding corners converts the corner point into a rounded curve. The field ***Tolerance*** indicates, in which distance of the corner point is rounded off.

### **Spacing**

The desired value for the distance of the inner or outer contour from the original object is entered in the ***Spacing*** field.

### ***Number of copies***

The ***Number of copies*** option specifies how many Inlines or Outlines are to be created simultaneously during a function call.

### ***Min. Object size***

This value defines from which object size a contour is generated. It prevents the creation of small parts that can not be weeded.

### ***Tolerance***

The field ***Tolerance*** indicates how much is cut off or rounded off. The value 1 equates approximately the spacing value.

### **Options**

### ***Automatic welding***

***Automatic welding*** means that all overlappings of the generated contour lines will be removed.

### ***Delete original***

If the button ***Delete original*** is activated, the original object is deleted after creating the contours.

### ***Do not create interior elements***

This option suppresses the automatic generation of an inner contour.

### ***Node reduction***

If this option is activated, the number of nodes required for the contour line will be reduced as much as possible without losing accuracy.

### ***Create parallel at open objects***

If this option is activated, parallel lines will be created next to the selected open object instead of a closed outline.

### ***Target layer***

The ***target layer*** option allows the preselection of the layer into which the contour lines are laid.

***Note: It is possible to pre-select the tool since the layers can be preconfigured with a tool.***

## **8.4 Convert into Grid Lines (Example)**

### **8.4.1 What does the Function do?**

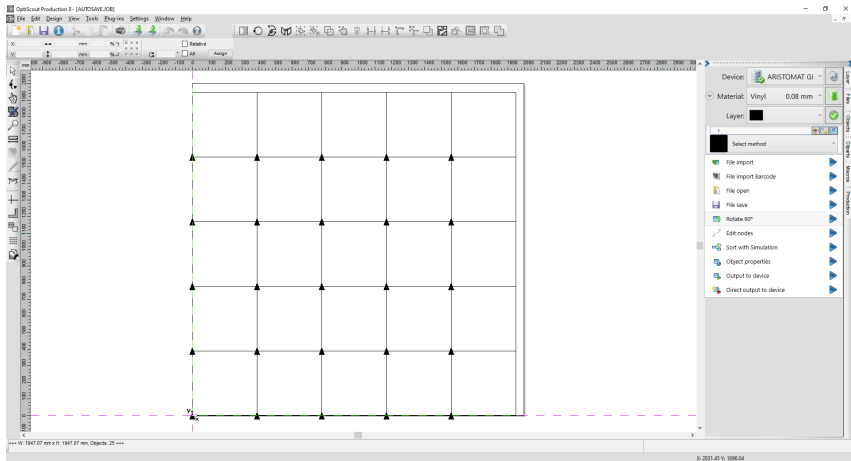
The ***Convert into Grid Lines*** function converts an array of adjacent rectangles in a sorted line grid without double lines.

### **8.4.2 Example**

Initial situation:

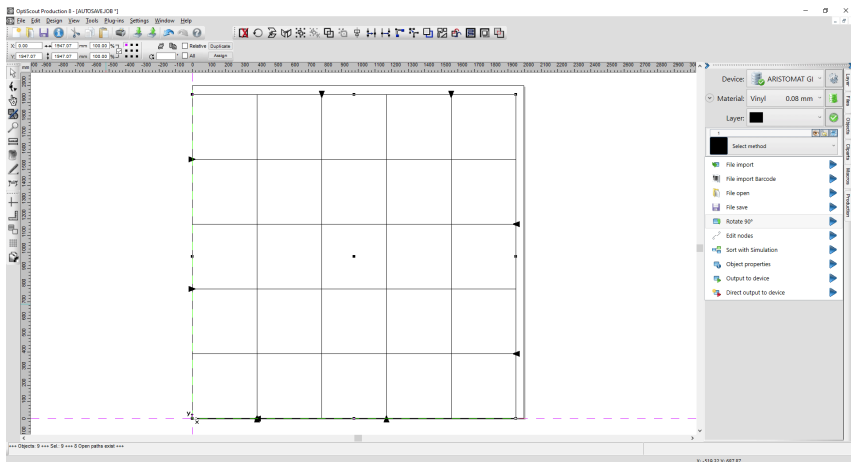
A grid of rectangles that are exactly on top of each other. This has the consequence that each two lines are superimposed. This results in the problem that every line would be processed twice. To fix this, the ***"Convert to gridlines"*** function has been implemented in EuroCUT Basic XT.

## 8.4.2 Example



Applied to the example above, the result is the following:

1. All duplicate lines have been removed, and
2. are welded into a coherent line.
3. The routing paths are optimized.
4. The cutting direction is now alternating.



This powerful feature creates an output-optimized line grid.

## 8.5 The *Undo Redo* Stack

The undo redo stack is activated via following key combination:



These functions can **undo** or **redo** all *object-related* actions.

**Indication:** *Actions that refer for example to the working area, the desktop or the layer-toolbar are not taken into the stack.*

**The pre-settings in the *settings* menu, submenu *miscellaneous***

The **Undo Redo** stack related settings as for example the number of stack actions is carried out in the following setup dialog.

**Indication:** *The maximum number of the undo steps can only be modified with no objects on the working area.*

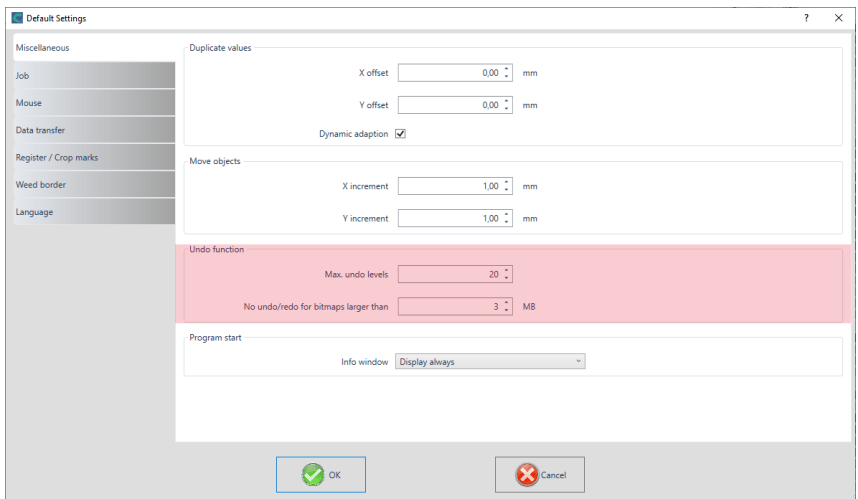


Fig. 8.5-1: The parameter of the undo stack (here: marked in red)

The area **undo function** comprises the settings that effect the undo stack.

## 8.5 The Undo Redo Stack

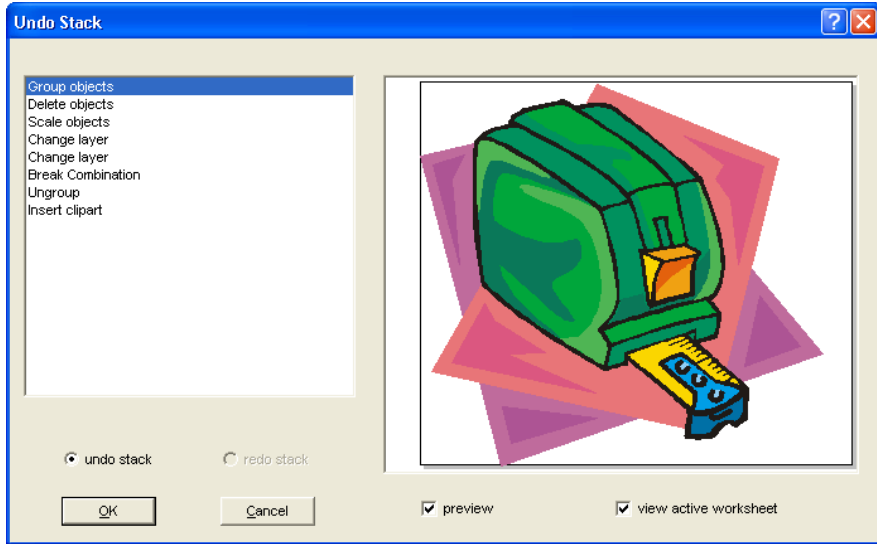


Fig. 8.5-2: Undo stack with preview window and working area

In the left stack the action can be selected up to which you want to go back. The preview window shows the status of the working area and of the objects on the working area at the moment of the action.

The **redo** stack operates in the same way.

## 8.6 The *Align* Function



Fig. 8.6-1: The Align button

This function aligns two or more marked objects to each other or to the working area.

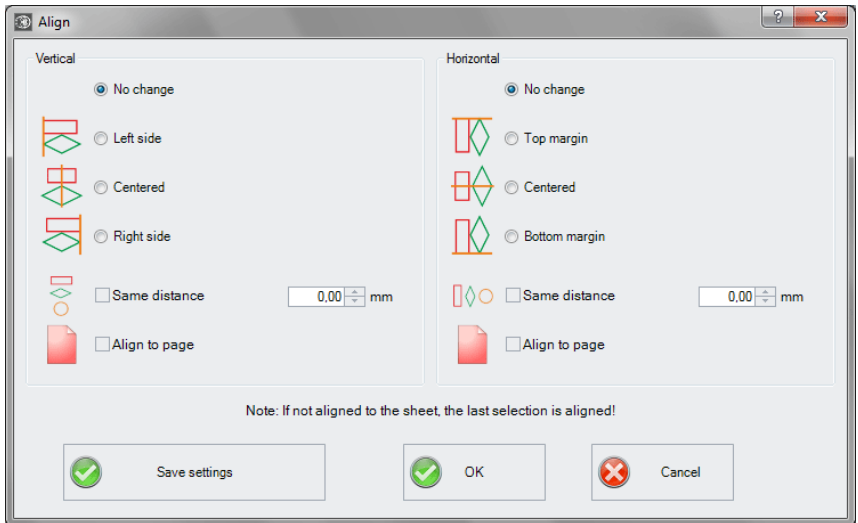


Fig. 8.6-2: The Align dialog

Objects can be aligned horizontally or vertically. A centered alignment is also possible as the selection of the same distance between the marked objects. The **type of alignment is illustrated by icons**. Setting can be stored by pressing the **Save settings** button.

**Indication: The last marked or drawn object serves for alignment as reference object. That means that all others are aligned in the same way. If alignment is not 'Align to Page', then alignment will refer to the last selection.**

## 8.7 The *Sort with Simulation...* Tool

This tool serves for the **sortation of objects** and the **determination of sequences** before the output at the connected device. A simulation with or without complete path of the device tools facilitates the estimation of the results.

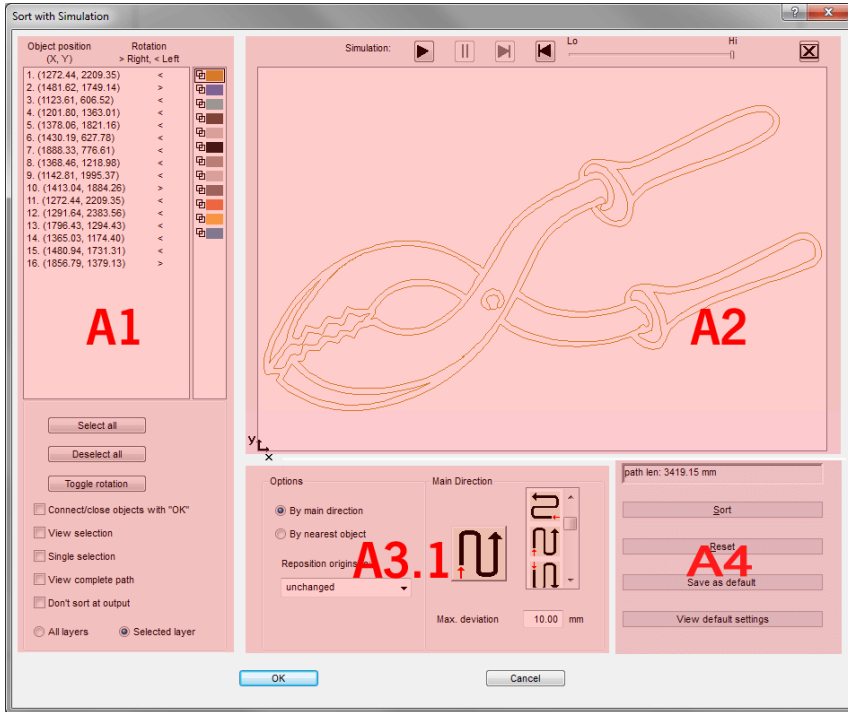


Fig. 8.7-1: Object sortation with preview window and simulation option

### 8.7.1 Zone A1 - Object Position, Color Bar, ...

#### Object Position and Rotation

The **object position** column indicates the **object number** and the **coordinates of the objects on the work surface in the X / Y direction**. The **rotation** column indicates whether the object contour is rotated **clockwise ">"** or **counterclockwise "<"**.

#### Color Bar

A click on the wanted color bar selects the respective color layer.

### **The *Select All* Button**

Clicking on this button selects all objects in the list.

### **The *Deselect all* Button**

Clicking on this button deselects all objects of the list.

### **The *Toggle rotation* Button**

This option modifies the orientation from clockwise (right) to counterclockwise (left) and vice versa.

### ***Connect / close objects with "OK"* Option**

This option ensures that open objects are automatically closed when the dialog is closed with the "OK" button.

### ***View selection* Option**

Shows the selected objects in the preview window

### ***Single selection* Option**

In the list only one object can be selected; the multi-selection (standard) is deactivated.

### ***View complete path* Option**

A blue dashed line shows the track that the tool head covers.

### ***Don't sort at output* Option**

This option prevents object sorting at output.

## **8.7.1.1 Layer-dependent Sorting**

### ***All Layer* Option**

This option will include all layers in the sort if **layer-dependent sorting** is enabled.

**Note: This option is disabled in the output preview, depending on the driver setting.**

### ***Selected Layer* Option**

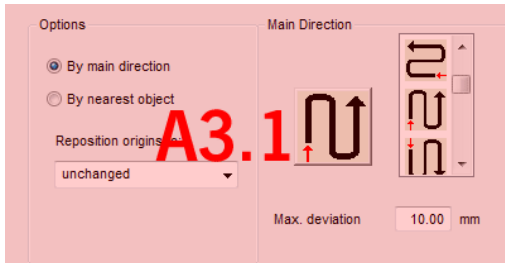
This option only applies the selected layer to the sort, if **layer-dependent sorting** has been activated.



### ***Reposition origins to***

In this option the start point is set: Possible settings are: **unchanged**, **lower left**, **upper left**, **lower right**, **upper right**.

#### **8.7.3.2 Zone A3.1 - Main Direction (Area)**



### **Main Direction**

16 methods can be activated as main direction for the sortation. The icon shows with a red arrow where sortation begins.

### **Max. deviation in ... mm**

In the input field can be entered the value for the maximum deviation of the imaginary vertical respective horizontal line that an object may have in order to be sorted.

#### **8.7.3.3 Zone A3.2 - Nearest Object (Area)**

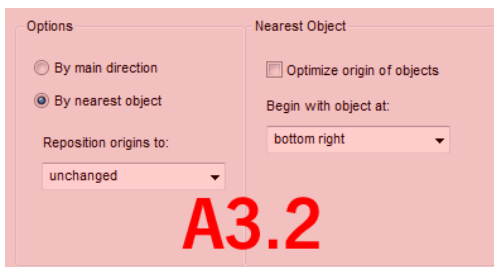


Fig. 8.7-3: Cutout from the main window (see above)

### ***Optimize origin of objects Option***

The aim of this option is to minimize empty runs. Enabling this option checks, which node of the following object is closest to the first start point. The first is established; Then it is examined which node of the following object is closest to the start point.

The simulator can be used to check whether the desired optimization is achieved. Usually the variant, which has the shortest travel distance, is to be regarded as optimal. In

#### 8.7.4 Zone A4 - Sorting, Settings, ...

individual cases, however, other criteria can also be decisive.

**Note: If this option is active, the "Reposition origins to" option in the Options (area) is disabled.**

##### **Begin with object at Option**

This option determines which **start object** is taken into account during sorting. Possible choices: **lower left, upper left, upper right, lower right**.

##### **Focus: Simulation with start point optimization**

In addition to the other traverse path optimizations, the starting point of the objects can be moved automatically so that the tool head shifts as little as possible. The figure on the right shows the starting points of the contour objects, represented by an arrow, before and after the optimization. The direction of the arrow shows the orientation - clockwise or counterclockwise.

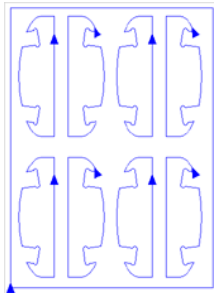


Fig. 8.7-4: Before origin optimization

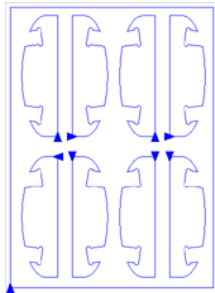


Fig. 8.7-5: After origin optimization

#### 8.7.4 Zone A4 - Sorting, Settings, ...

##### **Path length Field**

This field displays the realistic **traverse path length** of the tool measured during the simulation.

##### The **Sort Button**

Only the **Sort button** activates the object sorting. You can then check in the simulation whether the sorting meets your requirements.

##### The **Reset Button**

Resets the objects in the sort-list to the initial values

### The **Apply settings for output** Button

This option saves the changes made in the **Sorting with simulation dialog**.

### The **Settings for output** Button

Clicking on the **Settings for output** button opens the following dialog:

**Note: The settings made here are job-spanning and are the default settings for output.**

 **please refer to 4.5.3: Start Output from the EuroCUT Working Surface**

## 8.7.4.1 The Sort Settings Tab

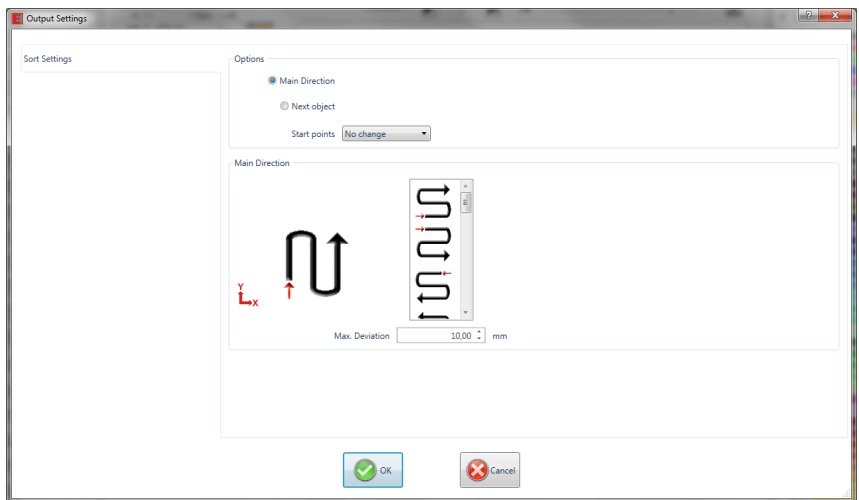


Fig. 8.7-6: Sort settings tab with main direction (Area) active

## 8.7.4.2 Options (Area)

### **Main direction** Option

If this option is activated, the **main direction (area)** is visible. The desired main direction is selected via mouse click. (See figure above)

### **Next object** Option

If this option is activated, the **nearest object (area)** becomes visible.

### **Nearest object (Area)**

#### ***Start point optimization* Option**

See above: **Focus: Simulation with start point optimization**

#### ***Start object* Option**

In this option the start point is defined: Possible settings are: **unchanged, lower left, upper left, upper right, lower right.**

***Note: The selection of the starting point has an effect on the traverse path length. In the simulator, the shortest path can be evaluated.***

### **8.7.4.3 Main direction (Area)**

In this area, all possible preferential directions are displayed graphically. The desired preferential direction is selected by mouse click. The icon shows a red arrow where the sorting is started.

#### ***Max. deviation in ... mm***

In the input field can be entered the value for the maximum deviation of the imaginary vertical respective horizontal line that an object may have in order to be sorted.

## 8.8 The *Pen Attributes* Tool

With this tool, objects can be provided with wire frame and diverse pen attributes. A pen attribute is color wire frame thickness, corner and end treatment, etc.

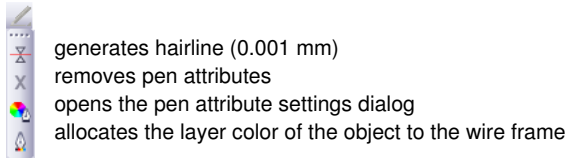


Fig. 8.8-1: Pen attributes tool with sub functions and description

### Create hairline



Fig. 8.8-2: The hairline button

The activation of this button creates a hairline around marked objects.

**Indication:** *The thickness of this hairline is not variable and is 0,01 mm.*

### Remove pen attributes



**Fig. 8.8-3:** The remove pen attributes button

The activation of the **remove pen attributes** button removes *all* pen attributes.

### The pen attributes dialog



**Fig. 8.8-4:** The pen attributes-button

Via the **pen attributes** dialog the wire frame pen of curves, combinations or text objects can be designed. Wire frame pens are used among other things for drawing the object outlines in the full surface mode or preview mode and for printing.

**Indication:** *The pen attributes have no influence on the display of the objects in the wire frame mode (F9). Here, the outlines of the objects are drawn with a simple wire frame line in the layer color.*

## 8.8 The Pen Attributes Tool

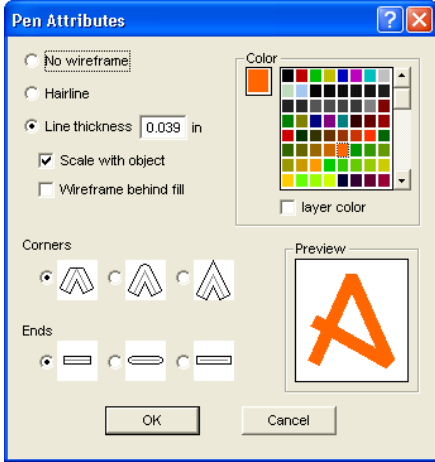


Fig. 8.8-5: The set pen attributes dialog

### No wireframe

If you select the option **no wireframe** the object will not have a wire frame. In the full surface and preview mode closed curves are drawn as area without outline with this setting. Open curves are, as in the wire frame mode, drawn as outline in the color of the layer.

### Hairline

If the option **hairline** is activated the object is encircled with a very thin pen of constant thickness.

### Color

In the field **color** you can determine the color of the wire frame.

**Indication: This can be different from the layer color. Thus it is possible to highlight the outline of the objects from the filling also in the full surface mode.**

### Line thickness

Select the option **line thickness** to determine an arbitrary pen thickness in the input field.

### Scale with object

**Scale with object** means that the line thickness is adjusted proportionally when distorting respective scaling the object. If this field is not activated the wire frame pen keeps the set thickness.

### Wireframe behind fill

With the option **wireframe behind fill** you can prevent that the pen "runs" into the filling of the object. The outline is then drawn by the filling so that only the part of the outline lying outside of the filling is visible.

### Corners

You have also the possibility to determine the appearance of the corners. You can select between *cut*, *rounded* and *sharp corners*. The appearance of the respective corner form is given to the icons and also displayed in the preview field.

### Ends

Also you can select the form of the **ends** of *open* objects. **Ends** can appear *cut*, *rounded* or *extended*.

### Color field

The current color of the pen is shown in the **color field** left of the palette and in the preview field.

There are two possibilities to modify the pen color.

1. To mix the pen color anew you *double click on the color field* left of the palette. Then following color selection dialog appears with the currently set values of the pen color:

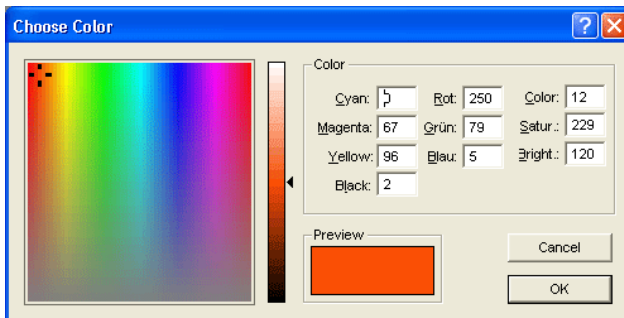


Fig. 8.8-6: The pen attributes color selection

After you have determined the pen color, it appears in the **pen attribute** dialog in the **color field** left of the color palette. The pen color is also shown in the preview field.

2. In the palette you can freely choose the color values. These are selected by simply clicking with the mouse on the wanted color field. With the scroll bar on the right edge of the color palette you set the color intensity.

## 8.8 The Pen Attributes Tool


### **Assign layer color to object contour**



Fig. 8.8-7: The assign layer color button

The activation of this button allocates the layer color to the contour of a marked object.

## 8.9 The *Welding* Tool

This function is activated via the  button in the variable part of the **object parameter** toolbar or via the **tools** menu, menu entry **welding...**



This function welds two or more vector objects with each other to a combination. Depending on the number and the form of the selected objects you can choose between the following options: **manually**, **automatically**, **trim** (cuts objects with lines or curves), **open trimming**, **by color**, **full area** or **screen printing**.

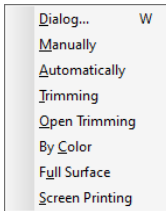


Fig. 8.9-1: Tools menu - welding submenu

### Dialog...

The activation of this submenu opens the following dialog

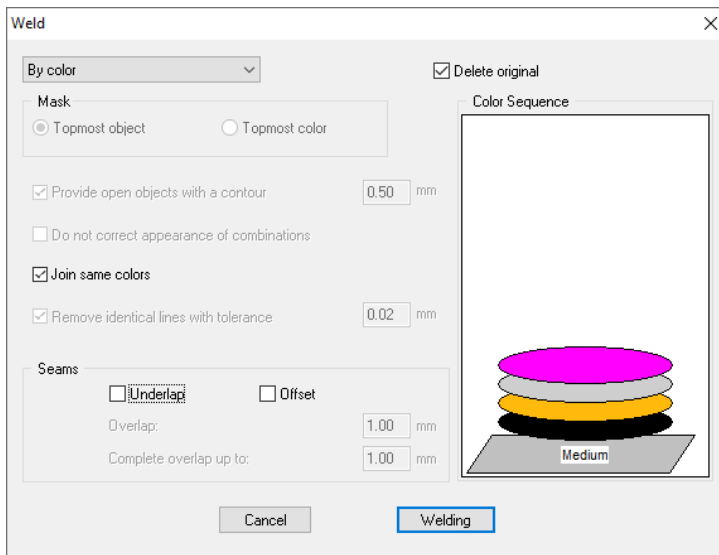


Fig. 8.9-2: Welding dialog

## Manually

**Manually** separates all intersections that occur because of the overlapping of outlines and creates object parts. With the **arrow**-function you mark the object parts that you want to remove. With the DEL-button the selected object parts are deleted. Overlapping-free object parts are kept and can later be further edited. The original color of the object parts are kept with the manual welding.

## Automatically

**Automatically** calculates the common areas of the objects. All overlapping parts are combined, transparent interior elements are considered.

**Indication: With this option, objects of different colors are welded to a combination object.**

If the object colors shall be considered please select the options **by color, full area** or **screen printing**.

The option **automatically** is especially suitable for the welding of serifs with scripts. The serif of the previous letter overlaps often with the successive character. The material would be slit at these positions without welding. The automatic welding eliminates this overlapping and takes care of a cuttable transition in the serifs.

**Tip: If single parts are missing after the automatic welding, then reduce the character spacing in the text editor from 100% to 99%. This causes that identical node dots that lie on top of each other are misplaced so that they are recognized also as single nodes and the welding routine is carried out properly.**

## Trimming

**Trimming** means that you cut through closed objects with lines or curve objects and that the object parts that are thus being created are automatically closed afterwards. Depending on your request you can lay one or more objects over the objects to be slit like a "knife". If you want to work with several "knives" these objects must be allocated to the same layer or be combined. Then, by means of the **trimming**-option, the objects lying underneath are cut alongside the "knives". Also cutting in several "tilings" is possible without problems as the knives can overlap at discretion. The parts having thus being created are then sorted according to their position and combined to single groups.

## Open trimming

The **open trimming** works like the trimming with the difference that cut-off points of the cut objects are not closed automatically but kept as open objects.

## By color

**By color** removes all areas that are hidden by colors lying above. It does not matter how many objects and colors you select. If open objects are also selected they can be closed or provided with a line weight.

## Full area

The option **full area** underfills objects of one color whose areas hide those of another. To do this, the partially hidden objects are modified so that they underlay completely the ones lying above. Here, you can also proceed with the open objects as described under **automatically**.

**Tip: The mostly used field of application is the showcase labeling where the by color-option is often too laborious to be pasted over. With 2 maximum 3 foil colors you take the full surface option where the single foil colors are pasted above the other.**

## Screen printing

The welding option **screen printing** is an especially efficient tool for the screen printer. At first, the overlappings of the single coatings are removed. Then, the colors are layered according to the sequence in the field **color sequence**. At the end, a small bar is inserted at the **seams** between the single color layers as overlapping.

### **The color stack with the screen printing-welding**

**Modification of the color stack:** With the screen printing, the printing sequence is from bright to dark. Brighter colors are printed before the darker colors. By mouse click a coating is grabbed and drawn to the wanted position. The color stack reflects the position of the layers above the medium. The output sequence considers the modifications of the color stack.

## Delete original

With the checkbox **delete original** you set if the initial objects shall be deleted after the welding process or not.

## 8.9.1 Mask

### Topmost object

If this option is activated the **topmost object** can be defined as welding object with the welding functions **trim**, **open trim** and **fill**.

### Topmost color

If this option is activated all objects of the above lying color can be defined as welding object with the welding functions **trim**, **open trim** and **fill**.

### Provide open objects with contour ... mm

If open objects are amongst the selected you can indicate with the option **provide open objects with contour ...** which thickness the created closed object shall have.

### **Do not correct appearance of combinations**

With this option combinations are treated that they are welded as displayed in the full surface mode. Overlays in combinations remain transparent.

### **Join same colors**

It can happen that the same color reappears in different group- or combination objects. Then, select the option **join same colors** so that those merge to one color layer.

***Indication: This is especially important with the creation of screen printing templates as with the screen printing process the darkest color is always spread at last in order to prevent possible white gap that might occur while mounting the single colors.***

### **Remove identical lines**

With this option all vectors that are identical are removed but one.

## **8.9.2 Seams**

### **Underlap - Offset**

These options can only be activated with **by color**. In the field **overlay** you can enter the value for the **underlap** or the offset.

### **Overlay ... mm**

If the option **screen printing** is activated you can enter here the value for the **overlay** of the colors in mm.

### **Complete overlay up to:**

Here, you can additionally enter the limit up to which width it shall be completely overlaid.

## 8.10 The *Color Bucket* Tool

With this function you can fill objects with color graduations or bitmaps. The user has here four available buttons.

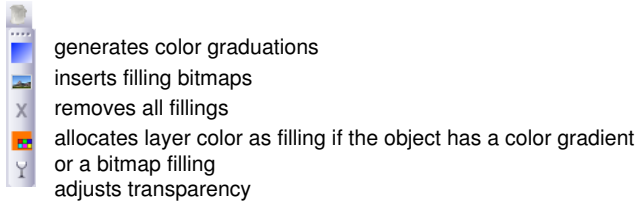


Fig. 8.10-1: The color bucket tool with sub functions

### Create color graduations



Fig. 8.10-2: The color graduation button

Pressing this button opens the **color graduation** dialog in which the appearance of the gradient fill of *closed curves*, *text objects* or *combinations* is determined.

