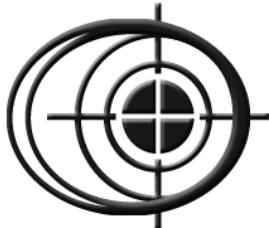


EUROSYSTEMS

OptiScout

Version 7



User Manual

Production & Design

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L-6743 Grevenmacher
Luxembourg
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Important Information for OptiScout Clients

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

OptiScout is available in two different versions: OptiScout **Production** and OptiScout **Production & Design**

The single versions differ in the complexity of functions.

The **scope of delivery** of an OptiScout version always includes:

- Program CD
- Hardware copy protection (USB dongle)
- Manual

Optional depending on the version in addition with

- OptiSCOUT CCD Color camera with connecting cable
- Video Capture card

Code number

The sticker is on the inner side of the manual cover.

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

Please check:

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-OSPD2-...**).

Underneath the product description is your personal code number **serial number** (e.g. 000123-OSPD2-123973-00089754). 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.

Hardware requirements

- Minimum requirement: Pentium 1.5 GHz with 512 MB RAM
- Recommended: Pentium 4 or newer with 1 GB RAM
- Windows XP from SP2, Windows Vista, Windows 7 (32 or 64 bit)
- Minimum graphic resolution: 1024 x 768 pixel
- CCD camera with PAL/NTSC system – **24 BIT RGB**
connected via a USB Grabber e.g.: Pinnacle / Dazzle DVC 90
Grabber card: required picture signal via VFW (Video for Windows) or WDM
driver

Recommended for:

- All operations that shall cut, perforate, laser or mill printed materials exactly to the contours
- Zünd and Wild flatbed tables with/without milling option and multi-functional flatbed tables with variable tool heads as for example Indimco and many other more
- All HPGL and G-Code compatible machines (instruction set with read out order required)

Second User License

Requirement for its use is a registered main license.

With the OptiScout ***second user license*** you purchase an adequate further program package with dongle that can be used specially separated from your main system. The second user license is especially suitable for branches or for the mobile application. Order congestions or plant extensions can thus be handled flexibly. The installation of the second user license is identical with the installation of the main version. All second-user licenses get the same dongle number as the main license.

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Second User License

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Phone: ++49 6502-9288-11

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

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. OptiScout Production 7.005
- 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 dialing numbers that may be known to you are reserved for purchase and sales department.

In order to guarantee a smooth and competent support for yourself and others, we kindly ask you to get registered. Immediately after the reception of your registration card, your registration per fax or online, you will be added to our user-database.

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Support And Sales Information

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Manual text-/set/-layout:

Peter Bettendorf, Frank Thömmes
RCS Systemsteuerungen GmbH, Longuich

The legitimate acquisition of the CD-ROM allows the use of the program, analogously to the use of a book.

According to the impossibility that a book is read at the same time in different places by several persons the software program OptiScout may not be used at the same time from different persons in different places and on different devices.

CD copies may be created only for the purpose of the data backup.

OptiScout uses the OpenCV

(Open Source Computer Vision Library)

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OptiScout uses the OpenCV

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Trademark

About This Manual

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

In the first chapter „**Quickstart and installation**“ the installation of OptiScout 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 OptiScout.

The second chapter „**How to work with OptiScout?**“ 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 display 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 next chapter „**Toolbars**“ are described. Toolbars contain important tools that are placed in a freely movable toolbar.

In the next chapter functioning of the „**Tools**“ is explained 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 the following chapter „**Add Ons**“ are described in detail. Add Ons are programs or program parts that are separated from the main program. Usually, they are made available by a 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
Bold	Headlines
<i>Italic</i>	<i>Indications, accentuations</i>
<i>Bold, italic</i>	Menus, fields, options e.g. new-command
CAPITAL LETTERS	Name of keys on the keyboard e.g. INS, CTRL, ...
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

OptiScout is a modular optical recognition system for multi functional flat bed tables for the usage in the industry for the digital exactly contour cutting and milling.

Before doing the operation OptiScout locates the position of the OptiScout-video marks that have been printed on strategic favorable positions on the part to be worked on via the camera that is mounted on the milling respective tool head.

The OptiScout correction algorithm compares the current positions of the adjusting marks to the original position in the primary job.

By means of this data inaccuracy that occurred during the printing process can be compensated.

1 Preface

2 What's New In OptiScout?

The wide range of tools will be complemented in OptiScout Production & Design 7 with new features that will fulfill all your requirements. With the improved layout tools, the redesigned user interface and improved workflow, you can increase your productivity and work more enjoyable.

2.1 New and further developments

Appearance

- Impression in „Vista Style“

When designing the user interface the appearance of the current Windows was taken as model. OptiScout Production & Design 7 gets thus a contemporary appearance.

User Interface

- Configurable desktop with new icons and symbols

The interface is configurable through profiles, i. e. customizable. Icons and symbols have been modernized.

 [please refer to 5.9.1.10: The Profile... Setup](#)

- Working sheet's background can be colored using dialog "working sheet"

The background of the working sheet can now be dyed. It may be, for example, black colored, so that the user can make designs in the wireframe mode like in AutoCAD.

- Working sheet can be assigned a background image

In addition to the coloring of the desktop, the framed working sheet can also be provided with a background image to create the most realistic view.

Sidebar

- Lateral Bar

The so-called sidebar, a lateral toolbar, CorelDRAW speaks of docking windows, is used to optimize the work flow. It is provided with tabs for the layer, cliparts, object and file manager toolbar.

A simple click on the appropriate tab changes the tool.

 [please refer to 9: The Sidebar](#)

Navigator

- Navigator with Zoom

The Navigator helps you navigate on the OptiScout desktop, especially for large jobs with thousands of objects when zoomed into an area. A frame in a thumbnail indicates the area in which they are currently located.

 [please refer to 9.5.1.1.1: 1. The Navigator](#)

Object Manager - Objects Tab

2.1 New and further developments

- *Objekt-Manager with tree structure*

An Object Manager lists all objects in a clear tree structure, which means each vector object, every group, every combination, and so on. Each job object can be selected using the object list.

This is particularly of advantage for very large jobs with many objects and improves the work flow considerably.

▶ [please refer to 9.5.1: The Objects Tab \(Object Manager\)](#)

Clipart Manager - Cliparts Tab

- *Component of the Sidebar*

▶ [please refer to 9.4: The Cliparts Tab](#)

File Manager - File Tab

- *Component of the Sidebar*

▶ [please refer to 9.6: The Files Tab](#)

File Import

- *PDF Import*

A long cherished desire of many OptiScout users could be realized. The files which are available in Adobe's Portable quasi-standard PDF (Portable Document Format) can now be loaded directly onto the working sheet and manipulated.

File Export

- *PDF Export with document protection option*

OptiScout Production & Design 7 jobs can be exported in PDF format, with document protection options may be assigned, such as password protection.

Milling Module

- *Revised and optimized dialog for milling and hatching*

The dialog for the setup of milling and hatch parameters has been optimized.

▶ [please refer to 8.5: The Milling / Hatch Fill... Function](#)

Toolbars

- *Settings for geometric objects are shown as a toolbar*

The so-called symmetric objects now have their own toolbar. In the previous version access was possible only via the Settings menu.

- *Switching toolbars*

So that the desktop can be optimally used, the space consumption of the controls should be kept as minimum as possible. For this reason, a so-called switching toolbar was developed which switches when changing the tool - the position remains the same, the content changes. This efficient toolbar is used for objects, geometric shapes and node editing.

Vektorization

- *Vektorization with preview*

The vectorization has been redesigned and equipped with a direct preview of the vectorization. The color assignment control has been simplified. Overall, the operation is simpler and more intuitive.  [please refer to 8.16: The Tracing Tool \(Vectorization\)](#)

Device Driver

- *Current cutting plotter driver*

OptiScout Production & Design 7 is shipped with device drivers that fit almost any cutter on the market. More than 500 device drivers are included in the installation.

[Driver list Online](#)

2.2 Developments from a technical perspective:

.NET Framework Technology

- *Entrance in the .NET Framework technology*

With OptiScout Production & Design 7 the entrance in the .Net Framework technology was made. Requirement for the use of OptiScout Production & Design 7 is. Net Framework 3.5 SP1. In particular, the use of XAML, a language for describing and creating user interfaces, is said to be called exemplary. Thus, for example, parts of the sidebar were programmed with these development tools.

Profiles

- *Appearance and functionality can be set via profiles*

Appearance and functionality can be pre-configured using so-called profiles. This means that for different users customized user interfaces and functionalities can be realized. This is required especially in the industrial environment where only the tools to be visible, which are actually needed.

Photoshop Plugin Interface

- *8bf plug-in interface (Photoshop plug-ins)*

The implementation of a Photoshop compatible plug-in interface makes the usage of Photoshop filters (optional!) possible - e. g. Eye Candy filter.

Compatibility

- *Windows Vista / 7 compatible*

OptiScout Production & Design 7 was developed on the technological status of Microsoft Vista / 7.

Modifications and errors reserved. State: May 2009

2.2 Developments from a technical perspective:

3 Quickstart and Installation

3.1 Quickstart

3.1.1 OptiScout Instructions for The Installation

3.1.1.1 Installation of the OptiScout camera

Mount the camera on the tool head of the machine. This mounting instruction is for Zünd machines and can differ on other machines. The machine **must** be switched off while doing this. Depending on the respective head configuration, both lower 3 mm hex socket head cap screws or the upper 5 mm screw with the fixing pin are used. Connect the provided adapter cable with the connection on the cutter. Those are e.g. with Zünd machines at the left side of the tool head. Remove the lens protection of the camera and switch on the machine. The functioning of the camera will now be shown by a red LED on the upper side of the camera.

Insert the OptiScout installation CD. With the **Autorun** function switched on following dialog opens.

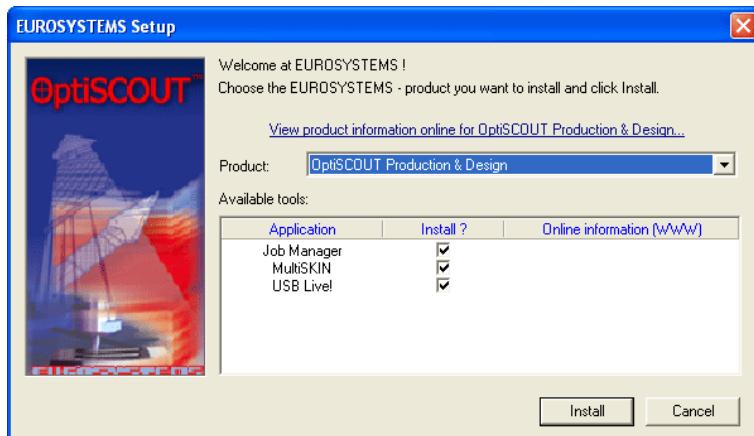


Fig. 3.1-1: OptiScout *Setup*-window

If the **Autorun** function is deactivated, open the Windows Explorer and start the file **install.exe** in the main directory of the CD. Select the respective software package and the driver for your USB grabber from the list and confirm your selection with the **Install** button.

Follow the instructions on the screen for the installation of the software.

3.1.1 OptiScout Instructions for The Installation

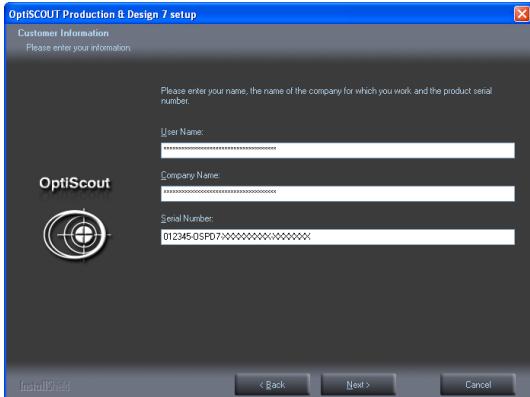


Fig. 3.1-2: OptiScout installation / dialog user information

In the dialog above you have to enter your personal user information in the respective fields. Those are on the associated invoice or in your manual.

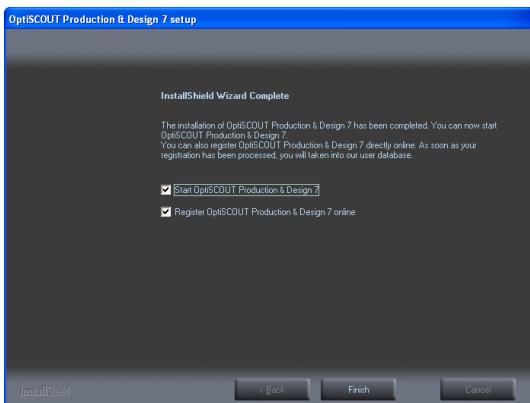


Fig. 3.1-3: Finishing the OptiScout installation

After the installation the computer should be shut down. Deactivate the option **Start OptiScout Production & Design 7**. Now connect the provided dongle and the USB grabber (for video capturing) with the PC and start the computer. The new hardware should be recognized automatically after the new start. Now connect the video cable with the **Video OUT** output of the machine. The needed video cable is included in the delivery of the machine. The connection is underneath the right side case of the machine (Zünd).



Fig. 3.1-4: USB grabber with S-Video and Composite Video interface

Connect the camera cable of the machine with the **Video IN** interface (yellow) of the USB grabber. Check the functioning of the camera and the USB grabber with the auxiliary program **AMCAP.EXE** in the **Tools** directory of the OptiScout CD. To do so, select the menu item **Preview** under **Options**. The camera image should now be visible.

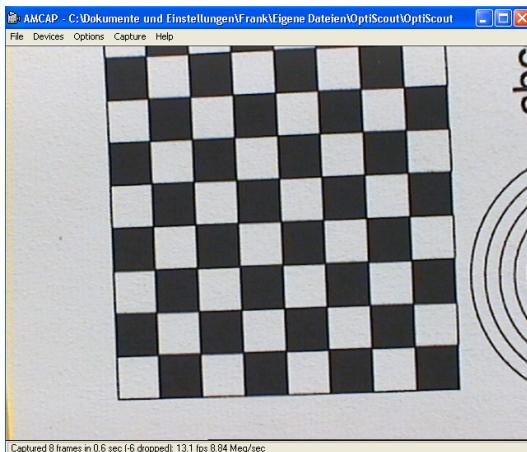


Fig. 3.1-5: AMCAP.EXE application

If the picture is defective or distorted the video format has to be changed from NTSC to PAL_B in the menu **Options / Video Capture Filter....**

Indication: This step is only necessary if the OptiScout camera is used.

Maybe the camera objective has to be set anew in order to adjust the sharpness. If the camera image is visible now, close the AMCAP software.

Start the OptiScout software and open the dialog **Settings – Standard Settings – Output Devices**. In the field that is named **Driver** you can select the driver for your machine. On the left side next to it you can manually enter a name for this device. The given name should correspond to the name of the machine in order to facilitate the differentiation of the devices if several output devices exist.

3.1.1 OptiScout Instructions for The Installation

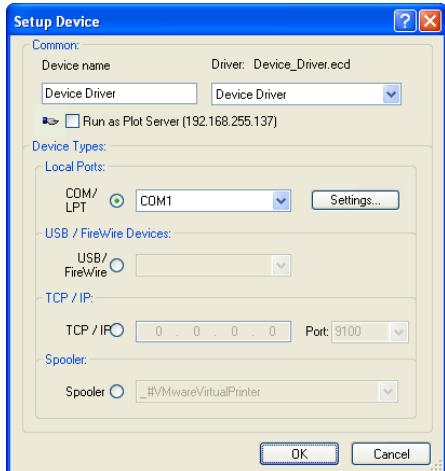


Fig. 3.1-6: Dialog for the selection of the drivers

Under **Device Types** you can define how the output device shall be accessed. If as local interface a **COM** connection is selected the **Settings** button has to be pressed.

Following dialog will be opened:

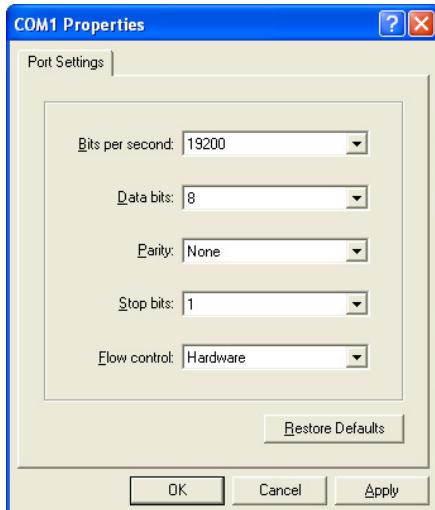


Fig. 3.1-7: Dialog for COM-connection settings

In the first field the **baud rate** is defined. The baud rate indicates the amount of the transmitted data per second. A higher transmission rate leads to an

uninterruptible processing of the data to the machine.

Recommended setting on the computer and the machine

Baud:	19200 or 38400
Data bits:	8
Parity:	none
Stop bits:	1
Flow control:	Hardware

Indication: If the output device is accessed serially under flow control **Hardware** should be entered.

All set parameters must correspond to the settings of the output device, otherwise there will be no communication. Confirm the settings by pressing **OK**.

Following dialog opens.

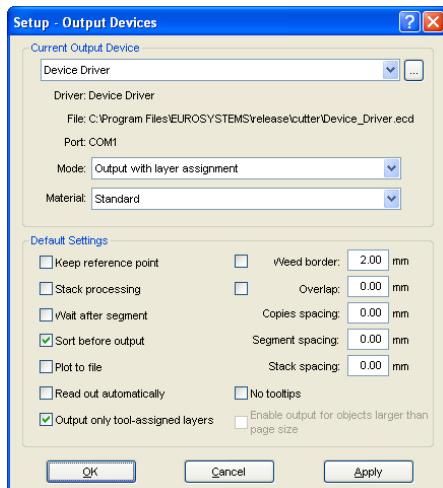


Fig. 3.1-8: Dialog for *Default settings*

In this dialog all default values for the output dialog can be set.

Indication: The illustration shows the settings **recommended** for OptiScout.

Confirm the settings with the **Apply** button and then leave the dialog with the **OK** button. Now open the driver editor by pressing the key combination **CTRL+SHIFT+P**.

After the driver editor has been opened the value of the **Frame size (length)** must be adjusted to the output device. Double click with the left mouse button on the field in the right window and change the value from 79 to the actual length of the table in cm (e.g. 250

3.1.1 OptiScout Instructions for The Installation

if the length of the table is 2.5 m (L2500)).

Indication: This setting is important for the service of an automatic feed option and when working with copies.

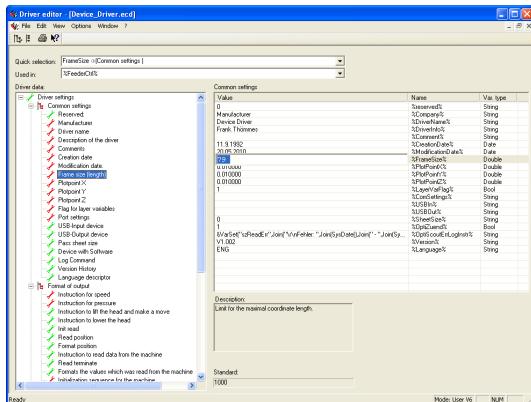


Fig. 3.1-9: Dialog for *driver settings*

Save the changes in the driver via the function **File - > Save**.

3.1.1.2 Basic Settings of The Camera Offset and The Marker Recognition

Now open the example file that has been prepared for you by selecting in the **File** menu the item **Open** or by using the key combination **CTRL+L** on your keyboard.

3.1.1 OptiScout Instructions for The Installation

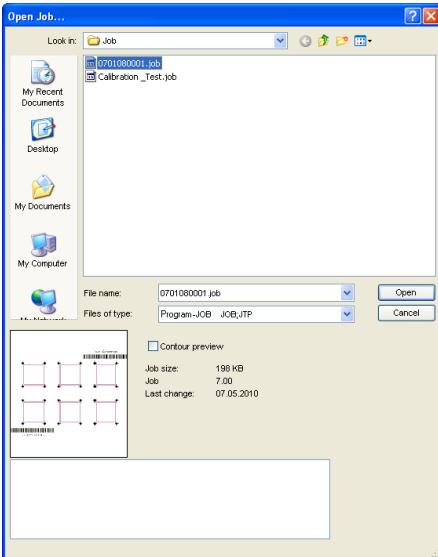


Fig. 3.1-10: OptiScout *Open Job* dialog

After having opened the job, output it on the connected printer by selecting via the **File** menu the item **Print** or with the key combination **CTRL+P**. The print should be *unscaled* (100 %) on a DIN A4 page.

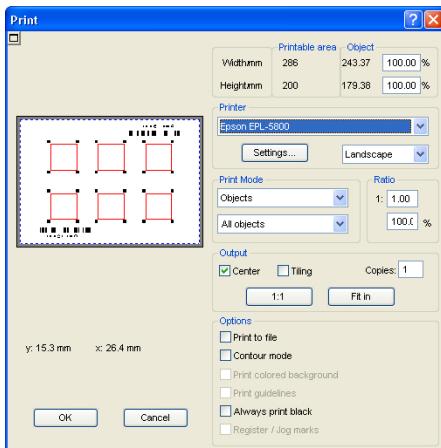


Fig. 3.1-11: OptiScout *print* dialog

Place the printout on the cutter and fix the print with the vacuum of the machine. Switch the machine to the **online** mode. Now open the **Output** dialog by pressing the **S**-key on

3.1.1 OptiScout Instructions for The Installation

your keyboard or by selecting the menu item **Output** in the **File** menu. By pressing the **Read material** button the material width and length of the connected machine should be shown.

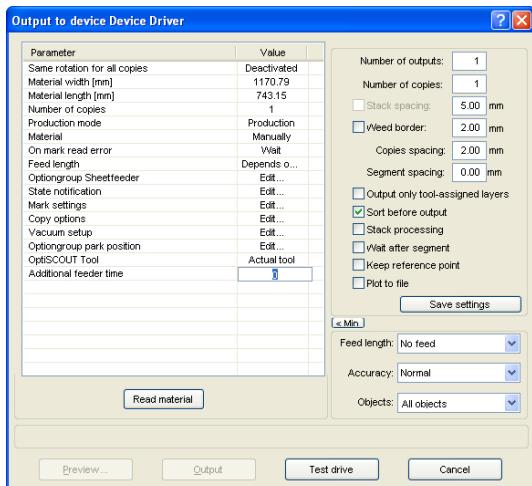


Fig. 3.1-12: OptiScout *output* dialog

Indication: If the machine does not answer, check the status of the machine and the settings of the used interface.

When pressing the **Preview** button following dialog appears.

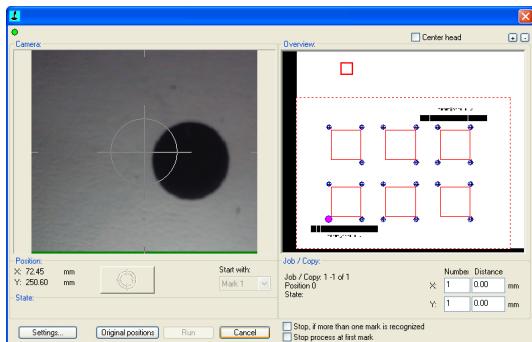


Fig. 3.1-13: OptiScout dialog with preview window

Now check the resolution of the camera picture. It should be **320 x 240**. For checking press the **right mouse button**. For this, the mouse **must** be in the left camera window.

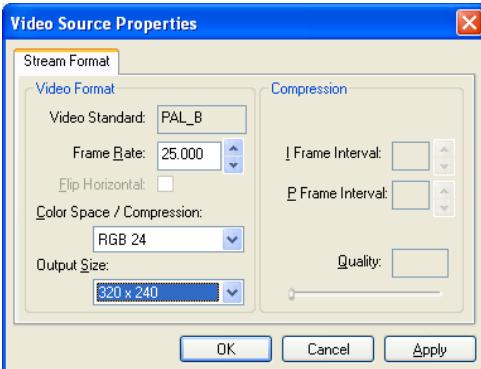


Fig. 3.1-14: Video format dialog

In the now visible menu select the function **Default Settings -> Video Settings -> Video Format**. If necessary, change the setting and leave the menu. Now move the tool head with the **arrow keys** on your keyboard until a video mark is visible in the camera picture.

The steering is done via:

- Arrow key **left** --> negative in X direction
- Arrow key **right** --> positive in X direction
- Arrow key **up** --> positive in Y direction
- Arrow key **down** --> negative in Y direction

Simultaneously pressing the **CTRL** key increases the speed by the factor 10.
Simultaneously pressing the **SHIFT** key increases the speed by the factor 100.

3.1.1.3 Setting of the marker size

If a video mark is visible in the left camera window, press the **right mouse button**. In the now visible menu select the function **Default Settings / Mark Recognition**.

3.1.1 OptiScout Instructions for The Installation

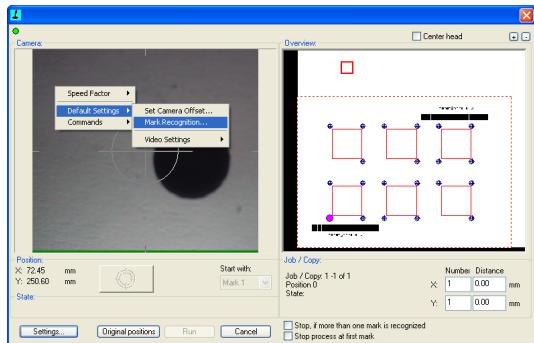


Fig. 3.1-15: OptiScout dialog with camera display

The function can only be opened if the mouse cursor is in the left camera window.

Following dialog appears.

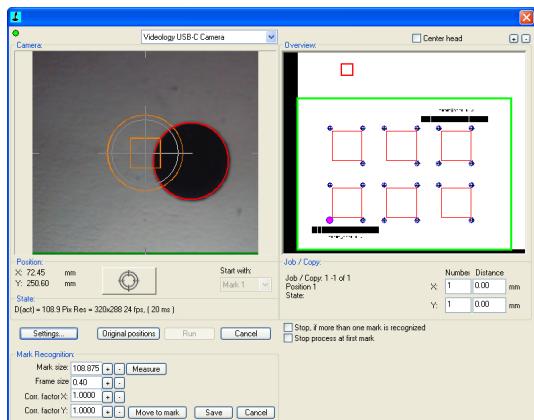


Fig. 3.1-16: OptiScout access marker

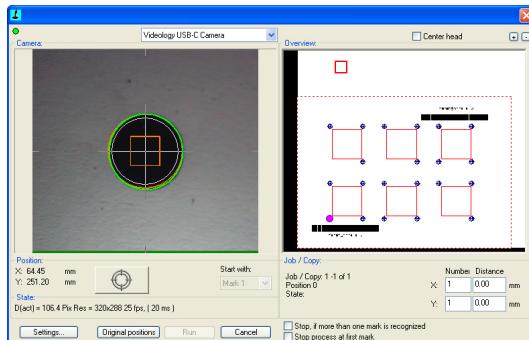


Fig. 3.1-17: Video mark recognized (green)

Press the **Measure** button. Now, an orange circle (marker recognition) with a rectangle (range of recognition) should be shown. Click on the **Move to mark** button and then again on the **Measure** button. The video mark should now have a **green** frame and be congruent with the **orange** circle lying in the center of the camera picture. The marker size to be recognized is now defined. This setting guarantees the recognition of video marks with the size predefined in the basic settings.

This process must be repeated when the mark size is different.

Note: The with a square displayed detection area defines the area in which a mark for measuring must be located. Is the square set very big, the mark is not moved to the center of the camera image before the measurement. The advantage is a faster mark measurement. The disadvantage is a measuring inaccuracy due to the curvature of the camera image. With a small square the mark is measured only in the center of the image, which results in a higher accuracy. The measurement process takes a little longer because a repositioning may be necessary.

The set value must be confirmed with the **Save** button.

3.1.1.4 Set camera offset

This setting is for the exactness of the later output. The **camera offset** is the distance between the output tool and the center of the camera. Now place a sheet of cutter foil (black) sized min. 30 x 30 cm on the machine and set the cutting parameters and depth of knife so that the foil but not the material will be cut. The aim is to get a test object (circle) with contrast values as high as possible.

Switch the machine to the **online** mode.

3.1.1 OptiScout Instructions for The Installation

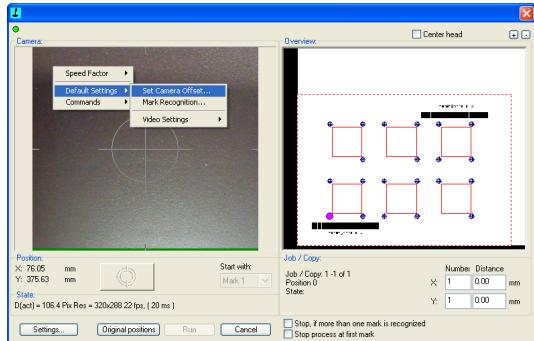


Fig. 3.1-18: OptiScout set camera offset

Press the **right mouse button**. In the menu now visible select the function
Default Settings -> Set Camera Offset.

Indication: The function can only be opened if the mouse cursor is in the left camera window.

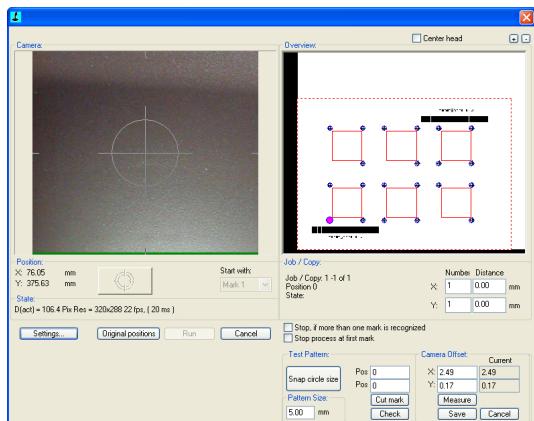


Fig. 3.1-19: OptiScout Preview dialog with camera position

Now move the tool head with the **arrow keys** on your keyboard until the tool head is above a free spot on the foil.

The steering is done via:

- Arrow key **left** --> negative in X direction
- Arrow key **right** --> positive in X direction
- Arrow key **up** --> positive in Y direction

Arrow key **down** --> negative in Y direction

Simultaneously pressing the **CTRL** key increases the speed by the factor 10.
Simultaneously pressing the **SHIFT** key increases the speed by the factor 100.

Press the **Cut mark** button.

Indication: Weed the cut test circle without moving the foil on the table.

Now move the camera with the arrow keys until the cut test circle appears in the camera picture and is framed in red.

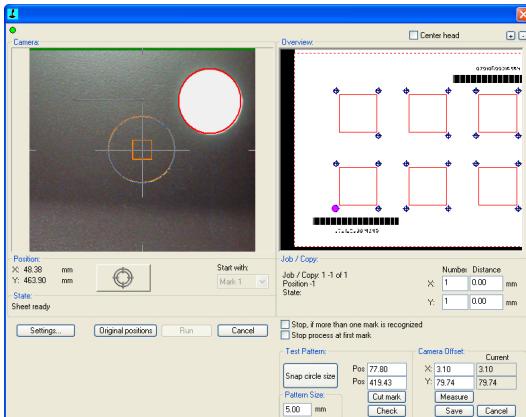


Fig. 3.1-20: Test circle in the camera picture

Now press the **Measure** button. The offset between camera and tool head will now be determined automatically. To check the measurement another circle can be output with the **Check** button. The circle that served for the measurement should now be in the center of the second control circle. If this is not the case, repeat the measurement. Press now the **Save** button to confirm the measured offset value. Installation and basic settings of the camera and software are now finished.

Regard: This settings must be repeated if the output occurs with a constant offset in comparison to the original object. This can happen for example after changing the camera to another tool head.

3.2 Basic Settings in The Camera Dialog

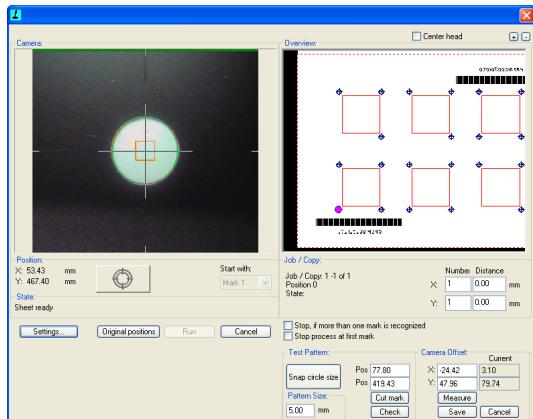


Fig. 3.1-21: Cut circle for offset correction

3.2 Basic Settings in The Camera Dialog

If the video settings are not 24 RGB a configuration dialog will be shown at the start.

3.2.1 Video Settings

Via the **set** button the dialog for the setting of the picture parameters will be opened. Here you can make changes at the camera picture in order to influence for example the contrasts or the brightness of the picture.

This setting can be used with a low-contrast marker background-combination in order to make the markers "readable".

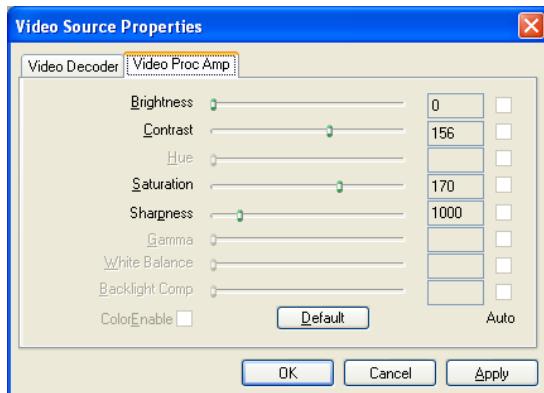


Fig. 3.2-1: The *Video source* dialog

3.2.2 Marker Recognition

Via the context menu the parameters for the marker recognition can be set.

3.2.3 Marker Size

Here, the size of the circles that are recognized as position-marker can be defined. Usually, the outer edge should be recognized. The marker size in the picture depends on the optic, the video signal resolution and the distance between the objective and the material.

3.2.4 Recognition Frame

The recognition frame is the range around a marker in which the marker coordinates can be measured **without** centering the camera on the marker. If, for example, a marker is not shown exactly in the center by the camera the distance from the center point of the camera picture and the marker is measured. If there is a camera distortion there will be an error that usually grows with the distance.

This error is not linear and therefore cannot be compensated without special measures (please refer to attachment camera calibration). With the recognition frame the range is defined from which on the error cannot be tolerated anymore and the camera shall be centered automatically on the marker (correction tour).

3.2.5 Correction Tour

A correction tour centers the camera on the marker. As the correction tour is always done if the marker is outside the recognition frame the marker usually will not be met exactly due to the distortion error.

After the correction tour the distance can be measured directly. With the parameters **correction factor x** respectively **y** the length of the correction tour can be set.

Marker set too big

3.2.5 Correction Tour

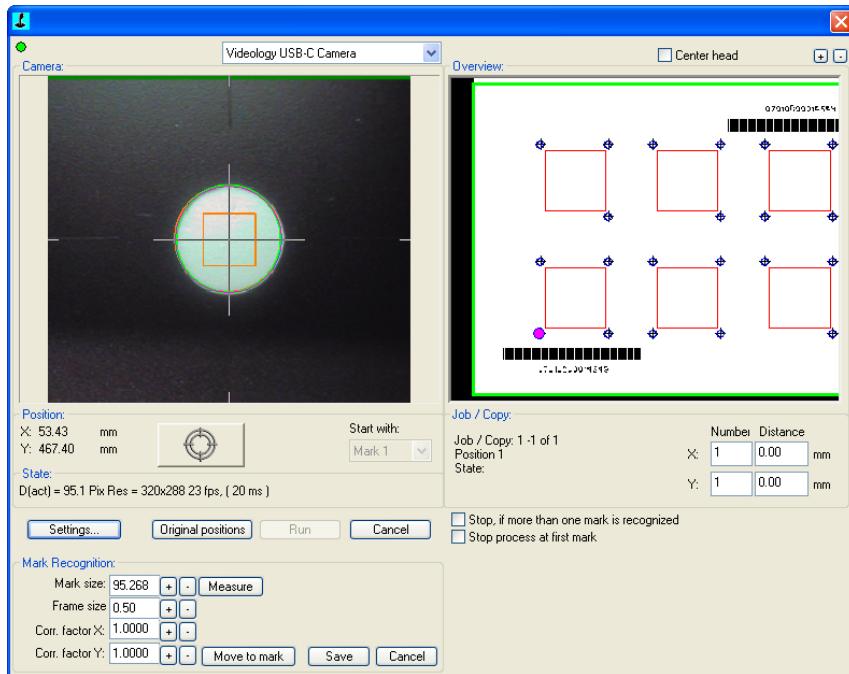


Fig. 3.2-2: Example for a marker too big

Marker set correctly

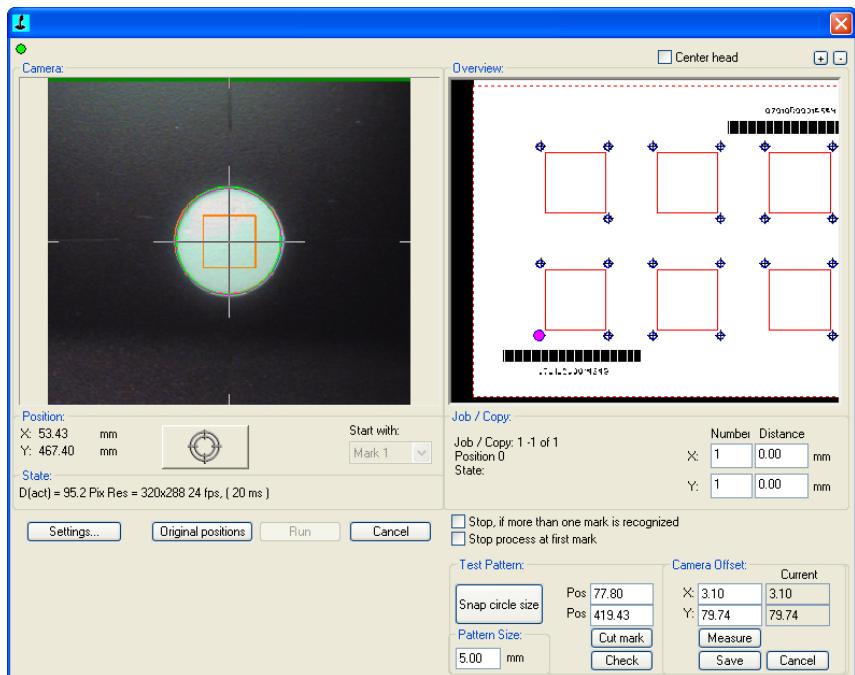


Fig. 3.2-3: Example for a marker set correctly

Orange circle - currently set size of the marker.

Green circle - recognized marker, within recognition frame, retracement unnecessary

Red circle - recognized marker, outside recognition frame, retracement necessary

Orange square - recognition frame (marker size x frame size)

If no marker was recognized the size must first be roughly estimated by means of the picture.

Example above

320 pixels, marker takes less than 1/3 space, estimation -> 80, set, marker is recognized -> then set exactly.

With the **access marker** button the setting can be tested.

A correction tour is carried out which means that the camera is centered on the marker. For this positioning, the previously set parameters are used. The size of the frame should be set as follows: set the frame about the size of the marker and then check if the exactness is sufficient.

3.2.5 Correction Tour

To do this you can access the vertices with the camera and press the button **access marker**. The correction tour should now meet the center of the marker from all directions. If this is the case the frame can be enlarged and be checked again. Aim is to find out the size of the range in which the picture is (almost) undistorted.

Indication: *The correction tour should meet the center exactly if the marker is within the range of recognition!*

3.3 Autoexport - Scripts

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

3.3.1 Insert OptiScout Icon in CorelDRAW Toolbar

3.3.1.1 CorelDRAW 10, 11, 12, X3, X4, X5, X6

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

This option can be installed as follows:

Insert CorelDRAW 10/11/12/X3/X4/X5/X6 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 OptiScout you have to link the OptiScout 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 10/11/12/X3/X4/X5/X6.
 - Activate the tab **Appearance**. Here, press the **Import**-button and select any symbol.
- Indication: the symbol disappears at each new start of CorelDRAW 10 and changes to the book-icon (CorelDRAW Bug in the User Interface).*
- Select the option **Workspace/Customization/Command Bars** in the left option bar .
 - Change the name of the toolbar „**New ToolBar 1**” to OptiScout.
 - Click on OK.

3.3.1.2 CorelDRAW 9

- Select the menu **Tools**
- Select the menu item **Options**
- Select the option **Workspace / Customize / Toolbars**
- Double click on **Application Scripts**
- Select the **Corun9.csc** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1 Insert OptiScout Icon in CorelDRAW Toolbar

3.3.1.3 CorelDRAW 8

- Select the menu **Tools**
- Select the menu item **Options**
- Select the file card entry **Workspace / Customize / Toolbars**
- Double click on **Application Scripts**
- Select the **Corun8.csc** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1.4 CorelDRAW 7

- Select the menu **Extras**
- Select the menu item **Adjust**
- Select the file card entry **Toolbar**
- Double click on **Application Scripts**
- Select the **Corun7.csc** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

3.3.1.5 CorelDRAW 6

- Select the menu **Extras**
- Select the menu item **Adjust**
- Select the file card entry **Toolbar**
- Double click on **Script general**
- Select the **Corun6.csc** from the script list
- Select any symbol and drag it - while keeping pressed the left mouse button - to the CorelDRAW-toolbar.
- Press the OK-button

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

3.3.2 OptiScout Script in Adobe Illustrator 8-10, CS-CS6

OptiScout 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 to OptiScout take place?

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

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

Indication: Special process color fills are not passed on.

3.3.3 OptiScout Script in Macromedia Freehand

Freehand 8, 9, 10, MX

OptiScout is in the **Xtras** menu underneath the menu item **Animate** and in the **window** menu / menu item **Xtras** under functions.

How does the transfer of data from Freehand 8, 9, 10, MX to OptiScout take place?

Selected /marked objects

Start the OptiScout via the **Xtras** menu. If the objects are marked, only the marked objects are passed on to OptiScout.

All objects

Start the OptiScout via the **Xtras** menu. If no objects are marked, all objects on the desktop are passed on to OptiScout.

Indication: Process color fills and lens effects are not passed on.

Indication: Freehand 8 possesses a color correction mechanism (as for example CorelDRAW), that influences the display of the colors in Freehand.

Solution: Switch off the function in the file menu / menu item settings / tab color

3.3.4 OptiScout Script in AutoCAD

3.3.4.1 Menu File for AutoCAD 2000(i), 2002-2013, 2002LT-2013LT

- In the menu **Extras** select the menu item **adjust menus**.
*(Indication: Alternatively you can also open the dialog via the command **_menuunload**)*
- 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 OptiScout menu is now loaded.
- Now change the menu bar dialog in the upper tab. In the menu group select **OptiScout Plot** and insert it into the desired place in the AutoCAD menu.

3.3.4.2 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 **c outr.mnu** and close the dialog.
- Now press the **Load** button and confirm the inquiry dialog with ok.
- The OptiScout-menu is now loaded.
- Now change to the **menu bar** dialog in the upper tab. In the menu group select **OptiScout 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 OptiScout entry and in the toolbars OptiScout 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 OptiScout 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 OptiScout does not work anymore!

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

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

3.4 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.

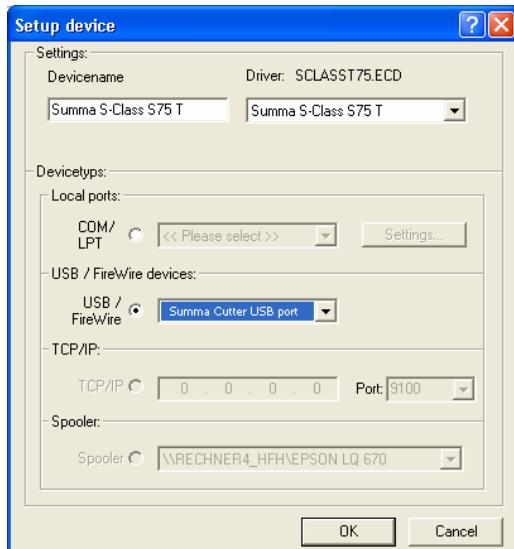


Fig. 3.4-1: Dialog for the selection of the device driver

Detailed information for the setting of the **local interface** is here: [please refer to 4.7.4: Cutting - Milling - Creasing - Drawing ...](#)

3.5 Dongle and license sticker

Copyright

OptiScout is a program protected by copyright. As protection a hardware copy protection is used in connection with a code number.

3.5 Dongle and license sticker

Without dongle and license input OptiScout is not ready for use.

Insert the copy protection (dongle) before the installation of the software on your computer with a USB interface of the computer. The dongle "glows" if interface and dongle are all right.



Fig. 3.5-1: Memo HASP dongle for the USB interface

License sticker

Setup of the sticker:

1. Program name: e.g. OptiScout Production & Design 7
2. Serial Number consisting of 4 blocks: *Code-program abbreviation-Code-Code*
Example: 000231-OSPD2-8935340-792556

Important! The serial number has always to be entered completely - with minus sign.

4 How to work with OptiScout

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.*

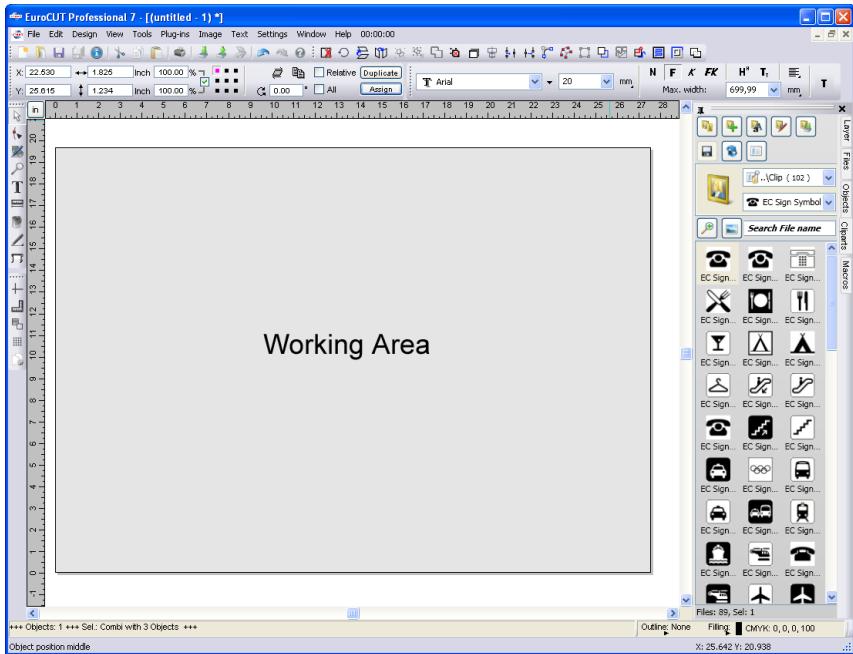


Fig. 4.1-1: Desktop with working sheet (here: gray), Background (here: white), Toolbars, Sidebar, Rulers, Statusbar

4.1.2 II. Working Area

The so-called **Working Area** is a sub area of the OptiScout desktop. The working sheet is - as a rule - the same format that is given out later on your device. Besides the known DIN formats arbitrary formats can be applied e. g. different sign 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 4.7.4.7: The Output Preview](#)

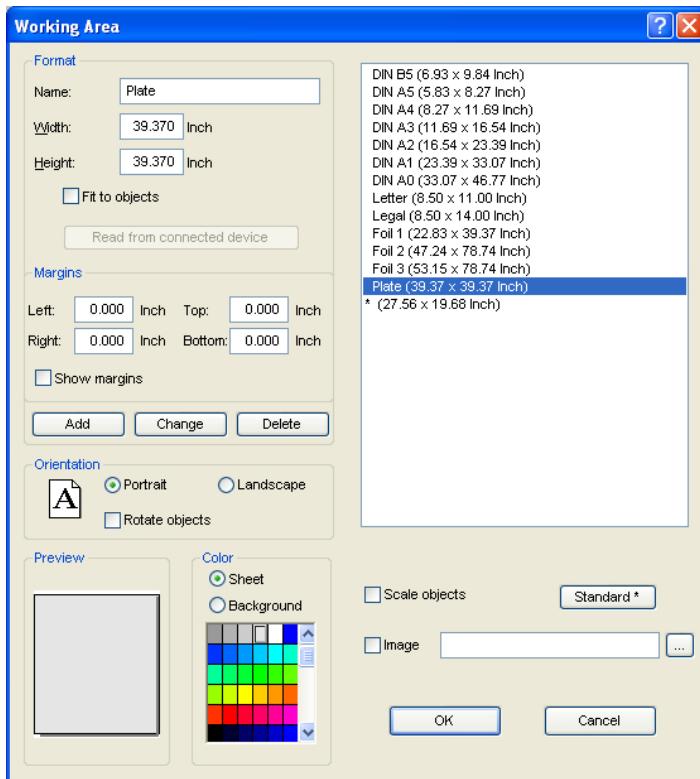


Fig. 4.1-2: Working Sheet Setup

4.1.2.1 Format

Name

In this field the **name** of the new format is entered resp. that of the selected format

Width

Hereby, the **width** of a format is assigned.

Height

Hereby, the ***height*** of a format is assigned.

Rescale to Objects Option

This option fits the working sheet to the objects which are located on the desktop background.

Read Out Connected Device Button

A connected device can - if the read out command can be processed by the devices' controller - define the size of the working sheet.

4.1.2.2 Margins

Left, Right, Top, Bottom

In this 4 field the distance from the margins to the sheet edge is defined.

Note: Also negative values are allowed.

Display Leaf Margins

This option shows margins as dotted aid lines above the working sheet.

4.1.2.3 Alignment

Portrait

This option defines, if the format is displayed as portrait.

Landscape

This option defines if the format is displayed as landscape.

Rotate Objects Option

This option defines, if the objects which are located on the working sheet or desktop background, are also rotated when the alignment is changed.

4.1.2.4 Preview

In this area *Working Sheet, Background Color, Background Image, Proportion* and *Alignment of the working sheet* is displayed.

4.1.2 II. Working Area

4.1.2.5 Color

Working Sheet

This option defines the color of the working sheet.

Background

This option defines the color of the desktop background.

4.1.2.6 List of Formats

***Rotate Objects* Option**

This option scales, decreases or increases - all objects on the desktop background proportional to the values of the changed format of the working sheet.

***Standard** Button**

The *Standard* button marks the selected format in the list of formats and saves the selection. With each new job this format is preselected.

***Image* Option**

This option shows the selected bitmap on the working sheet.

Button

The  button opens a window, in order to search or insert the desired image.

4.2 Overview Hotkeys

Key	F1	F2	F3	F4	F5	F6	F7
Function	help	zoom in arbitrary	zoom out	show all objects	undo	redo	display interruptible
Key	A	B	C	F	G	H	K
Function	axial change	show material in output-preview	clipart toolbar	mill hatch fill	change sel. size	guidelines	contour line
Key	U	V	W	X	Y	DELETE	SPACE
Function	inverse order of layer	vectorize trace	welding	mirror horizontally	mirror vertically	delete object	change betw. arrow and node tool
Key	B	C	H	I	J	K	
SHIFT	whole working area	Clipart-Manager	guidelines visible	rulers	set adjusting markers	combine	
Key	1	2	3	4	5	6	7
CTRL	standard toolbar	layer toolbar	setup toolbar	tools toolbar	text editor toolbar	node editing toolbar	object parameter toolbar
Key	F	G	H	I	J	K	L
CTRL	crosshairs	group	define guidelines	import file	settings	text to curves	load file
Key	U	V	W	X	Z		
CTRL	completely backwards	insert from clipboard	refresh window	cut into clipboard	undo 1 step		
Key	F8	F9	F10	F11	F12	ESC	right mouse
Function	show text	contour mode	object info	save directly	–	close output dialog	activate context menu
Key	–	M	O	P	R	S	T
Function	–	measure	outline	help for positioning	arrange objects	output	enter text
Key	–	>	<	+	-		
Function	–	rotation clockwise	rotation counterclockwise	zoom in	zoom out		
Key	L	V	Z	F4	F7	F10	left mouse
SHIFT	break combination	revectorize	text in rows	show sel. objects	undo / redo on / off	properties	restrain hor. or vert.
Key	8	9	A	B	C	D	E
CTRL	object info status bar	element info status bar	mark all	break grouping	copy from clipboard	duplicate	export file
Key	N	O	P	Q	R	S	T
CTRL	file new	on top	print file	end OptiScout	raster	save file	edit text
Key	R	S	T	Y			
SHIFT+CTRL	round	save as	text box	always on top			

4.3 Functional Principle of The OptiScout Software

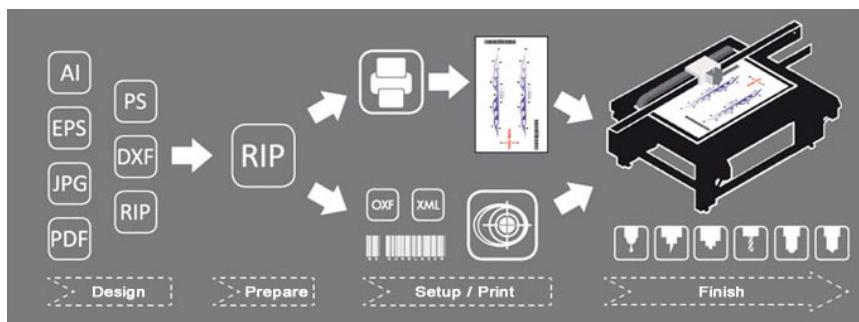
4.3.1 Workflow Ability

An important challenge in this market is “Workflow”. Therefore OptiScout software must be workflow capable. It needs to have automatic interfaces to existing design- and RIP software packages. In OptiScout software this automatic data transfers is done e.g. by the OXF, OXX, PDF... file format. The OXF file format contains cut contour, register marks and - if applicable - barcode information.

An automatic data transfer with OXF, OXX or PDF file format into OptiScout containing cut contour, register marks and barcode is integrated into these RIP software packages*:

Caldera, PosterPrint, TexPrint, Colorgate, Wasatch, PosterJet, CADlink, MasterRip (IGEPA), ONYX, EFI, Prepare-it

* State: July 2012 - Changes are subject to change.



4.3.1.1 Print & Cut Workflow

4.3.1.1.1 Three Steps From Artwork to Finished Job

The OptiScout solution guides users step by step through the pre-press, printing and finishing stages, regardless of the job, printer or RIP. OptiScout has unique features to streamline the workflow. OptiScout software lets users follow the same workflow from pre-press to finishing - cue: macros. The operator can continue using the RIP the way he did before having a finishing device (flatbed cutter). Creating and preparing the cut data will always be performed in the same way, fostering a consistent workflow that is familiar to all staff and easy to train on.

4.3.1 Workflow Ability

4.3.1.2 A Print Workflow

Step 1: Cut Data Design and Preparation

Cut data creation is accomplished either in the design software (Illustrator, CorelDRAW, OptiScout Design) or in the RIP Software. In the design software the operator designs or imports the artwork. The operator generates a cut-contour around the artwork in his design application. This artwork file with the cut contour is send to the RIP. In the RIP software the operator prepares the print file for the belonging printer and generates regmarks and a barcode around the artwork. An extracted separate file with cut-contour, marks and barcode only is sent as e.g. an OXF or PDF file to the OptiScout software.

Step 2: Print and Setup

When the generated print file is processed through the RIP software, it is sent to a printer. The cut-contour will not be printed. The registration marks and the barcode will be printed together with the artwork onto the substrate. The completed print is ready for cutting. In the OptiScout software the operator takes the OXF file with the cut-contour and the regmarks and sets up the cut file for the output to the cutting table. The tools are assigned.

4.3.1.3 B Cut Workflow

Step 3: Automated Cut Finishing (Cutting - Creasing - Milling - Lasering)

The device must be equipped. At cutting time, the operator simply places the print on the cutting table and scans the printed barcode. OptiScout automatically detects the correct cut data. By reading the regmarks with the camera mounted on the head of the cutter, OptiScout compares the position of the registration marks in the data to those on the printed job. Once the system has analyzed the exact image position, it starts cutting. Sophisticated optical registration capabilities ensure perfect accuracy for any size or shape.

The finished, cut pieces are ready for delivery with minimal operator intervention, 100% accuracy and reduced rejects and turnaround time.

4.3.2 Driver Diversity

The Finishing workflow often takes place in heterogeneous production environment, where devices from different producers are used. From the software side, this requires that the appropriate device drivers are available.

The open system architecture of OptiScout supports almost all devices currently on the market - from different manufacturers - for cutting, creasing, milling or lasering. All OptiScout software packages are equipped with device drivers for most commercially available machines. Thus, OptiScout can be easily integrated into existing production environments. The usual workflow is maintained.

Note: The OptiScout Custom Driver Service can develop custom-made device drivers on basis of a functional specification for the control of HPGL-, GPGL-, DMPL- or G Code devices.

4.3.3 Job Preparation

4.3.3.1 What Are Video Marks?

4.3.3.1.1 For What Are They Needed? How Does One Generate It?

Video marks are marks, which are necessary for the output process, in order to make adjustments at the output job. The video marks are read out using a camera, which is fixed on the tool head of the cutter. Subsequently, OptiScout rotates and scales the output objects - if necessary. With it, deviations that arise during the preparation process - usually the printing - can be corrected.

The generation of the output job is done usually in AutoCAD, CorelDRAW or in Illustrator. With the generation of the job at least 3 marks (video objects) should be present.

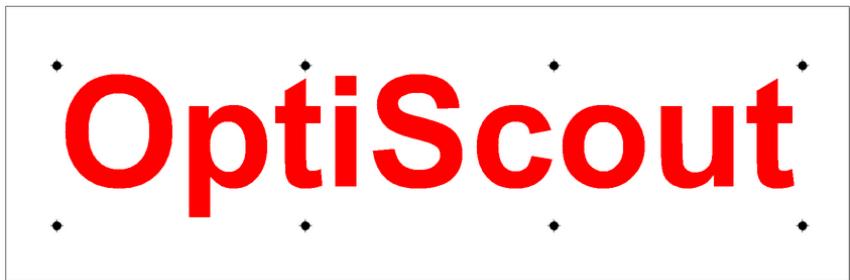


Fig. 4.3-1: Main window with video marks and output data

4.3.3.1.1.1 Conditions For a Smooth Workflow

1. The size of the video marks (vector circles) in the import file must comply with the predefined mark size.

4.3.3 Job Preparation

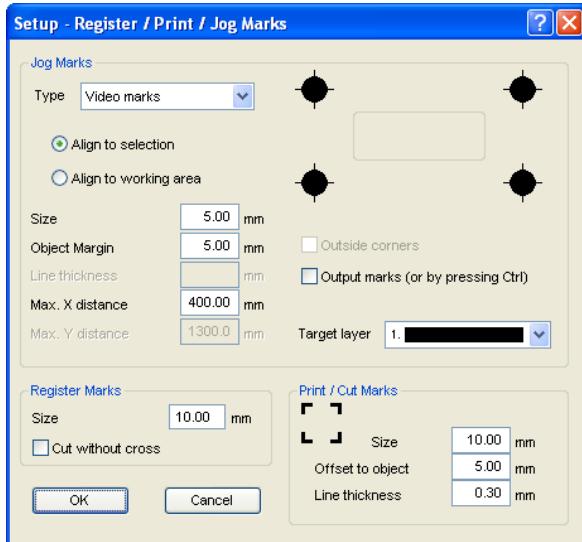


Fig. 4.3-2: Presetting of the OptiScout video marks

2. The Regmark Layer Conversion (Recommended as the fastest workflow)

Method:

Activate the *Get jog marks from layer / Regmark* option in the *setup import* dialog. This means that when you import all the objects, which are located in the layer with the keyword "Regmark" automatically are converted into video marks - regardless of size. The basic settings will be ignored. The keyword can be changed at any time. The layer names will be taken over from the AI, PDF or DXF files.

