

## Welcome to WinPCSIGN

Congratulations on your purchase of our Sign Making WinPCSIGN software

Founded in 1988, Sign MAX Enterprises inc. has experienced tremendous growth and now plays a greater role in the programming world. From its modest beginnings, it has now blossomed into a company that is not only aware of modern trends in its field, but also sets the pace with its cutting edge products.

Our success stems from the efficiency of our internal structures; our goals are well defined, and we can rely on a competent, versatile and dynamic team of employees. It is because of these assets that we have been able to overcome various challenges and are now able to produce several types of software designed for industry and commerce.

It is with great joy that we now introduce our latest offering: WinPCSIGN Software. This high-tech product enables us to expand our horizons to include the general public to our market. Among our goals for this product, we intend to give the user a choice of tools that are effective and powerful and yet simple to use. WinPCSIGN software is ideal for drawing, the creation of graphics, retouching images, and vinyl cutting (lettering, logos).

We are also eager to assist you on your journey to the wonderful world of computer-assisted drawing and graphic design.

Signmax team

This manual can be use with [WinPCSIGN Pro](#) and [WinPCSIGN Basic](#), because both versions work the same way. However some feature is only available in Pro version.

**Transfer license of WinPCSIGN Basic 2012 without USB dongle. This function allows you to transfer the license to another computer. From WinPCSIGN, Help menu, Select License transfer function. WinPCSIGN will automatic reset the license. You can now reinstall to your new computer.**

**Note: WinPCSIGN Basic allows you to transfer the license 5 times maximum. Click on link to read: [How to create an account](#)**

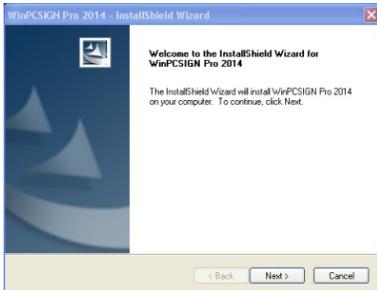
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## Welcome to WinPCSIGN

### Installation

1. Be sure to close all open programs and insert the CD-ROM program into the CD-ROM or DVD drive. If the autorun is active in your computer you will see the following screen.



If you wish to install WinPCSIGN Pro, click **Next** button to install WinPCSIGN. We recommend to select **Typical** installation.

2. If the autorun doesn't start, select  `setup.exe` from WinPCSIGN CD-ROM / **Pro** folder.

3. Security key installation (dongle).

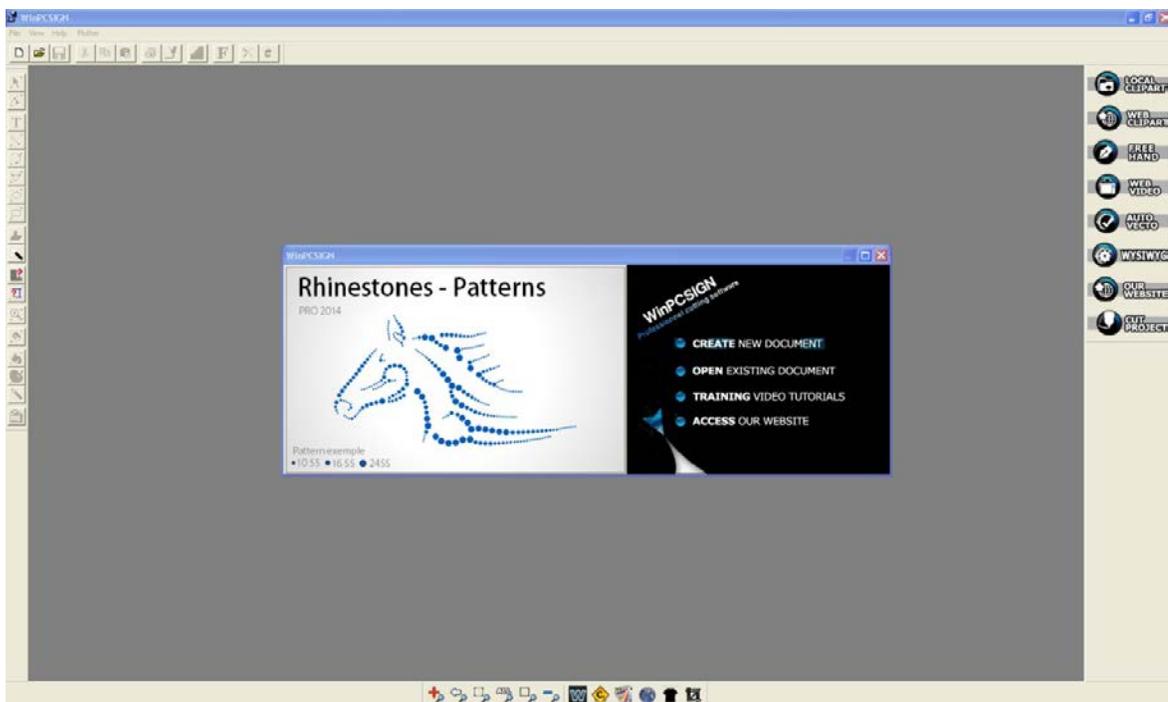


You can insert the security key RockKey2 anytime, no driver to install or search, just place the security key (dongle color may vary) in a USB port.

- 4 .Run WinPCSIGN



Double click the WinPCSIGN icon from your desktop or select **Start / All Programs / WinPCSIGN**



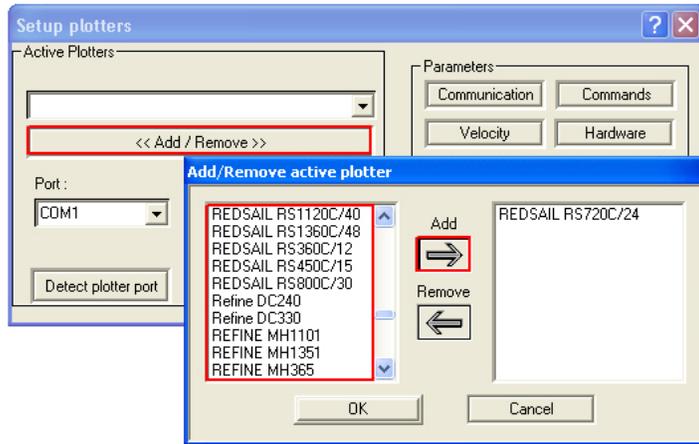
## Setting a cutter

### How to set your cutter

Before proceeding to the configuration this information will be necessary

- 1) Cutter brand name and model
- 2) Type of connection
- 3) USB cable or cable supplied with cutter
- 4) USB driver.

Select **Create New document**, then From File menu select Plotter code or select it from the **Settings menu / Plotter Codes**. Then from the **Setup Plotter** screen click **Add/Remove**



Locate your plotter, select it and click on the arrow to **add** to place the plotter in the visualization windows to the right. Click **OK** button and select a **communication Port**

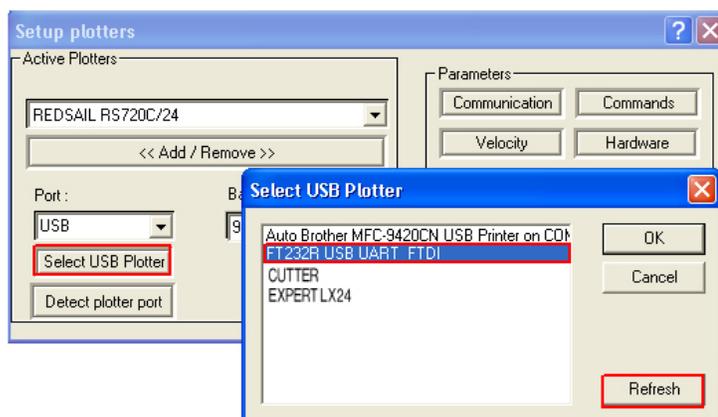
### How to connect your plotter using a serial cable? (Com port)

If you use a serial cable between cutter and computer, use the Com port available, usually Com1. After Com port is selected, click on **Accept/Save** button.

Use the available **Com port** previously identified in the **Device Manager**. If you use a USB serial converter check the new port in the **Windows/Device Manager/Port** and configure your cutter with the new port.

### How to connect your plotter using an USB cable?

If your cutter is configured to a USB port, click the button **Select USB plotter** to select the proper USB printer or FTDI driver



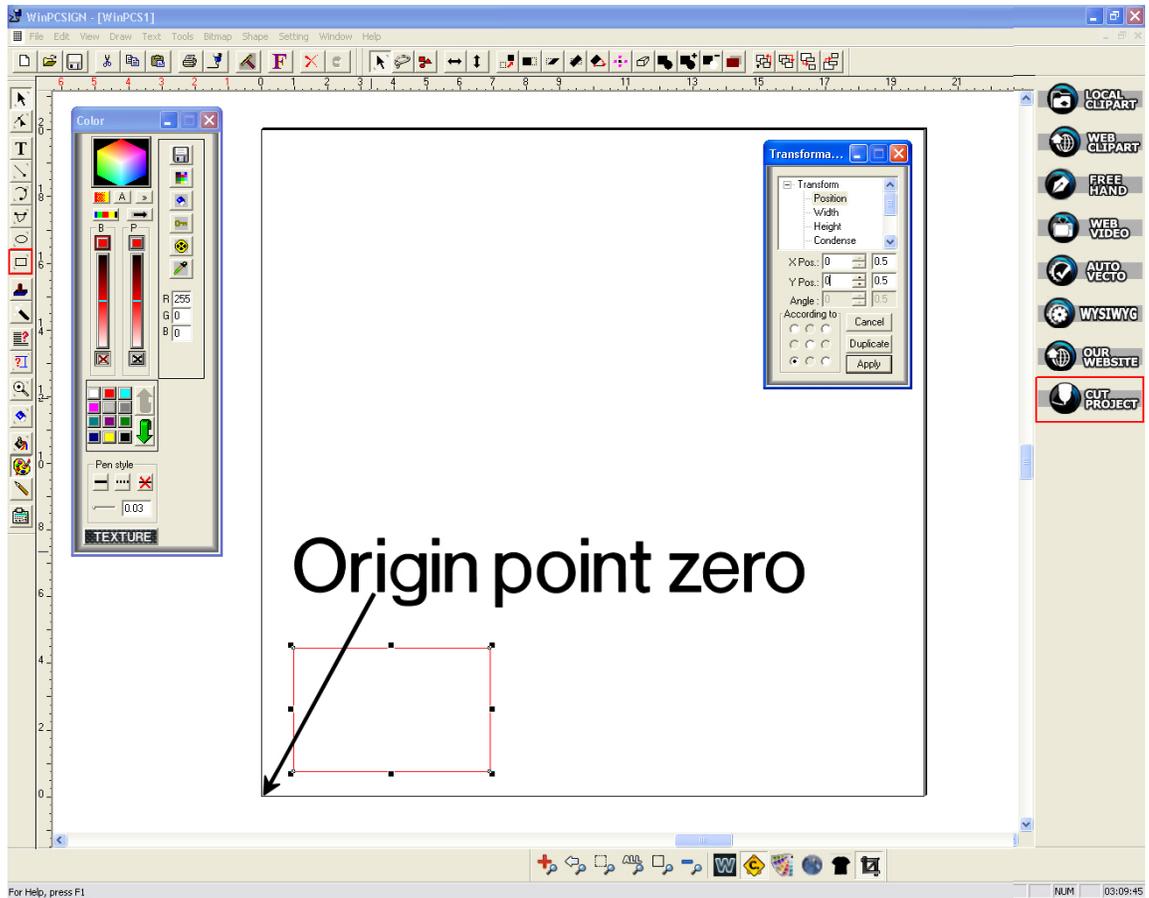
**if your USB driver is not in the list ...**

- A) Insert the Cd-Rom driver
- B) Plug the USB cable
- C) If you don't have driver, download driver from web site
- D) Select **Refresh** button
- E) Download from internet

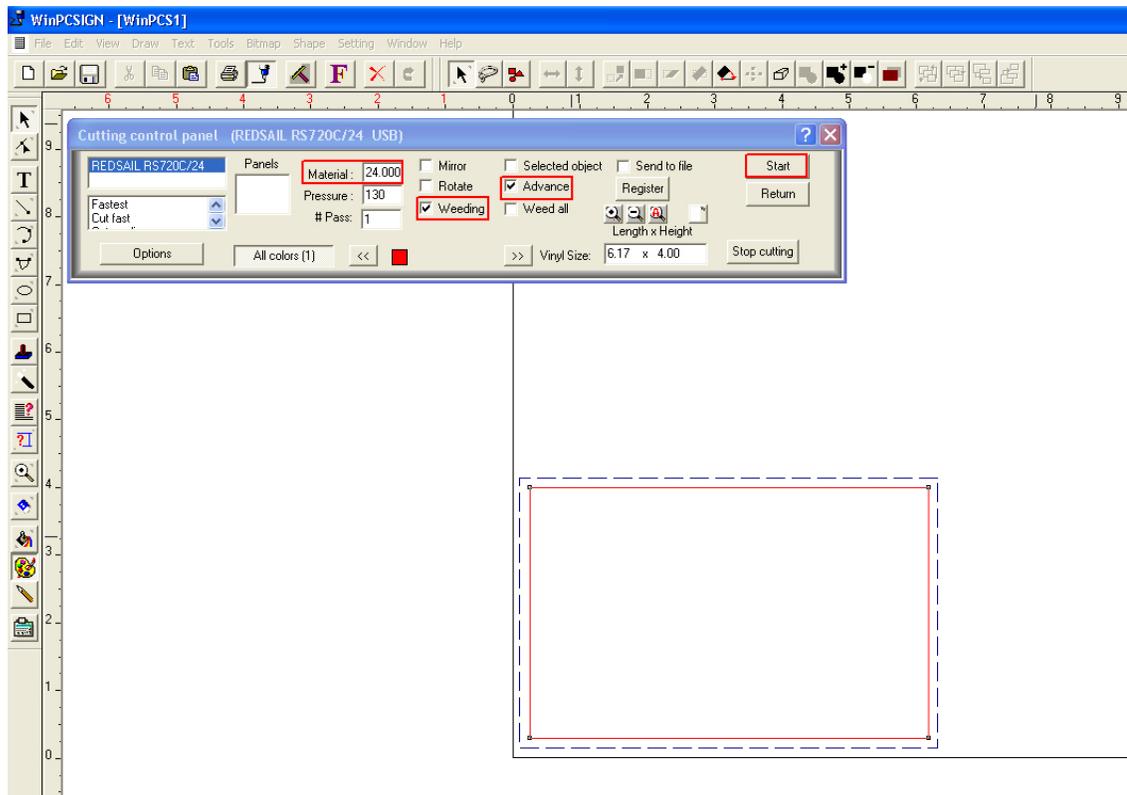
Click the **OK** button to close the USB port selection window and click the **Accept/Save** button.

**Test the equipment**

Draw **rectangle** near left hand bottom corner; this represents The origin point (0,0). Click on the **Cut Project icon**, this will open the **Cutting Control Panel**



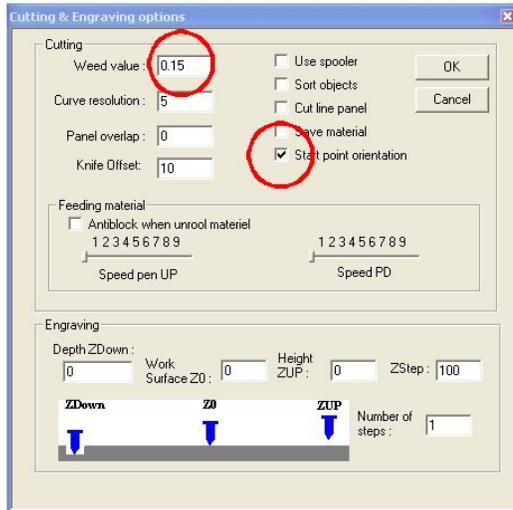
From the **Cutting Control Panel** check Material value, select Weeding, Advance and press: **Start**. [Watch a video](#)



Read: [Cut your first job chapter](#) (Page 14)

## To enhance the cutting of quality

Click the **Options** button from **Cutting Control Panel**. Enter a value of 0.12 or 0.15 for the **weed** value. Also **check mark** the box or **Start Point Orientation** and **Save material**.



Click **OK** button and exit from Cutting Control Panel so that the changes take effect

### Bad value of a Knife offset example:



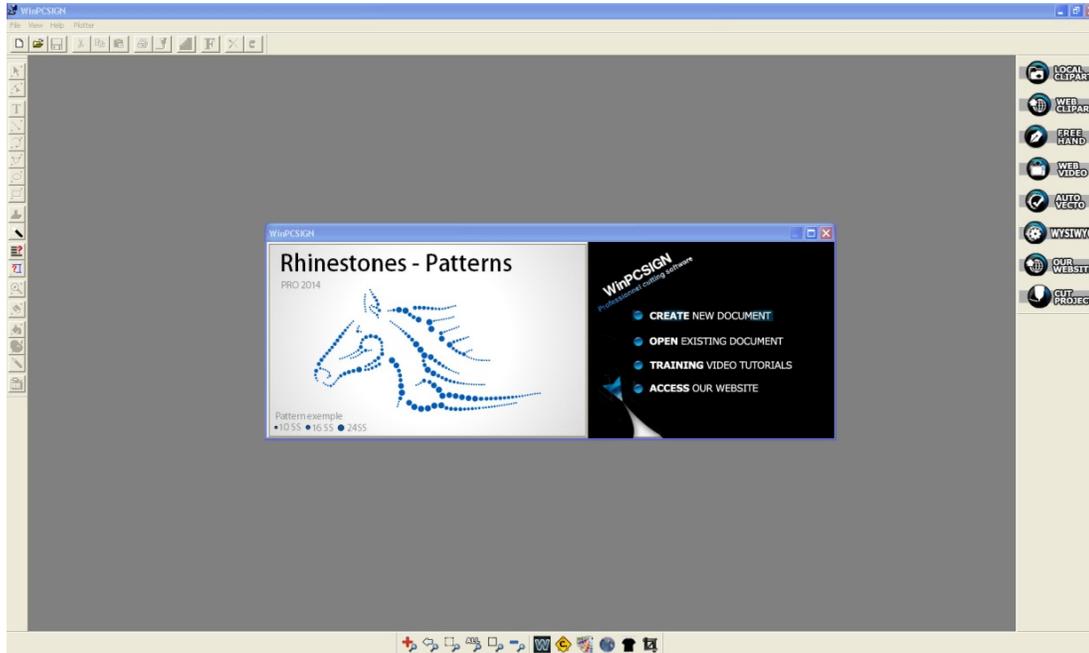
The **blade offset** function allows you to compensate for the slope of the edge of the blade. The advantage of choosing a good offset value is that letters have square corners and are easier to weed because the vinyl and adhesive will be totally cut. 10 units offset = 0.50 mm = 0.020 inch

**Good Knife offset value will give you a good cutting result. This value is already set, you don't need to change.**

## Starting out

Your WinPCSIGN Pro software is now ready and you are impatient to discover the many capabilities of the software, however you will need a certain time to get acquainted with the software and the equipment.