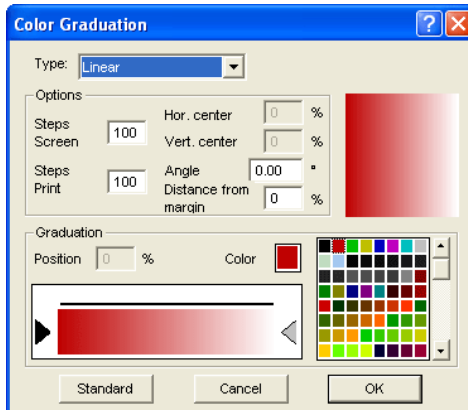


Fig. 8.10-3: The color graduation dialog with settings options

### Determination of the color graduation

In the field **type** select the type of color graduation. You can choose between **linear**, **radial**, **conical** and **square**. In the preview window up right in the dialog the appearance of the respective type is displayed.

## Options

In the field **steps screen** you determine the number of color graduation streaks at the display on the screen.

**Steps print** means the respective number at the output on a printer.

With the fields **hor.(izontal) center** and **vert.(ical) center** you determine the center point of the color graduation.

**Indication: These two fields are not active with the type linear.**

With the input of 0% the center point is above the filled object. It can be moved in relation to it at 100% of the object width to the left or right respective at 100% of the object height up or down. As well, the origin can be determined with the mouse. To do this, move the mouse cursor in the preview window and click with the left mouse button on the spot where you want to have the origin.

The field **angle** describes the position of the color graduation streak with **linear**, **conical** and **square** filling.

If **linear** is set you can set the angle of the graduation also by means of the preview field. To do this, click on any spot of the field. Keep the mouse button pressed and move the mouse. A line, that is tied to the origin appears and follows the movements of the mouse. After letting go the left mouse button the angle that was determined with the line is taken over for the graduation.

## Distance from margin

The set value that lies herewith between 0% and 45% indicates the position of the first and last color relative to the center of the graduation.

**Indication: The distance from the margin can only be modified with linear and quadratic filling.**

## Determination of the original color

Under **graduation** the start and end color as well as the **position** and **color** of possible intermediate steps is selected. The bar between the two triangles, the color graduation bar indicates the course of the colors.

Click into the left triangle to determine the original color. For the modification of the color value you have two possibilities. A double click into the field **color** left of the color palette opens the **color selection** dialog.

## Selection of the target color and further color stations

In order to set the target color of the graduation you first activate the triangle at the right margin of the color graduation bar. **Further color stations** can be inserted with a **double click** on the bar above the graduation bar. A small **triangle** that indicates the position of the color in the graduation is shown at the selected position. The exact position is entered as percent value in the field **position**. The position can be modified by moving the triangle

or through input of the wanted value in the field **position**. In order to select the color at the wanted position you first select the triangle that points to the position. Then you can determine a new color in the ways described above. To remove a graduation step click on the triangle that has its position. Then press the DEL key. The triangle disappears from the bar and the color is not considered anymore at the graduation.

**Indication: The original and the target color cannot be deleted.**

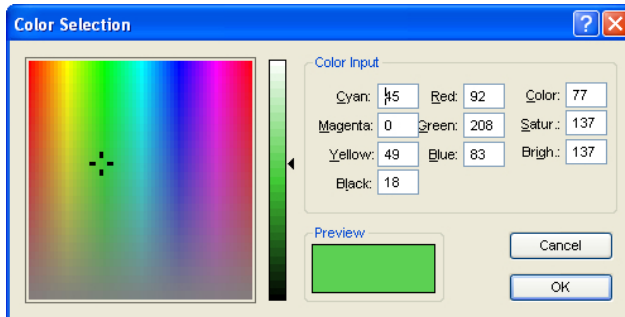


Fig. 8.10-4: The color selection dialog

Here you can modify the current original color. A click into the left color field selects a color, the vertical ruler determines the intensity and the **preview**-field shows the selected color.

## Color

The color value can also be defined numerically. The following color models are available: CMYK (cyan, magenta, yellow, black), RGB (red, green, blue) and HSB (hue, saturation, brightness).

## Insert fill bitmaps



Fig. 8.10-5: The bitmap fill button

Pressing this button opens the **bitmap fill** dialog via which you can fill the vector objects with bitmaps.

## 8.10 The Color Bucket Tool

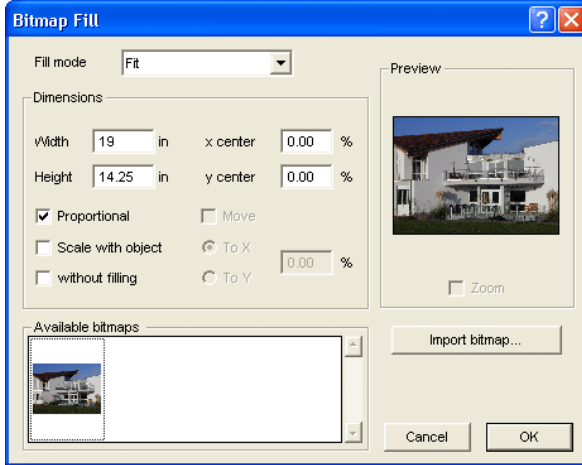


Fig. 8.10-6: The bitmap fill dialog

### Selecting a fill bitmap

You first have to determine with which bitmap the selected object shall be filled. You have three possibilities:

#### 1. Scanning a new fill bitmap

Scan your template that you want to use as fill bitmap via the EuroCUT Twain Interface (**file** menu, menu item **scan**). Open the fill bitmap dialog. The selected bitmap is now shown in the preview and also appears in the field named **available bitmaps**. Now do your settings and confirm the dialog with OK. If the result does not correspond with your demands you have the possibility to "loosen" the bitmap again which means that you can restore the original status of your scanned bitmap. To do this, select the option **remove mask** in the context menu.

#### 2. Import new fill bitmap

Click on **import fill bitmap** in order to select a new bitmap as fill. A file selection dialog appears. There, you can search for and select the wanted bitmap. The selected bitmap is then shown in the preview and also appears in the bar with the available bitmaps down left in the dialog.

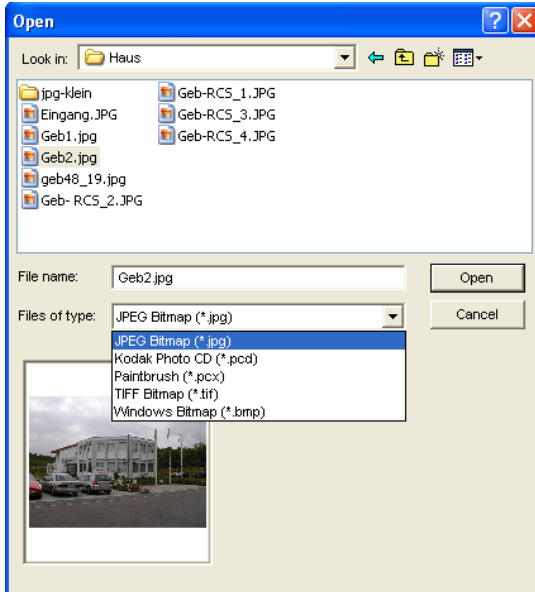


Fig. 8.10-7: The file selection dialog for the bitmap import

Available import formats are: jpg, pcd, pcx, tif and bmp.

### 3. Insert used fill bitmap

If you want to use an already used fill bitmap, select it from the bar with the available bitmaps. Via mouse click one of the bitmaps shown there is selected. To search for bitmaps not shown, please use the scroll bar.

#### Fill mode

In the field **fill mode** you select the mode of the fill bitmap. Possible modi are **a) tile**, **b) seamless tiling**, **c) fit** and **d) object size**.

#### a) Tile

**Tile** fills the object with tiles drawn side by side and below each other from the select fill bitmap. The width and height of a single tile are determined in the fields with the same name in the group **measurements**. Tick the field **proportional** to guarantee that in case of a modification of height or width the other corresponding value is adapted proportionally and the bitmap is not distorted.

If you activate the option **scale with object** the measurements of the tiling in case of distortion of the object are automatically adjusted. As default the first tile is placed in the upper left corner of the object outline. By means of the fields **X-center** and **Y-center** you have the possibility the freely select the starting position. Enter here a *negative value*

## 8.10 The Color Bucket Tool

between 0% and -100% to move the tile to the left respective upwards. With *positive values* between 0% and 100% the center point of the first tile is moved accordingly to the right respective downwards.

By selecting the option **move** you can create an offset within the tiling rows. With **to X** resp. **to Y** you determine if the offset shall be done in horizontal or vertical orientation. The % field on the right serves for the input of the size of the offset of the tiling width respective the tiling height in percent.

### b) Seamless tiling

**Seamless tiling** corresponds mainly to the option tiling. The difference is in the display of the tiling. With seamless tiling all rectangles with exactly the same measurements are drawn. This way, especially with patterns, a smoother picture is created.

**Indication: The disadvantage of this method is that the position of the single tilings can vary depending on the size of the view.**

### c) Fit

In the mode **fit** the bitmap is only drawn *once* into the object. The preview shows the exact proportions of bitmap and object. With the input fields **width** and **height** you determine how big the bitmap to be filled shall be.

The positions of the bitmap within the object can be modified in two ways.

1. In the fields **X-center** and **Y-center** the deviation of the center point of the bitmap to the center point of the object can be given in percent.

2. But you also can determine the position by means of the preview field. Click on the bitmap in the preview field and keep the mouse button pressed. Now, the picture can be positioned by moving the mouse. A cross hair is shown for the exact positioning. After letting go the mouse button the wanted position is taken over.

### d) Object size

The last mode **object size** fits the bitmap optimal in the object. Its width and height are calculated so that the whole area of the object is completely filled.

### No filling



Fig. 8.10-8: The no filling button

If this button is pressed, fillings and fill bitmaps of all marked objects are removed. Only the outline of the objects remains in the previously allocated layer color.

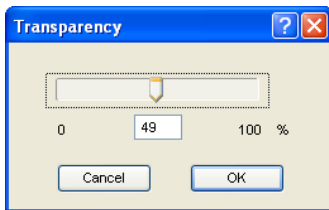
**Fill with layer color**

Fig. 8.10-9: The fill with layer color button

If this button is activated the marked layer color is allocated as filling if the object has a color graduation or a fill bitmap.

**Adjust transparency**

Fig. 8.10-10: The adjust transparency button



If this button is activated, transparency of a color filling can be adjusted linearly from 0 to 100 %.

## 8.11 The *Measure* / *Measurement* Tool



Fig. 8.11-1: The measure button

Activate the **measure** button in the toolbox with the mouse pointer. Return to the working area; the mouse pointer appears as circular sight. Move the center point of the sight to the starting point of the track to be measured. Keep pressed the left mouse button while moving to the end point of the track and let go the mouse button when you have reached the end point. A subsidiary line marks the measured track.

**Indication: Keep pressed the *SHIFT* key during the measurement. Then the measurement is limited horizontally or vertically. This facilitates the exact measurement of straight lines.**

Length: 1763.63 mm	Angle: 6.32 °
230 %	Width: 758.99 mm
	Height: 84.04 mm
OK	Cancel

Fig. 8.11-2: The measure dialog

In the text field name **length** the result of your measurement appears. In order to modify this value, first mark the text field and then enter the new value. In the text field underneath you can *percental increase* or *decrease* the objects.

In addition, you get information about the angle of the measure lines, the width of the measured object at the starting point of the measurement and the difference in height between the starting and the end point that is resulted from the measure angle.

## 8.12 The *Stop Watch*

The stop watch is integrated in the menu bar of EuroCUT. A click on the **00:00:00** menu (format: hh:mm:ss) opens the submenus for steering the watch.



Fig. 8.12-1: The stop watch integrated in the EuroCUT menu bar

### Start

The activation of the **start** menu starts the stop watch. To stop intervals the **start** menu can be activated several times. The total time continues until the **reset menu** is activated.

### Stop

The activation of the **stop** menu stops the stop watch and enters the value into the duration field of the **Job Info**.



Fig. 8.12-2: Duration field of the Job-Info

### Reset

The **reset** menu resets the watch to 00:00:00.

## 8.13 The *Tracing* Tool (Vectorization)

*Tracing* means the generating a cutting contour (vectors) out of a pixel image (bitmap).

### 8.13.1

#### 8.13.2 Color assignment

##### Colors sel.: (Number)

Via mouse click in this column the colors are selected, which should be mapped to one color in the right column. The preview shows the bitmap after merging this colors. You can use this function for manual color reduction with control of results.

**Indication: By default 16 colors are selected.**

##### Sel. colors map onto

After, for example, all green tones were selected in the left column, one can select with one click the color on which the green tones should be mapped. The 1st preview shows the bitmap after mapping.

##### Deselect colors

Undoes last selection in left column.

##### Undo last color mapping

If this option is activated, the last assignment in both columns is undone.

##### Reset to original values

Sets both color columns back to the initial state when the the dialog was opened.

##### Max. number of colors

Reduces number of colors in the bitmap to the selected value. A minimum of 16 colors and a maximum of 256 colors is selectable.

**Indication: A higher number of colors seem appropriate, since no sensible color mapping is possible.**

##### Preview 1

*Reduced to X colors*

In the preview 1 the color reduced original bitmap is shown. The number of shown colors is geared to the value of the **Max number of colors** option.

**Indication:** *The content of the preview can be moved via mouse. If additionally the checkbox move is activated, the contents of both previews are moved and scaled simultaneously.*

### Preview 2

*After vectorization: (Number) nodes*

Preview 2 shows the result of the vectorization using the chosen parameters. Additionally the number of resulting nodes is shown. The number of nodes gives information about complexity of the result and is so an indication for the reworking effort.

**Indication:** *The content of the preview can be moved via mouse. If additionally the checkbox move is activated, the contents of both previews are moved and scaled simultaneously.*

### Outlined checkbox

If the **Outlined** checkbox is activated, the result (the vectors) is shown in contours.

### Checkbox Move

The checkbox between the two previews links both previews while moving them.

### Plus / Minus

The Plus / Minus buttons besides the two previews enlarge or reduce the according preview.

### Preview button

Activating the **Preview** button starts vectorization and shows the result in the right preview (preview 2). Thereby you can choose between full surface and contour mode.

## 8.13.3 Parameters

### Create bitmap outline

The option **Create bitmap outline** means that an identical image without filling is created from the original bitmap contour. On the working area, the bitmap outline appears as jagged line in a group with the vector contour. The bitmap outline is put in a gray layer that was added at the end of the color layer list.

**Tip:** *In order to color it differently for better differentiation select the gray layer (R 128, G 128, B 128) and assign this color to the bitmap outline.*

The bitmap outline facilitates and quickens that rework of the vector contour as it is drawn only as jagged line on the working area. The quality of the results remains uninfluenced.

### **Vectorize background**

With the option ***Vectorize background*** a vector object can also be created for the area in the background of the bitmap objects.

### **Optimize for text objects**

By activating the option ***Optimize for ext objects*** better results at the tracing of texts can be obtained.

### **Allow contour size &lt; 5 pixel**

If the option ***Allow contour size &lt; 5 pixel*** is activated, then also closed objects are created by objects that are smaller than 5 pixels.

***Indication: bar 1 is without function when selection this option.***

### **Avoid overlap**

The option ***Avoid overlap*** serves to automatically remove possible overlapping of the vector contours.

## **8.13.4 Sliders**

The tracing has four bars to influence the accuracy of the result.

### **Bar 1: Filter contours**

***Filter contours:*** ~ filters the result of bigger dirt particles in which contours that were created by objects smaller than 5 pixels are not delivered back.

### **Bar 2: Reduce number of nodes**

***Reduce number of nodes:*** ~ reduces the number of nodes that lie on a curve. The course of the curve differs the more from the original course the higher the value of the setting was chosen.

***Tip: A small amount of tangential points shortens the rework time enormously so that a middle setting is often a reasonable compromise.***

### **Bar 3: Adjust curves**

***Adjust curves:*** ~ regards the course of lines and curves and eliminates outliers in horizontal and vertical orientation that do not influence the course of the curve or line. This way, tangential points that lie within the selected range of tolerance are not considered with the tracing.

**Bar 4: Smooth curves**

**Smooth curves:** ~ influences the position of the *tangents* with curves. The higher you set the value the more smoothed dots are created. Smoothened curves are characterized that the tangents lie on a line at that at the output on the cutter smooth transitions are cut.

**Indication:** *A too high value influences also the accuracy of the result so that here also a middle value is a good compromise between cutting result tracing of the original.*

## 8.14 The *Contour (Line)* Function

With the **contour line** function the outer edge of arbitrary many objects is calculated and provided with a wire frame line. Contrary to the outline you can contour also bitmaps with this tool. In addition, not every single object is outlined. Instead, it is tried to possibly find one contour that comprises all selected objects. This function is therefore especially suited for the creation of cutting lines around labels. The objects of the label can be arranged arbitrarily.

Then the wire frame of the object is calculated in the wanted distance with the tool described here. The contour line thus created can be used later for cutting out the printed label.

First select the objects that you want to contour / outline. Then select **contour...** in the **tool** menu.

The following dialog for the creation of the parameters appears:

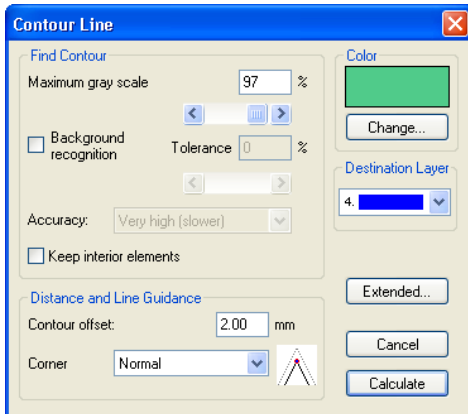


Fig. 8.14-1: Parameter dialog for the creation of contour lines

### **Find contour**

With the fields in the dialog group **find contour** you can influence the calculation of the wire frame line. Generally, all objects that are not white are considered with the contour finding. Ideally, the background of the graphic to be contoured should therefore be white. But especially bitmaps contain often light gray spots that can occur when scanning.

### **Maximum gray scale**

With the option **maximum gray scale** you can determine that gray spots above the selected intensity are *not* contoured. You can enter values between 50 and 99% or set them with the roll bar. 50% correspond to a relatively dark gray and 99% to an almost white color.

### **Accuracy**

In the field **accuracy** you can select between three options. The low accuracy works the fastest. If the result is not satisfying with this setting, select the middle or a higher accuracy. The calculation of the contour line then takes a little bit longer.

**Indication: The field accuracy is not activated if only a single bitmap was selected.**

### **Keep interior elements**

If the option **keep interior elements** is activated, possibly created interior elements are not deleted. This way you have the possibility to cut out parts of the graphic by applying a brighter "plaster".

Look at the following illustration for this:



Fig. 8.14-2: Option: keep interior elements

On the left side you see the two initial objects. A smaller white circle is put onto the black circle. On the right, the calculated contour line is displayed. The option **keep interior elements** was active, also the inner circle was considered at the contour finding. With the dialog field switched off, only the outer contour would have been created.

**Indication: As default, keep interior elements should be switched off.**

### **Distance and line guidance**

In the second dialog group **distance and line guidance** you can influence the appearance of the contour line.

### **Contour offset**

With **contour offset** you determine how far away the wire frame line shall be from the graphic. If you enter here the value "0" a contour line is created that directly is attached to the edge of the selected objects. With values smaller than 0 the contour line goes into the contoured objects.

### **Corner shape**

The option **corner shape** determines how the contour line acts at salient corners.

**Normal** creates the mathematical exact dot on the contour to every corner dot. The contour line can thus be lengthened very far at sharp corners, which often leads to unaesthetic results. The options **cut off** and **round** lead to more satisfying results in such cases.

## 8.14 The Contour (Line) Function

### ***Cut off***

Cut off shortens the contour at the indicated distance and cuts off the corner by a section.

### ***Round***

Round leads the corner dot to a rounded curve.

### ***Color***

On the right side of the dialog you can see a color selection field. A click on the ***change button*** opens the ***color selection*** dialog. With this dialog you can allocate colors to contours.

### ***Destination Layer***

This Field determines in which color layer - in doing so indirectly, with which tool - the contour line is processed.

***Note: The contour line color can be different in the full surface mode (print) and the contour mode (output).***

## 8.15 The *Job Info*

The job info can be opened in three ways:

1. Via the **edit** menu / menu item **job info...**
2. Automatically when saving a new job
3. Via the so named menu item in the context sensitive menu (right mouse button)

Fig. 8.15-1: Job info main window

With the job info you have the possibility to save additional information to each job. This information can be printed and used for the invoicing or as accompanying ticket to jobs. If the job info is printed, also the complete path in which the job was saved is printed.

Besides information as for example **order number** and **company** address the job info gives information about the used **materials**, **duration of the production**, **number** of cut / printed jobs as well as the intended or calculated **price**. In the **memo** field keyword comments can be saved.

In the **settings** menu / menu item **standard settings** / menu item **job info...** the job info can be extended by arbitrary many fields.

**Indication:** *The information under the field media are only inserted automatically, if you have given these information to the respective color layer in the layer settings dialog and selected the adequate palettes at the design. Further information about*

**this can be found here:**  [please refer to 9.3: The Layer Tab](#)

**Tip: The switch between the single fields is done the fastest way with the TABULATOR key.**

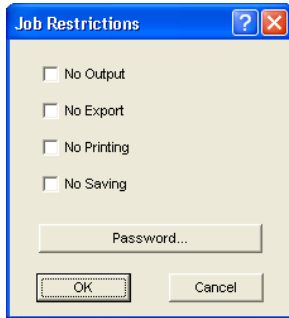


Fig. 8.15-2: Job restrictions

To each job following restrictions can be added:

**No output**

This job cannot be output.

**No export**

This job cannot be exported and thus cannot be converted to another format.

**No printing**

This job cannot be printed.

**No saving**

This job cannot be saved.

**Password protection**

In addition to the restrictions described above, a password can be given to each EuroCUT job. This way, the unauthorized access to these job data is not possible.

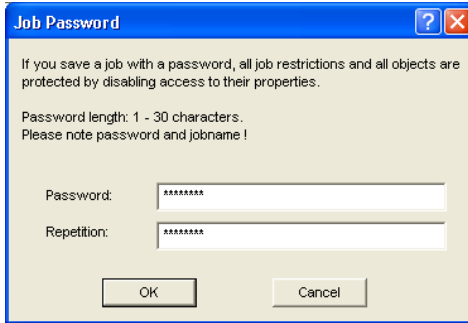


Fig. 8.15-3: Dialog for the determination of a job password



When outputting to a connected device, the safety instructions of the machine manufacturer must always be observed strictly.  
No liability is assumed for infringement.



## 8.16 The *Plot Manager*

The *Plot Manager* has the following tasks:

### 8.16.1 Creation and Modification of Device Configurations

With the **Plot Manager** it is possible to create a device configuration or short, to create an output device. In a **device** all information necessary for the output of the data as for example driver and ports are summarized.

In EuroCUT, these devices then can be used for the output of the graphics. It is possible, to output simultaneously at several devices.

### 8.16.2 Monitoring the Output Processes of the Jobs

The outputs to the respective devices can be monitored with the Plot Manager, for example the output can be broken or aborted and the sequence of the jobs can be changed retroactively.

### 8.16.3 Output of Data to Local Ports


The serial and parallel ports of the computer are identified and can be used for the file output.

### 8.16.4 Administration of Hotfolders

A function independent of EuroCUT is the administration of Hotfolder. A Hotfolder is a directory monitored by the Plot Manager. If a file is copied to this directory the Plot Manager carries out automatically certain configurable functions.

### 8.16.5 Plot Server Function

The Plot Manager can enable devices so that other Plot Managers can use these enabled devices. This allows separating design and output working places.

**Important note:** You start the *Plot Manager* with a double click on the  icon that is down right of the screen in the task bar.

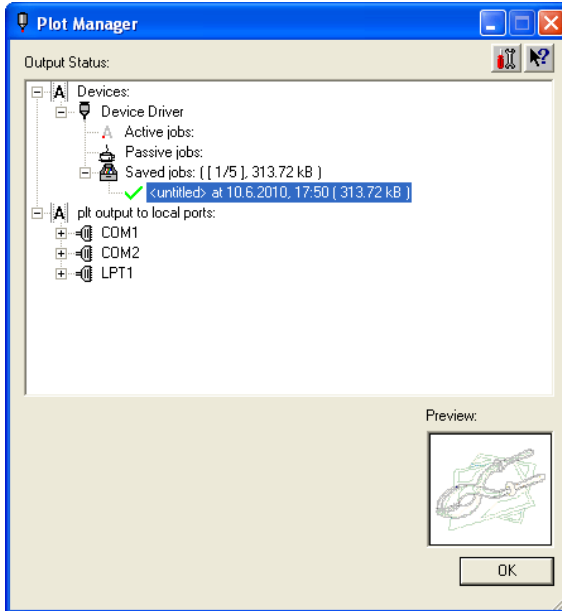


Fig. 8.16-1: Plot Manager main window with job preview down left

## 8.16.6 Devices Folder

Each device possesses three device folders in which the jobs are shown:

**Indication: with jobs, also those output actions are meant that are carried out by Hotfolders or on local ports.**

### Devices Folder 1

#### **A Active Jobs**

All jobs that shall be output as soon as the device is ready are collected in this folder. If a job has been output completely, the next job is output. If the option „show message window before output of a job” is active, a notification dialog is shown before each output.

### Devices Folder 2

#### **Passive Jobs**

If the output device is broken, all jobs to be output are moved to this folder.

### Devices Folder 3

#### **Saved Jobs**

Here, all jobs that have been output are saved. The number of the saved jobs can be indicated in the options dialog of the device. If the number of the saved jobs is reached the

## 8.16.6 Devices Folder

next one to be saved replaces the oldest existing job.

### **Job Functions**

The functions differ according to device folder, device type and job status.

***Indication: The functions can be carried out via a context menu.***

### **8.16.6.1 Jobs at local devices**

#### ***Active Jobs***

If the job is being output:

##### *Pause*

The output of the data is paused. The job is marked with the  symbol.

##### *Paused Jobs*

##### *Continue*

The output is continued.

##### *Set Job to passive*

The job is removed from the list of the active jobs and added to the folder of the passive jobs.

##### *Delete Job*

The job is deleted.

#### ***Passive Jobs***

##### *Activate Job*

The job is removed from the list of the passive jobs and added to the folder of the active jobs.

##### *Delete Job*

The job is deleted.

*User message:* to this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

#### ***Saved Jobs***

##### *Activate Job*

The job is removed from the list of the output jobs and added to the folders of the passive or active jobs depending on the setup device.

##### *Delete Job*

The job is deleted.

##### *Plot to File*

Here you can determine if the job shall be output to a file.

*Save as*

Save job data into file before cut data processing.

### 8.16.6.2 Jobs at Plot Servers

#### **Active Jobs**

No functions

#### **Passive Jobs**

##### *Activate Job*

The job is removed from the list of the passive jobs and added to the folder of the active jobs.

##### *Delete Job*

The job is deleted.

*User message:* to this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

#### **Saved Jobs**

##### *Activate Job*

The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

##### *Delete job*

The job is deleted.

*Save as*

Save job data into file before cut data processing.

### 8.16.6.3 Jobs at Hotfolders

#### **Active Jobs**

No functions

#### **Passive Jobs**

##### *Activate Job*

The job is removed from the list of the passive jobs and added to the folder of the active jobs.

##### *Delete Job*

The job is deleted.

*User message:* To this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

### **Saved Jobs**

#### *Activate Job*

The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

#### *Delete Job*

The job is deleted.

#### *Save as*

Save job data into file before cut data processing.

## **8.16.6.4 Jobs at local ports**

### **Active Jobs**

If the job is being output:

#### *Pause*

The output of the data is broken. The job is marked with the ■ symbol.

#### *Paused Jobs*

#### *Continue*

The output is continued.

#### *Set Job to passive*

The job is removed from the list of the active jobs and added to the folder of the passive jobs.

#### *Delete Job*

The job is deleted.

### **Passive Jobs**

#### *Activate Job*

The job is removed from the list of the passive jobs and added to the folder of the active jobs.

#### *Delete Job*

The job is deleted.

*Notification:* To this job, a notification text can be entered. This information is shown if the job shall be output respective if it is selected.

### **Saved Jobs**

#### *Activate Job*

The job is removed from the list of the output jobs and added to the folder of the passive or active jobs depending to the setup device.

**Delete Job**

The job is deleted.

**Plot to File**

Here you can determine if the job shall be output to a file.

**Save as**

Save job data into file before cut data processing.

## 8.16.7 Settings of the Plot Manager

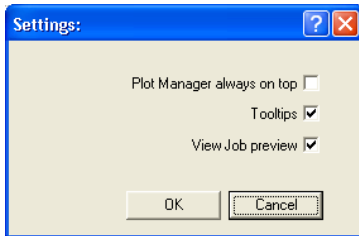


Fig. 8.16-2: Optional parameters for the Plot-Manager

If the option is activated ***Plot Manager always on top***, the Plot Manager window remains always in the foreground.

If the option ***tooltips*** is activated, a short description to a dialog element is shown if the mouse pointer remains above the dialog element.

If the option ***view job preview*** is activated a preview of the output data is shown.

### Command line parameters

If the Plot-Manager is started without parameters it checks all devices if there are jobs for processing.

If a job was found it is carried out. It stops if no jobs were found or if all jobs have been processed.

If, when calling up the parameter ***!SPOOL!*** is given, the Plot Manager remains active. It then has to be terminated manually with a right mouse click onto the symbol in the taskbar.

### Hotfolder

With a Hotfolder a directory can be monitored. If a file is copied to the directory to be monitored one of the following actions is carried out automatically depending on the settings:

## 8.16.7 Settings of the Plot Manager

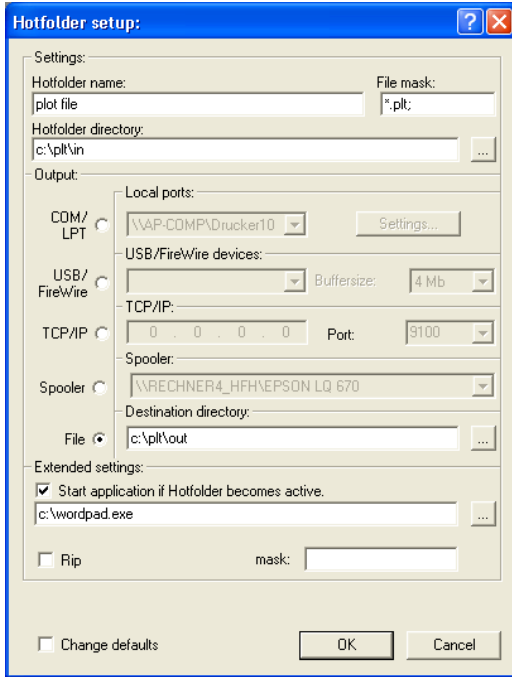


Fig. 8.16-3: Example for setup devices of a Hotfolder

### Settings

*Hotfolder name:* here you have to enter the name of the Hotfolder

*File mask:* here, the file name ending are given, that shall be considered, for example \*.plt.

*Hotfolder directory:* here, it is determined which directory the Hotfolder shall monitor.

### Output

*COM/LPT:* the file is output to a local serial respective parallel port.

*USB:* the file is output to a USB device. A USB device is only shown if it is connected with the computer.