Note: It is important to ensure that there are only circles in the "Regmark" layer, which are needed for later conversion and detection.

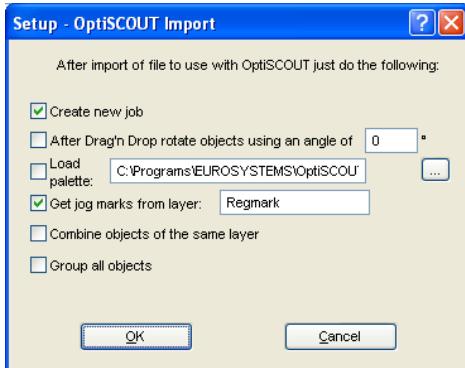


Fig. 4.3-3: Option - Get jog marks from layer is activated

This method is not only the fastest, but it offers the additional advantage that the layer name can contain information about the tool that should be taken for the output.

Important: *It is to be made certain that the marks lie in the attainable range of the camera, and/or the tool head. Marks, which are too near at the edge of a vinyl roll or a sheet, cannot be detected otherwise by the camera lens.*

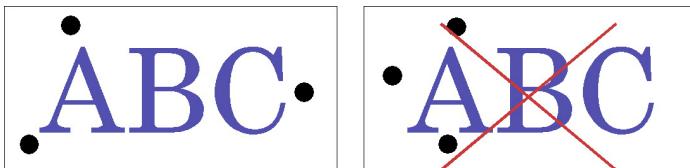
4.3.3.2 Video Marks (Regmarks)

4.3.3.2.1 Efficient And Correct Placement

For the compensation and adjustment of printed objects at least 3 video marks are required.

Indication: *The recommended diameter is: 5 mm / 0.197 inch or 6,35 mm / 0.25 inch. The distribution of the marks is crucial for the later attainable accuracy of the output.*

Placement:



4.3.3 Job Preparation

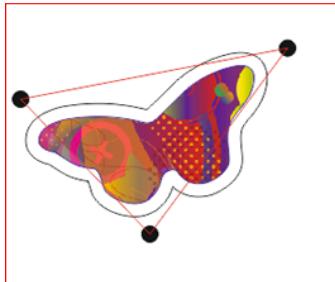


Fig. 4.3-4: Good placement of the video marks

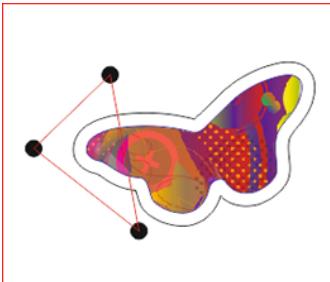


Fig. 4.3-5: Bad placement of the video marks

The placement of the video marks should result in a very big triangle in the ideal case which covers the object to be compensated with its surface as much as possible.

Covering:

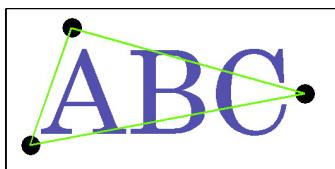


Fig. 4.3-6: Good covering of the area to be calculated

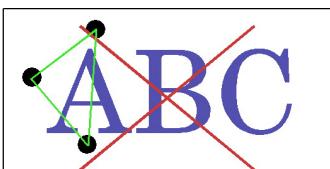


Fig. 4.3-7: Bad covering of the area to be calculated

Covering Variants:

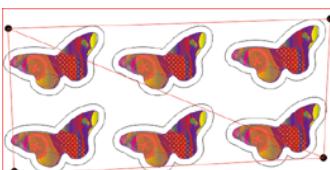
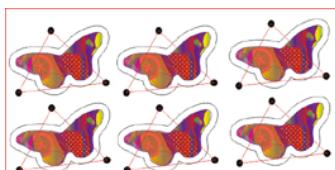
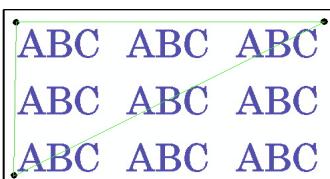
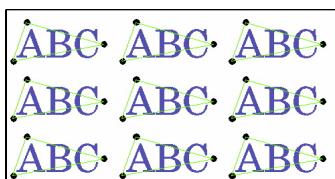


Fig. 4.3-8: 2 possible variants of covering using sheet with copies

In the **left** example each object is surrounded by 3 video marks. Therefore, the compensation takes place in the area relevant to the respective object. This way, a different scaling of the objects due to printing can be compensated. However, the production time is raised clearly, because all marks must be detected by the camera.

In the **right** example the sheet possesses only 3 (1 triangle) or 4 marks (2 triangles). Here, all objects are compensated via these 3 resp. 4 marks. But different distortions in the single objects cannot be compensated accurately. However, the production time is shorter than in the left example, because here only 3 resp. 4 video marks must be read.

It must be decided, how high is the required accuracy. Result is the minimum allowed number of video marks.

4.3.3.3 Print & Cut File with CorelDRAW or Illustrator

4.3.3.3.1 How to set up your Print & Cut file in Illustrator or CorelDRAW!

Preliminaries

First create a new document in Illustrator or CorelDraw. Make sure the document size is large enough to fit the graphic plus registration marks around the image. Next create three layers in the new document. One layer for the regmarks (register marks resp. video marks), at least one for the cut contour (Kiss Cut, Through Cut, Creasing, Routing,...) and one for the artwork. Each layer should be named appropriately. OptiScout is able to read the layer names during the import of a file. This layer technology will speed up the job preparation process. The operator on the machine can easily identify the correct layers to assign the different output tools.

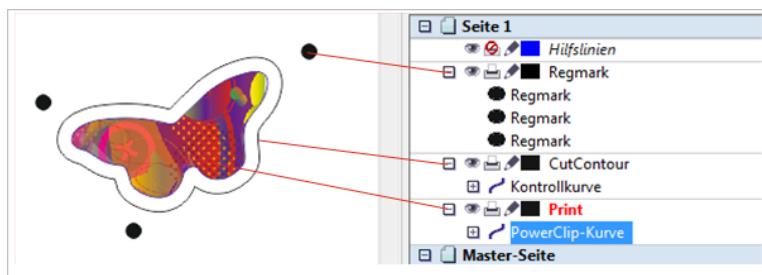


Fig. 4.3-9: Example: CorelDRAW layers

Step 1:

Import or draw the artwork to be printed and place it in a separate layer. The name of this layer can be Artwork or Print. This name is not important for the further steps as this layer will not be used by OptiScout.

4.3.3 Job Preparation

Step 2:

Draw the circles, which represent the video marks, and place them into the regmark layer. The recommendation for the size of the regmarks is 5 mm / 0.197 inch or 6.35 mm / 0.25 inch.

Note: Circles should be black without stroke when printing on white substrate. The regmarks can have a different color when printing on colored substrate in order to give a better contrast.

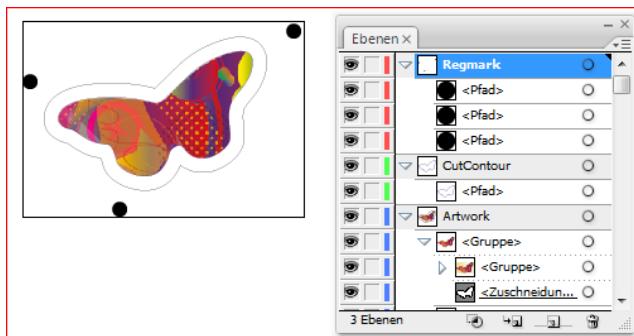


Fig. 4.3-10: Example: Illustrator layers

Step 3:

Generate the cut lines around the artwork and place it into a separate layer. The name of this layer will be shown in OptiScout after the import of the generated cut file.

Note: It is possible to set up various layers with different cut lines. This technology is very useful when doing jobs with multiple tools, like creasing and cutting.

Step 4:

Lock or hide the artwork layer to make sure, that only the regmark and the cut layers are exported in the next step. Select all parts and export the file as a PDF or AI file. This file should **not** contain the artwork.

Step 5:

Unlock the artwork layer and lock or hide the cut line layers. Select all parts, artwork and regmarks and export the design to a second PDF file for printing.

Note: This PDF file should only contain the regmarks and the artwork; the cut lines will not be printed!

Step 6:

Open the PDF print file in the RIP software and print the file.

Important: Make sure that the dimensions of the file will not be changed in the RIP.

Step 7:

Import the PDF cut file in OptiScout. The figure below shows the result after the import. The file contains the layers from the design software, the regmarks are indicated with a crosshair. Now the operator has to set the output tools to the corresponding layers and start the output procedure to the cutter.

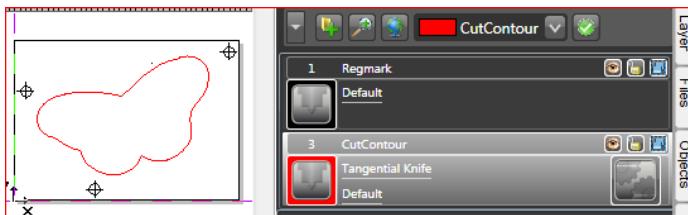


Fig. 4.3-11: Example: Quick Layers in OptiScout

4.3.4 Tool Assignment Via Layer

In OptiScout the tool assignment is done using the layer. The layer assume a double function - object color **and** tool.

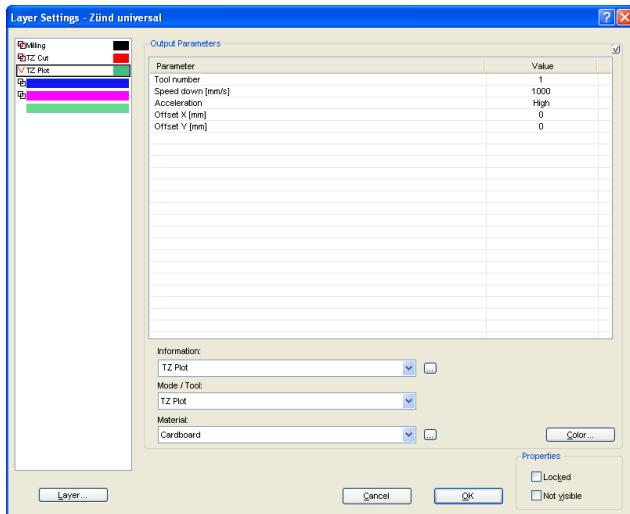
4.3.4.1 1. Assign Tool to A Layer

With the **Mode / Tool** option the tool is selected and assigned to the active layer. The assignment covers **all** objects, that lie in this layer. The tool assignment is indicated by a **red check mark**.

Additionally each tool and mode an identifier can be given using the **information** field. This identifier is displayed in the color bar, in order to facilitate the prior checking. Also a **material** can be allocated.

Note: The Mode / Tool field lists all tools that are available in the device driver. In this dialog any number of tools and modes can be assigned.

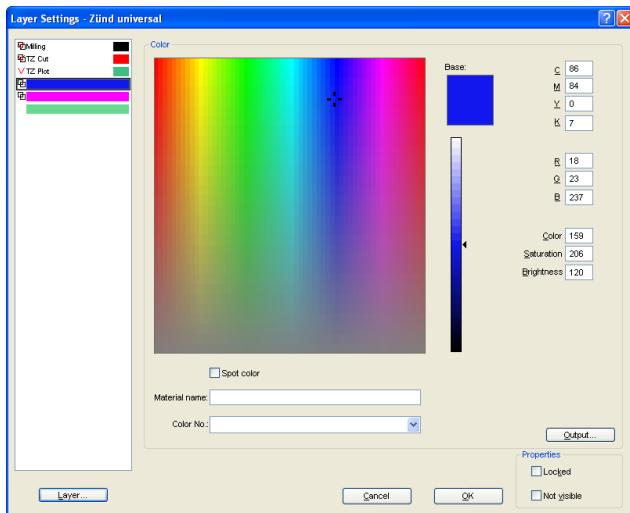
4.3.4 Tool Assignment Via Layer



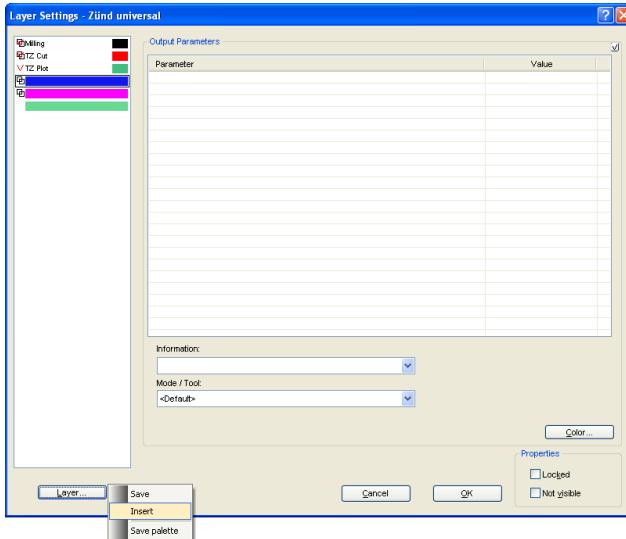
Subsequently the dialog is closed using the **OK** button.

4.3.4.2 Add A New Layer

A new layer can be added by primarily defining a color and then activating the **layer** button.



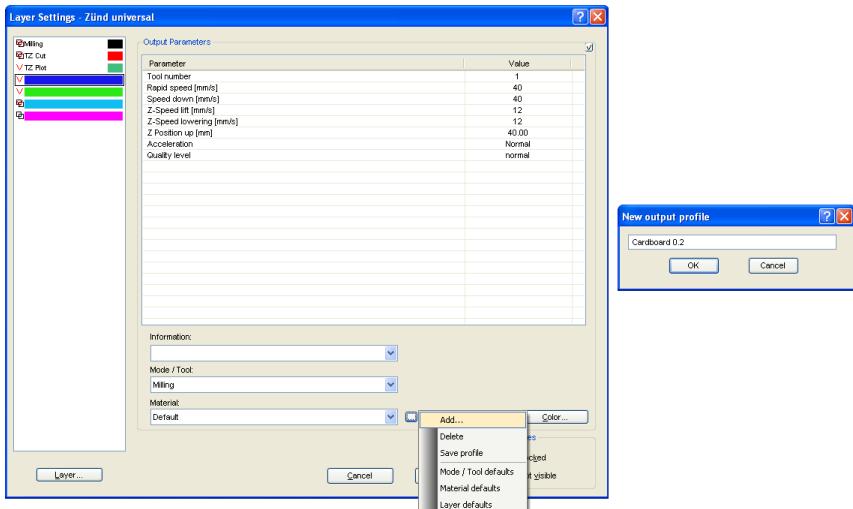
With the **Insert** option a new layer is added at the end of the layer list.



Subsequently the changes are saved pushing the **OK** button.

4.3.4.3.3. Define Material Parameter

A new material can be defined using the button. Activating the **Add** option allows the creation of a new **output profile**.

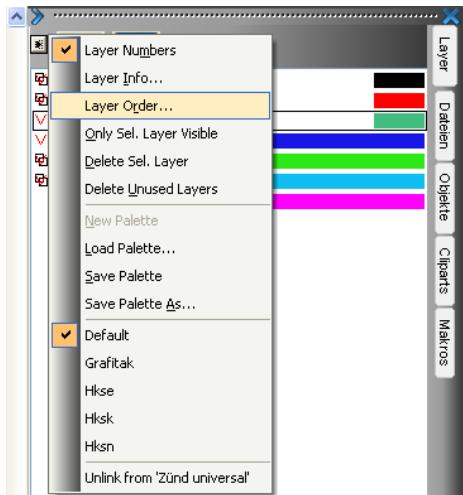


4.3.4 Tool Assignment Via Layer

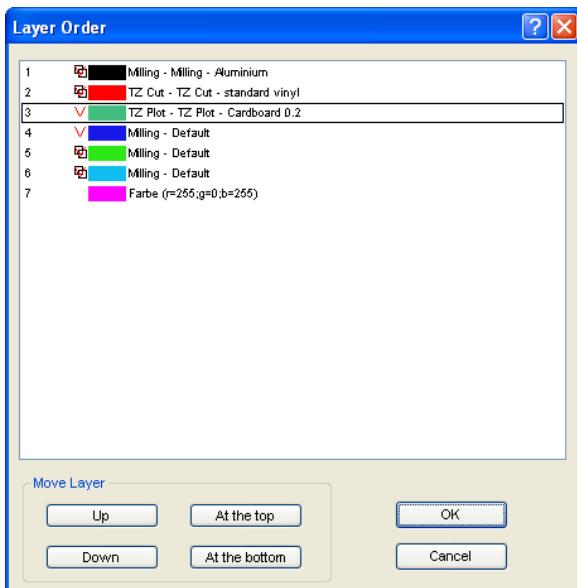
Subsequently the changes are saved pushing the **OK** button or using the **Save profile** option.

4.3.4.4 Determine Tool Order

The sequence of the tools is variable. It can be changed using the **Layer Order** option at any time.



The layer you want to move is marked and positioned with the **Move Layer** buttons to the desired location.



Subsequently the dialog is closed using the **OK** button.

4.3.4.5 5. Change Assigned Tool

You can assign another tool to selected objects at any time. For it, the **Macros** tab must be activated and then another tool can be assigned using the **Tool Selection** field.

4.3.4 Tool Assignment Via Layer



Afterwards the selection must be confirmed with a click on the button.

4.3.5 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.

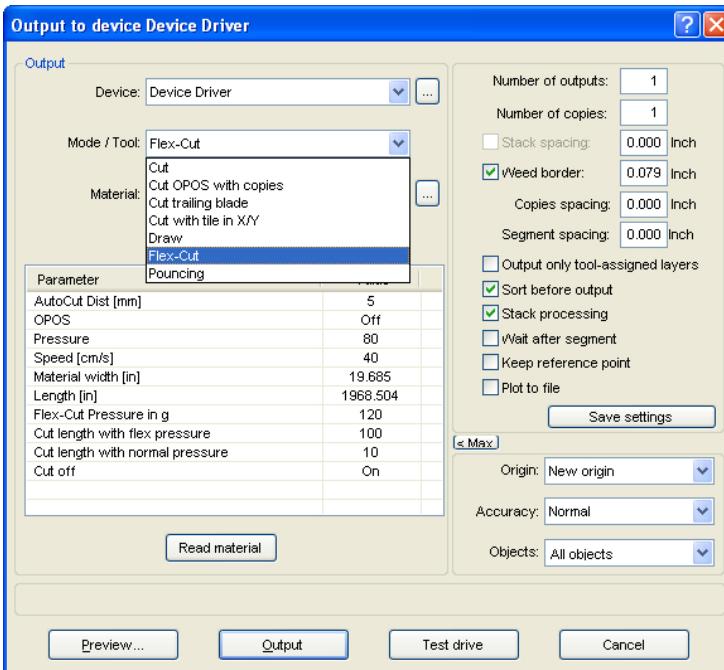


Fig. 4.3-12: Tools and tools parameter which were defined in the device driver

4.3.5.1 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 tool edit layer opens the **layer settings** window. Tool assignment is not possible here.

4.3.5 Tool Assignment via Layer

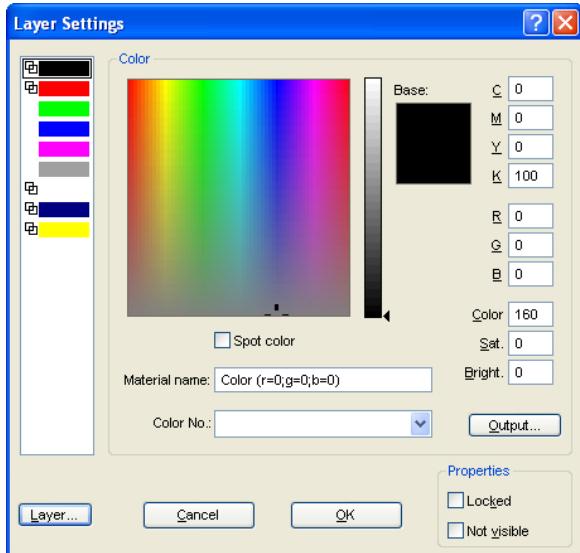
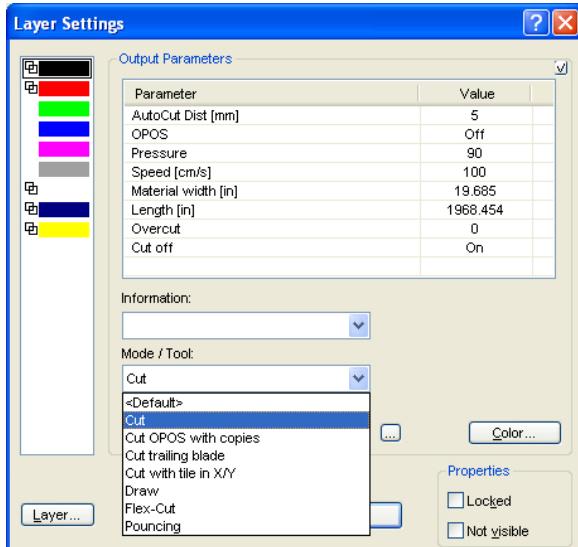


Fig. 4.3-13: Window before switching into the output view

4.3.5.1.1 The *Output* Button

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



4.3.5 Tool Assignment via Layer

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.

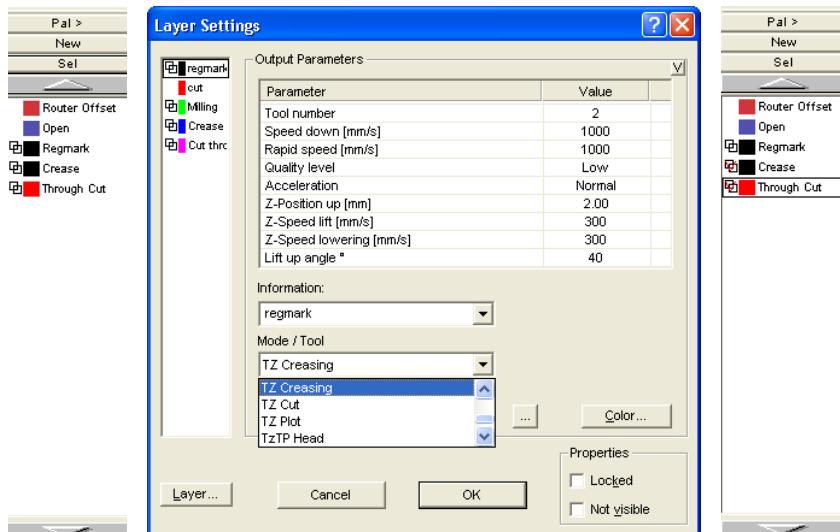


Fig. 4.3-14: Layer with tool nomination (left-hand) - tool assignment (Middle) - Layer with assigned tool (right-hand)

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 used. Here it is important to determine the correct order in which the tools should work.

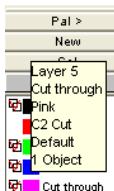


Fig. 4.3-15: Tool tip control for the "Cut Through Layer"

4.3.5 Tool Assignment via Layer

4.3.5.2 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.

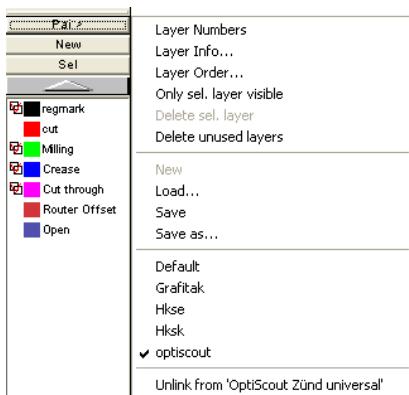


Fig. 4.3-16: Layer sequence which should be reordered

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.

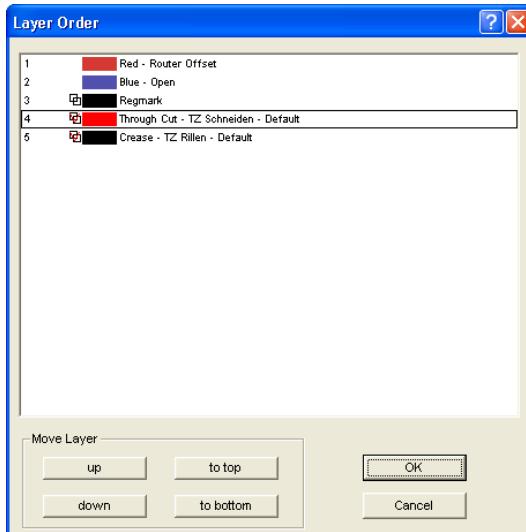


Fig. 4.3-17: Tool sequence reordered - Through Cut above Crease

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. OptiScout Production & Design 7 gives you the flexibility you need in dealing with different output scenarios and workflows.

4.3.6 The Output

4.3.6.1 The Camera Window

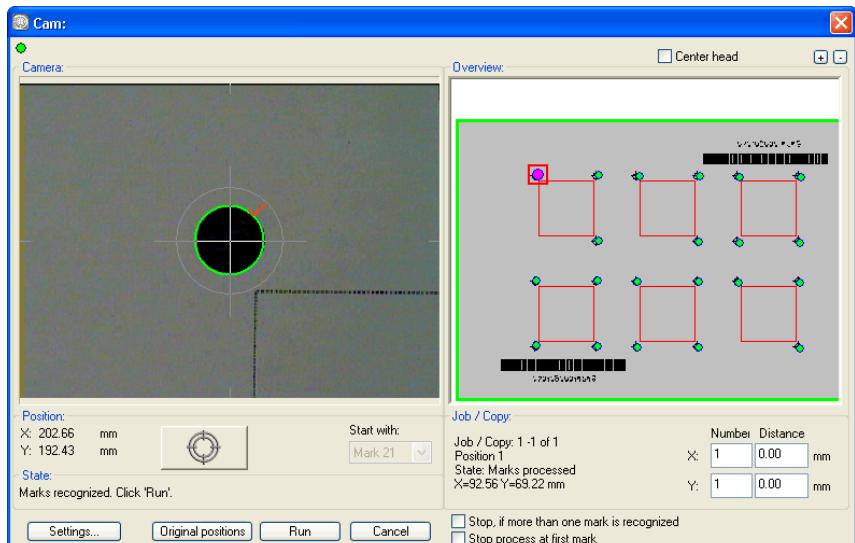


Fig. 4.3-18: Left side camera picture - Right side preview with magenta colored first video mark

Marks that have been read correctly after having pressed the start-button are bordered in green and marked with a red hook. After the correct reading of the video mark the area is marked in gray and the button becomes active. If the option was chosen the objects intended for the output are shown once again taking into account the corrections, when pressing the button. The chosen the objects intended for the output are shown once again taking into account the corrections, when pressing the button the data output is started.

please refer to 4.8: Output of The OptiScout Example File

4.3.6 The Output

4.3.6.2 Output

4.3.6.2.1 Prepare Your Cutter

Before the output of the job can now be started, at least the following preparatory measures are to be carried out by yourself at the cutter!

1. Placing the material correctly. Correctly means that the orientation must be thus in the X Y direction in the way as it is indicated in the preview.
2. The cutter is to be set online.
3. The basic tools setup must be done, meaning if e.g., the knife's depth is correct.

If it is ensured that the cutter is ready for use, the output can be started.

4.3.6.3 Start Output

Now the output can be started. Please click the knife control  in OptiScout.

In this dialog can be defined all global output options. This can be for example the desired number of copies, the park position with terminating the output or the marker form which should be recognized.

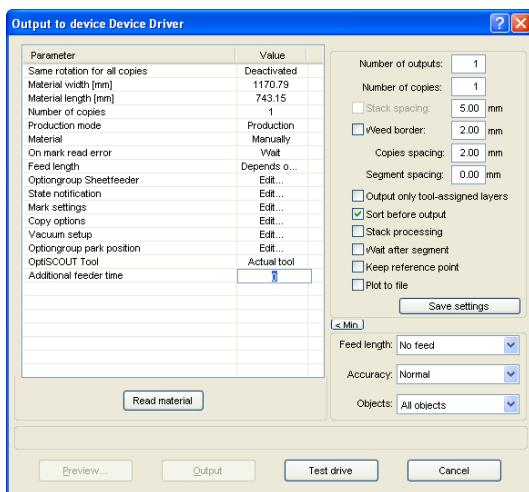


Fig. 4.3-19: Output dialog with device parameter list and control options

Important: It is to be made certain much that "Number of copies" is not confounded (left side) with "Number of outputs". Number of outputs determines how often data is given out using the video marks. That means that the video marks are read again with each output.

The **Number of outputs** repeats the last output without! reading the video marks with identical output parameters such as scaling, etc. Only layers with an assigned tool are

given out. This variant protects against the fact that layers without tool assignment are given out.

4.3.6.3.1 Read Out Plotter

As a check, whether the interface connection Computer / Cutter functions, you should use the button **before** the button.

4.3.6.3.2 With Preview or Direct Output

By pressing the button, then still a visual output job inspection can be made before the real job output on the cutter.

With the direct output the preview window is suppressed. After pressing the button the cutter instructions with the job data are transferred to the cutter.

Important: *The camera is to position with the arrows on the PC keyboard over the first video mark. The mark no. 1 is always those, which is at the next to the origin of the cutter.*

4.4 The OptiScout 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 OptiScout layer-toolbar in the main window.

4.4 The OptiScout Layer dialog

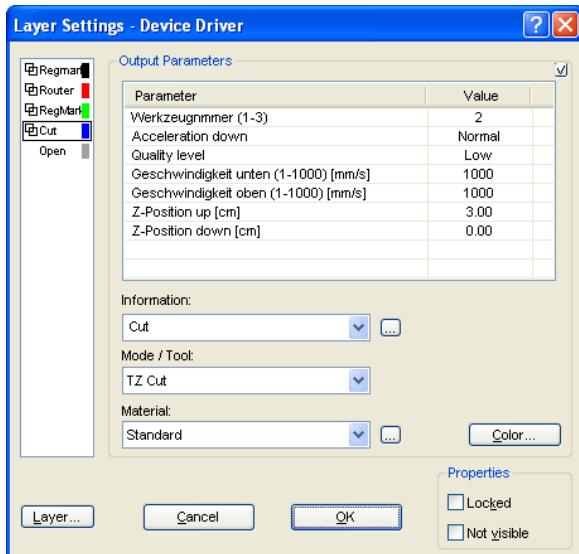


Fig. 4.4-1: Layer setup with tool assignment

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

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

In the field **Material** already saved material-configuration can be called up. The material-configuration can be created, saved or deleted with the ...-button beside the selection box. Special values can be saved al mode resp. material defaults.

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

4.5 Import

With this command the graphics that have *not* been saved in the OptiScout-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).

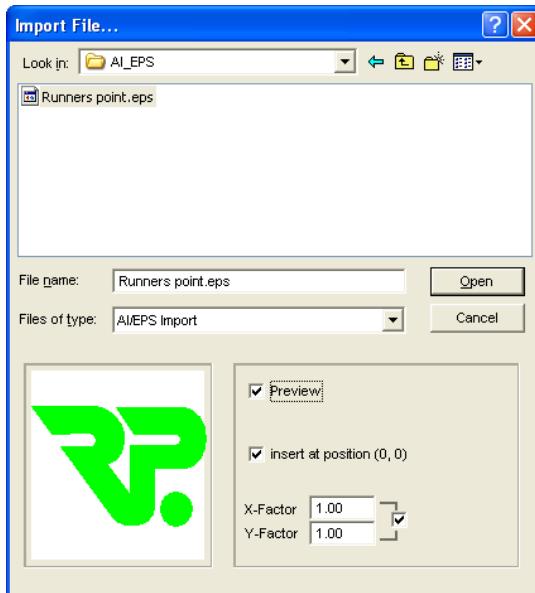


Fig. 4.5-1: Import dialog with preview window

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

*.ai/eps, *.pcx, *.jpg, *.tif, *.bmp, *.wmf, *.emf, *.dxf, *.gif, *.hpgl, *.gtp, *.ik, *.cmx

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

Search in

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

File name

If the file name is known 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

4.5.1 Preprocessing of import data

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 OptiScout-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.

4.5.1 Preprocessing of import data

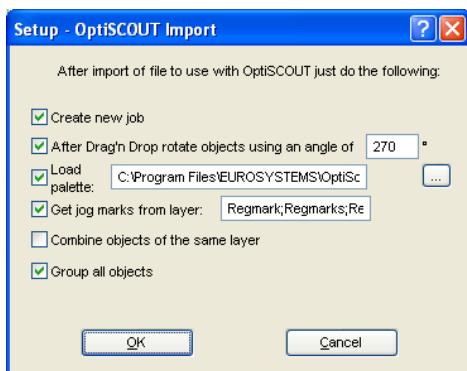


Fig. 4.5-2: Preprocessing for the import of OptiScout-data

Create new job

This option performs the **new file** command automatically before the import of the data.

Rotate objects in an angle of ... °

All objects to be imported are rotated at the angle that is entered in the ° (degree) field. This facilitates the handling of data as the objects are rotated in the way they are needed for the output.

Load palette ...

Activating the ...-button enables the search of a specific layer-palette on any data carrier. Next to the color information also the tool pre-settings are taken over.

Search / replace video marks

If this option is activated all **circles** of the import-file that have the size of the basic setting of the video mark in OptiScout are automatically replaced by OptiScout-video marks.

Take over video marks from layer: ...

In this option the objects in the specified layer are automatically replaced by OptiScout-video marks.

Combine objects in the same layer

Here, a so called combination of all objects in a layer is created. Result is a combination-object from all objects.

Group all objects

Here, all objects are combined to a group. The features of the objects do not change, they are only combined temporarily.

4.5.2 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 in the following article.  [please refer to 5.9.1.7: The Filter Setup](#)

4.5.2 Import Presettings

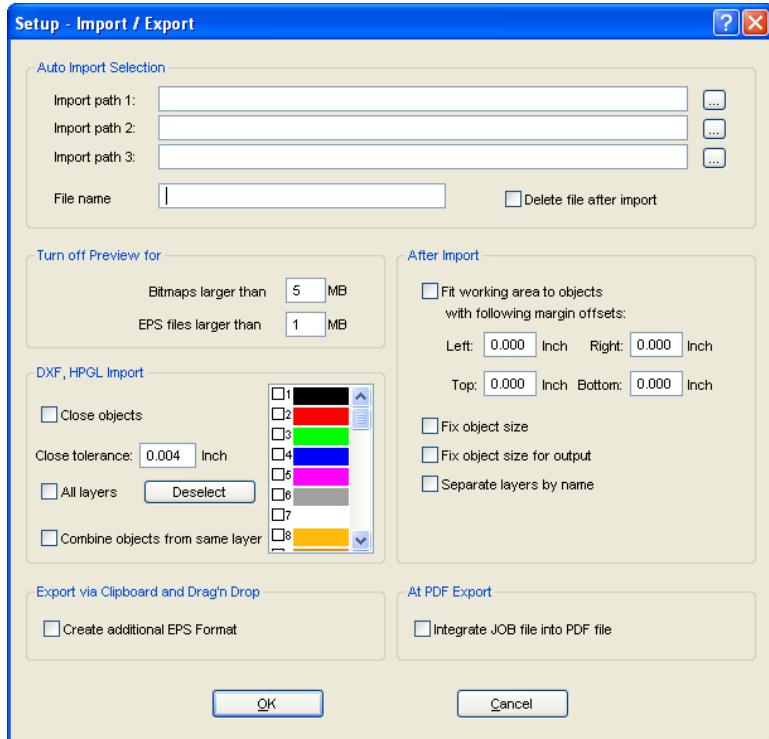
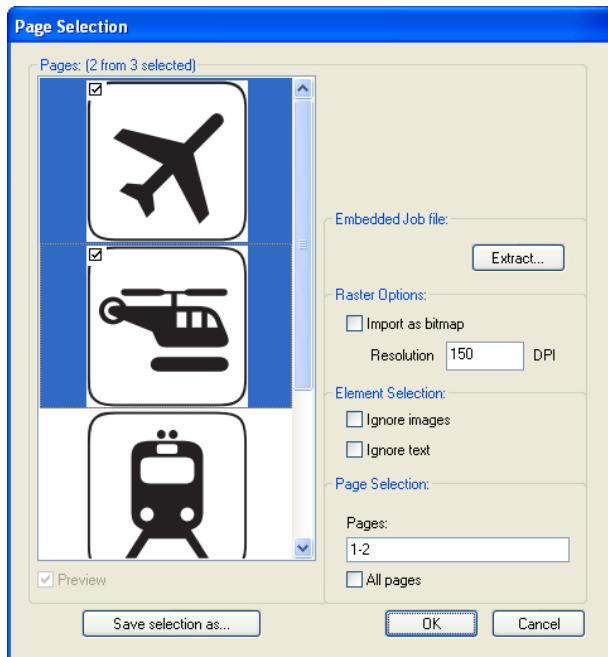


Fig. 4.5-3: Determination of constraints with import of data

4.5.3 PDF Import

4.5.3.1 Additional Options



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.

4.5.3 PDF 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.

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 OptiScout-job-format. This process is called „**export**”

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

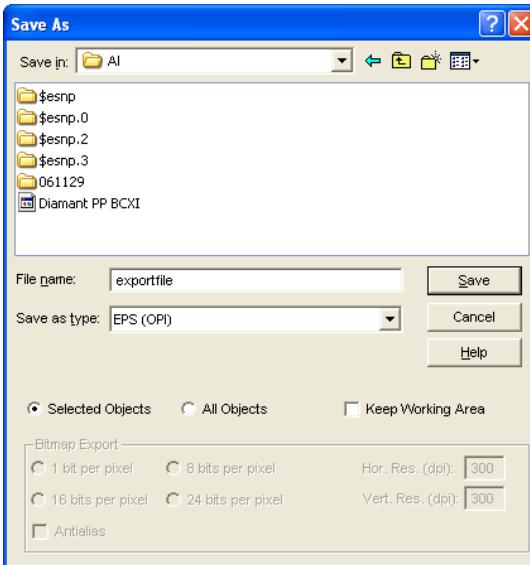


Fig. 4.6-1: OptiScout Export window with file selection

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 OptiScout: *.eps (opi), *.cmx (Corel6-X6), *.plt (HPGL), *.jpg, .pcx, *.tif, *.bmp.

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

4.6 Export

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 OptiScout PDF export includes a double-stage password protection. The

4.6.1 PDF Export

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 Typical Applications

4.7.1 Contour vs Outline vs Contour Line

Often, there is confusion among OptiScout Production & Design 7 users, because the differences between these terms are not clear and there can be seen no difference on the OptiScout 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.

4.7.1.1 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 .

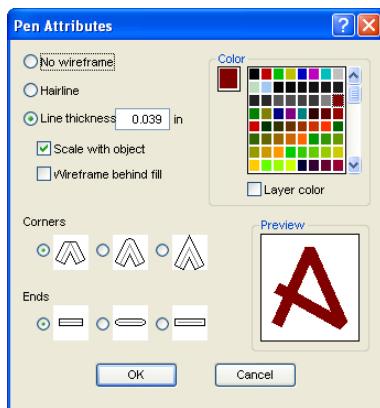


Fig. 4.7-1: Pen attributes dialog

Contour Contour

Fig. 4.7-2: Full surface mode

Contour Contour

Fig. 4.7-3: Contour mode

Attention: A contour is not! given out on a cutter, unless the "Convert contours"

4.7.1 Contour vs Outline vs Contour Line

function was executed before data transfer to the output module.



Fig. 4.7-4: 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).

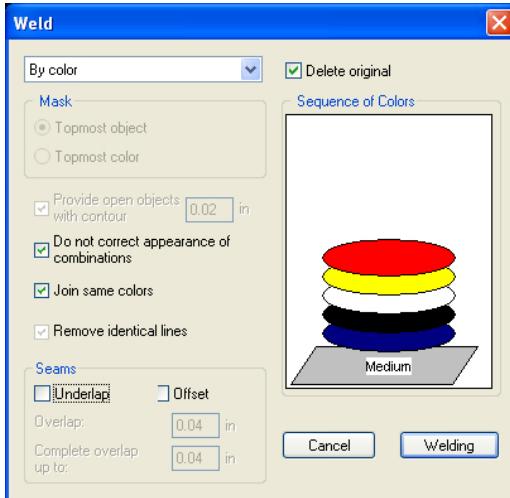


Fig. 4.7-5: Welding dialog with presetting "by color"

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

4.7.1.2. 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.

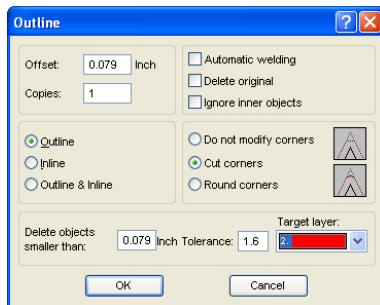


Fig. 4.7-6: Outline dialog

Outline **Outline**

Fig. 4.7-7: Full surface mode

Outline **Outline**

Fig. 4.7-8: Contour mode

4.7.1.3. 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.

4.7.1 Contour vs Outline vs Contour Line

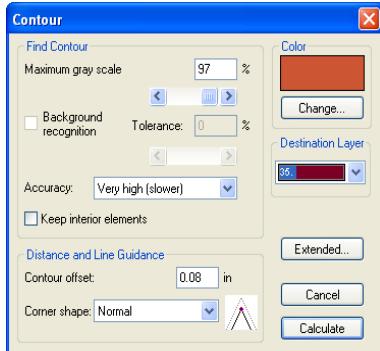


Fig. 4.7-9: Contour line dialog



Fig. 4.7-10: Full surface mode



Fig. 4.7-11: Contour mode

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

4.7.2 Welding of Vector Objects

4.7.2.1 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**.

4.7.2.1.1 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 be recognized as separate nodes and then the welding function runs correctly.

4.7.2.1.2 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.

4.7.2.1.3 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.

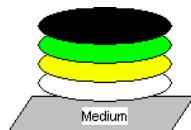
Tip: The most common application is the window lettering. Here, the option 'by Color' is often too difficult to handle. At 2 or 3 foil colors, you should take the full surface option, in which the individual foil colors are glued one above the other.

4.7.2.1.4 Screen Printing



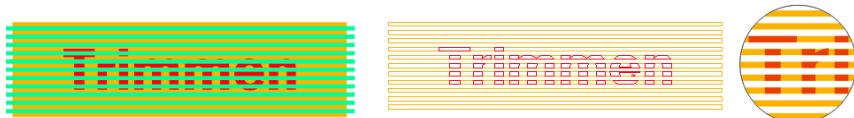
The welding option **screen printing** is particularly powerful tool for screen printers. First of all it eliminates overlaps of the color layers. Afterwards the colors are stacked in the color sequence. Finally, a bridge (an outflow wedge) gets inserted as an overlap.

4.7.2.1.5 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 changes of the color stack, into account.

4.7.2.1.6 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.

4.7.3 Label Production with Cutters with Optical Sensor

4.7.3 Label Production with Cutters with Optical Sensor

OptiScout Production & Design 7 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 therefor 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 Optical POsitioning System

4.7.3.1 1. Step: Job Preparation

The job is prepared with OptiScout Production & Design 7. All tools which are needed for the production of labels are included. With the CoRUN export function out of the host programs CorelDRAW, Freehand, AutoCAD and Illustrator external data can be imported and processed in OptiScout.

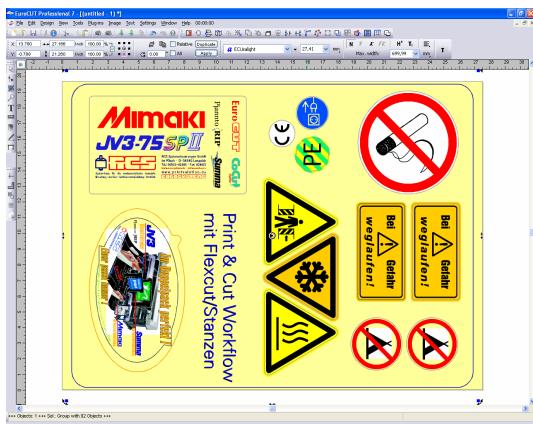


Fig. 4.7-12: Job preparation

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 OptiScout Production & Design 7, 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 OptiScout.

Limits: OptiScout Production & Design 7 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 OptiScout and processed.

4.7.3.2 Jog Marks for Optical Recognition Systems

4.7.3.2.1 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 like OptiScout.

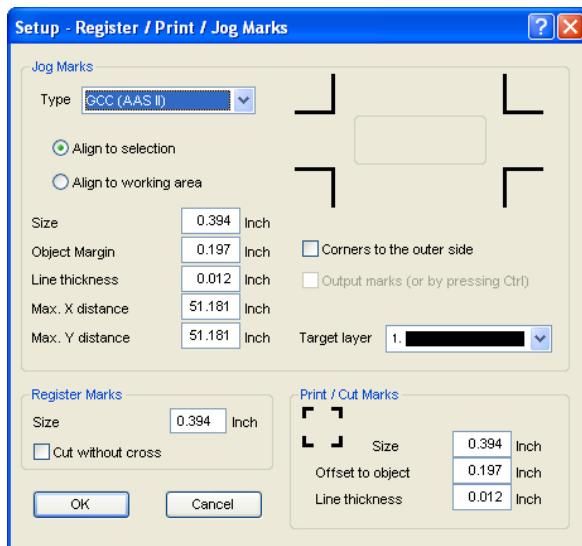


Fig. 4.7-13: Settings menu in OptiScout with jog mark selection

4.7.3.2.2 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.

4.7.3 Label Production with Cutters with Optical Sensor

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

4.7.3.2.3 Jog Marks

Type

In the **type** list field is selected for which cutter producer resp. for which device jog marks should be generated.

Important note: *Only the options are active, that are supported by the selected device!*

Align at Selection

If the **align at selection** option is enabled, then the jog marks will be aligned relatively to the selected objects.

Align at Sheet Margin

If the **align at sheet margins** option is enabled, then the jog marks will be aligned relatively to the leaf margin (work sheet).

Size

The **size** option defines the size of the jog marks.

Note: *Maximal and minimal size are depending on device producer.*

Distance to Object

The **distance to object** object defines, how near the job marks should be positioned at the objects.

Line Thickness

The **line thickness** option defines, how thick the lines of the jog marks should be.

Note: *The maximal and minimal line thickness which could be recognized depends on the used cutting system.*

max. X-Distance

The **max. X-distance** option defines, how far the maximum distance of the jog marks to the objects may be in X-axis direction.

max. Y-Distance

The **max. Y-distance** option defines, how far the maximum distance of the jog marks to the objects may be in Y-axis direction.

External Lying Corners

The **external lying corners** option defines, when external corners are taken into account for the calculation of the distance - viewed from the object.

Output Marks as Well

The **output marks as well** option defines, if the jog marks are taken into account while output i. e. printed, cut, or milled.

Target Layer

The **target layer** defines in which layer the jog marks are put.

Note: Therewith also indirectly is assigned with which tool the jog marks are processed, if the tool assignment was done via the layer.

Every cutter producer uses unique mark shapes and numbers for the jog marks which can be detected from their optical sensor.



Fig. 4.7-14: Selection of different jog marks (depending on cutter manufacturer)

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 OptiScout is **SHIFT+J**.

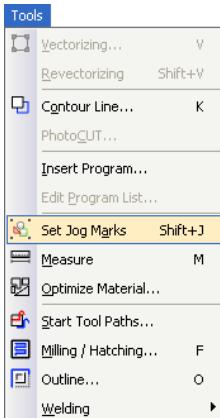


Fig. 4.7-15: Tool menu for setting of jog marks

4.7.3 Label Production with Cutters with Optical Sensor

4.7.3.3 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.

4.7.3.4 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. 4.7-19 shows the magenta contour lines which will be cut.



Fig. 4.7-16: Cutting head with sensor and tangential knife

The cutter described above are able to process sheets or rolls. OptiScout's plotter driver support both functions. Fig. 4.7-17 and Fig. 4.7-18 show the driver parameter for the cutting with sensor for the processing of identical job copies using rolls or sheets (Fig. 4.7-18).

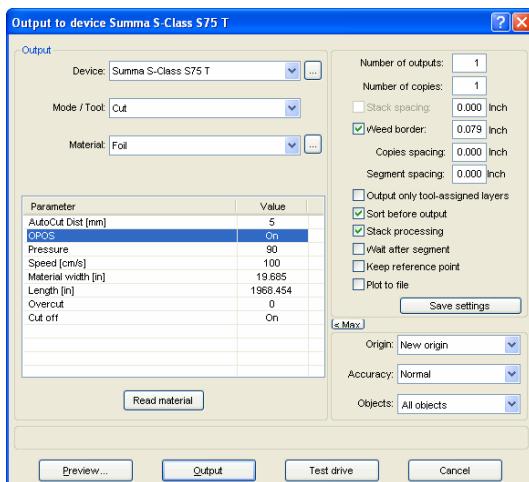


Fig. 4.7-17: Parameter setting OPOS=ON using the example of Summa S-Class

Note: The parameter "OPOS" is set automatically on "ON" if the appropriate marks

4.7.3 Label Production with Cutters with Optical Sensor

are used. When processing identical copies of jobs on a roll using jog marks, the mode "OPOS cutting with copies" must be used (Fig. 4.7-18). Then additionally the number of copies in X direction can be set and as well as the mark distance between the copies in mm.

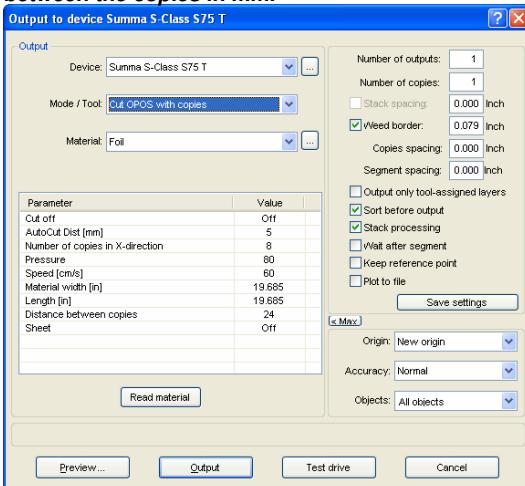


Fig. 4.7-18: Parameter setting with identical Job copies from roll (also possible with sheets, if the parameter "Sheet=On" was set)

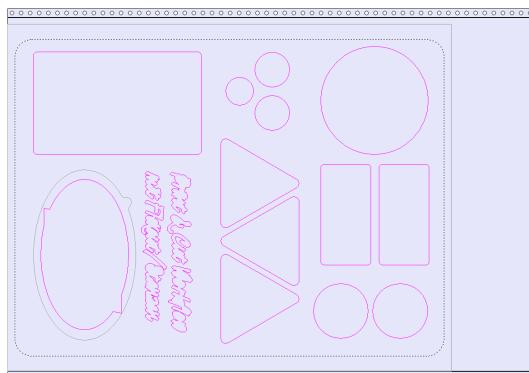


Fig. 4.7-19: Cut contours in the cut preview (the gray contour below left, is required for "Flex-Cut")

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.

4.7.4 Cutting - Milling - Creasing - Drawing ...

4.7.4 Cutting - Milling - Creasing - Drawing ...

4.7.4.1 Device Setting - Interface Setup (Local Device)

The OptiScout 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. 4.7-20: The output button

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

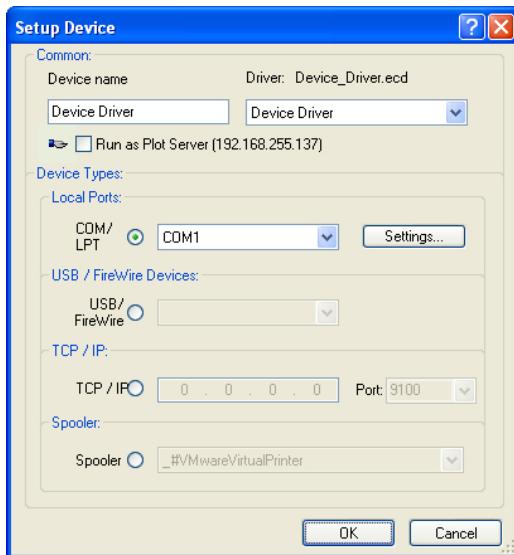


Fig. 4.7-21: Driver and selection of the connection

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 OptiScout. In the left list an individual name for the driver can be distributed. This name will be used in the output dialogs of OptiScout.

Enable as server

Requirements are at least 2 licenses of OptiScout.

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.

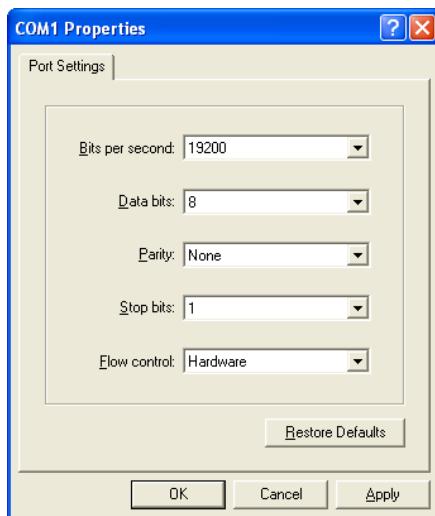


Fig. 4.7-22: Dialog for the setting of the interface parameters

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.

4.7.4 Cutting - Milling - Creasing - Drawing ...

USB Devices

Here, all momentarily connected **USB 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.

4.7.4.2 Device Setting (Network Device)

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

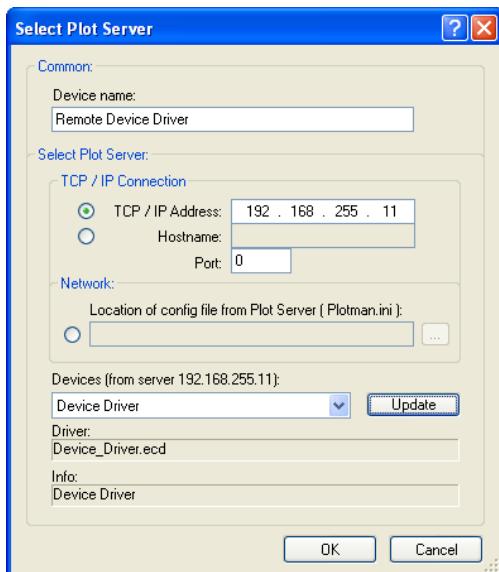


Fig. 4.7-23: Dialog for the configuration of a plot server

A **network device** enables the output of OptiScout 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.*

4.7.4.3 Start of The Output of The OptiScout Working Surface



Fig. 4.7-24: Pre-processing line weight and color gradient

If an OptiScout job contains objects with the attributes *contour/line weight* or *color gradient* the previous dialog appears. Here, 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.

4.7.4.4 Output to device

There are 2 displays of the output to the device dialog: The **min.(imized)** and the **max.(imized)** display that can be activated with the so named button.

Min. display (Standard)

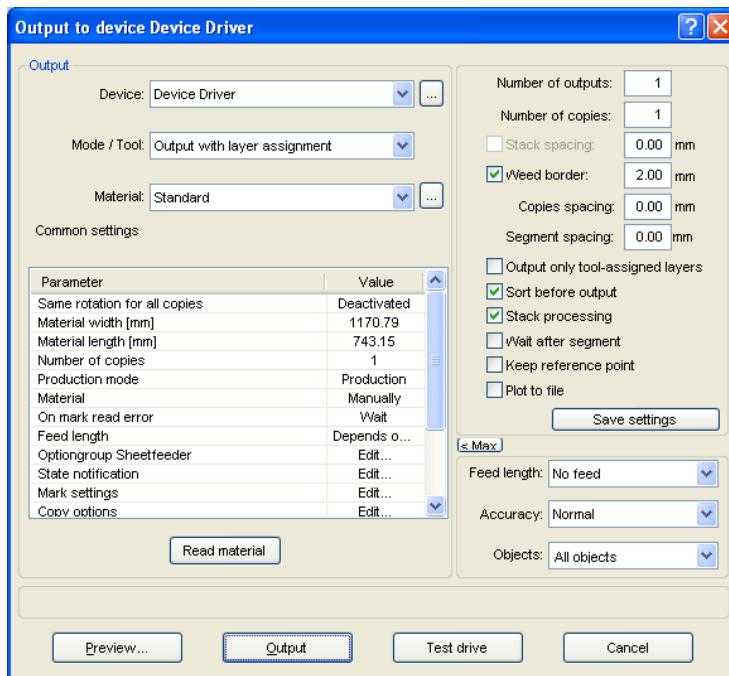


Fig. 4.7-25: Output dialog in < Min display

Max. display

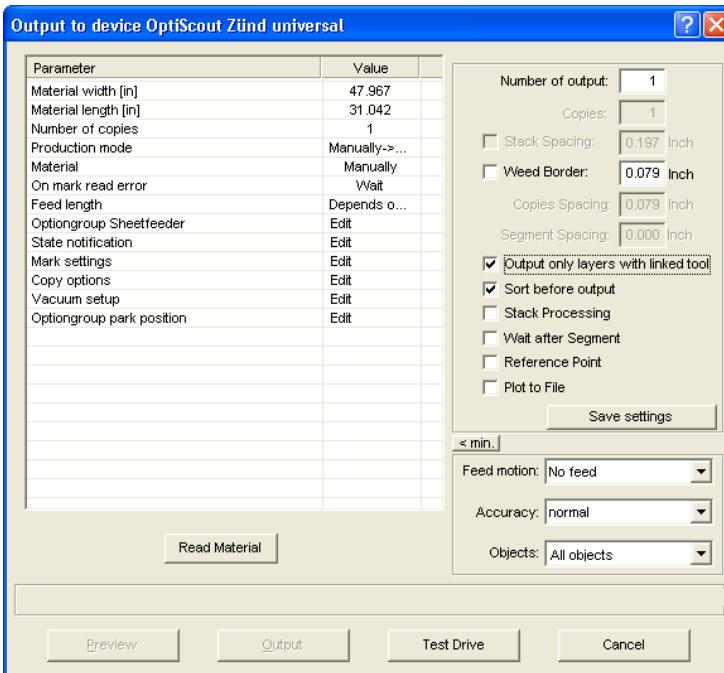


Fig. 4.7-26: Output dialog in > Max display

Output

In the area named output of the **output** dialog are all selection fields or parameters that are directly in contact with the output device.

Device

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

If the button is pressed further menu entries are available:

- Add local device ...
- Connect to Plot Manager
- Change ...
- Delete

Fig. 4.7-27: Device pop up menu

4.7.4 Cutting - Milling - Creasing - Drawing ...

Add local device

With this option further **local devices** for the output can be defined.

Connect to Plot Manager

With this option devices for the output and that are in the network can be defined.

Change

With this option modifications as for example another interface can be defined.

Delete

With this option a device connection can be cancelled or deleted.

Mode / Tool

In the field **mode / tool** you select if you want to cut, mill, crease, draw with your device. The functions that are available here depend on the active driver.

Material

In the field **material** you select the material that shall be cut. This field is linked to a database that has to be filled which means that the different data for different foils are entered. For example the settings of print, speed and width on normal foil can be different to flock or metal foil. These values can be defined individually as they depend on the material and the device that are used.

Pressing the  button opens the following pop up menu:

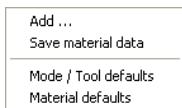


Fig. 4.7-28: Pop up menu of the material ... button

Add

Activating the **add** menu item writes a new data record to the material database.

Save material data

If the menu item **save material data** is selected the previously entered or changed values are written in the database.

Mode / Tool defaults

If the menu item **mode / tool default** is selected the values from the database for this tool are taken over.