After the WinPCSIGN Pro software installation a new icon will be created on the Windows desktop. Double click to open WinPCSIGN Pro:



WinPCSIGN open first screen. From here you can:

- A) Create a new document
- B) Open an existing document
- C) Training multi-media tutorial
- D) Access our website

### Select Create a new (blank) document

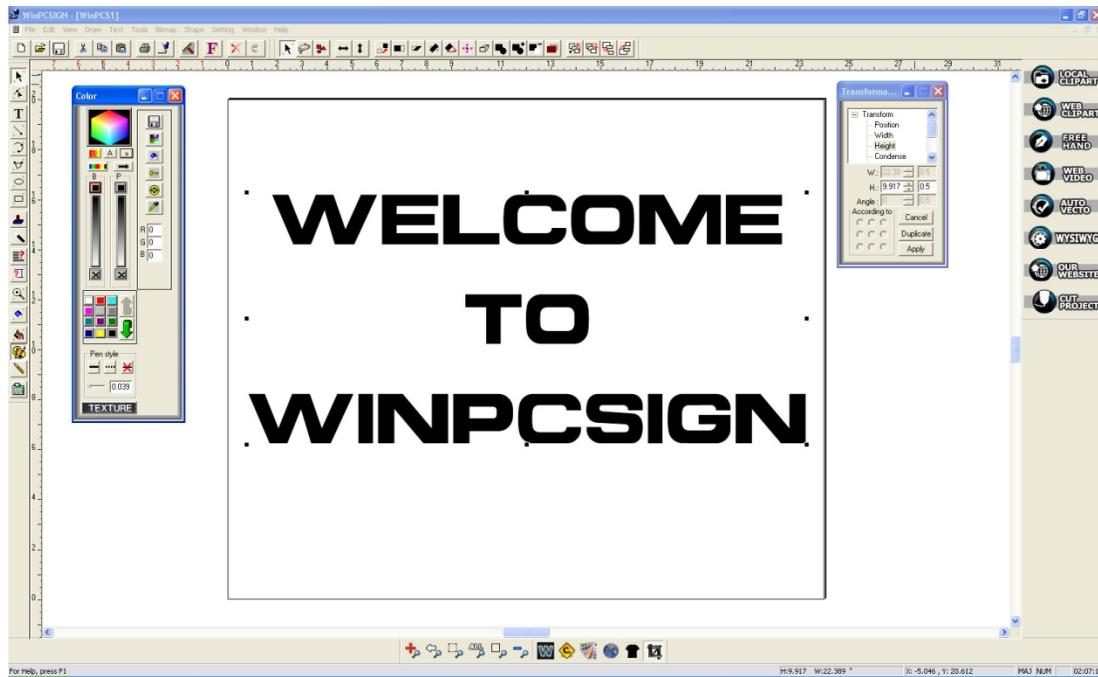
If you select **new document** .the “**Sign Page**” screen appears Enter **Length** and **Height** of your sign or the dimension of your material (vinyl) putting on the cutter. Click “**Ok**”



- 1) Saved sign pages
- 2) Enter new sign page Length & Height
- 3) Select Unit: Inches, cm or mm

[Watch Welcome to WinPCSIGN video](#)

## Welcome to working screen



The “working screen” represents your page according to the selected dimension and orientation of your sign or the material putting on the plotter. You will also see the tools bar, the color palette, function bar and, on top of your screen and zoom bar at bottom of the screen

### Command Bar:

	New document ( control +N )
	Open a document ( Ctrl + O)
	Save as a document (Ctrl + S)
	Cut (Ctrl + X)
	Make a copy (Ctrl + C)
	Paste (Control + V)
	Print
	Open Cutting control Panel ( F10)
	Redraw . Refresh your working screen ( F5)
	Fonts. Open the windows fonts.
	Undo. Recuperate delete job (control + Z)
	Redo. Redo the last action(s) (control +R)

**Tools Bar:**

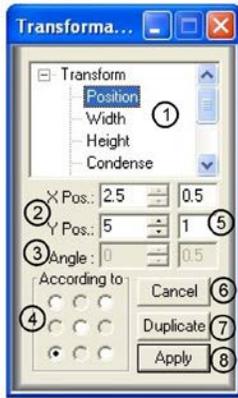
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- |   |   |
|---|---|
|    | 1. <u>Select Element</u> : Tool for selecting of one or more element(s). (Select, move, and resize an element(s))   |
|    | 2. <u>Manipulate</u> : (F9) The manipulation tool is use to move points or to convert an arc into a line or a line into an arc  |
|    | 3. <u>Text Tool</u> : select "text tool" then move your cursor on the working screen and click. Type your text.   |
|    | 4. <u>Segment</u> : Use to draw lines automatically connected. To use this tool, move the mouse on your working screen, click and drag. Release the mouse button to create your first line, move the mouse and click to connect to the first line continue this action. |
|    | 5. <u>Arc from a path</u> : Use to draw connected curves  |
|    | 6. <u>Free Hand Draw</u> : Free hand draw traces a smooth path and closes the path by connecting the two extremities of your path.  |
|    | 7. <u>Oval</u> : draw ovals or circles.   |
|    | 8. <u>Rectangle</u> : draw rectangles or squares.   |
|   | 9. <u>Merge</u> : This command is used to merge an element to an image. (Alt + S)   |
|  | 10. <u>Image Contour</u> : To create exterior or interior contour of an image allowing to cut the contour   |
|  | 11. <u>Justification</u> : Brings up the justification tool bar to align the text and the various elements selected to the center, left, right, top or bottom.  |
|  | 12. <u>Line Dimension</u> : Open the line dimension window to create dimensions-lines and measures.   |
|  | 13. <u>Zoom</u> : Use to zoom in closer to your page, open the zoom window  |
|  | 14. <u>Erase</u> : Use to erase line(s), curve(s) picture. (F5) Note: You can also use the "Delete" from your keyboard.   |
|  | 15. <u>Brush color</u> : Color using the selected brush color.  |
|  | 16. <u>Color palette</u> : To display or hide the Color palette.  |
|  | 17. <u>Pen/Brush</u> : Opens the Pen/brush configuration  |
|  | 18. <u>window calculator</u> : Opens a calculator   |

**Transformation screen:**

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The transformation tool is specially used to modify or to compare position, height, width, condensation, slant, mirror effects, rotation and engraving functions of any selected objects or groups. This exceptional tool bar is opened by default. You can also press the letters **H,W,P,C** from your keyboard to open.

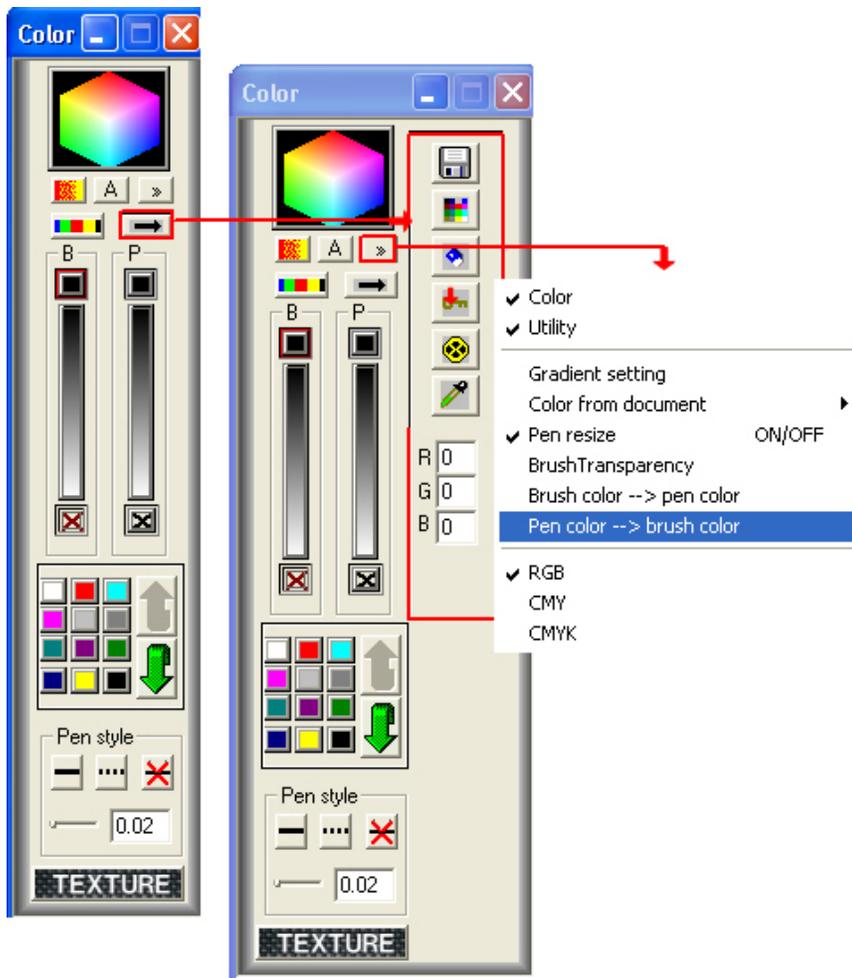


- 1.-Transform:** Indicates which tool is selected and used.
- 2.-Position as X and Y:** Represents the position of the selected object. On the image we see a position giving to X a position of 2.5 and giving to Y a position 0.0 (zero). You can modify these values by typing the desired values in the window. Scroll buttons can be used
- 3.-Angle:** This represents the rotation angle in degrees that you wish to rotate an object or the inclination (slant) angle.

- 4.- According to:** You can select the rotation axis or the mirror plan to make a transformation.
- 5.-Increments:** This represents a value that you wish to add or to decrease the position X and Y, the width, the height, the condensation, the inclination angle, the rotation angle in degrees and the engraving.
- 6.- Cancel:** This option cancel (undo) the last action.
- 7.- Duplicate:** create a copy of any selected object or groups.
- 8.-Apply:** Apply selected transformation to the selected objects or groups. **Note:** Not recommended for text height.

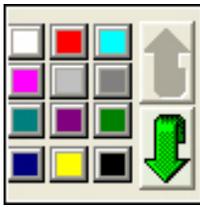
**Color palette:**

**Pen Color:** The pen color or the edge of an object is what is cut out; it does not affect the fill color or color inside an object. (Brush color).

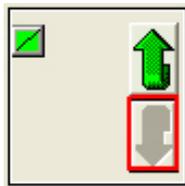


Click arrow to expand additional features in the color palette. Allow transforming the outline color of an object selected with the same color as his fill color. Click on arrow to expand the color palette or to return the palette to its previous size.

**Color selection:**



By selecting an object and moving the mouse cursor on a color of the palette, you will obtain a fill color if you press the left mouse button, and a pen color if you use the right mouse button.



If you created a contour cut, around an image, you need to select this color if you want to export it. We recommend export your files in EPS.

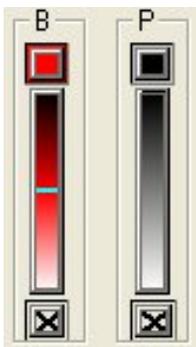
Click arrow down

**Color Box:**



Moving the mouse cursor over a color of the color box, you can select a pen or fill color for any selected object.

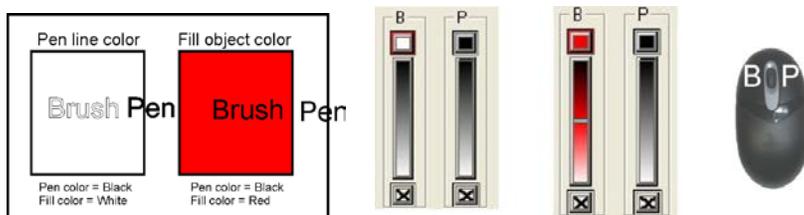
**Brush & Pen Slider**



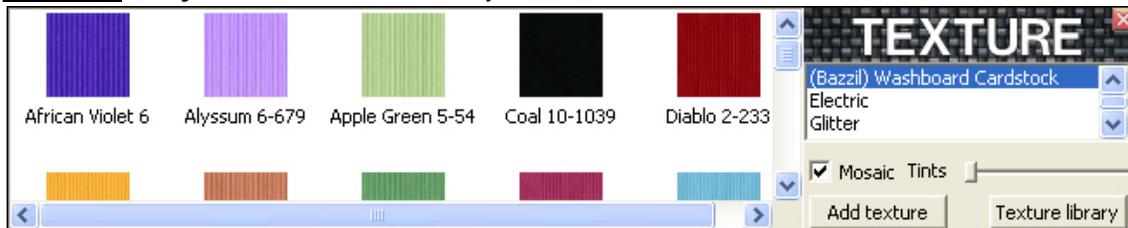
These bars show what colors are currently selected for your brush (fill) and pen color (border). Clicking the "X" boxes will make the fill color or the pen color invisible. "X" are colored in red to show that they are not visible.

**Fill Color:**

The fill color or color inside an object. (Brush color).

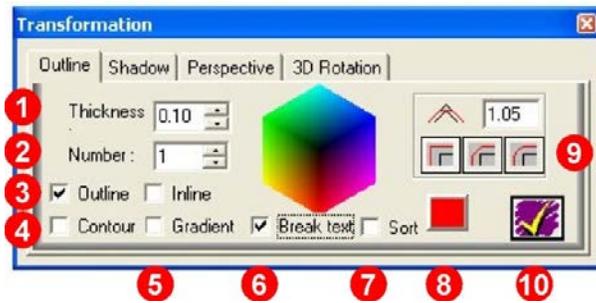


**Texture Library:** Bazzil-Heat transfer vinyl-Rhinestone-Granite-Marble and more



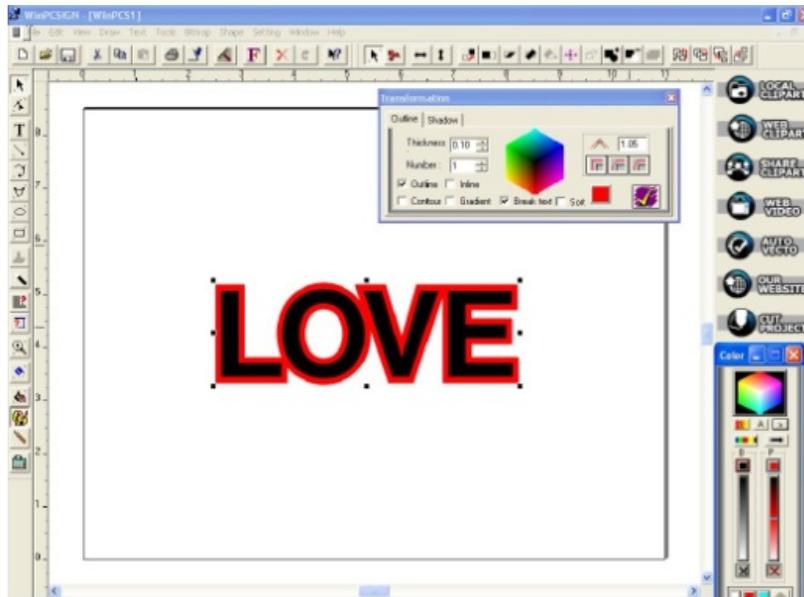
You can use this texture to fill your selection

## Regrouped additional tools



### Outline

From **Tools** menu expand and select **Outline**.



The window transformation contains four tools, the first tool allows to create external and / or internal contours around a text or a logo thickness. You can create one or more spaced external contours of adjustable

**1-Thickness:** Select the thickness of your Outline. Always use a low value like 0.10 or 0.25. inches

**Number:** Select how many outlines you want.

**2-Outline / Inline:** Outline is towards the outside of the design object while inline is towards the inside of the design object. Remember that the number of inline contours is limited by the size of the object.

**3-Contour:** This function automatically welds the overlapped objects, select contour to make any overlapping outlines automatically weld together.

**4-Gradient:** Generate a color background made up according to the gradient of filling selected.

**5-Break Text:** This activated function separates the original text from the outline created when not activated; the initial text and outline created are grouped units and inseparable. You must break the text if you wish to create two or several outline of various thickness or different colors.