*TCP/IP:* the file is send to a TCP/IP address. With some addresses, you additionally have to enter the right port number.

*Spooler:* the file is output via a printer driver.

*File:* the file is copied to the output directory. An existing file with the same name is overwritten.

After having carried out the action, the input file is deleted.

*Indication:* if "file" is set as output, the application is started **after** the copy. In all other cases, the application is started **before** the output.

### Extended Settings

*Start application if Hotfolder becomes active:* in addition, another application can be started that shall further process the input file to be processed. The file name is marked with %s.

*RIP:* only necessary if Pjannto RIP uses this Hotfolder as RIP Hotfolder.

*Mask:* formatting of the output file name: %File file name; date/time:  
%Y-%m-%d\_%H-%M-%S year/month/day: hour/minute/second

*Change defaults:* prevents that the user modifies the output parameters accidentally.

### 8.16.7.1 Device Options

In the **Device Options** window you can set - for each device which is listed in the Plot Manager - the following device options.

**Note:** This window will be enabled by clicking with the right mouse button on a device item and selecting the Options menu item.

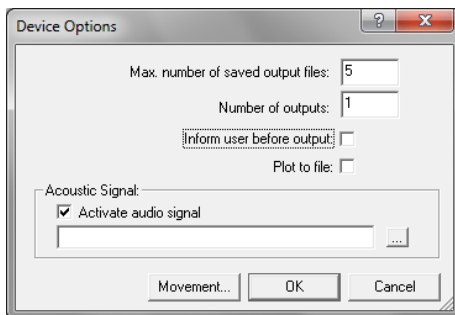


Fig. 8.16-4: Additional options for each device

#### Maximal number of saved output files

The registered value of this option limits the number of saved output jobs for this device in the history of stored files.

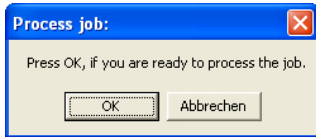
#### Number of outputs (of a Job)

The registered value of this option defines how often active Jobs will be given out.

## 8.16.7 Settings of the Plot Manager

### Inform user before output

If this option is enabled, then a message window will be shown, before the outputting of each Job. This gives the user the opportunity to prepare the machine before the data output.




### Plot to File

If this option is enabled, then the output is redirected to a file. Before writing the file to the **Job Save As** dialog is enabled.

### Activate Sound Signal

If this option is enabled, then an individual sound signal will be given out before each output of a Job, in order to draw attention to the user.

A sound file in the WAV file format can be selected using the  button.

### The *Movement...* Button

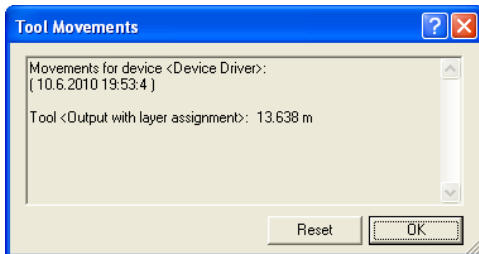


Fig. 8.16-5: Distances of the used tools

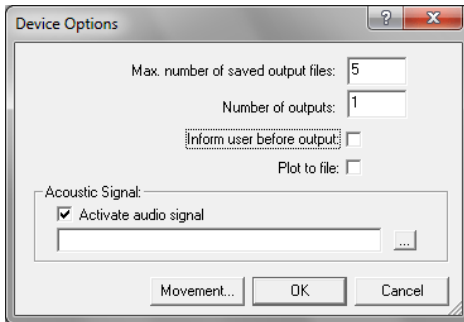
This feature tracks the distance (tool motion), from *every tool* of the activated output device in meters. In addition to the distance, date and time of each output are given.

## 8.16.7.2 Context-sensitive Buttons

**Context-sensitive buttons** are displayed for functions that would otherwise only be accessible via the right mouse button or a context menu.

### Options Button

A click on the **Options** button opens the following dialog:

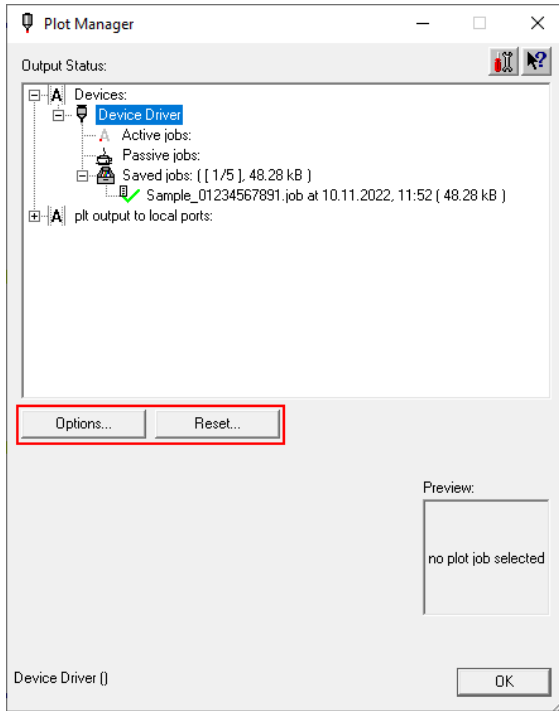


### Reset Button

*Prerequisite:* The driver is selected - here: Device Driver. Clicking the **Reset** button ensures that all temporary files of this driver are deleted from the queue of the machine.

**Note:** *The cutters have buffer memories that must be emptied on the machine itself if it is to be ensured that all data has been deleted.*

## 8.16.7 Settings of the Plot Manager



### **Activate / Delete Buttons**

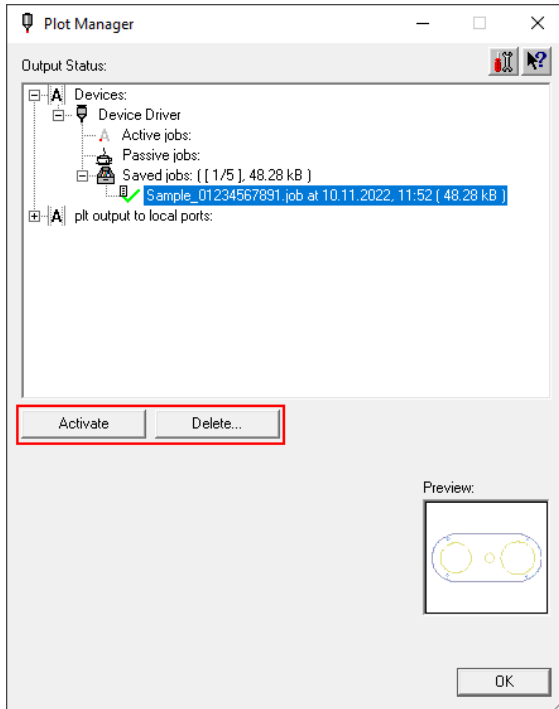
These buttons become visible when a job is selected. This can be an **active**, a **passive** or a **saved** job.

### **Activate Button**

Clicking the **Activate button** activates a passive job or a job that has already been given out. Jobs that have already been given out can be repeated identically as often as desired.

### **Delete Button**

The **Delete button** deletes the selected job from the list.

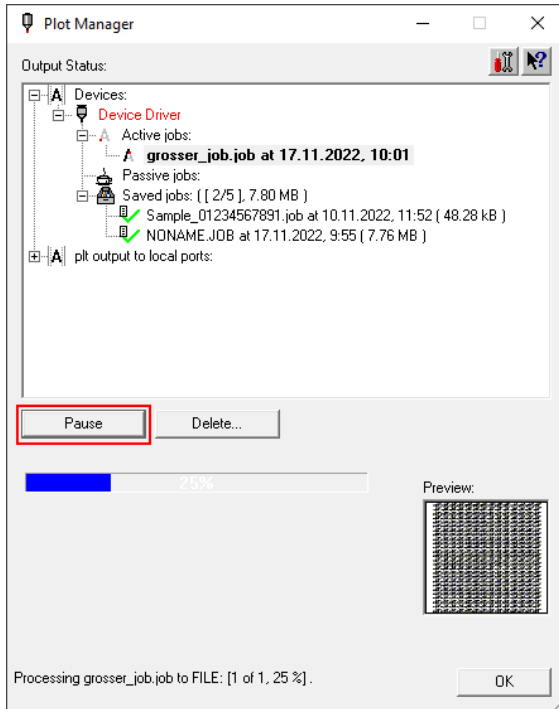


### **Pause Button**

A click on the **Pause button** interrupts the data flow of the selected job to the device.

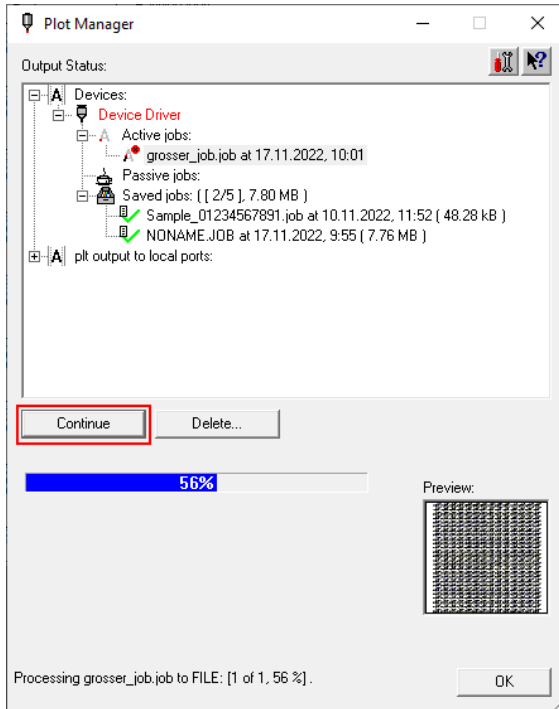
**Note:** *The output devices have buffer memories that ensure that data transfer can take place without interruption. Only when the buffer memory has been manually emptied at the machine output is actually stopped.*

## 8.16.7 Settings of the Plot Manager



### **Continue Button**

Clicking the **Continue button** continues the data transfer.



**Summary:** Depending on what was **selected** in the **Output Status** area, additional appropriate buttons appear.

## 8.17 The *PhotoCUT* Function

**PhotoCUT** creates vectors out of bitmaps. PhotoCUT calculates from Windows bitmap files (\*.BMP, \*.PCX, \*.TIF) raster strips or patterns that can be output with a cutting plotter. The picture is divided in logical pixel and the average gray value detected for each of these logical pixel. A picture is created that has fewer pixels than the original. Then, horizontal or vertical strips, circles, squares, ... are created from this picture whose width is proportional to the gray value at the respective position.

### 8.17.1 The PhotoCUT Dialog

Open the **PhotoCUT** dialog by selecting the so named menu item in the **tools** menu.

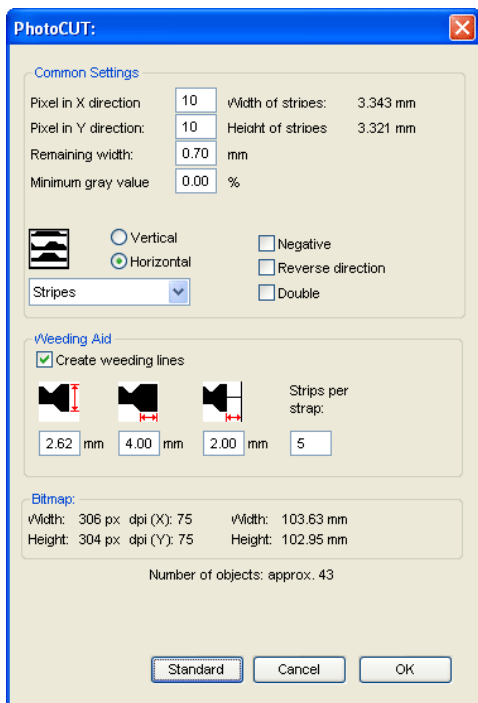


Fig. 8.17-1: Dialog with parameter-setup

#### **General settings**

##### **Pixel in X-direction**

In this field, enter the number of **pixel** that shall be combined to a *logical* pixel **in X-direction**. The smaller the value in this field, the better the output quality of the "picture".

### Pixel in Y-direction

In this field, enter the number of *pixel* that shall be combined to a logical pixel *in Y-orientation*. The smaller the value in this field, the better the output quality of the "picture".

### Remaining width

This value determines the *remaining width* of a strip (only with strips) in mm of the line respective column size.

### Excursion: contrast (adjust via *image menu contrast*)

Because of the division of the bitmaps into logical pixel the line respective column size is determined. The width of a strip depends on the set gray value and the contrast. The maximum width is line respective column size minus the value of the remaining width.

Corresponding to the contrast value the width of the strip is identified by the average shade of gray. The contrast is the proportion between white and black in %, which means with 100% contrast the 100% black is mapped on the maximum and 100% white on the minimum width of the stripe. If the contrast is reduced, the 100% black is only calculated with for example 50% of the maximum width of the stripe.

### Minimum gray value

The *Minimum gray value* is a limit for the shade of gray. You can for example remove a constant gray bitmap background.

*Indication: This value is only relevant if a graphic is darker than its background.*

For all examples the following picture serves as template: (Standard path: C:\Program Files\EUROSYSTEMS\EuroCUT Basic XT\Bitmaps\photo.bmp)

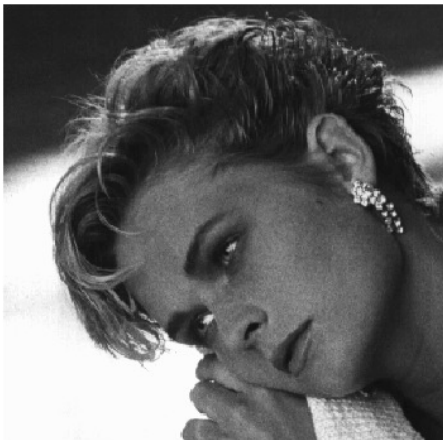


Fig. 8.17-2: Template for all following result examples

### Negative

The range of value of the shades of gray is reversed which means that 100% black become 0% white and vice versa.

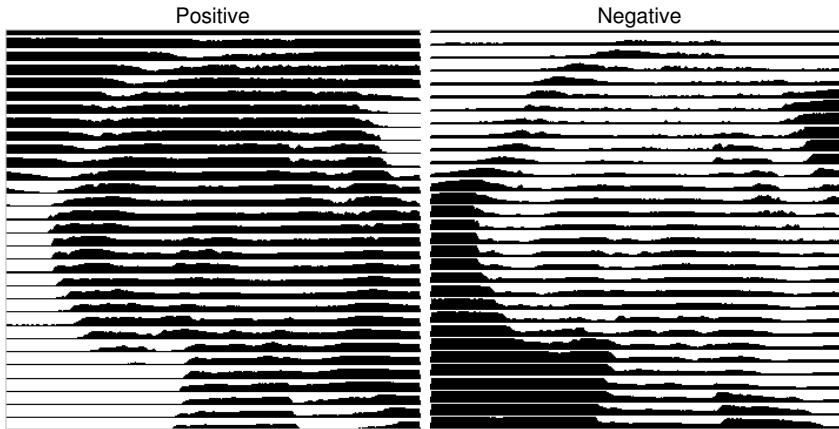


Fig. 8.17-3: Example for the reversion of the range of value

### Reverse direction (only with stripes)

If this option is activated, the width of the stripe is aligned downwards.

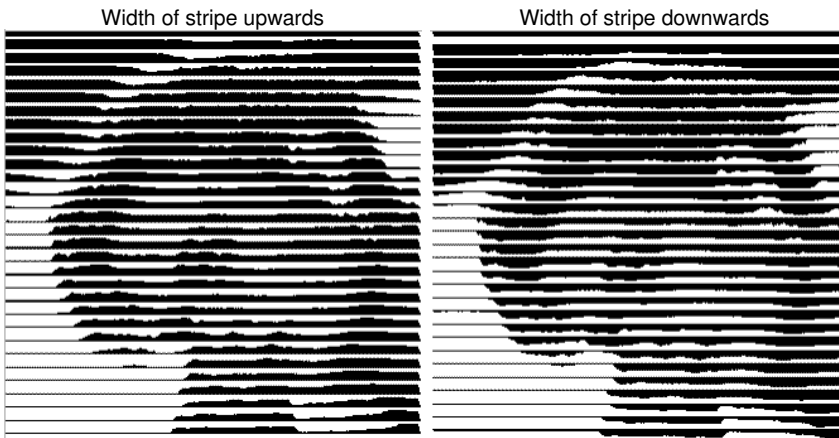


Fig. 8.17-4: Example for the reversion of the width of stripe

## Cut out

Width of stripe upwards



Width of stripe downwards



## Double (only with stripes)

If this option is activated, the width of stripe is created up *and* down.

Width of stripe up and down

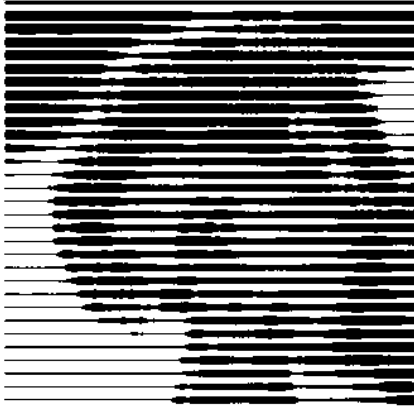


Fig. 8.17-5: Example for „double”

## Horizontal or vertical

With the options *horizontal* or *vertical* the direction of the stripe is determined.

## Bitmap

In the area named *bitmap* the file data of the template (of the picture) are shown. In the upper area the *width* and *height* of the picture in pixel are indicated and the *resolution* in dpi. Underneath, the width and height of the picture are shown in millimeters.

Depending on the functions in the area *general settings* different effects are created.

## Example 1

Following values have been set:

Pixel in X-direction = 1  
 Pixel in Y-direction = 10  
 Remaining width = 0  
 Contrast = 80  
 Minimum gray value = 0  
 Orientation = horizontal

### 8.17.1 The PhotoCUT Dialog

Negative = not active  
Reverse direction = no active  
Double = not active

#### Result



Fig. 8.17-6: Result from the value of example 1

#### Example 2

Following values have been set:

Pixel in X-direction = 3  
Pixel in Y-direction = 15  
Remaining width = 5  
Contrast = 60  
Minimum gray value = 0  
Orientation = horizontal  
Negative = not active  
Reverse direction = not active  
Double = not active

## Result

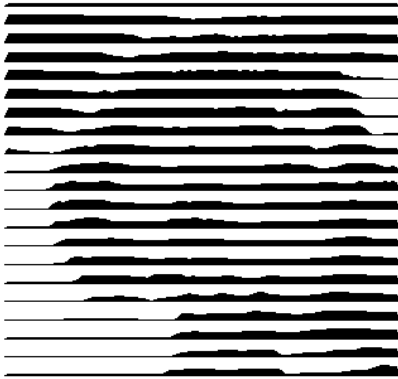


Fig. 8.17-7: Result from the value of example 2

With the 2 examples you can see that already small modifications of the values lead to big discrepancies with the result.

### ***Weeding aid***

#### **Create weeding aid**

The stripes at the ends are automatically thickened so that the result can be wed faster.

#### **Stripes per strap**

In this field the number of stripes that shall contain a strap can be set.

#### **Width of strap**

In this field you define the width of a strap.

For information, underneath these fields the estimated ***number of objects*** is shown. This is important to decide beforehand if the expenditure of time for the weeding is in a responsible relation to the complexity.

### 8.17.1 The PhotoCUT Dialog

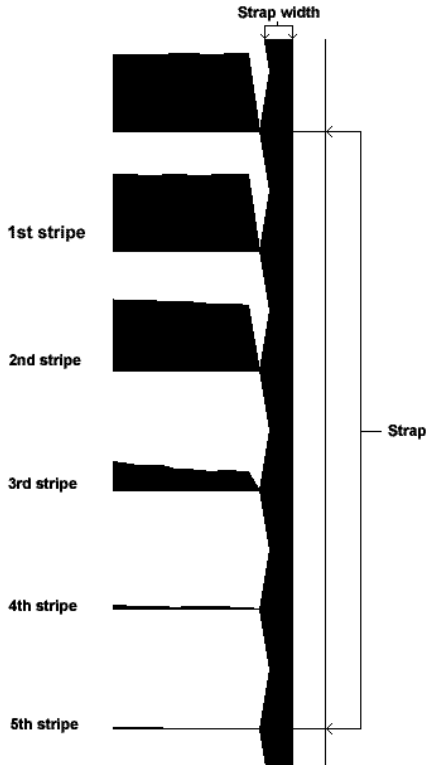


Fig. 8.17-8: Example for stripes per strap, width of strap and stripes

#### The different modi

In the PhotoCUT dialog you can select between following **modi: stripes, rhombuses, circles, rectangles, single rhombuses, single circles, single rectangles.**

With which mode you obtain the best and most attractive result depends strongly of the used template. Templates rich in contrast are usually better suited for optically interesting results.

***Tip: The screen does not always show a view that enables a reliable evaluation of the results. Therefore, print the result on your printer. Now you can judge the result of the procedure relatively exactly and do not risk to waste expensive material!***

## 9 The Sidebar

The **Sidebar** is switched on or off via the **Window** menu.



### 9.1 Term Definition Sidebar

A "sidebar" means a lateral toolbar with tabs. It is comparable to the so-called docking bars in CorelDRAW. In summary, we find the layer editing (formerly Layerbox), the clip art manager, object manager, file manager, and the macros.

#### Functionality of the Sidebar for the user:

The Sidebar summarizes different tools. Previously distributed toolbars such as Layerbar, Clipart Manager were combined in a compact tab structure. The sidebar serves as a **central element of the object management**.

### 9.2 The Anchorage Control



Fig. 9.2-1: Anchorage control with arrow and dotted line for moving and placing

**Note:** *Only in the docked state, the Anchorage control is activated and visible.*  
The **Collapse Button**



Pressing the **Collapse** button folds in the sidebar so that only the **tab bar** and the **Unfold** button stay visible on the right side.

#### The **Unfold Button**



Enabling the **Unfold** button folds out the sidebar to the previous set size.

#### The **Close Button**



Pressing the **Close** button removes the sidebar from the program user interface.

#### The **Dotted Line**

The **Dotted Line** is used to move the entire sidebar. While the **left mouse button is hold down**, the sidebar can be moved to any place. **Double-clicking on the dotted line** looses the sidebar as well. Double-clicking on the head **or** moving the mouse towards the right edge of the bar **anchors** the sidebar.

## 9.2 The Anchorage Control

### The Tab Bar



Fig. 9.2-2: Tab bar with activated layer tab

The selection is done by clicking on the appropriate tab.

**Note:** *The bar may include, depending on the program version more, less or other than those shown tabs.*

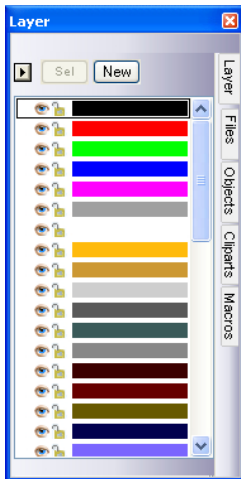
## 9.3 The *Layer* Tab

The **Sidebar** is switched on or off via the **Window** Menu. Selection using the **Layer** tab.



The **Layer** area serves for the coloring of objects, the definition of foil colors, the selection of objects that have a layer color, the locking and the hiding of color layers as well as the allocation of *output* tools.

### 9.3.1 A) The Layer Area



### 9.3.2 B) The Layer Options



Fig. 9.3-1: The *New* button

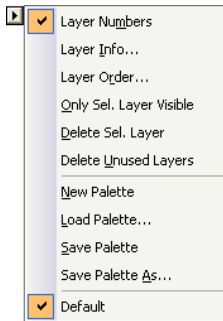
This option generates a new layer and opens the corresponding dialog.



Fig. 9.3-2: The *Sel(ect)* button

This option selects the clicked Layer.

### 9.3.3 C) The Palettes Options



#### Layer numbers

The activation of this option switches on or off the numbering next to the color bar.

#### 9.3.3.1 Layer Info Dialog

##### Layer Info...

opens the following Setup Layer dialog.

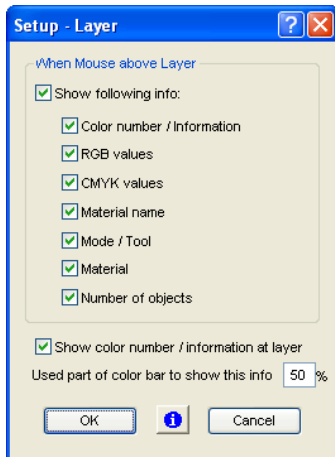


Fig. 9.3-3: Setup Layer Dialog

#### When mouse over layer, show following info,

the activated information is shown in so-called Tooltip.

In addition, the **used part of color bar to this info %**, **number of visible layers** can be defined and the **window width** of the **layer** toolbar can be changed interactively.

### 9.3.3.2 Layer Order Dialog

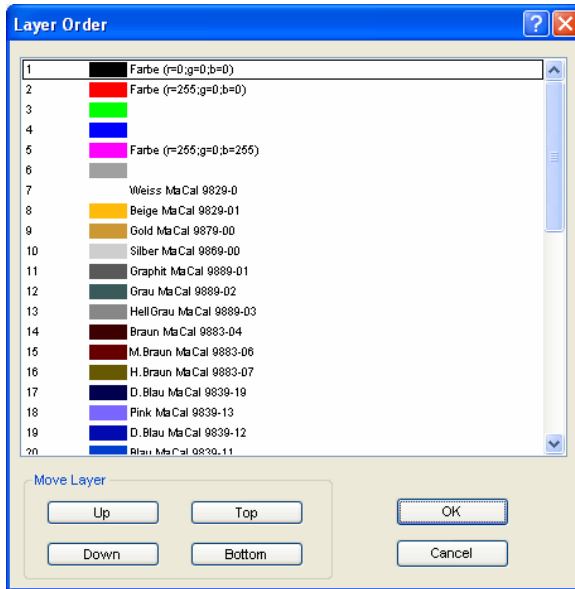


Fig. 9.3-4: The Change Layer Order Dialog

The sequence of the layers can be changed arbitrarily. To do so, please use the **up**, **down**, **to top**, **to bottom** button.

### 9.3.3.3 Only sel. layer visible

Only shows the objects that lie in the selected layer.

### 9.3.3.4 Del sel. layer

The activation of this option deletes the selected layer.

**Note: This option can only be activated if no objects lie in this layer, if the layer is unused.**

### 9.3.3.5 Delete unused layer

All layers that do not contain any objects (unused) are deleted.

### 9.3.3.6 New Palette

This option generates a new color palette.

**Note: 6 base layers will always be created. Order and color can be changed anytime.**

### 9.3.3.7 Load Palette...

Previously defined palettes can be loaded.

### 9.3.3.8 Save Palette

With this instruction a newly defined or modified palette is saved on your hard disk.

**Note: If a new or changed palette is named 'Default', this palette is used at every restart of EuroCUT.**

### 9.3.3.9 Save Palette As...

This instruction allows the renaming of a palette name and save the palette using the new name.

### 9.3.3.10 Default

This instruction loads the color palette that is delivered as standard with EuroCUT. It is a Mactac foil table.

## 9.3.4 Status Indicator Layer








-  Object in Layer color
-  Layer not visible
-  Layer is locked
-  Tool assigned
-  Layer is active and empty
-  Object in active Layer

Fig. 9.3-5: Layer status view

### **Object in layer color**

Is a layer marked with this symbol, it means that objects are in this color or layer assignment exists. The selection is easiest using the  button.

### **Not visible layer**

Is a layer marked with this symbol, it means that objects in this color or layer assignments are not visible at present. They exist and can be switched visible if needed. In general layers are set to invisible, if they are obstructive while designing.

**Locked layer**

Is a layer marked with this symbol, it means that objects in this color or layer assignments are locked, thus can not be edited, moved or scaled.

**Tool assigned**

If a layer is marked with this symbol, this means that a tool from the selected device driver has been assigned to this layer. All objects that are in this layer are given out using this tool.

**Layer active but not occupied**

Is a layer marked with a frame, it means that no objects are available in this color or layer assignment, but the layer is active. Now, for example, objects can be filled with that color or contour and layer assignments can be done. The number indicates the layer number and the depth of arrangement.

**Note: The term depth of arrangement means that objects with a lower number are drawn before those with higher numbers. The layer order also has an influence on the drawing sequence.**

**Object in layer and active**

Is a layer marked with a frame and this symbol, it means that the layer is active and there are objects in that color (or layer assignments) on the desktop. The number indicates the layer number and the depth of arrangement.

**Note: The term depth of arrangement means that objects with a lower number are drawn before those with higher numbers. The layer order also has an influence on the drawing sequence.**

## 9.3.5 The *Layer Settings* dialog

### 9.3.5.1 The *Color* Tab

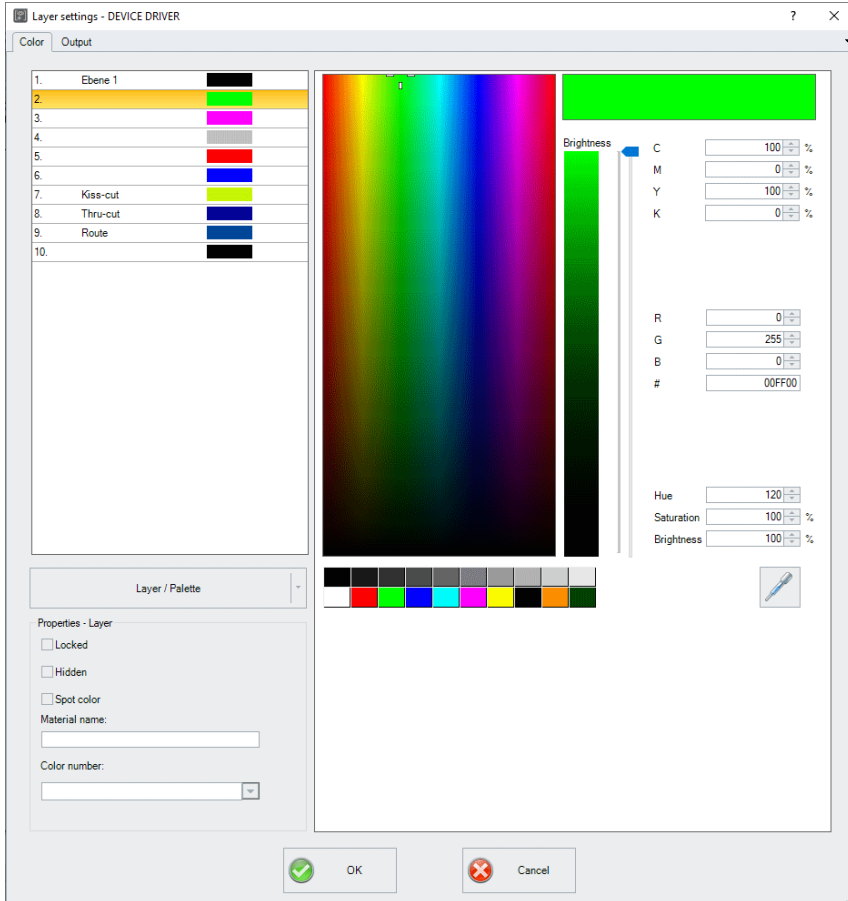


Fig. 9.3-6: Default view of the color tab window

#### 9.3.5.1.1 *The Color selection*

The color can be selected by clicking in the large color field in the middle of the window or by clicking on one of the color fields below the middle color field. The lower color field allows the direct selection of gray tones in 10% increments, red, green, blue, cyan, magenta, yellow, black, as well as the secondary colors orange and dark green. The settings are accepted with **OK**. The **Cancel** button closes the window without making any changes.