Material defaults

If the menu item ***material default*** is selected the values from the database for this material are taken over.

Read material

The ***read material*** 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.

4.7.4.5 General Settings

The area ***General settings*** allows the access to the parameters of the 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 value is written under „***edit***“ a double-click opens the corresponding window for the setup of the group parameter.

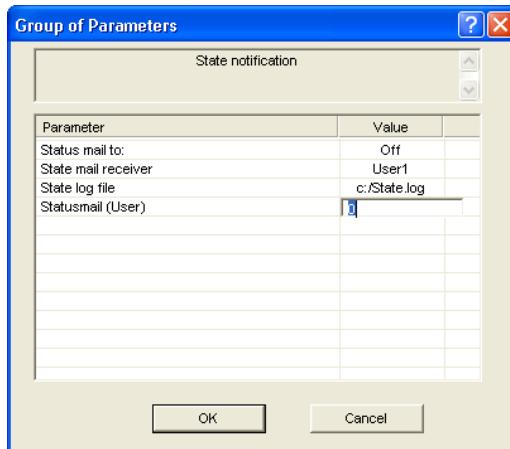


Fig. 4.7-29: Example for an opened parameter group

Number of outputs

The value in the field ***number of outputs*** indicates how often the repetition of the job-output with all set device-parameters shall be carried out.

Number of copies

In the field ***number of copies*** you define how often the ***selected*** objects shall be cut. After the cutting this value is automatically set back to 1.

Stack spacing

The value in the field **stack spacing** 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 stacking preview the first object is shown „normally“. Each further object of the stack is shown dashed in blue.

Weeding border

With the option **weeding border** 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*.

Copies spacing

The value in the field **copies spacing** defines the space between the copies that were entered in the field **number of copies**.

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.

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. If the command **sort with simulation...**-is used, its last sort-setting is used.

Stack processing

If the option **stack processing** is activated all jobs in the queue are processed one after the other without interruption.

Wait after segment

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

If the option **wait after segment** is active the output is interrupted after each segment and the material can be newly adjusted if necessary.

Keep reference point

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

If the option ***keep reference point*** is active the physical zero point is moved about the offset coordinate of the reference point. The coordinates of the reference point correspond to the position of the down left corner of the object to be cut on the OptiScout working surface.

Plot to file

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

Save settings

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

Feed/origin

Depending on the selected driver the name of the field 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.

Accuracy

The field ***accuracy*** offers the following parameters: ***very low, low, normal, high*** and ***very high***. As default, the value ***normal*** is pre-defined.

The accuracy defines of how many vector parts an object should consist. This is only relevant with objects whose size range in the 10th millimeter. Other object sizes are calculated *automatically* by OptiScout and the optimum of nodal points for the later output defined.

Objects

The field ***objects*** allows the selection of the objects to be output. Besides the modi ***all objects*** and ***selected objects*** OptiScout 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***“.

4.7.4 Cutting - Milling - Creasing - Drawing ...

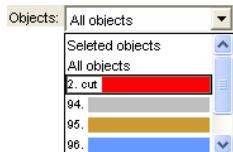


Fig. 4.7-30: List field objects with selection modes.

Preview

The **preview** button opens the **output** preview.

Output

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

Test drive

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

4.7.4.6 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.

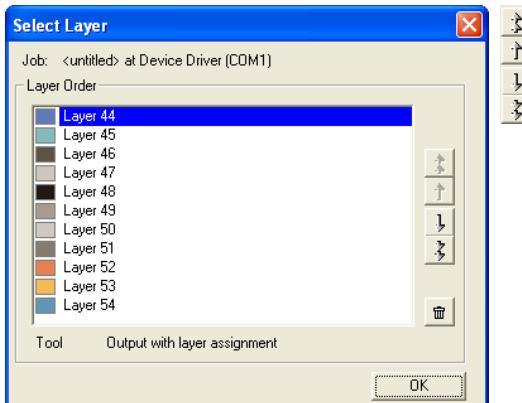


Fig. 4.7-31: Definition of the order in which the single layers shall be processed by up / down buttons

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 independent from the color used.*

4.7.4.7 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

ESC

4.7.4 Cutting - Milling - Creasing - Drawing ...

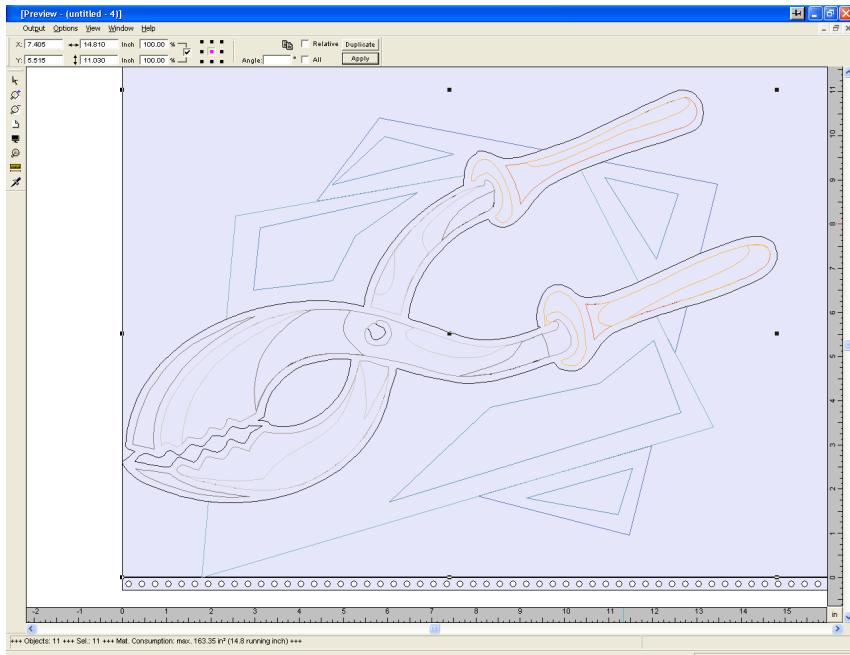


Fig. 4.7-32: Output preview with toolbars, status line and output objects

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 (rnm) 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 7.10: The Preview Tools Toolbar](#)
- ▶ [please refer to 7.11: The Preview Object Parameters Toolbar](#)

Foil optimization

The material consumption can be reduced by using the module **foil optimization**.

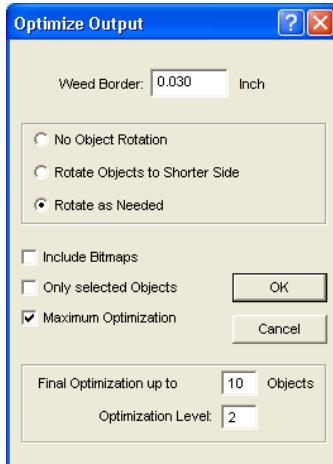


Fig. 4.7-33: Parameter dialog for the material optimization

The ***foil optimization*** takes care that all objects are arranged in a way that they take the least space on the material.

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.

Rotate objects to shorter side

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

Rotate as needed

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

Include bitmaps

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

Only selected objects

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

4.7.4 Cutting - Milling - Creasing - Drawing ...

Maximum optimization

If this option is activated two more fields are shown in the foil optimization dialog. The option **maximum optimization** calculates all possible combinations the can arise from the fields **end optimization up to maximum ... objects** and **permutation depth**. The calculation can take much time depending on the size of the here set values as all possible combinations that arise from the two values are calculated and compared. Therefore, you should usually not set more than 20-30 objects with a permutation depth of max. 5.

Indication: An optimization always leads to the rotation of one or several objects.

4.7.4.8 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.

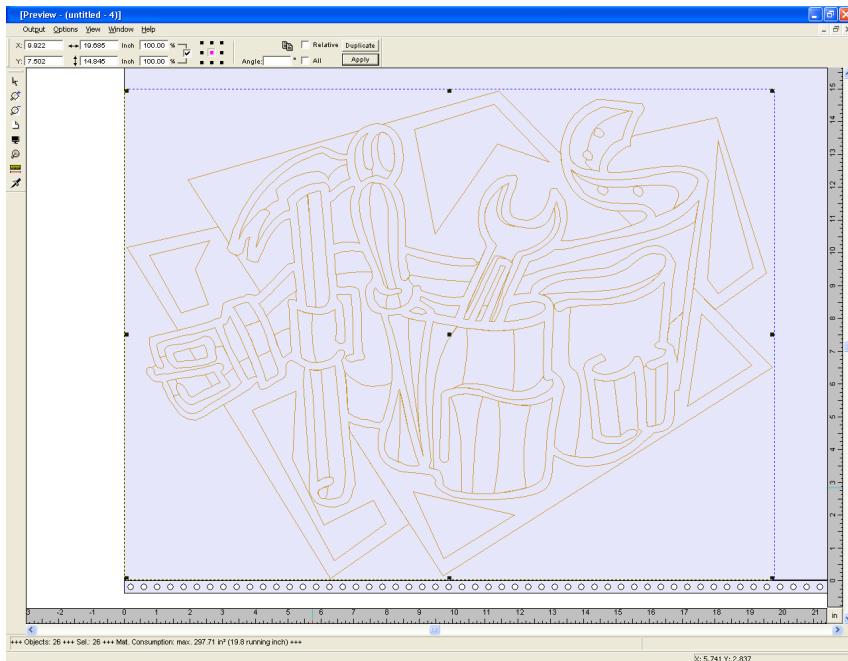


Fig. 4.7-34: Output job with weeding frame (dashed in blue) without weeding lines

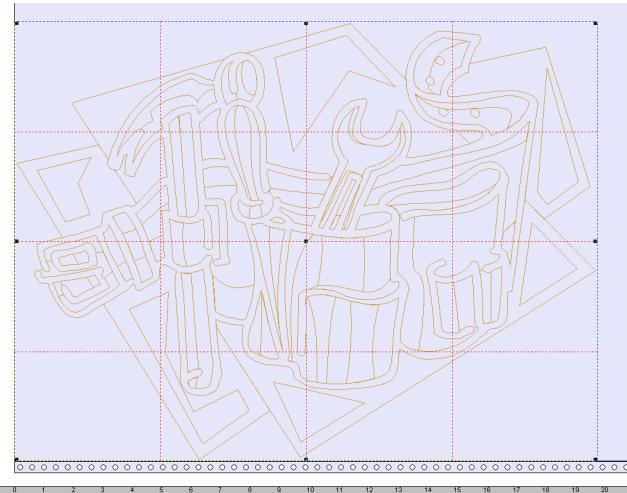


Fig. 4.7-35: Example with 3 horizontal and 3 vertical weeding lines (dashed in red)



Fig. 4.7-36: 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

4.7.4 Cutting - Milling - Creasing - Drawing ...

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.

4.7.4.9 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:

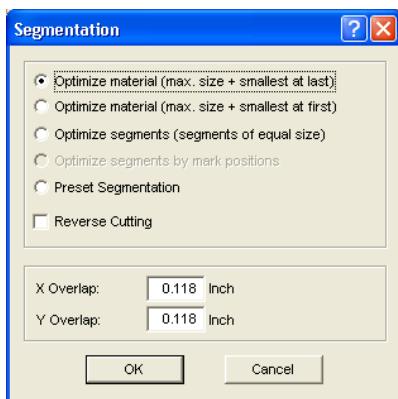


Fig. 4.7-37: Sectioning dialog with overlapping of 3 mm

Optimize material (max. size + smallest at last)

Optimize ... smallest at last) causes OptiScout 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 posiiions

This option is activated as default with OptiScout 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 OptiScout "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.

Reverse cutting

The option **reverse cutting** indicates that the objects are cut as „negative“ for example for the use as template for the screen printing.

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.

4.7.5 The Layout View Mode

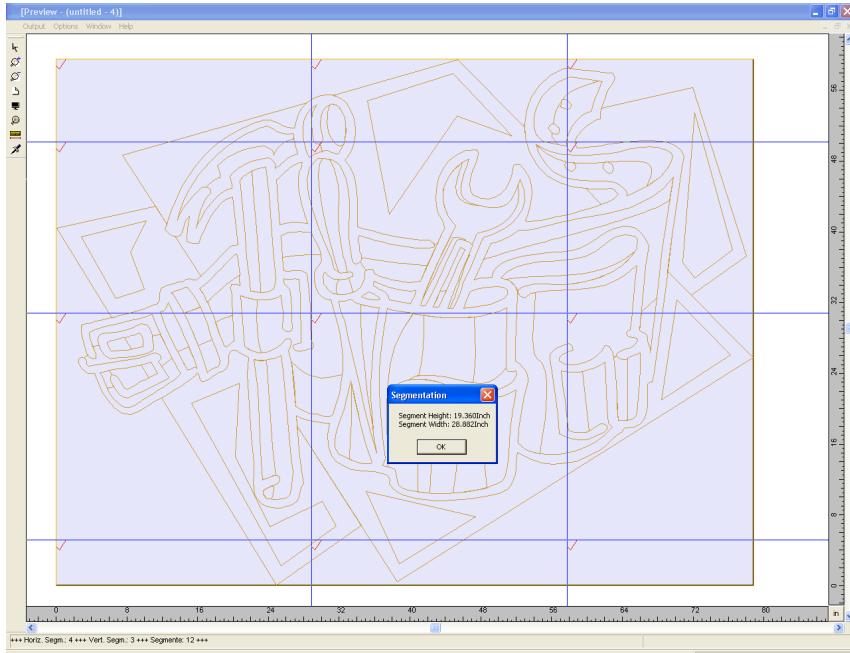


Fig. 4.7-38: Foil optimization in the sectioning preview with 8 segments and information on segment sizes

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 OptiScout 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.

4.7.5 The Layout View Mode

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



4.7.5.1 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).

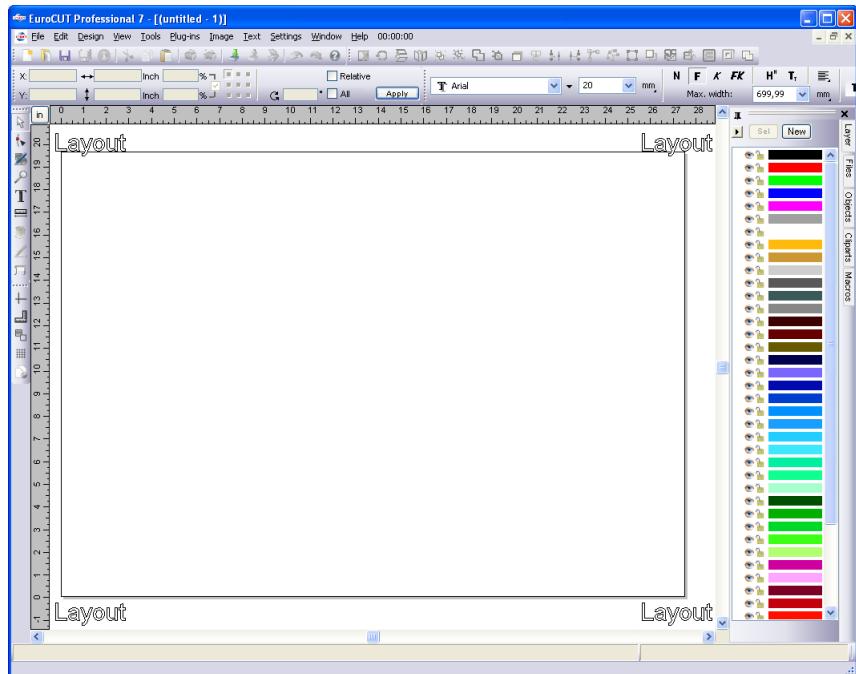


Fig. 4.7-39: Layout anzeigen Modus eingeschaltet

4.7.5.2 Definition Container

4.7.5.2.1 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 keyboard.

4.7.5 The Layout View Mode

4.7.5.2.1.1 Benefits

A container can be filled with different contents using a macro. The replacement contents can be entered and edited in OptiScout 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.

4.7.5.2.1.2 Limits

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

4.7.5.2.1.3 Compatible Formats

- for **Image** container: *.BMP, *.PCX, *.JPG, *.TIF, *.GIF, *.PNG
- for **Text** container: OptiScout own file format and using the text import function in the textbox *.ECT, *.RTF, *.TXT
- for **external** data sets / databases: *.CSV

4.7.5.2.2 Excursus:

4.7.5.2.2.1 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.

4.7.5.3 Overview Container Types

	Image Container	Text Container
Creation	<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.
Deletion	<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
Representation (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> "
Set Parameter / Boundary Conditions	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> "
Change Name	Name field in the <i>Objects</i> tab or Name field in the <i>Setup Image Container</i> dialog	Name field in the <i>Objects</i> tab or Name field in the <i>Settings</i> tab of the <i>Textbox Settings Text Container</i> dialog
View	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

4.7.5.4 Working With Containers

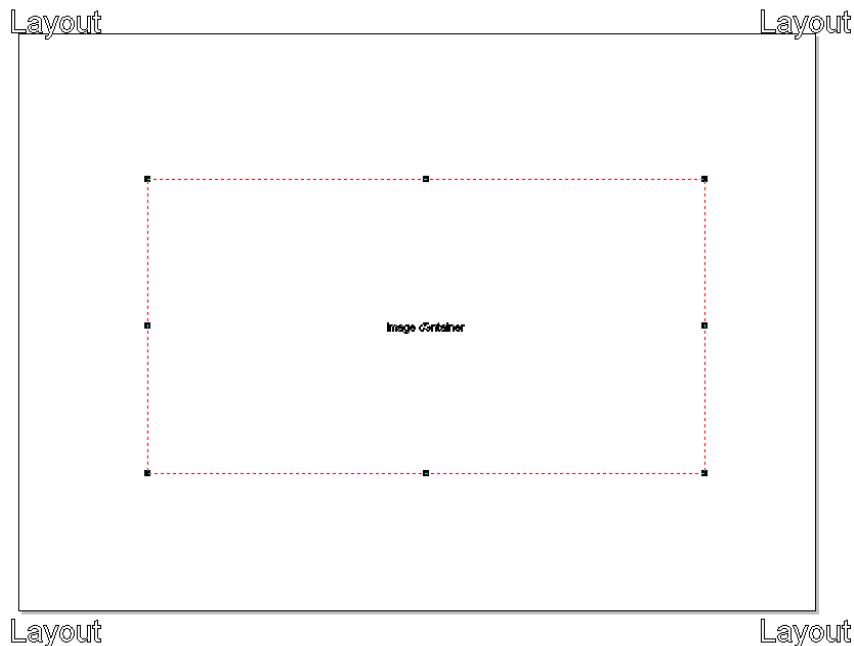
4.7.5.4.1 How Do I Draw A Container?

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 which tool was drawn. With the text tool, a frame is drawn or text is entered at the cursor position. Double-clicking on the

4.7.5 The Layout View Mode

container opens the respective settings dialog.

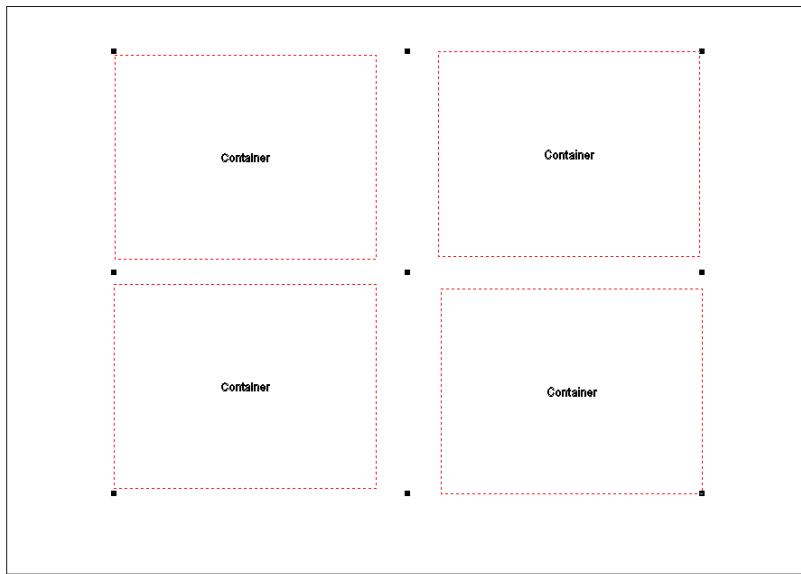
4.7.5.4.1.1 Display in the *Show Layout Mode*



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Layout

Layout



Layout

Layout

Fig. 4.7-40: Display of one Image Container and four Containers in the Show Layout Mode (F8)

4.7.5.4.1.2 Display in the *Contour* resp. *Full Surface* Mode

4.7.5 The Layout View Mode

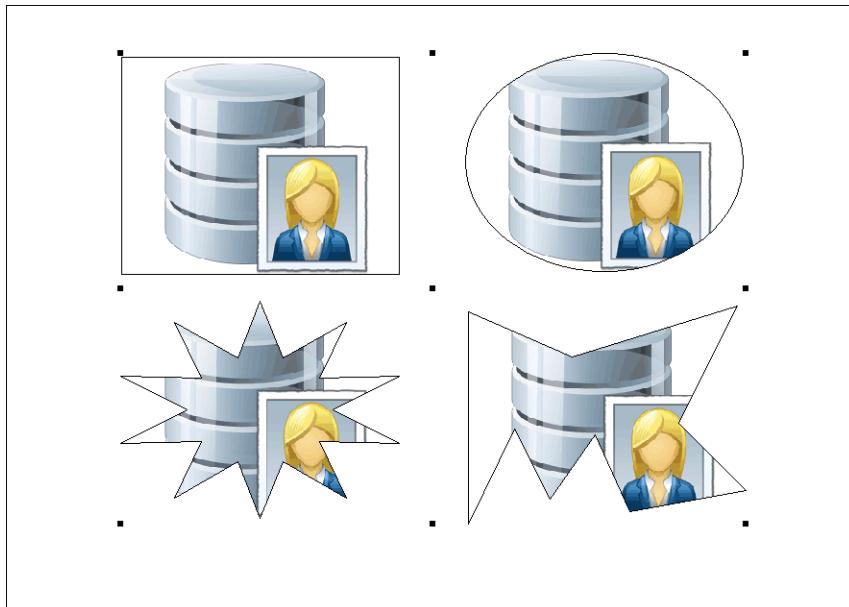
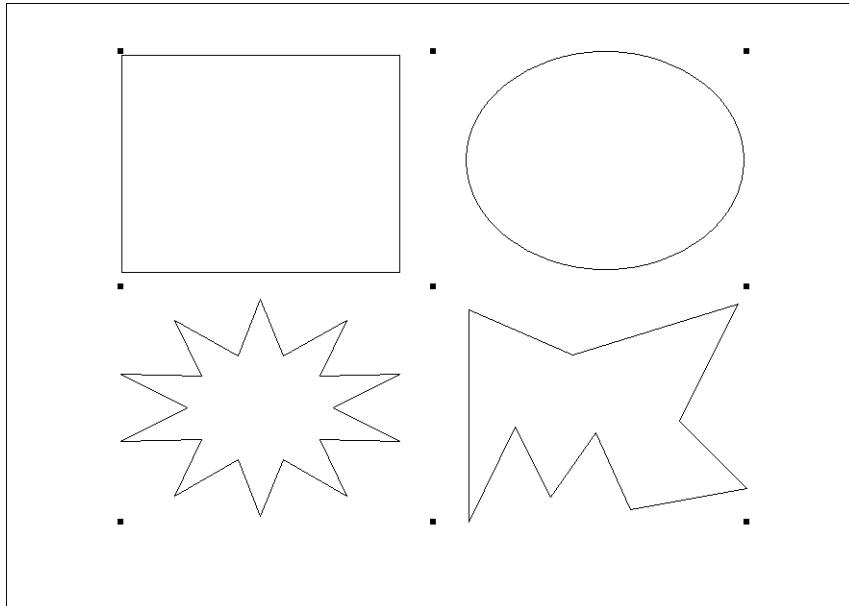
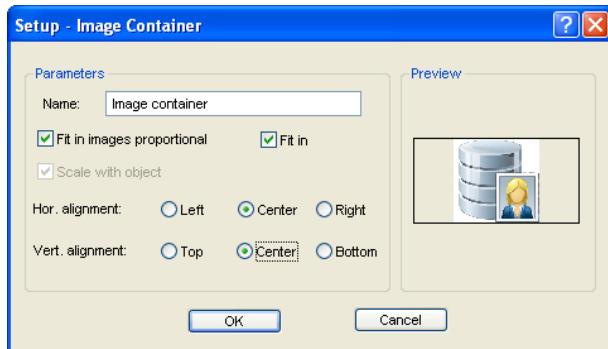


Fig. 4.7-41: Standard view (Contour Mode) and standard view (Full Surface Mode) with default fills

4.7.5.4.1.3 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.



4.7.5.4.1.4 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*.

4.7.5 The Layout View Mode

Vert.(ical) Alignment

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

4.7.5.4.1.5 Preview

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

4.7.5.4.1.6 Cancel Container Status Option

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

4.7.5.4.1.7 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.

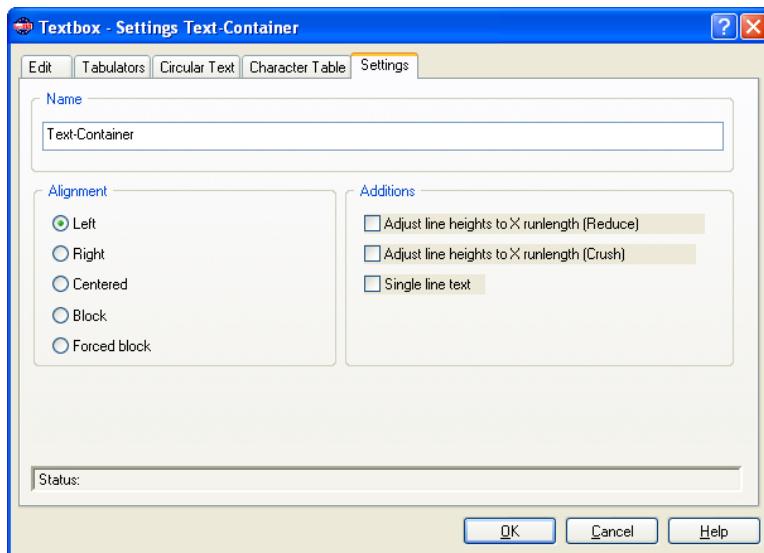
Change To Container

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.

4.7.5.4.1.8 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.

4.7.5 The Layout View Mode

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.

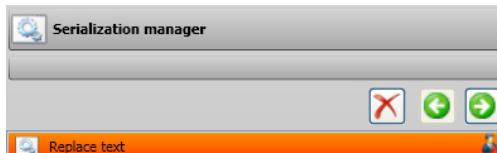
Single line text

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

4.7.5.5 Series With The Help of The Container Function

4.7.5.5.1 Serialization Manager Macro

4.7.5.5.1.1 The *Macro Player*



4.7.5.5.2 Macro Player Control Elements



No function; Icon for macros and macro functions

4.7.5.5.2.1 The *Cancel Process* Button



Enabling the ***Cancel Process*** button breaks the execution of the macro.

4.7.5.5.2.2 The *Backwards* Button



Pressing the ***Backwards*** button jumps back to the last executed macro function.

4.7.5.5.2.3 The *Execute Function* Button



Pressing the ***Execute Function*** button starts execution of the macro.

4.7.5.5.2.4 The Macro Function „Replace Text“



The *Cancel* Button



Pressing the ***Cancel*** button closes the ***Parameter*** view.

The Data Tab

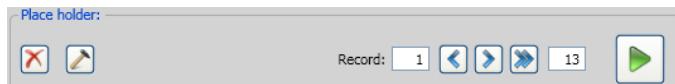
Data (12)	
From File: (Z:\Austausch\Serie-nr_ec7_makro-	
Name	Room Number
Public, John Q.	1st Floor
Public, Joe	1st Floor
Public, George	1st Floor
Public, Peter	2nd Floor
Public, Rudolf	2nd Floor
Public, Ralf	2nd Floor
Public, David	2nd Floor
Public, Wolfgang	3rd Floor
Public, Jacob	3rd Floor
Public, Johannes	3rd Floor
Public, Werner	Suite 1
Public, Max	Suite 2

Fig. 4.7-42: Manual data input in the data tab

4.7.5 The Layout View Mode

Place Holder

The Function Buttons



The Delete Button



Enabling the **Delete** button deletes all data and formattings.

The Action Button



Activating the **Action** button executes the action, which was selected in the **Extended** tab - using the **Execute Action** Option.

Record

The Navigate Backwards Button



Navigates backward by a full set of duplicates - data exchange is reversed and brought to the level of the previous set of duplicates.

The Navigate Forwards Button



Navigates forward by a full set of duplicates - fills so to speak, the next page of data, including the formatting and displays it on the work sheet.

The Execute Button



Pressing this button executes the macro: from current line to end line.

Note: The first value will be reset to 1.

The Run Completely Button



Enabling the ***Run Completely*** button executes the macro functions one after another - until the end. Macro functions, which are requiring parameter input wait, a dialog for the input is displayed and then the next function is executed.

The ***Stop*** Button



The ***Stop*** button breaks the data exchange process and switches to the ***Run Completely*** button.

The ***New Line*** Button



The activation of the ***New Line*** button insert a new line at the cursor position.

The ***Import*** Button



Pressing the ***Import*** button allows importing data from an external file (*.CSV)

Note: The data in the data tab will be overwritten.

The ***Export*** Button



Pressing the ***Export*** button exports the data as a *.CSV file.

Note: The current place holder names will be written as column names.

4.7.5.5.2.5 Data Input - Navigation In The Data Tab

Manual Input:

With manual input, the cursor moves to the next line after pressing the ENTER key. When using the TAB key, the cursor jumps to the next column. Double-clicking in a field allows editing of the field.

Selection of A Single Record

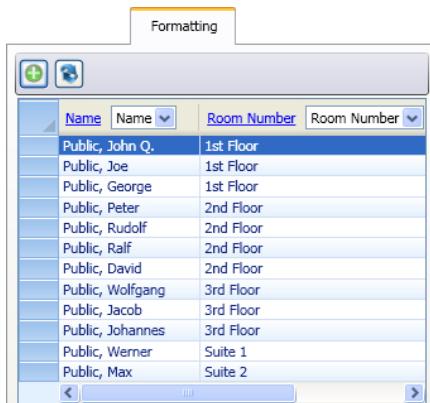
A single record is selected with a mouse click on the blue button . All records are selected when clicking on the blue button with the triangle in the lower right corner .

4.7.5 The Layout View Mode

Insert Data

Besides the manual data entry inserting of data can be done also using Windows' clipboard. Sources can be Excel or HTML tables. By means of hotkey CTRL+V data can be inserted in the data fields.

4.7.5.2.6 The *Formatting* Tab



Name	Room Number
Public, John Q.	1st Floor
Public, Joe	1st Floor
Public, George	1st Floor
Public, Peter	2nd Floor
Public, Rudolf	2nd Floor
Public, Ralf	2nd Floor
Public, David	2nd Floor
Public, Wolfgang	3rd Floor
Public, Jacob	3rd Floor
Public, Johannes	3rd Floor
Public, Werner	Suite 1
Public, Max	Suite 2

Fig. 4.7-43: Data formatting in the formatting tab

4.7.5.2.7 The Buttons

The *Update* Button



If this button is enabled, then data will be exchanged from the selected record immediately.

Note: This function ensures that the data is actually exchanged in the view.

The *Font Height* Button



When enabling this button a consistent, maximum font height is determined. It is calculated from the longest existing record.

1. Enable the *font height* option in the place holder *formatting* dialog.
2. Enable *Adjust Font Size* option (double-click on the column head opens the dialog)
3. The maximum possible font height appears next to the column name and taken as the basis for calculating the display.

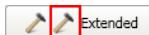


Fig. 4.7-44: Action indicator

4.7.5.5.2.8 The *Extended* Tab

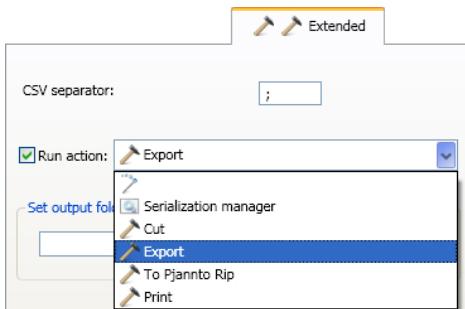


Fig. 4.7-45: List of actions which can be done with the data records

4.7.5.3 Actions

Important note: In the actions list all available actions and macros are displayed. Also macros, that should not be usefully defined as an action (e. g. serial numbers with the serialization manager)

4.7.5.3.1 CSV Separator

In this field the separator for the separation of data and columns resp. rows of the export *.CSV file can be defined.

4.7.5.3.2 Personal Actions

Duplicates from Selection

Serial Numbers

4.7.5.3.3 Common Actions

Cut

This action enables the cut module of the Plot Manager after executing the macro.

Export

This action enable the export dialog after executing the macro.

4.7.5 The Layout View Mode

To Pjannto RIP

This action enables the RIP "Pjannto RIP - in case it was installed and licensed - and transfers the data for rastering and printing.

Print

This enables the print module after executing the macro and prints the data on the connected printer.

4.7.5.5.3.4 Output Folder

Here you can define in which folder the export file should be saved.

4.7.5.5.4 Example

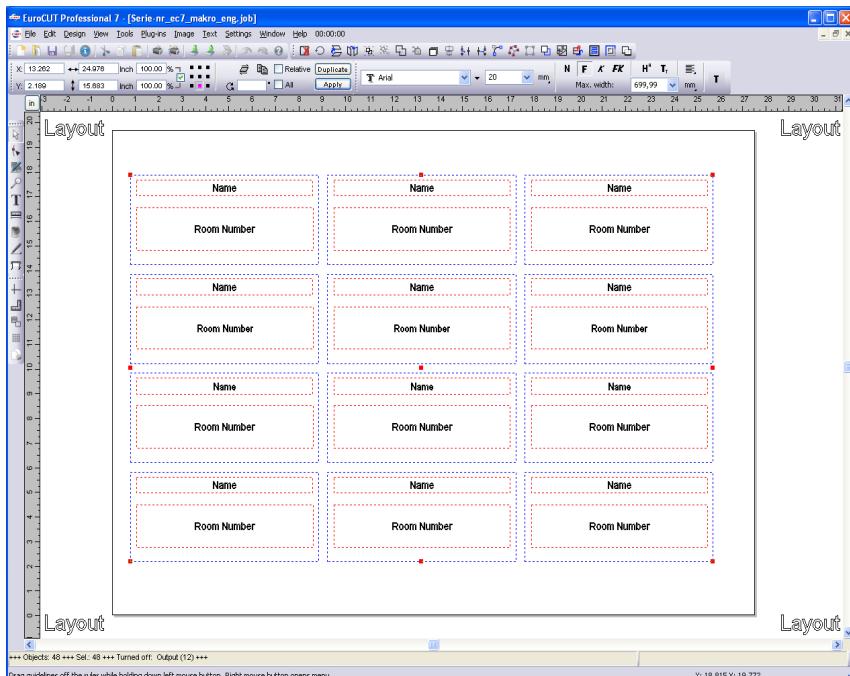


Fig. 4.7-46: View in the layout mode

4.7.5.5.4.1 Define Counter

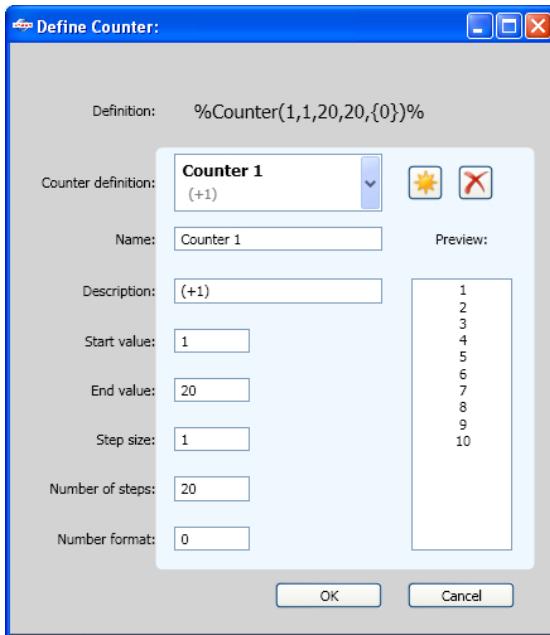


Fig. 4.7-47: Parameter dialog for the formatting of a counter

The **New Counter** Button

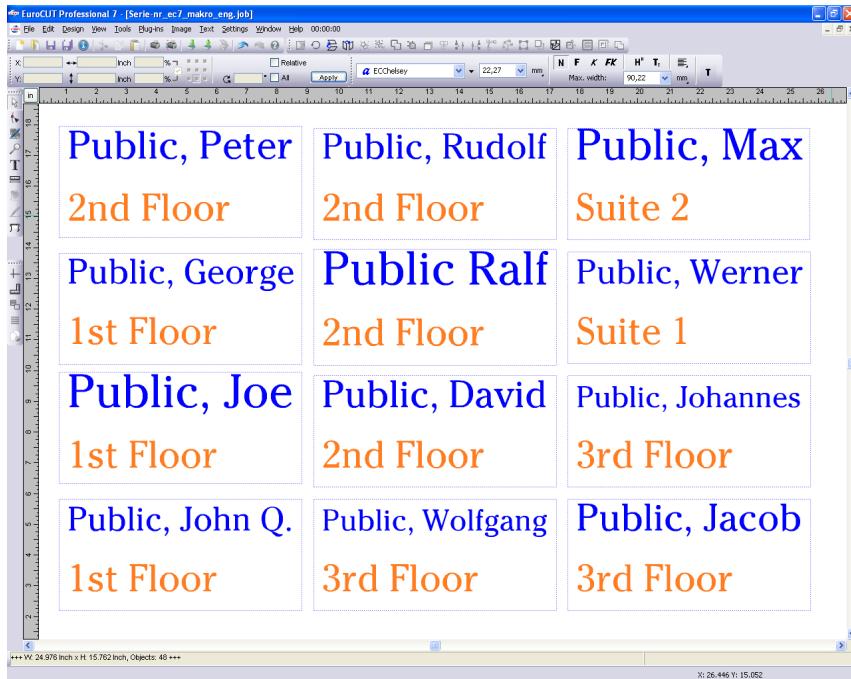


Enabling the **New Counter** button resets the counter values and then, inserts a counter into the formatting string at the cursor position.

4.7.5.5.4.2 Result

Depending on the number of records filled by the update button each of the next duplicates (container) is refilled, displayed and the action, which was selected in the **Extended** tab is executed. This happens until the last record is reached.

4.7.5 The Layout View Mode



4.7.6 Printing



Fig. 4.7-48: The print button in the standard toolbar

4.7.6.1 Without RIP Software

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

Open the OptiScout **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.

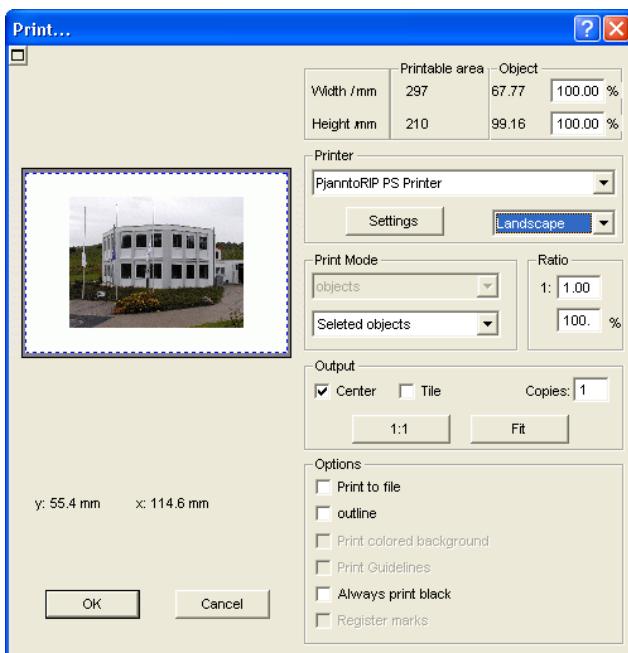


Fig. 4.7-49: The print dialog

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.

4.7.6 Printing

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. 4.7-50: The print preview button



Fig. 4.7-51: 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
Height / mm	297	99.16

Fig. 4.7-52: 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. 4.7-53: Printer selection and setup

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

Objects

All objects on the worksheet are printed.

4.7.6 Printing

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.

Job-calculation

If this option is activated the information that have been entered in the ***job-calculation*** are output.

The following setting- possibilities are available in the second list: ***all objects, selected objects, color separated printing*** (printing in the order of the layer), ***printing of single layer*** (colors).

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.

Color separated printing

All objects of one color are printed in the order previously set. The color bar (layer-order) in the second list contains all colors (layers) that have been used on the working surface and corresponds to the later printing order.

Indication: The printing is always started with the darkest color.

Printing of single colors (layer)

All colors listed in the second list correspond to those that have been used for the objects on the working surface. If there is for example only one black and one red object only two color bars (layers) are offered as selection.

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.

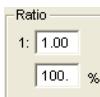


Fig. 4.7-54: Field for the entry of the size proportion

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.

4.7.6 Printing

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.

4.7.6.1.1 The Tile Mode

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

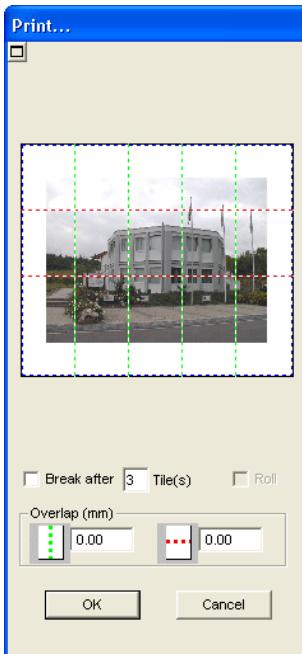


Fig. 4.7-55: The preview window in tile-mode

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.

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.

4.7.6 Printing

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 OptiScout **print** dialog and depends on the connected output device.

Load any graphic in OptiScout 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 OptiScout **print** dialog is opened in the **adapt** mode. Activate the *tile* mode by activating the thus named button.

The **print** dialog appears as follows:

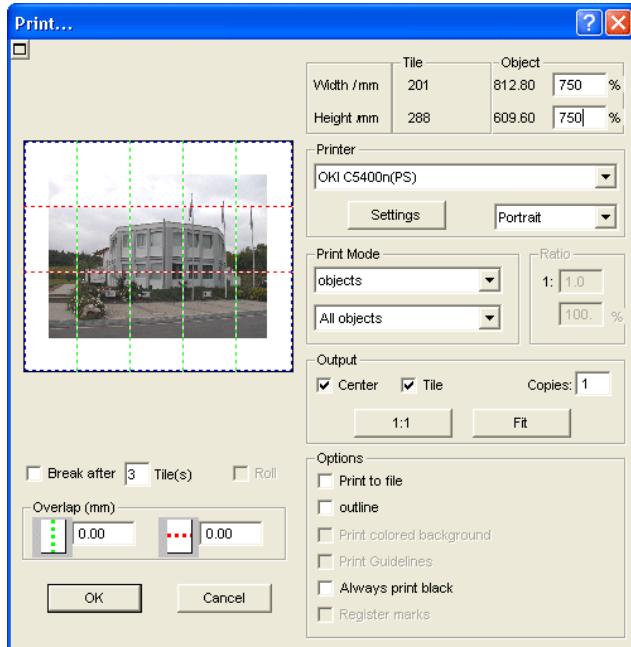


Fig. 4.7-56: The print dialog in the tile mode

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.

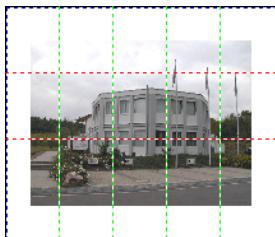


Fig. 4.7-57: Preview with settings in the tile mode

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”.

4.7.6 Printing

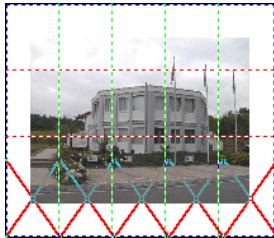


Fig. 4.7-58: Bottom row: Tiles deactivated

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.*

4.7.6.2 With Pjannto RIP software



Fig. 4.7-59: The Pjannto RIP button in the standard toolbar

Indication: *Pjannto RIP is a professional PostScript-RIP that is not a part of OptiScout. 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 OptiScout and the file menu enlarged with the entry Pjannto RIP... .*

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** and **job-calculation**.

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.

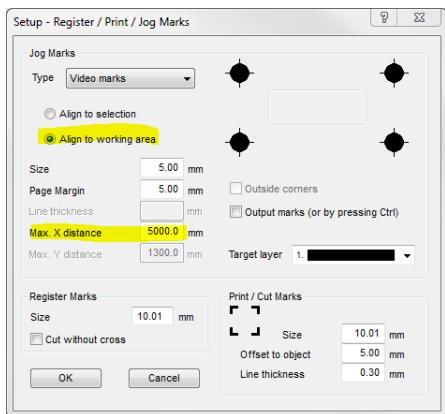
4.7.7 Edge Detection

4.7.7 Edge Detection

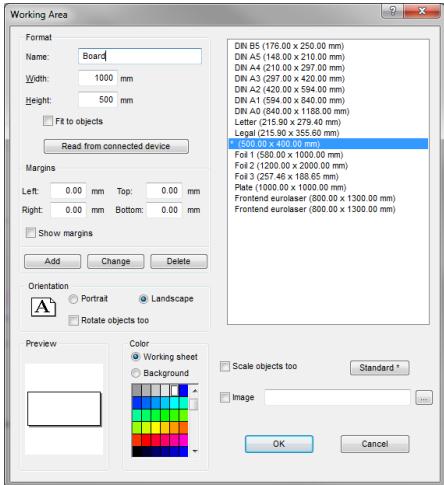
4.7.7.1 OptiScout Settings for Edge Detection

This type of recognition is required if material is handled, where the attachment of the visible video marks is not allowed or wanted, such as Plexiglas or cardboard.

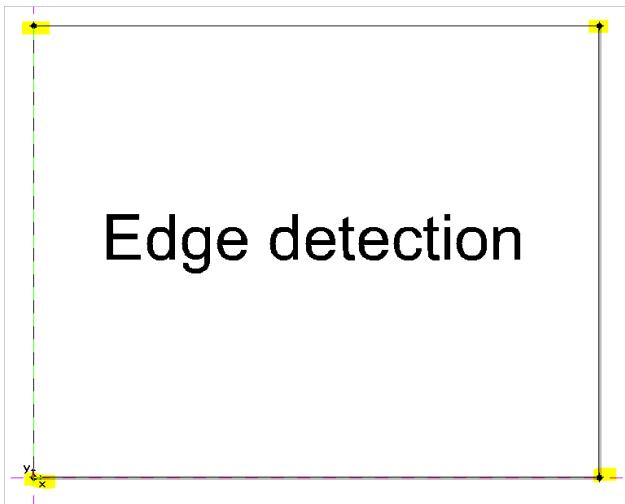
Open the “**Settings – Standard settings – Register / Jog Marks**” dialog and set the “**Align to working area**” option active. Make sure the “**Max. X distance**” is higher than the maximum table size of the cutter in X axis, e.g. 5000 mm. Press “**OK**” to exit the setup.



Import the cutfile and set the size of the working area to the size of the printed board. Press the right mouse button and select “**Working Area**” from the context menu.



Exit the work area setup and move the objects on the work area to the position where you want to output them on the board (e. g. center of the board). Select all objects and choose the option “**Set Jog Marks**” from the “**Tools**” menu in OptiScout OptiScout. The result should be one remark at placed on each corner of the board. Make sure that the file contains no more remarks than the 4 at the corners.

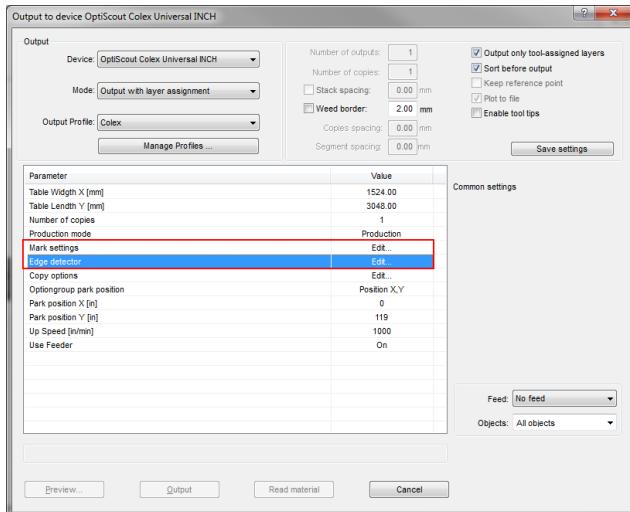


Assign the output tools and set the tool parameters for the layers. Prepare the file for the output sequence.

Start the output for the cut file. Click “**Edit**” to open the setup interface for the edge

4.7.7 Edge Detection

detector.

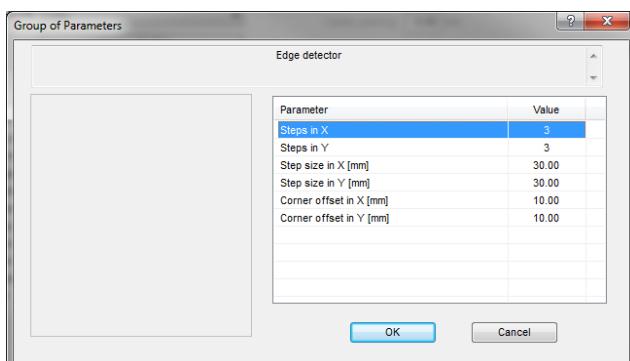


Now set the **parameters** for the edge detector.

Steps in x and y means the number of points along the edge to be measured. This value should be higher than "1" for X and Y to get a good accuracy. We recommend using a value between 3 and 5.

The **step size** parameter defines the distance between the measured positions along the edge in X and Y axis.

We recommend using a value between 30 and 100 mm.



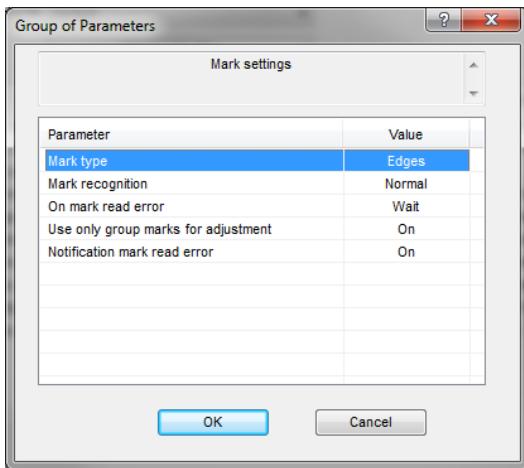
The **corner offset** defines the first point to be measured after placing the camera to the lower left corner of the board. This value is used to start the recognition in an area of the board where the edge is not damaged. Sometimes the corners of boards are not in good

condition for edge recognition.

We recommend using a value between 10 and 30 mm.

Confirm the settings and close the dialog.

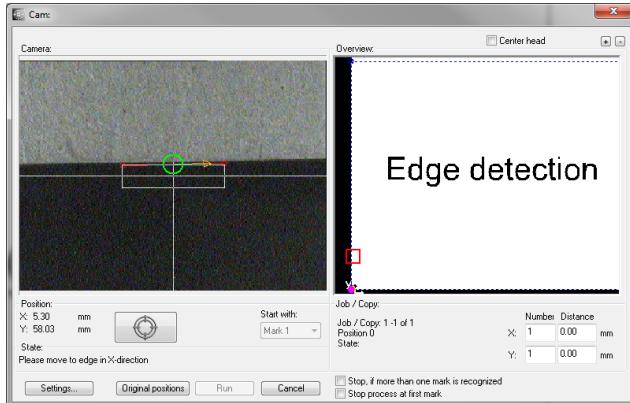
Click “**Edit**” to enter the mark settings dialog and select **Mark type** “Edges” from the list. Click “OK” to confirm and exit the dialog.



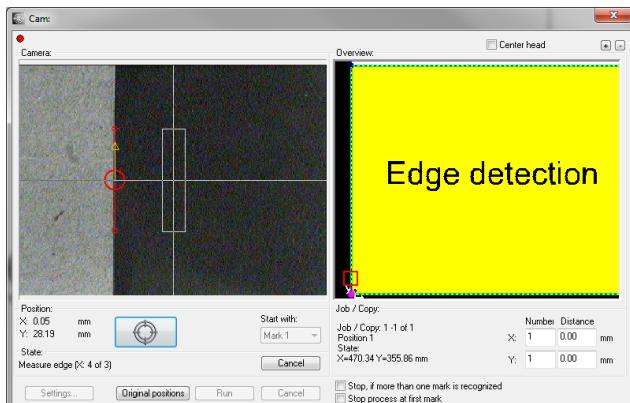
All the setup can be saved in an **output profile** in the output window. Press the **Manage profiles button** and select the “**Add**” function. Enter the name for this setup and press OK. The output profile list should now contain minimum 2 entries.

Now press “**Output**” button to continue. The recognition window of the camera should now open. Move the head in x direction approx. 10 mm X away from the corner of the board and start the recognition if the green or red arrow indicates the edge of the board. The edge detector will now detect the defined amount of points along the x axis.

4.7.8 Corner Detection



After reading the x axis the camera will change the orientation and start looking for the edge in Y axis. The defined amount of points will be measured as well. If every edge has been detected the “**Run**” button will become active to output the file. By pressing the “**N**” key on your keyboard you can check the recognition before you run the file. The camera will move the cross hair to the lower left edge of the board.



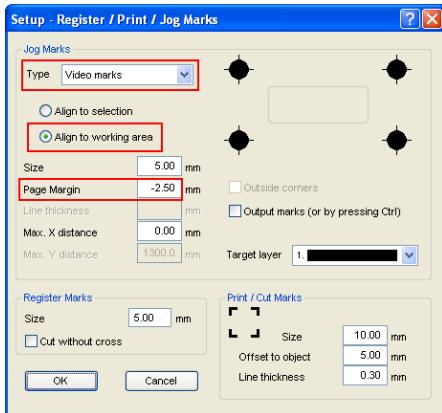
4.7.8 Corner Detection

4.7.8.1 Corner Detection

The approach is similar to the edge detection. Video marks are used to detect the corners of the material. In difference to the edge detection the compensation is active; the cut contours are scaled accordingly to the compensation factor.

4.7.8.1.1 1. Basic Settings

- a. Select Type "Video marks"
- b. Activate "Align to working area" option
- c. Set "Page Margin" to negative (minus) 50% of the video mark size!



4.7.8.1.2 2. Remark Placement

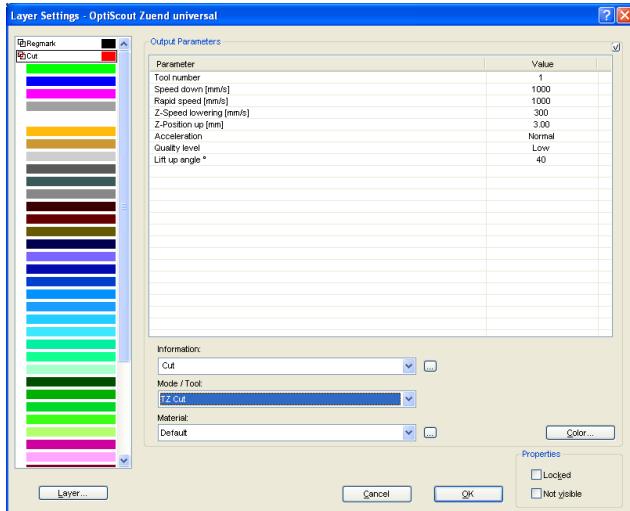
Import the cut file and set the **working area** to the size of the sheet that should be detected. Select the cut contours and choose the **Set Jog Marks** function from the tools menu. This function will now place one remark on each corner.



4.7.8.1.3 3. Set Output Parameters In The Layer Dialog

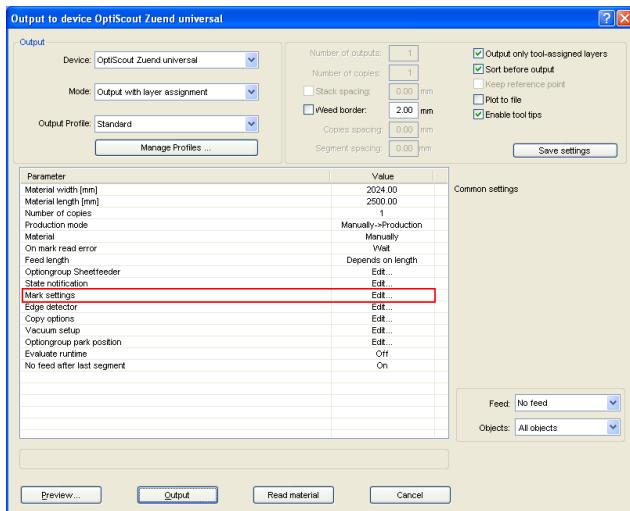
Select the **Mode / Tool** which should be used.

4.7.8 Corner Detection



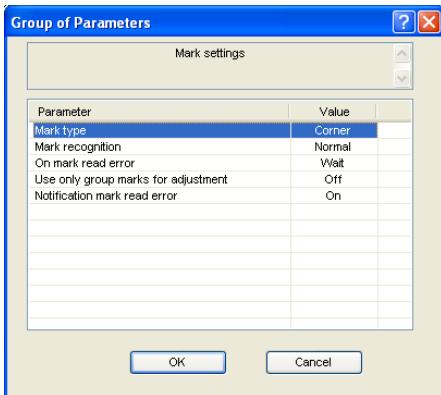
4.7.8.1.4 4. Start The File Output

After pressing the **Output** button the following Dialog appears:



4.7.8.1.5 5. Mark Setting "Corner" In The Parameter List

A click on the **Edit...** field of the **Mark settings** parameter opens the dialog for the setting of the mark type.



When you start the **output** the OptiScout recognition window will appear. Move the camera on top of the magenta indicated corner and press the button.

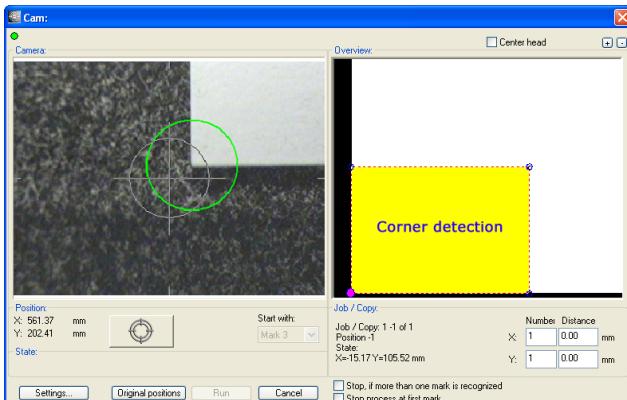


Fig. 4.7-60: Before the detection of the video marks

After all marks have been approached and recognized, the result can be confirmed by clicking on the **Run** button.

4.8 Output of The OptiScout Example File

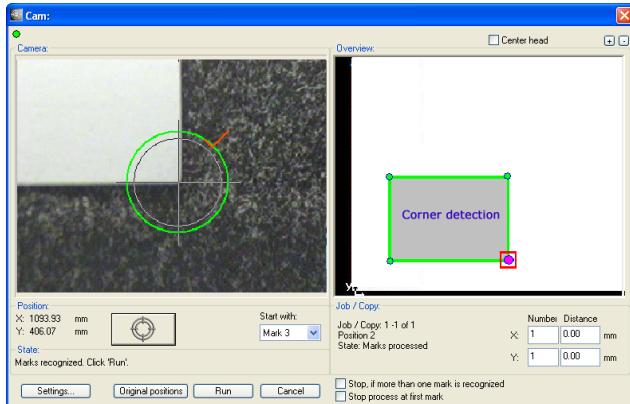


Fig. 4.7-61: After the detection of the video marks

The click on the **Run** button starts output of the contours.