**6-Sort:** Arranges stacking order of the outlines generated in order to show the smallest object on top of the pile.

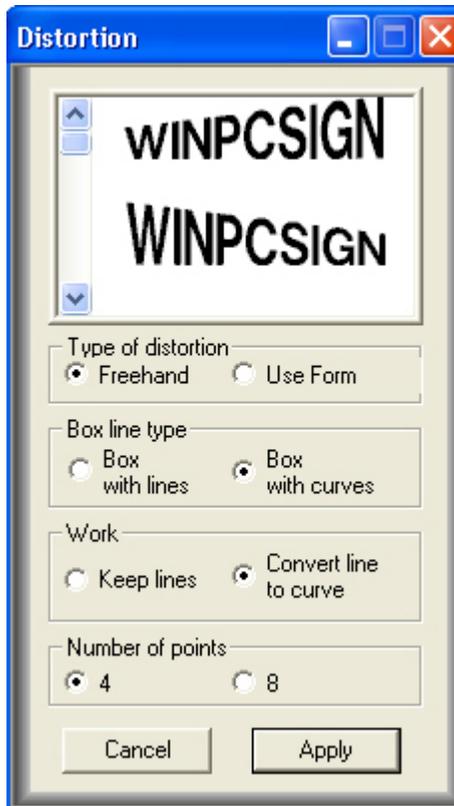
**7-Fill Color:** Displays the current outline color selected.

**8-Corner Style:** Select from three model styles of generated outline corners.

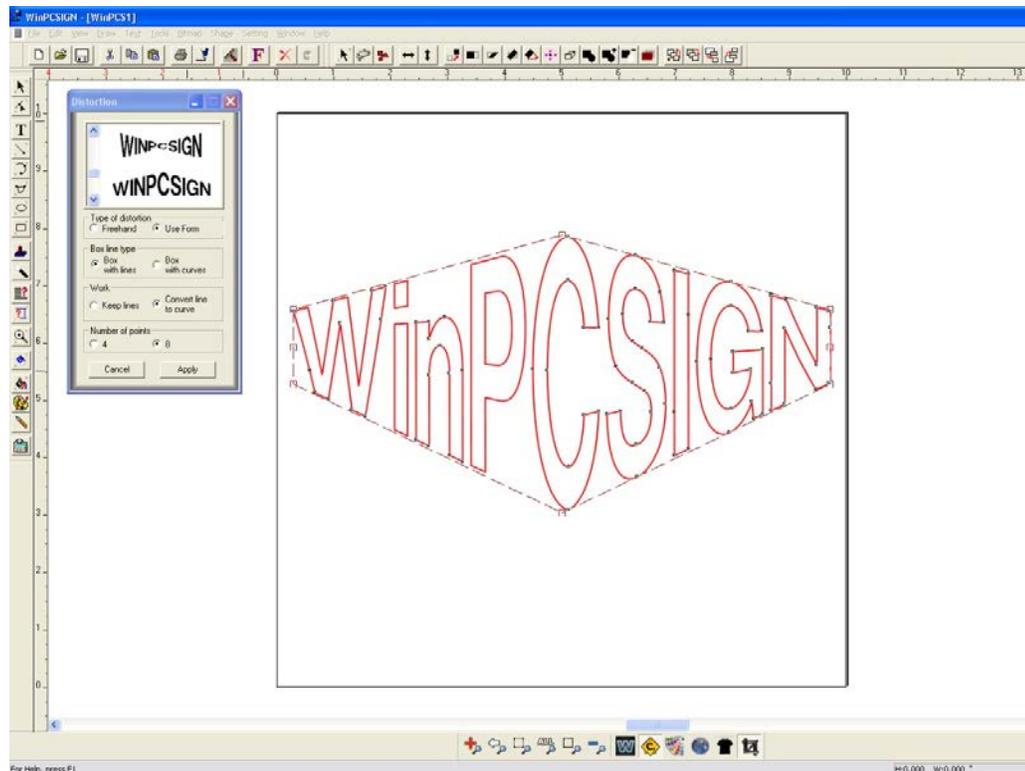
**9-Apply:** Apply your current setting to generate outline(s).

## Distortion

Write your text, select it and from the Tools menu expand and select **Distortion** or from keyboard use (Ctrl+K) brings up a window with distortion templates to transform your selection.



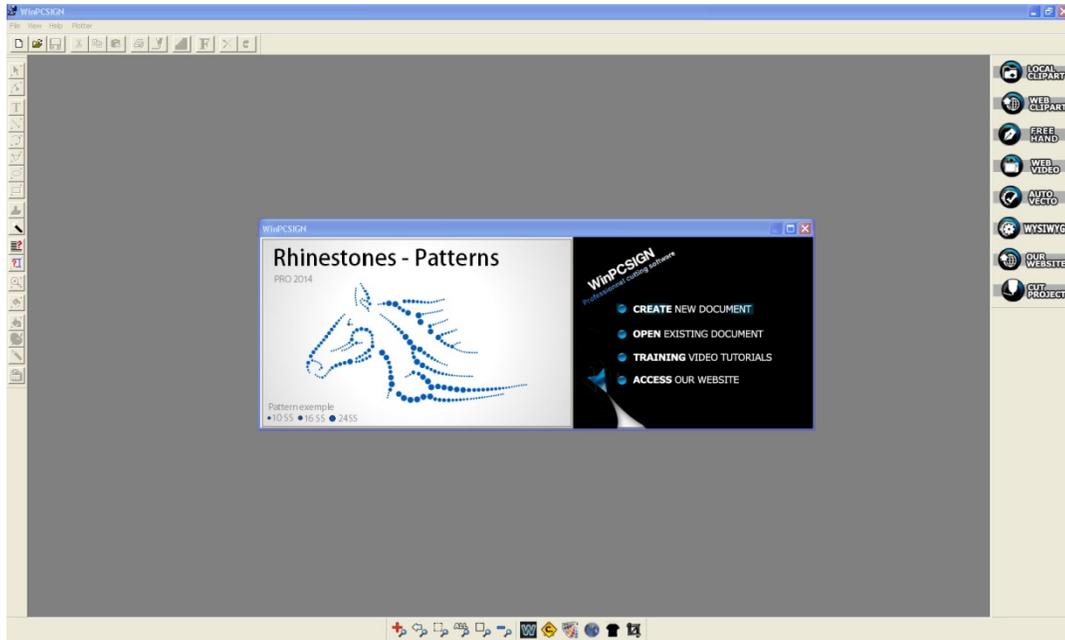
1. - Select forms from preset distortion.
2. - **Type of Distortion:** Select "FreeHand" or "Use Form".
3. - **Box Line type: Box or Curve :** Select Box with curves, the selection with curves allows handling of curves.
4. - **Work:** keep the lines or to convert the lines into curves.
5. - **Number of Points:** Select 4 or 8 points. Four additional bounding boxes appear.
6. - **Cancel / Apply:**



## Making your first project

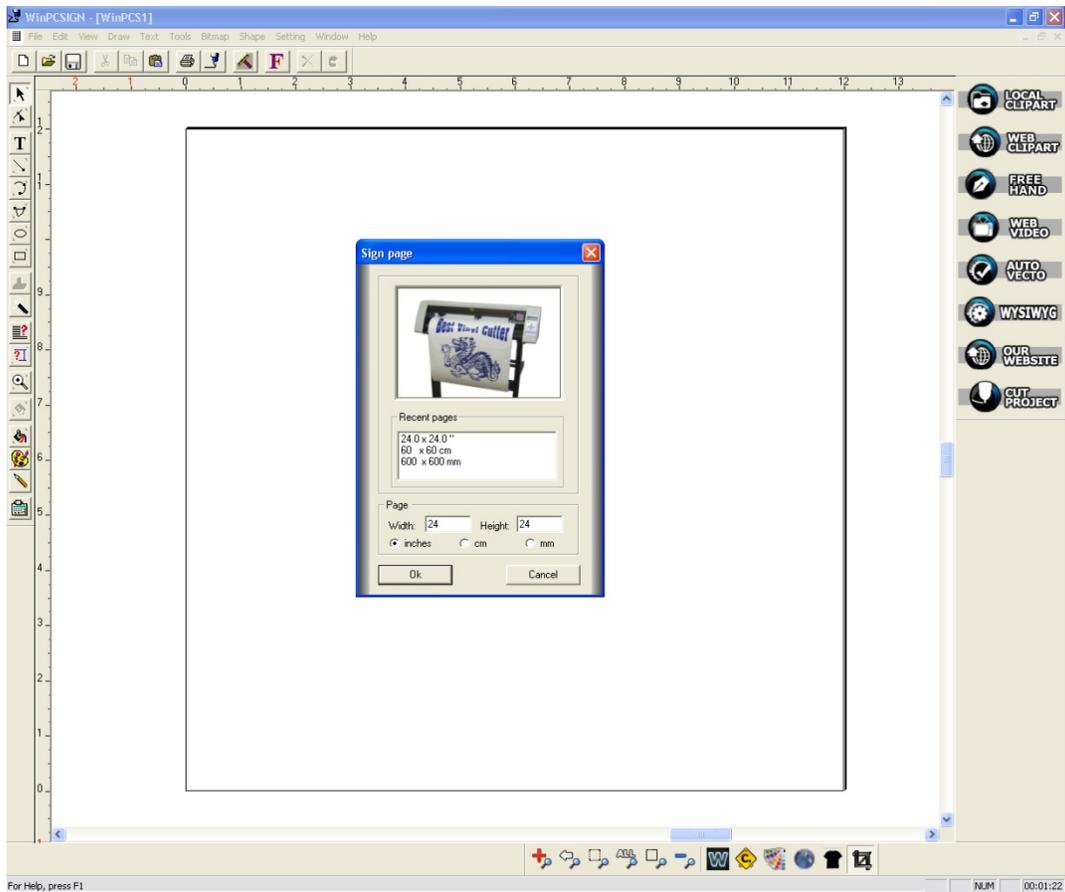
### Step 1

Open WinPCSIGN from Icon. This screen should appear, select “CREATE NEW DOCUMENT”



### Step 2

A new screen will appear where you can select your page size or define a new working page and choose metric or English units. (You can change the dimensions of your working page anytime.) Select the **page size that you wish to use** and select “Ok”. For this project select the 24” x 24” then select “Ok”.

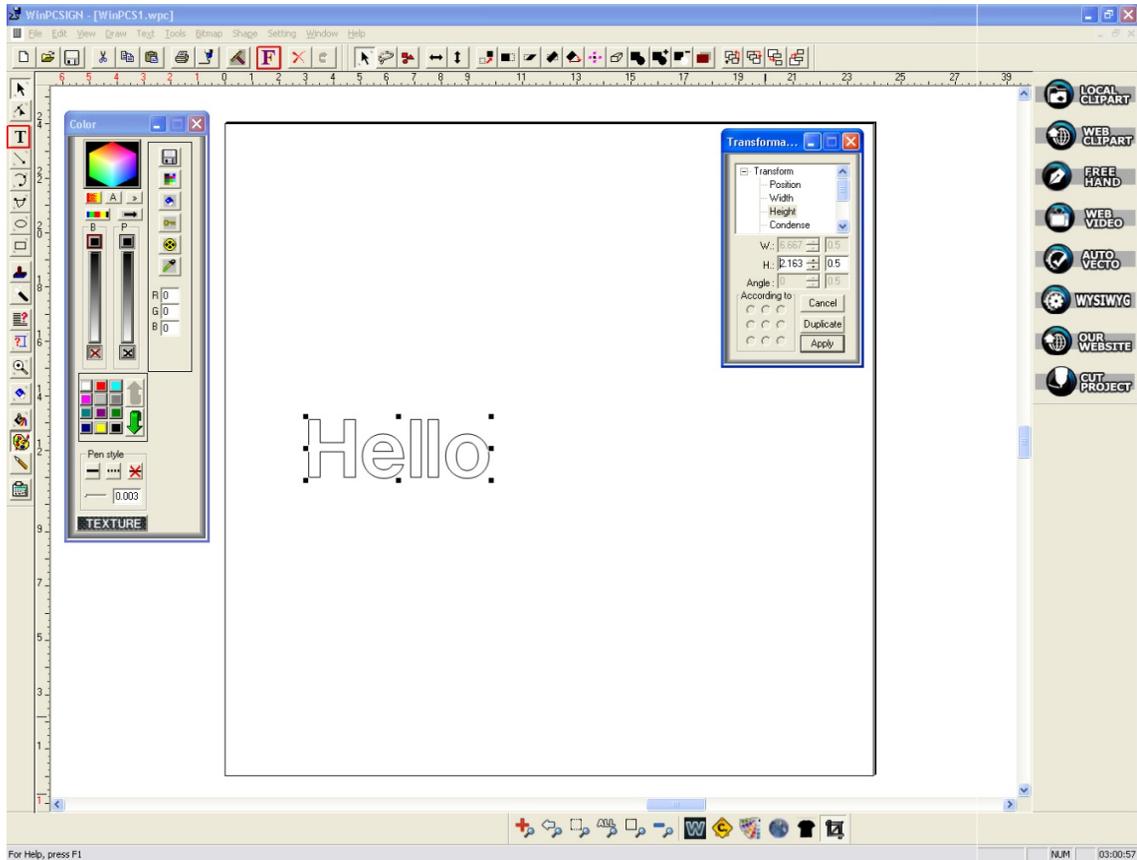


### Two working modes:

To configure the working page according to the dimensions of the sign to be realized To configure the working page according to the width of the vinyl used to avoid losses, to choose a arbitrary length page of 2 or 3 times the width of the vinyl. Do not to forget to choose unit of measure.

### **Step 3**

The working screen appears, read Tip of day, close or select do not Show Tips anymore.



### **Step 4**

**Let's add a simple text**

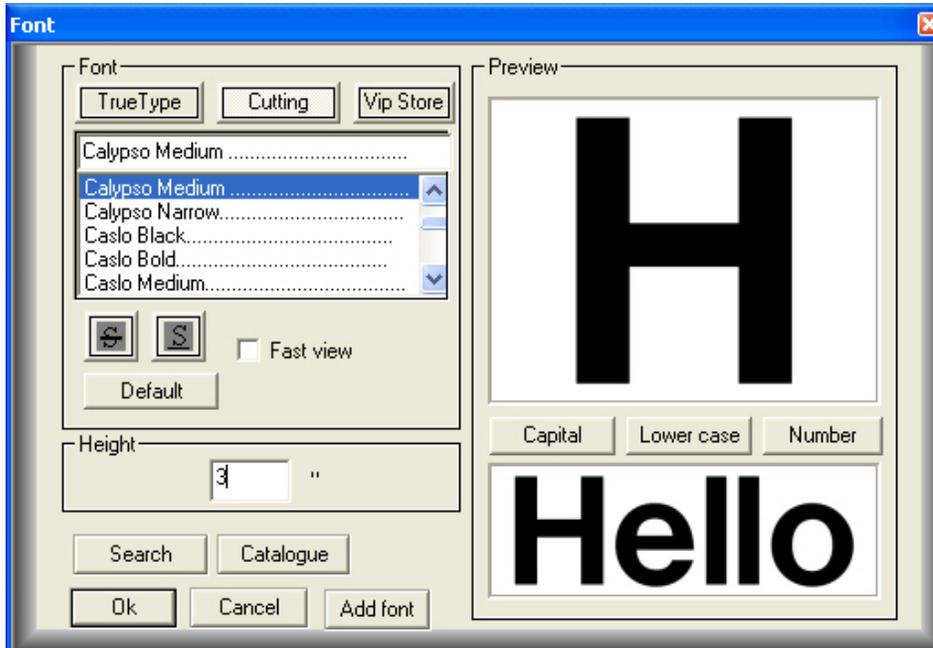
- a) From the Tool Bar on the left side of your working screen, select **T**, the Text icon.
- b) Once selected, the **T** icon move the mouse on the working page and click on the place where you wish to begin to write your the text.
- c) Type in "**Hello**", the text should appear on your working screen.
- d) Select a color from Color palette using left click mouse



### Step 5

By means of the mouse click the selection tool in the tools bar at your left, click the text which you typed, eight small black boxes appear around your text; this indicates that the object **Hello** is selected.

To change the font or the height of the font, click the icon **F** at the top of your working screen.



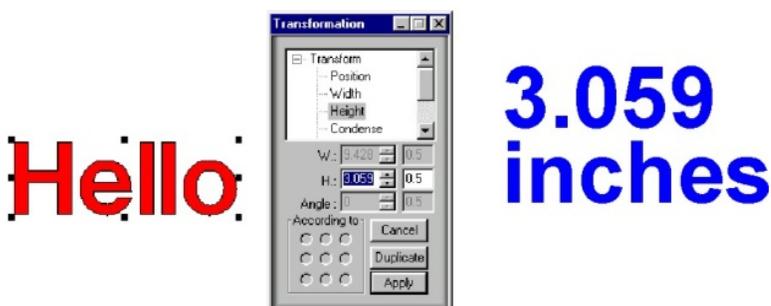
**Hello 3.00 in.**

The height of the font is defined with the letter H capital letter of the alphabet. This menu allows to use the cutting fonts and the True Types and Adobe fonts present in your computer. Furthermore it allows changing height.

### Step 6 Transformation Menu

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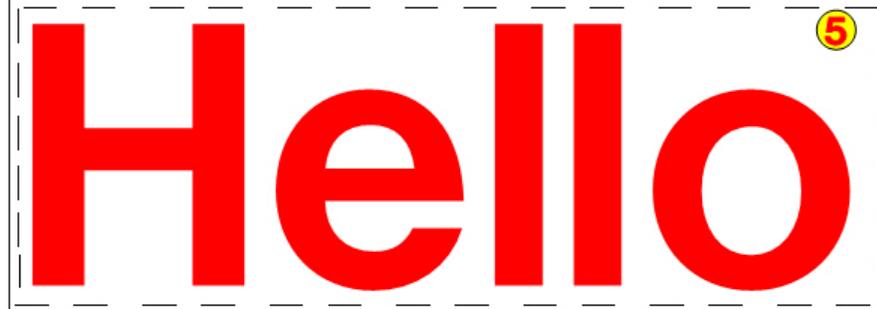
Press the letter **H** to open the transformation bar and compare the heights.