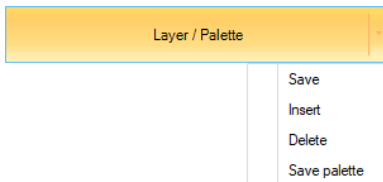
**Color model**

The user has three **color models** to choose from in the **Layer settings dialog**:

1. **CMYK** - Cyan, Magenta, Yellow, Key (Black)
2. **RGB** - Red, Green, Blue
3. **HSB** - Hue, Saturation, Brightness

**Brightness control**

The **brightness** of the active color can be adjusted from 100-0% using the slider to the right of the brightness strip. The % value is displayed in the HSB color model in the **brightness field**.

**The Layer / Palette Button****Save**

Saves an additional layer with the individual settings.

**Insert**

Inserts a layer into the **Layer toolbar**.

**Delete**

Deletes a layer from the **Layer toolbar**.

**Save palette**

This option saves all changes made in the corresponding palette file in the **Pal subdirectory**.

**9.3.5.1.2 Eigenschaften-Layer-Optionen****Locked**

If this option is activated, the selected layer is locked, which means that objects in this color, this layer cannot be edited, moved or scaled. The layer is marked with the locked symbol.

### **Hidden**

If this option is activated, all objects in this color, this layer are made invisible. The layer is marked with the not visible symbol.

### **Spot Color**

A **Spot color** is a color with an exactly defined RGB or CMYK color value. Unlike process colors, a spot color can be printed in one print run; it is not mixed from other colors.

**Note: The color name entered in this field is written to the output file during EPS export. This option is often used for the definition of cutting paths or the spot color is treated like a special channel in Photoshop.**

### **Material name**

A material can be assigned to a layer in this field. This information is displayed to the user when the mouse pointer is positioned over the corresponding layer.

### **Color number**

A number can be assigned to a layer in this field. This information is displayed to the user when the mouse pointer is positioned over the corresponding layer.



## **9.3.5.1.3 The Eyedropper**

The **Eyedropper function**, also known as the color picker, can pick up colors from vector objects or from anywhere in an image to add to the palette colors.

After clicking the eyedropper button, the mouse cursor turns into an eyedropper. Now you can use the pipette tip to pick up the color of an outline, a fill, or a pixel of a bitmap. The captured color is then displayed in the display field at the top right of the dialog and the color value is entered in the color value fields (CMYK and RGB).

Then you can save the layer color value using the **Layer / Palette button**. Either the individual layer (Save...) or the entire color palette (Save Palette...) can be saved.

The eyedropper function is terminated by the **ESC key** or by clicking on the **Eyedropper button**.

**Note: The Layer dialog is opened by clicking with the right mouse button.**

### 9.3.5.2 The *Output* Tab

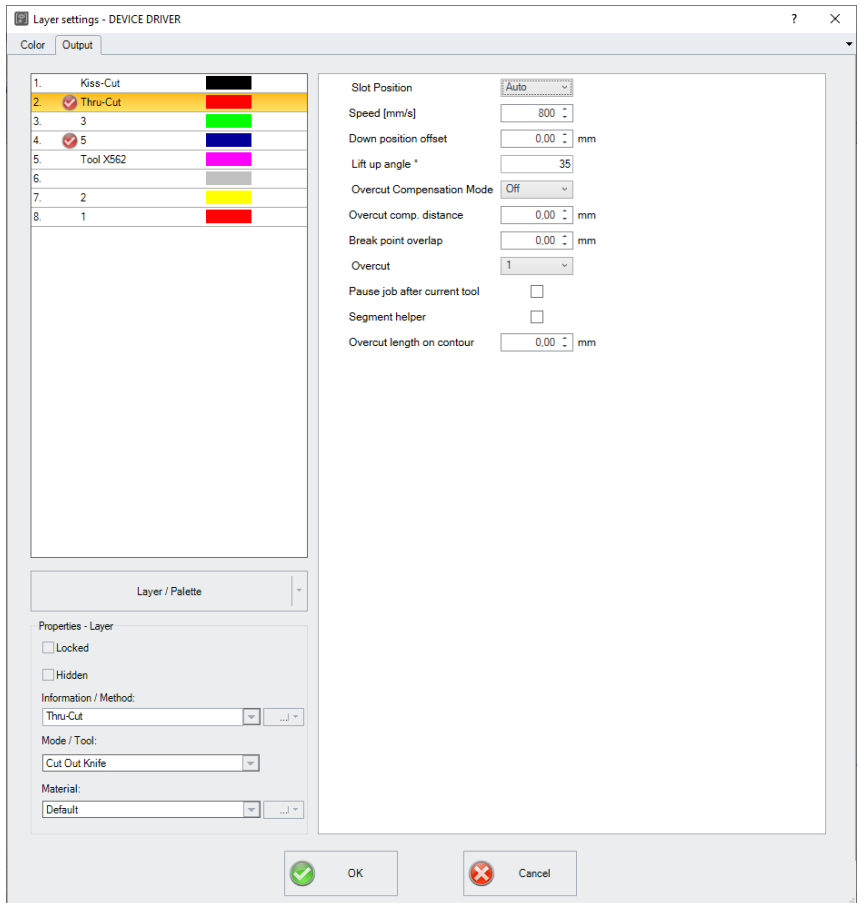
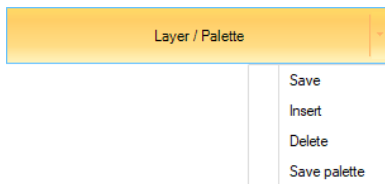


Fig. 9.3-7: Default view of the output tab window

#### The *Layer / Palette* button



### 9.3.5 The Layer Settings dialog

#### **Save**

Saves an additional layer with the individual settings.

#### **Insert**

Inserts a layer into the **Layer** toolbar.

#### **Delete**

Deletes a layer from the **Layer** toolbar.

#### **Save palette**

This option saves all changes made in the corresponding palette file in the **Pal** subdirectory.

### 9.3.5.2.1 **Properties Layer Options**

#### **Locked**

If this option is activated, the selected layer is locked, which means that objects in this color, this layer cannot be edited, moved or scaled. The layer is marked with the locked symbol.

#### **Hidden**

If this option is activated, all objects in this color, this layer are made invisible. The layer is marked with the not visible symbol.

#### **Information / Method**

**Information** or a **method** can be assigned to a layer in this field. This information is displayed to the user when the mouse pointer is positioned over the corresponding layer.

**Note: If assignments are already predefined in the device driver, the method can be selected in the list.**

#### **Mode / Tool**

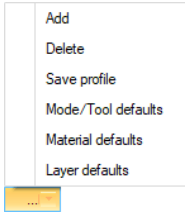
A **mode** or **tool** can be assigned to a layer in this field. This information is displayed to the user when the mouse pointer is positioned over the corresponding layer.

**Note: If assignments are already predefined in the device driver, the tool can be selected in the list.**

After selecting the tool, the following additional option appears:

## **Material**

A **material** can be assigned to a **tool** in this field. This information is displayed to the user when the mouse pointer is positioned over the corresponding layer.



### **Add**

Clicking on the **Add option** opens a window for entering a new **material**.

**Note: The parameters of the added material can now be changed. If the changes are to be permanent, this must be done using the Save profile option.**

### **Delete**

Clicking on the **Delete button** deletes the selected **material** from the material list.

### **Save profile**

This option saves the changed parameters in a **material profile** associated with the **material**.

### **Mode/Tool defaults**

Activating this option resets the values to the **mode/tool defaults** specified in the device driver.

### **Material defaults**

Activating this option resets the values to the **material defaults** specified in the device driver.

### **Layer defaults**

Activating this option resets the values to the **layer defaults**.

### **Parameter**

The **tool parameters** are displayed on the right-hand side of the dialog. Changes to the associated parameters can be made here.

### 9.3.5 The Layer Settings dialog

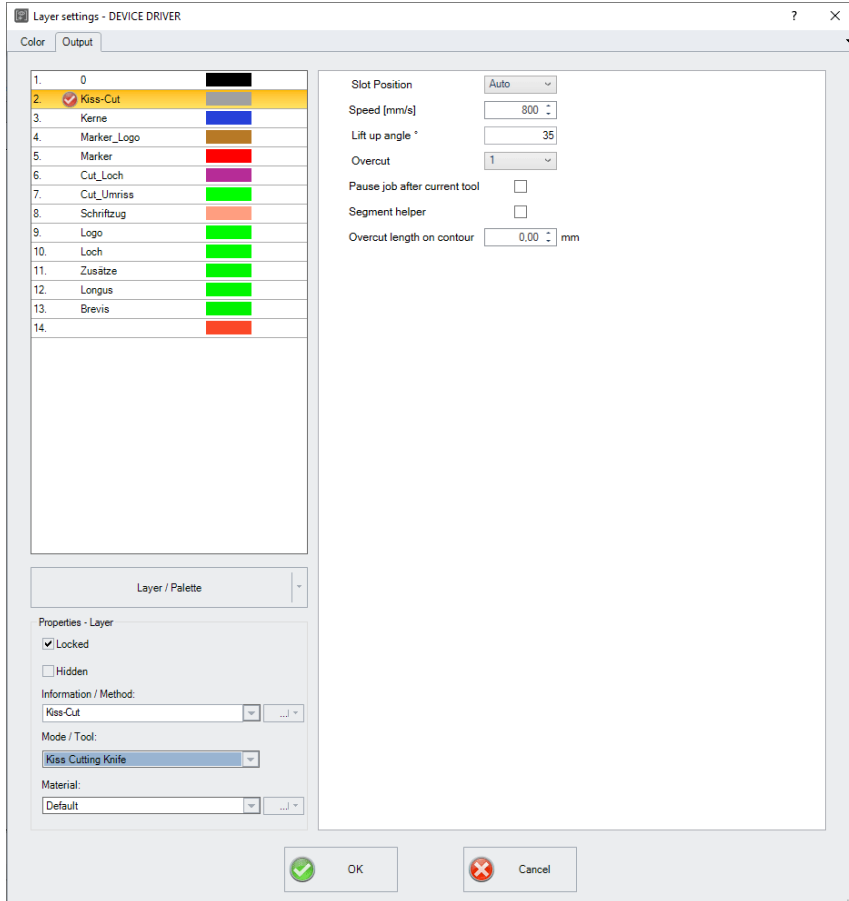


Fig. 9.3-8: Parameter view after Kiss Cutting Knife Tool selection

## 9.3.6 Hotkeys in the Layer Processing

The following hotkeys are available in the layer processing.

Adjacent hotkey opens the **Layer Settings** dialog box



### **Jump in the toolbar**

<b>POS 1 key</b>	Jump to the first layer
<b>END key</b>	Jump to the last layer
<b>PgUp key</b>	Jump to 1/10 of the total layer number
<b>CURSOR up / down</b>	Jump to the next layer

### **Color assignment via the toolbar**

<b>Double-click</b>	assigns the layer color to marked objects
<b>Double-click + CTRL key</b>	assigns to marked objects a pen contour in the active layer color

### **Movement of single layers / modification of the sequence**

1. Step: Position mouse cursor on wanted layer
2. Step: Press left mouse button and keep pressed
3. Step: Move layer to the wanted position
4. Step: Press once right mouse button
5. Result: The layer is at the new position

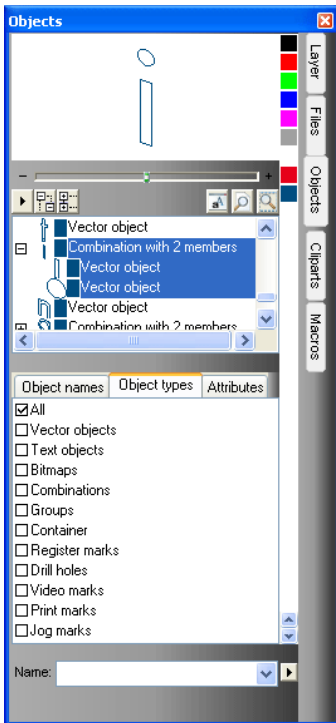
## 9.4 The Objects Tab

### 9.4.1 The *Object Manager*

Basically, the **Object Manager** is used to list and display the elements in the job layout. This means, for example, that objects listed at the top are also superordinate to the elements below them in the layout. The listing in the docking window thus also reflects the arrangement of the layers in the layout.

The **Object Manager** gives you access to and an overview of all the elements present in the job. The **Object Manager** helps you to keep everything at hand and well sorted. From here, all elements can be selected, **object types** assigned or **object names** assigned. Groups and combinations of objects are broken down.

The **Sidebar** is switched on or off via the **Window** menu. Selection is done  **CTRL+2** using the **Objects Tab**.



## 9.4.1.1 Components Of The Object Manager

### 9.4.1.1.1 The Navigator

#### Tasks

- Object preview
- Navigation on the desktop and on the working sheet
- Zoom in and zoom out of the desktop and the working sheet

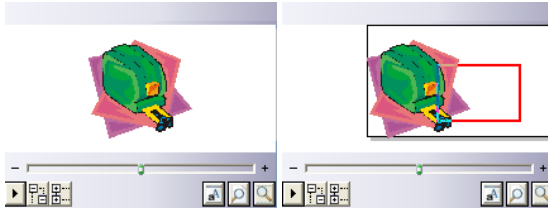


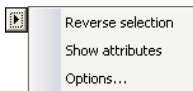
Fig. 9.4-1: Navigator with zoom slider, controls, navigation area and to move rectangle (red)

#### The Zoom Slider



The **Zoom Slider** serves to diminish or enlarge the desktop's view. Every click to the left or right of the slider button enlarges or shrinks the view. The button can also be slid using the mouse cursor. When the 100% view is exceeded a **red rectangle** appears additionally in the preview window. This rectangle can be moved using the mouse cursor.

#### The Drop-Out Menu



#### **Invert Selection**

Reverts the selection in the objects list, i. e. what was previously selected is deselected.

#### **Show Attributes**

Displays all of the selected options of the **Options** tab in the status bar.

## 9.4.1 The Object Manager

### **Options...**

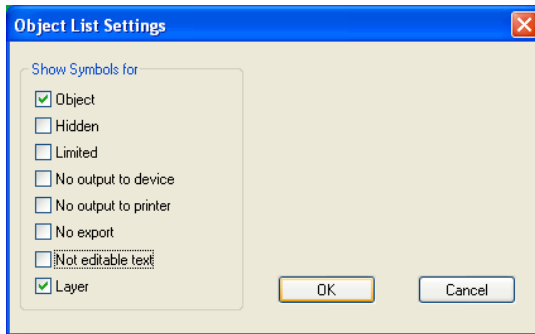


Fig. 9.4-2: Restriktions for the object list in the Objekt Manager

### **The Tree Buttons**



1. **Unfold** branches
2. **Collapse** branches

### **The Zoom Buttons**



1. Show whole sheet - Hotkey B
2. Show all objects - Hotkey F4
3. Show selected objects - Hotkey SHIFT+F4

#### **9.4.1.1.2 The Color Bar**



Fig. 9.4-3: Section of the color bar of the object manager

### **Tasks of the color bar**

- color variation and assignment (Layer)

### 9.4.1.1.3 The Area Object List - Object Tree

#### Selection with mouse click

1. One click selects
2. SHIFT+Click selects several in sequence
3. CTRL+Click selects several not immediately contiguous objects

A click on plus / minus opens or closes the tree (cf. Windows Explorer)

### 9.4.1.1.4 Object Type And Object List's Attributes Selection

**Task:** Definition of the objects which should be displayed in the object list.

### 9.4.1.1.5 The Name Field

**Task:** Define alias or field name

**Purpose:** Apply macros or scripts on field value e. g. substitute objects, properties, ...

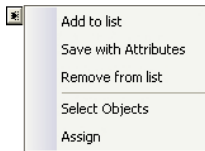


Fig. 9.4-4: Context menu name field

#### **Add To List Menu Item**

Adds the entry from the *Name* field to the name suggestion list.

#### **Save With Attributes Menu Item**

Saves additionally to the names the selected attributes (object properties).

#### **Delete From List Menu Item**

Deletes the selected entry from the name suggestion list.

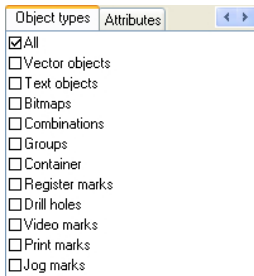
#### **Select Objekts Menu Item**

Selects all objects with this name that are located on the working sheet.

#### **Assign Menu Item**

Assigns name from the name field to all selected objects.

## 9.4.2 The *Object Types* Tab



**Note:** *Any selection or multiple selection of the restricting attributes is possible at any time.*

### **All**

Shows all object types in the object list.

### **Vector objects**

Shows all resp. only vector objects in the object list.

### **Text objects**

Shows all resp. only text objects in the object list.

### **Bitmaps**

Shows all resp. only bitmaps in the object list.

### **Combinations**

Shows all resp. only combinations in the object list.

### **Groups**

Shows all resp. only groups in the object list.

### **Container**

Shows all resp. only containers in the object list.

### **Register marks**

Shows all resp. only jog marks in the object list.

**Drill holes**

Shows all resp. only drill holes in the object list.

**Video marks**

Shows all resp. only video marks in the object list.



**Print marks**

Shows all resp. only print marks in the object list.

**Jog marks**

Shows all resp. only Jog marks in the object list.

**Die Forward / Backward button**

The  button appears automatically if the column width gets to narrow to display all tabs at once. By means of the  buttons can be scrolled back and forth between the tabs.

**9.4.3 The *Object Names* Tab**

The ***Object Names*** Tab list all defined names which were assigned to particular objects using the ***Name*** field. Names can be used in order to individualize objects and to apply macros.

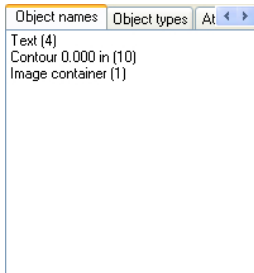




Fig. 9.4-5: List of all object names

**The Forward / Backward Button**

The  button appears automatically if the column width gets to narrow to display all tabs at once. By means of the  buttons can be scrolled back and forth between the tabs.

## 9.4.4 The *Attributes* Tab

The **Attributes** tab lists all restrictions, limitations that can be assigned to an arbitrary object.

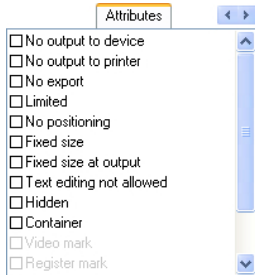


Fig. 9.4-6: List of all possible object restrictions

**Note: Any selection or multiple selection of the restricting attributes is possible at any time.**

### **No output on device**

The **No output on device** option prohibits that the selected object is given out on a connected device (cutter, milling machine).

**Note: Device means in that coherence devices that can be controlled from the Plot Manager.**

### **No output on printer**

The **No output on printer** option prohibits that the selected object is given out on a connected printer.

### **No Export**

The **No Export** option prevents that the selected object is exported.

### **Limited**

The **Limited option** marks the object with red handles. The number of object manipulations is restricted.

The following object properties are not accessible after setting the attribute:

- Change layer
- Change rotation direction
- Delete object
- Round object
- Edit nodes
- Insert bridges

- Any bitmap manipulations
- Cut out a region
- Convert text to curves / into lines
- Set start tool paths
- Outline
- Welding
- Perform object manipulations from "Object" menu that change the object
- Replace marks

***Important note: The object can only be selected individually, not as a group or combination; neither via CTRL-A nor via layer selection or similar.***

### **Do not move**

The ***Do not move*** option prevents that the selected object can be moved. The position is locked.

### **Fixed size**

The ***Fixed size*** option prevents that the selected object can be scaled (enlarged or decreased). The size is locked.

### **Fixed size during output**

The ***Fixed size during output*** option prevents that the selected object was unintentional scaled (enlarged or decreased) before output.


### **Text not editable**

The ***Text not editable*** option prevents that the selected object is unintentional edited. The Text is not changeable.

### **Invisible**

The ***Invisible*** option makes that the selected object is not visible on the working sheet. This option is useful every time when there is a lack of clarity.

### **Container**

The ***Container*** option transfers an object into a container or back into the generic object. Container:  **please refer to 4.12.2: Definition Container**

### **Video mark**

Special attribute resp. object which is used when camera based recognition is used. The camera module drives the tool head with camera to the so marked objects.

### **Register mark**

Register mark is a special object that is always cut at the same position when output on a cutting plotter, regardless of the layer color. The purpose is the subsequent, precision-fit assembly of the

#### 9.4.4 The Attributes Tab

different colored materials.

##### **Drill hole**

Drill hole is a special attribute for milling applications. The object has no expansion and can not be scaled.

**Note:** *Drill holes can be drawn using the drawing tool*



##### **Print mark**

Print or cut marks are printed additionally to the print data while printing.

##### **Jog mark**

Special objects which are required while the output on cutters with optical sensors for a precise contour cutting. Each producer uses specific jog marks. The selection can be done using the *properties* menu.

##### **The forward / backward button**

The  button appears automatically if the column width gets too narrow to display all tabs at once. By means of the  buttons can be scrolled back and forth between the tabs.

## 9.5 The *Cliparts* Tab

### 9.5.1 Clipart Management

The *Cliparts* tab is switched on or off via the *window* menu.



The *Cliparts* tab serves for the administration of your cliparts.

You can take these so-called cliparts from the wname clipart group via drag & drop to the EuroCUT working sheet and edit them further.

#### 9.5.1.1 Definition Clipart

What is a *Clipart*? Cliparts are objects, parts of jobs or whole jobs that have been added to the cliparts tab. Cliparts serve primarily to direct and quick access to design elements. As clip art is therefore virtually everything that is needed for quick or frequent job generating, for example sign plates of different sizes, logos, design templates, and much more.

Cliparts are similar to jobs in the handling.

**Note:** *Aid lines are not saved.*

#### 9.5.1.2 Add Cliparts

Cliparts can be added via drag & drop or right mouse button context menu activation submenu "**Add Cliparts**".

#### 9.5.1.3 Delete Cliparts

Cliparts can be deleted from the group using the DEL key.

#### 9.5.1.4 Definition Clipart Folder

Folder is the structural generic term. In a *Clipart Folder*, several *Clipart Groups* can be included.

#### 9.5.1.5 Definition Clipart Groups

Group is the structural generic sub term. Individual cliparts are collected in *Clipart Groups*.

## 9.5.1 Clipart Management



Fig. 9.5-1: Clipart area with control elements

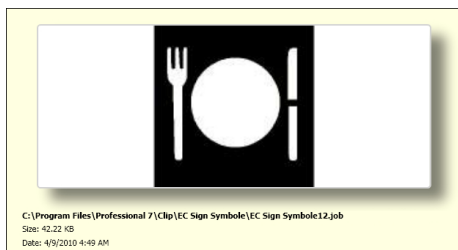


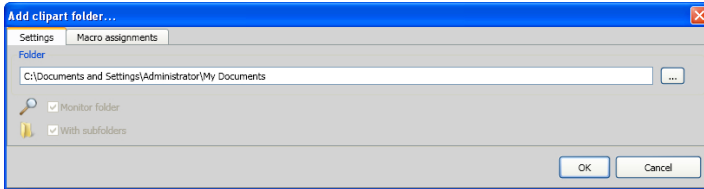
Fig. 9.5-2: Clipart info window

The Clipart info window is displayed if the mouse cursor whiles a short period of time above the desired thumbnail.

### 9.5.1.6 Add Clipart Folder... Button



### 9.5.1.7 Settings Tab



#### Folder Field

The selected folder in the Folder field is added to the list of clip art management.

#### Monitor Folder Option

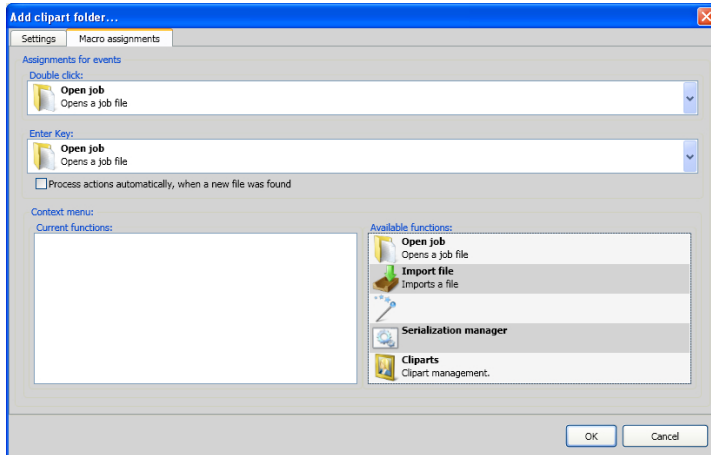
With this option, the directory monitoring is turned on, ie, whenever a new file is stored in this folder, a thumbnail is created.

#### With Subfolders Option

All subfolders are included in the monitoring if this option is also enabled.

## 9.5.1 Clipart Management

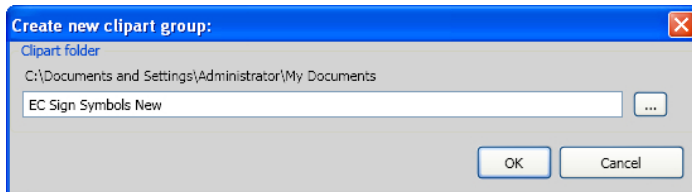
### 9.5.1.8 Macro Assignments Tab



Using the **Macro Assignments** tab **events** (e. g. **double-click** or **enter key**) can be assigned to specific **functions**. The possible function assignments are listed in the **Available functions** area.

Additionally functions can be added to the **context menu** via drag & drop. After this procedure they are listed in the **Current Functions** area.

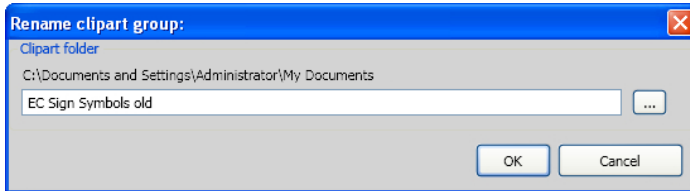
### 9.5.1.9 Create New Clipart Group... Button



#### Clipart Folder Field

In this field the name of a new clipart group can be entered.

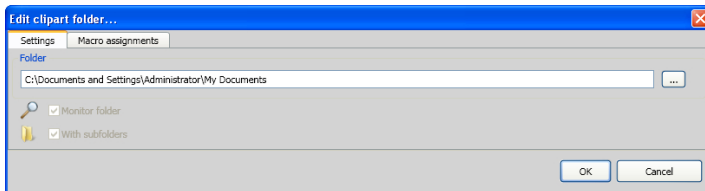
### 9.5.1.10 *Rename Clipart Group Button*



#### **Clipart Folder Field**

Clicking on the ... button allows the selection of the clipart folder that should be renamed.

### 9.5.1.11 *Edit Clipart Folder... Button*



#### **Folder Field**

The directory field in the selected directory can be edited.

#### **Monitor Folder Option**

With this option the folder monitoring is turned on that is, every time when a new file is stored in this directory a thumbnail is created.

#### **With Subfolders Option**

All subfolders are included in the monitoring if this option is also enabled.

### 9.5.1.12 *Import Clipart Files... Button*



By means of this function older **CLA files** can be read. All previous versions of EuroCUT used the cla file format when saving cliparts. This function converts them into the new format.

## 9.5.1 Clipart Management

### 9.5.1.13 *Refresh* Button



Rereads the clipart group and generates up to date thumbnails.

### 9.5.1.14 *Save Changes* Button

### 9.5.1.15

Saves the current state of the clipart management.

### 9.5.1.16 *Diminish Presentation of Folder Levels...* Button



Shortens the visible path by one folder level. This provides clarity in a complex and widespread clipart folder structure.

### 9.5.1.17 *Increase Presentation of Folder Levels...* Button



The visible path is extended by one more folder level.

### 9.5.1.18 *Common Settings...* Button

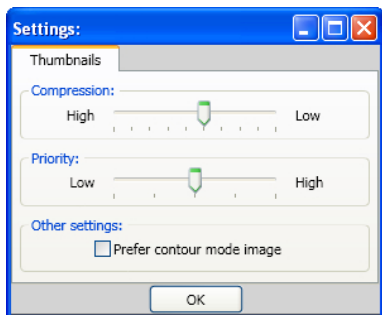


Fig. 9.5-3: Setup dialog of the Clipart Manager

## Thumbnails Tab

### ***Compression***

This option determines which compression rate will be used when generating preview images (Thumbnails).

### ***Priority***

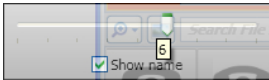
This option adjusts, how the thumbnail creation behaves in relation to the main application. The higher the priority, the more CPU time the process gets assigned.

### ***Other Settings***

#### **Prefer contour mode image option**

Enabling this option displays the thumbnails in contour mode i. e. without color fill - analogous to the ***contour*** mode.

### **9.5.1.19 Number of Thumbnails per Line Button**



### **9.5.1.20 Slider**

The slider serves to determine the number of thumbnails that can be displayed in a line. This is based on the current width of the sidebar. Here there are 6 thumbnails that are displayed per line.

### **9.5.1.21 Show Name**

This option shows in the activated state the name of the clipart file in addition to the thumbnail.

### **9.5.1.22 Thumbnail View / List View Button**







### **9.5.1.23 Thumbnail View**



## 9.5.1 Clipart Management

### 9.5.1.24 List View

	EC Sign Symbole0	24.04.2009 15:49	3,48 KB
	EC Sign Symbole1	24.04.2009 15:49	0,64 KB
	EC Sign Symbole1	24.04.2009 15:49	5,56 KB
	EC Sign Symbole1	24.04.2009 15:49	1,33 KB

### 9.5.1.25 The Search Field

### 9.5.1.26 Search by File Name

By default, is searched in the order of the letters, how they are entered.