4.8 Output of The OptiScout Example File

Open the Calibration_Test.JOB that has been prepared for you by selecting the menu item **open** in the **file** menu. After having opened the job print it on a connected printer. **CTRL+P**

Indication: The print-out should be output unscaled on an A4 page.

Open the dialog layer settings with a **right click** on the color red in the OptiScout-layer-toolbar. The dialogue layer- settings opens. In this dialog the output parameters for the objects of the red layer are defined.

4.8 Output of The OptiScout Example File

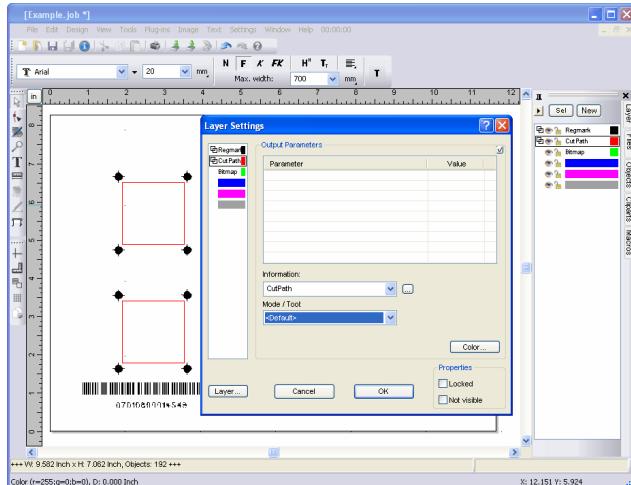


Fig. 4.8-1: OptiScout Layer settings

Select in the menu mode / tool the output tool to be used and enter the **values** necessary for the output into the upper list.

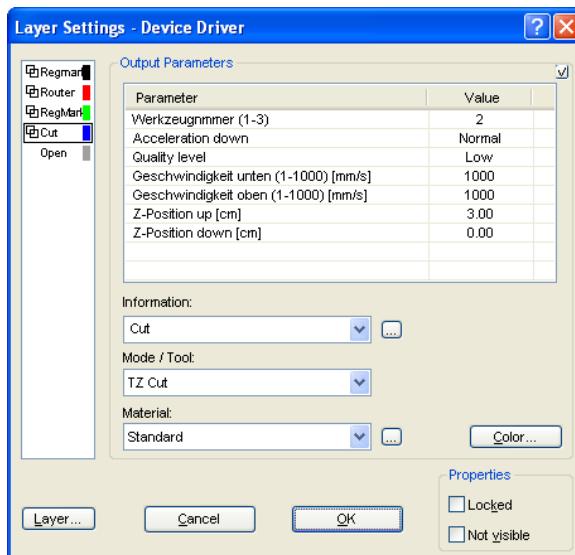


Fig. 4.8-2: OptiScout layer settings advanced

Confirm the assignation with the OK-button. The layer assignation is shown with a red

4.8 Output of The OptiScout Example File

checkbox left of the layer color.

Now open the **output** dialog by pressing the S key on your keyboard or by selecting the menu item **Output** in the **File** menu. Now check if the device is **online**.

The OptiScout **output** dialog will be opened.

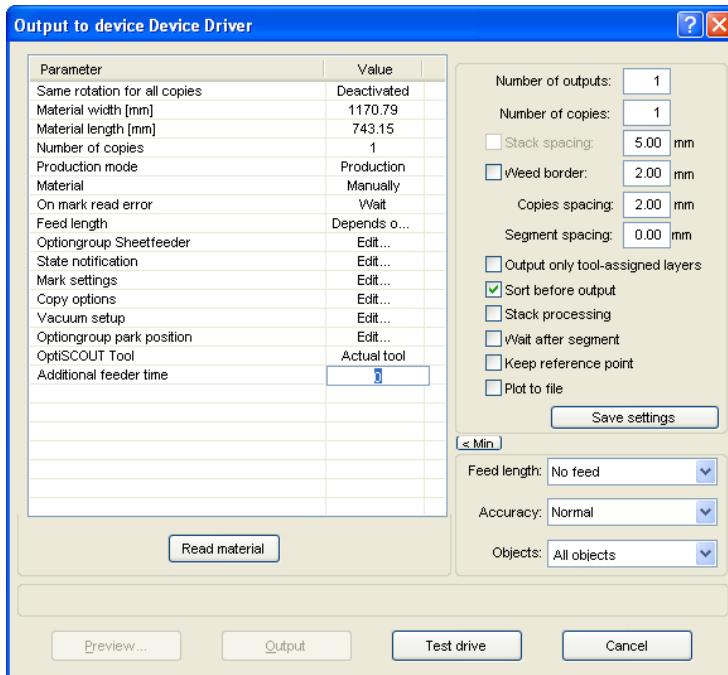


Fig. 4.8-3: Output dialog

A correct connection between the PC and device can be checked by pressing the **Read Material**-button. If the values for the material width adjust to the values of the possible output size of the cutter the connection is ok.

If, however, the **waiting for answer** dialog appears the interface parameters have to be checked. If the parameters correspond with the size of the output device press the **Output** button.

Indication: The camera offset is subtracted from the maximum working space.

The OptiScout camera dialog should now be opened.

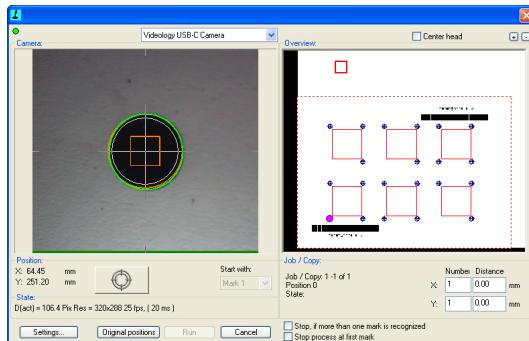


Fig. 4.8-4: Camera dialog

Position the camera with the arrow keys of the keyboard above the start marker. It will be shown in magenta and usually is the marker that lies the most convenient to the device origin.

The steering is done via the arrow keys:

Arrow key **left** -> negative in x-direction - arrow key **right** -> positive in x-direction - arrow key **up** -> positive in y-direction - arrow key **down** -> negative in y-direction

Pressing simultaneously the CTRL key increases the speed with the factor 10. Pressing simultaneously the SHIFT key increases the speed with the factor 100. If a marker is framed in red in the camera picture it means that it was recognized.

The measurement can be started by pressing the **ENTER key** or with the button

The markers should now be read automatically.

Indication: Mearurement of the video marks can proofed by pressing 'N' key. The measured position will be approached und the cross-hair should be in the center of the mark. If this is not the case, you can press 'M' key to make a new measurement. The deviation can be proofed with the X- and Y-coordinate in the area Position.

4.8.1 Output of the contours

Indication: OptiScout starts automatically if a graphic was output with adjust markers. In order to output without OptiScout support you have to delete the markers or block the layer of the markers for the output.

When pressing the **take over**-button all positions of the objects are calculated and the output is started.

4.8.2 OptiScout Camera Module

4.8.2 OptiScout Camera Module

The high-grade OptiScout CCD-camera can be mounted on many different tool-heads. The display detail can be varied by changing the optic. Depending on the distance to the material to be printed a wide angle or normal objective can be used. The offset of camera and tool center as well as the adjust markers are calibrated by means of the software.

4.9 The OptiScout Output Dialog

Generally, the properties of OptiScout are set via the output dialog.

If you select a field a tool-tip and/or a graphic is shown that explains the parameter more closely.

As the single fields and functions depend on the device, here, only the general parameters are described. Special functions are explained in the tooltips/-info-graphics.

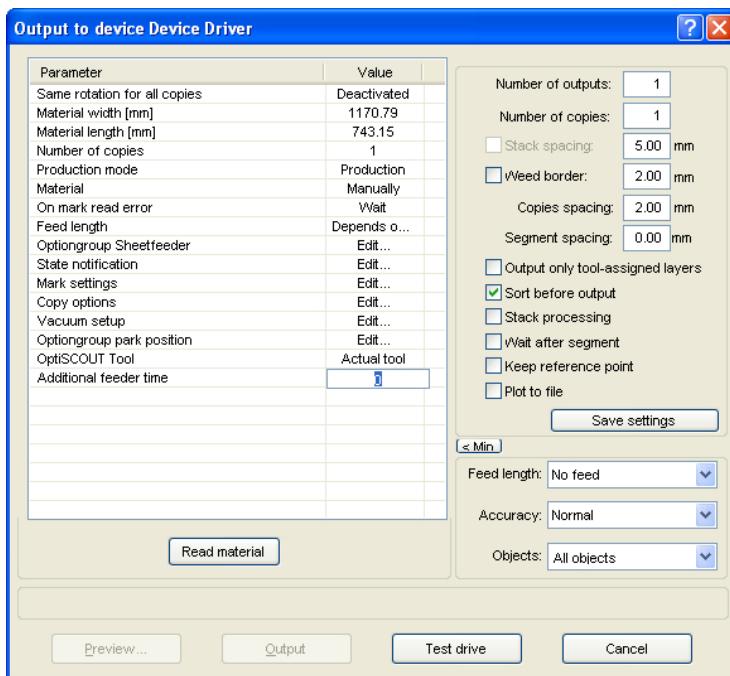


Fig. 4.9-1: General settings and parameters

4.9.1 Number of copies

Here, the total amount of the outputs is defined, also refer to the group copy options.

4.9.2 Production mode

Property of OptiScout when reading the markers:

Manually define start marker and sheet positions (teaching mode)

Automatically access and re-deliver production markers.

4.9.2.1 Manual production (default)

First output is done in the manual mode, then it is switched to production. This setting implicates that with the first copy of a series the display position is detected and all further copies are executed automatically.

Vacuum switch-over: Optional the vacuum when changing the sheets can be switched from suction to puffing.

Vacuum offset (mm): Additional range of vacuum for the vacuum width.

Indication: Normally, the position of the vacuum slider of OptiScout is adjusted automatically to the size of the graphic.

Depending on the application it can be necessary to install besides the sheets of the graphics additional mounting aids and stencils that facilitate the loading of the table or to increase the holding force at the vamp edges.

As these additional parts usually also have to be ingested the range of vacuum has to be increased.

4.9.3 Status reports

In the parameter group status reports the status output can be defined. Wise are status reports in order to check the output process without having to stay next to the device.

Here, you can define in which form a status report shall be generated. Status reports are received during **reading errors**.

Markers were not recognized and the output process is thus configurated that it waits for a user's reaction. Possible reasons why markers have not been recognized during the process are for example:

- faulty or smudged printout of a marker.
- slipped support of a sheet. Sheet the wrong way round in a pile of sheets.
- sudden change of the lightning conditions (lightning fails, sun rises, ...)
- the output was terminated

4.9.3 Status reports

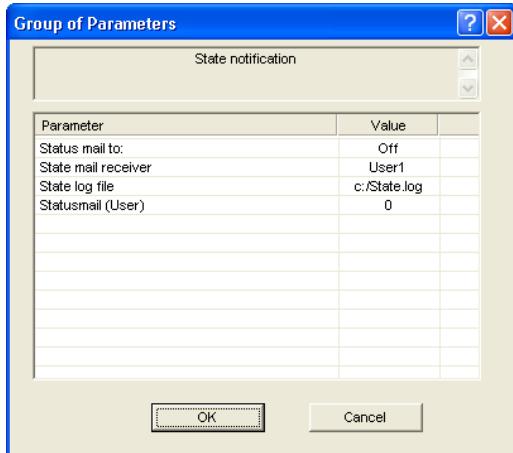


Fig. 4.9-2: The parameter group dialog

On demand, a system for the continuous status tracking can be activated. Only then you can detect for example a power failure promptly as here, the status report does not appear when finishing.

Status report on

Deactivated - no status report
Email - transmission of an email
In file - status is written to a log-file

Status mail recipient

User - the address in the field **Status mail (User)** is used.

Selection of a pre-defined address.

Status log file: file name of the log file

Indication: Instead of backslashes you have to write slashes ,/. .

Status mail (User): Here, you can enter the email-address that is used when selecting **user**.

Indication: Many email-providers offer a (usually with costs) service with which you can receive emails as SMS. This way, you can also check the output process when you are en-route or the device shall produce time-critically over night.

4.9.4 Marker settings

In this dialog you can define the general settings for the marker type as well as the properties of the search strategies when sheets have not been placed accurately.

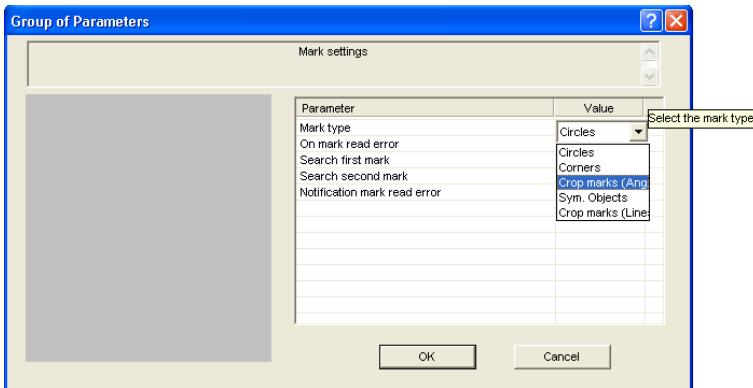


Fig. 4.9-3: The marker settings dialog

4.9.4.1 Marker recognition

Definition of the marker form to be recognized

Video markers - circles with defined diameter.

Sheet corners - recognizes corners of the sheet or of a contour.

Trimming sign - isosceles angles

Squares - squares with definable side length

When reading error

Define property when a marker was not recognized.

Wait - waits on user intervention

Read once again - it is tried to read the marker(s) once again.

Search for first marker

In the **production mode** it can happen that a sheet was not applied exactly. In order not to interrupt the complete output process it can be searched for automatically near the marker position to be expected.

4.9.5 Copy options

Search for second marker

When rotated applied sheets the position of the second marker is searched.

Indication: If the automatic search options are activated it is basically always possible that a wrong marker is recognized if it is coincidentally in the search direction of the first or second marker.

Notification reading error

If this option is activated a notification is done with every output not done due to a reading error. Depending on the setting in the status reports the message appears in the log file or as email.

The message contains the position of the sheet in the pile. A very helpful function in order to mark the waste with serial output.

4.9.5 Copy options

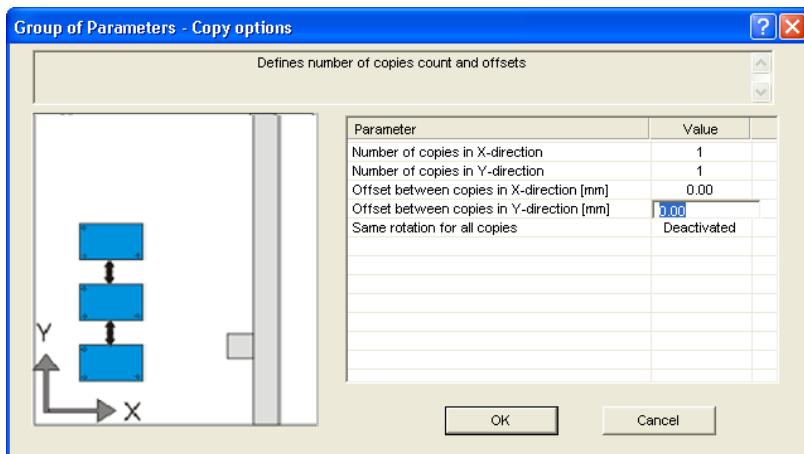


Fig. 4.9-4: The parameter group - copy options dialog

In this dialog you can set the copy options.

Here, the amount of output in X-direction resp. Y-direction and the distance of the outputs in X-direction resp. Y-direction can be set.

4.9.6 Park position

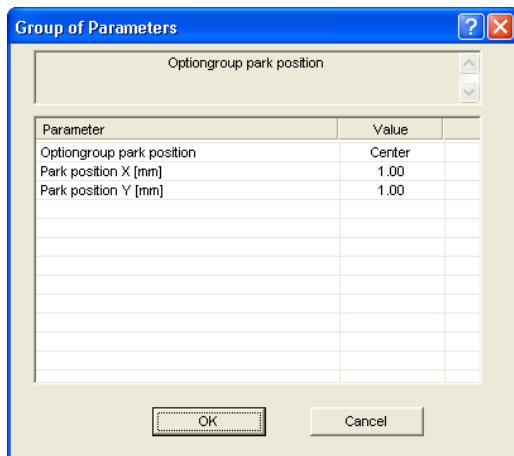


Fig. 4.9-5: The park position dialog

In this dialog the property after the output can be set.

Park positions

Table end - drives the head to the end in X-direction.

Position X, Y - drives to a position to be defined

Table middle - drives to the middle

Lift head - don't change position

Park position X [mm]

Position in X-direction for setting position X,Y

Park position Y [mm]

Position in Y-direction for setting position X,Y

4.10 How to recognize video markers?

The OptiScout measurement dialog only opens if video markers exist. In order to convert circles to video markers after the import there are several possibilities.

4.10.1 Manual recognition

4.10.1 Manual recognition

Import the prepared output file. Select all objects and press the right mouse button. Use the function **search / replace video markers**. All circles with the marker size - value set in the basic settings are converted to video markers. The basic setting in this dialog is 5 mm. The number of the recognized markers is shown in the **status line** below.

Import the prepared output file. Select all objects and press the key combination **CTRL+B** in order to break the group. Select one of the existing circles and press the right mouse button. Use the function **search / replace video markers with sel. size**. All circles with the same diameter are converted to video markers. The number of the recognized markers is shown in the **status line** below.

4.10.2 Automatic recognition

If the option **search / replace video markers** in the basic settings dialog **Filter** --> **OptiScout** is active all circles whose diameter corresponds to the basic setting of the marker size are converted already at the import to video markers.

4.10.3 Automatic recognition via Adobe Illustrator or PDF file-layer

When editing a file in Adobe Illustrator color and objects-layers can be named. When exporting, these information is written in the AI respective PDF file. When importing such a file OptiScout takes over the layer name from the file. If the name of the layer corresponds to the basic settings **Filter** --> **OptiScout** all objects of this layer, independent of their size, are converted to video markers.

4.10.4 Change / delete object property video marker

Sometimes it can be an advantage to exclude a video marker from the recognition (for example a misprint). This can be done via the object properties. Select the group of the video markers and break the group (**CTRL+B**). Press the right mouse button and select the menu item **properties**.

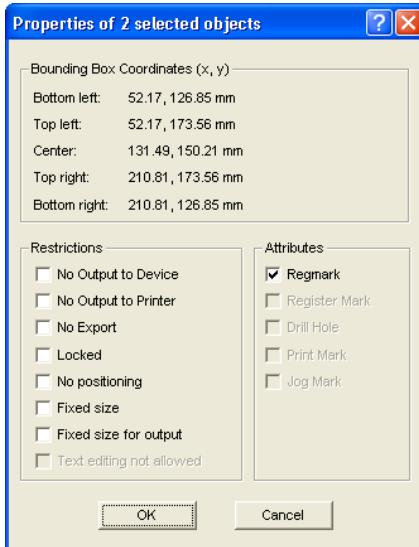


Fig. 4.10-1: Object properties type of object: vector

Remove the checkbox in the option **video marker** in order to deactivate this property of the object. The video marker becomes again a circle and is not considered during the recognition.

4.10.5 Types of markers recognized by OptiScout

Form and color of video markers can be different. Possible types of markers are circle, square, edge or trimming marker (angle) and symmetric objects. It can be any color. This is especially important with single-color screen printing so that no additional pass for the markers is necessary.



Fig. 4.10-2: Video markers with different forms and colors and with different backgrounds

Per object the number of adjust markers is unlimited. OptiScout allows autonomously the optimal marker combination before the output. This procedure optimizes the accuracy.

4.11 Treatment of roll goods

Basically, you have to differentiate between 2 cases:

4.11.1 Case 1: without segmentation

4.11.1 Case 1: without segmentation

Without segmentation - which means the job fits to the existing table length

1.1: Several copies after another

Here, the same objects are processed consecutively for example 10 times. The distance between the copies is detected autonomously by accessing the next copy.

1.2: Copies per sheet

Here, several "sheets" with identical or not identical use exist parallelly or consecutively.

1.2.1: Identical use: The rotation angle is the same for all sheets so that a global rotation can be done. The copy-distances are detected autonomously as in case 1.1.

1.2.2: Not identical use: The rotation angle is not the same so that the markers for each sheet must be read anew.

or

4.11.2 Case 2: with segmentation

With segmentation - which means that the job is larger respectively longer than the maximum table length

Here you have to pay attention:

1. the video markers must lie wisely which means they should result in "good" triangles.
2. they should be printed in a sufficient amount and
3. possible object-related (for any use) assigned
4. the objects should lie as close as possible to the origin of the device (recommendation)

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.

 **CTRL+N**

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 OptiScout 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 OptiScout JOB file format are brought onto the current screen / desktop. You can further edit this file. Jobs can be deleted after a safety query.

 **CTRL+L**

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.

 **CTRL+S**

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

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.

 SHIFT+
CTRL+S

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 OptiScout 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 **Online Service...** Command

With this command the web site of EUROSYSTEMS S.à.r.l.
(www.eurosystems.lu) is opened.

5.1.10 The **Import...** Command

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

 CTRL+I

5.1.11 The **Barcode Import...** Command

This command opens a dialog to import files using a barcode scanner. After opening the window the barcode is read and the appropriate file is imported.

 SHIFT+
CTRL+I

5.1.12 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.

 CTRL+E

5.1.13 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 OptiScout Production & Design 7 must be processed:  [please refer to 5.9.1.8: The RIP... Setup](#)

5.1.14 The *Print...* Command

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

 **CTRL+P**

5.1.15 The *Output...* Command

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

 **S**

5.1.16 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.

 **CTRL+N**

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

5.1.17 The *Choose Scanner...* Command

This command allows you to select a scanner.

5.1.18 The *Quit* Command

With this you terminate OptiScout 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.

 **CTRL+Q**

5.1.19 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.

 F5

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.

 SHIFT+F5

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.

 F6

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.

 CTRL+X

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.

 **CTRL+C**

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.

 **CTRL+V**

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 OptiScout.

Indication: If in OptiScout 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.

 **CTRL+A**

5.2.10 The **Reverse Selection** Command

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

 **SHIFT+E**

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 **Job Calculation...** Command

By means of the job-calculation **precalculations** can be done in the easiest way. Especially suited is the job-calculation for the **calculation of upcoming material costs**.

5.2.12 The Job Calculation... Command

In the calculation dialog the user can switch between different display modes whereas graphic- or text-objects of the same material, same font height or style of lettering are combined. For each of these selection possibilities a respective list can be printed that the user then only has to fill with the prices.

Indication: *The Job Calculation can also be printed via the print dialog.*

5.2.13 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.



5.2.14 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.

5.2.15 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 7.7: 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.



A

5.3.2 The *Rotate Axis With Page* Command

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



SHIFT+A

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.



X

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.



Y

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.



Del

5.3.6 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.



CTRL+D

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.

5.3.7 The Clone Command

5.3.7 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.

5.3.8 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.

Indication: Grouped objects cannot be treated with the node editing tool. The grouping must be broken before. In order to differentiate between the grouped and ungrouped objects they are shown dashed in blue.

5.3.9 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.

5.3.10 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.



5.3.11 The ***Break Combination*** Command

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

5.3.12 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.

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

The ***layer color*** command

5.3.13 The Contour Function

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.

5.3.14 The **Mask Bitmap** Command

This function fills an object respective a combination with a bitmap lying behind.

First, set the object to the desired position above the bitmap. Then select the bitmap and the object to be filled and activate **mask bitmap**.

5.3.15 The **Perspective** Command

With the perspective command you obtain special visual effects.

With this function you can achieve an accurate perspective illustration. For perspective illustrations one- or two-point perspectives are possible.

With one-point perspectives the three-dimensional effect is obtained by shortening one side. The shortened side seems to lie in the background. If two sides are shortened the objects seem to be twisted in the room.

New perspective

If you have activated the option then a margin frame with perspective handles is shown around the objects. The square handles are not filled initially. Mark the adequate handle - it is filled with black afterwards - and change the perspective as desired. While you are in this option the perspective objects are shown dashed in blue.

Other functions as for example outline or shell cannot be activated while the perspective objects are shown dashed. In order to check if you are satisfied with the result the **determine perspective** is used. All perspective objects are now "enabled" again for further processing.

Indication: After pressing once the SPACE KEY or the knot editing tool this perspective can be changed at any time. After having determined the perspective however, editing this perspective is not possible anymore.

Lock perspective

This option is to be selected if you do not want to change the perspective anymore but the perspective group shall further be processed.

Cancel perspective

This option re-establishes the original status before the change of the perspective. If in the meantime the perspective was determined than the perspective is restored up to this point.

5.3.16 The *Envelope* Command

With this function you can also obtain interesting graphic effects.

A deformation of the "envelope" causes simultaneously a deformation of the enclosed objects. Thereby it does not matter if the enclosed objects are graphic or text objects. You best imagine envelope as a rubber-like mass that can be stretched and pressed arbitrarily. There are four different types of envelopes with which you can deform an envelope object in different ways.

The first 3 types of envelopes (line, arc and curves) are used for the modification of the form at one or several sides. The modification of the envelope is thereby all in all regular. With the fourth type of envelope (free) a completely irregular free form can be created.

Indication: With the SHIFT key you can mark and simultaneously move more than one of the handlers. You can obtain the same by drawing a so-called marquee around the points to be marked. Marked handles can be recognized due to their filling.

New envelope

With this option you can assign further types of envelopes to objects. This way, additional interesting deformation possibilities occur.

Lock envelope

This option is to be selected if you do not want to change the envelope itself anymore but the envelope group is to be further processed.

Cancel envelope

This option restores the original status before the modification of the envelope. If in the meantime the envelope was defined the envelope will be restored up to this point.

5.3.17 The *Block Shadow...* Command

This command creates simple block shadows, whereas the horizontal and vertical distance can be set as value respective via an interactive shadow. The target/color layer for the shadow can be selected via a list box.

Indication: Texts are automatically transformed to curves and perspectives and shells fixed.

If more than one object and / or combination is selected for each object that does not belong to a combination the shade is calculated separately. Combinations are merged automatically, both the originals and the shade calculated from.

The shade of combinations is combined and the shades of all selected objects are grouped at the end.

5.3.18 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.

5.3.18.1 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.

5.3.18.2 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.

5.3.18.3 Line - 4 Modes

5.3.18.3.1 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.

5.3.18.3.2 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**.

5.3.18.3.3 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:

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*

5.3.18 The Draw Command

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**.

5.3.18.3.4 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**.

5.3.18.4 Geometric Object...

With this command you activate the mode for the drawing of polygons and symmetric objects as for example stars.

 **please refer to 8.13: The Geometric Object Tool**

5.3.18.5 Drill Hole

This command allows to insert pre-defined drill holes to the graphic.

Indication: This function is only important if you have a flatbed cutter with milling setup or a milling device.

5.3.18.6 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**.

5.3.19 The *Align...* Command

With this function marked objects are aligned. 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.



R

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 surface.

Indication: This option can only be activated if you have marked at least 2 objects.

5.3.20 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.



CTRL+F10

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.

5.3.21 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.



CTRL+F11

5.3.22 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.

5.3.23 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.

5.3.24 The Close Contour Command

5.3.24 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.

 SHIFT+S

5.3.25 The **Open Contour** Command

With this command closed objects can be opened.

 SHIFT+O

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

5.3.26 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.

 SHIFT+
CTRL+R

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

5.3.27 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.

5.3.28 The **Add to Clipart Group** Command

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

5.3.29 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 4.7.5.2: Definition Container](#)

5.3.30 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 4.7.5.2: Definition Container](#)

5.3.31 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 4.7.5.2: Definition Container](#)

5.3.32 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.

5.4 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.

 +**(NUM)**
or  **F2**

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.

 -**(NUM)**
or  **F3**

5.4.3 The Full Page Command

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

 **B**

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.

 **F4**

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.

 **SHIFT+F4**

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.

 **CTRL+O**

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.



5.4.9 The **Back One** Command

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



5.4.10 The **Reverse Order** Command

The order of the objects in the stack is reversed. What was lying on top then lies at the bottom and vice versa. This also applies for all objects in-between.



5.4.11 The **Change Order** Command

With this command you can change the order of the objects in the display interactively by clicking the objects one after the other in the desired order.



5.4.12 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.



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

 [please refer to 4.7.5: The Layout View Mode](#)

5.4.13 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.



5.4.14 The **Enhanced View** Command

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



5.4.14 The Enhanced View Command

Indication: It slows down the speed of processing and should therefore only be used for the last check or presentation.

5.4.15 The **Always on top** Command

The OptiScout window remains always in the foreground.

 **CTRL+Y**

Indication: This menu item is only active if the OptiScout window is in the window mode.

5.4.16 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.

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 OptiScout 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 8.16: 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 4.7.1: 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

5.5.4 The PhotoCut... Function

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 8.21: 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 OptiScout. 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.

 SHIFT+J

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 5.9.1.5: The Register / Jog 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 / Filter menu entry.

5.5.9 The Search / Replace Video Marks With Sel. Size Command

This command searchs all *circles* in the selected size and replaces them through video marks.

Note: This command is useful if the video marks were not created manually in OptiScout, but a file is imported from a third-party programs including video marks. The size of the marks often deviates

from the optimum size.

5.5.10 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 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.

5.5.11 The **Optimize Material...** Function

The 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.

5.5.12 The **Nesting...** Function

Nesting means the interleaving of contours in order to save material.  [please refer to A.1: The OptiScout Nesting Module With Pairing](#)

Note: The Nestin module is copy protected. The license must be purchased in addition to the main license. Without license (Dongle) the menu function runs only in the trial mode.

5.5.13 The **Start Tool Path...** Command

When milling or laser cutting it often happens that at the starting point of an object dipping marks are visible. In order not to affect the quality of the object to be milled the starting point can be displaced to a position outside or inside of the object. This task is carried out by the **Start Tool Path** command.

Note: All actions take place at the origin point of an object, when no node is selected. Where the tool path is placed at the object depends on the object's orientation. Object without inner parts or which are lying one inside the other (no combination!) the orientation determines the location where the tool path is placed.

5.5.13 The Start Tool Path... Command

 [please refer to 8.6: The Start Tool Paths](#)

5.5.14 The **Milling / Hatching...** Command

This command activates - if licensed - the milling application. It enables hatching, multi inline and milling radius correction. As an option the connecting lines can also be output.



5.5.15 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.

5.5.16 The **Welding** Command

The merge functions **manually, automatically, trimming, open trimming, fill, by color, full area** and **screen printing** take care that overlaying object parts what would cut the foil are eliminated and connected.



 [please refer to 8.11: The Welding Tool](#)

5.6 The *Plug-Ins* Menu

5.6.1 The *Serialization Manager* Script

With this plug-in series of texts or numbers can be created manually, automatically or from charts.

Indication: The text objects to be replaced must first obtain a placeholder name. This is done by changing a text block with the F8 key to the quick view for text blocks and there give an arbitrary name in the properties-context menu in the field "placeholder / properties / name".

Detailed:

5.6.2 The *Object Select* Command

5.6.2.1 Object Selection According to Object Property

With this tool objects with specific properties can be selected. For example via the circle recognition all circular objects of a specific size can be selected.

Detailed:  [please refer to 9.7.4.1: The *Select Objects* Function](#)

5.6.3 The *Object Replacer* Command

5.6.3.1 Replace Objects With Selected Type

All marked objects on the working surface are replaced by the selected type of object.

Detailed:  [please refer to 9.7.4.2: The *Replace Objects* Function](#)

5.6.4 The *Contour Length* Plug-in

This script calculates the length of the vector contours from the selected objects. This information is used to determine the output time of a tool or a machine.

5.6.5 The *Orientation* Command

Set Orientation of The Object Vector

This function determines the orientation of the object vectors. This is especially important when milling in order to determine the handling of inner parts of objects.

5.6.5 The Orientation Command

Detailed:  [please refer to 9.7.4.1: The Select Objects Function](#)

5.7 The *Image* Menu

This menu contains functions for editing and retouching pictures and photos.

5.7.1 The *Reduce Colors...* Command

This option reduces the amount of colors of a scanned picture. The amount of colors can be set from 1 bit (2 colors) up to 32 bit (4.2 bn. colors). The amount of data of such high color depths is adequately high and demands the maximum of computer power. If you want to use your computer efficiently a color reduction is indispensable. Also, for the foil cutting, color depths so high are not necessitated.

5.7.2 The *Posterize...* Command

This function carries out a reduction to an arbitrary amount of shades per color layer.

Maximum valid values per color layer are 2 - 64.

5.7.3 The *Gray Scale* Command

This option changes a color bitmap to a gray scale bitmap with maximum 256 shades of gray.

5.7.4 The *Invert* Command

The *invert* command creates the negative of a picture. With this option you can convert a positive of a scanned picture to a negative and vice versa. Thereby, the brightness of each pixel is converted to the opposite value of the color chart, for example 0 becomes 255 or 50 becomes 205.

5.7.5 The *Crossfade* Command

With this command effects can be created. Both pictures are combined with each other. The best effects can be obtained if for example a gradient from bright to dark in a color fitting the company's logo and a company's logo with contrary colors are taken.

Indication: Requirement for this command to be activated is that two pictures lie on the working surface and are marked.

5.7.6 The *Contrast...* Command

By regulating the contrasts, lights, halftones and shadows in the picture are either more or less clearly separated from one another.

5.7.7 The Brightness... Command

The **brightness** command brightens or darkens the picture altogether. Brightness describes the differences in the intensity of light that is reflected or absorbed by a picture.

5.7.8 The Saturation... Command

With this command the intensity of colors or shades can be adapted.

5.7.9 The Sharpness... Command

With this function the focus of bitmaps can be increased by first locating the edges of the pixels and then setting the rate of tolerance for the background pixels via the roll bar (values between -100 % and +100 % are possible).

Result: The contrast of the edges is intensified.

5.7.10 The Gamma Correction... Command

The Gamma correction is a method for the correction of gradients taking into consideration the perception of the human eye with adjacent areas of different colors. The Gamma correction mainly affects the halftones of the drawings. The setting of the Gamma values is done via a roll bar. Values from 0.01 to 4.99 can be set.

Result: With the adaptation of the Gamma value details from drawings with little contrast can be worked out.

5.7.11 The Relief... Command

This filter creates a relief-like, three-dimensional effect. You can compare this effect with an embossed metal plate. Picture areas are increased or drawn deepened.

Variations of this effect occur when selecting different "cardinal points".

5.7.12 The Convert to Bitmap Command

With this command all selected objects can be converted to a bitmap with definable resolution and color depth.

Indication: You have to pay attention that the resolution is not set too high as otherwise huge file sizes are being created.

5.7.13 The *Cut Region* Command

The ***cut region*** command is especially suitable for vectorizing cuts. You have a bitmap and only want to use a writing out of it for further processing. Put an object, for example a circle or a rectangle, any form is possible, above the needed section of the bitmap.

Mark both objects, activate the ***cut region*** command and drag the object to an arbitrary position of the working surface. This section is now available for further processing.

5.7.14 The *Properties...* Command

Shown are the memory requirements of the bitmaps in the main memory as well as the used color depth.

Indication: With this command also the number of pixels can be increased. Increasing the number of pixels causes that the resulting picture size increases according to the increasing number of pixels.

5.8 The Text Menu

5.8.1 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.

5.8.2 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.

5.8.3 The Textbox... Command

This command opens the OptiScout textbox.

[please refer to 8.3: The Textbox Dialog](#)



5.8.4 The Convert Text to Curves Command

OptiScout 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.

5.8.5 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.



5.8.6 The Fontmanager Command

Fontmanager for URW BE, TrueType, OpenType and Adobe Type 1 Fonts

If this menu item is activated, the Fontmanager is started.

 **please refer to 10.2: Fontmanager**

5.9 The *Settings* Menu

5.9.1 The Standard *Settings* Menu

5.9.1.1 The *Miscellaneous...* Setup

The following defaults can be set:

 **CTRL+J**

Duplicate distance in X-orientation

Indicates the value that remains between the original and the duplicate (in X-orientation) after the creation of a duplicate.

Duplicate distance in Y-orientation

Indicates the value that remains between the original and the duplicate (in Y-orientation) after the creation of a duplicate.

With dyn(amic) adaptation

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.

Dimensioning

Font height

In the **Font height** field the default font height of the dimensioning text can be pre-set.

Alignment to object

With this option the placement of the dimensioning line plus text can be defined: **left, top** or **bottom** or **right, top** or **bottom**.

Move objects in X-orientation

Indicates the value how much the marked objects are moved or displaced when pressing the arrow keys on the keyboard.

Move objects in Y-orientation

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.

Autosave interval

The **autosave interval** indicates the duration when your job data are automatically saved on the hard drive. This backup file is always in the OptiScout main directory. Its name is always **autosave.job**.

Max. number of jobs in history

The value indicates how many last opened jobs are listed at the end of the **file** menu.

Prompt „overwrite file?” when saving

This option takes care that it is checked before saving if the current file shall be overwritten.

Ask for „convert contour pen / color graduation?” before output

This option switches on or off the query that checks before the transfer to the Plot Manager if the line weight and/or color gradient shall be changed.

Option: Display job icons in Windows Explorer

This option generates a minimized job content thumbnail in front of the file name. This facilitates the file search.

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 ...

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.

Delete undos before printing (max. memory utilization)

The **delete undos before printing** option deletes all undos done so far.

5.9.1 The Standard Settings Menu

5.9.1.2 The **Job Info...** Setup

In this dialog, optional to the fields that are available for the user in the job info, **further** user-defined fields can be created that are shown in the dialog-boxes for loading and deleting files as long as they contain information.

The *request job info automatically* button indicates if, when saving a new job, the job info form is called-up automatically.

5.9.1.3 The **Mouse...** Setup

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.

Delay at mouse click

This option increases the marksmanship 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.

Mouse Wheel

These options ease the navigation on the OptiScout desktop with computer mice, which are equipped with a mid-wheel button.

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.

Note: The SHIFT key toggles between Zoom and Scroll mode!

Scroll window automatically

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.

5.9.1.4 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

Here, the momentarily connected *output devices* are listed, the *driver name* and the *connection*-interface as well as the *mode* and the *material* from the material database are shown.

The ... button enables the new creation, modification and deletion of the respective pre-setting.

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 successional output is done at the same coordinates as the previous.

Stack processing

This option enables an uninterrupted 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

5.9.1 The Standard Settings Menu

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 4.3.5: 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.

5.9.1.5 The *Register / Jog Marks...* Setup

Via this menu item the size, the position with regard to the selected object and the kind of register / jog and video marks can be determined.

Indication: The register / jog marks function serves for the determination of marks that are needed for the contour cutting.

 [please refer to 4.7.3.2: Jog Marks for Optical Recognition Systems](#)

5.9.1.6 The *Bridges...* Setup

When inserting a bridge via the context menu of the right mouse button the object is ripped up at the point of the mouse click with the set bridge length.

Indication: This function is only available in the node editing mode.

5.9.1.7 The *Filter* Setup

Auto import selection

This setup allows to define the search paths for the import as well as to select the file name for the automatic import of files (F12) and if the file is to be deleted after the import.

The Autoimport works as follows:

If OptiScout is loaded and an EPS file is saved in one of the given search paths under the defined name (for example OptiScout), then it activates automatically OptiScout and this file will then be loaded directly to the working surface.

For the import of data from CorelDRAW, Illustrator, AutoCAD and Freehand an automatic export named CoRUN is implemented.

 [please refer to 3.3: Autoexport - Scripts](#)

Turn off preview for

Here, the size that the bitmap-files (TIF, JPG, BMP, PCX, ...) and/or EPS files may have so that they are shown in the import-preview can be defined.

Reason: When unintentionally selecting a huge file, unnecessary waiting times can occur.

5.9.1 The Standard Settings Menu

DXF, HPGL Import

Close objects

If activated, the vector objects whose distance from start and end point are within the closing tolerance are closed respective connected automatically when importing.

Close tolerance

In an entry field the value for the maximum distance from the start and endpoint up to where the objects are closed respective connected is to be entered.

All layers

If this option is activated all layers are considered when automatically closing otherwise only the ones in the adjoining list.

Combine objects from same layer

If this option is activated all closed objects in the same layer are combined during the DXF-/HPGL-import.

Export via clipboard and drag'n drop

Create additional EPS format

If this option is activated an additional EPS-format of the selected objects is created when exporting via clipboard or drag'n drop.

After import

Fit working area to objects with following margin offsets

If this option is activated the working area is adjusted to the imported objects when importing.

When working with OptiScout all distances between copies are calculated by means of the paper size.

Fix object size

If this option is activated all imported objects are provided with the object attribute "fixed object size". Thus the size modification is deactivated.

Fix object size for output

If this option is activated all imported objects are provided with the object attribute "fixed object size for output". If this option is active no size compensation takes place during the output. The objects are only positioned and rotated after the reading of the marks.

Separate layers by names

If this option is activated, for each color that has a not yet existing layer name a new layer is created. Thereby, same layer names are put in one layer.

At PDF Export

Integrate JOB file into PDF file

If this option is activated, the job file from the current window is embedded into the PDF file while PDF export.

Indication: The job file can be loaded at import separately.

 **please refer to 4.5: Import**

5.9.1.7.1 OptiSCOUT...-Button

Carry out following actions when importing files for OptiScout-processing

Create new job

If this option is activated a new OptiScout-job is created when importing.

After Drag'n Drop rotate objects using an angle of °

If this option is activated the imported objects are rotated at the entered angle value.

Load palette

Here, you enter the palette with the whole path that shall be loaded when importing a file. You can also search for and enter it via the adjoining button.

Search for / replace jog marks

If this option is activated circles with the size defined in the ***registration/ jog marks***-setup are searched for at the import and replaced by video marks.

Get jog marks from layer...

Enter here the name of the layer in which the video marks for an imported file are lying. All circles in this layer will then be converted to video marks at the import.

Combine objects of the same layers

If this option is activated all objects of the same layer are combined to "combinations" after the import.

5.9.1 The Standard Settings Menu

Group all objects

If this option is activated all objects are combined to a "group" after the import.

5.9.1.8 The *RIP...* Setup

Standard RIP

Two particular RIPs are meant as extensions to OptiScout Production & Design 7: **EuroVPM** and **Pjannto RIP**.

EuroVPM Option

This option must be enabled from the EuroVPM licensee. Using the ... button, goes to the folder containing the EuroVPM.exe file.

Pjannto RIP Option

This option must be enabled from the Pjannto RIP licensee. In OptiScout no more settings have to be done.

5.9.1.9 The *Geometric Object...* Setup

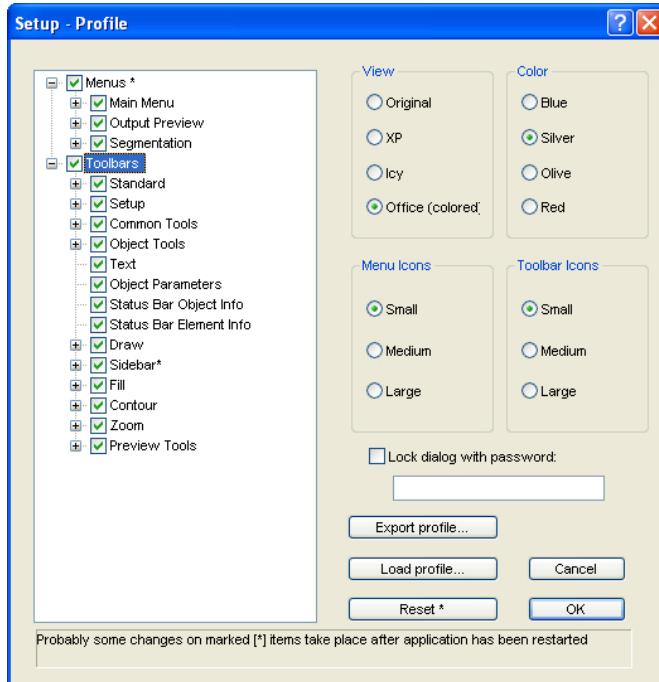
With this command you activate the mode for the drawing of polygons and geometric objects as for example circles, ellipses. In a selection list you can choose the geometric object.

You can also define here the outer circle with radius 1 and radius 2, the inner circle with radius 1 and radius 2 as well as the number of corners and their offset in °. A preview shows how the object is drawn on the working surface.

 **please refer to 8.13: The Geometric Object Tool**

5.9.1.10 The *Profile...* Setup

The ***Profile...*** setup serves the customization of the desktop. The user or administrator can adapt the OptiScout 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.



5.9.1.10.1 Presentation

The following options are possible: ***Original, XP, Icy, Office (colored)***. Changes are executed directly.

5.9.1.10.2 Color

The following options are possible: ***Blue, Silver, Olive, and Red***. Changes are executed directly.

5.9.1.10.3 Menu Icons

Possible sizes are: ***Small, Medium and Large***. A preview in the left hand area of the dialog shows, what effect the changes have.

5.9.1.10.4 Toolbar Icons

Possible sizes are: ***Small, Medium and Large***. A preview in the left hand area of the dialog shows, what effect the changes have.

5.9.1 The Standard Settings Menu

5.9.1.10.5 Lock Dialog with Following Password Option

If here a password is assigned, this password is queried while the activation of the ***Profile Menu Item***. Changing the view is only possible with the known password.

5.9.1.10.6 Export Profile Button

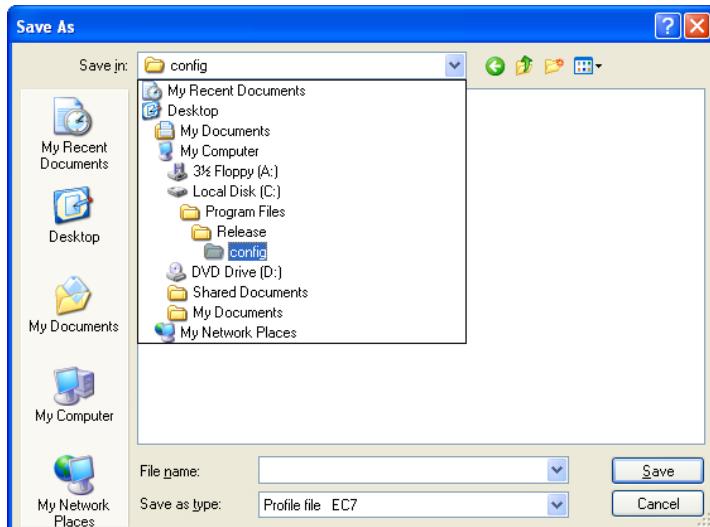


Fig. 5.9-1: Save profile dialog with default path

Enabling of the **Export Profile** button allows saving of customize OptiScout profiles. The used file extension is *.EC7. As default *.EC7 files are saved in the folder, where the program data are located.

Note: If all menus or the settings menu were accidentally disabled, then access on the profile resp. profile file is possible using the system 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.

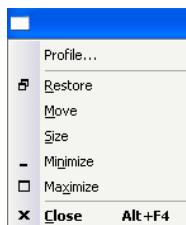


Fig. 5.9-2: System menu with *Profile...* sub menu

5.9.1 The Standard Settings Menu

5.9.1.10.7 Status Area

In the **status area** messages and infos are displayed that explain the program's operation.

5.9.2 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 „l“-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.

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 OptiScout.

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 OptiScout. 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.

5.9.3 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).

5.9.4 The *Working Area...* Command

5.9.4 The Working Area... Command

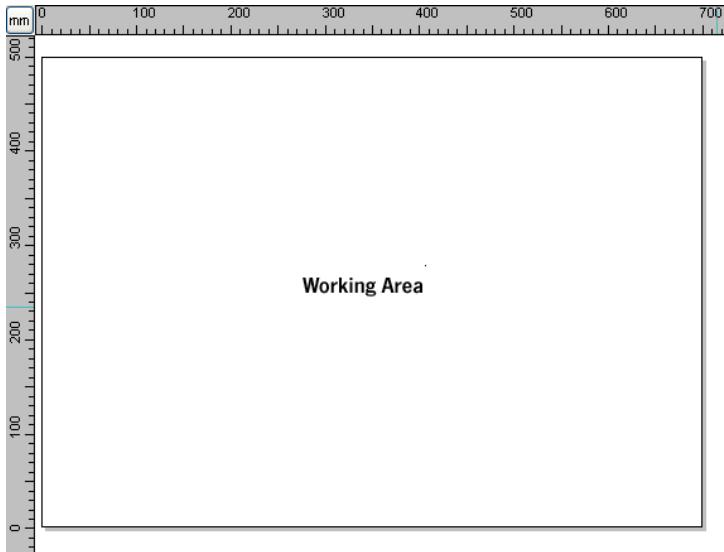


Fig. 5.9-3: Working area with shadows and rulers

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.

5.9.5 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.

 SHIFT+I

5.9.6 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.

5.9.7 The *Grid...* Function

This option shows either the grid itself or only the crosspoints 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.



CTRL+R

5.9.8 The *Undo / Redo* Command

With this instruction the **undo / redo** function can be switched on or off.



SHIFT+F7

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.

5.9.9 The *Cross-Hair* Command

If you activate this option the cursor becomes a cross that reaches across the whole width and length of the OptiScout 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.



CTRL+F

5.9.10 The *Guidelines...* Function

Guidelines (subsidiary lines) are blue dashed orientation lines that you can use as support for the construction - also skewed guidelines. In addition, they facilitate the positioning of graphic objects and text blocks on the working surface.



5.9.10 The Guidelines... Function

Indication: If the positioning support is activated the subsidiary lines have a "magnetic" effect on the objects coming close-by and allow the most accurate positioning.

5.9.11 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.



5.9.12 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.



5.9.13 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.



5.9.14 The **Choose Language...** Command

This instruction opens a dialog with which the display language of OptiScout can be selected.

5.10 The *Window* Menu

5.10.1 The *New Window* Command

Activating this instruction opens a new OptiScout window.

5.10.2 The *Tile Horizontally* Command

The activation of this instruction places all open windows diminished - one above the other - horizontally.

5.10.3 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

5.10.4 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

5.10.5 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

5.10.6 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

5.10.7 The *Standard* Command

This command switches the *tool*-toolbar on the desktop or makes it disappear.



CTRL+1

5.10.8 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.



CTRL+2

5.10.9 The Setup Command

5.10.9 The **Setup** Command

This instruction switches the **setup** toolbar on the desktop or makes it disappear.

 **CTRL+3**

5.10.10 The **Common Tools** Command

This instruction switches the **common tools** toolbar on the desktop or makes it disappear.

 **CTRL+4**

5.10.11 The **Text** Command

This instruction switches the **Text** toolbar on the desktop or makes it disappear.

 **CTRL+5**

5.10.12 The **Object Tools** Command

This instruction switches the **object tools** toolbar on the desktop or makes it disappear.

5.10.13 The **Object Parameters** Command

This instruction switches the **object parameters** toolbar on the desktop or makes it disappear.

 **CTRL+7**

5.10.14 The **Status Bar Object Info** Command

This instruction switches the **status bar object info** toolbar on the desktop or makes it disappear.

 **CTRL+8**

5.10.15 The **Status Bar Element Info** Command

This instruction switches the **status bar element info** on the desktop or makes it disappear.

 **CTRL+9**

5.10.16 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.

5.10.17 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.

5.11 The *Help* Menu

5.11.1 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 OptiScout version you can fix them the fastest, if this list is made available to our support staff.

5.11.2 The *Help...* Command

This option starts the **OptiScout help**.



5.11.3 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**.

5.11.4 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.

5.11.5 The *Online Support* Command

The activation of this menu item establishes a direct internet connection to the support page of the EUROSYSTEMS S.à.r.l. - www.eurosystems.lu.

5.11.6 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.

5.12 Reference Part Context Menus

5.12.1 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...**

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 regmark at sel. nodes**

If properties exist (job not protected by password):- **properties**

If plugin-version: - contour line

At application versions with text editor:

If not clicked on object, PhraseWriter exists and no node editing mode: - **text components**

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**, - **posteriorize**, - **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**

5.12.1 Reference List of All Context Menu Commands

If not clicked on object: - **refresh screen**, - **import**, - **insert**, - **job-info**, - **job-calculation**, - **dimensions on selection**, - **hor. dimension**, - **vert. dimension**, - **hor. and vert. 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**

5.12.2 Context Menu on Empty Working Area



Fig. 5.12-1: This menu appears if no objects lie on the desktop

Text components

This instruction opens the ***Text components*** dialog.

Refresh screen

This instruction refreshes the main window.

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 OptiScout working area.

Working area

This menu entry opens the dialog for the pre-setting of the parameters of the working area.

5.12.3 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.

5.12.3 Context Menu Text Block



Fig. 5.12-2: The right mouse button context menu with text blocks

Textbox

The so called **textbox** comprises all text functions.

Detailed description: [please refer to 8.3: The Textbox Dialog.](#)

Align

The option **align** opens a menu with the following sub-functions.

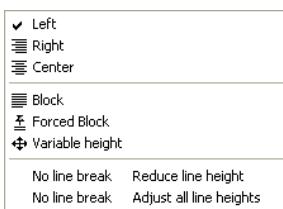


Fig. 5.12-3: Text alignment-submenu of the context menu

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 7.4: The Text Editor Toolbar.](#)

Case sensitive

b_H Uppercase	Ctrl+Shift+U
b_h Lowercase	Ctrl+Shift+L
b_B Invers uppercase & lowercase letters	Ctrl+Shift+Y
FmK Capital	Ctrl+Shift+K

Fig. 5.12-4: 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.

Load text block

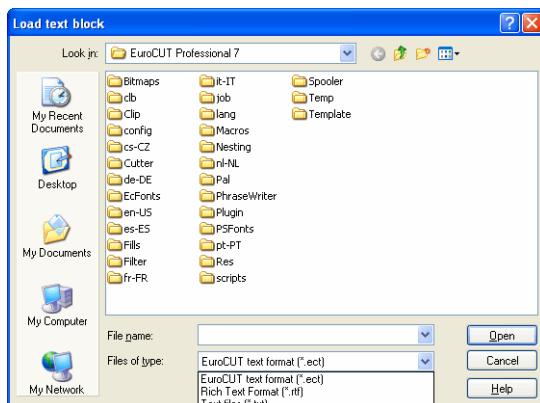


Fig. 5.12-5: Load text block dialog window with import format list

Save text block as

5.12.3 Context Menu Text Block

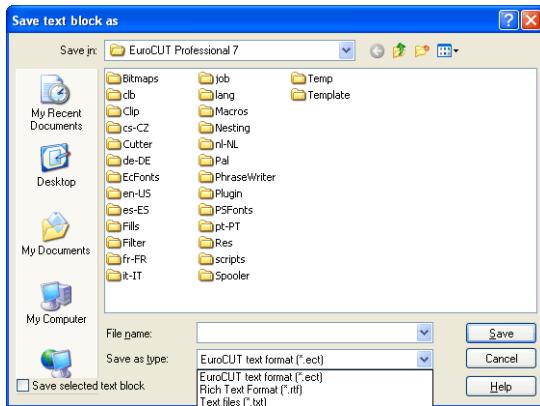


Fig. 5.12-6: Save text block as dialog window with export format list

Text database

This menu entry is without function.

Line spacing

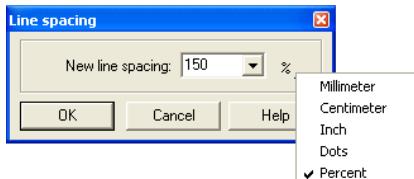


Fig. 5.12-7: Dialog for the setting of the line spacing

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. 5.12-8: Example for line spacings - here same line spacings

Word spacing

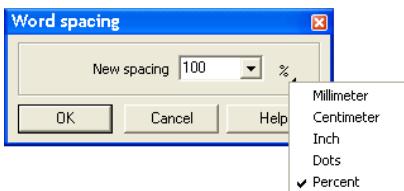


Fig. 5.12-9: Dialog for the setting of the word spacing

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 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.



Fig. 5.12-10: Example for word spacings

Character spacing

Fig. 5.12-11: 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.

5.12.3 Context Menu Text Block

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.

Charakter spacing

Fig. 5.12-12: Example for the character spacing

Angle of rotation



Fig. 5.12-13: 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. 5.12-14: 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

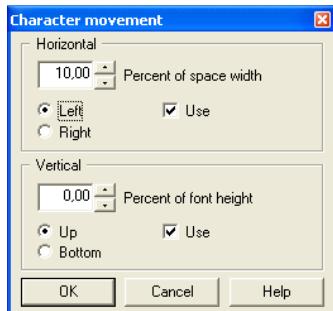


Fig. 5.12-15: Dialog for the setting of the movement parameters with text characters

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.

Adjust Kerning

This option opens the dialog for changing the Kerning value. In detail, refer to - Kerning

5.12.4 Context Menus Node Editing

Delete text attributes



Fig. 5.12-16: 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.

5.12.4 Context Menus 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...**

The menus in the graphical display

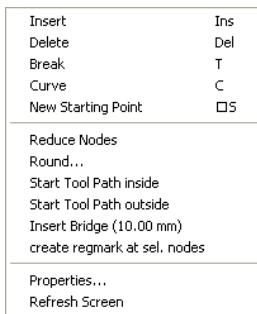


Fig. 5.12-17: 1 node selected

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 regmark at sel. nodes

This option takes care that a regmark is created at the selected node.

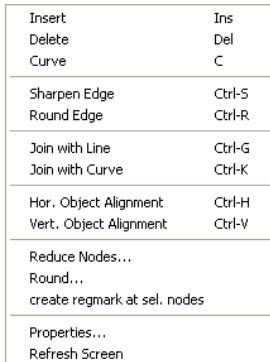


Fig. 5.12-18: 2 nodes selected

5.12.4 Context Menus Node Editing

Sharpen edge

 **CTRL+S**

This function combines two nodes with two „smooth“ lines. Nodes that lie between the two marked nodes are deleted!

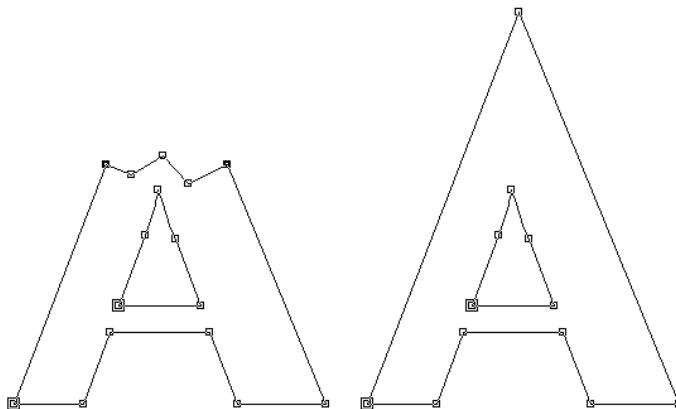


Fig. 5.12-19: Example for sharpen edge - filled with black the marked nodes

Indication: If one of the selected nodes lies at an edge the original angle is kept.