Transformation tool , measure the box, round letters is bigger. The transformation tool measures the selected object; it is the measure of the box of the selected objects. **So for this reason we recommend to enter the real size of your text in Font menu.**

If your cutter is configured, you can cut now. For this prepare your cutter, power ON, vinyl and... Click the blade icon which opens the cutting control panel keyboard and

Cut your first [job](#)



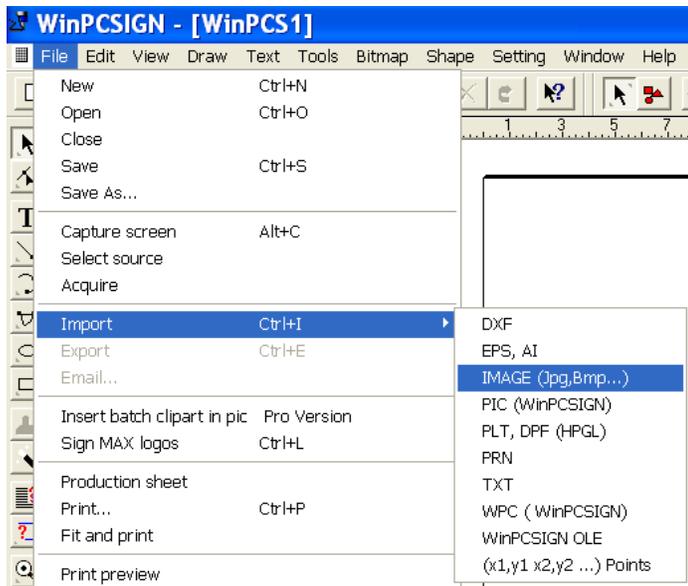
1. Cutter selection (if 2 or more available)
2. Cutting or pen speed selection\*\*
3. Blade pressure if cutter has this function\*\*
4. Material, enter real vinyl height. Effective vinyl width value.
5. Weeding box activated or not
6. Movement of the plotter head of to the end or at the beginning of the vinyl.
7. All Colors. Allows cutting by color selection of 1 Allows cutting objects by the color. You can modify the color outlines by selecting objects and to apply the function to use the filling color as for the outlines color.
8. Selected object. Select the object that you want to cut then select the function.
9. Show me. Verify the vinyl alignment
10. Start. Send your job to the cutter

**\*\* Check if this option is offered by your plotter**

## Graphics source and Vectorization

- 1- Import from a saved graphics file.
- 2- Copy and paste graphics or image from internet.
- 3- Scanning graphics.

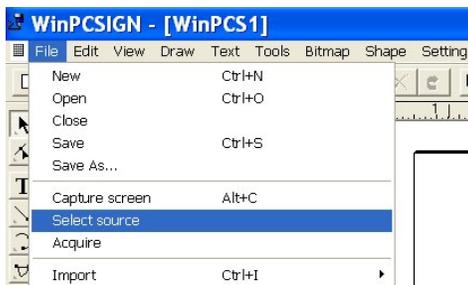
1-You can import image into WinPCSIGN by using **File Menu, Import, and Image**. Or keyboard (Ctrl + I)



2- From another program showing a graphic on the screen, or from a Web site, you can use the right mouse button to copy the selected graphic and paste it afterward on your WinPCSIGN Pro working screen. Use the right mouse button to copy or paste a graphic or use the keyboard (Ctrl + C) to copy and Ctrl + V) to paste.

3- From a scanner, place your graphic in the scanner.

a) From the file menu, select the source and locate your scanner you will only need to do this the first time you use a scanner.



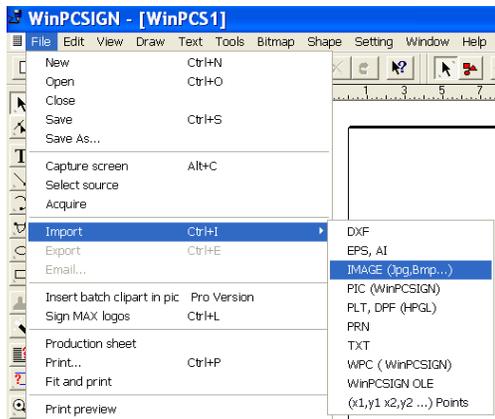
When digitizing your image - use the scanner functions to enlarge the image as much as possible. The larger the image, the better the conversion will be. You can scan in color at 256 colors, 8 bit, 16 bit, or 24 bit

Parameters to use:

- Black or Color drawing (Solid colors only)
- Enlarge the selected zone as much as possible 200 to 800 %
- Scan using 150 or 300 dpi

**To begin the automatic color vectorization**

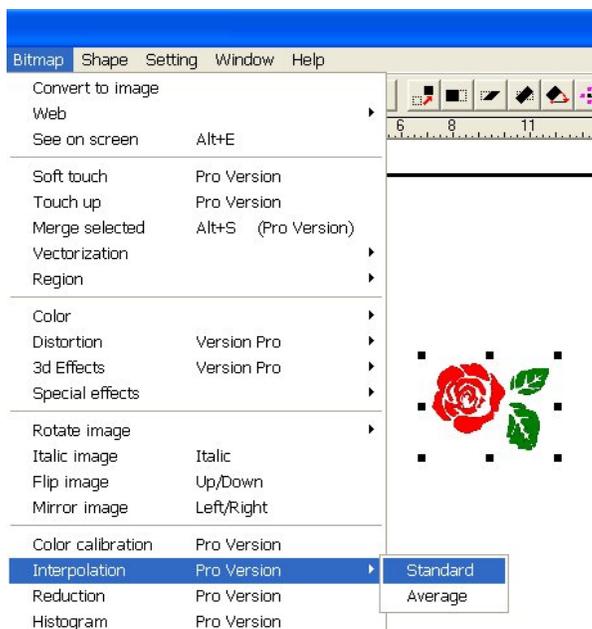
**Step 1 :** Import , Paste from internet or scan an image.



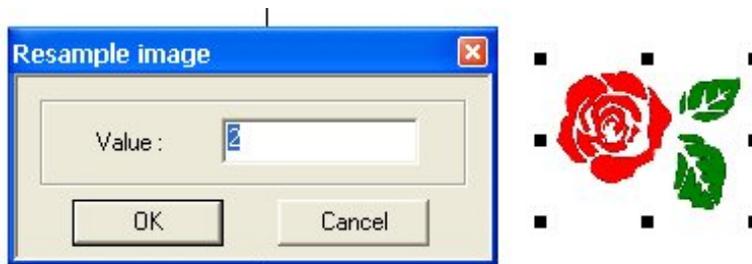
The quality of your image will affect the results. An image taken from a Web site is often of poor quality, and most of the time is too small to generate a good conversion. If your image presents gaps:

- 1) Size of the image is lower than 2 inches.
- 2) Visual quality is 72 or 96 dpi
- 3) Image shows stair like borders.

**Step 2:** If your image shows lot of pixels, use our **interpolation** tool, from **Bitmap** menu this features allowing increasing the size and quality of your image.



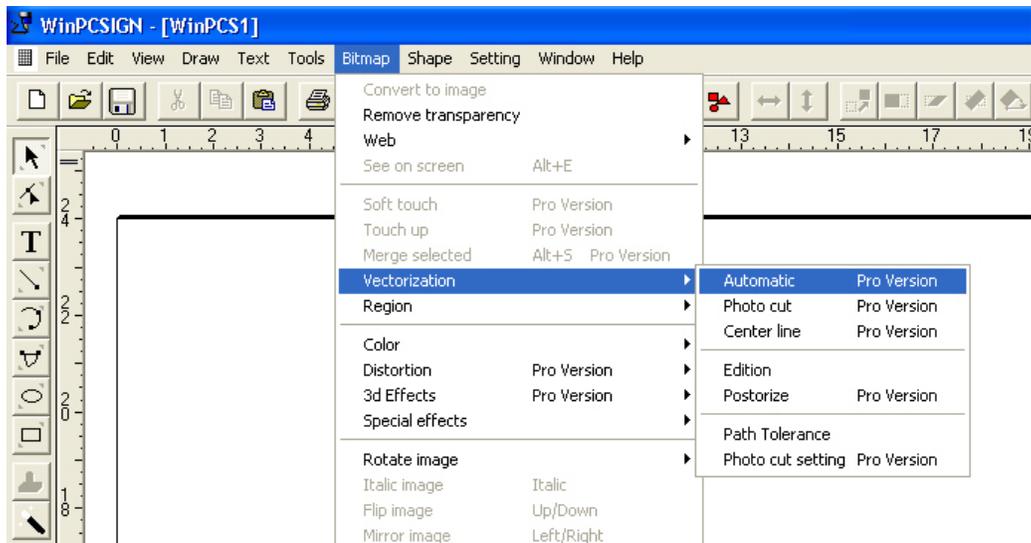
The resizing (blow up) factor of the image maybe from 2 to 20 times the original size. If your image size is 1/8 inch, a factor of 20 will be normal.



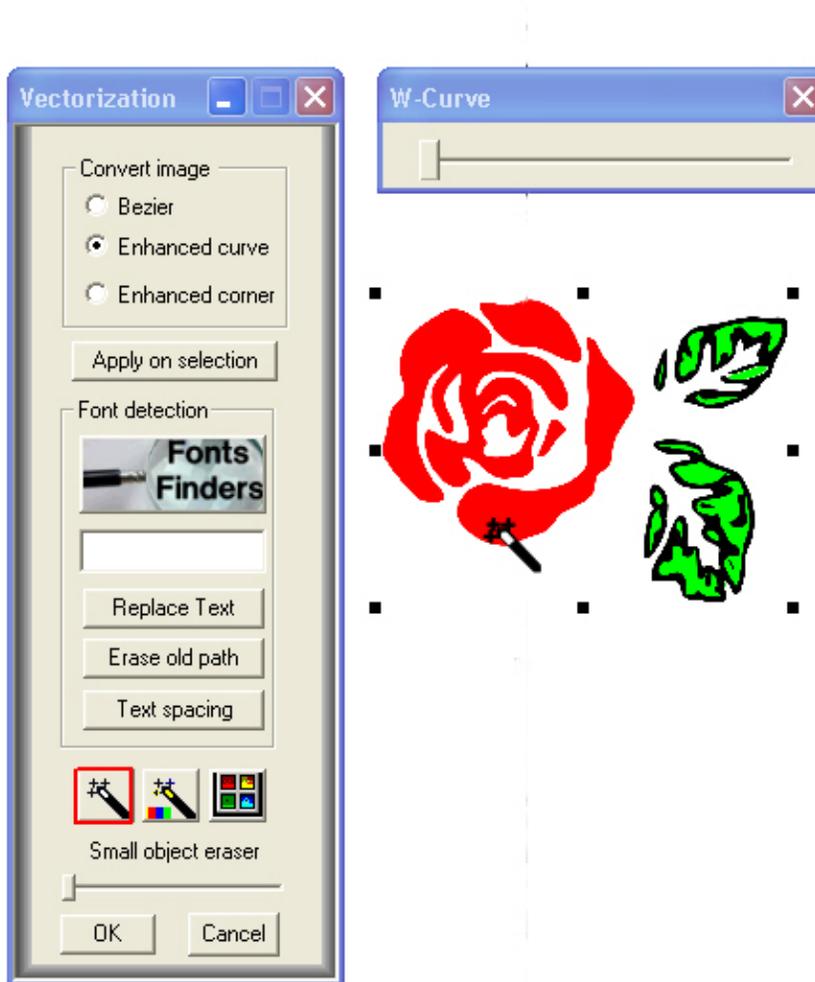
[Watch a video](#)

**Step 3:** Begin the automatic color vectorization.

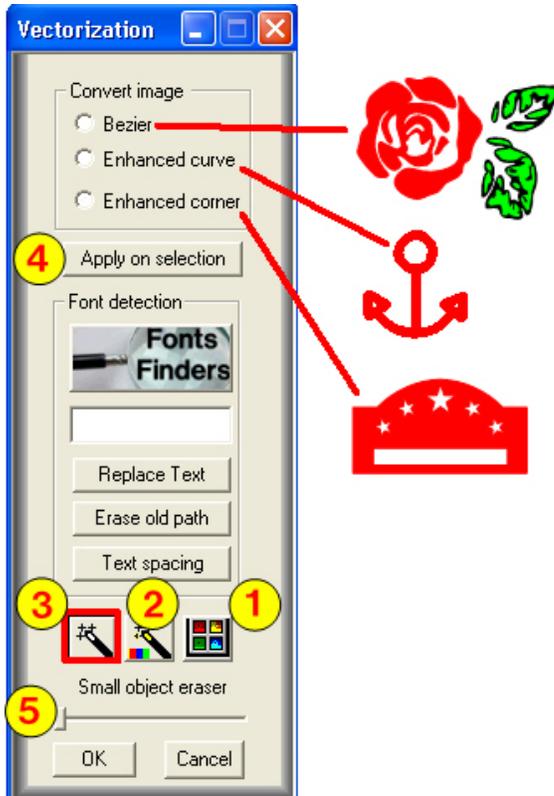
From the Bitmap Menu select **Vectorization / Automatic**



WinPCSIGN open Vectorization screen. From this screen you can select Bezier, Enhance curve and Corner. These functions can analyzing an image and give the best conversion.



### Select the right vectorization option



Bézier curves, force the quantity of curves and arcs, we can force the creation of sharp corners and lines.

We can force the creation of sharp corners and lines. The first drawing the rose and the leaves are made only of Bézier curves.

The anchor is made with arcs and with lines it is the second choice "Enhanced curve".

Monuments are made only of lines and contain very few curves in that case we choose "Enhanced corner".

1. Detect Intensity: Allows to increase or to remove colors or tints or allows to increase the tint or to increase strength of one or several colors.
2. Color Resolution: Allow reducing the number of bits by successive steps from 24 bits to 1 bit per pixel. This tool transforms an image in a black and white picture.
3. Make Vectorization: The magic wand applies the vectorizing.
4. Apply on Selection: After vectorization you can select objects. The selected objects can be transformed into curves or into segments to obtain square corners.
5. Erase the small object

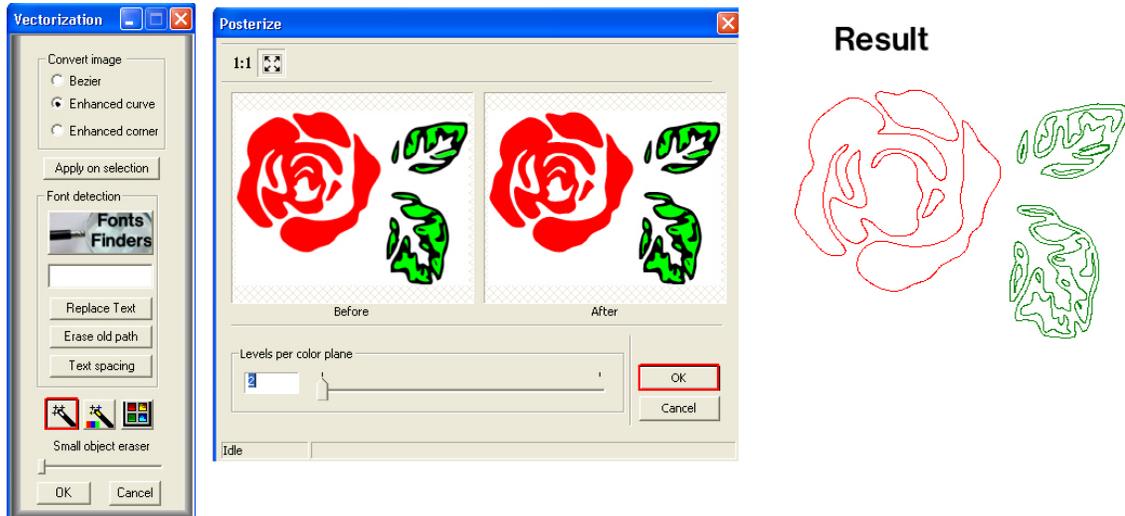
## Advantages of quick way

---

- 1- Conversion by keeping the number of colors wished normally the number of colors is from 2, 3 to 6 colors.
- 2- One tool to be used is the magic wand.

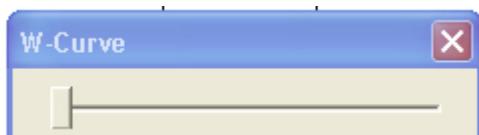
### Quick way conversion:

- 1 .From vectorization window select “Bezier” , “Enhanced curve” or “ Enhanced corner”
2. Use the Magic Wand tool and click on image. Vectorization will open Posterize option. Click **ok**
- 3.Conversion process starts and generates a vector image on your screen.