**Note:** *Permitted are also wildcards such as \* and ?.*

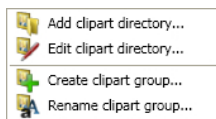
#### Example:


Be\* - searches for all file names beginning with Be

B??ling - searches for all filenames that start with B, then have 2 characters in between and end up with ling, such as Billing

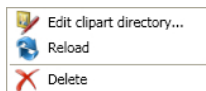
## 9.5.2 The Context Menus

### 9.5.2.1 Context Menu 1



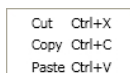
Description of menu items:  [please refer to 9.5.1.6: Add Clipart Folder... Button ff](#)

### 9.5.2.2 Context Menu 2

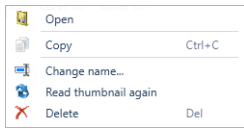


Description of menu items:  [please refer to 9.5.1.6: Add Clipart Folder... Button ff](#)

### 9.5.2.3 Context Menu 3 Search Field



### 9.5.2.4 Context Menu 4 Clipart



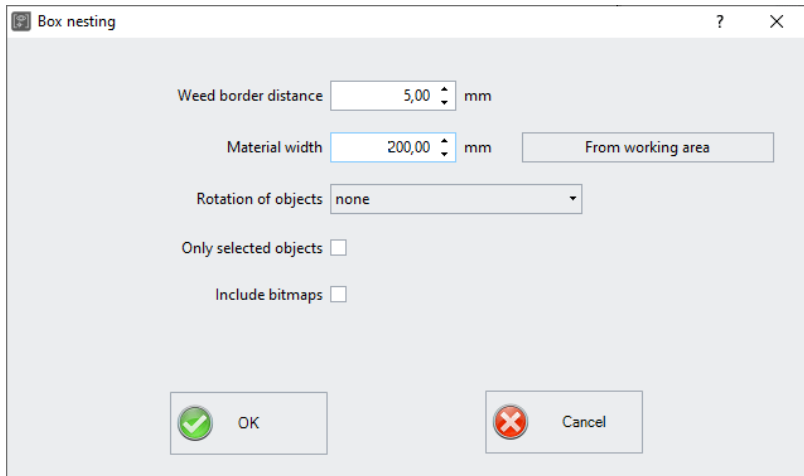
## 9.5.2 The Context Menus

## 10 Add Ons

### 10.1 Box Nesting

**Note:** *The so-called box nesting is not a nesting in the actual sense, because it is not the vector contours that are nested, but the bounding boxes around the objects: therefore box "nesting".*

The nesting can be started by clicking on the menu item: **Material Optimization ...** in the **Tools menu**. The following dialog opens:



Box nesting

Weed border distance  mm

Material width  mm

Rotation of objects

Only selected objects

Include bitmaps

#### Parameter

Detailed description:  [please refer to 4.11.1.1: Material optimization](#)

## 10.2 Fontmanager

For Type 1, TrueType, and BE fonts with an own database management

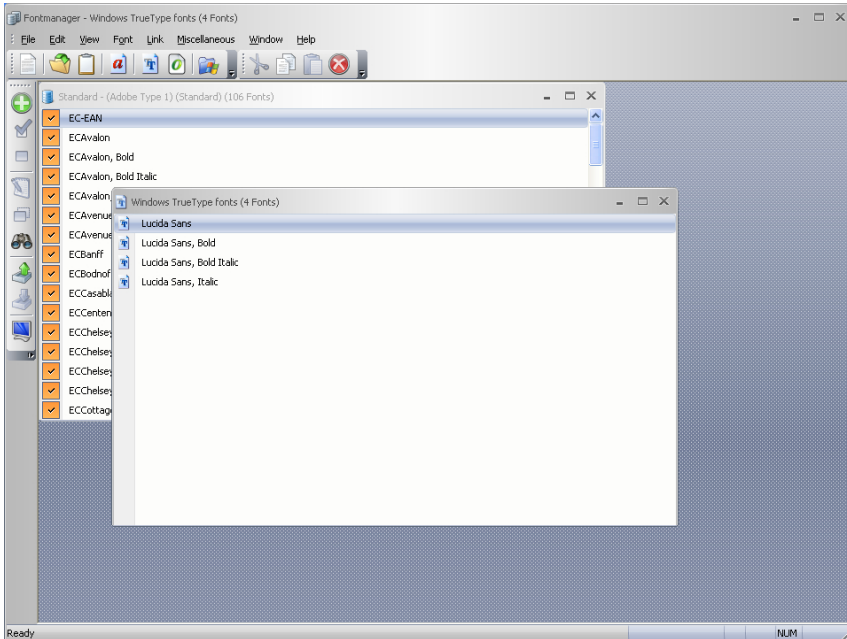


Fig. 10.2-1: EuroCUT Fontmanager with database, TrueType, and Type1 font lists window

### 10.2.1 What Can The Fontmanager?

#### Preface

The Fontmanager for TrueType, Type 1 and URW BE fonts works database-oriented, i.e. the fonts are installed only once from any data medium in any font database.

Subsequently, the files belonging to a font are no longer needed. When generating a font database, for example in a network environment, all the fonts will be available to all users. It is no longer necessary for every user to keep or maintain font files locally on his hard disk.

The number of installed fonts is limited only by the available disk capacity. Fonts can be grouped into different databases. Once installed fonts are available at any time even if jobs are loaded which include fonts which are not active at the moment.

### 10.2.1.1 Performance Characteristics (PC)

What can such a tool, or in other words, for what do you need such a tool?

The following features will shed light on the key features that describe the use of such a tool, and should demonstrate their value.

#### 10.2.1.1.1 PC1: Font Databases for TrueType, OpenType, Type 1, and BE\* Font Formats

For the 3 above mentioned font formats, you can create your own databases. It serves for clarity and it is advantageous if the change between different formats and databases at any time is possible.

All fonts can be used in different formats for job preparation.

\*) A font format of URW Signus.

#### 10.2.1.1.2 PC2: Font Management

**Font Management** means **adding, activating, deactivating, duplicating, exporting and importing** of fonts.

##### 10.2.1.1.2.1 Advantages of the EuroCUT font management:

- All fonts are inserted into the EuroCUT font list at run time.
- There is a central place to manage "font matters".
- In addition to the Windows font management, you have the possibility to create custom categorization of fonts such as script, sans serif, roman, etc..
- If necessary, any font can be enabled or disabled. This is for the clarity of the font list.

#### 10.2.1.1.3 PC3: Kerning - Kerning Editor With Inter-Active Interface

With the Kerning Editor the character spacing in fonts can be changed permanently. This is usually necessary when in the production of fonts no such kerning pairs were generated. The number of existing kerning pairs is a quality criterion for fonts.

## 10.2.2 Toolbars

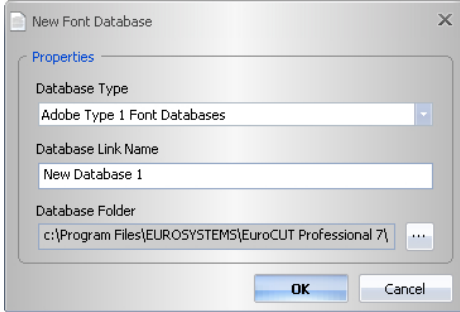
### 10.2.2.1 The *File* Toolbar



### 10.2.2.1.1 The *New* Button



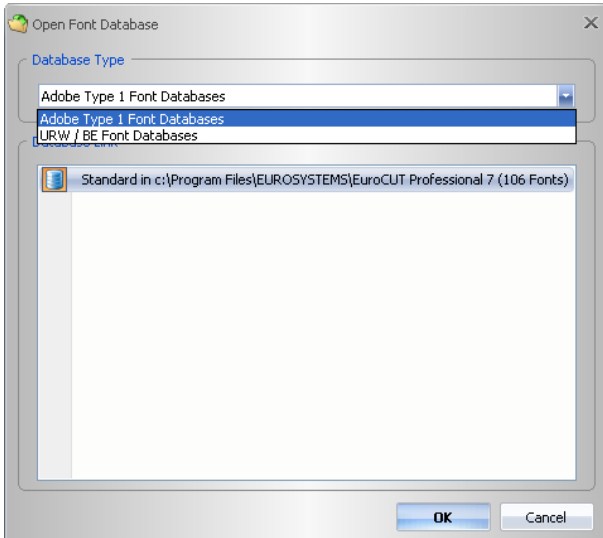
By means of activating the *New* button you can create a new font database. Along with the name type and folders can be specified.



### 10.2.2.1.2 The *Open* Button



By means of activating the *Open* button you can open a font database. All existing links will be displayed in a list.



### 10.2.2.1.3 The *Import* Button

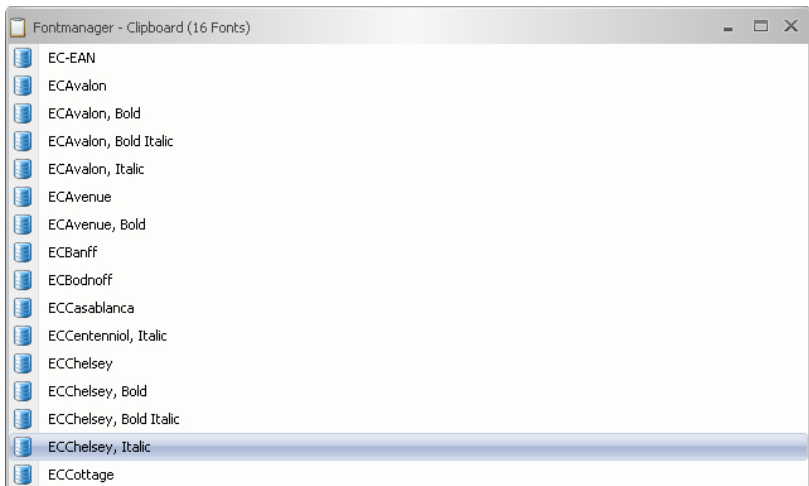


By means of activating the *Import* button a font database can be imported.

### 10.2.2.1.4 The *Clipboard* Button



Enabling the *Clipboard* button opens a window with the content of the clipboard. By means of the clipboard fonts can be transferred from one database into another.



### 10.2.2.1.5 The *True Type Font Window* Button



Enabling the *True Type Font Window* button open a window with all installed TrueType fonts.

### 10.2.2.1.6 The *Adobe Type 1 Font Window* Button



Enabling the *Adobe Type 1 Font Window* button open a window with all installed Type 1 fonts.

### 10.2.2.2 The *Font* Toolbar

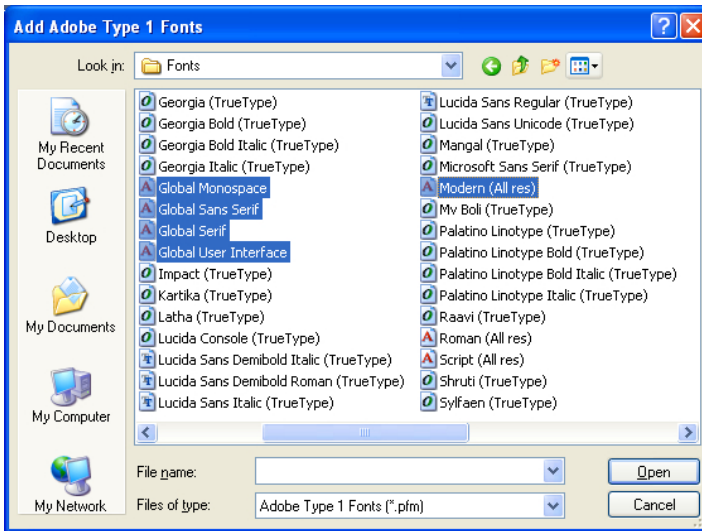


#### 10.2.2.2.1 The *Add* Button



Fig. 10.2-2: Add fonts

Enabling the *Add* button opens the window, in which the choice to install fonts is possible. The selection of font file formats may vary depending upon the choice of the database. The selection is made by clicking on the desired fonts. With CTRL + click a single font (see figure) can be selected with SHIF + click additionally other fonts can be selected.

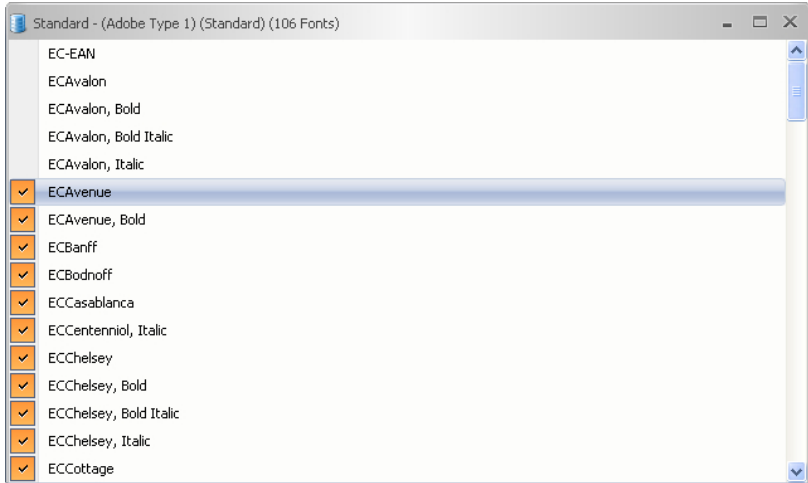


#### 10.2.2.2.2 The *Activate* Button



Fig. 10.2-3: Activate fonts

A click on the *Activate* button makes the selected font in EuroCUT usable. Afterwards it is listed in the list of useable fonts.



The first four fonts are de-activated und can be activated using the **Activate** button, i.e. can be used in the EuroCUT text editor.

#### 10.2.2.2.3 The *Deactivate* Button



Fig. 10.2-4: Deactivate fonts

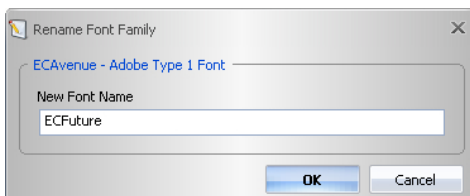
A click on the **Deactivate** button deletes the selected font in the EuroCUT font list. This function is the **reverse function** of the activate function.

#### 10.2.2.2.4 The *Rename* Button



Fig. 10.2-5: Rename fonts

By means of activating the **Rename** button a font can be renamed. This is particularly useful if the Fonthersteller has used other names than the industry name or if instead of font names digits were used.



### 10.2.2.2.5 The *Duplicate* Button



Fig. 10.2-6: Duplicate fonts

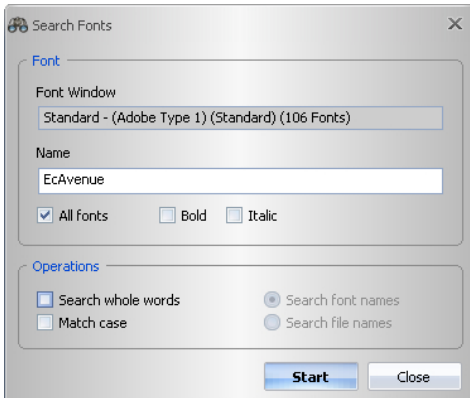
Activating the **Duplicate** button doubles the font entry in the database and allows renaming. The duplicated font now can be moved into another database.

### 10.2.2.2.6 The *Search* Button



Fig. 10.2-7: Search fonts

With this option in the activated database window can be searched for fonts. It can be searched by file name or font name. Additionally the search for font weights (bold, italic) is possible. The result is displayed in a separate font window.

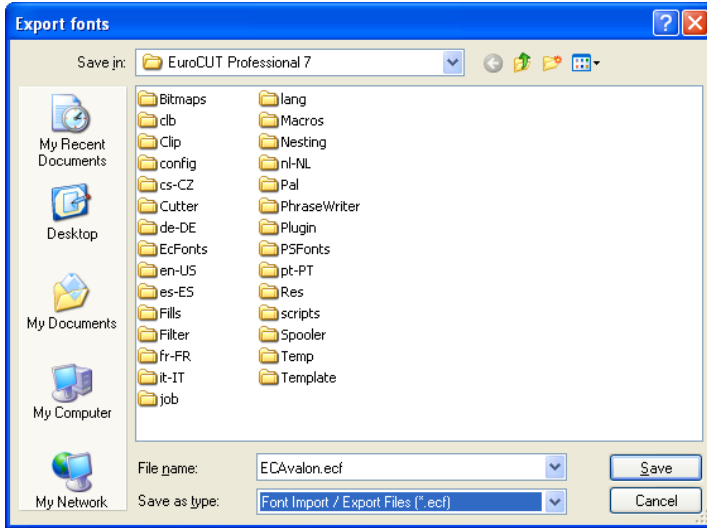


### 10.2.2.2.8 The *Export* Button



Fig. 10.2-8: Export fonts

Enabling of the **Export** button opens the following dialog.



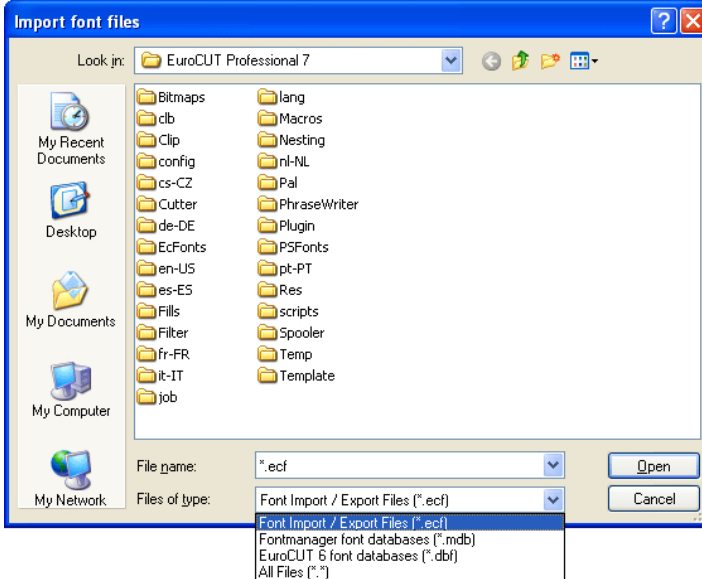
### 10.2.2.2.9 The *Import* Button



Fig. 10.2-9: Import fonts

Enabling this button opens a dialog in which you can select the folder, where the to import fonts are located. Valid file formats are: \*.ECF, \*.MDB and \*.DBF.

## 10.2.2 Toolbars



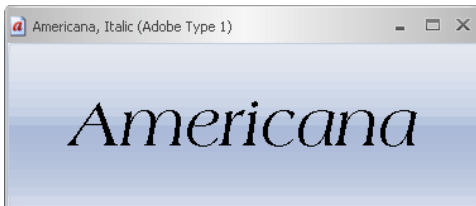
### 10.2.2.2.10 The *Preview* Button



Fig. 10.2-10: Font preview

A click on the **Preview** button opens the font preview window. It shows - in an enlarged bitmap view - how the selected font looks like.

**Note:** *The font preview window can also be activated by double clicking on the desired font.*



**Note:** *+ and - on the num keyboard increases resp. decreases the view in the font preview.*

### 10.2.2.3 The *Clipboard* Toolbar



Its functionality is comparable with the Windows Clipboard.

#### 10.2.2.3.1 The *Cut* Button



Activating the ***Cut*** button deletes the selected font from the list and copies it into the clipboard.

#### 10.2.2.3.2 The *Copy* Button



Activating the ***Copy*** button copies the selected font into the clipboard.

#### 10.2.2.3.3 The *Paste* Button



Activating the ***Paste*** button inserts the selected font from the clipboard into the selected database.

#### 10.2.2.3.4 The *Delete* Button



Activating the ***Delete*** button removes the selected font or fonts from the database.

#### 10.2.2.3.5 The *Undo* Button



Activating the ***Undo*** button resets into the state ahead of the last action.

## 10.2.3 Reference Section

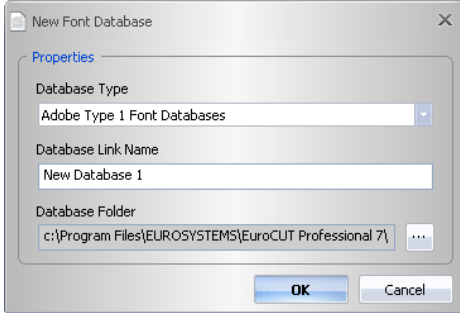
### 10.2.3.1 The *File* Menu

### 10.2.3.1.1 The **New** Command

With the **New** command a new database can be generated.



In addition to the name of the database, its type and destination folder can be specified too.

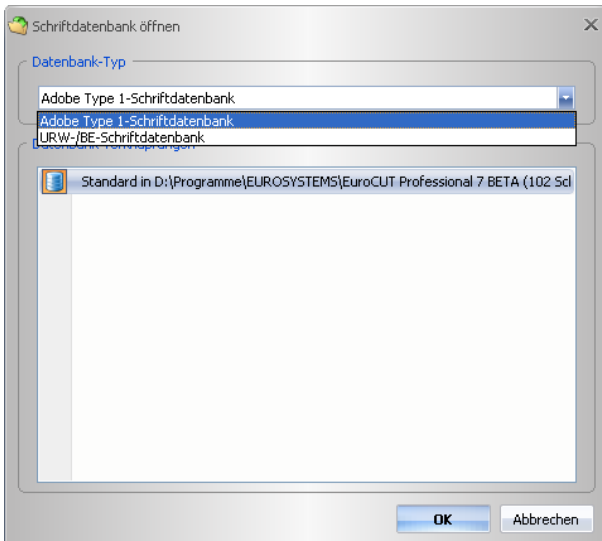


### 10.2.3.1.2 The **Open** Command

With the **Open** command a database can be opened.



The to open database can be chosen from a list, that lists all existing font databases.

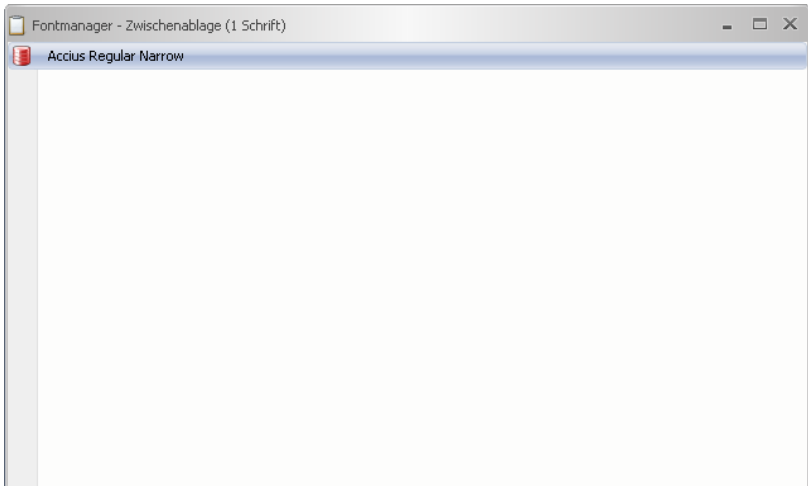


### 10.2.3.1.3 The *Clipboard* Command

With the *Clipboard* command fonts can be transferred from one database into another.



The clipboard can contain one or more fonts. The selection of the fonts is done by marking the fonts in a font window.

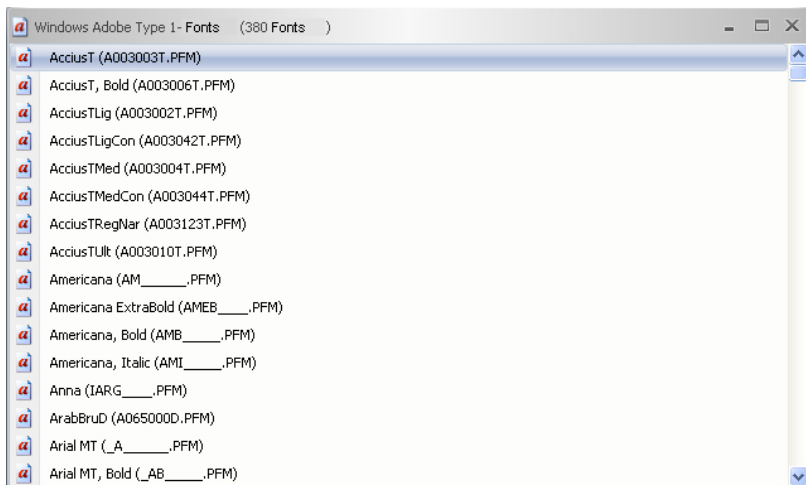


### 10.2.3.1.4 The *Windows Fonts* Command

#### 10.2.3.1.4.1 The *Adobe Type 1...* Command

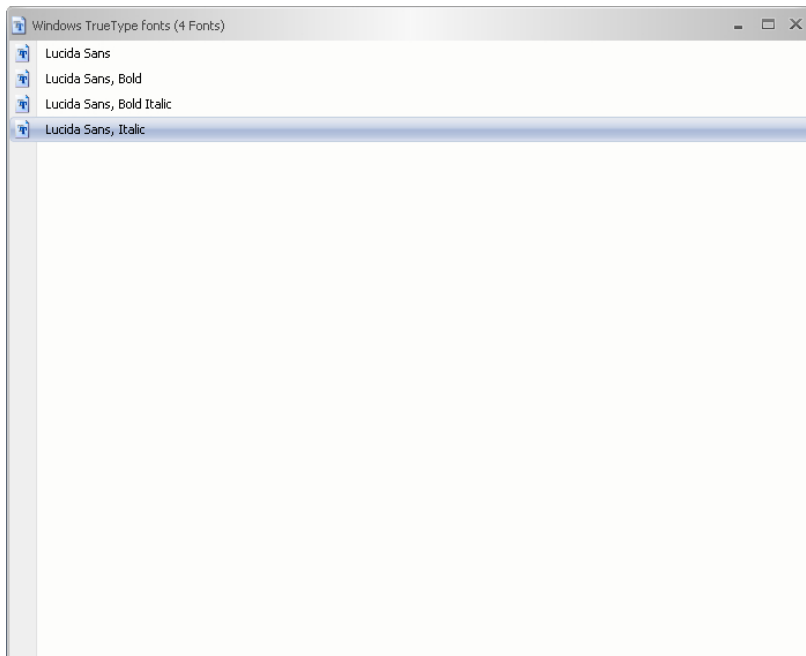
The *Adobe Type 1* command opens a window in that will be listed all available fonts in the Type 1 file format. This fonts can be used in EuroCUT and are listed in the list of font types.

## 10.2.3 Reference Section



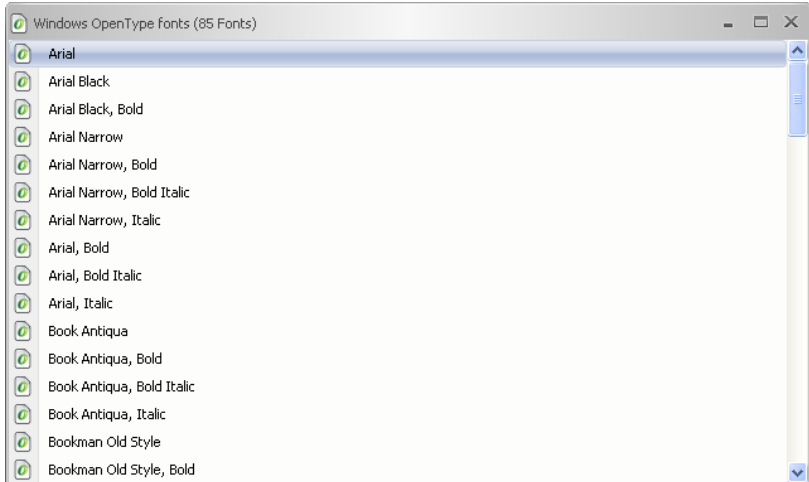
### 10.2.3.1.4.2 The *TrueType...* Command

The **True Type** command opens a window in which will be listed all True Type fonts that are available. This fonts can be used in EuroCUT, if the **Use True Type Fonts** option was enabled in the **Text** menu.



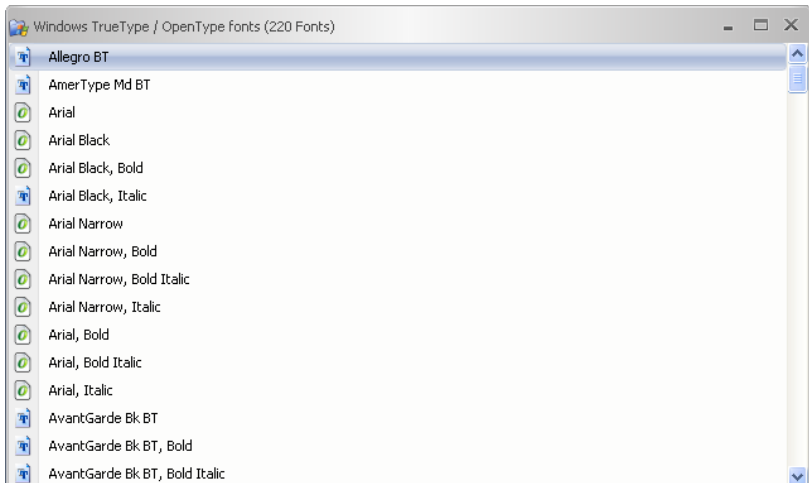
#### 10.2.3.1.4.3 Der *OpenType...* Command

The *OpenType* instruction opens a window, that lists all in your windows system available fonts in the *OpenType* file format.



#### 10.2.3.1.4.4 The *TrueType and OpenType...* Command

The *TrueType and OpenType* instruction opens a window, that lists all in your windows system available fonts in the *OpenType and TrueType* file format *together* in *one* font window.



### 10.2.3.1.5 The **Font Folders Command**

#### 10.2.3.1.5.1 The **URW / BE... Command**

This instruction serves opening and listing of fonts in the URW BE file format in a new font window. After selecting the appropriate folder, in which the fonts are located, a window with these fonts is displayed. Then you can select these fonts and copy them in another - mostly a standard font window - to activate them.

#### 10.2.3.1.5.2 The **Adobe Type 1... Command**

This instruction serves opening and listing of fonts in the **Type 1** file format in a new font window. After selecting the appropriate folder, in which the fonts are located, a window with these fonts is displayed. Then you can select these fonts and copy them in another - mostly a standard font window - to activate them.

#### 10.2.3.1.5.3 The **TrueType and OpenType... Command**

This instruction serves opening and listing of fonts in the **Type 1** file format in a new font window. After selecting the appropriate folder, in which the fonts are located, a window with these fonts is displayed. Then you can select these fonts and copy them in another - mostly a standard font window - to activate them.

### 10.2.3.1.6 The **Quit Command**

The **Quit** command finishes the program.



### 10.2.3.2 The **Edit Menu**

#### 10.2.3.2.1 The **Cut Command**

The **Cut** command deletes the selected font in the active font window and copies it into the **Clipboard** for re-usage.



#### 10.2.3.2.2 The **Copy Command**

With the **Copy** command the selected fonts in the active font window are copied into the **Clipboard** for re-usage.



#### 10.2.3.2.3 The **Insert Command**

The **Insert** command puts the content of the **Clipboard** into the active font window.



#### 10.2.3.2.4 The **Delete Command**

The **Delete** command removes the selected fonts in the active font window.



### 10.2.3.2.5 The *Delete All* Command

The *Delete All* command removes all selected fonts in the active font window.

### 10.2.3.2.6 The *View* Menu

#### 10.2.3.2.6.1 The *Symbols* Submenu

The *Symbols* submenu entry allows the setting of the size of the symbols ahead of the font name in the font window.

#### 10.2.3.2.6.2 The *Small* Command

The *Small* command sets the symbols at a size of 16 x 16px.

#### 10.2.3.2.6.3 The *Middle* Command

The *Middle* command sets the symbols at a size of 24 x 24px.

#### 10.2.3.2.6.4 The *Large* Command

The *Large* command sets the symbols at a size of 32 x 32px.

#### 10.2.3.2.6.5 The *Extra Large* Command

The *Extra Large* command sets the symbols at a size of 48 x 48px.

#### 10.2.3.2.6.6 The *Checkmarks* Command

The *Checkmarks* command switches the *Checkmarks* symbol on resp. off.

#### 10.2.3.2.6.7 The *Font Names* Command

With the *Font Names* command **only** font names are displayed in the font window.

#### 10.2.3.2.6.8 The *Font + File Name* Command

With the *Font + File Name* command additionally to the font names their file names are displayed too.

#### 10.2.3.2.6.9 The *File Name* Command

With the *File Name* command only the font's file names are listet in the font window.

#### 10.2.3.2.6.10 The *Postscript Name* Command

With the *Postscript Name* command the font's Postscript names are listet in the font window.

***Note File name, font name and Postscript name of a font can be different. Which name is displayed depends on personal preference.***

#### **10.2.3.2.6.11 The *Reset* Command**

The *Reset* command sets the display in the Font window back to its initial state.

#### **10.2.3.2.7 The *Selection* Menu**

##### **10.2.3.2.7.1 The *Select All* Command**

The *Select All* command marks all fonts in the active font window.

##### **10.2.3.2.7.2 The *Reset* Command**

The *Reset* command sets the view of the font window back into its initial state.

##### **10.2.3.2.7.3 The *Invert* Command**

The *Invert* command reverses the selection state, that means, that all marked fonts will be deselected and all unmarked fonts will be selected.