Round edge

 **CTRL+R**

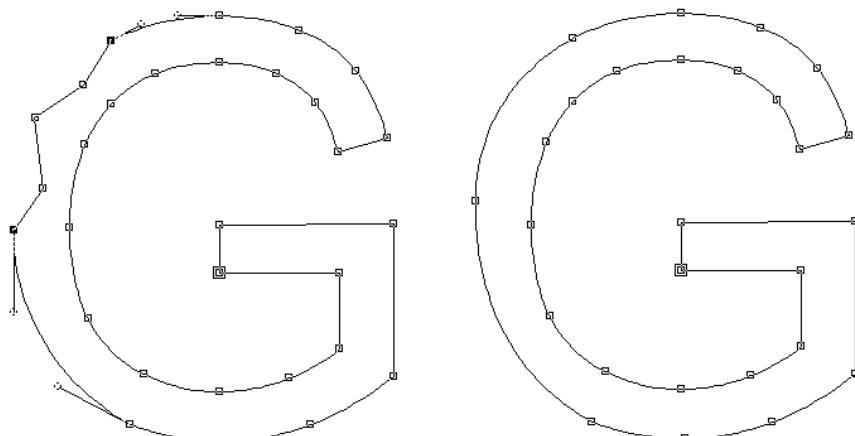
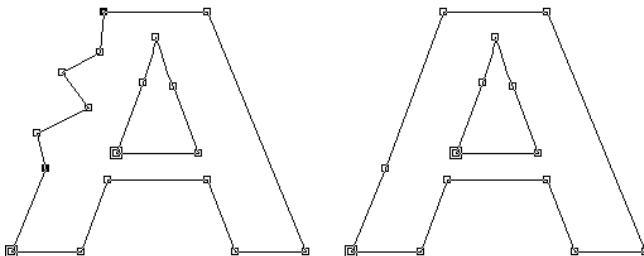


Fig. 5.12-20: Example for round edge - filled in black the marked nodes

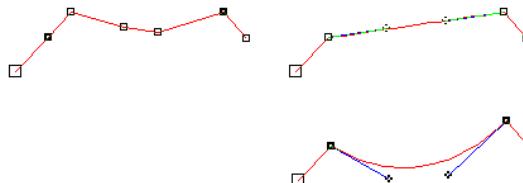
In the above illustration you can see that the „G“ in the outer left area must be revised. To do this, the nodes above and below the "error" are marked. If now the **round edge**-function is activated the nodes that lie between the marked nodes are deleted and the two dots are connected with a curve.

Join with line
 **CTRL+G**

The two selected nodes are connected with a line. Nodes that lie between the marked nodes are deleted.

Fig. 5.12-21: Example ***Connect with line*****Join with curve**
 **CTRL+K**

The two selected nodes are connected with a curve. Nodes that lie between the marked nodes are deleted.

Fig. 5.12-22: Example ***connect with curve*****Hor. and vert. object alignment**
 **CTRL+H
or CTRL+V**

The object in which the nodes are selected are aligned at the horizontal respective vertical.

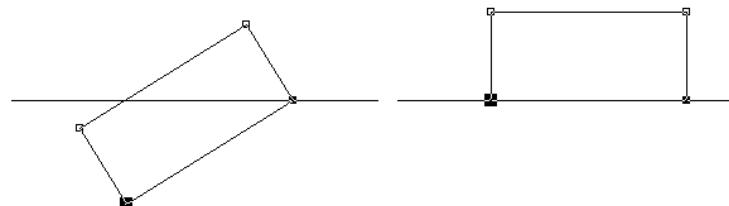


Fig. 5.12-23: Example for aligning object horizontally relative to the selected (filled with black) nodes

5.12.4 Context Menus Node Editing

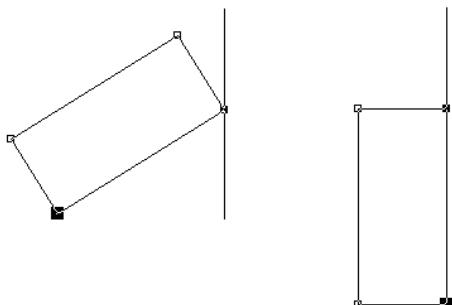


Fig. 5.12-24: Example for aligning object vertically relative to the selected (filled with black) nodes

Reduce nodes ...



The **parameter reduce nodes** dialog appears in which following settings can be done:

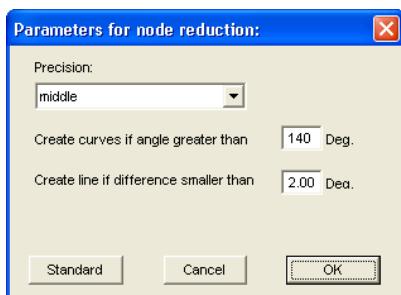


Fig. 5.12-25: Dialog for the settings of the accuracy of the node reduction

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 <i>additionally</i>	 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.

5.12.4 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.

 SHIFT+CTRL+S

 [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](#)

 A

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](#)

 X

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](#)

 Y

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.

6.2.5 The Optimization... Command

- ▶ [please refer to 5.5.11: The *Optimize Material...* Function](#)
- ▶ [please refer to 4.7.4: Cutting - Milling - Creasing - Drawing ...](#)

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.

 **CTRL+F10**

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 5.3.20: The *Sort With Simulation...* Command](#)

In detail: ▶ [please refer to 8.9: 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.

 **N**

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.

 **SHIFT+N**

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.

 **H**

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 4.7.4: Cutting - Milling - Creasing - Drawing ...](#)

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

 **V**

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 4.7.4: Cutting - Milling - Creasing - Drawing ...](#)

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 4.7.4: Cutting - Milling - Creasing - Drawing ...](#)

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.



F4

and
SHIFT+F4

If, while activating this command the SHIFT key is pressed, only the marked 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.



SHIFT+F4

6.3.4 The *Total Area* Command

If this menu item is activated the preview of the whole material surface is shown.



SHIFT+B

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.

6.3.4 The Total Area Command

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 OptiScout 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

6.4.4 The *Tile Vertically* Command

The activation of this instruction positions all opened windows diminished - side by side - vertically.

6.4.5 The *Cascade* Command

The confirmation of this instruction displays all windows diminished and cascaded (diagonally displaced).

6.4.6 The *Close* Command

Clicking this instruction closes the momentarily active window after prior safety query.

6.4.7 The *Close All* Command

Clicking this instruction closes all open windows after prior safety query.

6.4.8 The *Common Tools* Command

This instruction switches the **Common Tools** toolbar on or off.

 **CTRL+4**

6.4.9 The *Object Parameters* Command

This instruction switches the object parameters toolbar on the desktop or makes it disappear.

 **STRG+7**

6.4.10 The *Status Bar Object Info* Command

This instruction switches the *status bar object info* toolbar on the desktop  **CTRL+8** or makes it disappear.

6.4.11 The *Status Bar Element Info* Command

This instruction switches the status bar element-info on the desktop or makes it disappear.



6.4.12 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.

6.4.13 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 OptiScout 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 **OptiScout 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.

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 S.à.r.l. - www.eurosystems.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.

6.6 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.

Keyboard Shortcut:  **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 New window | 9. Print objects |
| 2. Open job | 10. Import file |
| 3. Save job | 11. Export objects |
| 4. Save all | 12. Scan image |
| 5. Edit job info | 13. Undo |
| 6. Cut to Clipboard | 14. Redo |
| 7. Copy to Clipboard | 15. Help |
| 8. Paste from Clipboard | |

7.2 The Setup Toolbar

The **setup** toolbar is switched on or off via the **window**-menu.

Keyboard Shortcut:  **CTRL+3**



Fig. 7.2-1: Freely placeable setup toolbar



Fig. 7.2-2: Fixed setup toolbar

BUTTONS FROM 1 TO 5

1. Cross-hair on / off
2. Rulers on / off
3. Contour view on / off
4. Grid on / off
5. Setup working area

Indication: Alternatively the working area also can be defined by double clicking on shades of the working area!

7.3 The **Tools** Toolbar

When opening OptiScout the first time you will find the toolbar in the upper area of the desktop. It contains 9 buttons with symbols.

The **tools** toolbar is switched on or off via the **window** menu.

 **CTRL+4**



Fig. 7.3-1: Freely placeable common tools toolbar



Fig. 7.3-2: Fixed common tools toolbar

BUTTONS FROM 1 TO 9

1. *Arrow normal mode*
2. *Node editing mode*
3. *Draw*
4. *Zoom*
5. *Input text*
6. *Measure tool*
7. *Filling*
8. *(Contour) pen*
9. *Output objects*

A) Drawing Fly Out



1. *Draw rectangle*
2. *Draw circle, ellipse*
3. *Draw line / curve*
4. *Digitize mode*
5. *Freehand drawing*
6. *Draw geometrical object*
7. *Draw drill hole*
8. *Draw register mark*

B) Zoom Fly Out



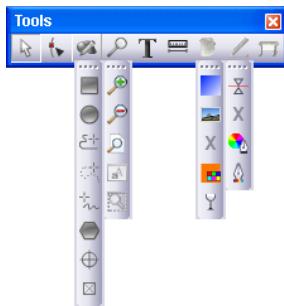
1. *Zoom in*
2. *Zoom out*
3. *Zoom to working area*
4. *Zoom to all objects*
5. *Zoom to selected objects*

C) Fillung Fly Out

1. Fill with *color gradiation*
2. Fill with *bitmap*
3. *No fillung*
4. Fill with *layer color*
5. Adjust *transparency*

D) (Contour) Pen Fly Out

1. *Hairlie contour*
2. *No contour*
3. Assign *contour attribute*
4. Contour with *layer color*

Fig. 7.3-3: **Tools** toolbar with so-called Fly Outs

- a. Fly-Out for the single drawing tools
- b. Fly-Out for the single zoom tools
- c. Fly-Out for the single filling attributes
- d. Fly-Out for the single pen attributes

7.3.1 The Arrow Mode

Fig. 7.3-4: The arrow button

This mode allows to *mark*, *move*, *group temporarily* (marking function) and *modify* the size of objects and text blocks.

7.3.1 The Arrow Mode

7.3.1.1 Marking Function

Marking function means the marking of objects by keeping pressed the left mouse button, then you draw a frame around the objects to be marked and let go the mouse button only if all objects to be marked are completely within the frame.

Mark

Click on any point of the object. The object is marked.

Indication: In the wireframe mode (F9) the contour of the object must be clicked itself.

If you want to mark single letters of a text block you first have to convert the text in the **edit** menu with the instruction **text in curves** to a graphic. Then the combination is to be released with SHIFT+L.

Move

You move objects by marking the object and positioning it on the working area with the left mouse button pressed.

Modify size

You increase or decrease objects proportionally by using one of the four edge handles. A double click on one of the edge handles allows the entry of absolute values.

Indication: A double click on the black square between the edge handles allows a non proportional modification of the size. In order to determine the size by eye, click on the respective adjustment handle and drag it with pressed mouse button until the wanted size is reached.

7.3.2 The Node Editing Mode

The activation of the **node editing** mode allows you to *insert, combine, separate, align, ...* nodes.



Fig. 7.3-5: The node editing button

First click on the *node editing* button and then - with changed cursor - on a point of the object.

Your objects now appear as follows:

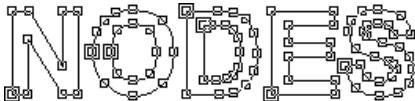


Fig. 7.3-6: An object in the edit node-mode

Tip: By pressing the **SPACE** key you can switch between the arrow and the edit node mode.

All line dots of your objects are provided with small squares, the **nodes**. With curves, the dots are round. They are called **tangent dots**.

The **point of origin** of an object is identified by having an additional outline - contour - around the square. Node dots or tangents are marked and displayed in color by clicking on them with the node tool. Marked or referenced nodes can thus be recognized more easily which facilitates the node edition enormously. You can click on the different dots and move them with the left mouse button keeping pressed.

By moving the tangent dots you take influence on the course of the curve.

Indication: You can mark more than one node dot by keeping pressed the **SHIFT** key and by clicking on the different nodes. You can have the same result by drawing a so called marquee around the dots to be marked with the left mouse button kept pressed.

A double click with the mouse pointer on a node dot activates the **node** toolbar. With the pin-button the **node** toolbar can be pinned onto the OptiScout working area.

Tip: If the node box was pinned onto the working area you can switch between the node editing mode and the object mode by means of the **SPACE**-key.

Indication: If you want to edit the nodes of a text block you first have to convert it to a graphic object with the instruction text to curves otherwise the text block is displayed dashed in blue.



Fig. 7.3-7: Node toolbar

Detailed description: [please refer to 7.5: The Node Toolbar](#)

7.3.3 The Zoom Function

This option **increases or decreases** portions of the desktop or the working area.



Fig. 7.3-8: The zoom button

7.3.3 The Zoom Function

A click on this button activates a *Fly-Out* toolbar with 5 further buttons.



Fig. 7.3-9: Fly out with 5 zoom sub functions

Zoom +

The button with the (+) plus sign increases parts of the desktop. 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 of the last possible step acoustically.

Indication: The function key F2 and the +(plus) key of the numeric keyboard also carry out the increasing function.

Zoom -

The button with the (-) minus sign decreases *gradually* parts of the desktop or the working area.

Indication: The function key F3 and the -(minus) key of the numeric keyboard also carry out the decreasing function.

Sheet

The button with the symbolic displayed sheet of paper serves for displaying the working area increased to maximum.

Screen

The button that symbolizes a screen displays all objects on the desktop as big as possible. The section is selected in that way that it is the biggest possible display showing all objects.

Display Selected Enlarged

The last button displays all selected objects as big as possible.

Indication: Keep pressed the SHIFT key during the instruction, then only the marked objects are displayed optimally.

7.3.4 The *Drawing Tools*



Fig. 7.3-10: Draw toolbar plus fly out with 8 sub functions

Indication: A detailed description of the draw function is in the reference part „the object menu command“. ▶ please refer to 5.3.18: The Draw Command

7.3.5 The On Top Text Editor



Fig. 7.3-11: The text button

The **text** toolbar is switched on or off via the **window** menu or the shortcut **CTRL+5**.

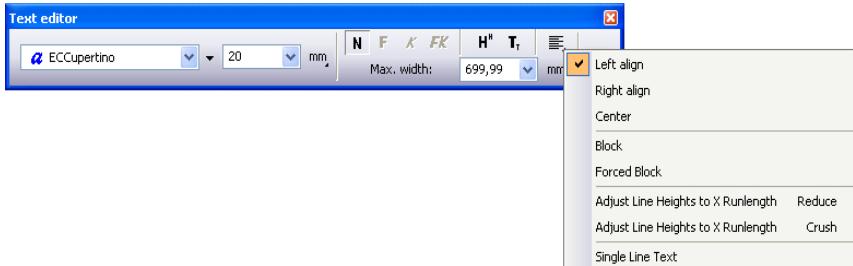


Fig. 7.3-12: The text toolbar with opened sub functions and explanations

Detailed description: ▶ please refer to 7.4: The *Text Editor Toolbar* and ▶ please refer to 8.3.1: Edit Text

7.3.6 The *Measure / Dimensioning Tool*



Fig. 7.3-13: The measure / dimensioning button

7.3.6 The Measure / Dimensioning Tool

This tool serves for detecting and percental modification of object dimensions. In addition it is possible to carry out an object dimensioning that can also be printed.

Detailed description:  [please refer to 8.14: The **Measure / Measurement Tool**.](#)

7.3.7 The **Filling Attributes** Tool



Fig. 7.3-14: Fill color button with sub functions

Detailed description:  [please refer to 8.12: The **Color Bucket Tool**.](#)

7.3.8 The **Pen Attributes** Tool



Fig. 7.3-15: Pen attributes button with sub functions

Detailed description:  [please refer to 8.10: The **Pen Attributes Tool**.](#)

7.3.9 The **Output** Tool (Cut Objects)



Fig. 7.3-16: The output button

An activation of the above shown buttons gives the output data to the **Plot Manager**, that prepares the data and outputs it to the connected device.

7.4 The **Text Editor** Toolbar

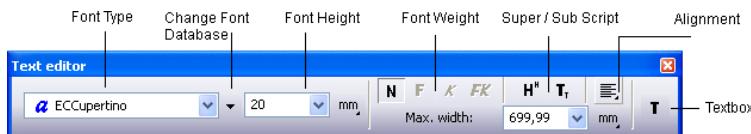


Fig. 7.4-1: The text toolbar

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

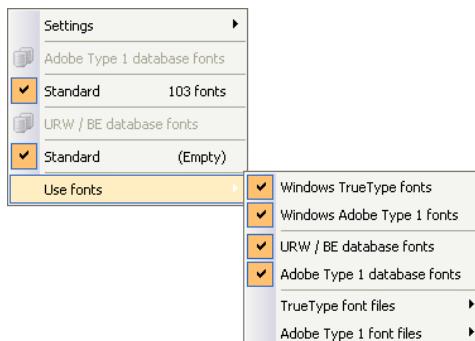


Fig. 7.4-2: Font database usage with 4 activated font formats

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 OptiScout Production & Design 7 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: y2, 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.

7.5 The Node Toolbar



Fig. 7.5-1: 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.

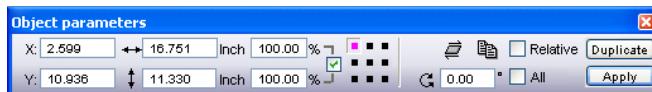


Fig. 7.5-2: Freely placeable toolbar - collection of all object parameters

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 5.12.4: 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

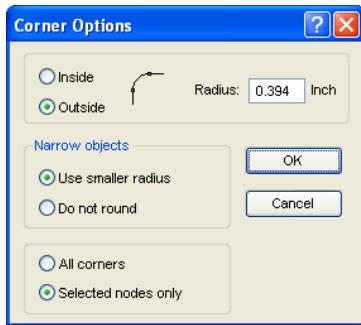


Fig. 7.5-3: Round dialog of nodes

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.

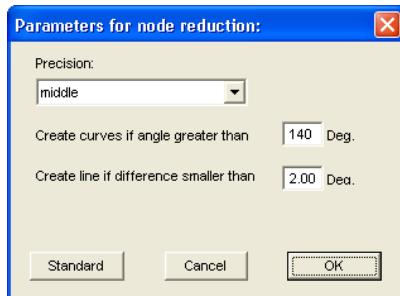


Fig. 7.5-4: Settings dialog for the node reduction

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 node loose 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.

7.5 The Node Toolbar



This option creates open objects. Mark the node dot to be separated and then activate the **open node** 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 respectively 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.



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.



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.



This option changes lines to curves with tangents.



This option changes curves to lines.

Indication: All information of the curve is lost.



This option inserts a so called start tool path inside at the selected node. (Special function for routers and lasers).



This option inserts a so called start tool path outside at the selected node. (Special function for routers and lasers).



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.



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.



This function aligns node dots horizontally.



This function aligns the node dots vertically.



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.

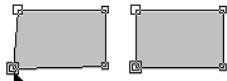


Fig. 7.5-5: Align corners - before / after

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.

7.5.1 Direct Input of Coordinates of Node Positions

7.5.1 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.

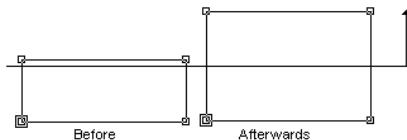


Fig. 7.5-6: Restricted drawing of nodes resp. lines

When drawing curves the curve is deformed. The deformation depends on the selected contact point as you can see in the following illustration.

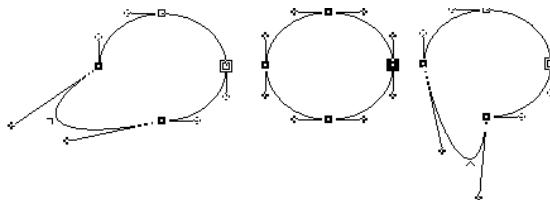


Fig. 7.5-7: Restricted drawing of curves

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 OptiScout 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.

7.6 The **Object Tools** Toolbar

The **Object Tools** toolbar is switched on or off via the **Window** menu.

 **CTRL+6**

Note: This is the section which in former OptiScout versions (right mouse click for icon assignment) was the variable section of the object toolbar.



Fig. 7.6-1: Freely placeable toolbar - collection of object tools



Fig. 7.6-2: Anchored toolbar

BUTTONS FROM 1 TO 21

- | | |
|---|-------------------------------------|
| 1. <i>Delete Objects</i> | 12. <i>Open Objects</i> |
| 2. <i>Do Axis Change with Objects</i> | 13. <i>Round Objects</i> |
| 3. <i>Horizontal Mirror of Selected Objects</i> | 14. <i>Delete Redundant Nodes</i> |
| 4. <i>Vertical Mirror of Selected Objects</i> | 15. <i>Vectorize Objects</i> |
| 5. <i>Group Objects</i> | 16. <i>Generate Contour Line</i> |
| 6. <i>Ungroup Objects</i> | 17. <i>Start Foil Optimization</i> |
| 7. <i>Combine Objects</i> | 18. <i>Set Start Tool Paths</i> |
| 8. <i>Release Combination of Objects</i> | 19. <i>Hatch Objects</i> |
| 9. <i>Generate Block Shadow</i> | 20. <i>Generate Out- or Inlines</i> |
| 10. <i>Align Objects</i> | 21. <i>Weld Objects</i> |
| 11. <i>Close Objects</i> | |

7.7 The Object Parameter Toolbar

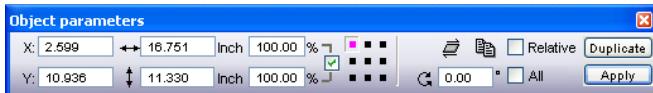


Fig. 7.7-1: Freely placeable toolbar - collection of object parameters

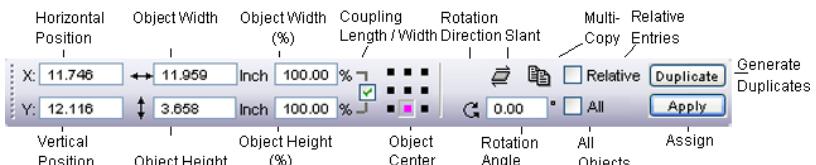


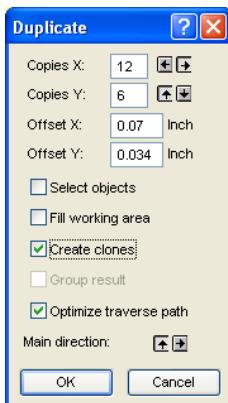
Fig. 7.7-2: Object parameters toolbar with explanations

7.7.1 The *Multi Copy* Command

Definition: Multi Copy = Multiple copies of selected objects (Duplicates)

7.7.1.1 The *Multi Copy* Button

Pressing the button opens the following dialog:



7.7.1.2 Copies X:

Using the or button the number of duplicates can be increased or decreased in increments of one. The alignment is done in the **Main Direction**. Alternatively, any integer value may be entered in the field.

7.7.1 The Multi Copy Command

7.7.1.3 Copies Y:

Using the and -button the number of duplicates can be increased or decreased in increments of one. The alignment is done in the **Main Direction**. Alternatively, any integer value may be entered in the field.

7.7.1.4 Offset X:

This value determines the distance between the duplicates in X-Axis direction.

7.7.1.5 Offset Y:

This value determines the distance between the duplicates in Y-Axis direction.

7.7.1.6 The **Select Objects** Option

If this option is enabled, all duplicates will be selected finally.

7.7.1.7 The **Fill Working Area** Option

If this option is enabled, then the working sheet only and not the desktop is filled with duplicates.

Note: Enabling this option, de-activates the Copies X and Copies Y fields.

7.7.1.8 The **Create Clones** Option

If this option is enabled, then the selected object is used as control object for cloning. All duplicates are generated as clone objects.

7.7.1.9 The **Group Result** Option

Enabling this option groups all duplicates finally.

7.7.1.10 The **Optimize Traverse Path** Option

If this option is enabled, duplicates are generated in meanders. This reduces the head movement of the output device and shortens the output process.

Note: The main direction option defines additionally, if meandering is done in X-Axis or Y-Axis direction.

7.7.1.11 The **Main Direction** Option

The button sorts the duplicates in Y-Axis direction - "column by column". The -button sorts the duplicates in Y-Axis direction - "line by line".

7.8 The Status Line *Object Info*

This status line informs about the properties and attributes of objects on the OptiScout desktop. This information comprises number, type of object, color model, color value and many other data important for the evaluation.

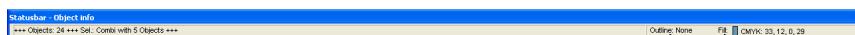


Fig. 7.8-1: Status line for the display of object properties, color spaces , etc. - free floating

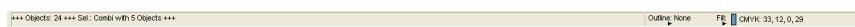


Fig. 7.8-2: Status line for the display of object properties, color spaces, etc. - fixed

7.9 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. 7.9-1: Status line element with subsidiary texts and element information, here coordinates

7.10 The *Preview Tools* Toolbar



The Arrow Tool

SPACE

This mode allows you to *mark, move, group temporarily* (marking function) and *modify the size* of objects in the **output** preview.

The Magnifying Glass+

F2
or
+(Num)

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-

F3
or
-(Num)

The button with the (-) minus sign decreases *gradually* parts of the desktop or of the working area.

The Sheet

B

7.10 The Preview Tools Toolbar

The button with the symbolic sheet of paper shows the material area increased to the maximum

The Screen



F4

The button that symbolizes a screen displays all objects on the material area as big as possible. The section is thus selected that is 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



M

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.

7.11 The *Preview Object Parameters* Toolbar

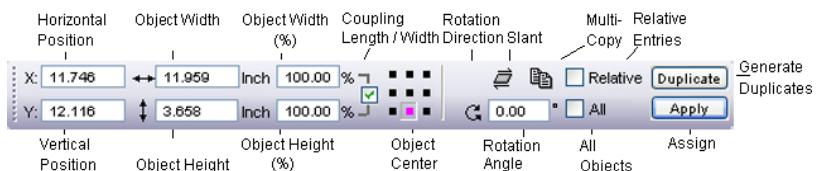
The **preview object parameters** toolbar is activated with the following shortcut.

 **CTRL+7**

Indication: It is identical with not variable part of the object parameters toolbar in previous OptiScout versions.



Fig. 7.11-1: 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!

7.11 The Preview Object Parameters Toolbar

8 Tools

8.1 The Desktop

After starting OptiScout the desktop with the working area appears as follows:

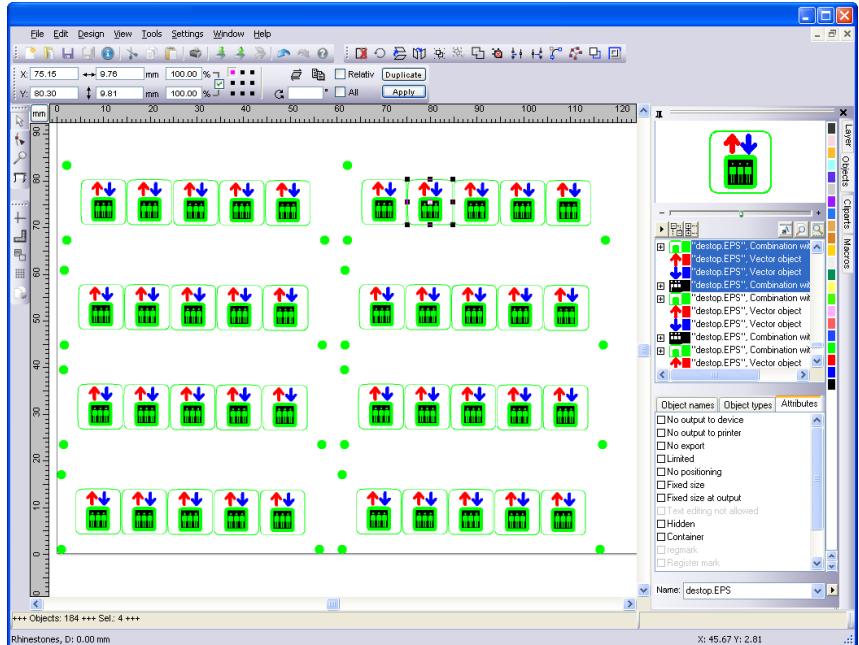


Fig. 8.1-1: OptiScout Desktop with working area and shown tool-toolbar, rulers, Object Manager and status lines

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

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 skew/rotate -mode
	Rotate object
	Skew object (set tilted horizontally/vertically)

8.2 Video Marks

8.2.1 Set Mark Form And Size

Via the **Settings / Standard Settings** menu and there the menu item **Register / Jog Marks** you open the following dialog:

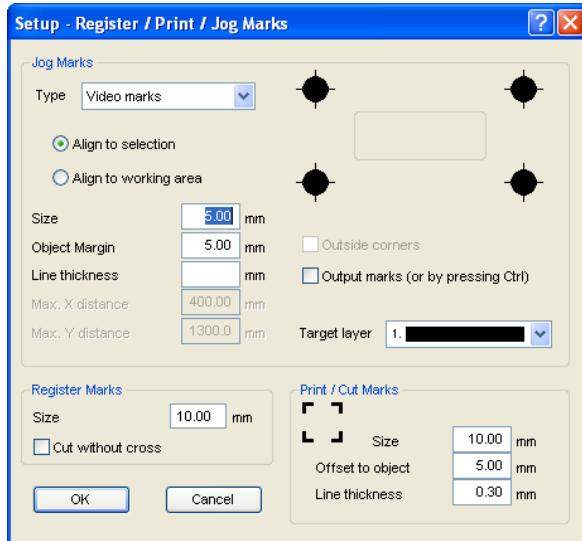


Fig. 8.2-1: The *setup jog marks* dialog

Select the marker type **Video marks** and as **Size** 5 mm.

If the option *output marks* is active, also the video marks are considered at the output.

This can be helpful for checking with troubleshooting.

8.2.2 Insert Jog Marks

Select the objects that shall be printed and press SHIFT+J or select in the **tools** menu the menu item **set jog marks**. Three jog marks are inserted.

The position of the marks can be modified arbitrarily. The marks do not have to lie necessarily outside of the objects.

8.2.3 Basic Settings Filter

In this dialog all basic settings for the import of data are made.

Adjust size of sheet to objects: If OptiScout works with several copies the distances between the single copies are calculated via the size of sheet.

8.2.3 Basic Settings Filter

The set size of sheet should always correspond to the actual printed size of sheet.

Allocate fix size of object: if this setting is active the size of the objects on the working area cannot be modified any more.

This setting shall prevent an unintentional scaling on the working area.

The setting can be modified via the properties dialog of an object.

The call is in the context menu (right mouse button on the working area with selected object) of a selected object.

Fixed size at output: This setting prevents a modification of size at the output with OptiScout. At the output in this case, only the rotation and the position of the objects are calculated and adjusted.

Separate layer according to names: If this function is active, the distribution of the objects to the single layers is done at the import of a file only via the respective layer name and not via the layer color. This way, for files without layer color allocation a separation of objects and video marks is guaranteed.

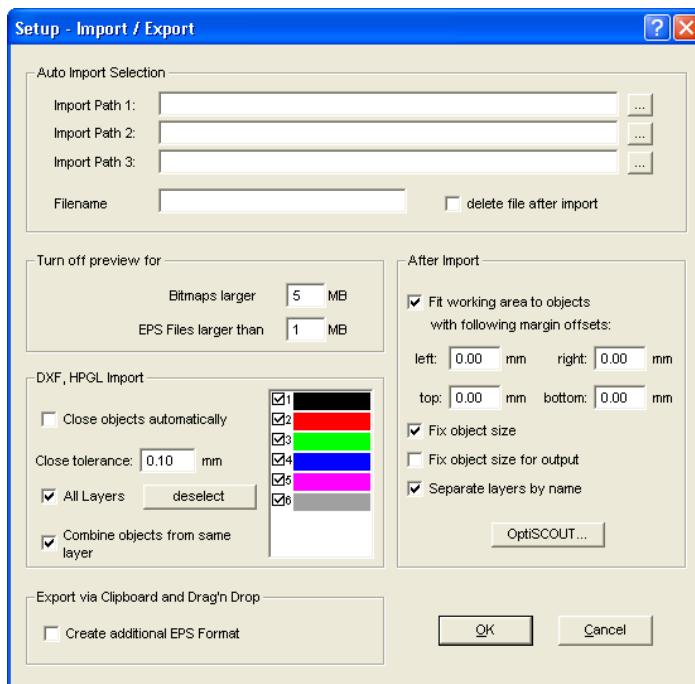


Fig. 8.2-2: Import / Export settings dialog

Via the button OptiScout you reach following dialog:

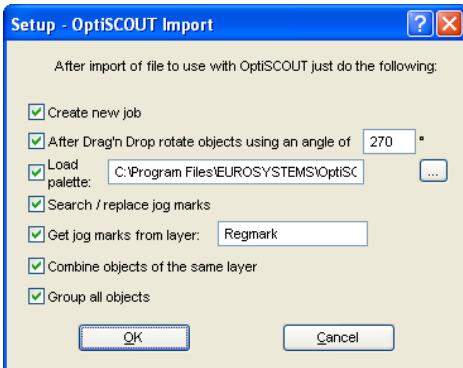


Fig. 8.2-3: Import preprocessing dialog

Create new job: At the import a new window is opened for each file.

Rotate objects at an angle of: all objects are rotated at the set angle at the import.

Palette: Here, a layer palette can be deposited that shall be loaded automatically at each import. If this option is not active OptiScout always opens the default palette.

Search / replace video marks: If this option is active, all circles with a particular diameter are converted to video marks at the import. The basic settings for the mark diameter is in the dialog **registration / print / jog marks**

Video marks from layer: Some file formats can contain layer names. If at the import a layer with the name set here is found, all objects independent of their size are converted to video marks.

Combine objects in the same layer: With this function the combination of objects at the import is activated or deactivated. If the objects are combined after the import, the combination must be removed manually for the edition of single vectors.

Group all objects: If this option is active all objects are combined to a group after the import. Moving or deleting single objects is thus only possible after breaking the grouping.

8.3 The **Textbox** Dialog

The OptiScout textbox contains four dialogs which are explained in detail on the following pages.

The **Textbox Edit** dialog

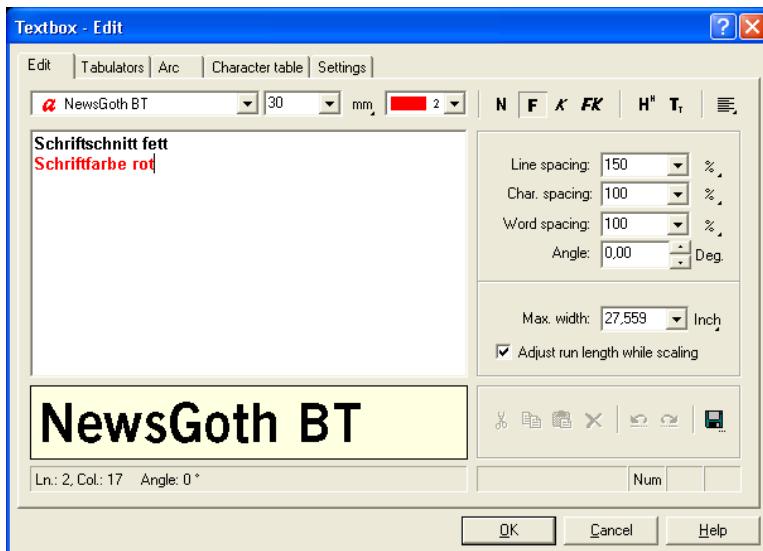


Fig. 8.3-1: Edit dialog of the textbox

The most functions in this dialog correspond to those in the **text editor-toolbar**. [please refer to 7.4: 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
SPACE Key	1/1 em quad	1/2 em quad	em quad	em 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

area

Angle: Rotation used for the objects - (object angle of rotation)

Right next to the preview field are the **clipboard** functions (Windows Clipboard).

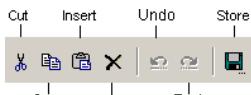


Fig. 8.3-2: Windows clipboard buttons with function's explanations

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

8.3 The Texbox Dialog

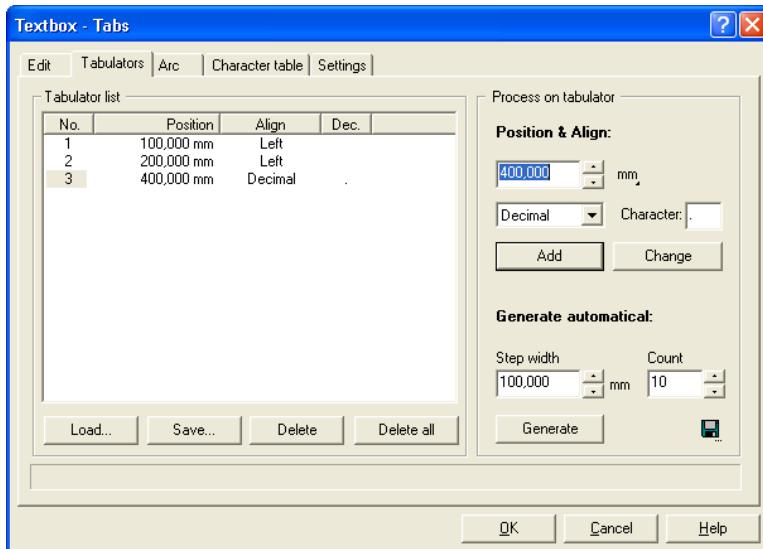


Fig. 8.3-3: The tabulators dialog of the textbox

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

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

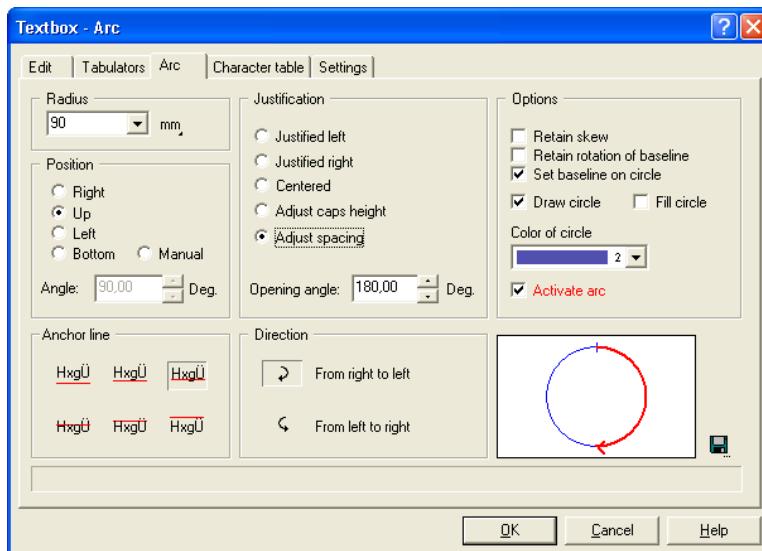


Fig. 8.3-4: The textbox circular text dialog

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.

8.3 The Textbox Dialog

Anchor line

These buttons determine how your text shall be set at the circle line. You can select between:

HxgJ	block height down
HxgJ	descender
HxgJ	base line
HxgJ	x-height
HxgJ	ascender
HxgJ	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.

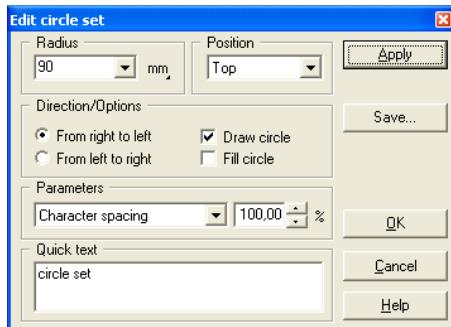
Draw circle draws the circle defined by radius also on the working area. This option serves for the control of the selected options.

Fill circle draws the circle defined by radius filled and in the selected **color of circle** on the working area.

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

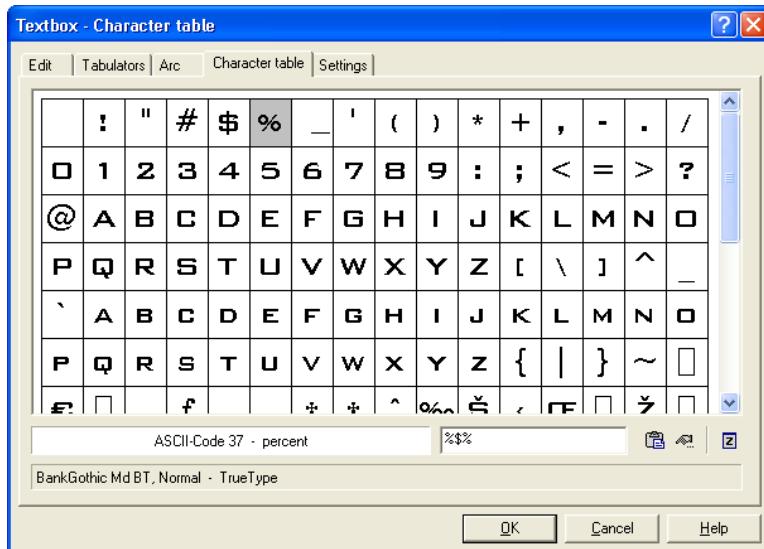


Fig. 8.3-5: The character table dialog of the textbox

8.3 The Texbox Dialog

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.

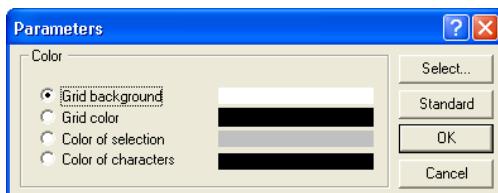
Right next to it the selected characters are entered. You select signs by positioning the mouse cursor on the wanted character and pressing once the left mouse button. Pressing the right mouse button only selects one character but does not transfer it to the code-field.

Pressing the  button applies the inputs and changes to the **edit textbox** dialog.

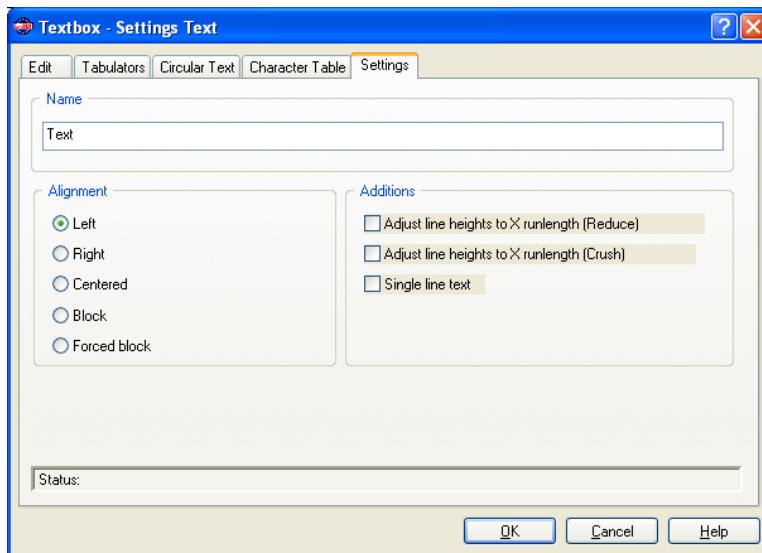
Pressing the  button increases the currently active character.

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 Texbox Settings 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.

8.3 The Textbox Dialog

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.

8.3.1 Edit Text

8.3.1.1 Keyboard Allocation On Top Text Tool

Cursor Navigation

Key	Meaning
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.

8.3.1 Edit Text

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

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

8.3.1 Edit Text

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.
<p><i>Indication: only wise if the selection is in one single row.</i></p>	
CTRL+SHIFT+K	Small capitals for all selected signs
CTRL+K	Save Kerning-value between 2 selected letters permanently in the global font structure.
<p><i>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.</i></p>	

8.3.1.2 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.

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. Textbox: 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. Textbox: 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

8.4 The **Outline** Function

This function is activated via the  button in the variable part of the **object parameter** toolbar or via the **tools** menu, menu entry **outline...**



The **outline** function creates contours in a freely definable distance around graphical and text objects.

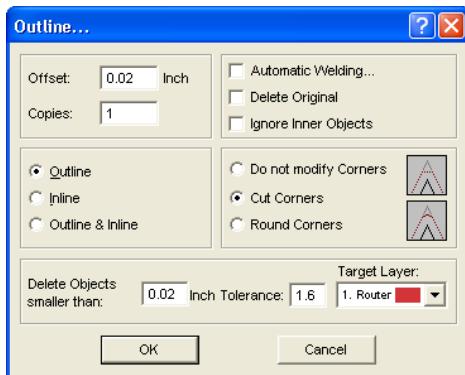


Fig. 8.4-1: Outline parameter window

Offset

The value for the distance of the inline and outline from the original object are entered in the field **offset**.

Copies

The option **copies** indicates how many in- or outlines shall be created simultaneously at a function call.

Automatic welding

Automatic welding means that all overlappings of in- or outlines shall be removed so that a closed contour is created.

Delete original

If the button **delete original** is activated the original object is deleted after the creation of the contour.

The corner treatment can be influenced via three additional options.

Do not modify corners

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 to the value that is entered in the field ***tolerance***.

Round corners

Round corners transfers the corner dot in a rounded curve. The field ***tolerance*** indicates in which offset from the corner dot is cut respectively rounded.

Delete objects smaller than

Delete objects smaller than defines the size of a filter that deletes automatically small and smallest "rejects" that might occur at the creation of an outline. The cumbersome welding of smallest parts thus can be omitted.

8.5 The **Milling / Hatch Fill...** Function

This function is activated via the  button in the variable part of the **object parameter** toolbar or via the **tools** menu, menu entry **milling / hatch fill...**



8.5.1 The Island Fill and Hatch Fill Dialog

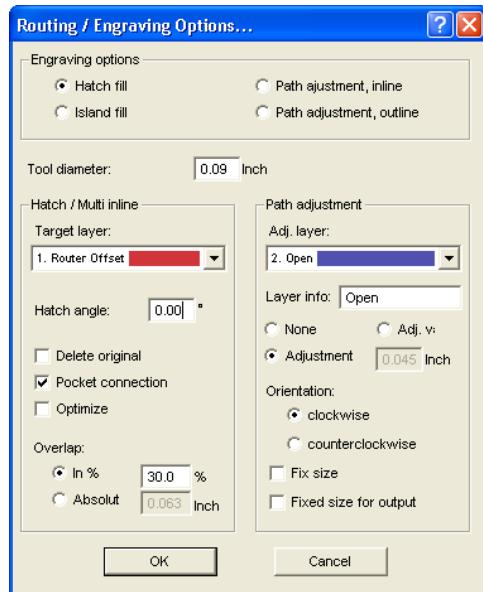


Fig. 8.5-1: The hatch fill dialog

Hatch fill

If the option **hatch fill** is activated the area to be hatch filled is provided with a hatch. The area is hatch filled along this hatch.

The **hatch angle** can be set in the so named field.

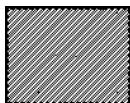


Fig. 8.5-2: Hatch fill with hatch, hatch angle 45°

The *point of start* of the hatch is up left and the *end point* is down right.

Island fill

When selecting this option the area to be hatch filled is provided with **inlines**. Along these inlines the area is hatch filled from *outside to inside*.

The black areas that lie in-between the inlines are called „**islands**“.

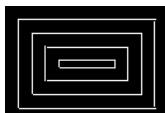


Fig. 8.5-3: Hatch fill with multi-inline

Path adjustment, inline

If this option is activated, the selected objects are provided with an inline (tool diameter).

Path adjustment, outline

If this option is activated, the selected objects are provided with an outline (tool diameter).

Tool diameter

Here, you set the tool diameter. When the milling diameter is 3 mm you have to enter the value 3.

Hatch / Multi-Inline

Target layer

Here, you define in which **color layer** the hatch shall appear. This serves on the one hand to separate the original object optically stronger from the hatch and on the other hand to influence the priority in which the single layers shall be milled.

The objects are milled in the *reversed* sequence in which the color layer was selected. At first, all objects to be milled are sorted in that way that the interior elements are considered before the outer elements. Then, the single color layers are processed in descending sequence: for example red (2) before black (1), green (3) before red (2) and blue (4) before green (3).

Indication: *The color layers are used to determine the milling depth of the single layers. More detailed information about the connection between color layer and milling depth is in the chapter setting of the milling depth.*

Hatch angle

With the **hatch angle** you determine in which angle shall be hatch filled or in other words, in what angle the traverse path of the miller is to the material.

8.5.1 The Island Fill and Hatch Fill Dialog

Delete original

If the option **delete original** is set, the original outline is deleted after the hatch fill process.

Pocket connection

The option **pocket connection** determines if the single hatch fill lines shall be connected with each other or not.

Optimize

If the option **optimize** is active, the hatch fill lines are still connected if with activated **pocket connection**-option there are gaps on the shorter side.

Indication: *The milling duration shortens. Sometimes this leads also to an unwanted derogation of the hatch picture.*

Overlap

With the **overlap** it is determined how big the distance between the single hatch fill lines shall be. With **overlap** it is avoided that single bridges remain.

In % or absolute

Example:

1. The tool diameter is 2 mm
2. The button **in %** is set to 30%

Result: $2 \text{ mm} - 30\% = 1.4 \text{ mm}$

30% corresponds to **absolute** 1.4 mm. If the option **absolute** is active you can enter here the value (here: 1.4) also directly.

Path adjustment

The **path adjustment** determines if for the outline the milling strength shall be considered or not. If the option **path adjustment** is activated the outline is moved for the half milling strength inwards which means that from the original outline of the object an inline with half the value of the milling strength is calculated. This option effects that the outer edge of the original outline is accessed accurately by the milling tool. The original measurements remain.

Adjustment layer

Selection field for the layer in which the created path adjustment is stored.

Layer info

Serves for the display or modification of the layer-info. (Refer to *layer settings dialog / field information*)

Indication: Here is only displayed if layer numbers are switched off.

None

If the option **none** is set the outline of the milling object remains in the original status.

Indication: As result the milled object is strengthened for the half milling strength because the milling tool accessed the original outline centered.

Adj. Value

With the option **adj. Value** the traverse path can be moved inwards at any value. The result of this option is that the original measurements of the milling object are decreased inwards for the set value *plus* half of the milling strength.

Adjustment

If this option is activated an adjustment value for the path adjustment can be entered in mm.

Orientation

Clockwise

Sets the orientation of the path adjustment (inline or outline) to **clockwise**.

Counterclockwise

Sets the orientation of the path adjustment (inline or outline) to **counterclockwise**.

Fix size

OptiScout sets attribute to **fix size** which means that the adjustment object cannot be scaled any more.

Fixed size for output

The adjustment object is not scaled with video marks at the output.

8.5.2 Mill with or without frame

With a small „trick“ two different results can be obtained at the hatch fill. When milling *with* frame the objects remains embossed. When milling *without* frame the milling object itself is milled deepened out of the material.

Depending on which of the two effects you want to have you have to draw a frame (rectangle) around the objects to be milled with the drawing tool **rectangle**. If the frame around the milling objects is drawn the **milling / hatch fill**-function recognizes this and omits the milling objects before the hatch fill.

8.5.2 Mill with or without frame

Example:



Fig. 8.5-4: Text with frame

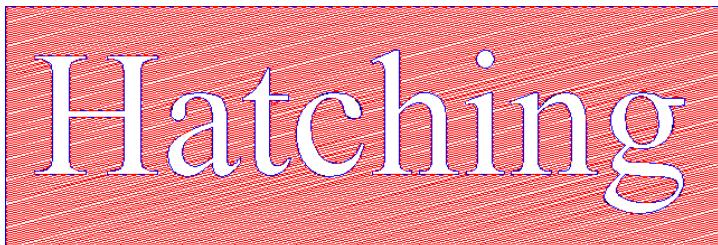


Fig. 8.5-5: Result: embossed text



Fig. 8.5-6: Text without frame

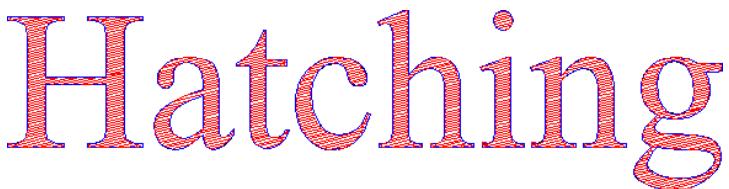


Fig. 8.5-7: Result: milled text

8.5.3 Setting of the milling parameters

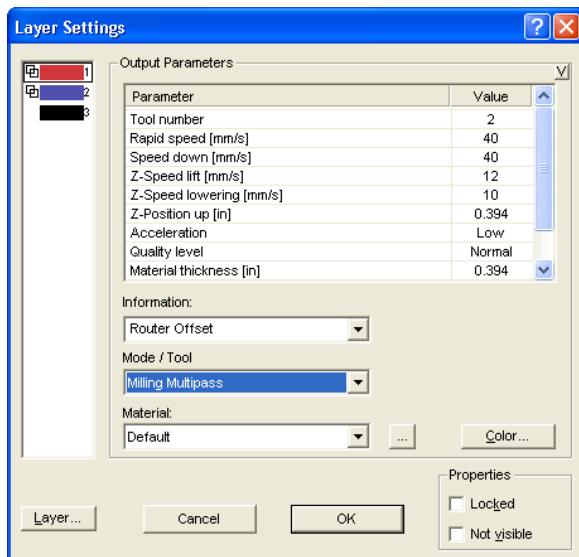


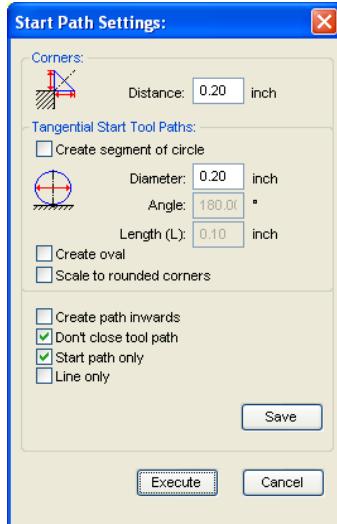
Fig. 8.5-8: Milling parameters with the example of a flatbed cutter

In the area **output parameters** all driver parameters can be set that are important for the mode **milling**.

8.6 The Start Tool Paths

Definition: When milling or laser cutting it often happens that at the starting point of an object dipping marks are visible. In order not to affect the quality of the objects to be milled the starting point can be displaced to a position outside or inside of the object (**Start Tool Paths**), so that it is not visible anymore.

8.6 The Start Tool Paths



8.6.1 Corners

8.6.1.1 Distance

The value in the **Distance field** defines the line lengths of the tool path - starting from the selected node.

8.6.2 Tangential Start Tool Paths

8.6.2.1 *Create segment of circle* Option

This option generates circle segments (quarter or half circles) at the selected node in case of curves or circles.

Diameter

This value determines the circle diameter of the tool path.

Angle

A circle is divided into 360 horizontal segments. Depending on the angle the number of circle segments is generated.

Length (L)

This value defines the length of the oval.

8.6.2.2 *Create oval* Option

This option generates an oval (ellipse) as alternative to a circle tool path. The value in the length field defines the width of the oval.

8.6.2.3 *Scale to rounded corners* Option

The **Length value** defines the curve length of the start tool path. At the selected nodes the tool paths are placed - depending on conditions - outside or inside the objects.

8.6.2.4 *Create path inwards* Option

Depending on the orientation of the objects a start tool path is placed inside or outside at the object.

8.6.2.5 *Don't close tool path* Option

Enabling this option causes, that the generated code segment, the tool path, is not shut.

8.6.2.6 *Start path only* Option

If this option is enabled, there is only one start tool path generated and no exit tool path.

Note: This applies to segments of circles and lines.

8.6.2.7 *Line only* Option

If this option is enabled, only lines no circles as exit tool path are placed at the object.

Note: Even at circles and lines tool paths are generated.

8.6.2.8 The Save Button

 Save

Enabling the **Save button** saves the above mentioned settings. These parameters are used, when the **Start Tool Path** command is executed.

8.6.2.9 The Execute Button

 Execute

Enabling the **Execute button** performs the action for all selected objects.

8.7 The **Undo Redo Stack**

The undo redo stack is activated via following key combination:

 SHIFT+F5
or SHIFT+F6

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 are 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.

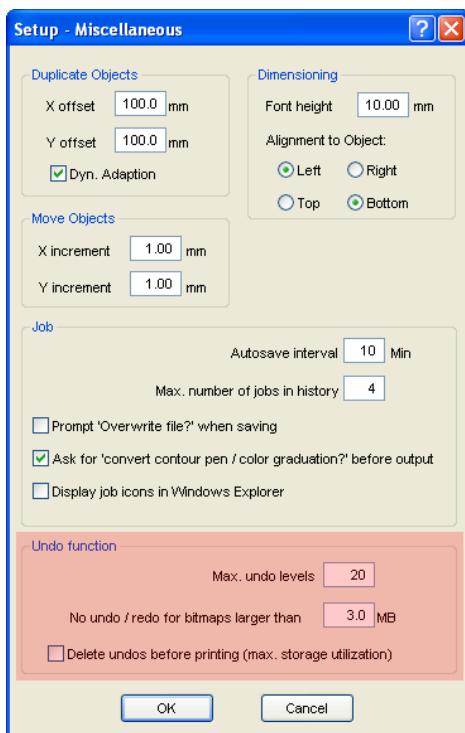


Fig. 8.7-1: The parameter of the undo stack (here: marked in red)

The area **undo function** comprises the settings that effect the undo stack.

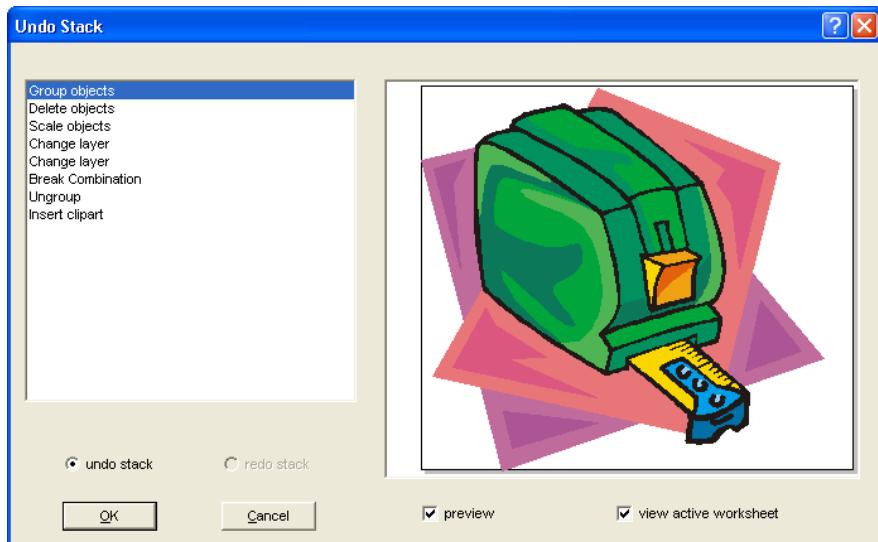


Fig. 8.7-2: Undo stack with preview window and working area

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.

8.8 The **Alignment** Function



Fig. 8.8-1: The alignment button

This function aligns two or more marked objects to each other or to the working area.

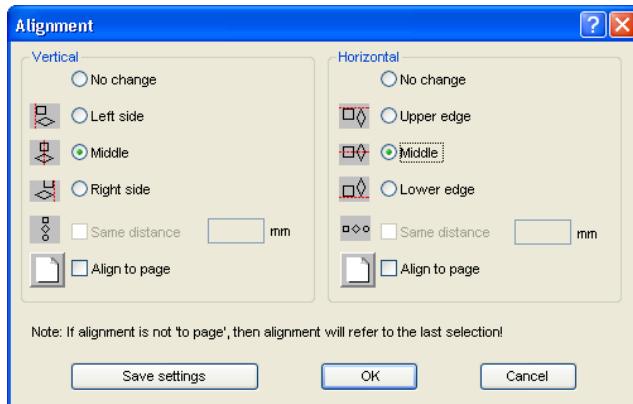


Fig. 8.8-2: The alignment dialog

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.*

8.9 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.

