

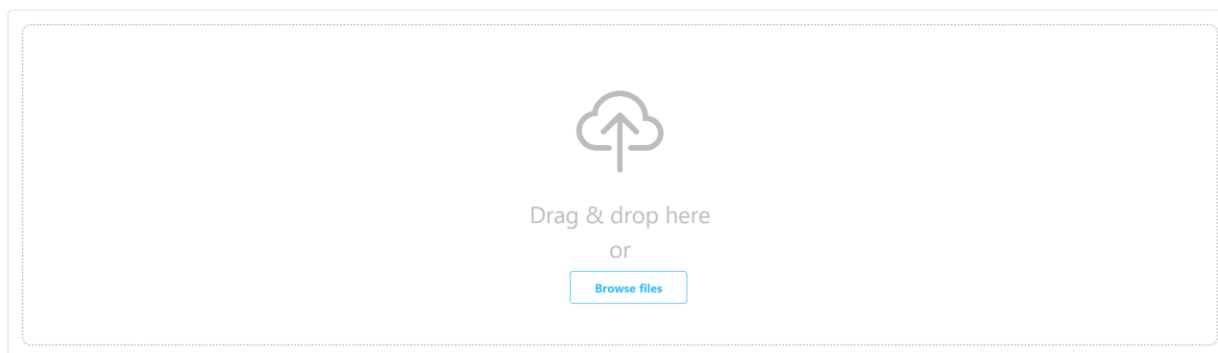


Quick Start for the Custom Artwork Tab

Import Artwork

- Supported File types: PDF, EPS

Artwork can be imported from a **single page** PDF or EPS file by dragging the file into the action window or browsing for them on your computer.

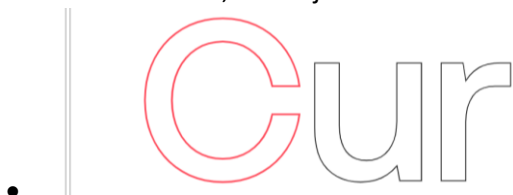


- It is recommended to clean up your artwork file prior to the upload.
 - o Reference “Tips for Preparing Artwork in Libre Draw” for details.

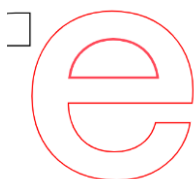
Select Objects to Populate

Option 1

- Click on the outline of the object you want to select.
- Once selected, the object will turn RED.



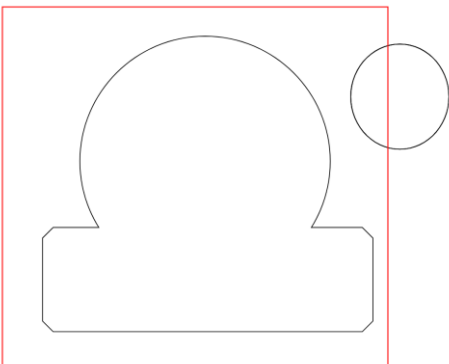
- To select multiple objects, hold the control key as you click on more shapes.
- If you are selecting a letter or object with a hole, be sure to select the inner shape as well.



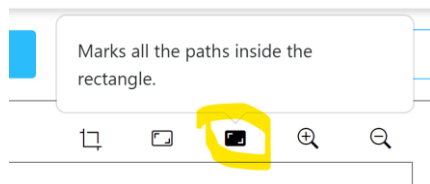


Option 2

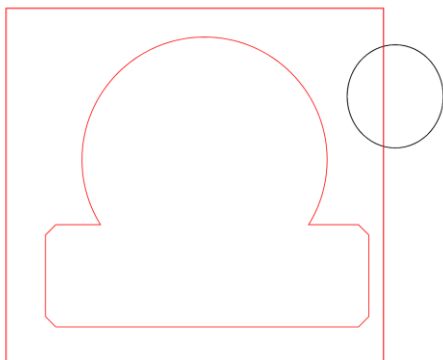
- While holding “Ctrl”, click and draw a box around the items you want to populate.