After conversion you can erase colors, edit paths, select one or several objects and modify the parameters of conversion. An example generated paths are curves but the rounded off corners you need sharp corners. In that case:

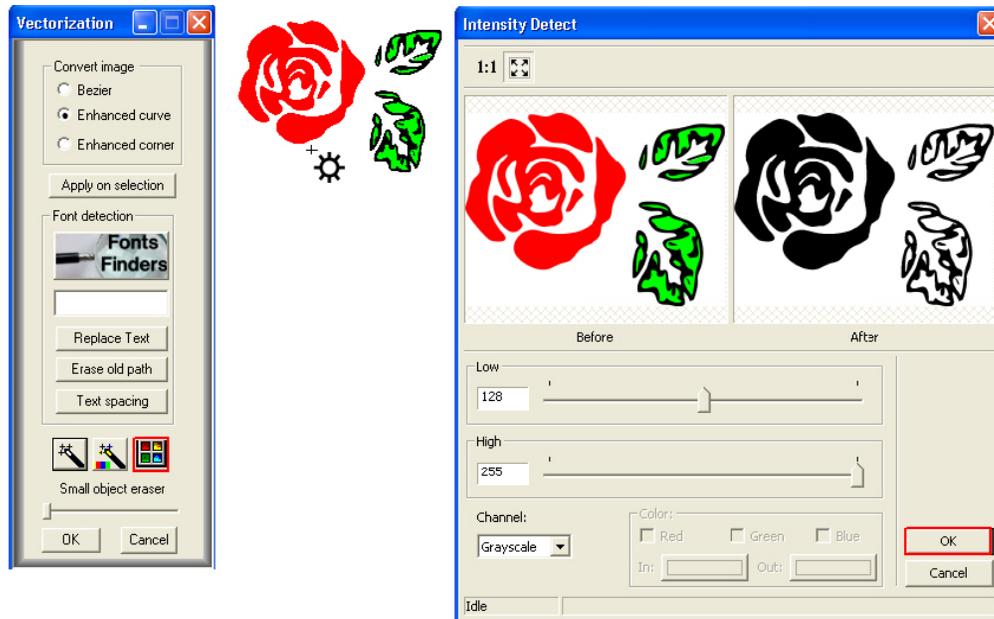
- 1) Select the paths to be modified
- 2) Select button “Enhanced corner”
- 3) Click the button “Apply on selection”
- 4) Select W-curve option to smooth your path



Select the scroll bar left to right to start smoothing your vectorization result.

## The expert method

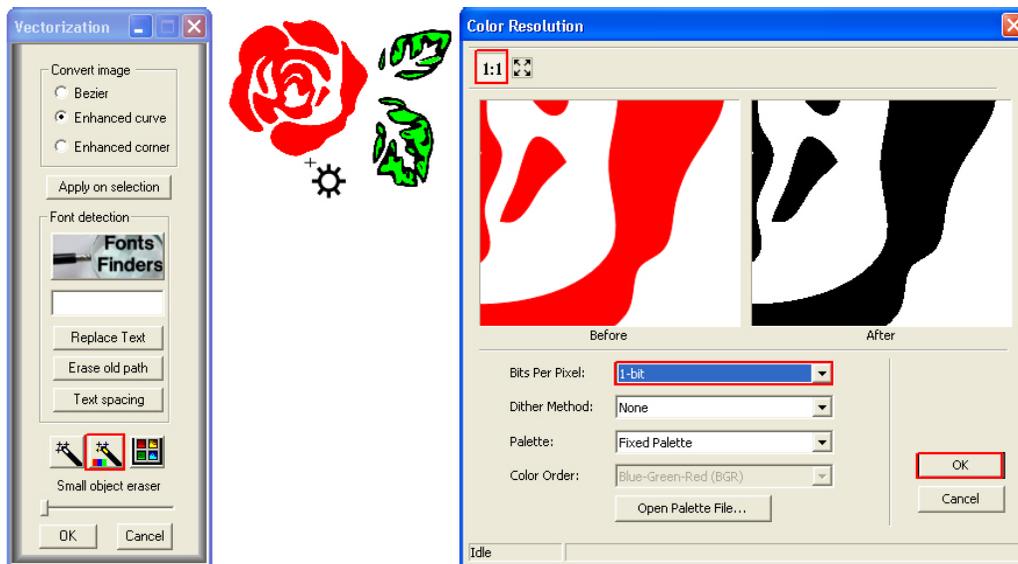
### Detect intensity vectorization



Use the “Detect Intensity” tool and use the first slider to increase or decrease the intensity of colors  
 Display mode:1:1 real scale Full screen (see full image)

### Color resolution

Use the “Color Resolution” tool and use the down arrow to select 1 bit, decreasing colors to 1 bit pixel (Black & White). Use the “Magic Wand” and click on the image to be converted



A black and white image generates better quality during vectorization. Use these parameters:

- Bits per pixel = 1
- Dither method = none
- Palette = Fixed
- Palette Color Order = Blue-Green-Red.

After vectorization, objects can be modified by using others conversion parameters. Check the vectorized objects shows that one or more converted objects need squared corners, a only use the “Select Elements” tool, select one or more objects, click the option “ Enhanced corner” and click the button “Apply on selection”.

“Enhanced corner” forces objects to display sharp corners; if you use “Enhance curve” it forces objects to display curves, which means sharp corners become rounded. This feature is also good to vectorize texts.

## File Menu

### New

Create a new file

This function will open **Sign Page** screen. Enter your desired size and select unit.

### Open

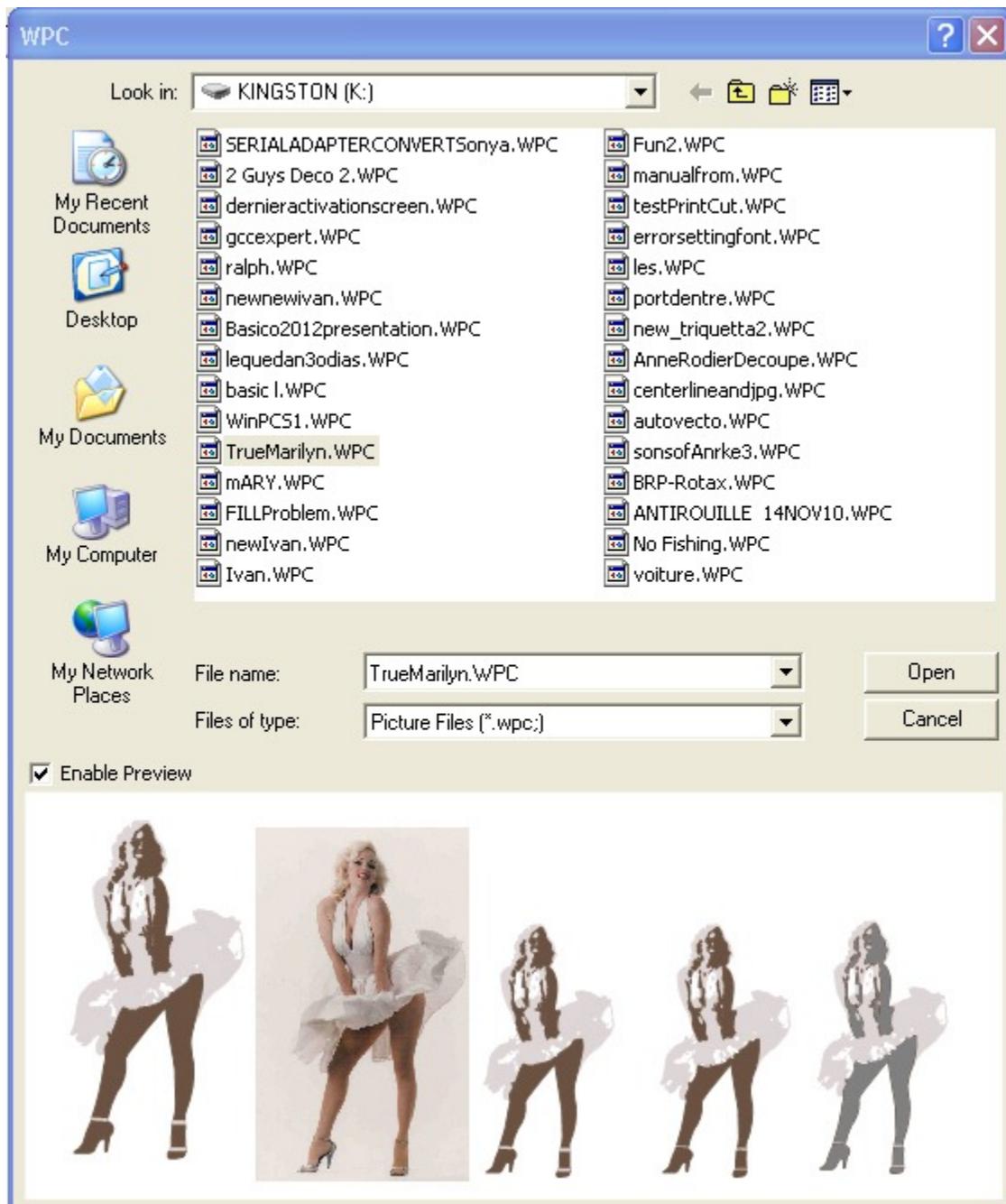
Open an existing file This function allow you to open a saved WPC file.

#### WPC file viewer

Simply go to File > Open... and the **WPC** window will open. Within the **WPC** window, simply make sure the **Enable Preview** box is checked and then when you browse your computer and select a wpc file, it will automatically be shown in the lower part of the window. You will see the file just as it would appear when opened in WinPCSIGN.

You can now simply browse through your many, many wpc files to find just the right one, without opening each file 1 at a time to see what it looks like. And, it gets better!

While you are browsing your wpc files, you can also easily and quickly delete or rename any of them. Simply select the file, wait a moment and click again 1 time directly on the file name. The appearance of the file name will change from selected to highlight and you can then type the new name. Just be careful to not delete or change the .wpc extension. You can also right click mouse the file name and select rename.



## Save

---

Save your files and changes. (WPC file)

If you want save to another kind of file. You need to select **Export** from File menu (ai,eps,pdf,dxf,plt,svg,pic)

## Save as

---

Save a **WPC** file under new name

## Automatic backup

---

Create a backup of your selection. To recuperate your backup files, select **Recovery** from File menu

This function allows you to create automatic copy of your current job. The job will be saving in Backup folder:

**C:\Program Files \SignMAX\WinPCSIGN Pro 2014\Backup**

### Procedure:

Select **Setup** from Setting Menu, then open **Save**, dialog bar and select **Enable** from **Auto Save** and enter the time that you want the software save your document. Press Ok to save.

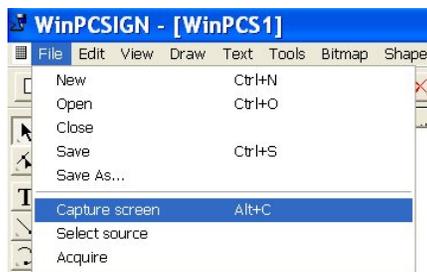


## Capture Screen

---

This function copies image and screen from your computer.

It captures everything other than the WinPCSIGN. To see the image, simply go to the **Edit** menu and click on **Paste**.



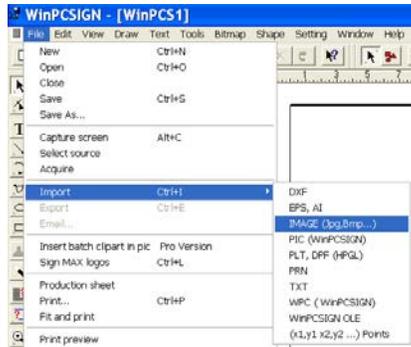
### Procedure:

Open the screen that you want copy, then from file menu select **Capture Screen** or press **Alt + C** from your keyboard. WinPCSIGN will automatic paste your capture.

## Import

Use the **Import** command to load: AI, PDF, DXF, EPS, PRN, DPF, WPC, TXT and images BMP, JPG files

From the **File** menu choose **Import** or press **Ctrl + I** from you keyboard and select the desired format from the import list:

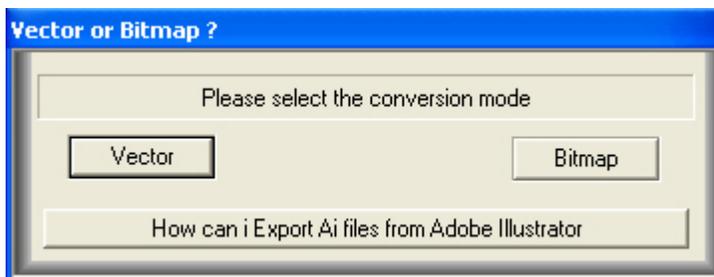


### Procedure:

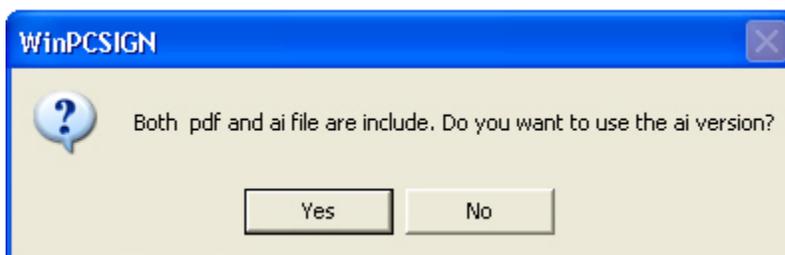
From the **File** menu, click on import and select the desired format. Click in the Look in window and you will see what drives are available. Click on the drive containing the file you wish to open. Select the folder containing your file. Click on your file, or enter its name in the File name area. Click **Open**.

### Import EPS/AI/PDF.

Use EPS and AI to import files from other programs. From the **File** menu, choose Import and select **EPS, AI**. Select the desired file from the list and press **OK**, The program will show you the **Vector** or **Bitmap** dialog box, click the desired option.



Select **Vector** if you want to plot or select **Bitmap** option if you want to print.



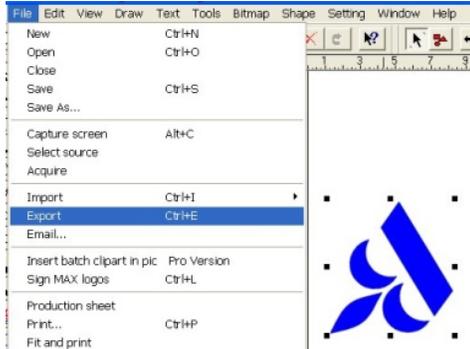
If your logo contains PDF, WinPCSIGN will show you this message. We recommend that you select Yes, but if the file does not open, import again by selecting No.

## Export

Use this option to export files to others programs.

Keyboard: Ctrl + E

Select the object(s) to export or use (Ctrl + A) to select all objects from your screen. From **File**, click **Export**.



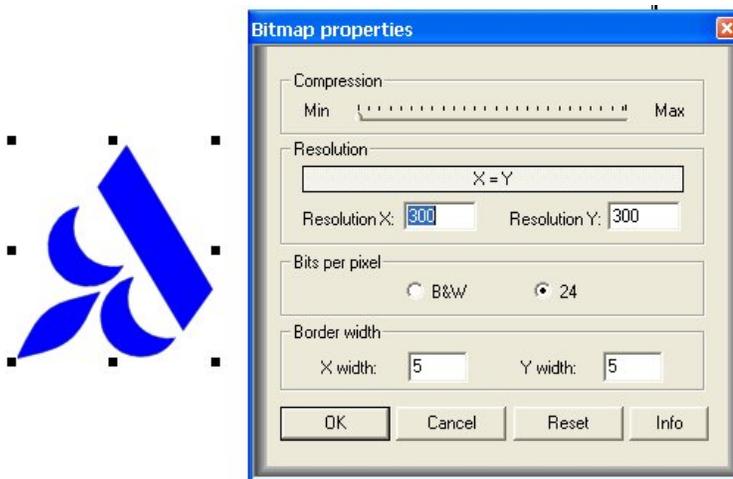
### Procedure:

1. Select object(s) to export
2. From the **File** menu, click on **Export**.
3. Click in the Save in window, it will open up and tell you what drives are available.
4. Click on the drive where you wish to save your file.
5. Click on the folder and subfolder where you wish to save your work.
6. Write the desired name in the File name area, followed by the format abbreviation ex: DXF and click **save**.

## Export in image JPG, BMP, PNG, TIF...

This function will enable you to determine the quality, size and color of the image. Every time you export a JPG file, a dialog box will appear. From the Image properties dialog box, select quality, resolution and color.

The **Quality** option offers you three types of compression; minimum, average, maximum. A minimum compression will maintain the size and quality of the image. Maximum compression will save disk space but image quality will suffer. Average compression will reduce the size of the image, while maintaining an acceptable quality level. Upon making your selection, click **OK** to confirm and **Cancel** to start over.