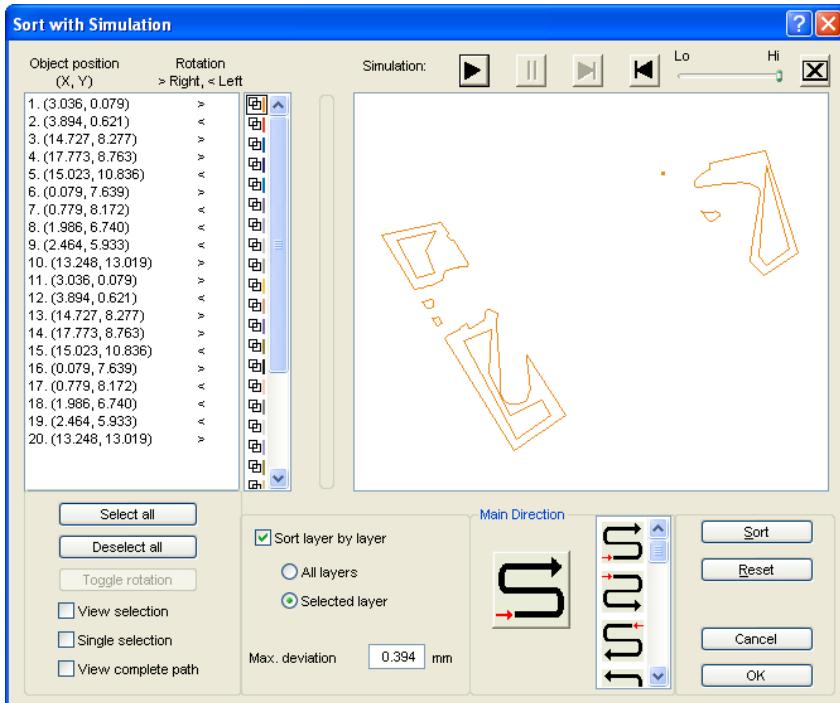


Fig. 8.9-1: Object-sortation with preview-window and simulation option

8.9.1 Simulation

The operation of the simulator is similar to a DVD-player.

Lo (low) up to **Hi** (high) regulates the speed of the simulation display.

Indication: Before simulation, in addition to orientation, you have to do sorting by clicking on the sort button.

8.9.1 Simulation

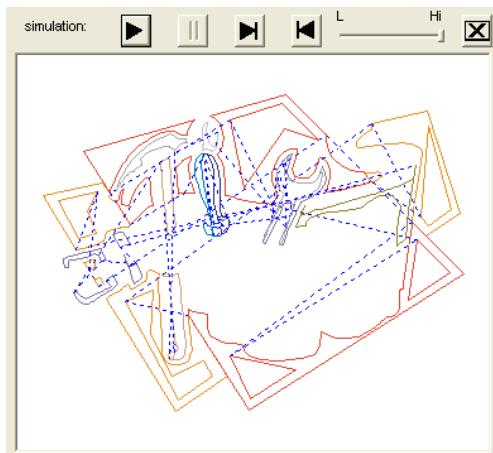


Fig. 8.9-2: Option show traverse path (lines dashed in blue) activated

Color bar

A click on the wanted color bar selects the respective color layer.

Select all

Selects all objects of the list.

Deselect all

Deselects all objects of the list.

Toggle rotation

This option modifies the orientation from *clockwise* (right) to *countrerclockwise* (*left*) and vice versa.

View selection

Shows the selected objects in the preview window.

Single selection

In the list only one object can be selected; the multi-selection (standard) is deactivated.

View complete path

A line dashed in blue shows the track that the tool head covers.

Sort layer by layer**All layers**

This option comprises all layers to the sortation if **sort layer by layer** was activated.

Indication: This option is, depending on the driver setting, deactivated in the output preview

Selected layer

This option comprises only to the selected layer to the sortation if **sort layer by layer** was activated.

Max. deviation in ... mm

In the input field the value for the maximum deviation of the thought vertical respective horizontal line that an object may have in order to be sorted can be entered.

Main direction

16 methods can be activated as main direction for the sortation. The icon shows with a red arrow where sortation begins.

Sort

Only the **sort** button activates the object sortation. Then you can check in the simulation if the sortation meets the demands.

Reset

Resets the objects in the sort-list to the initial value.

8.10 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.



- generates hairline (0.001 mm)
- removes pen attributes
- opens the pen attribute settings dialog
- allocates the layer color of the object to the wire frame

Fig. 8.10-1: Pen attributes tool with sub functions and description

Create hairline



Fig. 8.10-2: 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. 8.10-3: The remove pen attributes button

The activation of the **remove pen attributes** button removes *all* pen attributes.

The pen attributes dialog



Fig. 8.10-4: 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.*

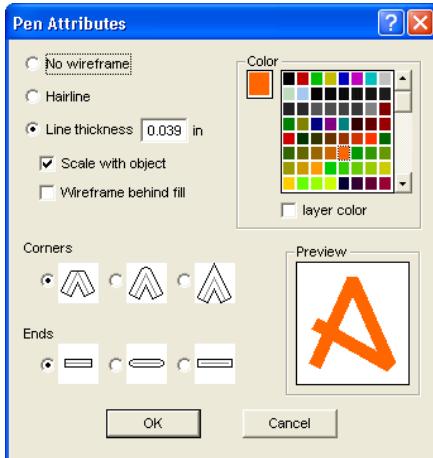


Fig. 8.10-5: The set pen attributes dialog

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.

8.10 The Pen Attributes Tool

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:

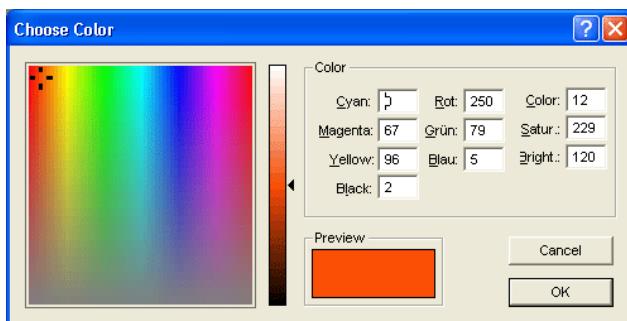


Fig. 8.10-6: The pen attributes color selection

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.

Assign layer color to object contour



Fig. 8.10-7: The assign layer color button

The activation of this button allocates the layer color to the contour of a marked object.

8.11 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**, **fill**, **by color**, **full area** or **screen printing**.

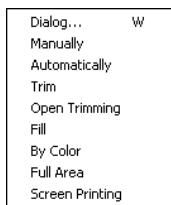


Fig. 8.11-1: Tools menu - welding submenu

Dialog...

The activation of this submenu opens the following dialog

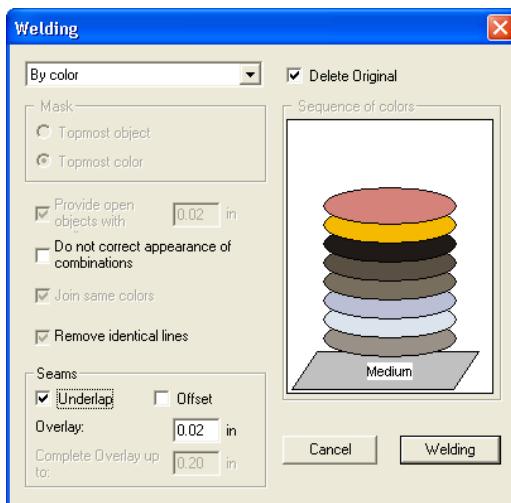


Fig. 8.11-2: Welding dialog

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.

Fill

Fill provides objects that consist of arbitrary many other objects with a fill consisting of the other objects. Depending on your choice, the topmost object or objects of a layer are filled with the ones underneath.

Indication: *Please pay attention that the objects to be filled must be closed. Only this way you limit an area that can be filled.*

8.11.1 Mask

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.

8.11.1 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.

8.11.2 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.

8.12 The Color Bucket Tool

With this function you can fill objects with color graduations or bitmaps. The user has here four available buttons.

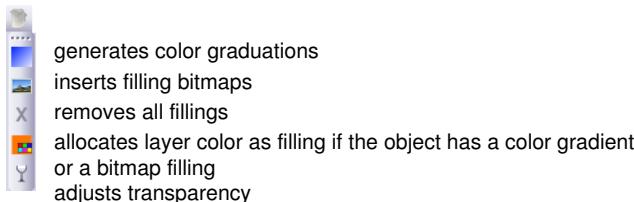


Fig. 8.12-1: The color bucket tool with sub functions

Create color graduations



Fig. 8.12-2: 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.

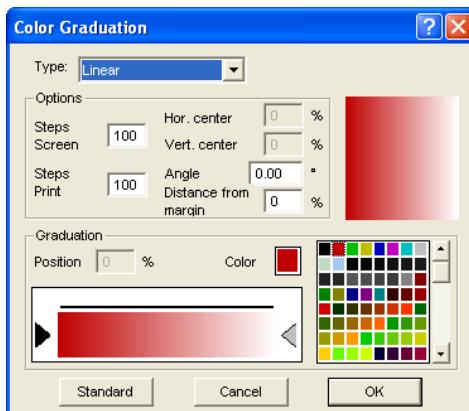


Fig. 8.12-3: The color graduation dialog with settings options

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

8.12 The Color Bucket Tool

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.

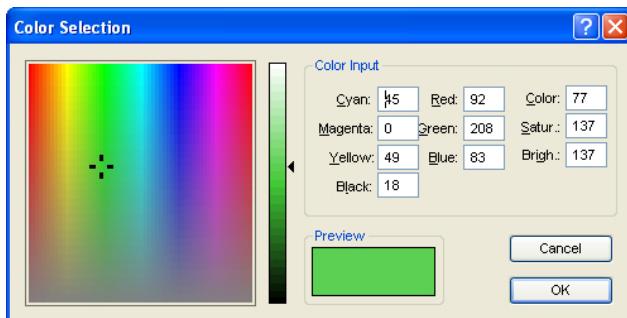


Fig. 8.12-4: The color selection dialog

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. 8.12-5: The bitmap fill button

Pressing this button opens the **bitmap fill** dialog via which you can fill the vector objects with bitmaps.

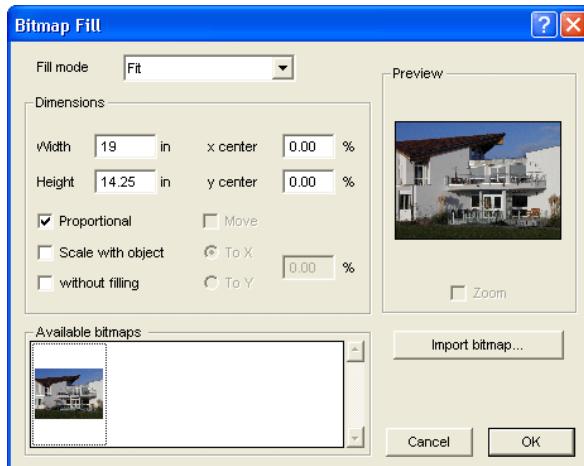


Fig. 8.12-6: The bitmap fill dialog

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 OptiScout 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.

8.12 The Color Bucket Tool

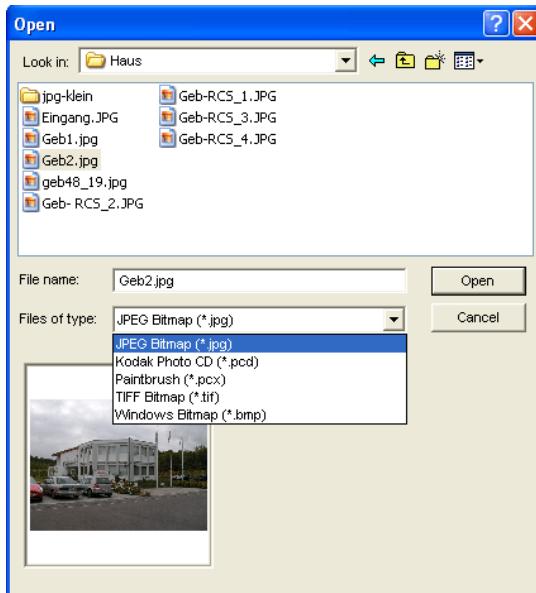


Fig. 8.12-7: The file selection dialog for the bitmap import

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*

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. 8.12-8: 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.

8.12 The Color Bucket Tool

Fill with layer color



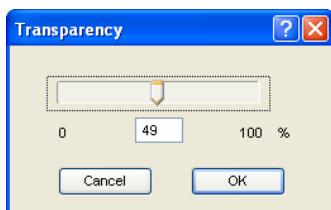
Fig. 8.12-9: The fill with layer color button

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. 8.12-10: The adjust transparency button



If this button is activated, transparency of a color filling can be adjusted linearly from 0 to 100 %.

8.13 The Geometric Object Tool

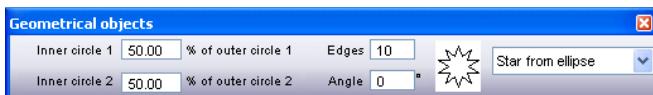


Fig. 8.13-1: The freely placeable geometrical objects toolbox

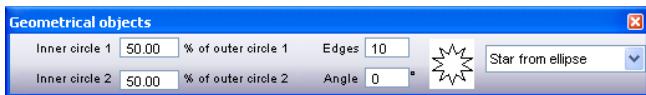


Fig. 8.13-2: The fixed toolbar

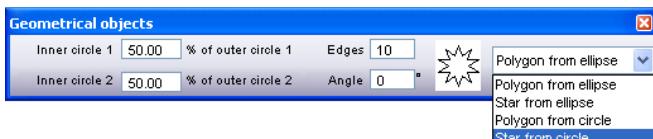
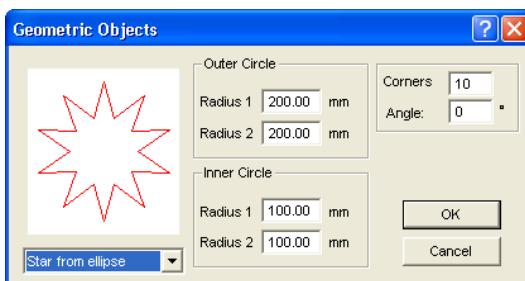


Fig. 8.13-3: Parameter dialog for the creation of geometrical objects

The activation of the following dialog is done via following path: **settings** menu, submenu **standard settings**, submenu **geometric object...**.



This tool can create symmetric objects, polygons from the basic forms circle and ellipse.

8.13 The Geometric Object Tool

Example 1: create star out of a circle

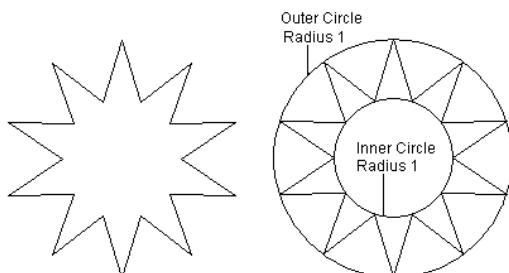


Fig. 8.13-4: Left: star as result of circle

In the example above on the left side is the star that was created. Right next to it the radius of the outer and inner circle can be seen. In the **parameter** dialog a radius 1 of 100 was entered for the outer circle and for the inner circle a radius 1 of 50.

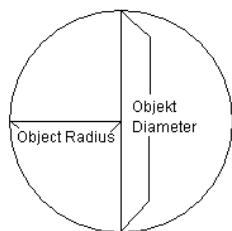


Fig. 8.13-5: Example radius/diameter

The **radius** of a circle is half of its diameter.

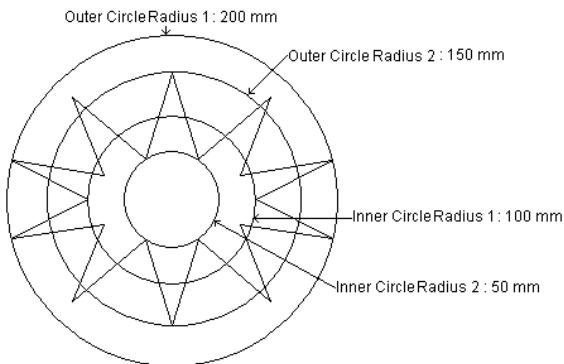
Example 2: Generate star out of ellipse

Fig. 8.13-6: Left star as result of ellipse

With ellipse forms all 4 radii are used as the ellipse does not form an even circle. In the example above the 4 radii have been pointed out by circles. The result is the "star" lying inside.

8.14 The **Measure / Measurement** Tool



Fig. 8.14-1: The measure / measurement 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.*

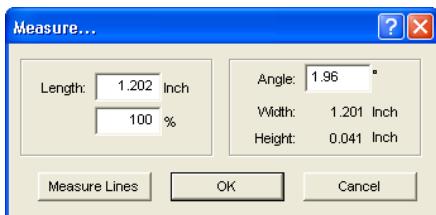


Fig. 8.14-2: The measure/measurement dialog

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.

Measurement



Fig. 8.14-3: Measurement tool / track

The **measure lines** button changes to the measurement tool (see illustration). This tool is attached to the mouse cursor and can be moved to the wanted position. After letting go the mouse button the detected track is entered above the measurement track.

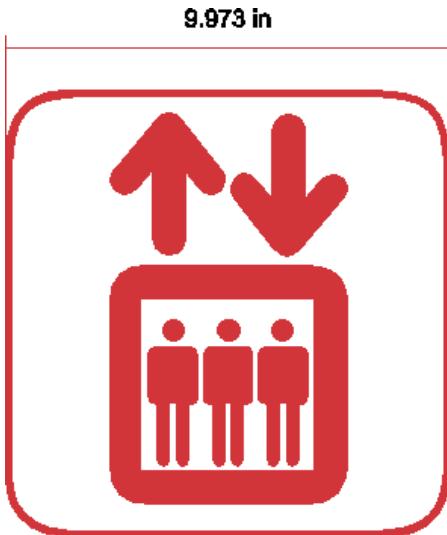


Fig. 8.14-4: Measurement track with the detected value in mm

Indication: The default size of the dimension text can be set via the settings / standard settings / miscellaneous... menu.

8.15 The Stop Watch

The stop watch is integrated in the menu bar of OptiScout. A click on the **00:00:00** menu (format: hh:mm:ss) opens the submenus for steering the watch.



Fig. 8.15-1: The stop watch integrated in the OptiScout 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. 8.15-2: Duration field of the Job-Info

Reset

The **reset** menu resets the watch to 00:00:00.

8.16 The *Tracing* Tool (Vectorization)

Tracing means the generating a cutting contour (vectors) out of a pixel image (bitmap).

8.16.1

8.16.2 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 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.

8.16.2 Color assignment

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.

8.16.3 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 < 5 pixel

If the option **Allow contour size < 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.

8.16.4 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.

8.16.4 Sliders

Bar 4: Smooth curves

Smooth curves: ~ influences the position of the *tangents* with curves. The higher you set the value the more smoothened 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.

8.17 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:

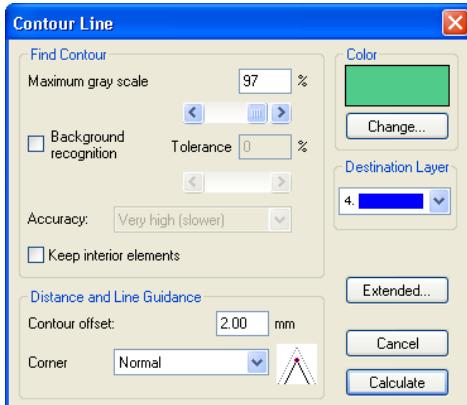


Fig. 8.17-1: Parameter dialog for the creation of contour lines

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. 8.17-2: 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 extended very long at sharp corners which often leads to unaesthetic results. The options **cut off** and **round** lead to more satisfying results in such cases.

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).*

8.18 The Job Calculation

By means of the job calculation you can establish pre-calculations in the easiest way. Especially suited is the job calculation for the calculation of incurring material costs.

In the calculation dialog the user can switch between different display modi whereas graphic or text objects of the same material, same font height or font type are combined. For each of these selection possibilities a corresponding list can be printed that the user then only has to fill with his prices.

Indication: the job calculation can also be printed via the print dialog.

The **job calculation** dialog is opened via the so named menu item in the **edit** menu or via the context menu (right mouse button)

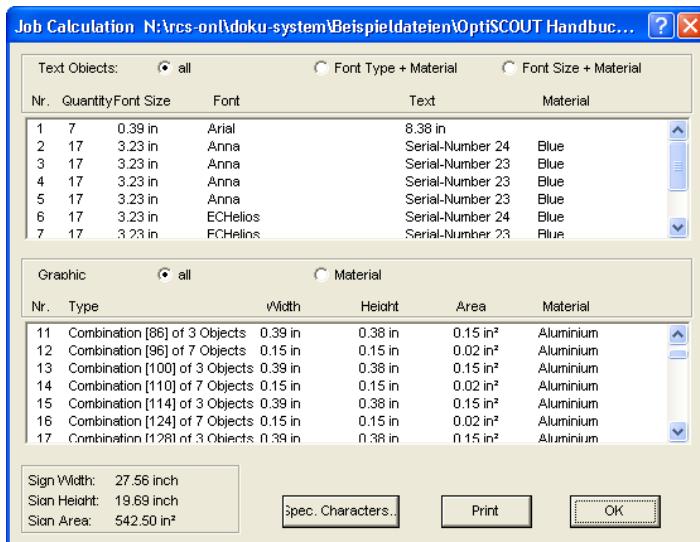


Fig. 8.18-1: Job Calculation window in the „all, all“-mode

If a job contains groups or combinations with text objects, this is indicated by an index in brackets.

Each group or combination contains its own index [].

Indication: in the graphical area the index of a group or a combination is only shown with the amount of objects, whereas in the text area each single text object of the group or combination is listed.

The job-calculation is divided in to area; text and graphical areas are treated separately.

A) Text objects

In the upper area of the dialog the user can choose between three modi:

The All Mode

All text objects of the job are listed, the text objects are sorted according to the cap height.

The *Font Type + Material* Mode

The screenshot shows the 'Job Calculation' dialog with the following interface elements:

- Text Objects:** Radio buttons for "all", "Font Type + Material" (selected), and "Font Size + Material".
- Table 1 (Text Objects):**

Nr.	Quantity	Font Size	Font	Text	Material
1	51	-	Anna	-	Blue
2	17	-	Anna	-	Red
3	7	-	Arial	-	Black
4	17	-	ECHelios	-	Black
5	51	-	ECHelios	-	Blue
- Table 2 (Graphic):**

Nr.	Type	Width	Height	Area	Material
1	Combination [13] of 3 Objects	0.39 in	0.38 in	0.15 in ²	Aluminium
2	Combination [23] of 7 Objects	0.15 in	0.15 in	0.02 in ²	Aluminium
3	Combination [27] of 3 Objects	0.39 in	0.38 in	0.15 in ²	Aluminium
4	Combination [37] of 7 Objects	0.15 in	0.15 in	0.02 in ²	Aluminium
5	Combination [41] of 3 Objects	0.39 in	0.38 in	0.15 in ²	Aluminium
6	Combination [51] of 7 Objects	0.15 in	0.15 in	0.02 in ²	Aluminium
7	Combination [55] of 3 Objects	0.39 in	0.38 in	0.15 in ²	Aluminium
- Sign Dimensions:** Labels for "Sign Width: 27.56 inch", "Sign Height: 19.69 inch", and "Sign Area: 542.50 in²".
- Buttons:** "Spec. Characters...", "Print", and "OK".

Fig. 8.18-2: Display of the text objects in the font type material-mode

In this mode all text objects that have the same font type and for which the same material was used are combined. The columns named cap height and text are not set in this mode.

Indication: the text objects are sorted alphabetically according to the used font type.

The *Font Size + Material* Mode

8.18 The Job Calculation

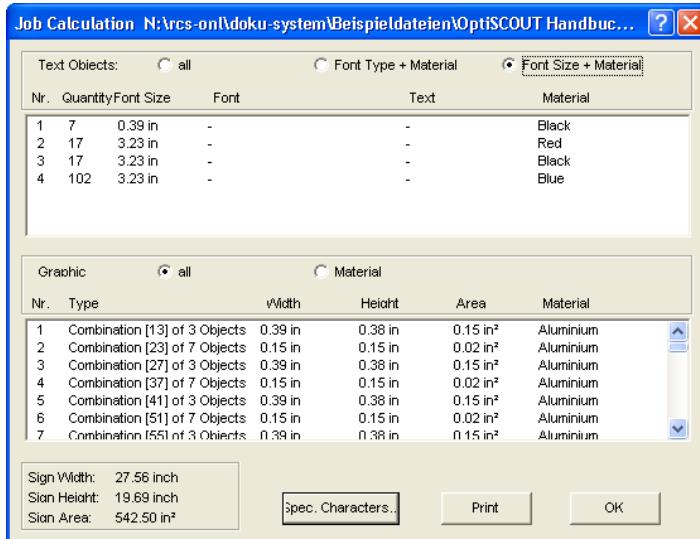


Fig. 8.18-3: Font size material mode

In this mode all text objects that have the same cap height and for which the same material shall be used are combined. The column named **text** is not set in this mode.

Indication: the text objects are sorted according to their cap height.

B) Graphic objects

The All Mode

In this window all graphical objects in the job are listed. Two modi are available to the user:

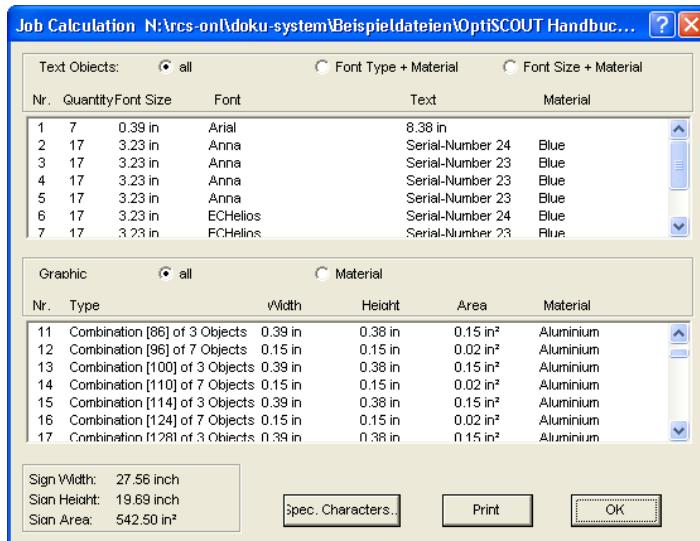


Fig. 8.18-4: Graphical objects in the all mode

Sortation of the list:

1. Groups
2. Combinations
3. Single objects

The *Material* Mode

In this mode all graphical objects are combined that are of the same type and for which the same material shall be used.

8.18 The Job Calculation

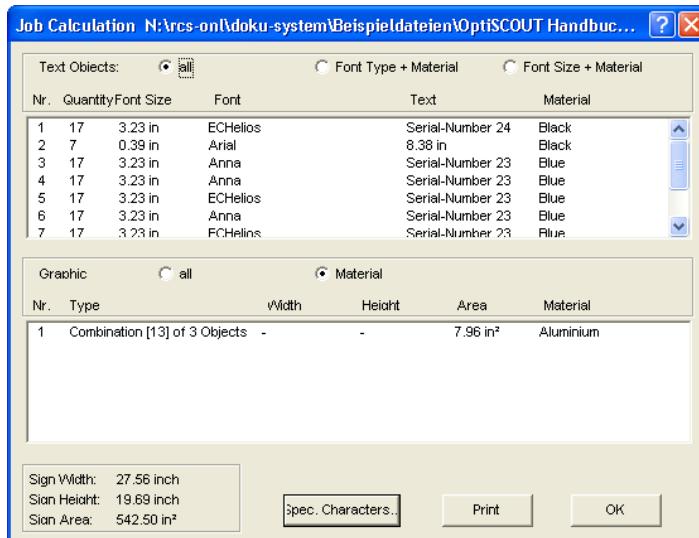


Fig. 8.18-5: Mode: graphical objects + material

Indication: Down left in the job calculation dialog the sign height, the sign width and the thus resulting sign area is shown.

Special Characters

The activation of the **special characters** button opens the dialog for the input of characters that shall be excluded from the calculation.

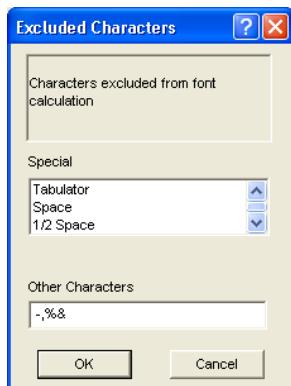


Fig. 8.18-6: Special character, without consideration

In the **other characters** input field you add the characters via the keyboard that shall be excluded from the calculation.

8.19 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)

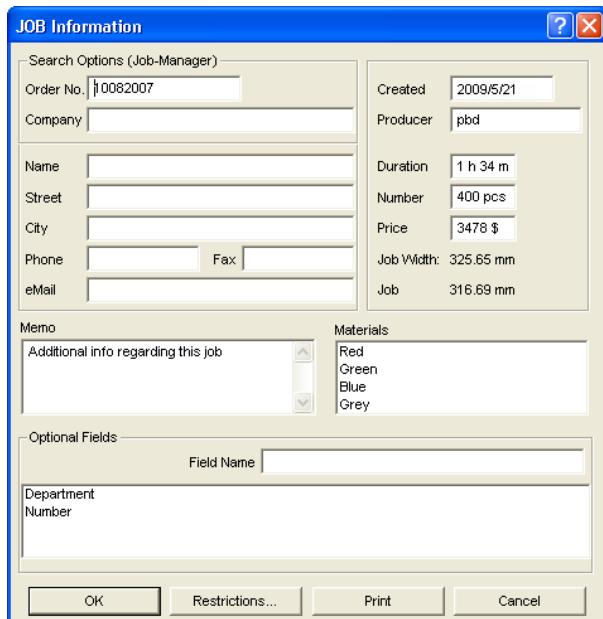


Fig. 8.19-1: Job info main window

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 9.3.6: II. Layer Settings Color Setup](#)

Tip: The switch between the single fields is done the fastest way with the TABULATOR key.



Fig. 8.19-2: 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 OptiScout job. This way, the unauthorized access to these job data is not possible.

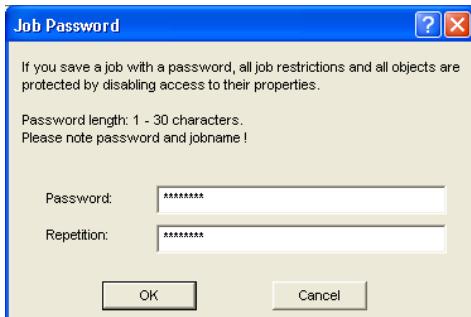


Fig. 8.19-3: Dialog for the determination of a job password

8.20 The *Plot Manager*

The *Plot Manager* has the following tasks:

8.20.1 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 OptiScout, these devices then can be used for the output of the graphics. It is possible, to output simultaneously at several devices.

8.20.2 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.

8.20.3 Output of Data to Local Ports

The serial and parallel ports of the computer are identified and can be used for the file output.

8.20.4 Administration of Hotfolders

A function independent of OptiScout 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.

8.20.5 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.

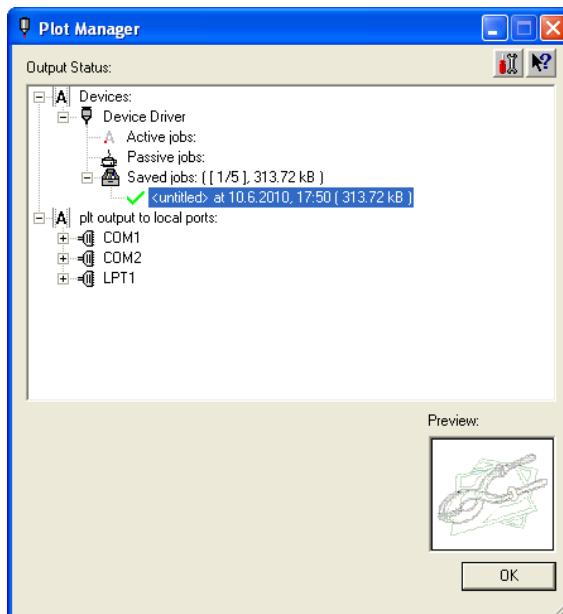


Fig. 8.20-1: Plot Manager main window with job preview down left

8.20.6 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

8.20.6 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.

Functions for 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.

Functions for Jobs at Plot Server:**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.

Functions for 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.

8.20.6 Devices Folder

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.

Functions for 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.

8.20.7 Settings of the Plot Manager

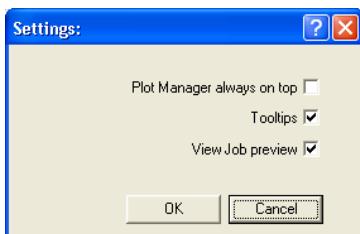


Fig. 8.20-2: Optional parameters for the Plot-Manager

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:

8.20.7 Settings of the Plot Manager

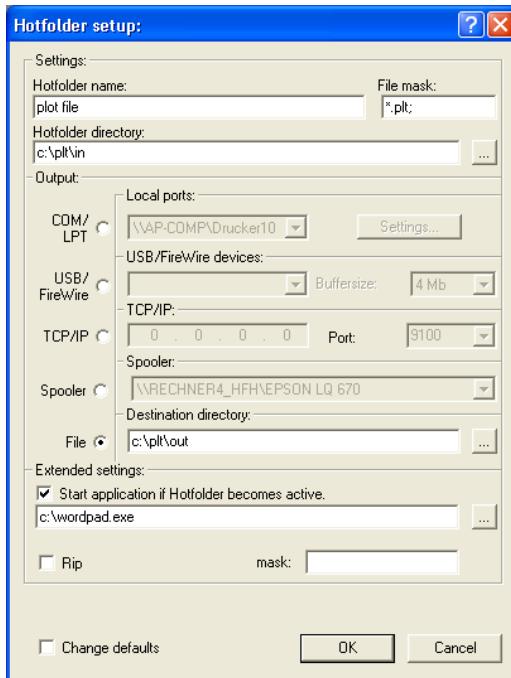


Fig. 8.20-3: Example for setup devices of a Hotfolder

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 - %d_%H-%M-%S year/month/day: hour/second/minute

Change defaults: prevents that the user modifies the output parameters accidentally.

8.20.7.1 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.

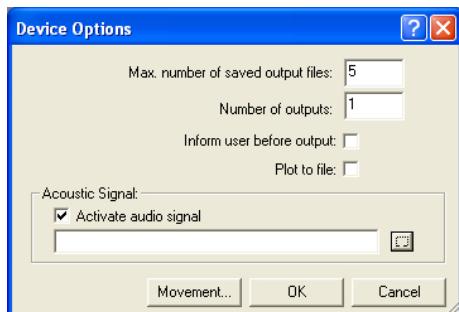


Fig. 8.20-4: Additional options for each device

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.

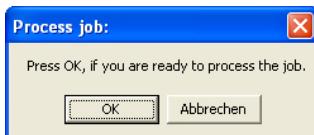
Number of outputs (of a Job)

The registered value of this option defines how often active Jobs will be given out.

8.20.7 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

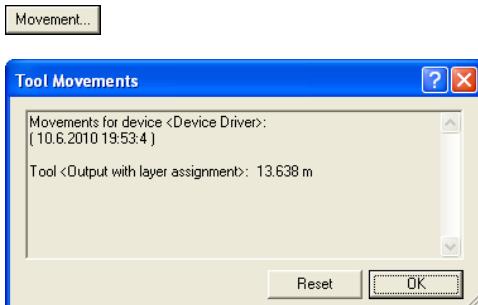


Fig. 8.20-5: Distances of the used tools

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.

8.21 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.

8.21.1 The PhotoCUT Dialog

Open the **PhotoCUT** dialog by selecting the so named menu item in the **tools** menu.

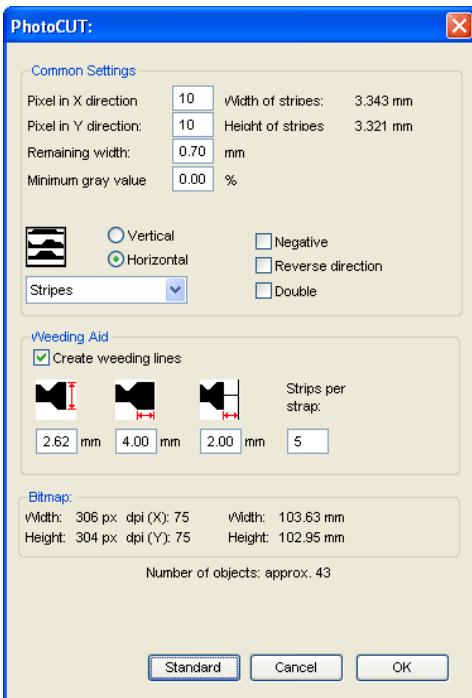


Fig. 8.21-1: Dialog with parameter-setup

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".

8.21.1 The PhotoCUT Dialog

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.

Excuse: 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\OptiScout Production & Design 7\Bitmaps\photo.bmp)

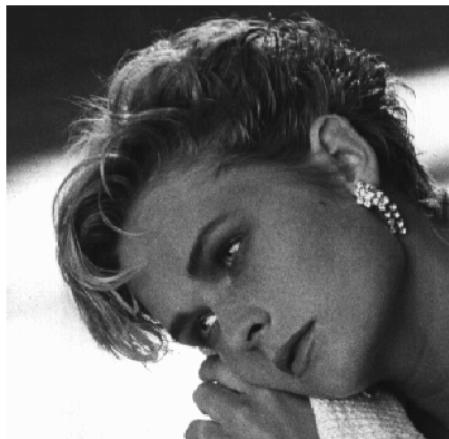


Fig. 8.21-2: Template for all following result examples

Negative

The range of value of the shades of gray is reversed which means that 100% black become 0% white and vice versa.

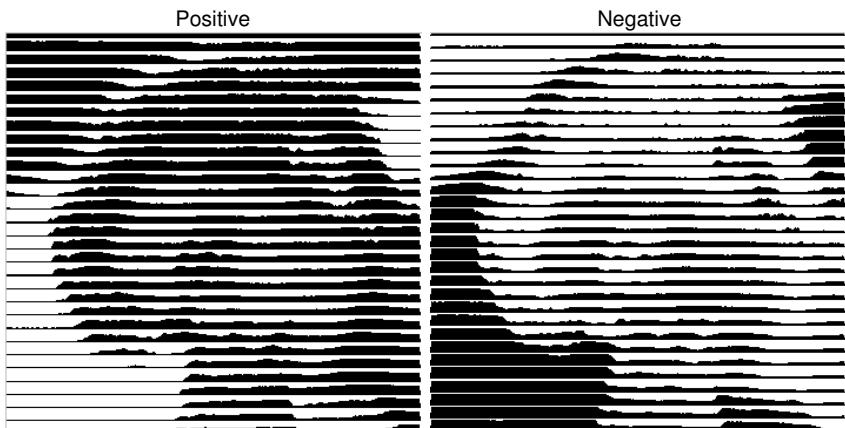


Fig. 8.21-3: Example for the reversion of the range of value

Reverse direction (only with stripes)

If this option is activated, the width of the stripe is aligned downwards.

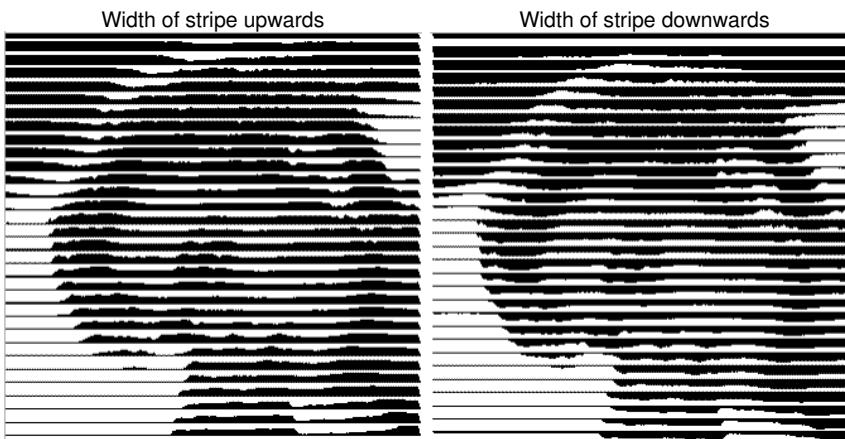


Fig. 8.21-4: Example for the reversion of the width of stripe

8.21.1 The PhotoCUT Dialog

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

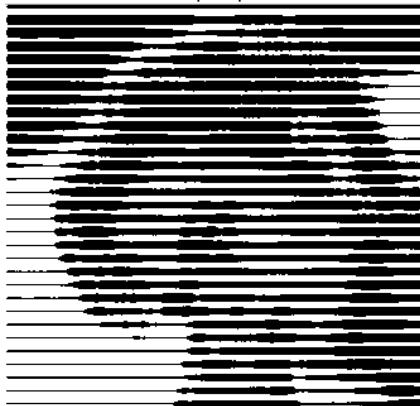


Fig. 8.21-5: Example for „double”

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

Negative = not active
Reverse direction = no active
Double = not active

Result



Fig. 8.21-6: 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

8.21.1 The PhotoCUT Dialog

Result

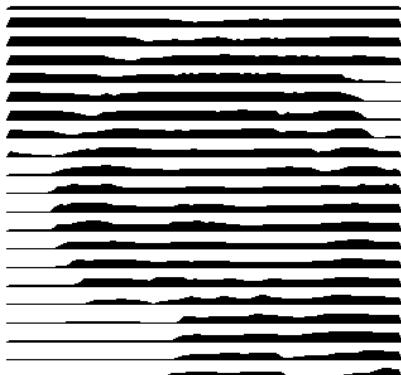


Fig. 8.21-7: Result from the value of example 2

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.

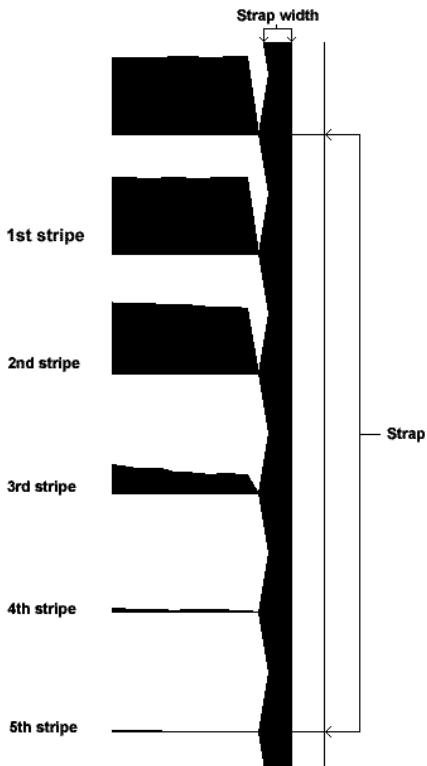


Fig. 8.21-8: Example for stripes per strap, width of strap and stripes

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!

8.21.1 The PhotoCUT Dialog

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 Close Button



Pressing the **Close** button removes the sidebar from the program user interface.

The Unfold Button



Enabling the **Unfold** button folds out the sidebar to the previous set size.

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** loosens 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.

 **CTRL+2**

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.

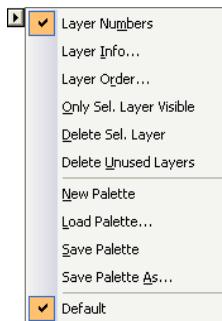


Fig. 9.3-2: The *Sel/(lect)* button

This option selects the clicked Layer.

9.3.3 C) The Palettes Options

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 Dialog

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

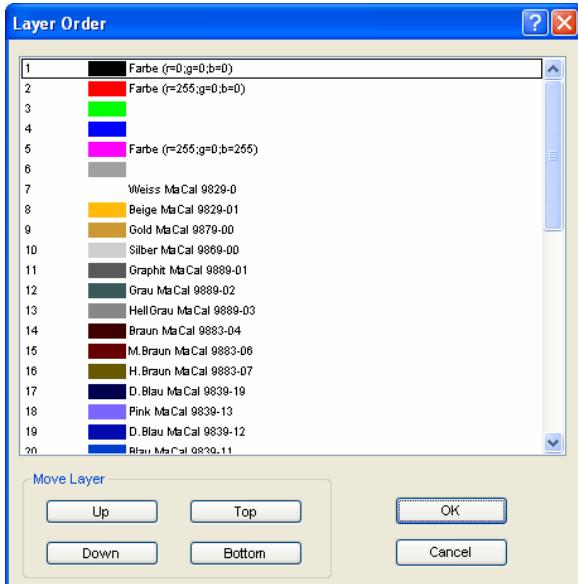


Fig. 9.3-4: The Change Layer Order Dialog

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 C) The Palettes Options

9.3.3.6 New

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

Previously defined palettes can be loaded.

9.3.3.8 Save

With this instruction a newly defined or modified palette is saved on your harddisk.

Note: *If a new or changed palette is named 'Default', this palette is used at every restart of OptiScout.*

9.3.3.9 Save as

This instruction allows the renaming of a palette name and save the palette using the new name.

9.3.3.10 Default (History)

This instruction loads the color palette that is delivered as standard with OptiScout. It is a Mactac foil table.

History

This function facilitates the loading of the last color palettes. At the end of the menu list the names of the last edited color palettes appear.

9.3.4 Status Indicator Layer

- Object in Layer Color
- Layer not visible
- Layer is locked
- Layer is active and empty
- Object in active Layer

Fig. 9.3-5: Layer Statusanzeige

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.

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 I. Layer SettingsOutput Setup

9.3.5 I. Layer SettingsOutput Setup

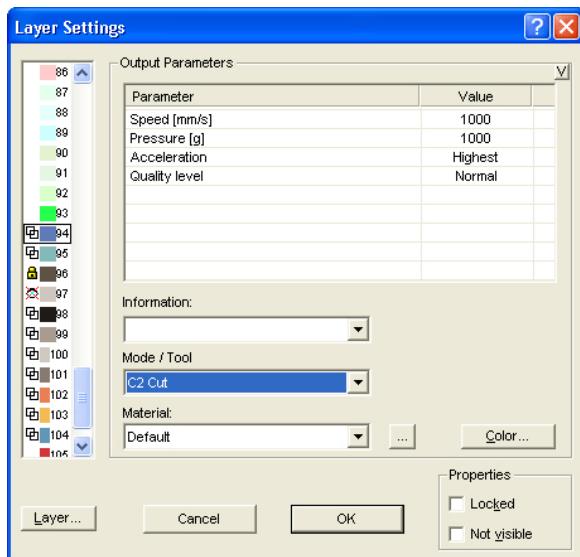


Fig. 9.3-6: Layer Settings dialog with toll / mode list - Output setup

9.3.6 II. Layer Settings Color Setup

The following view appears after you press the **color** button.

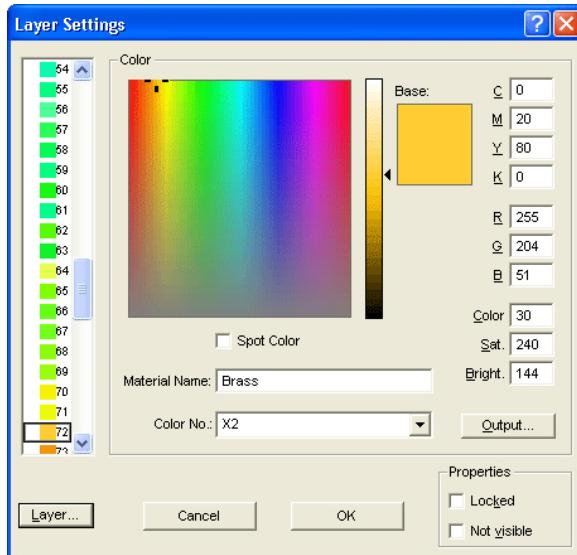


Fig. 9.3-7: Layer - color, material name, color number and define properties - color setup

In the **layer settings** dialog the following three color models are available.

1. **CMYK** - Cyan, Magenta, Yellow, Kontrast
2. **RGB** - Red, Green, Blue
3. **HSB** - Hue, Saturation, Brightness

Layer button



Save

This instruction saves an additional layer containing individual settings.

Insert

Inserts a layer into the **Layer** toolbar.

9.3.6 II. Layer Settings Color Setup

Delete

This instruction deletes a layer from the **Layer** toolbar.

Save palette

This option saves all modifications in the corresponding palette file into the pal subfolder.

Properties

Locked

Locked means that objects which are in this color layer can not be marked or selected. In front of the locked layer appears symbolic a U-lock.

Not visible

Not visible lets disappear all objects from the desktop which are assigned to this layer. In front of the not visible layer appears symbolic a stroked eye.

Note: Both functions can be undone at any time by activating the layer settings dialog using the right mouse button in the color bar. Now the resetting of properties is possible.

Color

Material name

In the field **Material name** you can assign to a color layer an individual name.

Color number

In the field **color number** you can enter the name associated with this type of material or color number.

Note: The advantage of the allocation of foil name and color number is that you can assign all materials to color layers - tailored to your stock. In designing these materials can be taken into account so that the assignment is visible during output. For each choice of films or types of materials a palette that is used in the design can be stored.

Output button

The activation of the **output** button switches to the **Output** setup.

Important note: This dialog is only enabled when this option was set in the driver! Only then the output button appears.

Spot color

The color name that is entered in this field is written into the output file if an EPS export is done.

Note: Often, this option is used for the definition of cutting paths, or the spot color is treated as a special channel in Photoshop.

Palette history

This function facilitates the loading of the last color palettes. At the end of the menu list the names of the last edited color palettes appear.

Sel button



Fig. 9.3-8: Sel(ect) button

If the **sel** button is pressed all objects which lie in the selected layer are marked.

9.3.7 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

POS 1 key	Jump to the first layer
END key	Jump to the last layer
PgUp key	Jump to 1/10 of the total layer number
CURSOR up / down	Jump to the next layer

Color assignment via the toolbar

Double-click	assigns the layer color to marked objects
Double-click + CTRL key	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 *Cliparts* Tab

9.4.1 Clipart Management

The **Cliparts** tab is switched on or off via the **window** menu.



CTRL 2

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 OptiScout working sheet and edit them further.

9.4.1.1 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.*

9.4.1.2 Add Cliparts

Cliparts can be added via drag & drop or right mouse button context menu activation submenu "**Add Cliparts**".

9.4.1.3 Delete Cliparts

Cliparts can be deleted from the group using the DEL key.

9.4.1.4 Definition Clipart Folder

Folder is the structural generic term. In a **Clipart Folder**, several **Clipart Groups** can be included.

9.4.1.5 Definition Clipart Groups

Group is the structural generic sub term. Individual cliparts are collected in **Clipart Groups**.



Fig. 9.4-1: Clipart area with control elements

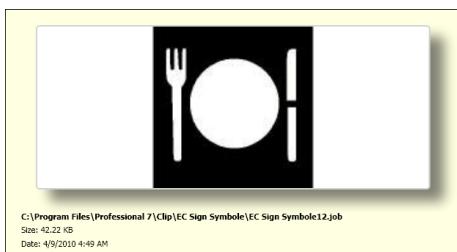


Fig. 9.4-2: Clipart info window

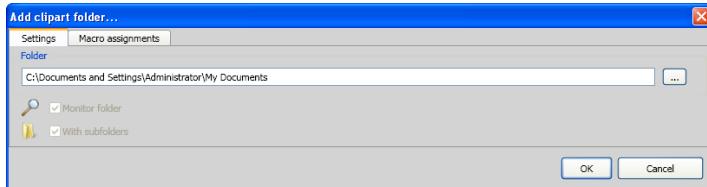
The Clipart info window is displayed if the mouse cursor whisks a short period of time above the desired thumbnail.

9.4.1 Clipart Management

9.4.1.6 **Add Clipart Folder...** Button



9.4.1.7 Settings Tab



Folder Field

The selected folder in the Folder field is added to the list of clip art management.

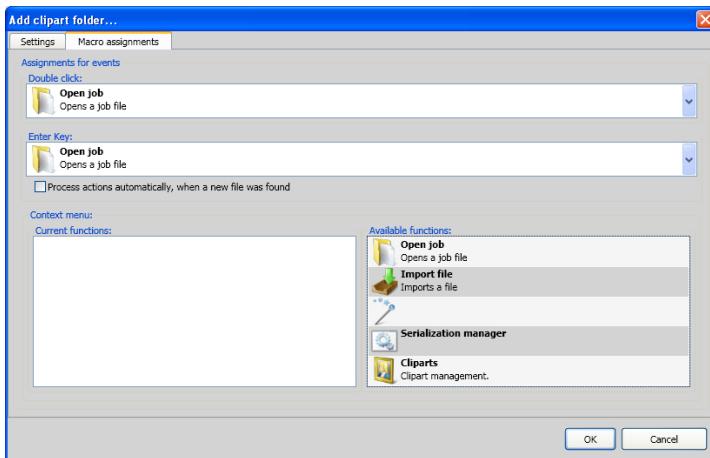
***Monitor Folder* Option**

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.

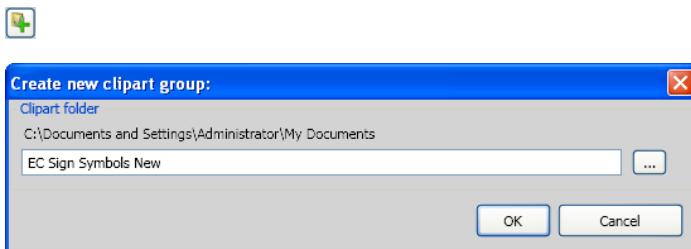
9.4.1.8 Macro Assignments Tab



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.

9.4.1.9 Create New Clipart Group... Button

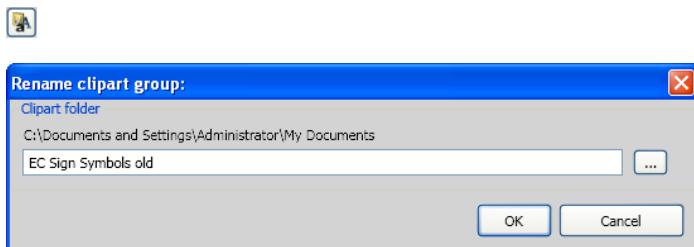


Clipart Folder Field

In this field the name of a new clipart group can be entered.

9.4.1 Clipart Management

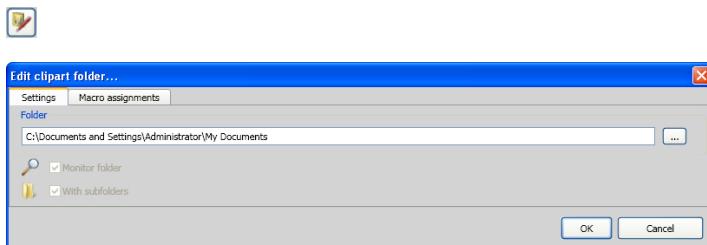
9.4.1.10 *Rename Clipart Group* Button



Clipart Folder Field

Clicking on the ... button allows the selection of the clipart folder that should be renamed.

9.4.1.11 *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.

9.4.1.12 *Import Clipart Files...* Button



By means of this function older **CLA files** can be read. All previous versions of OptiScout used the cla file format when saving cliparts. This function converts them into the new format.

9.4.1.13 Refresh Button



Rereads the clipart group and generates up to date thumbnails.

9.4.1.14 Save Changes Button



Saves the current state of the clipart management.

9.4.1.15 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.

9.4.1.16 Increase Presentation of Folder Levels... Button



The visible path is extended by one more folder level.

9.4.1.17 Common Settings... Button

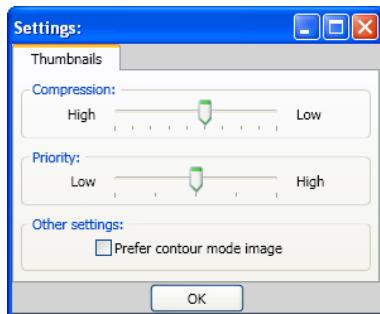


Fig. 9.4-3: Setup dialog of the Clipart Manager

Thumbnails Tab

9.4.1 Clipart Management

Compression

This option determines which compression rate will be used when generating preview images (Thumbnails).

Priority

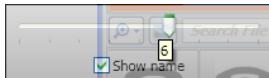
This option adjusts, how the thumbnail creation behaves in relation to the main application. The higher the priority, the more CPU time the process gets assigned.

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.

9.4.1.18 Number of Thumbnails per Line Button



9.4.1.19 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.

9.4.1.20 Show Name

This option shows in the activated state the name of the clipart file in addition to the thumbnail.

9.4.1.21 Thumbnail View / List View Button



9.4.1.22 Thumbnail View



9.4.1.23 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

9.4.1.24 The Search Field

Search File name

9.4.1.25 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

9.4.2 The Context Menus

9.4.2.1 Context Menu 1

	Add clipart directory...
	Edit clipart directory...
	Create clipart group...
	Rename clipart group...

Description of menu items: please refer to 9.4.1.6: Add Clipart Folder... Button ff

9.4.2.2 Context Menu 2

	Edit clipart directory...
	Reload
	Delete

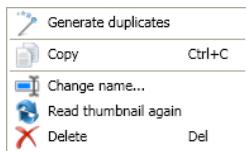
Description of menu items: please refer to 9.4.1.6: Add Clipart Folder... Button ff

9.4.2.3 Context Menu 3 Search Field

Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V

9.4.2 The Context Menus

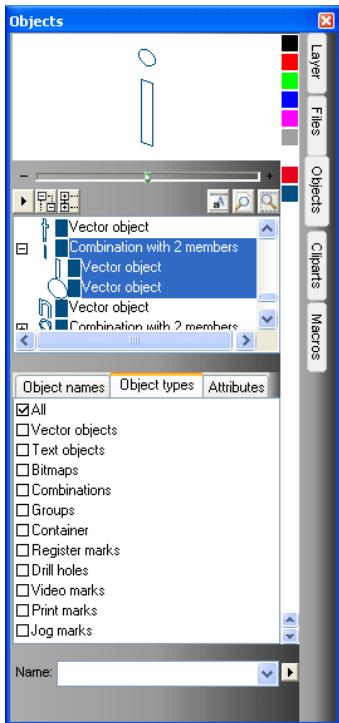
9.4.2.4 Context Menu 4 Clipart



9.5 The Objects Tab

9.5.1 The Objects Tab (Object Manager)

The **Sidebar** is switched on or off via the **Window** menu. Selection is done  **CTRL+2** using the **Objects Tab**.



9.5.1.1 Components Of The Object Manager

9.5.1.1.1 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

9.5.1 The Objects Tab (Object Manager)

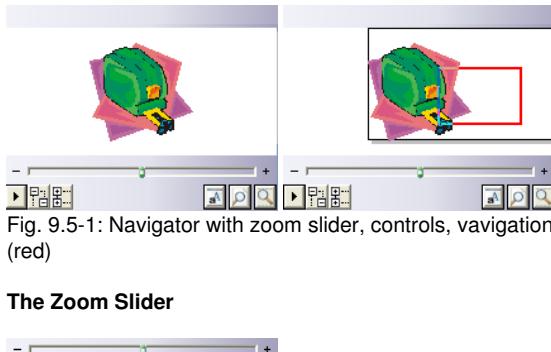


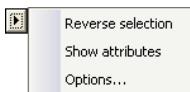
Fig. 9.5-1: Navigator with zoom slider, controls, vavigation area and to move rectangle (red)

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滑动 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.