#### **10.2.3.2.8 The *Sort* Menu**

##### **10.2.3.2.8.1 The *Ascending* Command**

The *Ascending* command sorts all entries of the font window from A to Z.

##### **10.2.3.2.8.2 The *Descending* Command**

The *Descending* command sorts all entries of the font window from Z to A.

##### **10.2.3.2.8.3 The *Sort Case-Sensitive* Command**

If this option is enabled, the case sensitivity is taken into account when sorting.

#### **10.2.3.3 The *View* Menu**

##### **10.2.3.3.1 The *Menu Bar* Command**

The *Menu Bar* command switches the menu bar off.

**Note:** *The menu bar can be switched on again using the context menu of the program bar.*

##### **10.2.3.3.2 The *Status Bar* Command**

The *Status Bar* command switches the info line, which is located at the bottom of the font window, on resp. off.

### 10.2.3.3.3 The Themes Command

This menu item allows the selection of so called themes or skins, which determine the appearance of the application regarding color, background and buttons. The user can select a theme that suits his personal taste.

### 10.2.3.3.4 The *Symbol Bar* Command

The *Symbol Bar* menu entry manages the view of the toolbars.

#### 10.2.3.3.4.1 The *File* Command

The *File* command switches the *File* tool bar on resp. off.

#### 10.2.3.3.4.2 The *Font* Command

The *Font* command switches the *Font* tool bar on resp. off.

#### 10.2.3.3.4.3 The *Clipboard* Command

The *Clipboard* command switches the *Clipboard* window on resp. off.

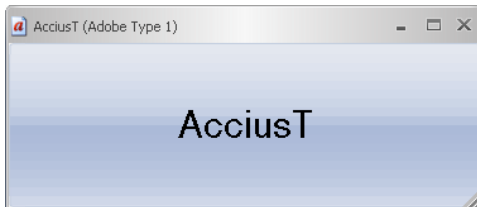
#### 10.2.3.3.4.4 The *Miscellaneous* Command

This command shows or hides the *Miscellaneous* toolbar.

## 10.2.3.4 The *Font* Menu

### 10.2.3.4.1 The *Preview* Command

The *Preview* command opens the font preview window. It shows in an enlarged bitmap view how the selected font looks.



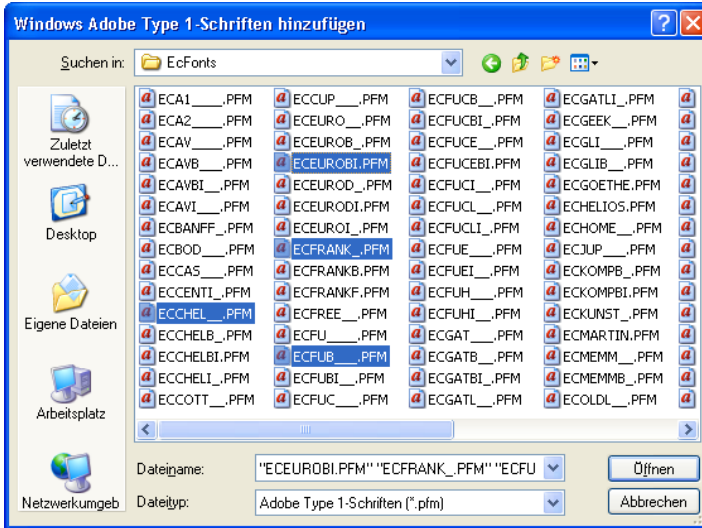
**Note:** The *Font Preview* window can also be enabled by a doubleclick on the desired font. With the "+" and "-" key on the num keypad the view of the font preview can be enlarged or diminished.

### 10.2.3.4.2 The *Character Table* Command

This command switches the *character table* of the selected font on or off.

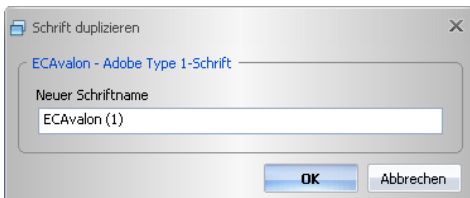
### 10.2.3.4.3 The **Add Command**

The **Add** command opens the window in which the selection of the to install fonts is possible. The selection of the font formats may vary depending upon the choice of the database. The selection is made by clicking on the desired font. Using CTRL+click individual fonts (see figure) can be selected. Using SHIFT+click sequences of fonts can be marked.



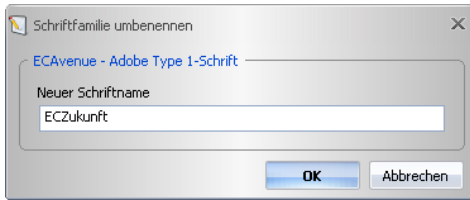
### 10.2.3.4.4 The **Duplicate Command**

The **Duplicate** command doubles a font entry in the database and allows renaming. The duplicated font now can be moved into another database.



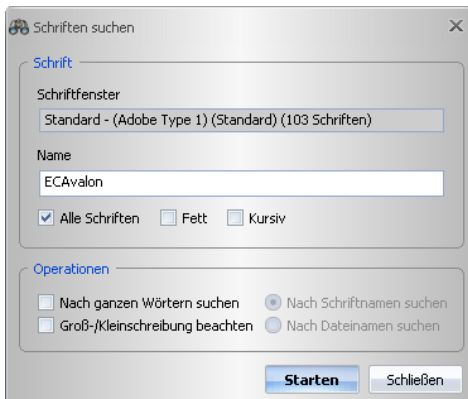
### 10.2.3.4.5 The **Rename Command**

Using the **Rename** command a font can be renamed. This is particularly useful, when the font manufacturer uses a font name which is not the font's industry name or if he uses digits instead of font names.



#### 10.2.3.4.6 The *Search* Command

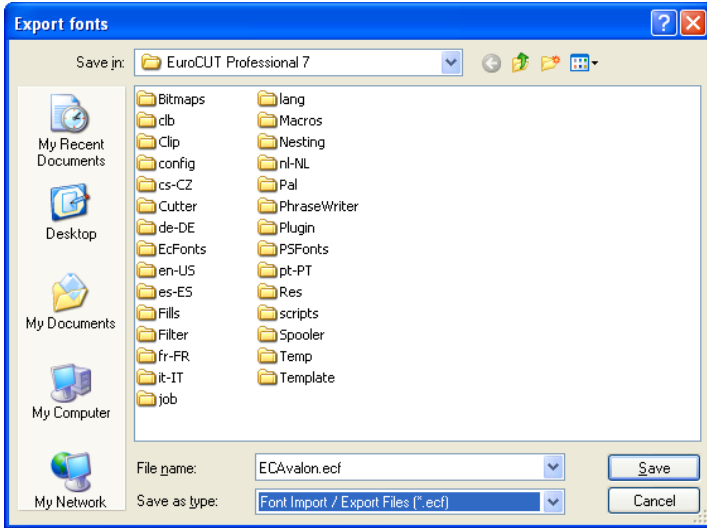
With the ***Search*** command a font search in the active database window can be done. Criteria can be file name or font name. Additionally the search of type faces (bold, italic) is possible. The search result is displayed in a separate font window.



#### 10.2.3.4.7 The *Export* Command

With the ***Export*** command fonts can be exported into the \*.ECF file format.



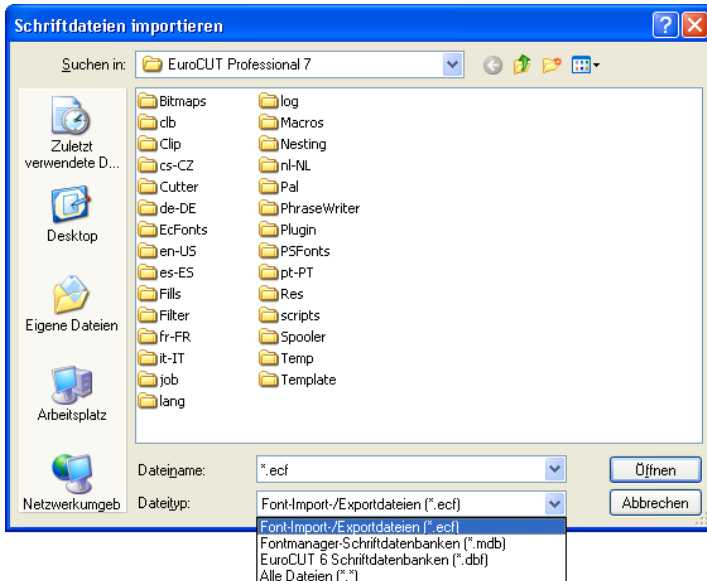


### 10.2.3.4.8 The *Import* Command

With the *Import* command external databases can be imported. This function is to ensure that, on multiple computers in a company, the same font stock can be used.



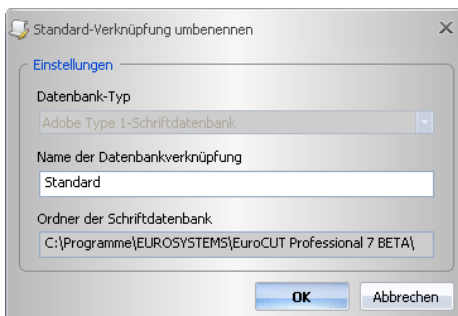
After confirmation of the *Open* button, this import file is read. The information contained in this file are displayed in a font list. The to import fonts can be selected.



### 10.2.3.5 The *Link* Menu

#### 10.2.3.5.1 The *Rename* Command

With the *Rename* command a database can be renamed.



#### 10.2.3.5.2 The *Delete* Command

The *Delete* command removes the selected database.

### 10.2.3.5.3 The *Set as Default* Command

The *Set as Default* command defines a standard database that is, these fonts are made available at startup.

### 10.2.3.5.4 The *Font Database* Menu

#### 10.2.3.5.4.1 The *Add* Command

This instruction open an existing database and inserts it into in the management as a new link.

#### 10.2.3.5.4.2 The *Copy* Command

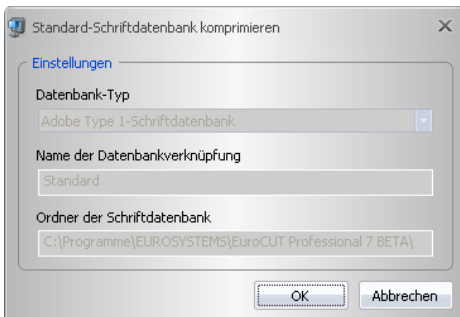
This instruction copies the database of the aktive linkage into another folder.

#### 10.2.3.5.4.3 The *Delete* Command

This instruction removes an existing database linkage.

#### 10.2.3.5.4.4 The *Compress* Command

The *Compress* command rectifies the selected database. While compressing the index is reorganized, the to delete marked entries will be deleted, ... After compressing, the size of the database file will be smaller than before.

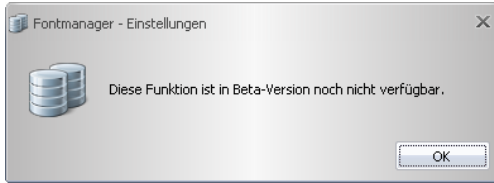


### 10.2.3.6 The *Miscellaneous* Menu

#### 10.2.3.6.1 The *Settings* Command

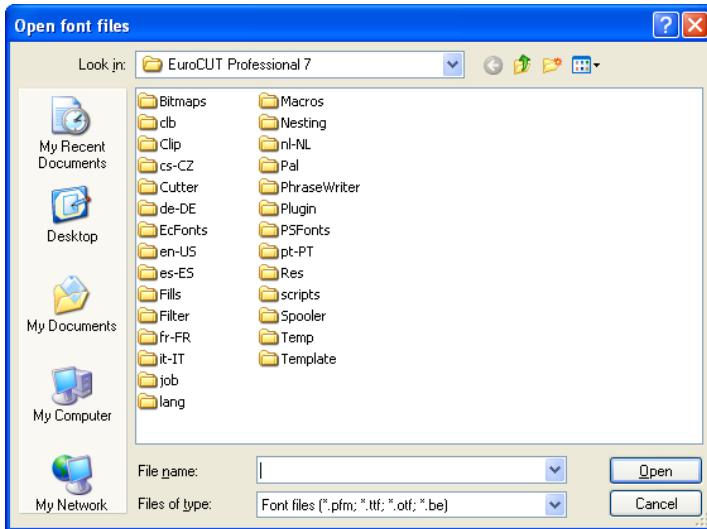
With the *Settings* command ...





### 10.2.3.6.2 The *Open Font File* Command

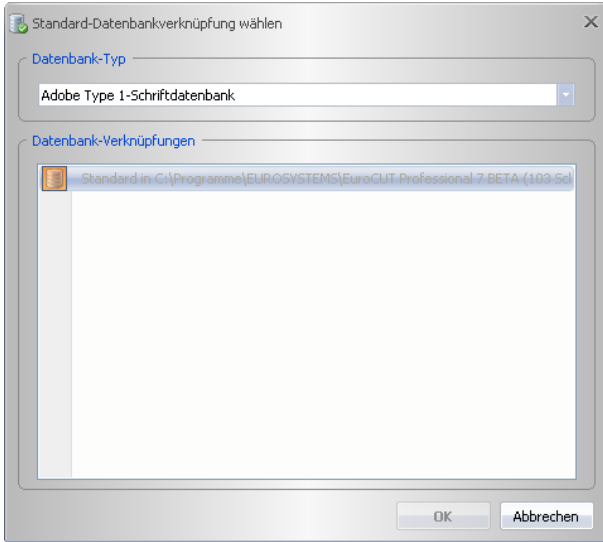
With *Open font file* command a font file in the \*.PFM, \*.TTF, \*.OTF, \*.BE can be opened.




### 10.2.3.6.3 The *Default Link* Command

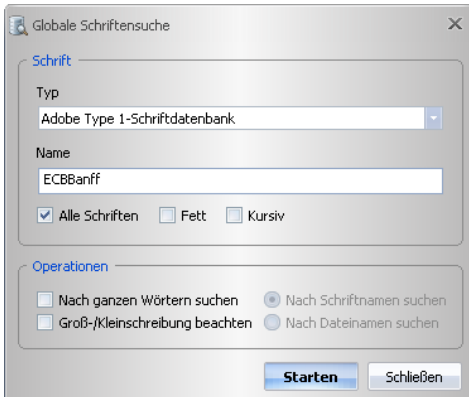
With *Default Link* command a database link can be defined as default. This link then used when the program starts. As result of this operation it is set, which fonts are available after starting the program.

## 10.2.3 Reference Section



### 10.2.3.6.4 The *Global Font Search* Command

With the *Global Font Search* command will be searched for a particular font in all database links of the selected type.  **SHIFT+F7**



### 10.2.3.6.5 The *Use Fonts* Command

#### 10.2.3.6.5.1 The *Windows TrueType Fonts* Command

This option switches the usage of fonts in the *TrueType font format* on or off.

#### **10.2.3.6.5.2 The *Windows Adobe Type 1 Fonts* Command**

This option switches the usage of fonts in the *Adobe Type 1 font format* on or off.

#### **10.2.3.6.5.3 The *URW / BE Database Fonts* Command**

This option switches the usage of fonts in the *URW / BE Database font format* on or off.

#### **10.2.3.6.5.4 The *Adobe Type 1 Database Fonts* Command**

This option switches the usage of fonts in the Windows system using the *Adobe Type 1 Database fonts* on or off.

#### **10.2.3.6.5.5 *TrueType Font Files***

##### **The *Use TrueType Font Files* Menu Entry**

Switches the usage of in the Windows system installed *TrueType font files* on resp. off.

##### **The *Properties* Menu Entry**

This menu item applies only to Windows fonts. Other directories as the Windows font directory can also be used, but only temporarily for the session of EuroCUT Basic XT, where as they are not installed in the Windows system.

Advantage: You can work with the fonts just as if they were installed.

#### **10.2.3.6.5.6 *Adobe Type 1 Font Files***

##### **The *Use Adobe Type 1 Font Files* Menu Entry**

Switches the usage of in the Windows system installed *Adobe Type 1 font files* on resp. off.

##### **The *Properties* Menu Entry**

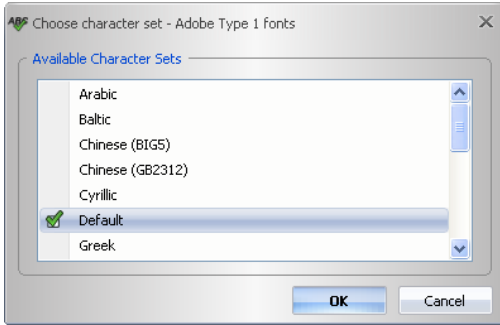
This menu item applies only to Windows fonts. Other directories as the Windows font directory can also be used, but only temporarily for the session of EuroCUT Basic XT, where as they are not installed in the Windows system.

Advantage: You can work with the fonts just as if they were installed.

#### **10.2.3.6.6 The *Windows Character Sets* Command**

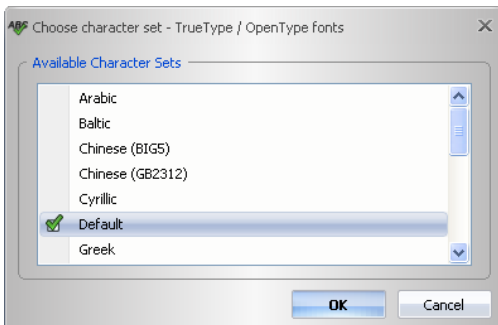
##### **10.2.3.6.6.1 The *Adobe Type 1 Fonts... Menu Entry***

### 10.2.3 Reference Section



Using this option an other character set for an in your Windows system installed *Adobe Type 1* font can be chosen. This new selected character set is used for the display on your EuroCUT desktop.

#### 10.2.3.6.2 The *TrueType / OpenType Fonts...* Menu Entry



Using this option an other character set for an in your Windows system installed *TrueType/OpenType* font can be chosen. This new selected character set is used for the display on your EuroCUT desktop.

### 10.2.3.7 The *Window* Menu

#### 10.2.3.7.1 The *Close* Command

With the *Close* command the active window is closed.



#### 10.2.3.7.2 The *Close All* Command

The *Close All* command closes all open font windows.

### 10.2.3.7.3 The *Next* Command

With the *Next* command can be switched to the next open font window.



### 10.2.3.7.4 The *Previous* Command

With the *Previous* command can be switched to the previous open font window.



### 10.2.3.7.5 The *Arrange Symbols* Command

The *Arrange Symbols* command arranges all symbols at the bottom of the window.

### 10.2.3.7.6 The *Cascade* Command

The *Cascade* command let overlap the font windows.

### 10.2.3.7.7 The *Split Vertical* Command

The *Split Vertical* command divides the working sheet vertical in as many equal parts, as how many font windows are open, and displays them side by side horizontally.

### 10.2.3.7.8 The *Split Horizontal* Command

The *Split Horizontal* command divides the working sheet horizontal in as many equal parts, as how many font windows are open, and displays them side by side vertically.

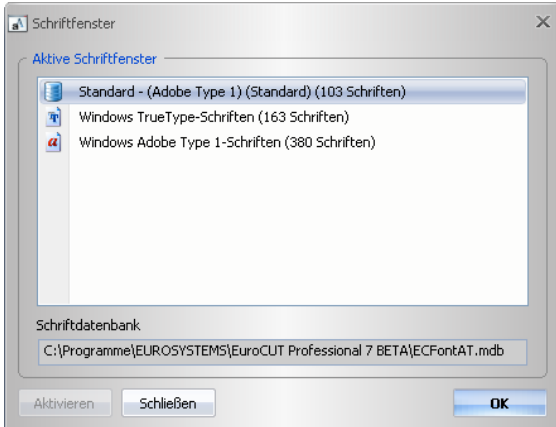
### 10.2.3.7.9 The *List of Open Windows*

In this list all font windows are displayed, that are open. A click switches any window into the foreground.

### 10.2.3.7.10 The *Font Window* Command

Activation of the *Font Window* command open a window, which list all active databases resp. font windows. The *Activate* button enables the selected font database, that means, that the database can be used in EuroCUT.

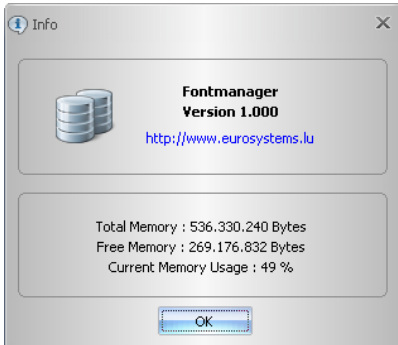
### 10.2.3 Reference Section



### 10.2.3.8 The *Help* Menu

#### 10.2.3.8.1 The *Info* Command

The *Info* command informs about the version status of the software. In addition, data are made with regard to memory size and usage.



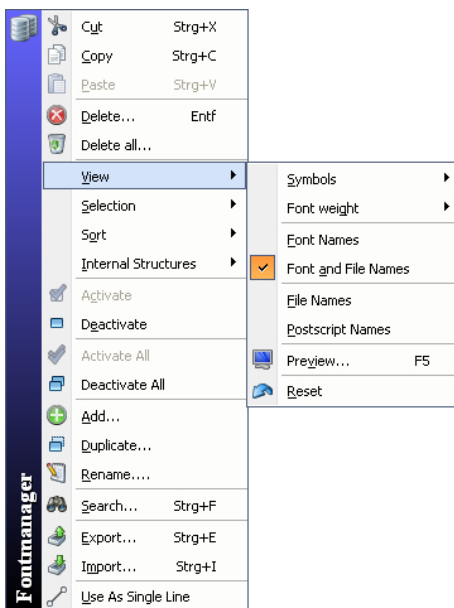
## 10.2.4 The *Context Menus*

### 10.2.4.1 The *Context Menu in The Program Header*



The ***Context Menu in The Program Header*** is enabled using the right mouse button in the upper area of the program window. Using this context menu, menu line and toolbars can be individually enabled or disabled.

### 10.2.4.2 The *Context Menu in The Database Window*



The ***Context Menu in The Database Window*** is enabled, by clicking with the **right** mouse button in the area beside the font name. Using this context menu functions can be selected, which are also present in the menus. Each particular function are described in detail in the reference section of this manual.

## 10.2.4 The Context Menus

## 11 Tips & Tricks - Trouble Shooting

Often, it is just a bagatelle that makes the "implementation" of new software difficult. Similar to a new machine, there are questions and problems with new software that often can be explained and solved easily. Therefore, we have explained a selection of questions that occur daily at our hotline- and support routine more closely.

### 11.1 Code is not accepted with Windows 7, 8, 10 or 11 (No Dongle)

**Error message: Invalid code or after each program start the code must be entered again**

Tip 1

The program must be executed once with **administrator** rights. Click with the right mouse button in the program menu on EuroCUT Basic XT and select **"Execute as administrator"**.

**Note: Don't change anything on the given activation data resp. license data.**

### 11.2 Buffer Overflow Serial Port

**The cutter cuts the first characters neatly and then starts to draw indefinable curves.**

Tip 2

With serial activation of the cutter, this is a typical buffer overflow problem and occurs if the protocol for the serial transfer is not set correctly. Most cutters are activated with the following parameters with a serial data transfer: *bits per second: 9600, data bits: 8, parity: none, stop bits: 1, protocol resp. flow control: hardware*

### 11.3 Output Size Mimaki

**The output size on a Mimaki cutter does not correspond with the configured size but is more than twice as big.**

Tip 3

The Mimaki cutter of the CG series is delivered ex works with a plot resolution of 0.025 mm even if they can work with a resolution of 0.01 mm and do so internally. The drivers of EuroCUT are set to these „device“-resolution because the cutters can be activated faster and more accurate.

For the adjustment of this plot resolution you switch on the cutter, press the < button at the control panel and after the cutter has measured the roll you press the function key until "interface" appears in the display. Then, you press the ENTER key until you reach the menu item "Stepsize" and then the ^-button. The display now shows „0.01". Confirm the selection with ENTER and END.

## 11.4 Output Size Graphtec

**The output size on my Graphtec cutter does not correspond with the configured size but is more than twice as big.**

**Tip 4**

Setting the step size:

In the GP-GL mode it is possible to set the minimal distance of the cutting knife's path to one of the following widths: 0.01 mm, 0.025 mm, 0.05 mm or 0.1 mm. The default setting is 0.1 mm. This value must be changed, if your program's driver uses another step size.

**Step 1:** Switch into the command mode "GP-GL".

**Step 2:** Press the enter key; the menu step size appears.

**Step 3:** Press , key to select the desired value (0.100 mm, 0.050 mm, 0.025 mm, or 0.010 mm) and confirm with enter key. Press (NEXT) or (PREV.) to undo your selection.

**Step 4:** Press (PAUSE) key in order to cancel the PAUSE mode.

In the case of controlling the plotter from EuroCUT, the value of the step size must be set to 0.025. This is the resolution which is preconfigured in the drivers.

## 11.5 Calibration of the Output Size

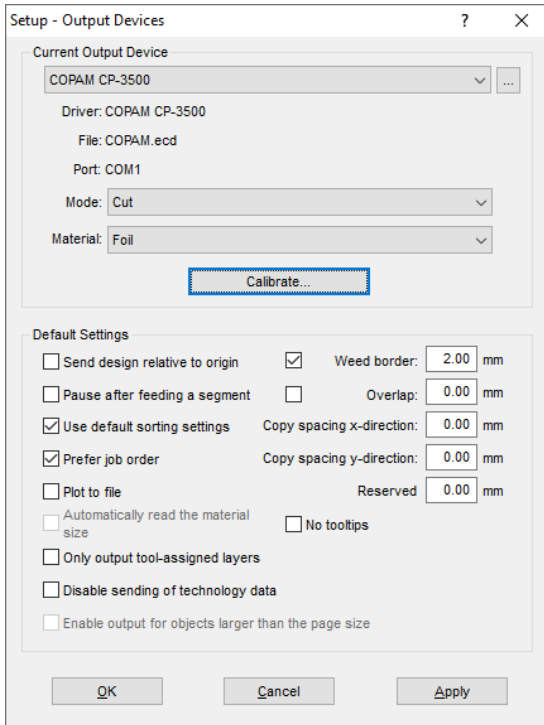
**Problem: The size entered in the software and the output size of the objects do not match.**

**Tip 5**

**Solution:** Calibration must be performed on the connected cutter. Calibration means: checking and, if necessary, changing the values stored in the driver to the values you have measured.

**Method:**

Activate the following dialog in the *Settings / Standard Settings / Output Devices...* menu.



Clicking the *Calibrate* button opens the *Calibrate Device* dialog.

## 11.6 Computer without serial COM port

Calibrate Device "COPAM CP-3500" ? X

In the following two steps you can calibrate your output device to correct your output if necessary.

**Output (Step 1)**  
Enter size of rect you want to plot for calibrating your device.

Length ( X )  mm    Width ( Y )  mm

**Measure (Step 2)**  
Enter size of rect you measured from output.

Length ( X )  mm    Width ( Y )  mm

**Result**

Plotpoint X: 0.05000 (Original Value: 0.05000)

Plotpoint Y: 0.05000 (Original Value: 0.05000)

Now carry out the **calibration** step by step.

**Step 1:** Specify the size of the rectangle to be output. Get the cutter ready for output. Start the output by clicking on the *Rectangle* button.

**Step 2:** Weed the rectangle and measure it with a ruler. Enter the measured values in the *Length (X)* and *Width (Y)* fields under *Measure (Step 2)*. Then click on the *Calibrate* button. The new values are now entered into the driver.

**Note:** *You can repeat this process. The maximum accuracy to be achieved depends only on the connected device. Low-cost devices often only achieve an accuracy of +/- 0.5 mm. Professional vinyl cutters achieve an accuracy of  $\geq$  +/- 0.1 mm.*

## 11.6 Computer without serial COM port

**My computer provides no serial COM port, but a USB port. How can I connect my cutting plotter, which provides only a serial interface?**

**Tip 6**

In this case there is a computer accessory called - USB serial adapter- that provides one or more serial COM ports on one USB port.

**Note: Not all adapters offered work properly, especially the use on 64-bit operating systems is sometimes not free from errors. It may be that different adapters must be tried.**

## 11.7 Tracing (Vectorization)

**Which resolution should be used when tracing to get a good tracing result?**

**Tip 7**

You should use the optical resolution (i.e. 600 dpi) of the scanner if you have qualitative good templates. Please consider not confusing this with the highest possible resolution as most of the scanners can transfer nowadays a resolution more than twice as high (interpolated). This may be a quality advantage for scans of photos but it is not convenient for the tracing. Very small originals (i.e. logos on business cards) should first be enlarged with a photocopy machine and then scan. With bad originals you should use a *smaller* resolution.

## 11.8 Cutter Does Not Respond!

**a.** First check if you have selected the correct cutter driver and the correct port: for example <device name> at COM2 in the EuroCUT cutting dialog

**Tip 8**

**b.** COM connection: Check if the parameters of the port are set correctly. To do so, call up the system control of Windows. In the device manager, select the corresponding connection, for example: COM.

Popular standard parameter are: *Baud: 9600, data bits: 8, parity: none, stop bit: 1, protocol / flow control: hardware*

The settings in the system control and at the cutter must be identical otherwise no or only faulty data transfer will take place.

**c.** USB connection: Check if the correct USB driver is installed for the device. The settings are in the Windows device manager under USB controller. The USB driver for the cutting cutter must be entered in this list otherwise no activation is possible.

If the USB driver does not appear there, install it from the delivered data carrier of your device.

**d.** Original cable: Check if you use the original cable recommended by the manufacturer. If this is not the case, there might be bigger problems during the data transfer. EuroCUT „communicates“ during the data transfer with the cutter so that missing or faulty connected data cable with the cutter lead to input or output errors.

## 11.9 Buffer Overflow

**The cutter reports „buffer overflow” or does not cut the whole job**

**Tip 9**

This is often because of an incorrect setting of the used protocol of the serial (COM) port. In most cases it is sufficient to set the protocol respective the flow control of the port to *hardware*.

## 11.10 Fonts and Windows 10 / 11

**Fonts are present in the font list, but are not displayed on the working sheet.**

**Tip 10**

Select the font(s) you want to install in the *Windows Explorer*, then right-click and select the **Install for all users** option.

***Important note: This operation cannot be performed in the Font folder. The fonts must be first copied into another folder and the installation process must be carried out from the "other" folder as described above.***

## 11.11 Script Font Welding


**The automatic welding of script fonts does not work as expected**

**Tip 11**

The success rate with the automatic welding increases clearly if the letter spacing is reduced from 100% to 99.9% or even 99%. This results in the fact that two nodes that lie mathematically exactly on top of the other can be slightly moved so that they can be "identified" as two dots.

***Indication: Another possibility is the modification of the kerning in the Fontmanager for Adobe fonts with which problematic kerning pairs can be edited.***

## 11.12 Generate Circle Segments

With the construction of logos or signets often circle segments are needed. They can be created as follows with the help of **node editing** function. 

**Tip 12**

**please refer to 7.4: The Node Toolbar**

- draw a circle with the wanted radius or diameter
- mark all nodes with the node tool
- double click on the origin
- select separate

Afterwards, all circle segments are available and can be selected with the **arrow** tool.

## 11.13 Data Import From Apple Computers

### Data import from Apple computers in EuroCUT

**Tip 13**

When exporting Apple data you have to pay attention to some settings to have a perfect data export. All popular Apple compatible illustration and graphic applications can export EPS data. (Illustrator, ...)

1. For the contours, as line width only hairline (0.01 mm) must be entered.
2. No fillings should be transferred.
3. All texts must be converted to graphical objects. (text in curves)
4. Grouped or combined objects must not be available. (break up before)
5. As file name extension \*.EPS should be used and you should not use umlauts as ä, ö, ü.