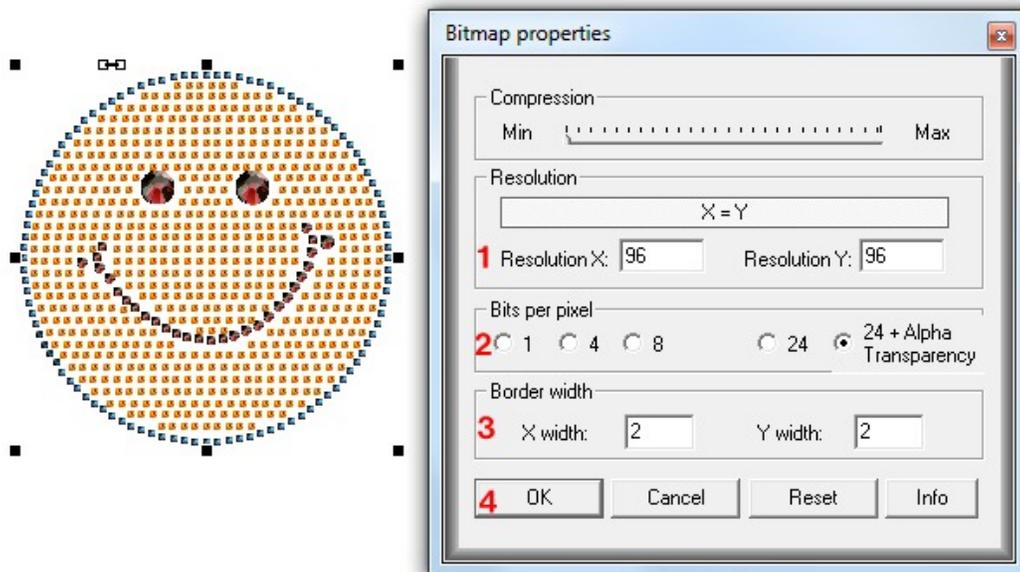


## Export PNG Files with Transparency

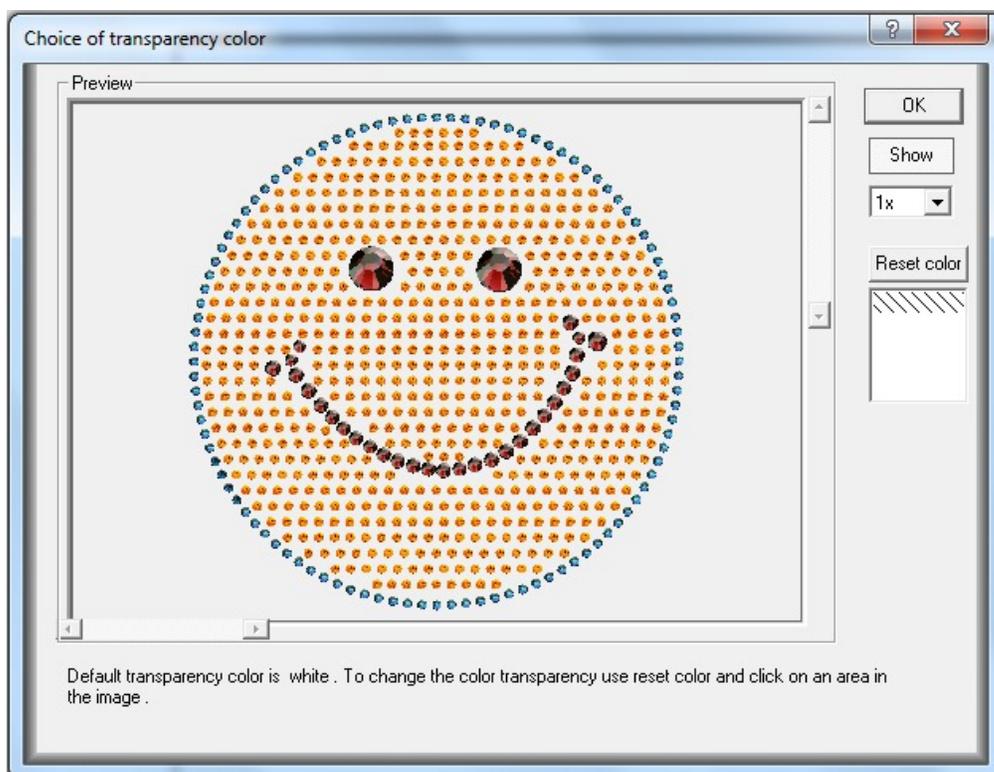
This function allows you to export a PNG file with a transparent background. Images with transparent backgrounds are useful when you are not certain of the page background color on which your image will be displayed or you intend to display your image in front of a complex background rather than a single background color.

### Procedure:

Create, Import or paste your image. Then from **File** menu select **Export Image**, From Export screen, select **PNG** from **Save as Type**. Write the desired File name and select the desired folder on your computer. WinPCSIGN will show the following screen:



- 1.- Select the Resolution **X** and **Y** DPI.(we recommend 96 DPI for web and more than 150 DPI from printing)
- 2.- Select 24 + Alpha transparency.
- 3.- Select a desired white border value. If you do not want, please enter 0 (Zero).
- 4.- Press **OK** and go to: **Choice of transparency color** screen:



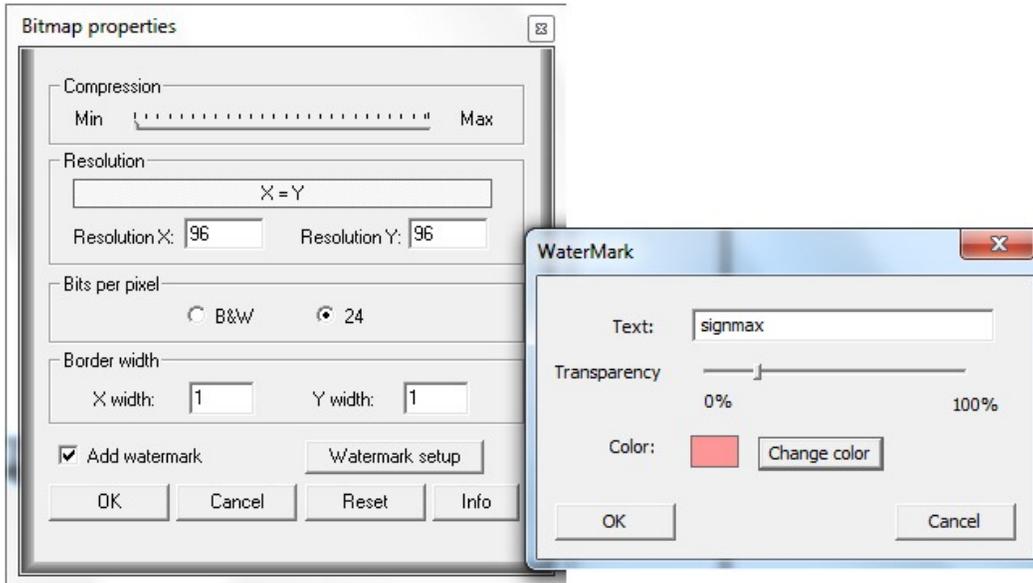
Click **OK** to save. To see the result, you need to import it from **File** menu/**Image/PNG**. To **remove the transparency**, click your image and select the function from **Bitmap** menu.

**Export image with Watermark**

A watermark is a recognizable image or pattern that appears as various shades of lightness/darkness when viewed by transmitted light (or when viewed by reflected light, atop a dark background), caused by thickness or density variations in the image

Procedure

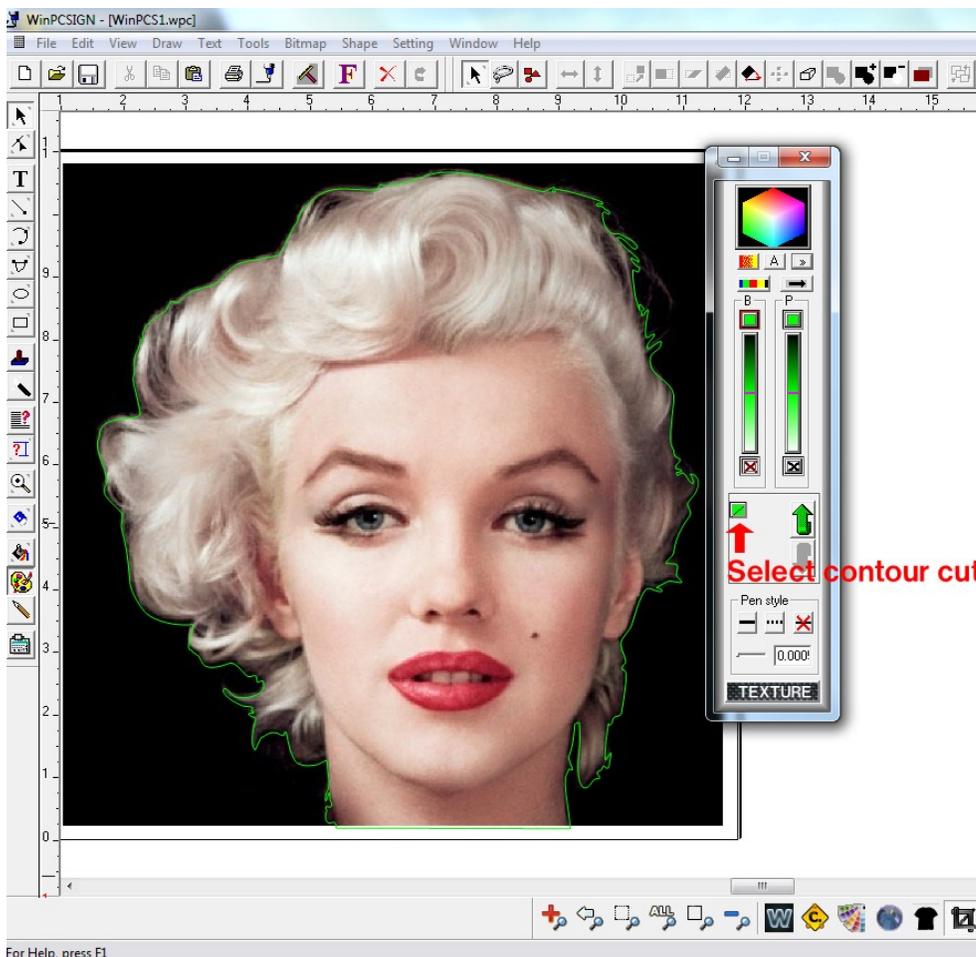
Select your [image](#) then from File menu select Export , then chose JPG, BMP, PNG etc. From Bitmap properties, select Watermark Setup, write your desired text and color. Apply the desired % transparency using the slide bar, and press Ok and export it.



**Export EPS with a contour cut**

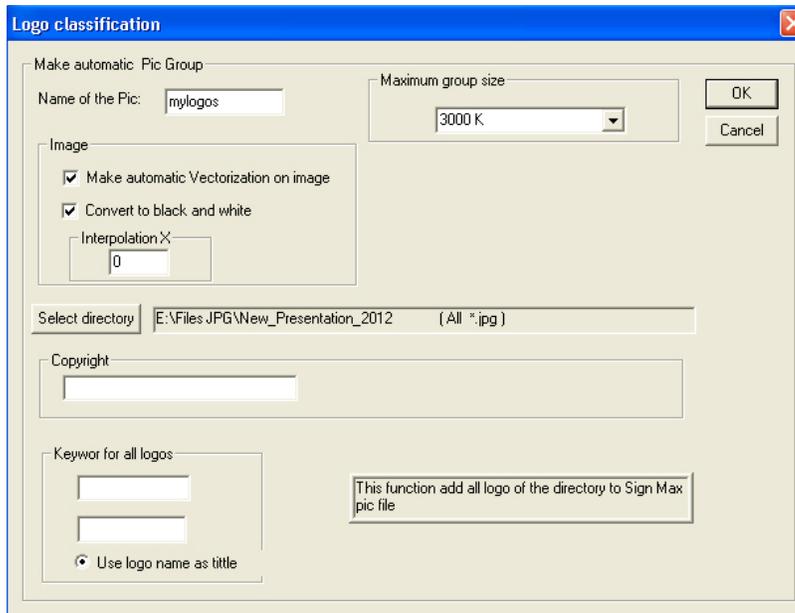
This option allows you to export your design or image to your printing software with a contour cut.

**Procedure:** Create a [contour cut](#), select it then from Color Palette , choose this special color  You can also add [cropmark](#) before to [export](#) it.



### Insert batch Logos or file into Clip Art menu

This function allows you to create groups of your logos or files and insert them to Local Clip. From File Menu, select **Insert Batch Clip Art function**. Then from logo classification screen select the option. WinPCSIGN will create a group in Local Clip Art

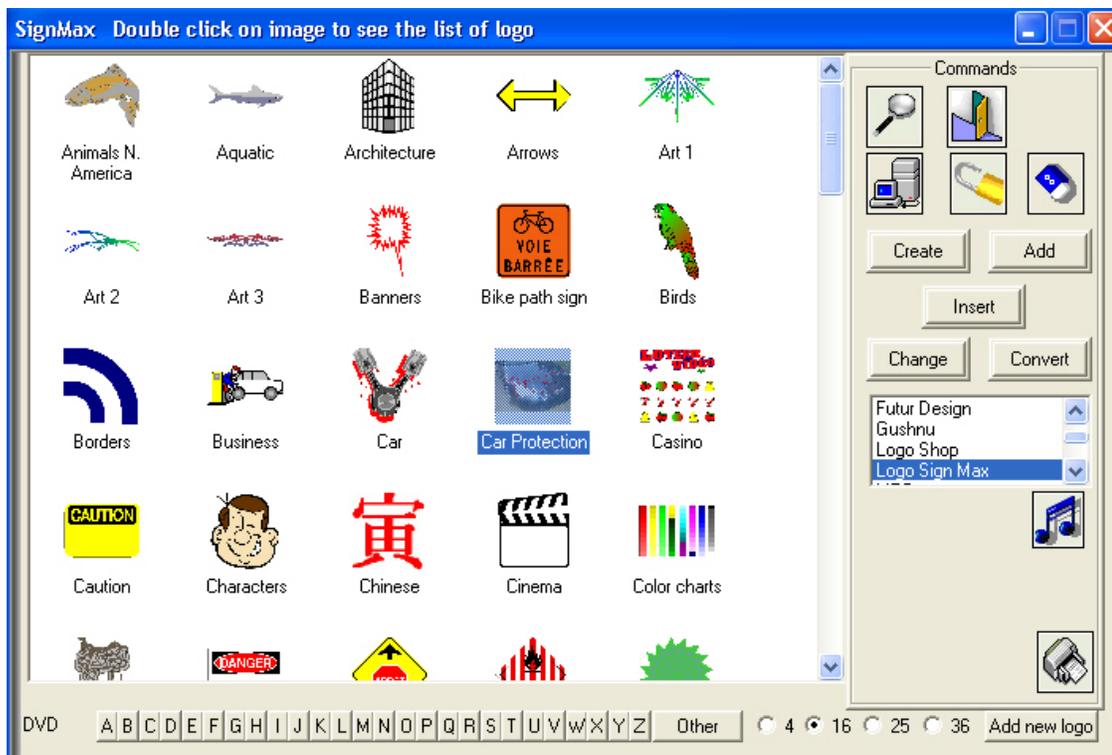


### Sign MAX Logos.

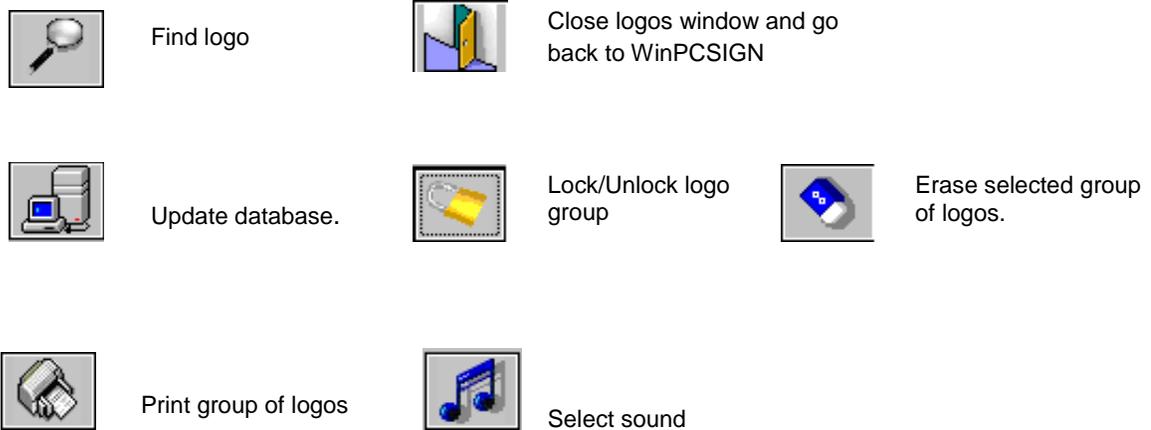
#### Access to Local Clipart

**Keyboard: CTRL + L**

From the **File** menu, click on **Sign MAX logos**. This operation opens the database containing images and logos that are ready to cut or print.



**Description of general functions :**



 **Create a group of logos with a default image.**

Add: selected elements to selected group.

**Procedure:**

- 1.- On the software's work page, select an elements or a drawing, click on the **Local Clipart** icon
- 2.- the group of logos and click **ADD or Insert**. The selected object will be added to the group. If needed, enter keywords in case you need to search for them later on, or press on **ESC**.

Change : Enables you to change the image representing. Possible image types: BMP and JPG.

Conversion : Converts a group of logos coming from a previous version to the new version.

**Note:** Certain functions are available at different places in the program, but they don't necessarily work the same way. For example, the **Print** option is included in the general functions and in validation functions.

 **Change logo group name**

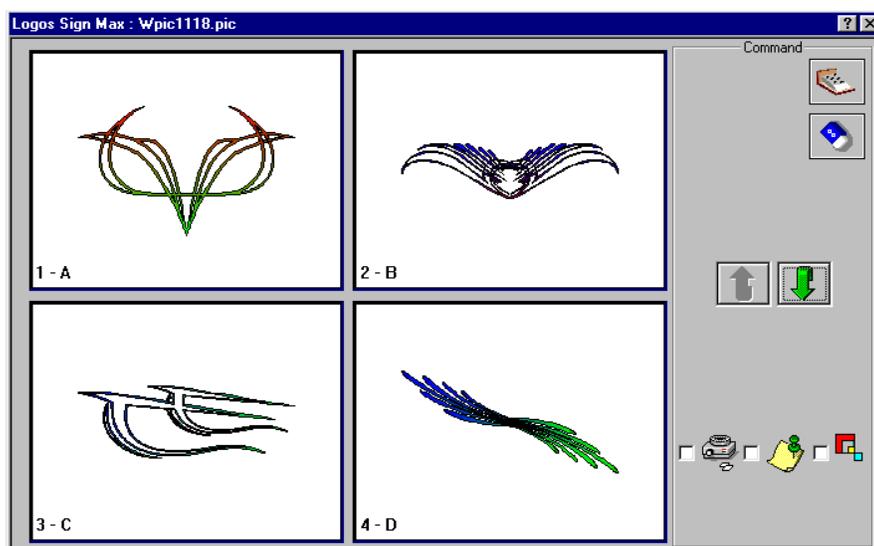
To change the name of a group, you must first select it. Click on the left mouse button. Enter the new name and press **Enter**.

**To open group of logos :**

To open a group of logos, you must double click the image representing the desired group. Once the group is open, you are in selection mode.

**Selection mode :**

Selection mode enables you to select a logo to be placed in the document, erase unwanted logos, or open the slide show or validations modes.