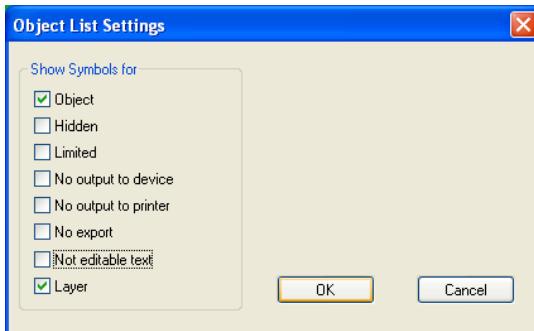
Options...

Fig. 9.5-2: 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

9.5.1.1.2 2. The Color Bar

Fig. 9.5-3: Section of the color bar of the object manager

Tasks of the color bar

- color variation and assignment (Layer)

9.5.1.1.3 3. The Area Object List - Object Tree

9.5.1 The Objects Tab (Object Manager)

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)

9.5.1.1.4 4. Object Type And Object List's Attributes Selection

Task: Definition of the objects which should be displayed in the object list.

9.5.1.1.5 5. The Name Field

Task: Define alias or field name

Purpose: Apply macros or scripts on field value e. g. substitute objects, properties, ...

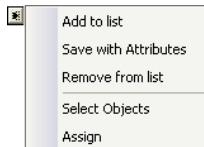


Fig. 9.5-4: Context menu name field

5.1 Add To List Menu Item

Inserts the entry of the *name* field into the list.

5.2 Save With Attributes Menu Item

Saves additionally to the names the selected attributes (object properties).

5.3 Delete From List Menu Item

Deletes the selected entry from the list.

5.4 Select Objekts Menu Item

Selects all objects with this name that are located on the working sheet.

5.5 Assign Menu Item

Assigns name from the name field to all selected objects.

9.5.2 The Attributes Tab

The **Attributes** tab lists als restrictions, limitations that can be assign to an arbitrary object.



Fig. 9.5-5: 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.

Blocked

The **Blocked** option prevents that the requested object can be selected. It will be marked with red handles.

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.

9.5.2 The Attributes Tab

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 4.7.5.2: 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

Special object which is outputted on a cutter - independently from a layer color - every time at the same position. The purpose is the subsequent, precision-fit assembly of the different colored materials.

Drill hole

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.

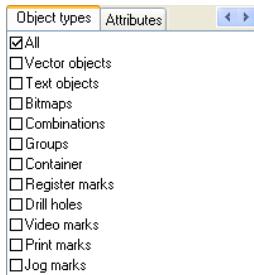
Jog mark

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 to narrow to display all tabs at once. By means of the buttons can be scrolled back and forth between the tabs.

9.5.3 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.

9.5.4 The Object Names Tab

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.

9.5.4 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.

Object names	Object types	At		
Text (4)				
Contour 0.000 in (10)				
Image container (1)				

Fig. 9.5-6: 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.

9.6 The *Files* Tab

The **Sidebar** is switched on or off via the **Window** Menu. Selection using the **Files** tab.



Note: *1.5 jobs and all newer job formats can not be browsed simultaneously. It must be created 2 search paths. If either of the job formats is selected, the other is blocked.*

9.6.1 File Management



Fig. 9.6-1: File preview images (Thumbnails)

9.6.1.1 The *Create New Search Path* Button



Fig. 9.6-2: *Create New Search Path* button

The following dialog appears if the **open job** option was activated.

9.6.1 File Management

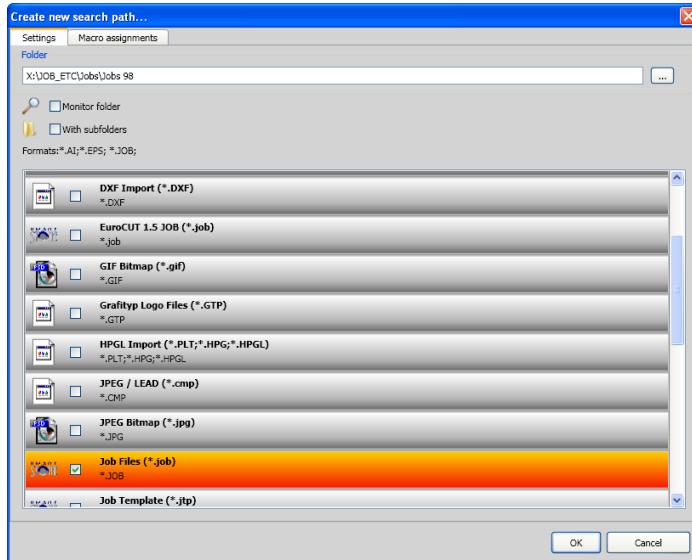


Fig. 9.6-3: Job open window

The following dialog appears if the **import file** option was activated.

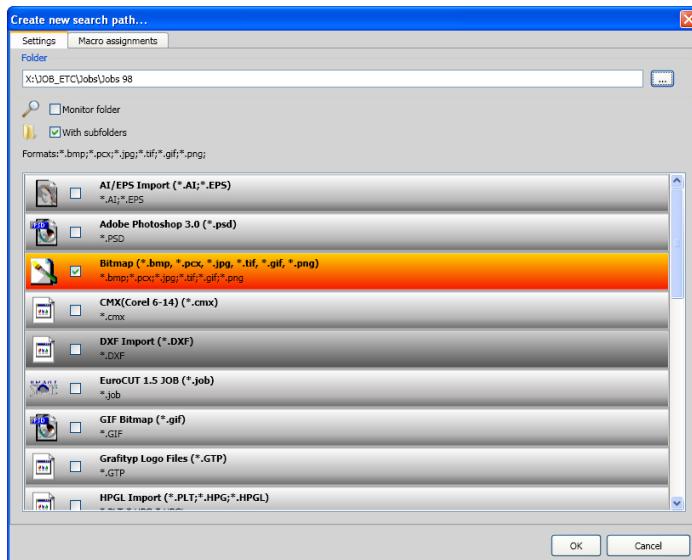


Fig. 9.6-4: Import file window

9.6.1.2 The *Edit Search Path* Button



Fig. 9.6-5: *Edit Search Path* Button

The following dialog appears if the ***edit search path*** option was activated.

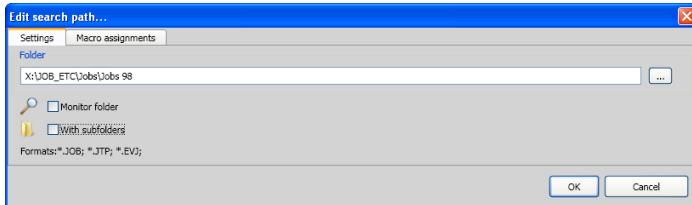


Fig. 9.6-6: Open job window

The following dialog appears if the ***edit search path*** option was activated.

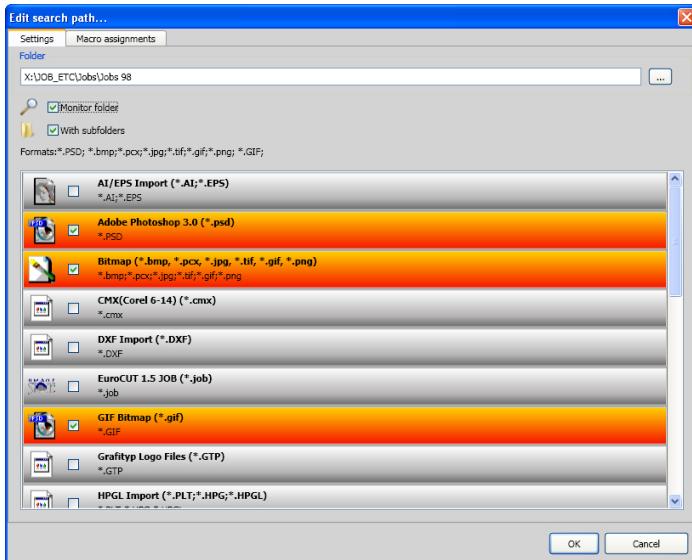


Fig. 9.6-7: Import file window

In the ***Edit search path*** dialog one selects, which file format should be searched in the selected **Folder**.

Indication: A multiple selection of file formats is allowed. **Exception:** 1.5 and later EuroCUT job formats cannot be selected at the same time.

9.6.1 File Management

9.6.1.3 Save Modifications Button



The activation of the **save modifications** button saves all current settings from the **files tab**.

9.6.1.4 Update Button



The activation of the **update** button rereads the selected search path and generates up-to-date preview images (thumbnails).

9.6.1.5 The Settings Dialog



The activation of the **Settings** button opens the following dialog, where you can set up the parameters of the thumbnails in the file preview area.

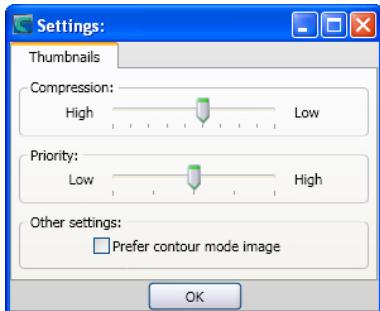


Fig. 9.6-8: Settings Dialog for the File Search

9.6.1.6 Compression

The variation of the compression influences the displayed quality of the thumbnails in the preview area. Moving the slide control in the direction of **High**, improves the display quality. Moving the slide control in the direction of **Low**, reduces the display quality.

Indication: In case of Jobs no effect ist visible, because the job's thumbnail is stored in the file in a fixed size.

9.6.1.7 Priority

priority assigns more or less computing time for the generation of the thumbnails. The more computing time is assigned is assigned to this process, the faster the thumbnails are displayed in the preview area respectively updated.

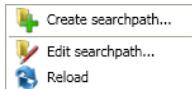
9.6.1.8 Other Settings

If the **Prefer contour mode image** option is enabled, then the thumbnails will be displayed in the **contour** mode and not in the **full surface** mode.

9.6.1.9 Open Job Button

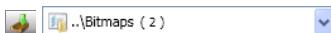


A click with the **right mouse button** in this area opens the following **context menu**.



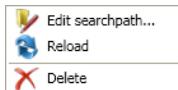
Description of menu items see above.

9.6.1.10 Import Job Button



A click with the **right mouse button** in this area opens the following **context menu**.

Context menu



Description of menu items see above.

9.6.1.11 Open or Import a file

A double-click on a preview image (thumbnail) loads (opens) the file on the OptiScout working sheet. A pull out of a file via drag & drop imports the selected file **additionally** to the objects on the working sheet.

9.6.1.12 Reset Status

Files which are still not edited are marked with a yellow star. After opening or importing this file the star labeling will be reversed. The star labeling serves the clarity which files in a selected folder

9.6.1 File Management

were already edited and which not. The labeling can be reversed in its original state with the *reset status* option.

9.6.1.13 Status Area

In the area underneath the thumbnails resp. list view status messages, like number of selected files and more, are displayed.

9.6.1.14 Add Folder

A click with the right mouse button into the list field activates the *add folder* option and opens the following *settings* dialog.

9.6.1.15 Folder

In the **folder** field a search path can be specified where the files shall be searched.

Alternatively the following dialog can be activated using the  button. Select here the folder which contains the files that should be listed.

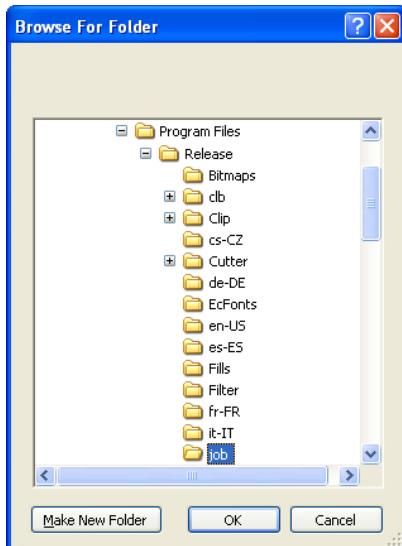


Fig. 9.6-9: Setting of the search path

9.6.1.16 The *Monitor Folder* Option

If the *monitor folder* option is activated, then the in the search path mentioned folder is monitored. The result is that whenever a file is copied to this folder, the display is updated. The search must not be updated manually.

9.6.1.17 The *With Subfolders* Option

If the *with subfolders* option is activated, then all folders which are located below the selected folder are included in the file search.

9.6.1.18 Formats

In the following list of file formats can be selected, which formats in the search path should be taken into account. A multiple selection is possible.

9.6.1.19 Context Menu Search Path

A click with the **right mouse button** in a search path opens a context menu with more menu entries.



9.6.1.20 *Edit Search Path* Menu Item

The *edit search path* menu item open the *edit search path* dialog (see fig. above).

9.6.1.21 *Actualize* Menu Item

The *actualize* menu item activates the file search in the selected search path.

9.6.1.22 *Delete* Menu Item

The *delete* menu item removes the selected menu item.

Note: A double-click on the vertical separator between the columns (here: *img*, *name*, *date*, *size*) automatically sets the maximum possible width of each column. A click on the column heading *sort ascending* or *descending* depending on the selected criterion (column name). In doing so, a black triangle beneath the column heading shows which column is activated and if has been sorted in ascending or descending order.

9.6.1.23 The *Magnifying Glass* Button



A click on the *magnifying glass* button activates a transparent slider (see fig. below) with which the view can be enlarged or reduced.

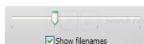


Fig. 9.6-10: Transparent slider

9.6.1 File Management

When the thumbnails are enlarged the number of images per line is displayed. A minimum size of 42 x 42 pixels can not be undercut.

9.6.1.24 The *List View* Button



The *list view* button switches from the thumbnail view in a list view and vice versa.

9.6.1.25 The List View

Image	File name	Date
	kaenguruh.job	4/14/2010 10:18 AM
	Print_und_Cut.JOF	4/14/2010 10:18 AM
	Serie-nr_ec7_mak	4/14/2010 3:21 PM
	Serie-nr_ec7_mak	4/14/2010 4:16 PM
	tipps_und_tricks_	4/14/2010 10:18 AM
	Bauschild 1.jtp	9/18/2009 2:22 AM
	Bauschild 2.jtp	9/29/2009 11:09 PM
	Fun T-Shirt.jtp	10/6/2009 7:01 PM
	Preistafel 1.jtp	10/6/2009 7:02 PM
	Shirt ABI.jtp	10/6/2009 7:04 PM
	Speisekarte.jtp	9/29/2009 11:10 PM

Fig. 9.6-11: List view with search field

9.6.1.26 The File Preview In The List View

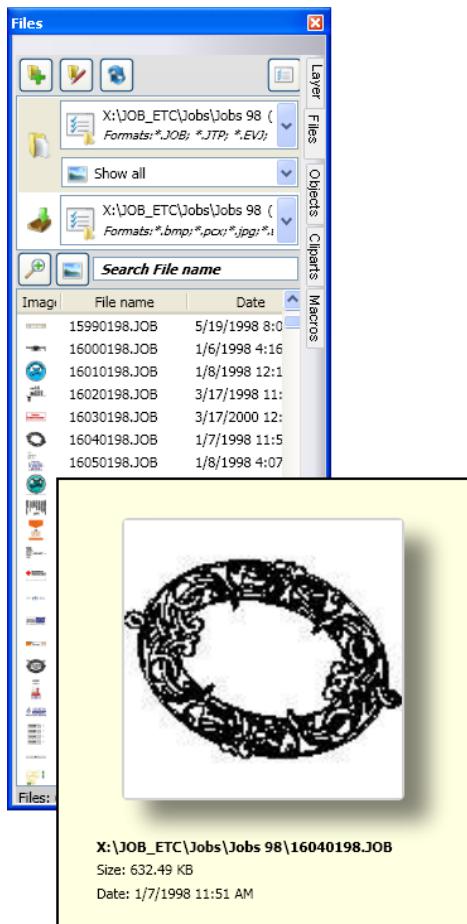


Fig. 9.6-12: List view with file preview popup window

9.6.1.27 The Search Field

The **search field** serves to accelerate search requests. Depending on, which column is enabled (click on column name) the search is additionally performed after values from the search field. The preselection of the search is displayed in a list of file names. Each entry of a character in the search field refreshes the preselection.

9.6.1 File Management

Tip: After entry of the first letter or a number in the search field is searched in the selection for the same file name prefix and the selection is restricted - using the TAB key. This facilitates the search after distinguishable characteristics in file names.

9.6.1.28 Thumbnail View

A so-called *thumbnail* is a decreased pixel view of a file.



Fig. 9.6-13: Preview images (Thumbnails)

Note: The thumbnail preview is often of much help when searching files whose names are unknown or have been forgotten.

9.7 The Macros Tab

The **Macros** tab is responsible for managing scripts for the automation of functional and work processes - **Keyword: Process Management**. Here all macros are listed that are located in the macros subfolder of the program.

9.7.1 The Macro List

The figure below shows the start view after enabling the **macro** tab - here: **macro list** only with the **number of duplicates** macro.

9.7.1.1 Macro Title



Fig. 9.7-1: Icon and title resp. macro name

9.7.1.2 The Execute Button



A click on the **execute** button enables the selected macro. Depending on the preset the macro is executed, either directly or there will be required additional input from the user.

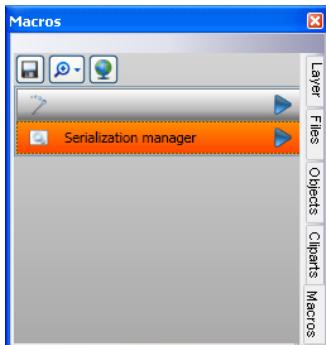


Fig. 9.7-2: Macro view before processing

9.7.2 The Toolbar Area

9.7.2 The Toolbar Area

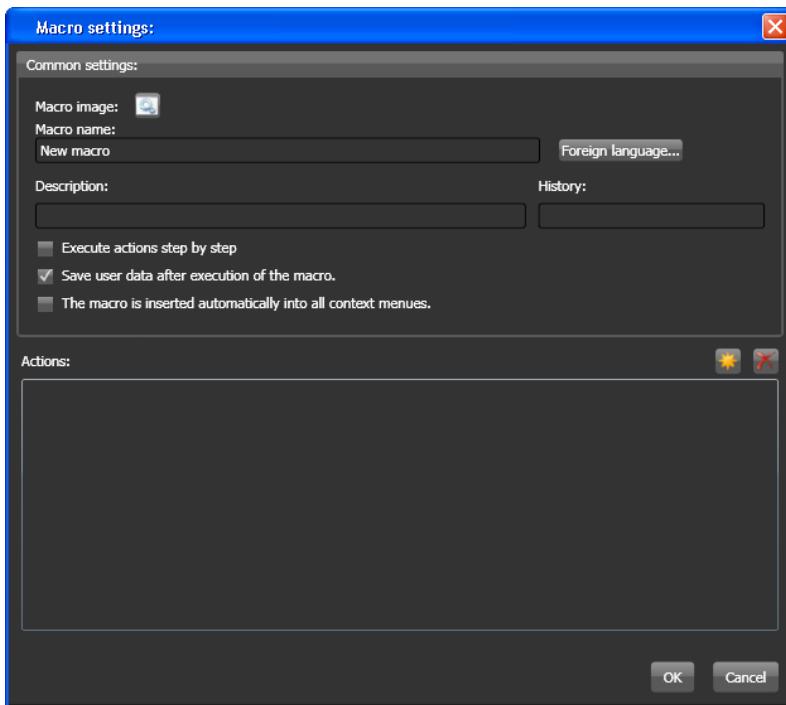
9.7.2.1 The Toolbar



9.7.2.2 The *New Macro...* Button



Enabling the **New Macro** button opens the following dialog for generating a macro. The functions are selected via the *Actions* field (yellow star).



9.7.2.2.1 Common Settings

Makro Name

In the **Macro Name** field a name for the new macro can be specified. With this name the macro appears in the **operations** area of the **macros** tab.

The Foreign Language... Button



Enabling the **Foreign Language** button allows the translation of a macro into another language.

Description

In the **Description** field a descriptive text can be added that is displayed as a tool tip in the **Operations** area.

History

In the **History** field, additional information can be entered, such as version number.

The 'Execute Actions Step by Step' Option

Enabling this option requires confirmation at each macro step, even with parameterless functions, which otherwise do not require confirmation.

The 'Save User Data After Execution of The Macro' Option

If the macro has additional input fields, the values entered there are saved when this option is enabled. When the macro is executed again the stored data are used.

The 'The Macro is inserted Automatically Into All Context Menus' Option

Enabling this option adds the selected macro in all context menus in the sidebar.

9.7.2.2.1.1 The Actions Field

The Yellow Star Button



Clicking this button opens a dialogue in which all features are listed, which can be used in a macro.

9.7.2 The Toolbar Area

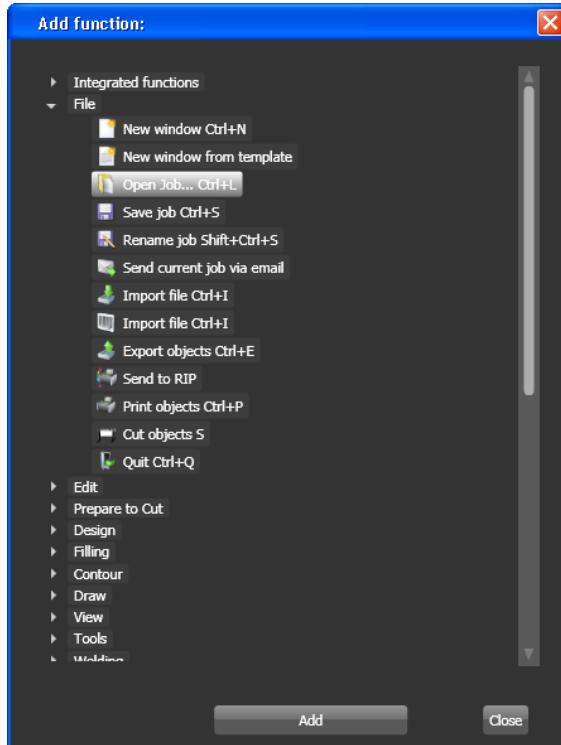
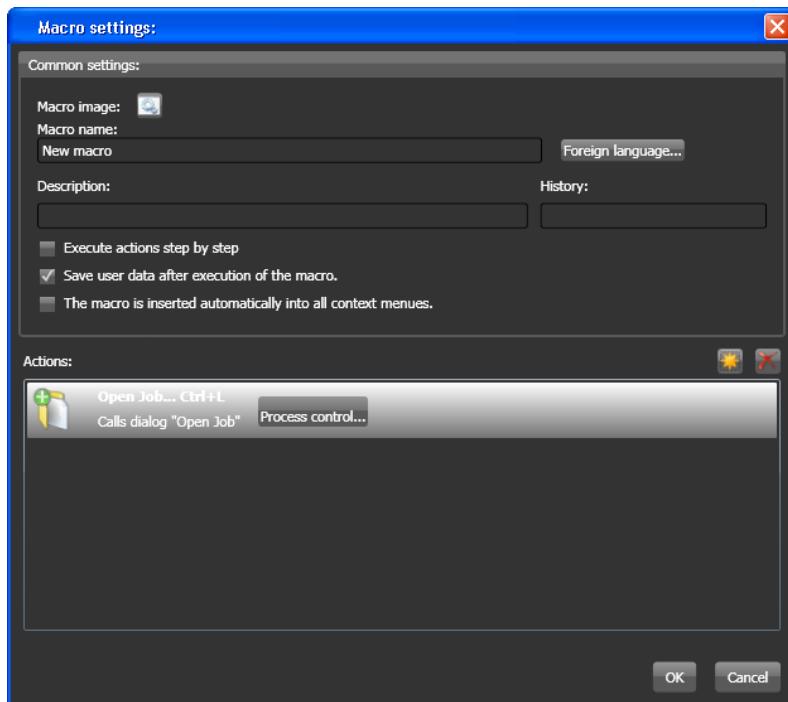


Fig. 9.7-3: Add Function dialog with selected Open Job... function

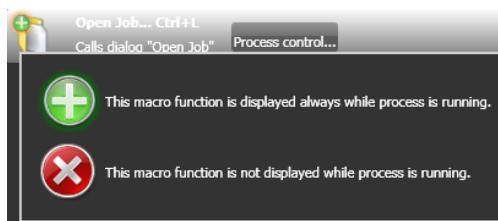
Using the **Add** button the selected function is transferred into the **Actions** area.

The following figure shows how the Actions area looks after adding a new macro function.



9.7.2.2.1.2 The *Actions* Popup

The ***Actions*** popup shows:



The state can be changed by clicking on the symbol.

Clicking on the **Cancel** button closes the functions window.

The **Delete Action** Button



9.7.2 The Toolbar Area

Clicking this button removes the selected action out of the ***Actions*** area.

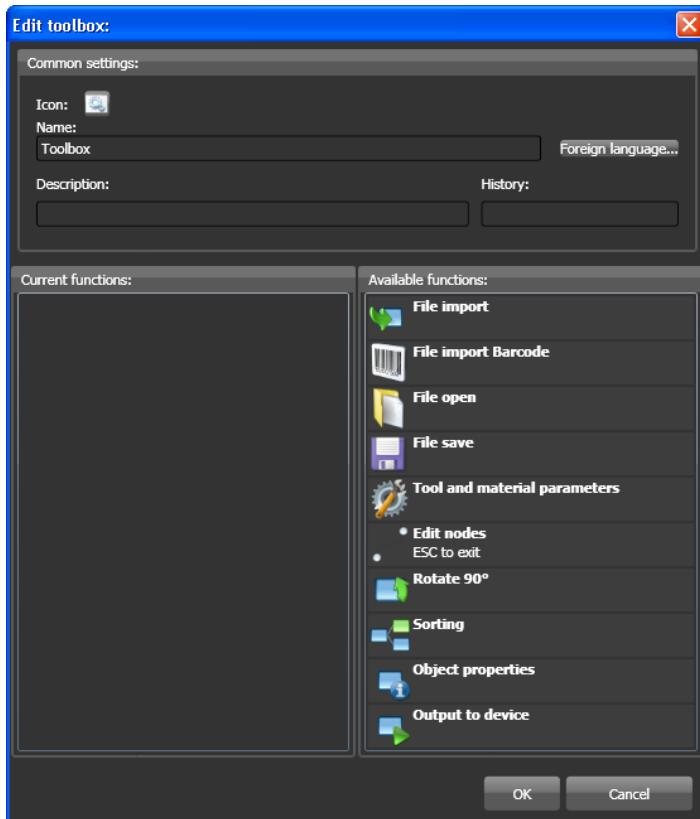
9.7.2.3 The **New Toolbox...** Button

9.7.2.3.1 What is a Toolbox?

A toolbox can be filled with operations or macros. It unites the tools; it groups them.



Enabling the **New Toolbox...** button opens the following window to configure the tool box.



How the "filling" of the toolbox works: [please refer to 9.7.5.2.4: Toolbox - Grouping of Operations or Processes](#)

9.7.2.4 The Delete Macro Button



Clicking on the **Delete Macro...** button removes the selected macro from the list: after displaying a security request.

9.7.2.5 The Save Macro... Button



Enabling the **Save Macro...** button opens the **Save File** window and allows you to save the selected macro in a file with the file extension *.pr7.

9.7.2.6 The Rename Macro... Button



Enabling the **Rename Macro...** button opens the **Save As** dialog and allows you to save the macro under a different name.

9.7.2.7 The Save Changes... Button



Enabling the **Save Changes...** button saves all changes within the **Macros** tab.

Note: This button appears only on the toolbar when changes were made.

9.7.2.8 The Import Macro... Button



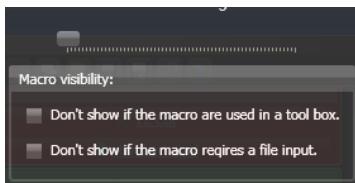
Enabling the **Import Macro...** button opens the **Open File** dialog and allows the import of a macro with the file extension *.pr7 from a data carrier.

9.7.2.9 The Magnifying Glass... Button

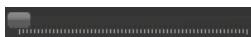


Enabling the **Magnifying Glass** button allows adjusting the controls to the requirements of the used screen.

9.7.2 The Toolbar Area



9.7.2.9.1 The Slider



It enlarges or reduces the control elements within the **Macros** tab.

Note: This control is of particular benefit in the use of touch-screen monitors.

Macro Visibility

The **Don't Show If The Macros are used in a tool box** Option

This option prevents that a macro is shown twice.

The **Don't Show If The Macro requires a file input** Option

This option let display only macros that do not need a file (job) as input.

9.7.2.10 The **Load Online Macros...** Button



Enabling the **Load Online Macros...** button accesses the EUROSYSTEMS Web server and checks if online macros are available.

Note: If no macros are available online no action is taken.

9.7.3 The **Macro Player**

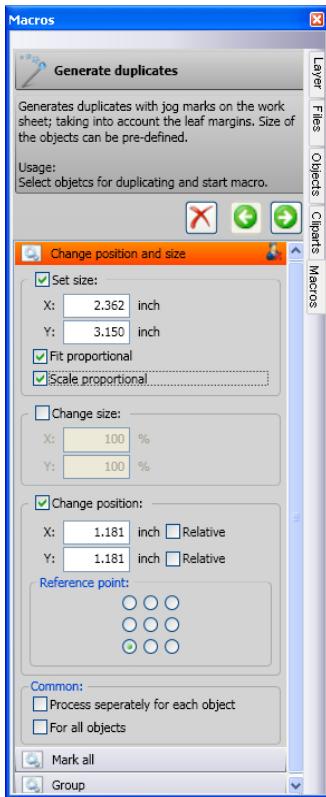


Fig. 9.7-4: Macro in Parameter View

9.7.3.1 The Control Elements of an Active Macro

9.7.3.1.1 The *Cancel Process* Button



Pressing the **cancel process** button breaks the macro process.

9.7.3.1.2 The *Step Back* Button



If the **step back** button is pressed, the macro jumps back to the last executed macro function.

9.7.3 The Macro Player

9.7.3.1.3 The *Execute Function* Button



If the **execute function** button is pressed, the macro starts.

9.7.3.1.4 The *Open View* Button



Pressing the **open view** button opens the **parameter view** which allows entry of values and modes.

9.7.3.1.5 The *Close View* Button



Pressing the **close view** button closes the **parameter view**.

9.7.4 The OptiScout Macros

9.7.4.1 The *Select Objects* Function

9.7.4.1.1 Object Selection By Object Property

With this tool objects with particular properties can be selected. For example via the circle recognition all circular of a particular size can be selected. Via a selectable tolerance also objects that are not exact circles can be recognized.

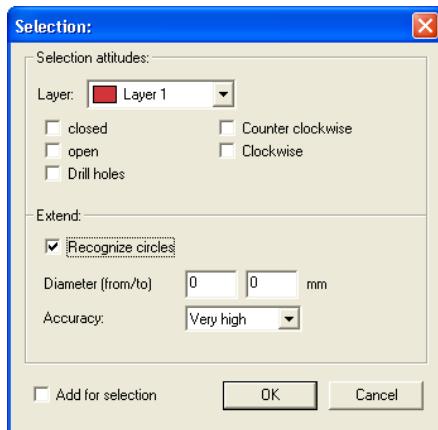


Fig. 9.7-5: Selection dialog for the selection of objects with particular object properties

Example:

A typical application is the preparation of the output data. If the device has for example a Punchtool with which you can punch circles you need, instead of a circle contour, only the center point of the circle. But if so far your other graphics have always contained the circle contours or you keep the design with all circles instead of drill symbols the circles must be replaced by drill holes. This work is reduced by the ***select objects-tool*** in connection with the ***replace objects-tool*** to a few seconds.

9.7.4.1.1.1 Selection settings

Layer

Selects the layer from which the objects shall be selected.

Closed

If this option is activated all objects are selected whose object contour is closed.

9.7.4 The OptiScout Macros

Open

If this option is activated all objects are selected whose object contour is open.

Drill holes

If this option is activated all objects are selected whose object type is **drill hole**. Drill holes are special objects that can be drawn with the drill hole tool from the **tools-toolbar**.

Counter clockwise

If this option is activated all objects are selected whose orientation of the object contour was defined as **counter clockwise**.

Clockwise

If this option is activated all objects are selected whose orientation of the object contour was defined as **clockwise**.

9.7.4.1.2 Extended

Recognize circles

If this option is activated all objects are selected whose object type was defined respective drawn as **circle**.

Diameter (from / to) ... mm

In this option the wanted diameter of the circles to be selected can be defined.

Accuracy

In this list the recognition accuracy can be selected from **very low** to **very high**. With **very high** only full circles are recognized. With **very low** ellipses and forms are recognized that distort from the circle form in several directions.

Add for selection

If objects on the working area are already marked before carrying out this function the newly found objects are added to the already existing selection.

9.7.4.2 The *Replace Objects* Function

9.7.4.2.1 Replace Objects With Selected Type

All objects marked on the working are replaced with the selected object type.

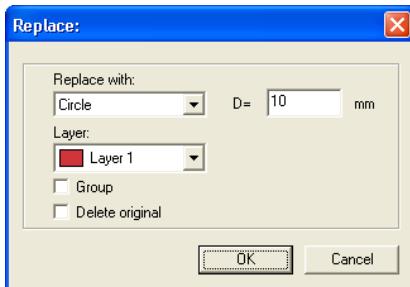


Fig. 9.7-6: Marked objects are replaced with the selected object type

9.7.4.2.1.1 Replace with:

Circle - D (diameter) in ... mm

Replaces all selected objects with the object type **circle**. The value **D** indicates the wanted diameter of the circle.

Drill hole

Replaces all selected objects with the object type **drill hole**.

Regmark

Replaces all selected objects with the object type **regmark**.

Clipboard

Replaces all selected objects with the content from the clipboard.

Layer

Layer indicates the target layer in which the replaced objects shall be put.

Indication: Not active with the option clipboard.

Group

If this option is active all replaced objects are combined to a **group - grouped**.

Delete original

If this option is activated the original is replaced with the replaced objects.

9.7.4.3 The *Orientation* Function

9.7.4.3.1 Set The Orientation of The Object Vector

This function determines the rotation direction of the object vectors. This is especially important when milling in order to determine how the treatment of the interior elements of objects has to be done.

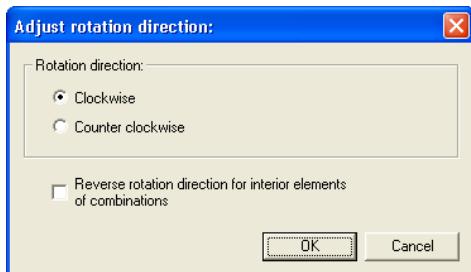


Fig. 9.7-7: Set rotation direction for all marked objects

9.7.4.3.1.1 Orientation

Clockwise

If this option is activated the rotation direction of the object vectors is determined respective modified to ***clockwise***.

Counter clockwise

If this option is activated the rotation direction of the object vectors is determined respective modified to ***counter clockwise***.

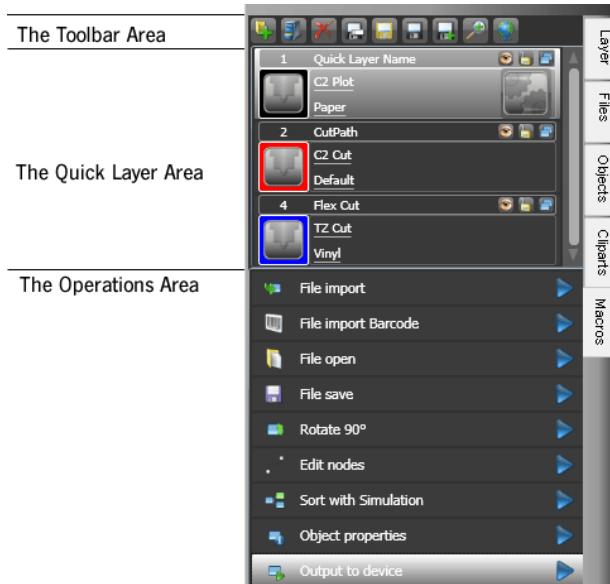
Reverse rotation direction for interior elements of combinations

Per layer hierarchy (nested combinations) the rotation direction for the interior elements of combined objects is modified, reversed.

9.7.5 The integrated Workflow Manager

The Workflow Manager is embedded in the user interface of OptiScout. It has been optimized for the use of touch-screen monitors. It is used to summarize complex processes and to arrange them in a way that they can be done by not specially trained users. The individual processes can be flexibly adapted to different requirements.

9.7.5.1 The Areas



Note: The enlargement of the control elements of the Workflow Manager can be done using the magnifier button from the toolbar area.

9.7.5.2 Handling And Functionality

9.7.5.2.1 Execute Operations And Macros

The execution of each operation or macro can be run by *double clicking* or by clicking on the **Execute Macro** button.

9.7.5.2.2 Movement of Quick Layers

The **movement** of Quick Layers within the Quick Layer Area can be done via Drag & Drop.

9.7.5 The integrated Workflow Manager

9.7.5.2.3 Movement of Operations and Macros

The **movement** of operations and macros can be done via Drag & Drop - even within the same group (tool box).

9.7.5.2.4 Toolbox - Grouping of Operations or Processes

9.7.5.2.4.1 The *Filling* of The Toolbox

The tool box is filled, by dragging the desired function from the *Available Functions* column into the *Current Functions* column.

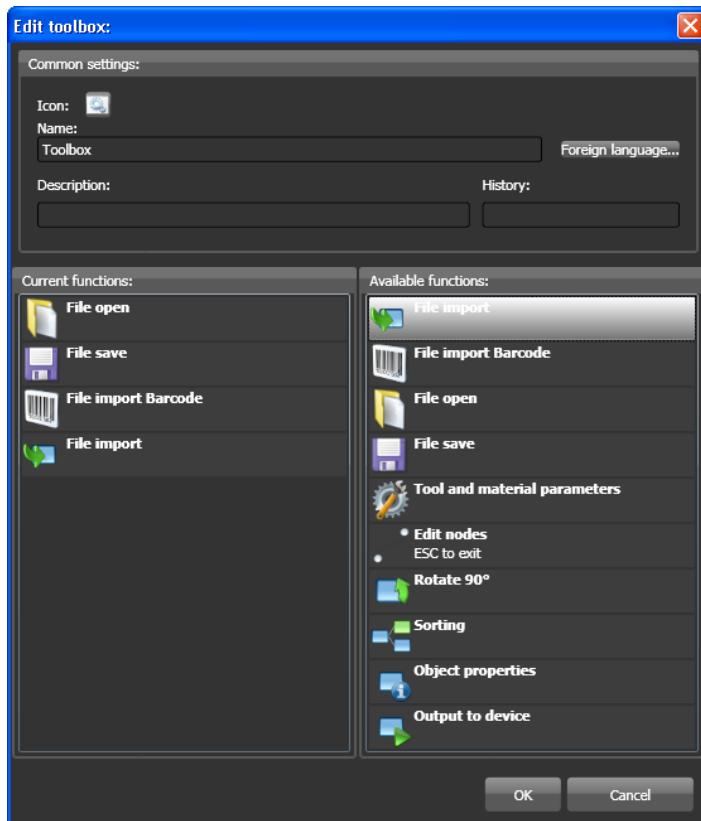


Fig. 9.7-8: Toolbox filled with 4 file functions

9.7.5.2.4.2 Toolbox Example (Group of Operations)

9.7.5.2.4.3 The **Toolbox Head**

9.7.5.2.4.4

In the **Toolbox Head** always is displayed the last selected operation - in this case: *File Import*.

9.7.5.2.4.5 The Open / Close Button



Activating the **Open / Close** button will collapse the toolbar or vice versa.



Fig. 9.7-9: Open Toolbox



Fig. 9.7-10: Closed Toolbox

Important note: *The operations disappear from the operations area, if in the Macro Settings the option 'Don't show if the macros are unused in a toolbox' is enabled.*

9.7.5.3 The **Quick Layer Area**

9.7.5.3.1 The **Quick Layer**

Definition: A Quick Layer is a layer with special function for the usage in the integrated Workflow Manager.

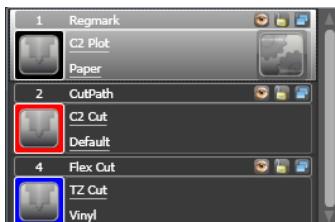


Fig. 9.7-11: Quick Layer Area with 3 visible Quick Layers

Note: *The Quick Layers are visible only when a job is loaded. Only a maximum of three layers are displayed in the Quick Layer area. If more than 3 Quick layers are active a scroll bar appears - additionally on the right border.*

9.7.5 The integrated Workflow Manager

9.7.5.3.1.1 Functionality:

9.7.5.3.1.2 The Assignment (Coloring) of Quick Layer Properties

A doubleclick on the **Tool button** assigns to all selected objects **color** and **parameters** of the **Quick Layer**.

9.7.5.3.1.3 The Movement of Quick Layers

Quick Layer can be moved to any place in the **Quick Layer Area** using the mouse cursor - via Drag & Drop.

9.7.5.3.1.4 The Active Quick Layer



The **Active Quick Layer** is characterized by bar on the left and right next to the highlighted area and through the display of the **Edit** button.

9.7.5.3.1.5 The Quick Layer Head



In the Quick Layer Head appears the layer number and layer name - if a name was given for the layer.

Note: A name can be assigned using the information field of the edit button.

9.7.5.3.1.6 The Visible / Invisible Button



A click on the **visible / invisible** button switches all objects on the desktop from visible to invisible and vice versa.

9.7.5.3.1.7 The Lock Button



A click on the **lock** button blocks all objects on the desktop in this color.

9.7.5.3.1.8 The Select Button



Activating the **Select** button selects all the objects in that color on the desktop.

9.7.5.3.1.9 The Quick-Layer Tool Line

9.7.5.3.1.10

A click in the underlined area opens the list to choose from the available tools

9.7.5.3.1.11 The *Quick Layer Material Line*



A click in the underlined area opens the list to choose from the available materials.

9.7.5.3.1.12 The *Tool* Button

9.7.5.3.1.13

The **tool** button illustrates the tool which is assigned.

9.7.5.3.1.14 The *Details* Button

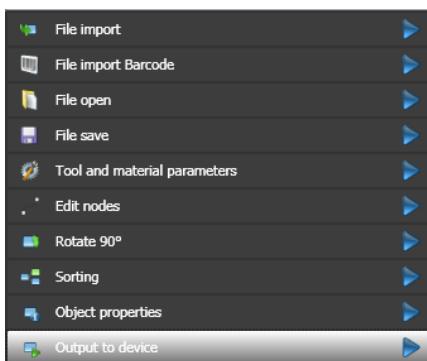
9.7.5.3.1.15

A click on the **details** button opens a dialog for setting of the layer parameter.

9.7.5.4 The *Operations Area*

9.7.5.4.1 Definition

Operation und Macro: An **operation** can include *one or more* menu entries and so called *integrated functions*. If a predetermined sequence is started it is called a **macro**.



9.7.5.4.2 The *Execute Macro* Button



Enabling the **Execute Macro** button starts the selected macro.

9.7.5 The integrated Workflow Manager

9.7.5.4.3 The *File Import* Operation

Enabling this operation will open the *File Import* dialog similar to the file import.

Note: In contrast to the menu command an operation can have a more extensive functionality.

9.7.5.4.4 The *File Import Barcode* - Operation

Selecting this operation will open the following dialog, which allows to select the desired file.



Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

9.7.5.4.5 The *File Save* Operation

The *File Save* operation behaves similar to the *Save File* command: [please refer to 5.1.5: The Save Command](#)

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

9.7.5.4.6 The *Rotate 90°* Operation

Selecting this operation will rotate the entire working area with all objects in 90 degree increments counterclockwise.

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

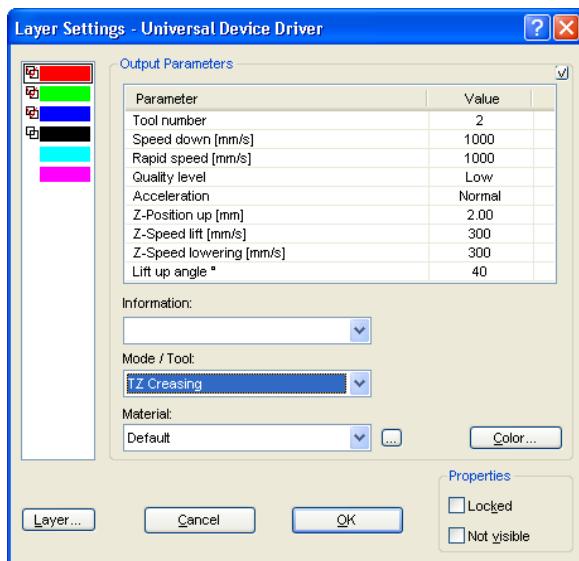
9.7.5.4.7 The *Edit Nodes* Operation

Enabling this operation switches in the so-called node-editing mode, in which the object vectors can be edited.

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

9.7.5.4.8 The *Tool And Material Parameters* Operation

Selecting this operation will open the following dialog, where in the fields **Mode / Tool** and **Material**, the appropriate selection can be made.



Note: In contrast to the menu command an operation can have a more extensive functionality.

9.7.5.4.9 The *Sort* Operation

Enabling this operation will open the **Sort with simulation** dialog.

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

9.7.5 The integrated Workflow Manager

9.7.5.4.10 The **Object Properties** Operation

Enabling this operation will open the **Object Properties** dialog for setting restrictions and object attributes.

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

9.7.5.4.11 The **Output to Device** Operation

Enabling this Operation opens the **Output to Device** dialog for setting all output-relevant parameters and starts the output after pressing the **Output** button.

Note: In contrast to the menu command an operation can have a "going beyond it" functionality.

10 Add Ons

10.1 The *PhraseWriter*

The PhraseWriter is an application that creates and administers text modules - also independent from OptiScout. These text modules can be inserted in active applications.

10.1.1 How are text modules being created?

Step 1: In the left category field activate the context menu with the right mouse button and create a "new entry" with the **new**-instruction and name the new text module.

Step 1a: If step 1 is repeated before a text was entered in the text module edit field, a folder, a so-called **category**, is created in the tree structure!

Step 2: Enter a text in the text module edit field via the keyboard or insert a text from Windows clipboard.

Step 3: Allocate a name for the XML file with the menu entry **file, save as**.

10.1.1.1 Category selection in minimized status:

The selection is done via the context menu (right mouse button) in the Windows info bar.

10.1.1 How are text modules being created?

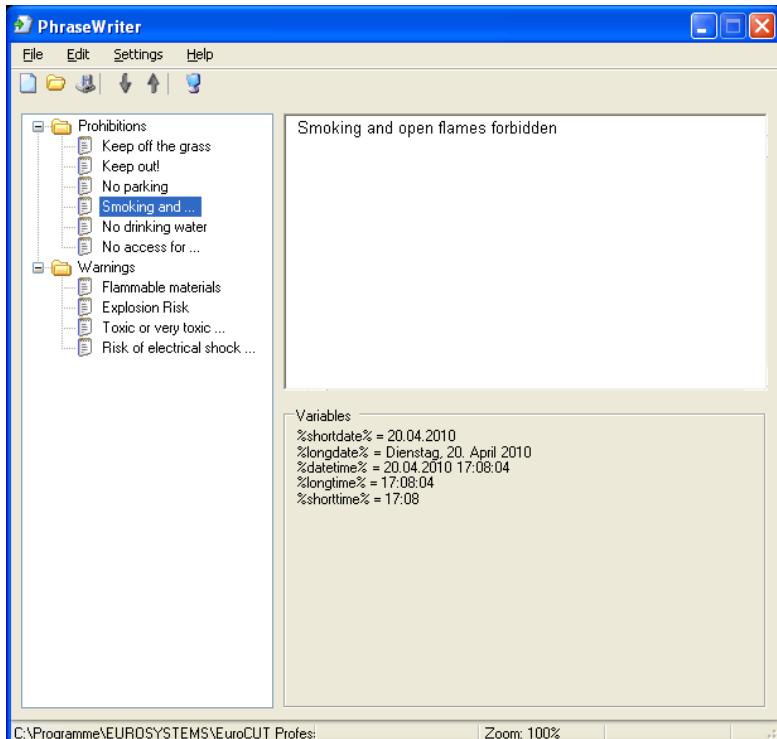


Fig. 10.1-1: Main dialog with tree structure of the categories, text module-entries (left), text module-edit field and list of variables (right)

10.1.2 The Icon In The Windows Info Bar



Fig. 10.1-2: Icon in the Windows info bar

The icon above is the central control element if the main dialog of the PhraseWriters was minimized. A double click on the icon reactivates the main dialog and shows the window in the foreground. A click with the right mouse button on the icon activates the context menu in the info bar.

10.1.3 The Context Menu In The Info Bar

Via the option **add entry** all categories (folders) with text modules are shown.



Fig. 10.1-3: Context menu of the icon in the info bar (right mouse button)

10.1.3.1 Add entry

This option creates a new category with text modules.

Categories

This option lists all available text module files (*.xml).

Settings

This option opens the main dialog and moves the cursor into the right input window - ready for entering a new text module.

Quit

This option ends the application.

10.1.4 The Settings Window

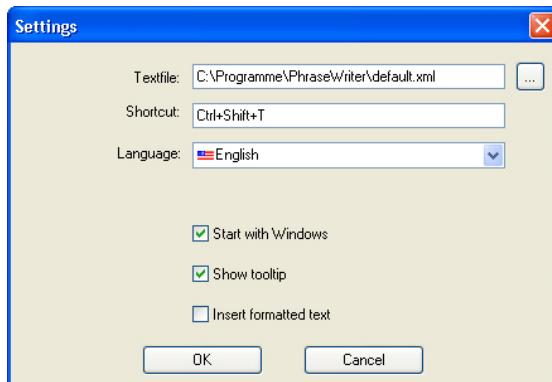


Fig. 10.1-4: Setup dialog with shortcuts

Textfile

By means of the ... button the path of a text module file (*.XML) can be set.

10.1.4 The Settings Window

Shortcut

Via the keyboard a shortcut for the PhraseWriter can be defined.

Language

This option allows the change of the language if translations are available for the PhraseWriter.

Start with Windows

If this option is activated, the PhraseWriter is started automatically at every new start of Windows. The icon is - down right -in the info bar of the Windows desktop.

Show tooltip

If this option is activated, an explaining info text is shown when moving the mouse cursor above the buttons.

Insert formatted text

If this option is activated, also formatted texts from the Windows clipboard are inserted.



Fig. 10.1-5: Toolbar

The sequence of the buttons from left to right: *new, open, save, move upwards, move downwards, settings*

10.1.4.1 The context menu left



Fig. 10.1-6: The context menu of the category and text modules entries

Rename

This option allows renaming categories or text module entries.

New

This option creates a new text module entry. Repeating this instruction immediately creates a folder, a category in the tree.

Copy

This option creates a copy with the same name of a category or a text module entry.

Delete

This option deletes a category or a selected text module entry.

Attention: when deleting no direct safety inquiry is done. Only when quitting you are asked if the carried out modifications shall be saved. If this question is answered with "yes" the deletion cannot be made undone.

Sort

This instruction sorts all entries of a selected category ascending, from A to Z.

Sort all

This instruction sorts all entries of all categories ascending, from A to Z.

10.1.4.2 The context menu right

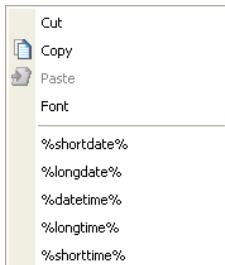


Fig. 10.1-7: The context menu in the text module edit field

Cut

This instruction cuts a marked text part and puts it into the Windows clipboard.

Copy

This instruction copies a marked text part and copies it into the Windows clipboard.

Paste

This instruction pastes a text part from the Windows clipboard to the edit field.

10.1.5 Reference Part PhraseWriter

Font

This instruction opens the font dialog and modifies the font of a marked text.

List of variables

The selection of a variable is done with a mouse click. After clicking they are inserted in the text module entry field.

Variables

In this field all available variables are listed. Right next to the name of the variable an example with the respective formatting are shown.

10.1.5 Reference Part PhraseWriter

10.1.5.1 The *File* Menu

10.1.5.1.1 The *New* Command

With the **new** instruction a new XML file is being created.

 **CTRL+N**

10.1.5.1.2 The *Open* Command

With the **open** instruction a new XML file is loaded.

 **CTRL+O**

10.1.5.1.3 The *Import* Command

With the **import** instruction a XML file is imported into an already loaded file.  **CTRL+I**

10.1.5.1.4 The *Save* Command

With the **save** instruction a XML file is saved on a data carrier.

 **CTRL+S**

10.1.5.1.5 The *Save As* Command

With the **save as** instruction a XML file is saved under a new name.

10.1.5.1.6 The *Quit* Command

With the **quit** instruction the PhraseWriter is terminated.

 **ALT+F4**

10.1.5.2 The *Edit* Menu

10.1.5.2.1 The *Rename* Command

With the **rename** instruction text module categories and text modules can be renamed.

10.1.5.2.2 The *New* Command

With the ***new*** instruction a new entry in a text module category is created.

10.1.5.2.3 The *Copy* Command

With the ***copy*** instruction a new entry with the same name is created in the activated text module category.

10.1.5.2.4 The *Delete* Instruction

With the ***delete*** instruction an entry is deleted from a text module category.

10.1.5.2.5 The *Sort* Command

With the ***sort*** instruction the entries of a text module category are sorted ascending from A to Z.

10.1.5.2.6 The *Sort All* Command

With the ***sort all*** instruction all entries of all text module categories are sorted ascending from A to Z.

10.1.5.3 The *Settings* Menu

10.1.5.3.1 The *Standard Settings* Command

With the ***standard settings*** instruction the dialog for setting the PhraseWriter parameters is opened.

In detail:  [please refer to 10.1.1: How are text modules being created?](#)

10.1.5.3.2 The *Default Font* Command

The ***default font*** instruction opens a dialog in which the display font for the PhraseWriter can be determined.

10.1.5.3.3 The *Window List* Command

The ***window list*** instruction opens a dialog in which all currently opened application windows are listed. All selected windows are ***ignored*** by the PhraseWriter.

10.1.5.4 The *Help* Menu

10.1.5 Reference Part PhraseWriter

10.1.5.4.1 The ***Help*** Command

With the ***help*** instruction the PhraseWriter help is loaded.



10.1.5.4.2 The ***About...*** Command

With the ***about*** instruction a window is opened in which the version and a link to the manufacturer's website is shown.

10.2 Fontmanager

For Type 1, TrueType, and BE fonts with an own database management

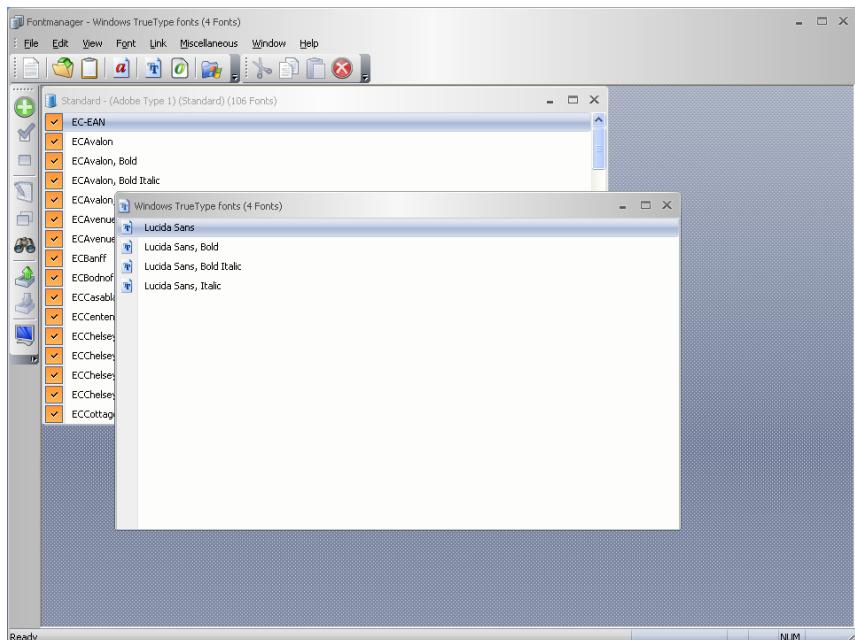


Fig. 10.2-1: OptiScout Fontmanager with database, TrueType, and Type1 font lists window

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 What Can The Fontmanager?

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 OptiScout font management:

- All fonts are inserted into the OptiScout 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

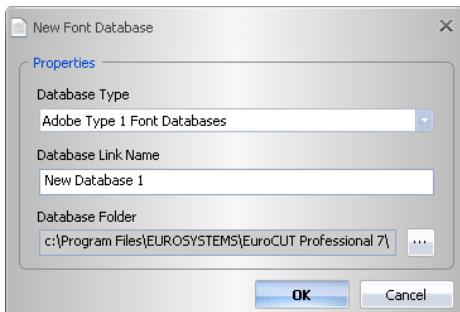
10.2.2.1 The *File* Toolbar



10.2.2.1.1 The *New* Button



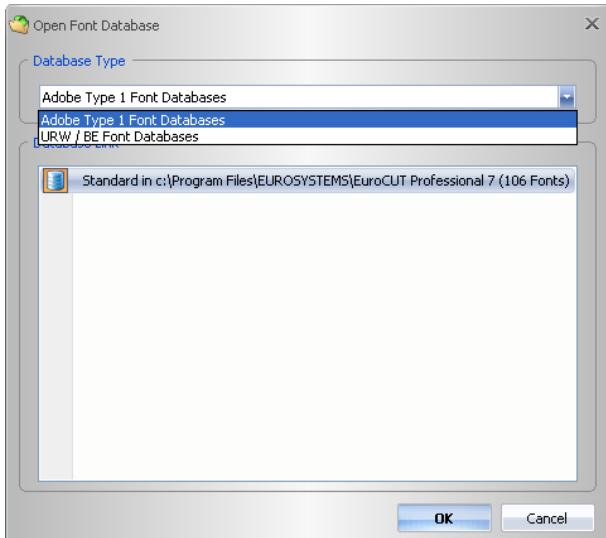
By means of activating the **New** button you can create a new font database. Along with the name type and folders can be specified.



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 Toolbars

10.2.2.1.3

The *Import* Button

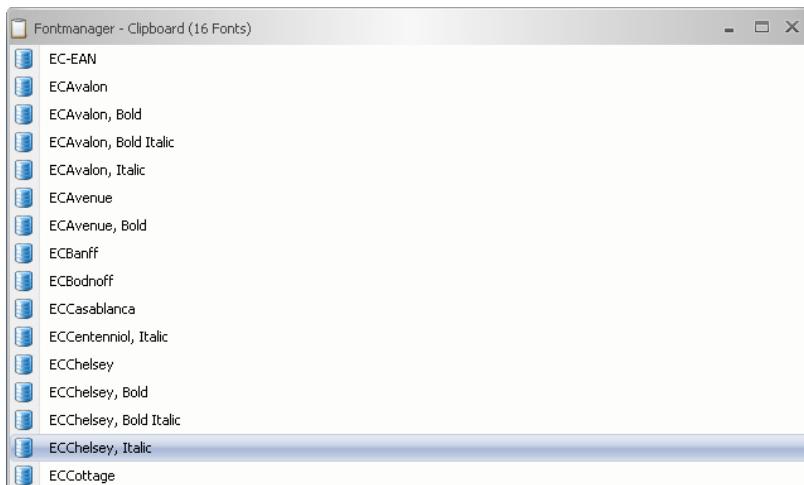


By means of activating the **Import** button a font database can be imported.