## 11.14 Typical Sources of Errors When Cutting

### a) The foil is clamped too loose

**Tip 14**

**Consequence:** the knife moves the foil during the cutting and the contour is not closed completely.

**Remedy:** when inserting the foil pay attention that the foil is clamped evenly and does not undulate.

### b) The speed is too high

**Consequence:** small foil parts especially serifs and counters are unscrewed.

**Remedy:** reduce speed and lower the pressure.

### c) The tool pressure is too high

**Consequence:** the release paper is also carved, character parts are unscrewed and parts of the release material get stuck at the characters. The weeding of the foil gets more difficult.

**Remedy:** reduce pressure and correct the depth of the knife if necessary.

### d) The tool pressure is too low

**Consequence:** foil and adhesive were only partly cut through. The weeding is possible only with difficulty or not at all.

**Remedy:** increase the pressure and correct the depth of the knife if necessary.

**e) The knife is set too deep**

**Consequence:** foil, adhesive and release material were cut. Foil cannot be used any more.

**Remedy:** correct the setting of the depth of your **cutting knife**.

**f) The knife is used up**

**Consequence:** only the foil and not the adhesive is cut through.

**Indication: when using standard foil the using up of the knife is little. When using reflection or sandblast foil the using up is much higher.**

**Remedy:** use new original knife.

**g) The characters were unscrewed**

**Consequence:** The weeding border is possible only with difficulty. The unscrewed parts stick to the foil and cannot be detached any more.

*Generally is presumed:* the smaller the font size the thinner the foil must be; the adhesive force of the gluten is higher.

**Remedy:** reduce the speed and if necessary the tool pressure until this effect does not occur any more.

**h) The release paper is also cut**

**Consequence:** the release material sticks to the foil. The weeding is possible only with difficulty or not at all.

**Remedy:** correct the setting of the depths of the cutting knife and also reduce if necessary the tool pressure.

## 11.15 Plotter Via USB Is Not Working!

**Error message: Cannot open interface!**

**Tip 15**

Check first, if your cutter is listed in the **Device Manager** (*Control Panel / System / Device Manager*). If not, reinstall the device driver as described in the plotter manual.

Check then, if the USB port for your cutter is selected in the EuroCUT **Device Settings**. You'll find the **Device Settings** window in the **Settings / Common Settings / Devices** menu.

**Note: A USB cable should be no longer than 5 m without booster.**


## 11.16 Summa Plotter Does Not Read Out!

**Error message: Waiting for response... Cannot open interface...**

**Tip 16**

Check, if your plotter is set on the device language DMPL. If the cutter is set to HPGL, read out via cable is not possible.

## 11.17 The Values for Cutting Pressure And Speed Are Not Saved

After changing the values it is often forgotten to confirm the values. Please press the  button beside the *Enter Material* field and enable the **Save Material Data** option.

**Tip 17**

## 11.18 Error Message While Output into File

**Error message: "Error for CreateFile"**

**Tip 18**

This error message is given out, if the access right **Write** for the *program folder* of EuroCUT is not set.

*Relief:* Enable **write** rights for the program folder.

## 11.18 Error Message While Output into File

# Annex

## A Hotkey Overview

<b>Key</b>	<b>F1</b>	<b>F2</b>	<b>F3</b>	<b>F4</b>	<b>F5</b>	<b>F6</b>	<b>F7</b>
<b>Function</b>	help	zoom in arbitrary	zoom out	show all objects	undo	redo	display interruptible
<b>Key</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>K</b>
<b>Function</b>	axial change	show material in output-preview	clipart toolbar	mill hatch fill	change sel. size	guidelines	contour line
<b>Key</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Y</b>	<b>DELETE</b>	<b>SPACE</b>
<b>Function</b>	inverse order of layer	vectorize trace	welding	mirror horizontally	mirror vertically	delete object	toggle arrow and node tool
<b>Key</b>	<b>B</b>	<b>C</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	
<b>SHIFT</b>	working area output	Clipart-Manager	guidelines visible	rulers	set adjusting markers	combine	
<b>Key</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>CTRL</b>	standard toolbar	layer toolbar	setup toolbar	tools toolbar	text editor toolbar	node editing toolbar	object parameter toolbar
<b>Key</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>	<b>L</b>
<b>CTRL</b>	crosshairs	group	define guidelines	import file	settings	text to curves	load file
<b>Key</b>	<b>U</b>	<b>V</b>	<b>W</b>	<b>X</b>	<b>Z</b>		
<b>CTRL</b>	completely backwards	insert from clipboard	refresh window	cut into clipboard	undo 1 step		
<b>Key</b>	<b>F8</b>	<b>F9</b>	<b>F10</b>	<b>F11</b>	<b>F12</b>	<b>ESC</b>	<b>right mouse</b>
<b>Function</b>	show text	contour mode	object info	save directly	-	close output dialog	activate context menu
<b>Key</b>	<b>-</b>	<b>M</b>	<b>O</b>	<b>P</b>	<b>R</b>	<b>S</b>	<b>T</b>
<b>Function</b>	-	measure	outline	help for positioning	arrange objects	output	enter text
<b>Key</b>	<b>-</b>	<b>&gt;</b>	<b>&lt;</b>	<b>+</b>	<b>-</b>		
<b>Function</b>	-	rotation clockwise	rotation counterclockwise	zoom in	zoom out		
<b>Key</b>	<b>L</b>	<b>V</b>	<b>Z</b>	<b>F4</b>	<b>F7</b>	<b>F10</b>	<b>left mouse</b>
<b>SHIFT</b>	break combination	revectorize	text in rows	show sel. objects	undo / redo on / off	properties	restrain hor. or vert.
<b>Key</b>	<b>8</b>	<b>9</b>	<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>
<b>CTRL</b>	object info status bar	element info status bar	mark all	break grouping	copy from clipboard	duplicate	export file
<b>Key</b>	<b>N</b>	<b>O</b>	<b>P</b>	<b>Q</b>	<b>R</b>	<b>S</b>	<b>T</b>
<b>CTRL</b>	file new	on top	print file	quit EuroCUT	raster	save file	edit text
<b>Key</b>	<b>R</b>	<b>S</b>	<b>T</b>	<b>Y</b>			
<b>SHIFT+ CTRL</b>	round	save as	text box	always on top			



## B The ANSI Character Table

Under Windows, besides the characters on the keyboard there are many other characters available. These are particularly the ANSI-characters from number 128 to 255. To shorten the search for the correct character, we have integrated an ANSI list in the EuroCUT text input. To insert a special character in EuroCUT, use the character table in the **Textbox...**

**Attention: Not all font-character sets have the same allocation. It can vary from font to font!**

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	€	€	€	€	€	€	€	€	€	€	€	€	€	€	€	€
16	€	€	€	€	€	€	€	€	€	€	€	€	€	€	€	€
32		!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
48	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
64	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
80	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
96	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
112	p	q	r	s	t	u	v	w	x	y	z	{		}	~	.
128	€	•	,	f	„	…	†	‡	^	%	Š	<	Œ	•	Ž	•
144	•	•	•	“	”	•	–	—	~	™	š	>	œ	•	ž	•
160		ı	ϕ	£	¤	¥	!	§	™	©	#	<<	¬	-	®	-
176	°	±	²	³	´	µ	¶	•	•	•	•	>>	¼	½	¾	¿
192	À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
208	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
224	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
240	ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ

Example: to insert the character „¾” in the text, enter following number via the keypad: ALT+0190.

## C EuroCUT Basic XT Fonts

<b>Industrial Name</b>	<b>Comparable With EuroCUT Font</b>
Antique Olive	EC Martinique Compact
Avant Garde Book	EC Avalon
Avant Garde Book Oblique	EC Avalon Italic
Avant Garde Demi	EC Avalon Bold
Avant Garde Demi Oblique	EC Avalon Bold Italic
Avenir 55 Roman	EC Avenue
Avenir 95 Black	EC Avenue Bold
Bodoni Poster	EC Bodnoff
Brush Script	EC Banff
Caslon Open Face	EC Casablanca Open Face
Cheltham Book	EC Chelsey
Cheltham Bold	EC Chelsey Bold
Cheltham Bold Italic	EC Chelsey Bold Italic
Cheltham Italic	EC Chelsey Italic
Compacta Bold	EC Kompakt Bold
Compacta Bold Italic	EC Kompakt Bold Italic
Cooper Black	EC Cupertino
Cottonwood	EC Cottage
Courier	EC Standard
Courier Bold	EC Standard Bold
Courier Bold Oblique	EC Standard Bold Italic
Courier Oblique	EC Standard Italic
Eurostile	EC Euro
Eurostile Bold	EC Euro Bold
Eurostile Bold Oblique	EC Euro Bold Italic
Eurostile Oblique	EC Euro Italic
Eurostile Demi	EC Euro Demi
Eurostile Demi Italic	EC Euro Demi Italic
Franklin Gothic No2 Roman	EC Frankfurt
Frutiger 65 Bold	EC Frank 65
Frutiger 95 Ultra Bold	EC Frank 95
Freestyle Script	EC Freeport
Futura Book	EC Fujiyama
Futura Bold	EC Fujiyama Bold
Futura Bold Italic	EC Fujiyama Bold Italic
Futura Condensed	EC Fujiyama Condensed
Futura Condensed Bold	EC Fujiyama Condensed Bold
Futura Condensed Bold Italic	EC Fujiyama Condensed Bold Italic
Futura Condensed Extra Bold	EC Fujiyama Condensed Extra Bold
Futura Condensed Extra Bold Italic	EC Fujiyama Condensed Extra Bold Italic
Futura Condensed Italic	EC Fujiyama Condensed Italic
Futura Condensed Light	EC Fujiyama Condensed Light
Futura Condensed Light Italic	EC Fujiyama Condensed Light Italic
Futura Extra Bold	EC Fujiyama Extra Bold
Futura Extra Bold Italic	EC Fujiyama Extra Bold Italic
Futura Heavy	EC Fujiyama Heavy
Futura Heavy Italic	EC Fujiyama Heavy Italic

Garamond Book	EC Gatineau
Garamond Bold	EC Gatineau Bold
Garamond Bold Italic	EC Gatineau Bold Italic
Garamond Light	EC Gatineau Light
Garamond Light Italic	EC Gatineau Light Italic
Glypha 55 Roman	EC Glistler
Glypha 65 Bold	EC Glistler Bold
Gothic 13	EC Goethe
Helvetica Roman	EC Swiss
Helvetica Thin	EC Swiss Thin
Helvetica Thin Italic	EC Swiss Thin Italic
Helvetica Bold	EC Swiss Bold
Helvetica Bold Italic	EC Swiss Bold Italic
Helvetica Compressed	EC Swiss Compressed
Helvetica Italic	EC Swiss Italic
Helvetica Neue Bold	EC Swiss Neue Bold
Helvetica Neue Bold Italic	EC Swiss Neue Bold Italic
Helvetica Neue Italic	EC Swiss Neue Italic
Helvetica Neue Roman	EC Swiss Neue
Helvetica Neue Thin	EC Swiss Neue Thin
Helvetica Neue Thin Italic	EC Swiss Neue Thin Italic
Hobo	EC Homeward Bound
Juniper	EC Jupiter
Künstler Script	EC Kunst Script
Linotext	EC Oldlinus
Linotype Centennial 55 Roman	EC Centennial
Linotype Centennial 65 Italic	EC Centennial Italic
Memphis Medium	EC Memm Medium
Memphis Extra Bold	EC Memm Extra Bold
Omnia	EC Opitan
Peignot Beml	EC Peridon Demi
Present	EC Perfect
Rockwell Roman	EC Rocky
Rockwell Light	EC Rocky Light
Rockwell Bold	EC Rocky Bold
Rockwell Italic	EC Rocky Italic
Shelley Allegro Script	EC Shell Script
Times	EC Roman
Times Bold	EC Roman Bold
Times Bold Italic	EC Roman Bold Italic
Times Italic	EC Roman Italic
Trajan	EC Troja
Univers Regular	EC Usa
Univers Bold	EC Usa Bold
Univers Bold Italic	EC Usa Bold Italic
Univers Italic	EC Usa Italic
Univers Black	EC Usa Black
Univers Black Italic	EC Usa Black Italic
Univers Thin	EC Usa Thin
Univers Thin Italic	EC Usa Thin Italic
Universal Greek with Math Pi	EC Greek Meathe Symbole

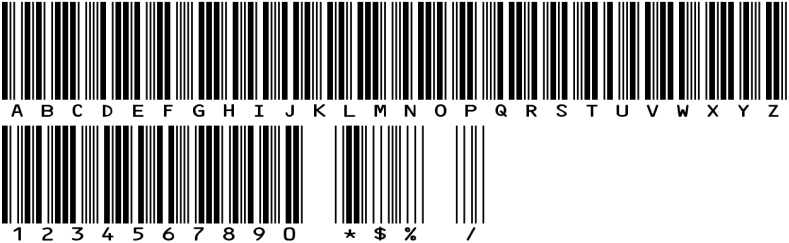
C EuroCUT Basic XT Fonts

VAG Rounded Bold  
Zapf Chancery Medium Italic  
ID Automation  
#-key assigned with , -  
#-key assigned with , -  
#-key assigned with , -  
#-key assigned with , -

EC Helios Bold  
EC Zürich Calligraph Italic  
EC-EAN  
EC Plak  
EC Plak Bold  
EC Plak Bold Italic  
EC Plak Italic

**D EuroCUT fonts**

**EC-EAN**



**ECAvalon-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

***ECAvalon-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***  
***abcdefghijklmnopqrstuvwxyz***  
***1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#***

*ECAvalon-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*  
*abcdefghijklmnopqrstuvwxyz*  
*1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#*

ECAvalon

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
 abcdefghijklmnopqrstuvwxyz  
 1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

**ECAvenue-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

ECAvenue

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

*ECBanff*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ! \$%&/( ) ?*

**ECBodnoff**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

ECCasablanca

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

*ECCentenniol-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#*

**ECChelsey-Bold**

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

***ECChelsey-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

***ECChelsey-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

**ECChelsey**

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECCOTTAGE**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

**ECCupertino**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

**ECEuro-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxy**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECEuro-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxy***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

*ECEuro-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxy*

*1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#*

ECEuro

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxy

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

***ECEurodemi-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxy***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

ECEurodemi

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxy

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECFrank-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

ECFrank

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECFrankurt**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

*ECFreeport*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"§\$%&/() ?*

**ECFuyijama-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECFuyijama-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

ECFuyijama

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECFuyijamacond-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECFuyijamacond-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

*ECFuyijamacond-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#*

ECFuyijamacond

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECFuyijamacondextra-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECFuyijamacondextra-BoldItalic***  
**ABCDEFGHIJKLMN**OP**QRSTUVWXYZ**  
**abcdefghijklmn**op**qrstuvwxyz**  
**1234567890 BääüÄÖÜ!"§\$%&/()=?@#**

*ECFuyijamacondlight-Italic*  
ABCDEFGHIJKLMN**OP**QRSTUVWXYZ  
abcdefghijklmn**op**qrstuvwxyz  
1234567890 BääüÄÖÜ!"§\$%&/()=?@#

ECFuyijamacondlight  
ABCDEFGHIJKLMN**OP**QRSTUVWXYZ  
abcdefghijklmn**op**qrstuvwxyz  
1234567890 BääüÄÖÜ!"§\$%&/()=?@#

**ECFuyijamaextra-Bold**  
**ABCDEFGHIJKLMN**OP**QRSTUVWXYZ**  
**abcdefghijklmn**op**qrstuvwxyz**  
**1234567890 BääüÄÖÜ!"§\$%&/()=?@#**

***ECFuyijamaextra-BoldItalic***  
**ABCDEFGHIJKLMN**OP**QRSTUVWXYZ**  
**abcdefghijklmn**op**qrstuvwxyz**  
**1234567890 BääüÄÖÜ!"§\$%&/()=?@#**

*ECFuyijamaheavy-Italic*  
ABCDEFGHIJKLMN**OP**QRSTUVWXYZ  
abcdefghijklmn**op**qrstuvwxyz  
1234567890 BääüÄÖÜ!"§\$%&/()=?@#

**ECFuyijamaheavy**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

**ECGatineau-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECGatineau-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

**ECGatineau**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECGatineaulight-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#***

**ECGatineaulight**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

**ECGlister-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

**ECGlister**

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

**ECGoethe**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

**ECGreekmathe**

ΑΒΨΔΕΦΓΗΙΞΚΛΜΝΟΠΘΡΣΤΘΩδΧΥΖ

αβψδεφγηιξκλμνοπθρστθωφχζ

+ - × ÷ = ± ∓ ° ' " \$ % & / ( ) = ? @ #

**ECHelios-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

**ECHomeward**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ! \$\$%&/() ?**

**EGJUPITER**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**1234567890 SSÄÖÜÄÖÜ! \$%&/() ?**

**EGKompakt-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 BääüÄÖÜ!"\$%&/()=?@#**

**EGKompakt-BoldItalic**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 BääüÄÖÜ!"\$%&/()=?@#**

*EG Kunst Script*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 BääüÄÖÜ!"\$%&/()=?@#*

**ECMartinique**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 BääüÄÖÜ!"\$%&/()=?@#**

**ECMemm-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 BääüÄÖÜ!"\$%&/()=?@#**

ECMemm

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

ECOldlinus

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

ECPerfect

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

ECPeridonDEMI

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

**ECPlak Bold Kursiv**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

**ECPlak Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

*ECPlak Kursiv*

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ -

ECPlak

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ -

**ECRocky-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ #**

*ECRocky-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*  
*abcdefghijklmnopqrstuvwxyz*  
*1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ #*

ECRocky

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ #

ECRockylight

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ #

**ECRoman-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 B ä ö ü Ä Ö Ü !" \$ % & / () = ? @ #**

***ECRoman-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$%&/()=?@#***

***ECRoman-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$%&/()=?@#***

**ECRoman**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 BääüÄÖÜ!"\$%&/()=?@#**

*ECShellScript*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"\$%&/()=?@#*

**ECStandard-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$%&/()=?@#**

***ECStandard-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$%&/()=?@#***

***ECStandard-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$%&/()=?@#***

ECStandard

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECSwiss-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

*ECSwiss-BoldItalic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*  
*abcdefghijklmnopqrstuvwxyz*  
*1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#*

*ECSwiss-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*  
*abcdefghijklmnopqrstuvwxyz*  
*1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#*

ECSwiss

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

**ECSwisscompressed**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

**ECSwissneue-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

***ECSwissneue-BoldItalic***  
**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz**  
**1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#**

*ECSwissneue-Italic*  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECSwissneue  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

*ECSwissneuethin-Italic*  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECSwissneuethin  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

*ECSwissthin-Italic*  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECSwissthin  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECTROJA

ABCDEFGHIJKLMNOPQRSTUVWXYZ

ABCDEFGHIJKLMNOPQRSTUVWXYZ

1234567890 SSÄÖÜÄÖÜ! \$%&/() ?

**ECUsa-Bold**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

***ECUsa-BoldItalic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#***

*ECUsa-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#*

ECUsa

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

***ECUsablack-Italic***

***ABCDEFGHIJKLMNOPQRSTUVWXYZ***

***abcdefghijklmnopqrstuvwxyz***

***1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#***

**ECUsablack**

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**

**abcdefghijklmnopqrstuvwxyz**

**1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#**

*ECUsalight-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#*

ECUsalight

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#

*ECZuerichCalligraph-Italic*

*ABCDEFGHIJKLMNOPQRSTUVWXYZ*

*abcdefghijklmnopqrstuvwxyz*

*1234567890 ßäöüÄÖÜ!"\$\$%&/()=?@#*

## E EuroCUT symbol fonts

### E.1 Sign symbols (ECSignsymbole)

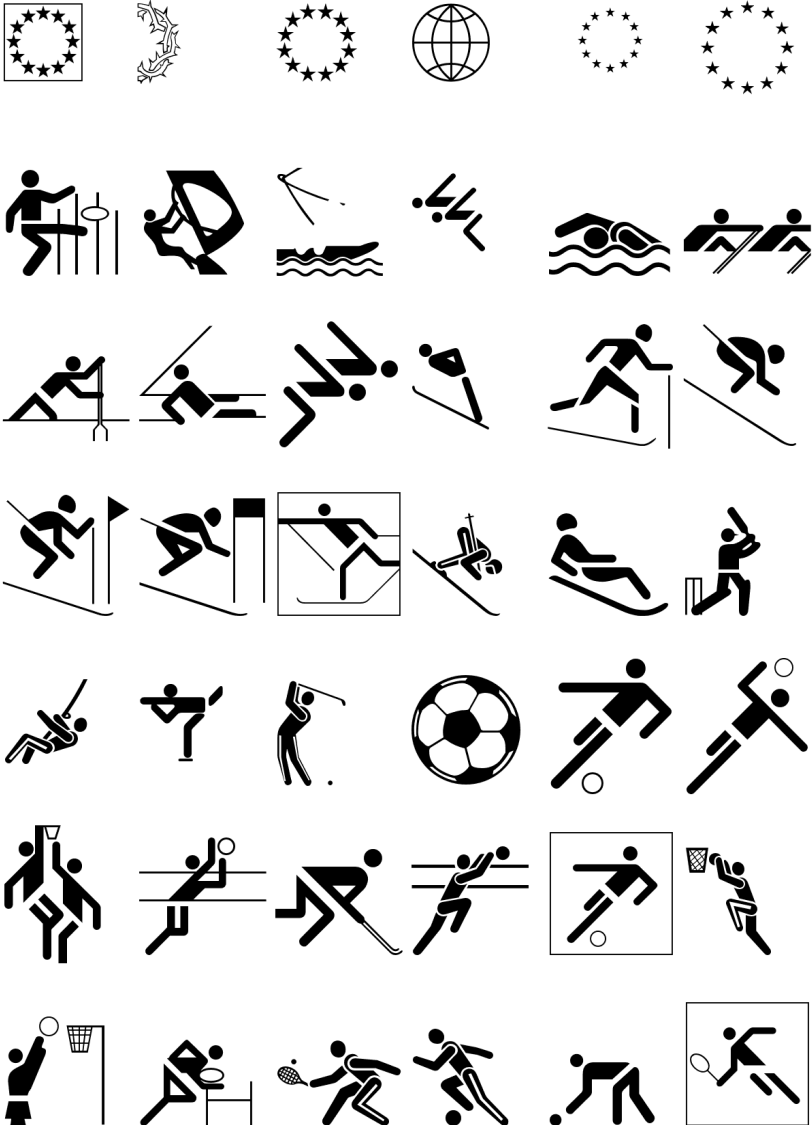




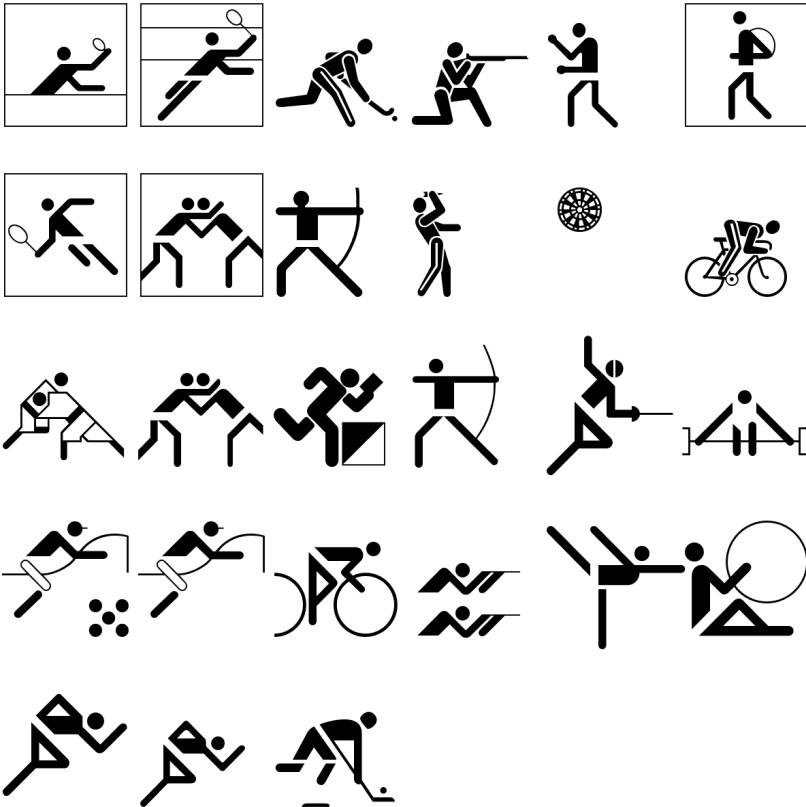
E.1 Sign symbols (ECSignsymbole)



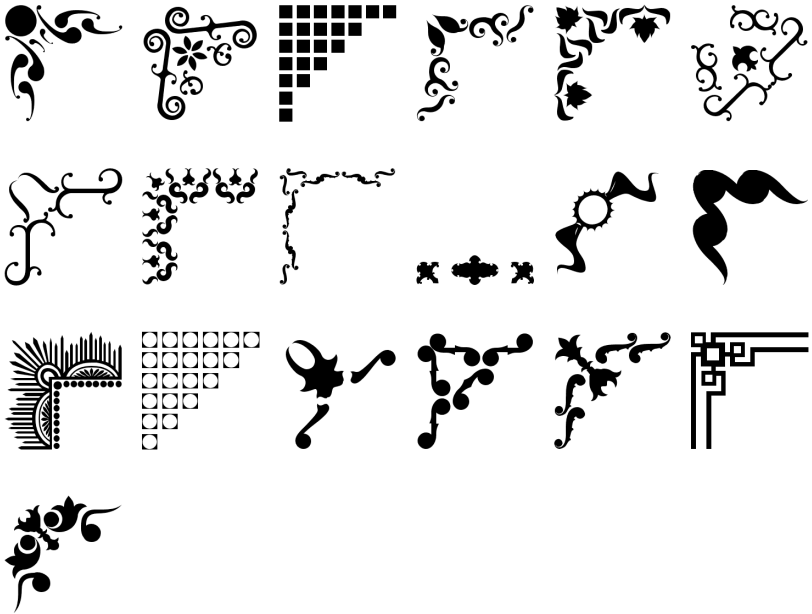
## E.2 Sport symbols (ECSportsymbole)



E.2 Sport symbols (ECSportsymbole)



### E.3 Frame symbols (ECRahmensymbole)



## F Driver List

New or updated drivers can be downloaded from  
[www.eurosystems.lu/driver/index.dml?sprache=eng](http://www.eurosystems.lu/driver/index.dml?sprache=eng).

### Allen Datagraph

824	830	836
848	936	

### Anagraph

ANA Express AE-101	ANA Express AE-101e	ANA Express AE-120
ANA Express AE-120e	ANA Express AE-60	ANA Express AE-60e
ANA Express AE-70	ANA Express AE-75e	

### Aristo

AG 130 Signline	AG 50 Offline	AG 50 Signline
AG 600	AG 75 Signline	AG 75 Signline
GL_TL		ABS
▲ARISTOMAT 1617	▲ARISTOMAT 1310	▲ARISTOMAT 1317
	▲ARISTOMAT 1625	▲ARISTOMAT 20x/30x/40x

### Artsign

Artsign

### ASC365

ASC365

### Automated Cutting Systems

ACS Design Studio Eagle

### Calcomp

Classic

### Cogi

CA 1300	CA 730	CP 630
CT 1200	CT 630	E 1360
E 720	E 870	

### Cole

CL1100	CL1350	CL720
CL870		

### COPAM

CP-2500	CP-3050	CP-3500
CP-4050	CP-4500	

**Creation**

PCUT CR1080	PCUT CR1200	PCUT CR630
PCUT CR900	PCUT CS1080	PCUT CS1200
PCUT CS630	PCUT CS900	PCUT CT1000
PCUT CT1200	PCUT CT1300	PCUT CT1600
PCUT CT630	PCUT CT635	PCUT CT900
PCUT CTN1080E	PCUT CTN1200E	PCUT CTN1500
PCUT CTN630	PCUT CTN630E	PCUT CTN900
PCUT CTN900E		

**Creation HK**

King Cut KCUT A1200	King Cut KCUT A24	King Cut KCUT A36
King Cut KCUT A48	King Cut KCUT A900	King Cut KCUT B24
King Cut KCUT B48	King Cut KCUT B900	King Cut KCUT CT1200
King Cut KCUT CT24	King Cut KCUT CT36	King Cut KCUT CT48
King Cut KCUT CT630	King Cut KCUT CT760	King Cut KCUT CT900

**DAS**

SmartCutter 12	SmartCutter 24	
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**DCS**

DCS-F300

**Desay**

XP-300P	XP-380P	XP-450P
XP-540P	XP-660P	

**DGI**

Omega OM-100	Omega OM-130	Omega OM-150
Omega OM-40	Omega OM-60	Omega OM-70
Omega OM-80		

**Emblem**

EC 120	EC 60	
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**Encad**

NovaCut Series

**Foison**

C12	C24	C48
CT-1200	CT-630	FS-24
FS-48	S24	

**GCC**

AR 24	Bengal BN-60	Bobcat BI-60
Expert 24	Expert 24 LX	Expert 52
Expert 52 LX	Expert II 24	Expert II 24 LX
Expert II 52	Expert II 52 LX	Expert Pro-132S
Expert Pro-60	i-Craft	Jaguar II 101
Jaguar II 132	Jaguar II 61	Jaguar III 101
Jaguar III 132	Jaguar III 183	Jaguar III 61
Jaguar IV 101	Jaguar IV 132	Jaguar IV 183
Jaguar IV 61	Jaguar JG 101S	Jaguar JG 132S
Jaguar JG 61	Jaguar JG 76S	Jaguar V 101
Jaguar V 101 LX	Jaguar V 132	Jaguar V 132 LX
Jaguar V 160	Jaguar V 160 LX	Jaguar V 183
Jaguar V 183 LX	Jaguar V 61	Jaguar V 61 LX
Puma II 132	Puma II 60	Puma III 132
Puma III 60	Puma IV 132	Puma IV 132 LX
Puma IV 60	Puma IV 60 LX	Puma SP 132S
Puma SP 30	Puma SP 60	RX II-101S
RX II-132S	RX II-183S	RX II-61
RX II-61-CR	RX-101S	RX-132S
RX-183S	RX-61	Sable SB-60
SignPal GRC Series	SignPal LYNX S-132S	SignPal LYNX S-30
SignPal LYNX S-60	Ultra GRC-101S	Ultra GRC-132S
Ultra GRC-50	Ultra GRC-61	Ultra GRC-76S

**Gerber**

EmbossTrack	Envision 375	Envision 750
FasTrack	FasTrack 1300	FasTrack 550
FasTrack 650	GS15	HS 15 /750
Odyssey	P2C 1200	P2C 1400
P2C 1400 Tangential	P2C 1600	P2C 1600
P2C 600	Sprint/4B old	Tangential
Sprint/4B new		Sprint/4B
		Fastboard

**GrafiTyp**

CSR	CSR Ecom 92	CSRTurboDMPL
Flatbed		

**Graphtec**

(HPGL) old	CE 1000-60 (HPGL)	CE 3000-120 (+USB)
CE 3000-40 (+USB)	CE 3000-60 (+USB)	CE 3000Mk2
CE 5000-120	CE 5000-40	CE 5000-60
CE 6000-120	CE 6000-40	CE 6000-60
CE 7000-130	CE 7000-160	CE 7000-40
CE 7000-60	Craft ROBO	Craft ROBO PRO II