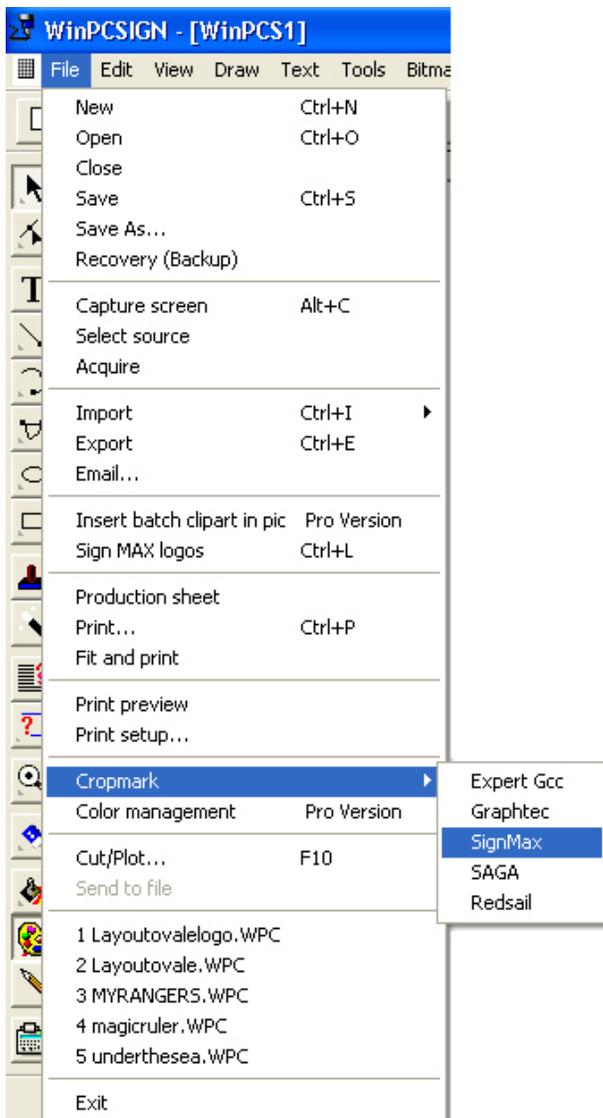
**Description of selection functions**

- |   |   |   |                         |
|---|---|---|-------------------------|
|  | Return to general menu.                   |  | Starts Slide show mode. |
|  | Erase logo page or one logo in zoom mode. |  | Open validation_mode.   |
|  | Displays the next logo(s).                |  | Zoom selected logo      |
|  | Displays previous logo(s).                |   |                         |

**Note:** To select a logo, it must be selected with the left mouse button

**Cropmark**

[Read contour cut chapter](#)



## Cut / Plot

Before running this option, you must [configure your Plotter](#). Open the **Plotter Codes** in the **Setting menu** and adjust the setup according to your plotter. Do not forget to check the communication port (USB,, COM1, COM2,LPT1,Windows port ).Baud rate (9600), data bits (8), stop bits (1) and parity (None).

To open Cutting Control Panel, select **Plot** from **File menu** or select **Cut Project icon**:



**Keyboard: F10**

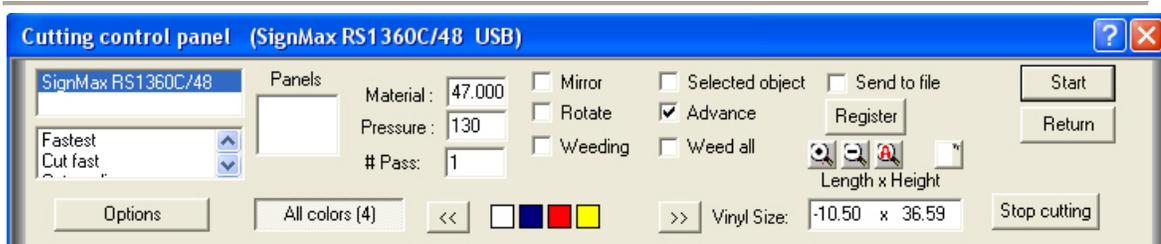
**Gives you access to the Cutting control panel before sending your work to the plotter.**

Use this function to send a file to the plotter. Click with the mouse on the Send to plotter icon or select **Send to Plotter** from the **File** menu. WinPCSIGN will open the Cutting option menu .Once the menu is open, click on **Start** to begin cutting or drawing. If you want to know how to cut by panels, read [Cutting panel](#) to description.

If you want to cut a specific object from the page instead of the entire page, there are two possibilities. By changing the **color** of the pen to select the desired object, then from the **Setting menu** choose **Pen Color**. WinPCSIGN will display a color palette. Choose the desired color and click **OK**. The object's color will change into the one you selected.

You can also cut by selecting which object to cut from the drawing. In order to accomplish this, you must select the object with the mouse. Then you must go to the **Cutting control panel** and choose **Selected Object** to cut. Click on the desired color to select the object you want to cut, then move the object to the desired position (X, Y coordinates) and click on **Start** to cut.

### Cutting Control Panel.



**The Cutting control panel offer the following tools:**

#### Plotting speed window:

If you want to change the speed value, go to **Plotter Codes** in the **Setting** Menu, open Velocity and change only the number value. (Option 2 is cut fastest)

#### Adjust width of Material:

You must enter the maximum vinyl value setting on your plotter. If your drawing is bigger than your vinyl width, the program will show display your work divided in panels, (101,201...) Select one and click **Start**.

**Window to adjust knife (pen) pressure.** This option is only for the PRO plotter series.

#### Cut by color selection key or All colors selection key.

This option allows you cut by PEN color selection.

#### Mirror selection.

Used to apply a mirror effect to your work. (recommend to cut tshirt material)

#### 90° rotation.

Used to apply 90° rotation on your work. This function is recommend in combinations with Save material option

#### Weeding.

This function is used to create a border on your item. The width of the border can be modified in Options

**# Pass** Use this option to cut rhinestone, sandblast or another thick material. You can select from 2 to 5 pass

**Send to file.**

Create a cutting file.

**Advance.**

Move Vinyl forward after cutting.

**Selected object**

Cut a specific object in your project. You need to select your job before to select this function.

**Note:** When importing a drawing coming from software, the resolution may readjust to obtain better results while cutting. The default resolution is 5.

**Start**

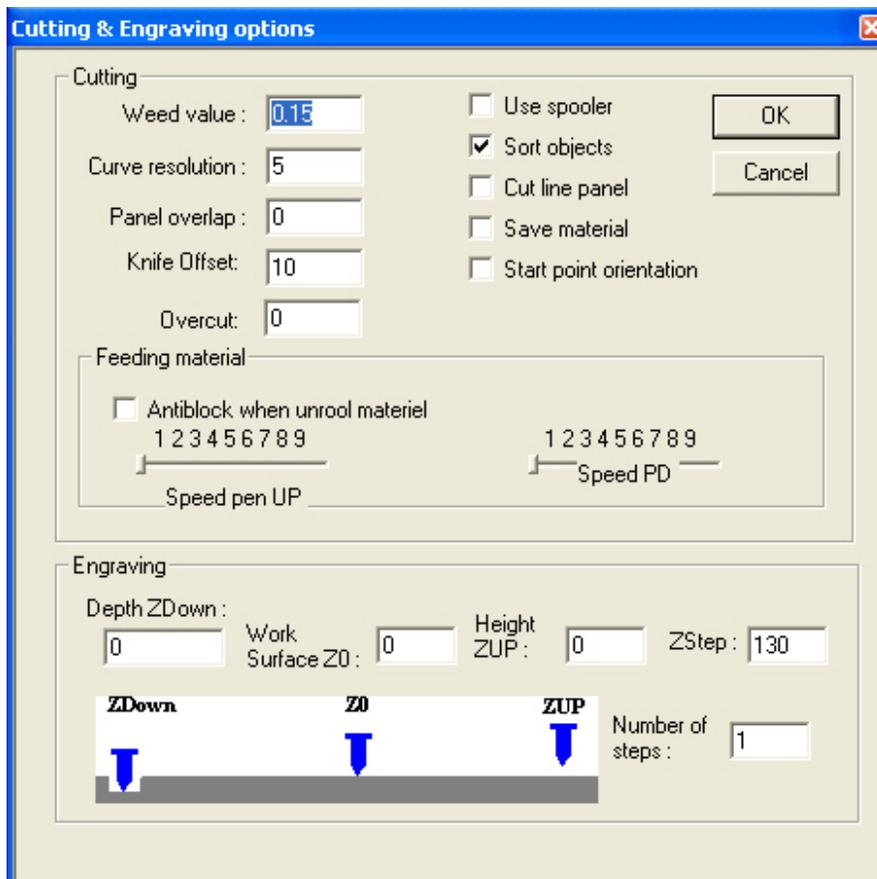
This function will send your job to the plotter.

**Stop cutting**

This function will deactivate the message sent to the plotter.

**Note:** Stop cutting, depending on your plotter or printer's capability to store information, some time may be needed to process information. If you want the plotter start immediately,

**Options** Select options from Cutting Control Panel:



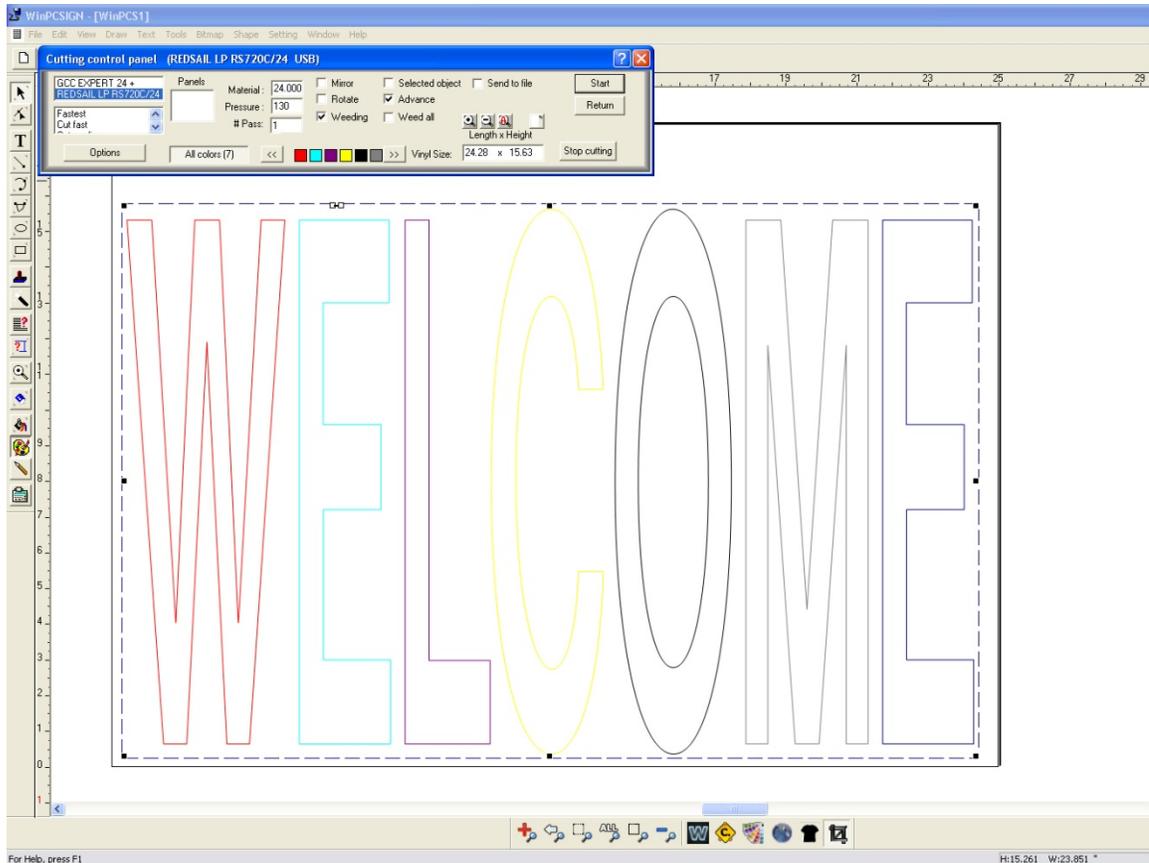
**Weed value:** Weeding border around  
**Curve resolution:** Smooth curve quality  
**Panel overlap:** Space between panels  
**Knife offset:** Blade compensate  
**Overcut:** Extended cut over

**Use spooler:** use of the computer's memory buffer.  
**Sort object:** Sort drawing before to sending it to the plotter.  
**Cut line panel:** Cut line between panels (101, 201 etc.)  
**Save material:** Move your drawing to X & Y zero automatically.  
**Start point orientation:** Force blade to cut to right way

You can also select **Feeding material** and **Engraving** options from this screen.

**Note:**

After choosing an option, you must exit from the Cutting Control panel in order to activate the selected function.

**Cutting Control Panel. [Cut by panels](#)**

If the entire panel fits within panel 101, plotting will start immediately. (Press **Start**)

**Note:**

The only time you will be asked about panels is when the sign layout is larger than the normal panel limits originally set in the **Material** option, which is the largest size that can be plotted at one time. When the sign layout is smaller than the panel limit, you don't have to deal with multiple panels and can start cutting simply by pressing **Start**.

Panels are numbered under **Panels**, sequentially in horizontal series, (101, 201, 301 etc.), from the bottom to the top of the sign layout. This value represents the **maximum cutting width** (vinyl) setting on the plotter. This value must be entered by the user.

Depending on the type of plotter, you may first choose to output vertically (101, 102 etc). After the first series of panels have been plotted (101, etc), the next level of panels (201, 301, etc) can then be sent to be plotted. If you select the **Advance** option, you can select the entire series of panels before starting the plotting because the plotter will advance the material instead of returning to the starting point once a panel is done.

If the sign exceeds two panels on the X (horizontal) Axis, it is advisable to verify the vinyl feed on your plotter. Some Cutters may require that you advance the material manually, while others (and using the Advance option) will advance the material so that another panel can be cut right after the last one. Sprocket type cutters need not worry about vinyl feed.

When a sign extends into two or more panels (101, 201, 301), it is sometimes convenient for the plotted panels to overlap slightly to make it easier to join them when the final sign is assembled. To overlap the Y axis (horizontal), go to **Options**, choose **Panel Overlap** and enter the desired value (ex: 0.25 inches ) or you can plot the panel 101 first, then with the help of the 4 keyboard arrows, move your drawing up to overlap the join, then you can cut panel 201.

**Send an Email.**

This function allows you send the current job via email. This function is only available if Microsoft Exchange is installed. See Windows documentation for further information.

**Edit menu**

**Duplicate.**

Make a copy of selected element appear over the original.

**Keyboard :** ALT+D

**Edit menu, Duplicate.**

This function will allow you to immediately make a duplicate copy of an object appear over the original one, without having to use the clipboard to paste.

**Procedure:**

Select, using the selection tool (or selection window with numerous elements), the element(s) you wish to duplicate. From **Edit** menu, select **Duplicate**, then click on your object(s) and move to the desired location. The original object(s) will remain behind.

**Hint:** You can also use the shortcut key, **ALT D**

**Copy properties.**

This option allows you to copy the properties of the desired drawing to a selected one.



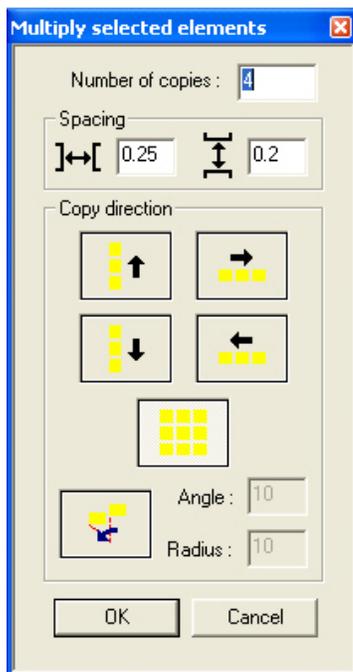
User can copy an element's pen, brush or text properties.

Select the drawing that you want to add the new properties to. From the Edit menu choose Copy properties. The program will show this same screen. Select the desired option and press Accept.

**Note:** Text properties can only be copied to another text.

**Multiply.**

**Make multiple copies of selection.**



**Mouse:** Right button

From the **Edit** menu, click on **Multiply**.

This option will enable you to create several copies of a selected element, and will let you determine their spacing.

**Procedure:**

- 1- Select the desired element.
- 2- From the **Edit** menu, click on **Multiply**.
- 3- In the Multiply window, insert the **Number of copies** to be made and the required spacing between them, and select the desired **Arrow direction**
- 4- Click **OK** to multiply:

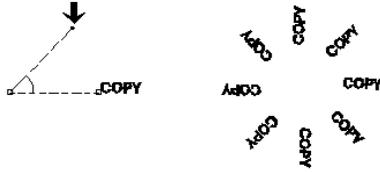


You can also make copies of your copies

## Radius copy

Tool to copy circular elements. Select the item or items previously.

Keyboard: **Alt + R**

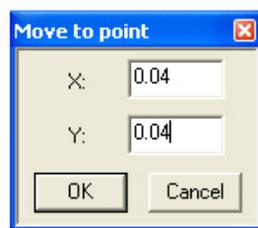


Procedure:

- Define the length and radius of the angle measurement.
- When Satisfied, press the ENTER key.
- Repeat the operation for multiple copies.

Note: If you double click on the vertex of the angle the radius of the window open, type a value for the radius. If you double click the point at the upper end of the adjacent side, the angle window open, type a value for the angle.

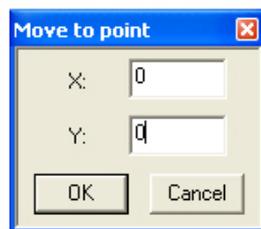
## Move to a position



Change the position of a design by giving the value X and Y in the dialog box. This value is taken from the left corner of the design. Confirm with **Accept** or **Cancel**.