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

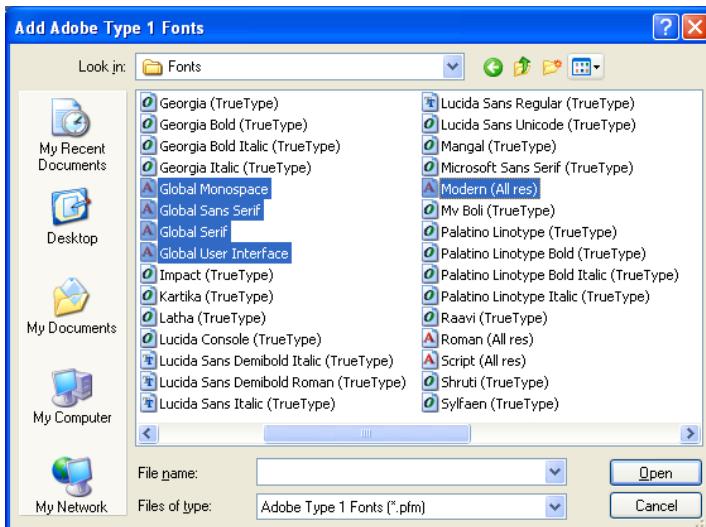


10.2.2.2.1 The *Add* Button



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 SHIFT + 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 OptiScout usable. Afterwards it is listed in the list of useable fonts.

10.2.2 Toolbars



The first four fonts are de-activated und can be activated using the **Activate** button, i.e. can be used in the OptiScout 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 OptiScout 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.



10.2.2.5 The *Duplicate* Button



Fig. 10.2-6: Duplicate fonts

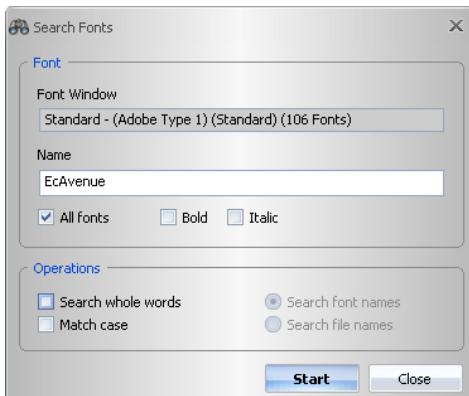
Activating the ***Duplicate*** button doubles the font entry in the database and allows renaming. The duplicated font now can be moved into another database.

10.2.2.6 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 ist displayed in a separate font window.



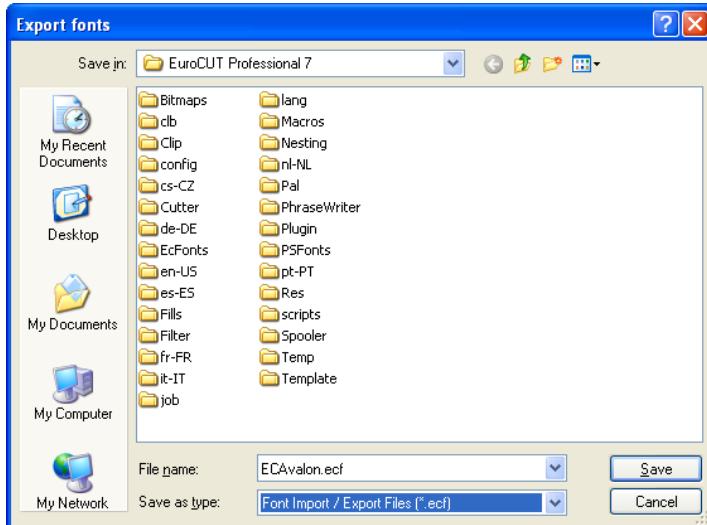
10.2.2.8 The *Export* Button



Fig. 10.2-8: Export fonts

Enabling of the ***Export*** button opens the following dialog.

10.2.2 Toolbars

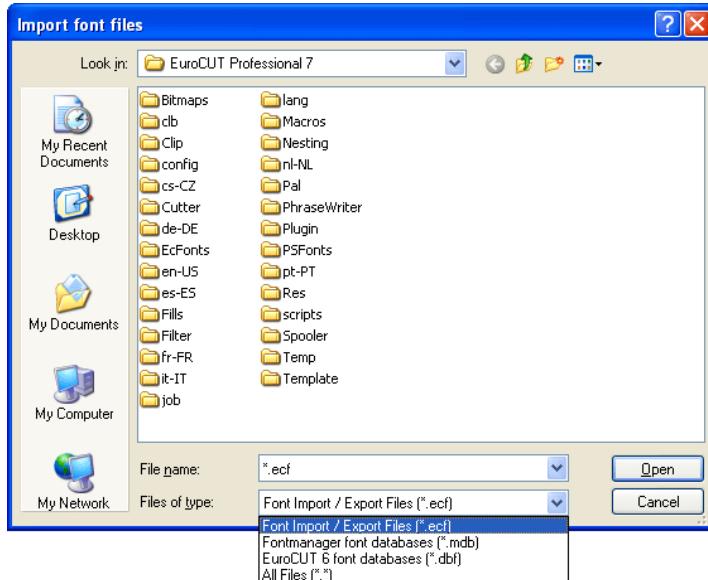


10.2.2.9 The *Import* Button



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.



10.2.2.10 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 Toolbars

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

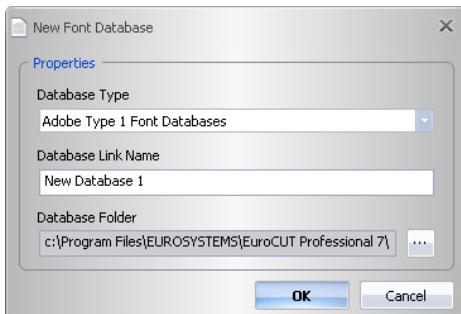
10.2.3.1 The *File* Menu

10.2.3.1.1 The *New* Command

With the ***New*** command a new database can be generated.

 **CTRL+N**

In addition to the name of the database, its type and destination folder can be specified too.

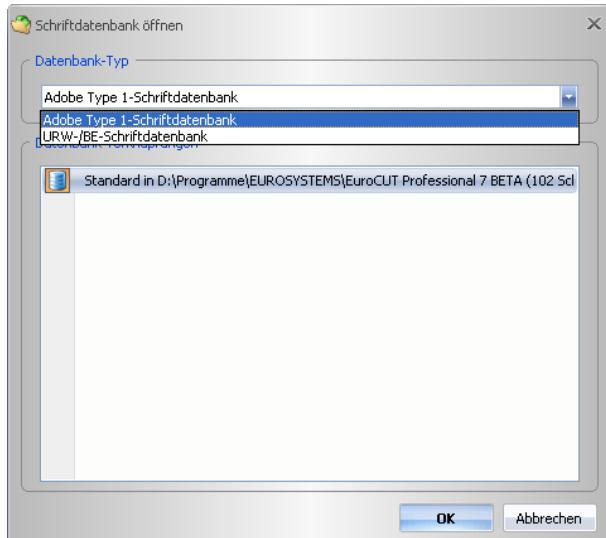


10.2.3.1.2 The *Open* Command

With the ***Open*** command a database can be opened.

 **CTRL+O**

The to open database can be chosen from a list, that lists all existing font databases.



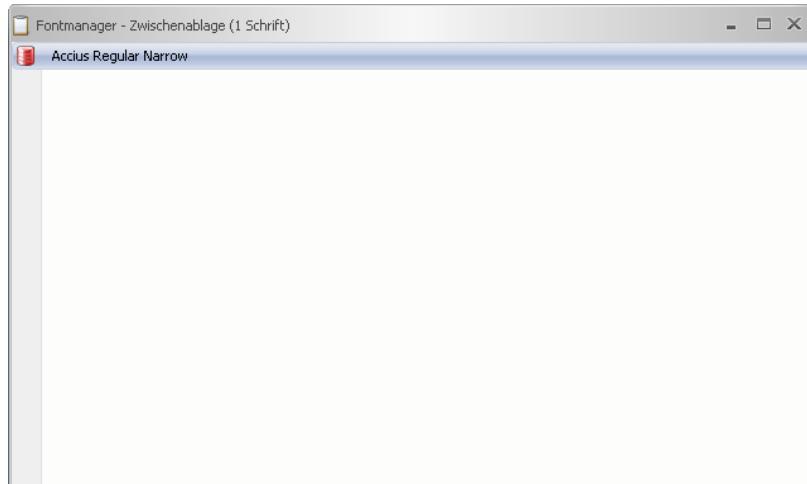
10.2.3 Reference Section

10.2.3.1.3 The *Clipboard* Command

With the **Clipboard** command fonts can be transferred from one database into another.

 ALT+Z

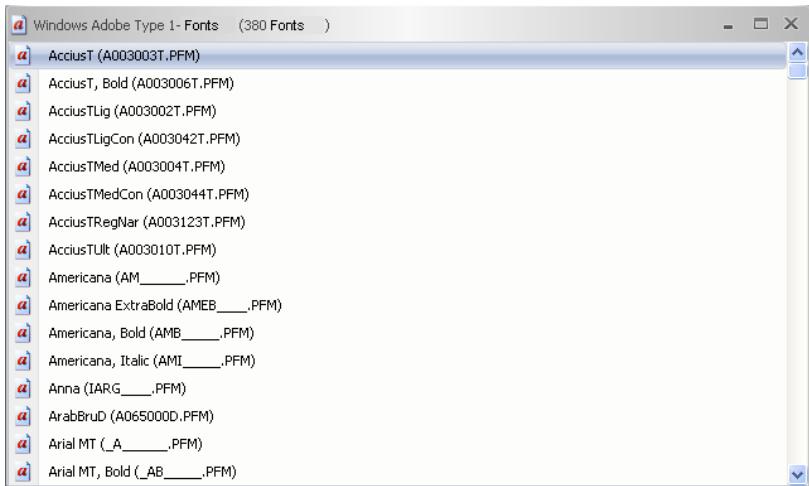
The clipboard can contain one or more fonts. The selection of the fonts is done by marking the fonts in a font window.



10.2.3.1.4 The *Windows Fonts* Command

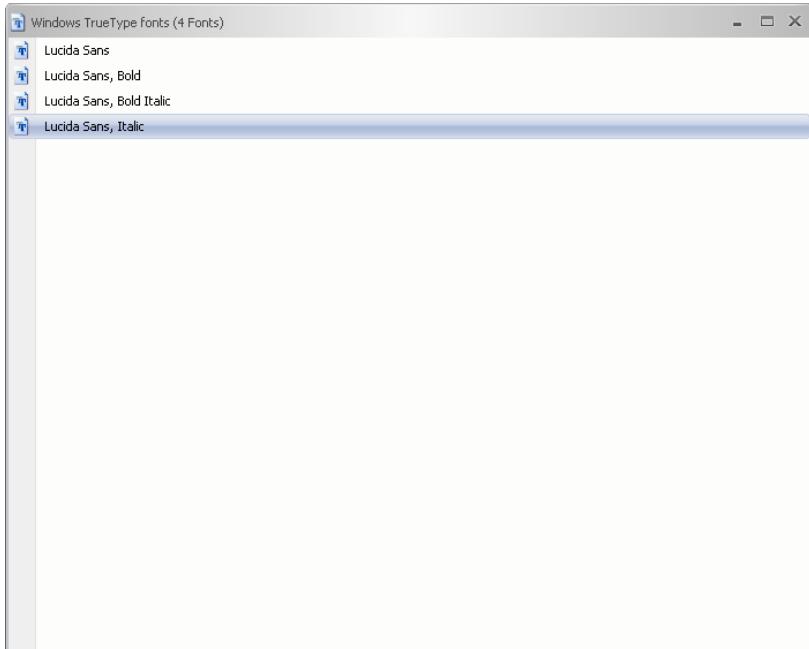
10.2.3.1.4.1 The *Adobe Type 1...* Command

The **Adobe Type 1** command opens a window in that will be listed all available fonts in the Type 1 file format. These fonts can be used in OptiScout and are listed in the list of font types.



10.2.3.1.4.2 The *TrueType...* Command

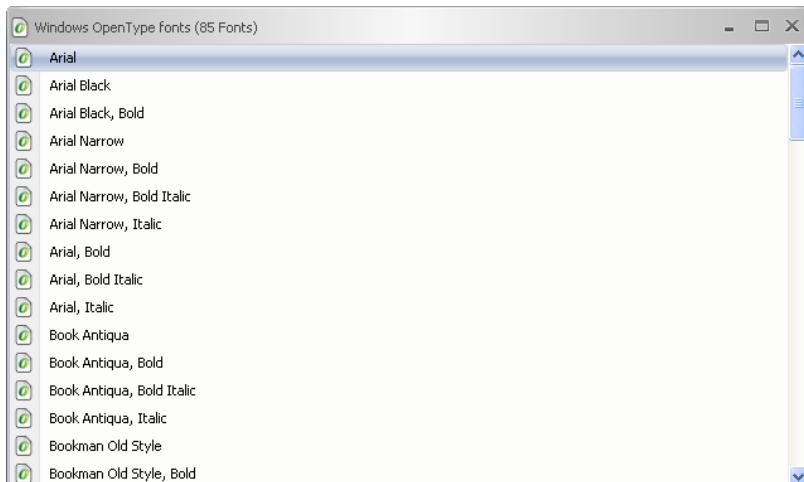
The **True Type** command opens a window in which will be listed all True Type fonts that are available. This fonts can be used in OptiScout, if the **Use True Type Fonts** option was enabled in the **Text** menu.



10.2.3 Reference Section

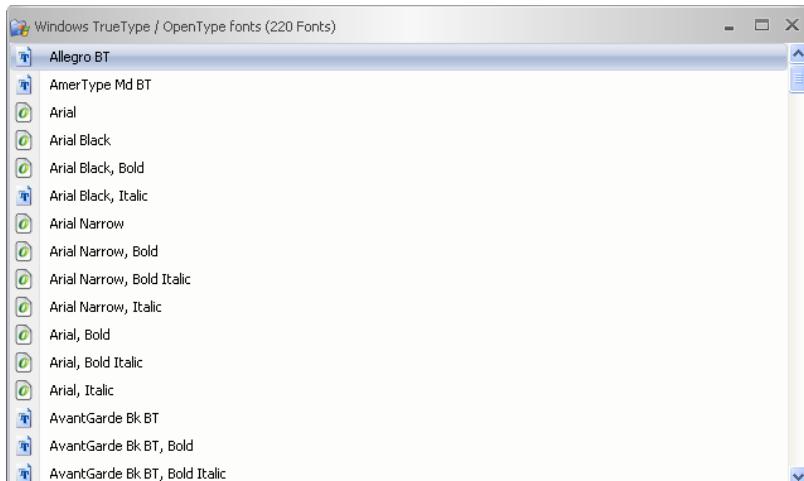
10.2.3.1.4.3 Der *OpenType*... Command

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.

 **ALT+F4**

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.

 **CTRL+X**

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.

 **CTRL+C**

10.2.3.2.3 The *Insert* Command

The **Insert** command puts the content of the **Clipboard** into the active font window.

 **CTRL+V**

10.2.3.2.4 The *Delete* Command

The **Delete** command removes the selected fonts in the active font window.

 **DEL**

10.2.3 Reference Section

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 *Check Marks* Command

The ***Check Marks*** command switches the ***Check Marks*** 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 listed 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 listed 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.

10.2.3.3 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 *Symbol Bar* Command

The **Symbol Bar** menu entry manages the view of the toolbars.

10.2.3 Reference Section

10.2.3.3.1 The *File* Command

The **File** command switches the **File** tool bar on resp. off.

10.2.3.3.2 The *Font* Command

The **Font** command switches the **Font** tool bar on resp. off.

10.2.3.3.3 The *Clipboard* Command

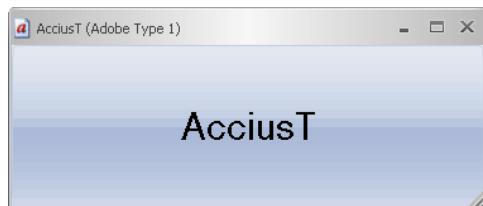
The **Clipboard** command switches the **Clipboard** window on resp. off.

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.

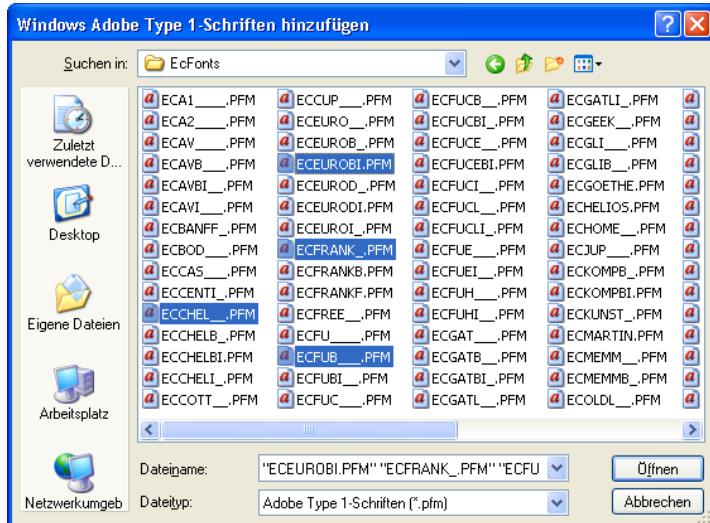
 F5



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 *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.



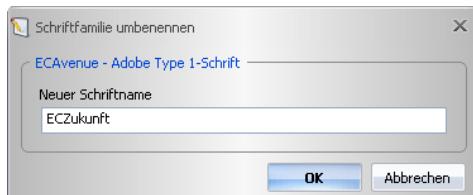
10.2.3.4.3 The *Duplicate* Command

The **Duplicate** command doubles a font entry in the database and allows renaming. The duplicated font now can be moved into another database.



10.2.3.4.4 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.

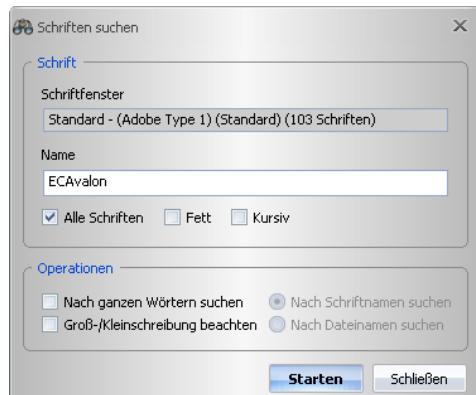


10.2.3 Reference Section

10.2.3.4.5 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.

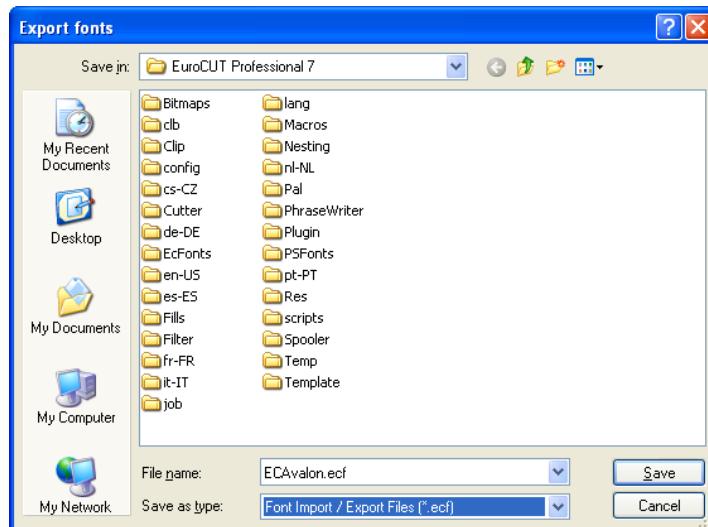
CTRL+F



10.2.3.4.6 The **Export** Command

With the **Export** command fonts can be exported into the *.ECF file format.

CTRL+E

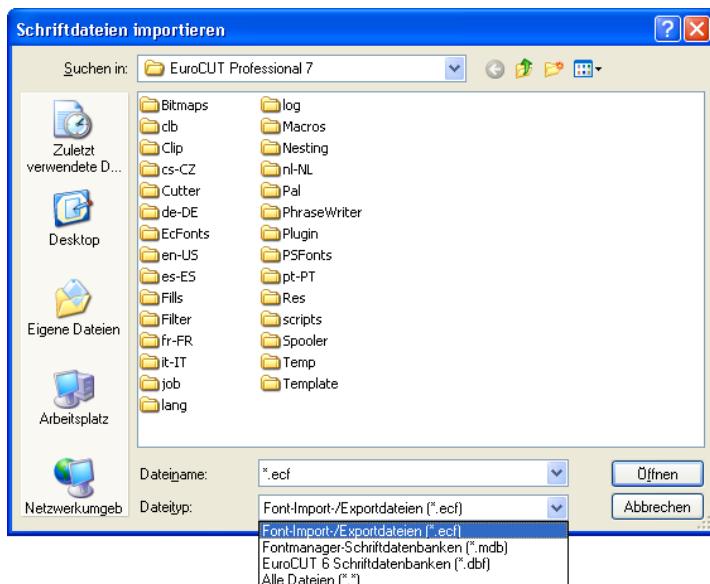


10.2.3.4.7 The *Import* Command

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.

 **ALT+I**

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 Reference Section



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

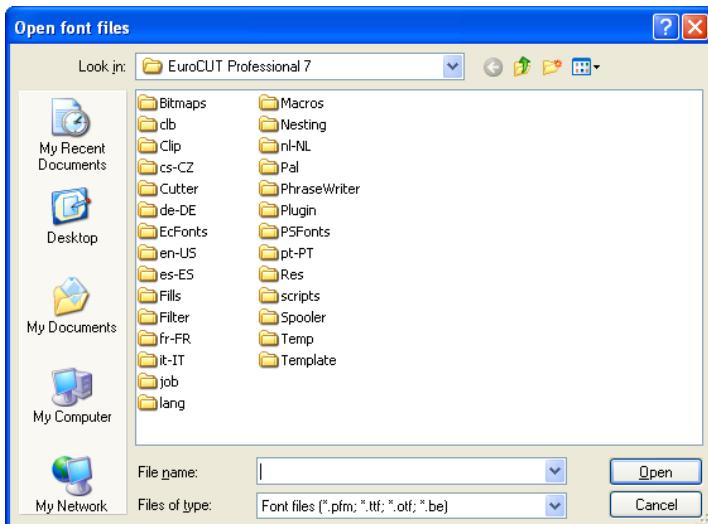
The **Compress** command rectifies the selected database. While compressing the index is reorganized, the to delete marked entries will be deleted, ... After compressing, the size of the database file will be smaller than before.



10.2.3.6 The *Miscellaneous* Menu

10.2.3.6.1 The *Open Font File* Command

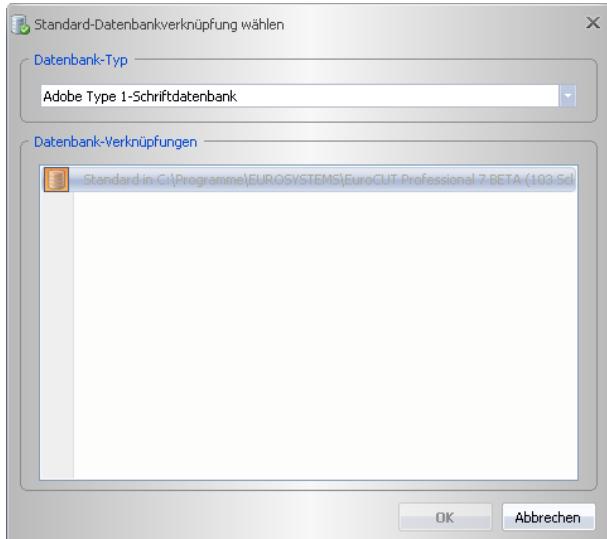
With ***Open font file*** command a font file in the *.PFM, *.TTF, *.OTF, *.BE can be opened.



10.2.3.6.2 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.

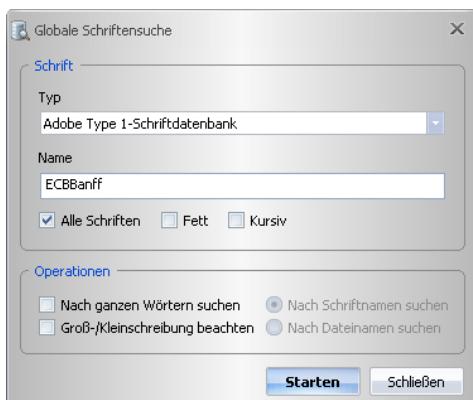
10.2.3 Reference Section



10.2.3.6.3 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



10.2.3.6.4 The **Use Fonts** Command

10.2.3.6.4.1 The **Windows TrueType Fonts** Command

This option switches the usage of fonts in the *TrueType font format* on or off.

10.2.3.6.4.2 The Windows Adobe Type 1 Fonts Command

This option switches the usage of fonts in the *Adobe Type 1 font format* on or off.

10.2.3.6.4.3 The URW / BE Database Fonts Command

This option switches the usage of fonts in the *URW / BE Database font format* on or off.

10.2.3.6.4.4 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.

10.2.3.6.4.5 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 OptiScout Production & Design 7, where as they are not installed in the Windows system.

Advantage: You can work with the fonts just as if they were installed.

10.2.3.6.4.6 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

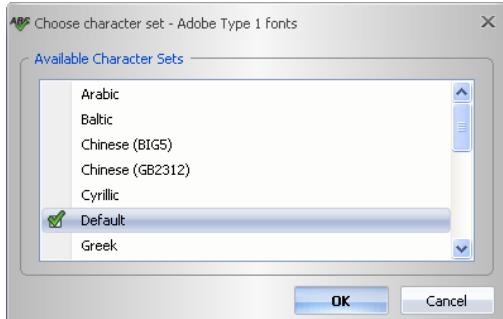
This menu item applies only to Windows fonts. Other directories as the Windows font directory can also be used, but only temporarily for the session of OptiScout Production & Design 7, where as they are not installed in the Windows system.

Advantage: You can work with the fonts just as if they were installed.

10.2.3.6.5 The Windows Character Sets Command

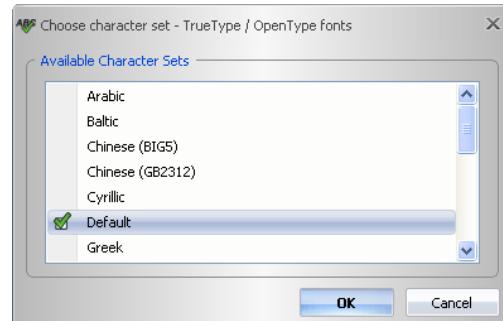
10.2.3.6.5.1 The Adobe Type 1 Fonts... Menu Entry

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 OptiScout desktop.

10.2.3.6.5.2 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 OptiScout 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.

 **CTRL+F4**

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.

 **CTRL+F6**

10.2.3.7.4 The *Previous* Command

With the ***Previous*** command can be switched to the previous open font window.

 **SHIFT+F6**

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.

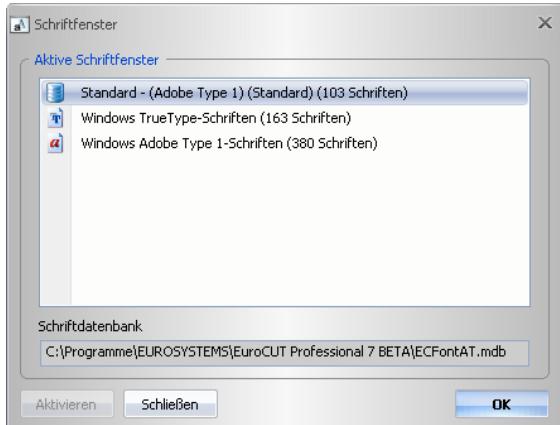
10.2.3.7.9 The *List of Open Windows*

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 OptiScout.

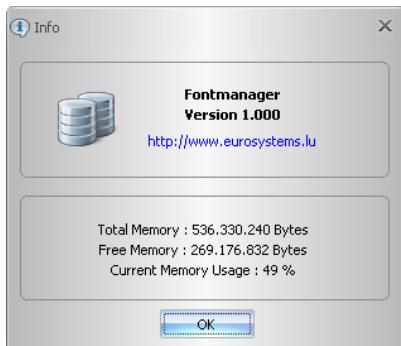
10.2.3 Reference Section



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.



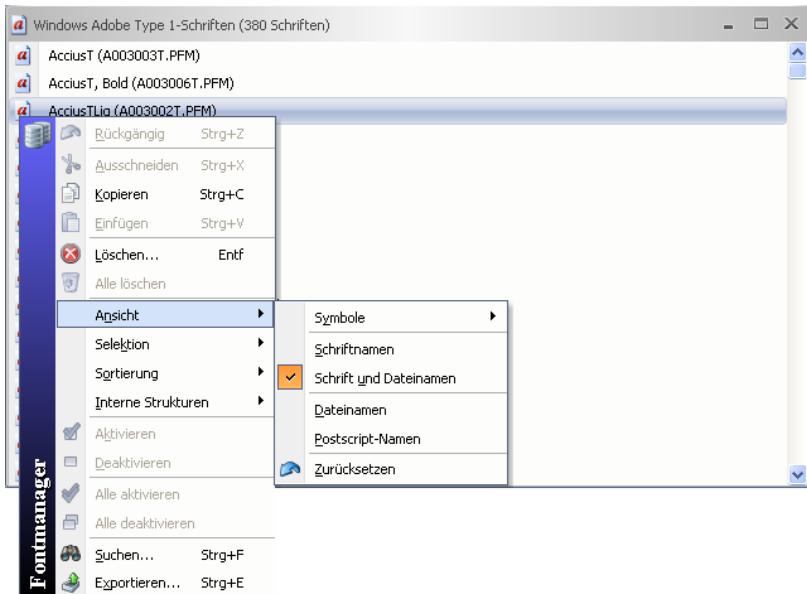
10.2.4 The *Context Menus*

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 Buffer Overflow Serial Port

The cutter cuts the first characters neatly and then starts to draw indefinable curves.

Tip 1

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*

11.2 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 2

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 OptiScout 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.

11.3 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 3

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".

11.3 Output Size Graphtec

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

Schritt 3: Drücken Sie oder , um zwischen „0,100 mm“, „0,050 mm“, „0,025 mm“ oder „0,010 mm“ zu wählen, und danach zur Bestätigung die Eingabetaste . Drücken Sie (NEXT) oder (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 OptiScout, the value of the step size must be set to 0.025. This is the resolution which is preconfigured in the drivers.

11.4 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 4

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.

11.5 Tracing (Vectorization)

Which resolution should be used when tracing to get a good tracing result?

Tip 5

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.

11.6 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 OptiScout cutting dialog

Tip 6

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. OptiScout „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.

11.7 Buffer Overflow

The cutter reports „buffer overflow“ or does not cut the whole job

Tip 7

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*.

11.8 Script Font Welding

The automatic welding of script fonts does not work as expected

Tip 8

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.

11.9 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.  [please refer to 7.5: The Node Toolbar](#)

Tip 9

- draw a circle with the wanted radius or diameter
- mark all nodes with the node tool
- double click on the origin

11.9 Generate Circle Segments

- select separate

Afterwards, all circle segments are available and can be selected with the **arrow** tool.

11.10 Data Import From Apple Computers

Data import from Apple computers in OptiScout

Tip 10

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, Freehand, ...)

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. Especially with the Freehand-export the export filter for the Illustrator-format must be selected.
6. As file name extension .eps should be used and you should not use umlauts as ü, ä, ÿ.

11.11 Typical Sources of Errors When Cutting

a) The foil is clamped too loose

Tip 11

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.

11.12 Plotter Via USB Is Not Working!

Error message: Cannot open interface!

Tipp 12

Check first, if your cutter is listed in the **Device Manager** (*Control Panel / System / Hardware / Device Manager*). If not, reinstall the device driver as described in the plotter manual.

11.12 Plotter Via USB Is Not Working!

Check then, if the USB port for your cutter is selected in the OptiScout **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.

11.13 Summa Plotter Does Not Read Out!

Error message: Waiting for response... Cannot open interface...

Tip 13

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.

11.14 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 14

11.15 Error Message While Output into File

Error message: "Error for CreateFile"

Tip 15

This error message is given out, if the access right **Write** for the *program folder* of OptiScout is not set.

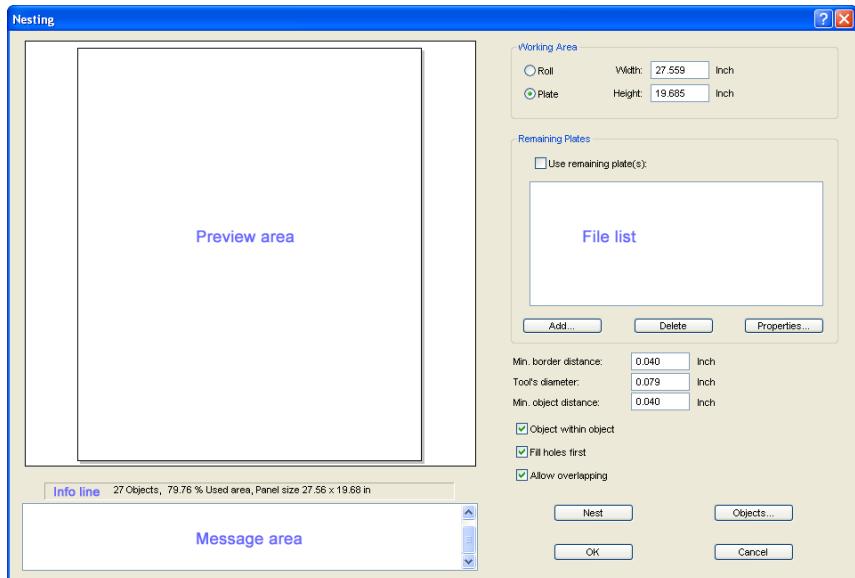
Relief: Enable **write** rights for the program folder.

Annex

A Nesting

A.1 The OptiScout Nesting Module With Pairing

Nesting refers to the nesting of vector shapes in order to save material.



Preview area: Previews the plate size and all objects, which **could** be nested.

Message area: Info area with status messages while nesting.

Info line: Informs about number of objects, plate, material consumption, a. o..

File list: All DXF files (Rest plates) that will be added are listed here.

A.1.1 Working Area

A.1.1.1 Roll

Roll refers to a quasi-infinite plate. Enabling the **Roll** option nests on base of a roll of material. Taking into account the number of objects and the given height the nesting module automatically determines the required material length.

A.1 The OptiScout Nesting Module With Pairing

A.1.1.2 Plate

Enabling the **Plate** option nesting is done within the limits of a plate, whose width and height can be predefined.

Width

Individually defined **Width** of a nesting plate.

Height

Individually defined **Height** of a nesting plate.

A.1.2 Rest Plates

A.1.2.1 The **Rest Plate(s)** Option

By activating this option a DXF file which includes the contour of a rest plate is imported when the the **Add...** button is pressed.

Note: *The required file format is *.DXF.*

The **Add...** Button

Pressing the **Add...** button opens the **file open** dialog which allows the selection of the **rest plate** file.

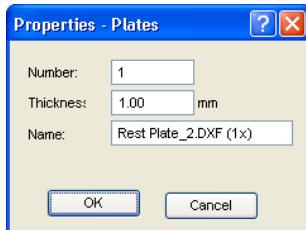
Note: *It can be added more than only one plate which should be available for nesting.*

The **Delete** Button

Pressing the **Delete** button removes the selected rest plate file from the list.

The **Properties...** Button

Enabling the **Properties...** button opens the following parameter dialog:



Number

In the **Number** field you can enter how often a rest plate should be taken into account while nesting.

Thickness

In the **Thickness** field you can enter the material thickness of a rest plate.

Name

In the **Name** field you can assign a name for the rest plate, which is displayed in the **objects** tab for identification.

A.1.3 Other Settings and Options

Margin distance

Meant is here the pieces **Margin distance** from the plate edge.

Tool diameter

The **Tool diameter** is taken into account in the final part distance.

Part distance

If the tool diameter = 0, then the distance between parts after nesting is equal to the value entered.

If the tool diameter > 0 then the distance between parts is calculated using the following formula: part distance = part distance tool diameter. Part distance is increased by the value for the tool diameter.

The Part in Part Option

If the option is selected, the inner contours of workpieces are used for the nesting of smaller parts.

The Use Hole First Option

When this option is chosen, then the inner contours of work pieces are used when nesting little pieces. When activating this option it is checked, if first should be tried if the next piece fits into another piece. If does not fit, the holes are not used until a piece can not be placed elsewhere on the plate.

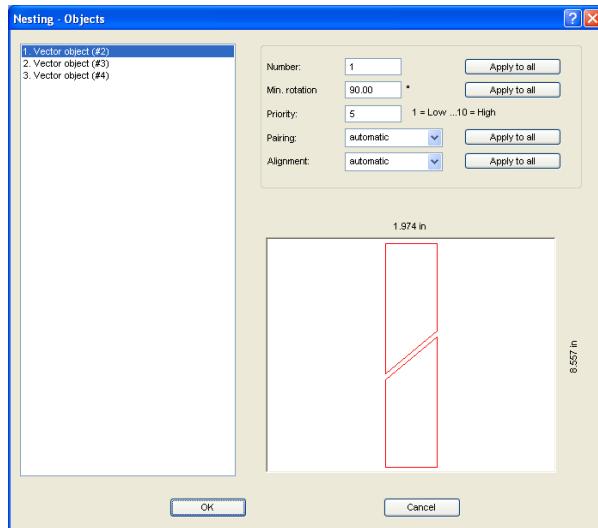
The Allow overlapping Option

This option has an influence on the placement between the nesting objects itself.

A.1 The OptiScout Nesting Module With Pairing

A.1.3.1 *Objects...* Button

A click on the *Objects...* button activates the following dialog:



Object Selection List

List of selected objects on the OptiScout working area.

Number

Only selected object in the selection list or all properties by activating the **All** button

Min. Rotation °

Only selected object in the selection list or all properties by activating the **All** button

Priority

Possible values from 0 to 10. The sequence of the parts can be defined using the **priority** field. The more largely the number, the rather the part is nested. If nothing is entered into the field or if several parts have the same priority, then the parts with descending surface are taken. Large parts first, thus the smaller - perhaps - still fit between them.

Preview

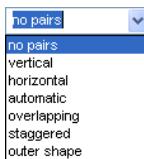
Shows the object which was selected in the **Object Selection List**. Above and on the right hand side of the preview the width and height of the part is indicated.

A.1.4 Pairing

Pairing

The principle of pairing is to create one as small as possible, the pair enclosing box. Normally, therefore, with the option "best", even the best pairing is generated. The different options are presented below using an angular part as example.

Note: With the help of the function "pairing" pairs of parts can be created in order to nest them preferably pairwise. Basically for the following different ways is to note, that it depends very much on the parts, which of the possibilities turns out to be the best!



No pairs: Working without pairing.

Vertical: The parts are placed vertically above the other.

Horizontal: The parts are placed horizontally side by side.

Automatic: The parts are nested one after another. The algorithms seek the slightest area consumption.

Overlapped: For example, two angles are arranged so that they overlap.

Staggered: The parts will also be stacked - one above another

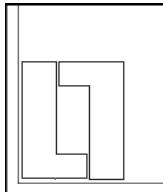
Outer shape: This option can be used if a nesting object has multiple outer contours. This is often the case with groups. The group is handled like one object. Other objects can be nested in between.

A.1.4.1 Pairing Examples

To this examples of the various options using a part. This is important not to notice the nesting itself, but whether the pairing is done vertically, horizontally, or overlapping. To determine the most affordable option, the corresponding part is called, the desired option is set and then is called by "nesting" the result of the pairing.

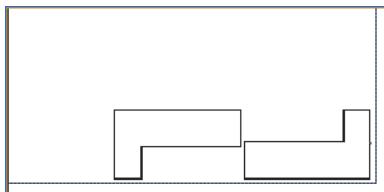
a) Vertical Pairing

A.1 The OptiScout Nesting Module With Pairing



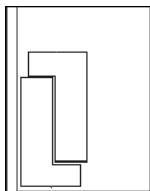
Vertical alignment of the parts in the nesting. Here a relatively large fill area in the middle of the pair remains.

b) Horizontal Pairing



Parts are paired horizontally (to clarify the drawing was rotated 90°).

c) Overlapped Pairing



In our example, "angular part" the overlap function may provide an even more optimal pair result.

A.1.4.2 Alignment



Three option for the nesting direction, ie, the direction in which you want to nest, preferably resp. in which direction the objects should be turned.

Automatic

If the **Automatic** option is enabled the object alignment will be determined by the module itself.

Horizontal

This option considers the rotation direction of the objects and in accordance with it the priority assigns with the nesting - here the preferential direction is: **horizontal**.

Vertical

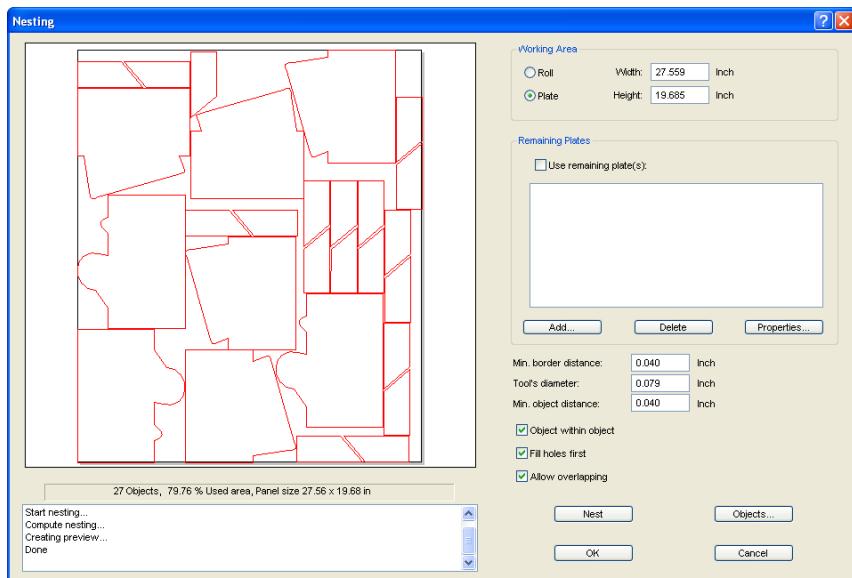
This option considers the rotation direction of the objects and in accordance with it the priority assigns with the nesting - here the preferential direction is: **vertical**.

A.1.5 The *Nesting* Button

The **Nesting** button starts the genuine nesting program. After all the plates and work pieces associated with the default settings have been selected, the plates are covered with work pieces. Depending on the number of parts, plates, and preferences in terms of accuracy and speed, the nesting process only takes a few seconds. Once all the available plates are filled, then the nesting results are displayed.

A.1.6 Result

The nesting result is displayed for control in the **Preview area**.



After the evaluation of the result the objects are transferred to the main program for further processing.

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 OptiScout text input. To insert a special character in OptiScout, 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	
80	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	
96	~	a	b	c	d	e	f	g	h	í	j	k	l	m	n	
112	p	q	r	s	t	u	v	w	x	y	z	{		}	~	
128	€	•	,	f	"	...	†	‡	^	%	š	<	Œ	•	Ž	
144	•	‘	’	“	”	•	-	-	~	™	š	>	Œ	•	Ž	
160	i	¢	£	¤	¥	¡	§	“	®	º	«	¬	-	®	-	
176	o	±	²	³	‘	µ	¶	·	¸	¹	º	»	¼	½	¾	
192	À	Á	Â	Ã	Ä	Å	Æ	ç	È	É	Ê	Ë	Ì	Í	Î	
208	Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Ø	Ü	Ý	Þ	
224	à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	
240	ø	ñ	ð	ó	ô	õ	ö	÷	ø	ù	ú	û	ý	þ	ÿ	

Example: to insert the character „¼” in the text, enter following number via the keypad:
ALT+0190.

C OptiScout Production & Design 7 Fonts

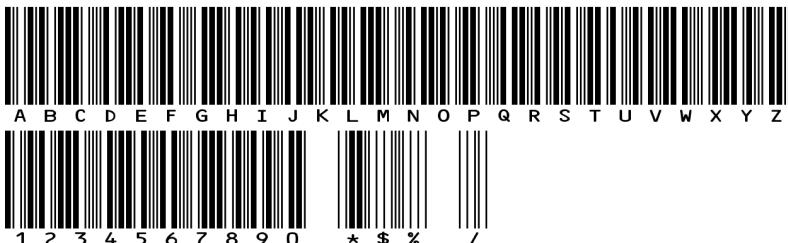
Industrial Name	Comparable With OptiScout Font
Antique Olive	EC Martinique Compact
Avant Garde Book	EC Avalon
Avant Garde Book Oblique	EC Avalon Italic
Avant Garde Demi	EC Avalon Bold
Avant Garde Demi Oblique	EC Avalon Bold Italic
Avenir 55 Roman	EC Avenue
Avenir 95 Black	EC Avenue Bold
Bodoni Poster	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 Glister
Glypha 65 Bold	EC Glister 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 Centenniol
Linotype Centennial 65 Italic	EC Centenniol Italic
Memphis Medium	EC Memm Medium
Memphis Extra Bold	EC Memm Extra Bold
Omnia	EC Opitan
Peignot Bemi	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

VAG Rounded Bold	EC Helios Bold
Zapf Chancery Medium Italic	EC Zürich Calligraph Italic
ID Automation	EC-EAN
#-key assigned with , -	EC Plak
#-key assigned with , -	EC Plak Bold
#-key assigned with , -	EC Plak Bold Italic
#-key assigned with , -	EC Plak Italic

D OptiScout fonts

EC-EAN



ECAvalon-Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECAvalon-BoldItalic

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

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ECAvalon-Italic

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ECAvalon

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ECAvenue-Bold

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ECAvenue

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ECBanff

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ECBodnoff

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ECCasablanca

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ECCentenniol-Italic

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ECChelsey-Bold

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ECChelsey-BoldItalic

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ECChelsey-Italic

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ECChelsey

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ECCOTTAGE

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ECCupertino

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ECEuro-Bold

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ECEuro-BoldItalic

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ECEuro-Italic

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ECEuro

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ECEurodemi-Italic

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ECEurodemi

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ECFrank-Bold

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ECFrank

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ECFreeport

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ECFuyijama-Bold

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ECFuyijama-BoldItalic

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ECFuyijamacondlight-Italic

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ECFuyijamacondlight

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ECFuyijamaextra-Bold

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ECFuyijamaextra-BoldItalic

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ECFuyijamaheavy-Italic

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ECFuyijamaheavy
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ECGatineau-Bold
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ECGatineau-BoldItalic
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ECGatineau
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ECGatineaulight
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ECGlistер-Bold

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ECGlistер

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ECGoethe

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ECGreekmathe

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ECHelios-Bold

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ECHomeward

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E CJUPITER

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ECKompakt-Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

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ECKompakt-BoldItalic

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 BäöüÄöü!"\$\$%&/()=?@#

ECKunstScript

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

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

1234567890 BäöüÄöü!"\$\$%&/()=?@#

ECMartinique

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abcdefghijklmnopqrstuvwxyz

1234567890 BäöüÄöü!"\$\$%&/()=?@#

ECMemm-Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890 BäöüÄöü!"\$\$%&/()=?@#

ECMemm

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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ECCOldlinus

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 äöüÄÖÜ!"§\$%&/()=?@#

ECPerfect

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECPeridonDemi

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
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ECPlak Bold Kursiv

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
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ECPlak Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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ECPlak Kursiv

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ECPlak

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ECRocky-Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECRocky-Italic

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECRocky

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECRockylight

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECRoman-Bold

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 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECRoman-BoldItalic

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abcdefghijklmnopqrstuvwxyz
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ECRoman-Italic

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ECRoman

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ECShellScript

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abcdefghijklmnopqrstuvwxyz
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ECStandard-Bold

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1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECStandard-BoldItalic

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ECStandard-Italic

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1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECStandard

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ! "§\$%&/()=?@#

ECSwiss-Bold

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ECSwiss-BoldItalic

ABCDEFGHIJKLMNOPQRSTUVWXYZ
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ECSwiss-Italic

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ECSwiss

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECSwisscompressed

ABCDEFGHIJKLMNOPQRSTUVWXYZ
 abcdefghijklmnopqrstuvwxyz
 1234567890 ßäöüÄÖÜ!"§\$%&/()=?@#

ECSwissneue-Bold

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ECSwissneue-BoldItalic

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ECUsa-Bold
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ECUsalight

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ECZuerichCalligraph-Italic

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

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E OptiScout symbol fonts

E.1 Sign symbols (ECSignsymbole)



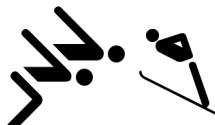
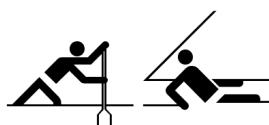
E.1 Sign symbols (ECSignsymbole)

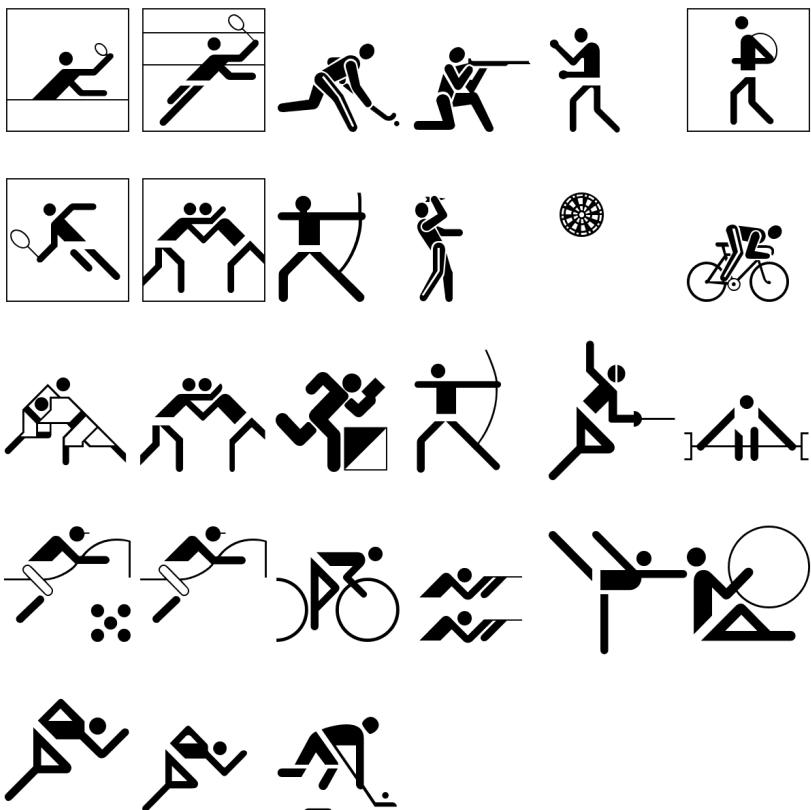


E.1 Sign symbols (ECSignsymbole)



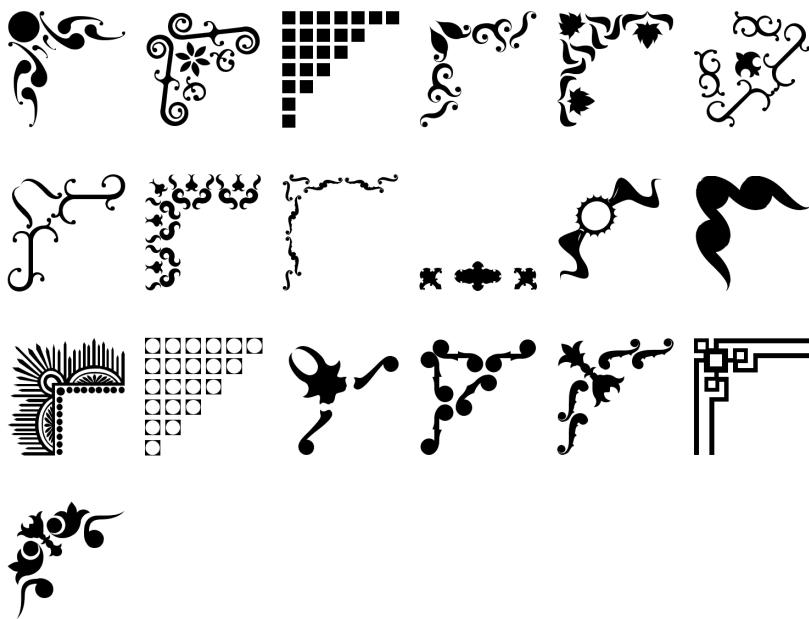
E.2 Sport symbols (ECSportsymbole)





E.3 Frame symbols (ECRahmensymbole)

E.3 Frame symbols (ECRahmensymbole)



F Dictionary of Technical Terms

Active and Passive Jobs	Active jobs are those that are being cut. Passive jobs are waiting in the queue for output.
Additional Programs	Additional programs are program modules or stand-alone programs that are part of the delivery.
Auto Import Plug-Ins	Auto import plug-ins are used to automatically import data from other programs - without intermediate steps.
Automatic Contour Pen Conversion	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!
Bitmap Functions	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.
By Color	This is a welding function, which deletes all surfaces, which are covered by overlying colors.
CMX Data Transfer	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.
Cap Height Setting	Cap height is the typographical correct unit of capital letters. The text editor uses this unit by default when calculating the font size.
Circular Text	Is a special feature of the text editor with that text blocks can be placed on or in a circle.
Clipart Tab	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.
Clone	This function is usually used when creating labels and series. Changes at the control object are transferred to

all clone objects.

Close Objects (Automatically)	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.
Contour Line (Print & Cut)	Unlike the outline / inline bitmaps are here provided with a vector contour. This function is regularly needed in the creation of labels and stickers.
Create / Edit Text Block	Text blocks are blocks of text that can be used more frequently because they appear identical or similar in many jobs - such as your address. With the PhraseWriter arbitrary blocks of text can be created and modified as needed.
Cut Out Region	Is a bitmap function which provides the tracing of parts of a bitmap. You can cut out any vector form out of a bitmap.
Device Control	This section deals with device control functions on the output side.
Digitize Mode	This feature means a drawing tool, that similar to digitizing tablet with a magnifier, draws nodes on the working sheet.
Dongle Protection	A dongle is a hardware copy protection that is stuck on the USB port of the computer to make run the software. The dongle protects producers against unauthorized copying of its software and at the same time it protects the investment of the buyer, since its competitors do not get the software free of charge. Thus from dongle protection both sides benefit - producers and buyers.
	
Drill Holes	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.
Driver	Driver means device driver, which the post-processor uses for output. In the driver, the device-specific tools

and their parameters are defined.

Files Tab

Is a sub-element of the Sidebar, with that Jobs can be managed. Job is the file extension, which is used from EuroCUT.

Flatbed Cutter

All cutters that have a flatbed as a cutting surface.

Folder Monitoring

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.

Fontmanager

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.

Full Surface

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 underlaying 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..

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

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 User Versions Available	For every main license multi-user version can be purchased. The additional versions here have the same serial number as the main license.
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.
<p>✗ - This device type is supported by the software suite OptiScout. Full info at: www.optiscout.com</p>	
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.

PhotoCUT

PhotoCUT is a program module which can convert halftone drafts into vector stripes. The so generated vector stripes can be cut on each usual cutting plotter and, generate - with the appropriate viewing distance - one photo-like effect.

PhraseWriter

The PhraseWriter is a program module for the management and use of text blocks. It is automatically started at startup and is accessible at any time using the right mouse button context menu. The specified text block is selected and then inserted and displayed on the desktop.

Plot Manager

The Plot Manager is a separate program module, which 'background' controls and monitors the output of the data on the selected device.

**Plot Server Function
(TCP/IP)**

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.

Plot to File

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.

Posterize	Posterize is a bitmap function which performs a reduction on any number of color hues per color layer.
Preview *.CDR and *.CMX	The files tab can display besides *.JOB also contents of *.CDR and *.CMX files (CorelDRAW formats).
Productivity Tools	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.
Program Type	This section summarizes certain criteria which characterize the use of the program.
Reference Job (*.JRF)	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.
Register Mark	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.
Roll Cutter	Roll cutter means all cutting plotters, which can only handle material rolls.
Screen Printing	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.
Segmentation with Overlap	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.
Sidebar	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'.
Sort with Simulation	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.

Space (1/1, 1/2, 1/4, 1/8)

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.

Spool Function

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.

Spot Colors Definable

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.

Stacking

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.

Stand-alone Software

"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, Type 1 and BE Fonts	These 3 font formats can be managed with a font manager 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.
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.

G Glossary

Additive color system	The ~ is based on mixing the additive, luminous spectral colors red, green and blue (RGB), for example in color TVs or color monitors
Adjustment	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.
Adjustment handles	~ are the 9 black squares that are drawn around the object and in the middle when marking objects.
Antialiasing	Edge smoothing with bitmaps
Application tape	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.
Ascender	Term for the part of a character that extends above the middle length.
Backup	Data backup
Bit-depth also shade	~ 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
Bitmap	Pixel-graphic
Bold	Font that a bit thicker than the standard typeface.
Byte	Smallest addressable unit in the computer memory, consisting of 8 bits.
Calibration	Adaptation of printer, monitor, cutter or adaptation to desired values.
Cap height	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.
Center justification	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

Clipart(s)	~ are jobs or job parts that were added to the Clipart toolbar . They are saved in a separate directory. (C:\Program Files\EUROSYSTEMS\OptiScout Production & Design 7\CLIP)
Clipboard	~ is used for temporary storage in Windows. The ~ is used to exchange data fast between applications.
CMYK	Cyan, magenta, yellow, contrast (key, black) Standard colors for the four-color printing.
CMYK-color area	~ is the total number of colors that can be displayed by the colors used when printing (CMYK).
Color depth	~ is the number of possible color tones that can be recognized by a scanner or reproduced on a color monitor.
Container	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.
Context menu	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.
Contrast	Contrast; range of brightness between bright and dark parts of a picture.
Cursor	~ is the blinking, vertical line in an editable field.
Decoration	Accentuation of text parts by modification of the text attributes, for example bold , <i>italic</i> .
Descender	This is the part of a character that protrudes below the font line.
Desktop	The area besides the working surface that can be used for the draft. It is comparable to a desk on which are the tools.
Digitalization	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.
Dongle	

	Means the copyright that is part of the scope of delivery of OptiScout. It is inserted in the USB interface of your computer. Without ~ the software cannot be started.
Download	Downloading applications or files from the internet to your computer.
DPI	Acronym for Dots Per Inch ; resolution fineness (1 inch = 2.54 cm)
EPS	Acronym for „ E ncapsulated P ostscript F ormat”. 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.
Foil	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 calendered foil. Calendered 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.
Font	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.
Font line	~ 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.
Font size	~ 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.
Forced justification	Justification where all text lines - also the last- are adapted to the width of the column or the working area. In OptiScout this justification is called „force justification”.
Gamma correction	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.
Group	Combination of arbitrarily many objects to a group. The position of the objects itself does not change any more within the group.

Halftone image(s)	~ are pictures which contain shades of gray or hues. The tonal value between pure white and pure black is called halftone.
Hotfolder	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.
Inch	Measurement unit for the length 1 Inch = 2.54 cm
Job	File-ending of OptiScout; name for OptiScout file
Justification	Alignment of a text block on the working area. OptiScout offers justification left-aligned, right-aligned, centered, center justification, forced center justification and adjust cap height.
Kerning	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.
Laminating	Covering with transparent plastic films.
Live-Update	Updating of software via the internet.
Macro	A ~ automates program flows. The automation can thereby be realized with the program's own commands or a macro language.
Marking function	~ 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.
Process colors	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.
Profile	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.
Raster Image Processor	short: RIP - Software that rasterizes vector data and controls the printing on a large format printer.
Resolution	Number of pixels per track unit. It is indicated in dpi (dots per inch). Laser printers have a resolution from 600 to 1200 dpi.
Scan resolution	Fineness of the resolution when scanning analogue images Formula: 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.

H Imprint

Comment to the production:

This manual was created with our own document system.

Used font family: Arial

English version:

Heidi Hansen, Peter Bettendorf
RCS Systemsteuerungen GmbH

Date: 09/13/12

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