## **Plotting a Garment Designer pattern**

## General

 The process involves creating a multi-page PDF of the pattern and opening each page in Inkscape for further processing before using an extension to create the Gcode files required by the plotter.

## Workflow

- In Garment Designer
  - Page Setup, select (or create) a custom page large enough for the biggest pattern piece. Note, each pattern piece will be allocated at least one page by GD.
  - Display, Full Size
  - Print, Save as PDF
- In Inkscape
  - File, Open. Choose which page to load.
  - For each page in turn
    - File, Document Properties, set units to mm (2 places; Display units and Custom size). Close Document Properties window (changes saved automatically).
    - Edit, Select All in All Layers.
    - Object, Ungroup (repeat till no further groups. reselect if necessary).
    - Carry out any editing such as removing unwanted borders and the filled rectangle that can hide other items. Copy facings as a separate piece on the page. Note that the line of the facing generated by GD should be replaced by tracing over the top of it. This is best done by first creating a new layer so that it can be temporarily made invisible while deleting the original line.
    - Keep 'all in all layers' selected for the next steps
      - Path, Object to Path (repeat till no objects left).
      - Extensions, Gcode Tools, Orientation Points.
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- Select grey box containing Tool settings and zoom to fit. If necessary, flip vertically. Edit values as required, eg. feed 400 -> 2000.
- Select the Orientation Points text. Scale the selection to 377.955% (tick the Scale Proportionally box). Move the Orientation Points selection to point to the Origin you require.
- Select the pattern paths. Gcode Tools, Path to Gcode, in Preferences tab set filename and path. Switch to Path to Gcode tab, Cutting Order = Pass by Pass, click Apply.
- Once process is complete, close dialog. The Gcode file (suffixed ngc) should be in the chosen directory. You can open the file in CAMotics to run a simulation.