FC Series (GPGL)	FC4100-100 (HPGL)	FC4100-130 (HPGL)
FC4100-75 (HPGL)	FC5100-100 (HPGL)	FC5100-130 (HPGL)
FC5100-75 (HPGL)	FC7000-100	FC7000-130
FC7000-160	FC7000-60	FC7000-75
FC8000-100	FC8000-130	FC8000-160
FC8000-60	FC8000-75	FC8600-100
FC8600-130	FC8600-160	FC8600-60
FC8600-75	FC9000-100	FC9000-140
FC9000-160	FC9000-75	JX 1060 (HPGL)
JX 1130 (HPGL)	w/o perforation old	Sign Jet Series
<b>Gravograph</b>		
▲IS6000		
<b>Helo</b>		
HSP 1360	HSP 360	HSP 720
<b>Hengxing</b>		
Rabbit HX-1000	Rabbit HX-1120	Rabbit HX-1360
Rabbit HX-630	Rabbit HX-720	Rabbit HX-800
Rabbit HX-960		
<b>HobbyCut</b>		
ABH-1351	ABH-361	ABH-721
<b>Houston</b>		
100C DMPL	69C DMPL	
<b>HP</b>		
Latex 54	Latex 54B	Latex 64
<b>Ioline</b>		
Ioline	Artpro 3500	Artpro 3700
Artpro 4000	Classic	Signmaker 5000
SmarTrac I/S 110	SmarTrac I/S 130	SmarTrac I/S 60
SmarTrac I/S 85	Studio 7	Studio 8
Super 88		
<b>Jiachen</b>		
JC-1100DS	JC-1100E	JC-1100H
JC-1350DS	JC-1350E	JC-1350H
JC-720DS	JC-720E	JC-850DS
JC-850E	JC-850H	
<b>Kierner</b>		
▲KS 90 (DCS)		

F Driver List

**Kimoto**

Freecut 130  
Freecut 75

Freecut 150

Freecut 60

**LG Palopoli**

MLP-24

**Liyu**

HC 1201  
MC 631  
SC 631

HC 751  
MC 801  
SC 801

HC 901  
SC 1261

**Master**

XP-300P  
XP-540P

XP-380P  
XP-660P

XP-450P

**Masterplot**

Masterplot

**MAX**

CM-200

**Mimaki**

CG-100  
CG-100Lx  
CG-101  
CG-130 FX II  
CG-130FX  
CG-130SR III  
CG-45  
CG-51  
CG-60EX  
CG-60SR II  
CG-61  
CG-9  
CJV-30-100  
CJV-30-60  
MY CUT

CG-100AR  
CG-100SR II  
CG-12  
CG-130AR  
CG-130Lx  
CG-160 FX  
CG-5  
CG-6  
CG-60i  
CG-60SR III  
CG-75 FX  
CG-90i  
CJV-30-130  
ME 500

CG-100EX  
CG-100SR III  
CG-121  
CG-130EX  
CG-130SR II  
CG-160 FX II  
CG-50  
CG-60AR  
CG-60SR  
CG-60st  
CG-75 FX II  
CG-90SD  
CJV-30-160  
ME 650

**Mutoh**

Junior 24  
Kona 760  
MC-1300  
MC-650S  
SC-1000E  
SC-650E  
TC-1300  
Ultima SC 1400D  
ValueCut VC-600  
XP-621C

Kona 1400  
MC-1000  
MC-1300S  
MC-750S  
SC-1300E  
SC-750E  
TC-650  
ValueCut VC-1300  
XP-1251C  
XP-941C

Kona 1650  
MC-1000S  
MC-1650  
SC Series  
SC-550  
TC-1000  
TC-750  
ValueCut VC-1800  
XP-521C

**New Star**

Omega OM-100  
 Omega OM-40  
 Omega OM-80

Omega OM-130  
 Omega OM-60

Omega OM-150  
 Omega OM-70

**ORXYZ**

Elite  
 LX-Series

HX-Series  
 OR-Series

JML-Series

**Pericut**

1000  
 901

1000/1300 IT (Transfer)  
 901/1000/1300

1300

**PERITEC**

1000/1200

**PixMax**

PME 720

**Redsail**

RS1120C  
 RS800C

RS1360C

RS720C

**Refine**

EH-1101  
 EH-871  
 MH-721

EH-1351  
 MH-1101  
 MH-871

EH-721  
 MH-1351

**Roland**

CJ-500  
 CM 300  
 CX 12  
 CX-400  
 GR-420  
 GR2-540  
 GX-24  
 GX-500  
 PC 60  
 PNC 1200  
 PNC 1800  
 PNC 2100  
 PNC 5000  
 PNC 950  
 SP-300 (USB) Print & Cut

CM 12  
 CM 400  
 CX 24  
 CX-500  
 GR-540  
 GR2-640  
 GX-300  
 GX-640  
 PNC 1000  
 PNC 1210  
 PNC 1850  
 PNC 2300  
 PNC 900  
 PNC 960  
 SP-540

CM 24  
 CM 500  
 CX-300  
 EGX-350  
 GR-640  
 GS-24  
 GX-400  
 PC 50  
 PNC 1100  
 PNC 1410  
 PNC 1860  
 PNC 2700  
 PNC 910  
 SP-300 (USB)  
 SP-540 Print & Cut

**Secabo**

C120  
 C60 II  
 S60

C40  
 S120

C60  
 S160

F Driver List

**Seiki Tech**

SK-1100H	SK-1100T	SK-1350H
SK-1350T	SK-720H	SK-720T
SK-850H	SK-850T	SK-870T

**Silhouette**

Cameo

**Summa**

S One D120	S One D140	S One D140 FX
S One D160	S One D60	S One D75
S-Class 2 S120 D	S-Class 2 S120 T	S-Class 2 S120 TA
S-Class 2 S140 D	S-Class 2 S140 T	S-Class 2 S140 TA
S-Class 2 S160 D	S-Class 2 S160 T	S-Class 2 S160 TA
S-Class 2 S75 D	S-Class 2 S75 T	S-Class 2 S75 TA
S-Class 3 S120 D	S-Class 3 S120 T	S-Class 3 S140 D
S-Class 3 S140 T	S-Class 3 S160 D	S-Class 3 S160 T
S-Class 3 S160 TC	S-Class 3 S75 D	S-Class 3 S75 T
S-Class 3 S75 TC	S-Class S120 D	S-Class S120 T
S-Class S120 TA	S-Class S140 D	S-Class S140 T
S-Class S140 TA	S-Class S160 D	S-Class S160 T
S-Class S160 TA	S-Class S75 D	S-Class S75 T
S-Class S75 TA	SummaCut D1020	SummaCut D120 / D120 SE
SummaCut D120R	SummaCut D1220	SummaCut D140
SummaCut D140R	SummaCut D15	SummaCut D160R
SummaCut D500	SummaCut D520	SummaCut D60 / D60 SE
SummaCut D60R	SummaCut D60R FX	SummaCut D620
SummaCut D75R	SummaCut D760	SummaSign Pro D-Series
SummaSign Pro D1010	SummaSign Pro D1300	SummaSign Pro D1400
SummaSign Pro D1600 SL	SummaSign Pro D610	SummaSign Pro D750
SummaSign Pro T 750	SummaSign Pro T-Series	SummaSign Pro T1010
SummaSign Pro T1300	SummaSign Pro T610	SummaSign T 1400 Pro
SummaSign T 1600 Pro SL	SummaSign T1010A	SummaSign T600

**Summagraphics**

D1000	T1000
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**Technoplot**

Millennium T 610 Pro

Millennium T 750 Pro

**Universal Drivers**

DMPL 0.025

HPGL 0.01

HPGL 0.025

HPGL 0.05

HPGL/2

**USCutter**

MH-1101

MH-1351

MH-721

**Vinyl Express**

Bobcat

Lynx

Panther I 24

Panther I 30

Panther I 40

Panther I 50

Panther II 24

Panther II 30

Panther II 40

Panther II 50

Panther III 24

Panther III 30

Panther III 40

Panther III 50

Puma I

Puma II

Q Series 100

Q Series 130

Q Series 160

Q Series 24

Q Series 30

Q Series 42

Q Series 54

Q Series 60

Q Series 64

Q Series 75

Qe60

Qe60+

R Series 19

R Series 24

R Series 31

R Series 39

R Series 44

R Series 53

ULTRA 24

ULTRA 30

ULTRA 40

ULTRA 50

**VULCAN**

FC-500VC

**VyTek**

GEM40

GEM54

**Wild-Leica**

▲TA 10

▲TA 10 BL

▲TA 10 BXL

▲TA 10 S

▲TA 100

▲TA 100 BL

▲TA 100 BXL

▲TA 100 S

▲TA 2

▲TA 2L

▲TA 30

▲TA 30 w/o Mat. Tr.

▲TA 40

▲TA 40 TP

▲TA 400

▲TA 400 (Stop bef. Tr.)

▲TA 400 G

▲TA 400 G (Stop bef. Tr.)

▲TA 400 MC

▲TA 400 MC (Stop bef. Tr.)

▲TA 400 TP

▲TA 400 TP (Stop bef. Tr.)

▲TA 41

▲TA 410 E / ES

▲TA 410 with suction bar

▲TA 500

▲TA 500 MC

▲TA 510

▲TA 510 S

**Zünd**

▲2XL-3000

▲2XL-3000cv

▲3XL-3000

▲3XL-3000cv

▲L-1200

▲L-1200cv

▲L-1600

▲L-1600cv

▲L-2500

▲L-2500cv

▲L-3000

▲L-3000cv

▲L-800

▲L-800cv

▲LH-1600

F Driver List

▲LR-1600

▲M-1200s

▲M-800

▲P-1600

▲S-800

▲XL-1200cv

▲XL-2500

▲XL-3000cv

▲M-1200

▲M-1600

▲M-800cv

▲P-2000

▲S-800cv

▲XL-1600

▲XL-2500cv

▲XL-800

▲M-1200cv

▲M-1600cv

▲P-1200

▲P-700

▲XL-1200

▲XL-1600cv

▲XL-3000

▲XL-800cv

Drivers marked with ▲ are for flatbed milling and engraving machines and are only basis drivers.

## G Dictionary of Technical Terms

<b>Active and Passive Jobs</b>	Active jobs are those that are being cut. Passive jobs are waiting in the queue for output.
<b>Additional Programs</b>	Additional programs are program modules or stand-alone programs that are part of the delivery.
<b>Auto Import Plug-Ins</b>	Auto import plug-ins are used to automatically import data from other programs - without intermediate steps.
<b>Automatic Contour Pen Conversion</b>	This feature means that before the data is transferred the software 'looks' for objects with the attribute 'contour'. If so, the user can decide whether the contour is to be converted or not. If the contour should be converted, then a vector object with the width of the contour is automatically generated!
<b>Bitmap Functions</b>	Bitmaps are pixel images or photos. Bitmap functions means all functions which are not vector tools like node editing, and which are only applicable on bitmaps.
<b>By Color</b>	This is a welding function, which deletes all surfaces, which are covered by overlying colors.
<b>Bypass Cutting</b>	Direct cutting - without window - before output on the cutter
<b>CMX Data Transfer</b>	CMX data transfer means the handing over of data using CorelDRAW's CMX data format. CorelDRAW had created this format in order to ensure the exchange of data within the Corel program families. CMX is a public data format and is used for the exchange of data. This has the advantage compared to EPS, that Corel specific types of data can be copied 1:1, without making a conversion of the format.
<b>Cap Height Setting</b>	Cap height is the typographical correct unit of capital letters. The text editor uses this unit by default when calculating the font size.
<b>Circular Text</b>	Is a special feature of the text editor with that text blocks can be placed on or in a circle.
<b>Clipart Tab</b>	Cliparts are job-similar files - often logos or patterns - which are useful for the design of an output job. The clipart tab is a sub-tab of the Sidebar, with that the cliparts can be managed.

<b>Clone</b>	This function is usually used when creating labels and series. Changes at the control object are transferred to all clone objects.
<b>Close Objects (Automatically)</b>	When importing DXF or HPGL data, many or all objects are not closed. On a cutter only closed objects can be processed reasonable. This function will automatically close all vector objects. In the basic settings the threshold for the closing of objects can be changed.
<b>Contour Line (Print &amp; Cut)</b>	Unlike the outline / inline bitmaps are here provided with a vector contour. This function is regularly needed in the creation of labels and stickers.
<b>Cut Out Region</b>	Is a bitmap function which provides the tracing of parts of a bitmap. You can cut out any vector form out of a bitmap.
<b>Device Control</b>	This section deals with device control functions on the output side.
<b>Digitize Mode</b>	This feature means a drawing tool, that similar to digitizing tablet with a magnifier, draws nodes on the working sheet.
<b>Drill Holes</b>	Drill holes is a special drawing tool, that marks the position of a drill hole, using a crosshair cursor. If the connected machine is capable of producing drill holes, then the position is transmitted to the device driver.
<b>Files Tab</b>	Is a sub-element of the Sidebar, with that Jobs can be managed. Job is the file extension, which is used from EuroCUT.
<b>Flatbed Cutter</b>	All cutters that have a flatbed as a cutting surface.
<b>Folder Monitoring</b>	This function means that the software monitors a selected folder on hard disk or network. Every time when a change in the monitored folder occurs - by saving or deleting of jobs - the thumbnail gets updated.
<b>Fontmanager</b>	The Fontmanager manages fonts in databases. The advantage of this method is that the database can be copied from one computer to another and thus the same set of fonts is available on both computers.
<b>Full Surface</b>	Is a welding function, which underfills objects in one color, whose surfaces overlap another. The partially

hidden objects are treated in a way, that they are underlying all overlying objects.

**Hatching**

In this milling method the area, which should be removed, is provided with a hatching. The area gets removed along the hatching using the milling tool.

**Hotfolder Management**

A folder can be defined as a so-called hot folder. All output jobs that are stored in this directory are supplied to the output.

**Job Calculation**

The Job Calculation means a function with that preliminary costing can be done easily. This function is particularly well suited for calculating charges of material costs.

**Job Info**

The Job Info can - referring to each job - save additional information such as order number, customer address, material, time spent, a. s. o.. The job info can also be printed.

**Job Rerun**

Any job that is still in the job history can be cut again identically. The actual to the machine transmitted data is stored. All parameters are given out into the output file.

**Laser Engraver**

Name for all devices which don't use an engraving needle but a laser unit.

✘ - This device type is supported by the software suite OptiScout. Full info at: [www.optiscout.com](http://www.optiscout.com)

**Layer Tab**

Is a sub-element of the Sidebar, with that layers can be managed. Layers are color levels which determine and control output order and tool parameters - besides object position.

**Material Display**

Each color layer can be assigned a specific material with an exact material description. The assigned material is displayed before the output in the Job Calculation, Job Info and the layer itself.

**Milling & Engraving**

This rubric lists the specific functions and tools which were implemented for milling and engraving.

**Monitor Output Process**

With monitoring, we mean that the output process can be suspended, stopped and continued. Active jobs can be

switched to passive and if necessary be re-activated.

**Multi Inline**

In this milling method the area, which should be removed, is provided with multiple Inlines. The area gets removed along the inlines - from outside to inside.

**Multi Port Support**

With this we mean that all ports on a given computer - which are suitable for the issue - can be used. Typically, these are all COM and USB ports.

**Multi-functional Cutter**

Multi-functional cutters are devices which can use various tool heads beside a cutting tool head. They are, for example, oscillating knives, spindles, and hemming tools.

✘ - This device type is supported by the software suite OptiScout. Full info at: [www.optiscout.com](http://www.optiscout.com)

**Multiple Cutting**

Option to cut easier thick and resistant materials

**Node Editing**

Main tool for the creation and editing of vector objects.

**Objects Tab**

Is an sub-element of the Sidebar with that objects can be managed. A large number of object attributes such as visible / invisible, do not output, do not print, can be individually defined for each object.

**Open Trimming**

Is a welding function, which creates open vector objects, after they were separated at their intersections.

**Optimization**

Targets of the optimization are: diminishing of rejection rate, material saving, time saving, optimization and shortening of job preparation. The optimizing of objects can be done on the working sheet or in the output preview. The objects are sorted so that the material consumption, without nesting of objects, is minimized.

**Outline / Inline**

Outline is a special function, where vector object is contoured automatically with a contour in a predefined distance. In contrast to the contour line, the outline creates - in case of internal objects - so called Inlines.

**Parallel Device Output**

This function can simultaneously provide data on multiple machines, which are connected to a computer, if sufficient computing power on the PC is given.

<b>PhotoCUT</b>	PhotoCUT is a program module which can convert halftone drafts into vector stripes. The so generated vector stripes can be cutted on each usual cutting plotter and, generate - with the appropriate viewing distance - one photo-like effect.
<b>Plot Manager</b>	The Plot Manager is a separate program module, which 'background' controls and monitors the output of the data on the selected device.
<b>Plot Server Function (TCP/IP)</b>	A computer at which multiple output devices are connected can act as a plot server. The data transfer can take place via the network using TCP / IP. Assuming the appropriate licenses, any number of client computers can give out on the plot server devices.
<b>Plot to File</b>	The output of the plot data can be redirected to a file. The user only has to activate the appropriate option in the output dialog.
<b>Posterize</b>	Posterize is a bitmap function which performs a reduction on any number of color hues per color layer.
<b>Preview *.CDR and *.CMX</b>	The files tab can display besides *.JOB also contents of *.CDR and *.CMX files (CorelDRAW formats).
<b>Productivity Tools</b>	Productivity tools are special tools, which - because of their workings - enhance the productivity of sign making processes. These are usually such tools, which distinguish a cutting software from illustration programs such as Illustrator and CorelDRAW.
<b>Program Type</b>	This section summarizes certain criteria which characterize the use of the program.
<b>Reference Job (*.JRF)</b>	In a so-called Reference Job the environment, the tool parameters and the device drivers are stored. In this way, it is possible to output the job in an identical manner as many times as wished.
<b>Register Mark</b>	Is a special drawing tool, with that marks, for the making of multi-colored foil signages, are drawn. This register marks can consist of a cut-through or a filled square and are positioned by the user to the desired position on the output job. While the output these registration marks are always cutted at the same position on the vinyl (layer independently), so then the precise assembly of various colors is possible.

<b>Roll Cutter</b>	Roll cutter means all cutting plotters, which can only handle material rolls.
<b>Screen Printing</b>	Is a welding function, which allows the changing of the color stack. Thus, the order of the colored vinyls can be re-sorted - interactively - from light to dark.
<b>Segmentation with Overlap</b>	Segmentation is always necessary when the job is larger i.e. longer or wider than the connected device is able to plot. The overlap is necessary when the individual segments are to be completed to a whole again. Joining otherwise would lead to undesired white gaps.
<b>Sidebar</b>	Sidebar means a movable control element that can be made visible on the desktop. The individual sub-elements are activated by clicking so-called 'tabs'.
<b>Sort with Simulation</b>	In this function, all objects are sorted according to a certain criterion. For some output devices such as lasers or milling machines the sequential processing of the objects is important. Therefore, the output can be simulated and the collation can be adapted to the requirements of the output device.
<b>Space (1/1, 1/2, 1/4, 1/8)</b>	Special function with that micro-typographical-correct spaces (keyword: em quad) and thus word / letter spacing can be generated. These special spaces can be directly entered via the keyboard.
<b>Spool Function</b>	When the Plot Manager is activated with the parameter !SPOOL!, it runs independently without starting the main program. Output data can be activated and given out via Drag & Drop.
<b>Spot Colors Definable</b>	Spot colors are color layers, which are defined in a way that color values are additionally given out. Some hybrid devices and RIPs use spot color values for the control of output processes. When printing the corresponding color plates are given out.
<b>Stacking</b>	Stacking means that at first as many objects are positioned adjacent as will fit on the material. The following objects are then positioned above it. This process is repeated until all objects are positioned on the material.
<b>Stand-alone Software</b>	"Stand-alone" means that this program can be used without any other so-called host program. It has all the

tools that are needed for the design, layout, and the output of jobs.

**Start Tool Paths**

When milling and laser engraving it often happens that immersion traces are visible at the start point of an object. To ensure that the quality of the objects which are milled is not affected, the start point can be laid outside the object. This task is performed by so-called start tool paths.

**Status Display Material Consumption**

In the output preview at the bottom of the window is a status line where the material consumption of the job is displayed in square meters. Since this happens before the output, this feature can also be used to order exactly as much of a material as is required currently for the job.

**Symmetrical Object**

This is a tool that can create stars and polygons. With it the initial shape (circle, ellipse) and the number of edges can be specified. With its own drawing tool then the symmetric objects on the desktop are drawn.

**Templates (\*.JTP)**

Templates or patterns are jobs which have no name (untitled) when opened. Templates can always be created if they can serve as an example for other similar jobs. The advantage is that the working sheet and layout are predefined.

**Test Run**

Before the actual output a so-called test drive can be carried out to examine whether, for example, the material is sufficient. During the test run the raised tool head moves along the vectors.

**Text Editor**

Text editor means program functions that include all the tools necessary for professional capturing and editing texts. Typographic special tools that are essential for signmaking were implemented.

**Text Import (\*.TXT, \*.RTF, \*.ECT)**

External texts can be imported directly into the so-called text box, with the above formats being used. For formatted text the RTF format must be used. It can be saved from every professional word processing program.

**Thumbnail Preview**

Thumbnails are small low-resolution pixel previews of file contents. All in the selected folder located files will be - by means of the thumbnail preview - visible and manageable.

**Tool Parametrization**

Means that specific settings for a tool can be done by the user. This can be values for speed, drive, depth, angle,

pressure, acceleration or other parameters. The device driver provides the parameter fields. The user can edit corresponding parameter values before the output on the device.

**Tool Assignment**

To each color layer a specific tool can be assigned. This makes creation and processing of jobs much easier. The selected device driver provides all possible tools. The assignment itself can be done by the user individually.

**Track Logging**

For each tool the distance will be recorded. In addition, the date, time and device names are stored.

**Trimming**

Is a welding function, which separates closed vector objects using lines or curves. The resulting partial objects are re-closed then automatically.

**TrueType, OpenType, Type 1, BE Fonts**

These 4 font formats can be managed with the Fontmanager i. e. add, enable and disable.

**URW BE Fonts**

The BE-type format was created by the company URW. The BE-format is a vector font format that was shipped with SIGNUS systems.

**Vectorization, Tracing**

Vectorization means the conversion of bitmaps (pixel images) to vector contours.

**Video Marks (Print & Cut)**

Video marks are marks that can be detected by cutters with optical sensors or cameras to compensate for inaccuracies of the print result. In the print and cut process they are used also for the contouring of print objects.

**Wait After Segment**

If a job has to be segmented, then the user receives this option with the ability to re-equip the machine before the next segment is processed. By means of a message window the process can be continued at any time.

**Weed-Ex Driver Option**

It is a specially laminated flex or flock material of Witpac GmbH. First, the actual vector lines are cut. In the second step, the components that need to be weeded, are cut out in a way, that they 'fall out' automatically at the end. So you have already reached the entire plot result after peeling off the medium and you don't have to weed manually.

**Weeding Lines horiz. / vert.**

In addition to the global weeding frame, which is generated around the entire output job, individual weeding lines can be added horizontally or vertically in

the output preview. Large, bulky jobs can thus be divided.

### **Welding**

Welding functions are needed for the treatment of overlapping of layers or vinyls. These functions are in the signmaking and screen printing department essential for the processing of vinyls.

## H Glossary

<b>Additive color system</b>	The ~ is based on mixing the additive, luminous spectral colors red, green and blue (RGB), for example in color TVs or color monitors
<b>Adjustment</b>	Modification of the distance between two adjacent characters so that a harmonic type face is being created. This is reached by correcting the character - or word distance. With distances below 100% you speak of kerning and with values above 100% of spacing out.
<b>Adjustment handles</b>	~ are the 9 black squares that are drawn around the object and in the middle when marking objects.
<b>Antialiasing</b>	Edge smoothing with bitmaps
<b>Application tape</b>	Foil that is used to apply the cut foil after the weeding on the lettering area. The adhesive force must be strong enough so that the text - even the tiniest letters - can be released from the substrate without problems. After application, the ~ must also be released without problems.
<b>Ascender</b>	Term for the part of a character that extends above the middle length.
<b>Backup</b>	Data backup
<b>Bit-depth also shade</b>	~ is the mathematically possible number of colors with a specific number of bits, for example: 1 bit color depth = $2^1 = 2$ possible colors (black/white) 8 bit color depth = $2^8 = 256$ possible colors/shades of gray 24 bit color depth = $2^{24} = 16.8$ millions possible colors
<b>Bitmap</b>	Pixel-graphic
<b>Bold</b>	Font that a bit thicker than the standard typeface.
<b>Byte</b>	Smallest addressable unit in the computer memory, consisting of 8 bits.
<b>Calibration</b>	Adaptation of printer, monitor, cutter or adaptation to desired values.
<b>Cap height</b>	This is the height of the capital letters, the capitals. As measurement usually the height of the letter „H” from the font line to the top edge of the character is used.
<b>Center justification</b>	A break justification where the text block is justified at the same time on the left and on the right side. To do this, the word space within a text line is varied (usually extended) so that on

	the left and right side a clean text edge is created. This is not only applied for the the last line of a break. compare also: forced block
<b>Clipart(s)</b>	~ are jobs or job parts that were added to the Clipart toolbar . They are saved in a separate directory. (C:\Program Files\EUROSYSTEMS\EuroCUT Basic XT\CLIP)
<b>Clipboard</b>	~ is used for temporary storage in Windows. The ~ is used to exchange data fast between applications.
<b>CMYK</b>	Cyan, magenta, yellow, contrast (key, black) Standard colors for the four-color printing.
<b>CMYK-color area</b>	~ is the total number of colors that can be displayed by the colors used when printing (CMYK).
<b>Color depth</b>	~ is the number of possible color tones that can be recognized by a scanner or reproduced on a color monitor.
<b>Container</b>	A container - more exactly an image or text container - is a vector object, that similar to a real container can take up arbitrary image data or texts. In conjunction with macro scripts contents can be exchanged semi-automatically or automatically.
<b>Context menu</b>	Context menus are called so because the structure adapts and changes depending on the number and type of the selected objects (context). Context menus are always activated with the right mouse button. They serve for the faster access to important functions and tools and also to those functions that cannot be activated via the main menu.
<b>Contrast</b>	Contrast; range of brightness between bright and dark parts of a picture.
<b>Cursor</b>	~ is the blinking, vertical line in an editable field.
<b>Decoration</b>	Accentuation of text parts by modification of the text attributes, for example <b>bold</b> , <i>italic</i> .
<b>Descender</b>	This is the part of a character that protrudes below the font line.
<b>Desktop</b>	The area besides the working surface that can be used for the draft. It is comparable to a desk on which are the tools.
<b>Digitalization</b>	Conversion of a picture template into a digital form. The capture is done point for point or line by line by means of a digitalization tablet or by reading the template with a scanner.
<b>Dongle</b>	

	Means the copyright that is part of the scope of delivery of EuroCUT. It is inserted in the USB interface of your computer. Without ~ the software cannot be started.
<b>Download</b>	Downloading applications or files from the internet to your computer.
<b>DPI</b>	Acronym for <b>Dots Per Inch</b> ; resolution fineness (1 inch = 2.54 cm)
<b>EPS</b>	Acronym for „ <b>Encapsulated Postscript Format</b> “. In this file format the text and picture information is saved in the page description language postscript. This format also contains besides text and raster data also a preview bitmap which allows displaying a copy of the data on the screen.
<b>Foil</b>	Two production processes are common: calendaring and casting. Cast foil is created without drawing frame and thus has a lesser shrinking tendency. The costs are usually higher than with calendared foil. Calendared is cheaper, has a shorter period of usage and shrinks more. Cutting foils are built in three layers: 1. Substrate; the lowest layer 2. Gluten layer; is between the foil and the substrate 3. the foil itself.
<b>Font</b>	Type cut within a type face in digital form. Most type faces have the fonts normal, bold, italic and bold-italic. Often, the font is used for the same type face. Correct would be that each cut is a separate font.
<b>Font line</b>	~ is a thought line on which the characters of a row are standing. Even if different font types and font sizes are used in a row, all characters must stand on a common font line.
<b>Font size</b>	~ is the size of a font. It corresponds to the block height, which means it also comprises the ascender and descender as well as a certain space above and below the characters.
<b>Forced justification</b>	Justification where all text lines - also the last- are adapted to the width of the column or the working area. In EuroCUT this justification is called „force justification“.
<b>Gamma correction</b>	The ~ is a method for the correction of color graduation considering the perception of the human eye if there are two adjoining areas of different color.
<b>Group</b>	Combination of arbitrarily many objects to a group. The position of the objects itself does not change any more within the group.

<b>Halftone image(s)</b>	~ are pictures which contain shades of gray or hues. The tonal value between pure white and pure black is called halftone.
<b>Hotfolder</b>	A Hotfolder is a directory monitored by the Plot-Manager. If a file is copied into this directory, the Plot-Manager carries out automatically specific configurable functions.
<b>Inch</b>	Measurement unit for the length 1 Inch = 2.54 cm
<b>Job</b>	File-ending of EuroCUT; name for EuroCUT file
<b>Justification</b>	Alignment of a text block on the working area. EuroCUT offers justification left-aligned, right-aligned, centered, center justification, forced center justification and adjust cap height.
<b>Kerning</b>	If two characters stand closer together than it would correspond to their standard thickness, you speak of ~. With character combinations as for example „Te“ you have a balanced type face.
<b>Laminating</b>	Covering with transparent plastic films.
<b>Live-Update</b>	Updating of software via the internet.
<b>Macro</b>	A ~ automates program flows. The automation can thereby be realized with the program's own commands or a macro language.
<b>Marking function</b>	~ means marking objects by keeping pressed the left mouse button, then drawing a frame around the objects to be marked and letting go the mouse button only if all objects to be marked are completely within the frame.
<b>Process colors</b>	Printing scale of colors for four-color-printing with cyan, yellow, magenta and black (key). By mixing these colors, it is possible to print all colors.
<b>Profile</b>	The appearance of program surfaces is called ~. The shown tools and menu items can be individually adjusted to the user. Intention is to simplify the user interface.
<b>Raster Image Processor</b>	short: RIP - Software that rasterizes vector data and controls the printing on a large format printer.
<b>Resolution</b>	Number of pixels per track unit. It is indicated in dpi (dots per inch). Laser printers have a resolution from 600 to 1200 dpi.
<b>Scan resolution</b>	Fineness of the resolution when scanning analogue images <b>Formula:</b> Resolution (in DPI) = printing length (L/cm) x 2 (quality factor) x

enlargement factor x 2.54 (when converting from cm into inch)

**Subsidiary line**

These are lines for the virtual alignment of objects on the working area or the desktop. Subsidiary lines are only visible on the monitor are neither plotted nor output on the printer.

**Superscript**

The characters are set higher than the characters standing on the baseline. They usually have a bit smaller font size than the basic font.

**Toolbar**

can be freely moved and positioned on the working area of an application. Often, also the composition of the tools can be defined.

**Trapping**

A small overlapping zone at the limit of superposed colored elements. This ~ guaranteed that no white gaps occur at the color borders. The overlapping can happen through overfilling or underfilling.

**Upload**

Upload is the sending of files or applications to a networked server

**Weeding**

means the removal of unnecessary foil parts after the cutting with a cutting plotter.

**White gaps**

~ are the gaps on the edges of overlapping or abutting color or foil areas. Disadvantageous especially with silk-screens or when printing.

**x-height**

Height of the lower case/character „x” respective the lower case without the ascender of a font.

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