- Use the select button to highlight the objects you wish to keep for population.

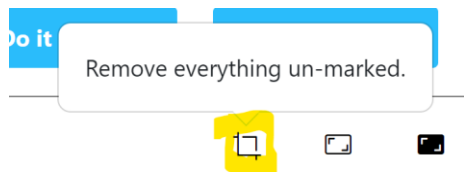


- After hitting the select button, the selected objects will turn red.



Completing your Selection

- Press the crop button to remove unwanted items.



- Once you have isolated the items you want to populate press “Continue”
- The preview window will now contain only the objects you wish to populate.



Naming Objects

- Select the object you want to name by clicking on the border.
- A box will appear for assigning a name to the object.

Enter Shape Attribute

Order Number

Shape Name

Follow Shape ☒

CLOSE

SUBMIT

-
- If the object is a letter or odd shape, keep the Follow Shape box checked.
- If an object is a standard shape (square, circle) it's best to uncheck this box.
- Objects will also be assigned a number in the order in which they are named.
 - This number determines how the order in which the objects are assigned to a power supply.
- Once you have named all the objects press Continue.
 - This will finalize the artwork for population
 - You can see the object names in the preview screen when you hover over them.

Object population

- You can now choose your sign parameters.
- You can size your object by entering either the known height or width dimensions.
- The Module Pitch field allows you to adjust the distance between modules in a row.
- The Row Spacing field allows you to adjust the distance between multiple rows.

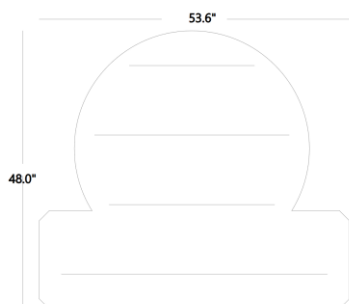
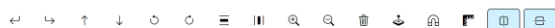
Layout Type	<input type="text" value="Face Lit"/>	Sides	<input type="text" value="Single Sided"/>	Voltage	<input type="text" value="All"/>	Power Supply	<input type="text" value="GEPS24-100U-GLX2"/>
Can Depth	<input type="text" value="4"/> in	Series	<input type="text" value="All"/>	Power supply mode	<input type="text" value="Simple Optimal"/>	<input checked="" type="checkbox"/> Height	<input type="text" value="48"/> in
Orientation	<input type="text" value="Vertical"/>	Color	<input type="text" value="All"/>	Module	<input type="text" value="Tetra MAX 24V Small 71K"/>	Module Pitch	<input type="text" value="8"/>
Row Spacing	<input type="text" value="10"/> in	Remote PS	<input type="checkbox"/>				

Populate

Guide Path

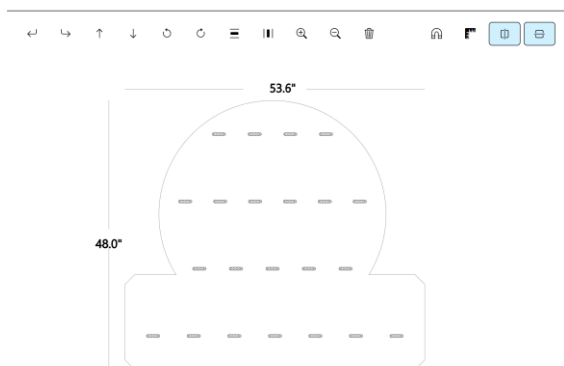
Clear

- Pressing "Guide Path" will give you a preview of where the modules will be placed.





- Once you press the “Populate” button, your layout will be previewed below.



Editing Functions



- Undo/Redo
- Increase/Decrease density
- Rotate
- Zoom functions
- Object details
- Delete module
- Add module to guide path
- Measure Tool
 - Hold control when selected to draw a measurement line
- Add/Remove Dimensions