Move to

## Move center to a position



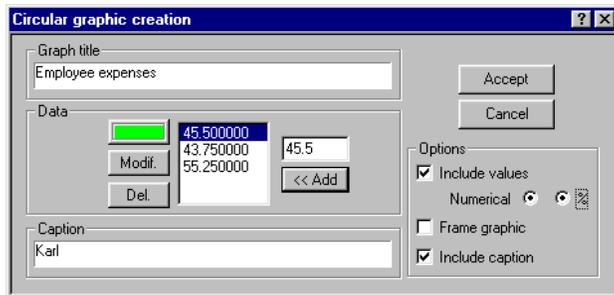
Change the position of a design by giving the value X and Y in the dialog box. This value is taken from the design center.

Confirm with **Accept** or **Cancel**.

Move to

## Graphic: Circular.

Creates circular graphics with values and caption:



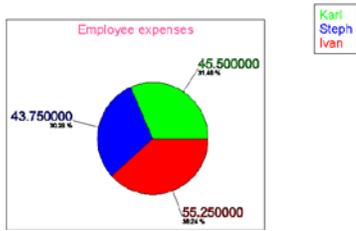
1.-Enter a value in the box, and press **Add**

2- Repeat **Step 1**.

**Procedure:**

- 3-If you want the values to be displayed, click on **Include values**.
- 4-If **Include values** is selected, you must choose either numerical or %, or both.
- 5-If you want to include a caption, click on **Include caption**. To associate a caption to its value, click on the value and write your caption in the appropriate zone.
- 6-You can also choose to add a frame to you circular graphic.
- 7-Click on **Accept**, when it's done.

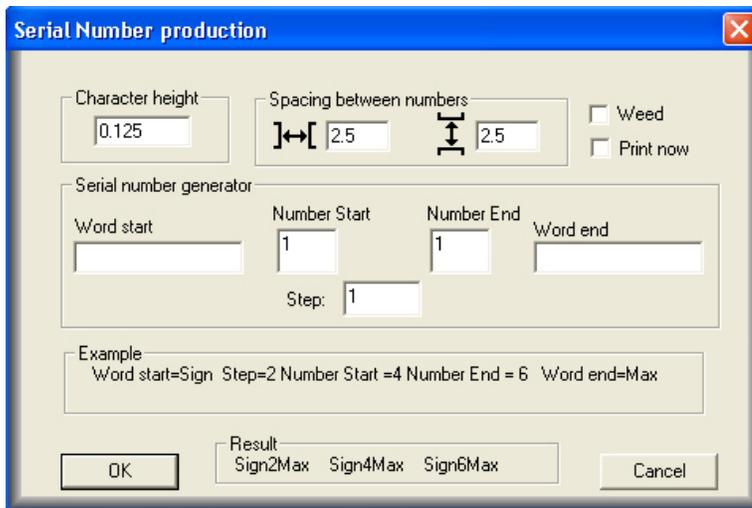
To eliminate a value, click **Del**. The value and its caption will be erased.



**Note:** It is impossible to recuperate deleted values. To modify an existing value, click on the value, insert new value. Click on **Modif**. To modify an existing caption, select the value to modify, write the new caption. The caption will automatically be modified. To eliminate an existing caption, proceed as you would if you were to modify the caption, but erase everything instead. To associate a color to a value, select the it, then click on the color box situated in right of the value entry box.

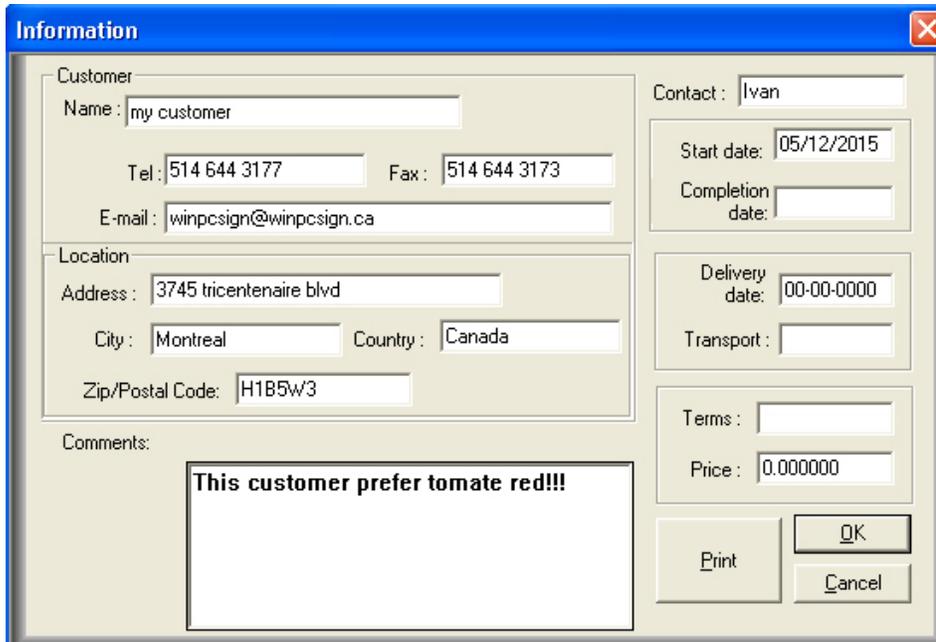
**Production. Numbers**

This function allows you to create a series of numbers beginning with a specific number up to another given number. This function allows you to add in front of these numbers and/or after them a series of characters (letters and/or numbers).



**Customer**

Safeguarding of customer details and cost estimates for current work.



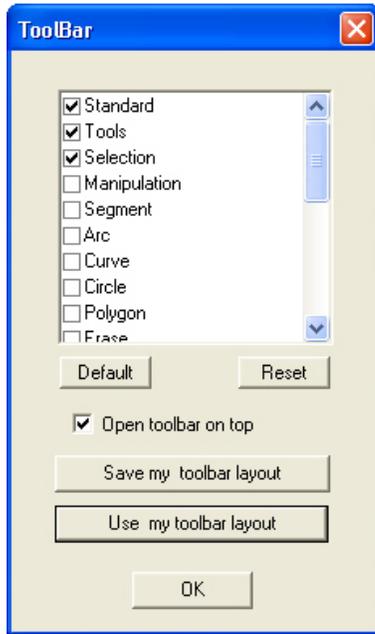
From the **Edit menu**, click **Customer**. This option allows you to produce or save a record of the customer's contact information, the date of order, the promised delivery date, transportation, terms, comments and the estimate for the manufacture of a work.

Notes: The start date is automatically entered when creating the document. The end date is listed on each record.

**View menu**

**Toolbars**

Use this menu to select the bars you want to use. WinPCSIGN opens by default commands, **Standard, Tools, Zoom, and ClipArt**. You can also organize your own toolbars by clicking Save as favourite. To retrieve the bars affected by the program, click the Default button or Resets. This option allows you to place the bars in the original position.



Toolbar by default:

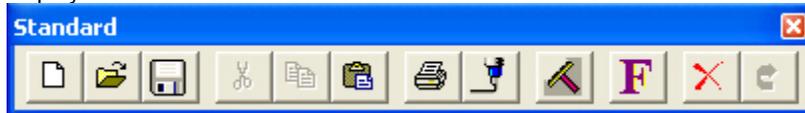
- **Standard**
- **Tools**
- **Selection**
- **Clipart**

**Default.** Displays default toolbars on the screen  
**Reset.** reset your selection

**Save my toolbar**  
 You can create your own layout,

**Standard bar**

Display or hide the Standard bar



- New** document ( control +N )
- Open** a document (Ctrl + O)
- Save as** a document (Ctrl + S)
- Cut** (Ctrl + X)
- Copy** (Ctrl + C)
- Paste** (Control + V)

- Print**  
Open **Cutting** control Panel ( F10)
- Redraw** . Refresh your working screen ( F5)
- Fonts**. Open the windows fonts.
- Undo**. Recuperate delete job (control + Z)
- Redo**. Redo the last action(s) (control +R)

**Tool Bar:**

Display or hide the Tool bar



- Select** element
- Manipulate** elements
- Write **Text**
- Draw **segment**
- Draw **Arc from a path**
- Draw **Free hand**.
- Draw **Oval or circle**.
- Draw **Rectangle or squares**.
- Merge** to image.

- Image **Contour to cut**
- Open **Justification\_bar** (left, right, top or bottom).
- Open **Dimension line** windows.
- Zoom**. Closer to your selection
- Erase**.
- Open **Brush** color.
- Open **Color palette**
- Pen/Brush**: Open the Pen/brush configuration
- Calculator**: Opens a calculator

 **Manipulation bar**

Display or hide the Manipulation bar.



- |                          |                                     |
|--------------------------|-------------------------------------|
| <b>Move point</b>        | Change Vertical / <b>Horizontal</b> |
| <b>Add point</b>         | Replace <b>by a segment</b>         |
| <b>Cut path</b>          | Replace <b>by an arc</b>            |
| <b>Cut using segment</b> | <b>Round corners</b>                |
| <b>Super Weeding</b>     | <b>Precision tool</b>               |
| <b>Stencil Bridge</b>    | <b>Construction points</b>          |
| <b>Snap point</b>        | <b>Go to unsnap point</b>           |
| <b>Unsnap point</b>      | Insert <b>middle point</b>          |

 **Cut straight line.**

This function will let you cut along straight lines.

**Procedure:**

- 1-Click and hold at the location where the line is to begin.
- 2-Move mouse along the desired line
- 3- Release when done.

All objects situated under the line will be cut along that line.



If you want to stripe a text, you must to convert it to path before you apply this option.

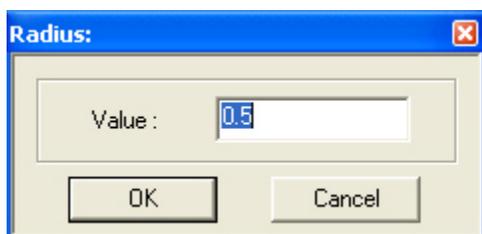
**Note:** Holding the **SHIFT** key down during the operation will enable you to cut a straight horizontal or vertical line across your object, dividing it in two.

 **Round Corner.**

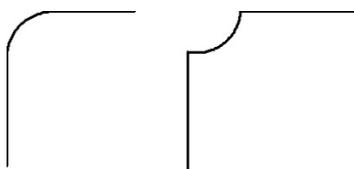
Use this function to round up an image's corner.

**Procedure:**

Select this option in the Manipulating bar. WinPCSIGN will open Radius screen, enter the desired radius value. Hold the left mouse button, and slide to create a window around the desired element. **Or** click the corner you want to round.



Hint: If you enter a negative value, you get a round corner into the interior



## **Text bar**

Display or hide the Text bar



**Write** Text  
Text **edition**  
**Font** menu  
Text **specification**  
Text **spacing**  
Change **text spacing**  
**Exponent**

**Subscript**  
**Italic**  
**Underline**  
**Fit text** to path  
**Font search**  
**Vertical** writing  
**Standard** writing

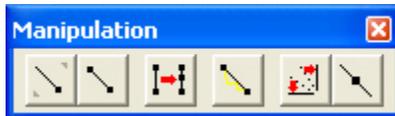
## **Exponent format.**

With this function you will be able to write in exponent formats.

Write the first portion of the number, then, for decimals, select the **Exponent formats** option in the Text bar. The cursor will have been modified to write exponent.

## **Segment bar**

Display or hide the Segment bar.

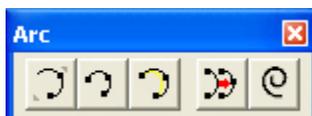


Draw **Segment from path**  
**Draw** a segment  
**Add point** and move

Replace **by segment**  
**Change** vertical/Horizontal  
Add **middle point**

## **Arc bar**

Display or hide the Arc bar.

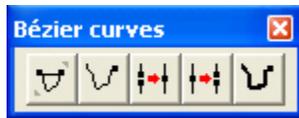


**Arc from path**  
3 point **arc**  
Replace **curve by arc**

**Break arc**  
Draw **Spiral**

 **Curve bar**

Display or hide the Arc bar.



Draw **curve Bezier**  
 Draw curve **Bezier from path**  
**Snap two points**

**Unsnap two points**  
[Freehand screen](#)

 **Circle bar**

Display or hide the Circle bar.



Draw **Oval**  
 Draw **Circle**  
 Draw circle **from 3 point**  
 Convert object **to Circle**  
 Make **concentric Circles**

Move circle **from center**  
 Convert **circle to square**  
 Convert **circle to start**  
 Convert **all objects to circle**

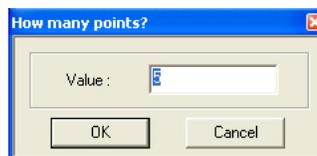
 **Polygon bar**

Display or hide the Polygon bar.



**Draw Rectangle** or square  
 Draw **Circle**  
Draw **start** or polygon\*  
**Draw Arrow**

Enter desired polygon side value:



 **Erase bar**

Display or hide the Erase bar.



**Erase an element**  
**Erase and close path**  
 Erase **by color**  
 Erase **all path surfaces**

 **Color bar**

Display or hide the Erase bar



Fill **color**  
 Open **gradient** screen  
 Remove **filled** color  
**Fill** select element  
**Sort.** Smart filling.

 **Justification bar.**

Display or hide the Align tool bar.

Click on **Justification bar** from the **View** menu. The Align bar will be found on the right of the screen. It offers the following tools:



- |  |  |
|--|--|
| Align <b>left</b>                        | <b>Center Page</b>                                   |
| Align <b>right</b>                       | <b>Align to line guide*</b>                          |
| <b>Center</b>                            | <b>Align left</b> on page                            |
| <b>Vertical justification</b>            | <b>Align right</b> on page                           |
| Align <b>right on page</b>               | <b>Align center</b> on page                          |
| <b>Center .horizontally / vertically</b> | <b>Space justification</b>                           |
| Align <b>Up</b>                          | <b>Distribute space</b> between objects horizontally |
| Align <b>Down</b>                        | Distribute <b>space between objects</b> vertically   |

**\*Align to line guides:**

This function will align objects according to line guides selected by user. Line-guide selection is done by clicking it with the left button:

Shortcut : 

**Procedure :**

- 1 Select desired elements.
- 2 Select **Align to line guides** from the Align bar.

 **Zoom bar**

Display or hide the Zoom tool bar.



- |                       |  |
|-----------------------|--|
| Zoom <b>window</b>    | See <b>Wire frame</b>                  |
| Zoom <b>preview</b>   | <b>Construction points</b> on/off      |
| Zoom <b>selection</b> | Get <b>color from image</b> to palette |
| Zoom <b>all</b>       | <b>Rhinestone</b> selection screen     |
| Zoom <b>page</b>      | <b>Tshirt</b> selection screen         |
| Zoom <b>small</b>     | <b>Capture region</b> of an image      |

**Font maker bar**

Display or hide the Font maker. ([watch a video](#))



- Replace letter** to a fonts
- Set letter to **X** zero position
- Set letter to **X-Y** zero position
- Set a letter to **Y** zero position
- Change **font name**
- Change the  **Kerning**

 **Image bar.**

Display or hide the image bar.

From the **View** menu, **Toolbars** submenu, click on **Image bar**. The image bar will appear on the right of the screen and will offer the following tools:



**Merge** select  
Automatic **vectorization**  
**Photo cut**  
**Touch Up**  
**Soft touch**  
Rectangular **region**  
Oval region

**Personalized** region  
**Remove** Region  
**Mirror** Image  
**Flip** image  
**Italic**  
**Rotation**  
**Perspective**

 **Dimension line bar**

Display or hide the dimension line bar.



**Vertical** dimensional line  
**Horizontal** dimensional line  
**Diagonal** dimensional line  
**Angular** dimensional line  
Setup Unit & **Precision**  
**Select font**

**Magic ruler bar** ([Watch a Video](#))

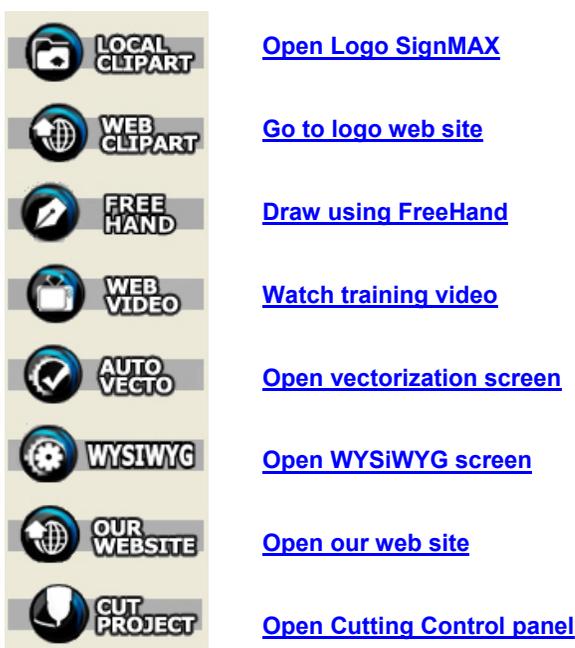
Display or hide the Magic ruler bar.



**Add Magic** ruler to picture  
**Remove Magic** ruler from picture  
Using **dimensional line**  
Object **measurement**  
**Open ruler**

**Clipart bar**

Display or hide the Clipart bar. (Open on right side of the screen)



## **Register**

Display or hide the Register bar



Add **marker**  
Remove marker  
Move element to the **marked**  
Print **permission**



This command allows you to enable or disable printing for a selected item. The print permission allows or refuses to print an item. When the print permission is denied, a red X will appear in the bottom of left corner of the element.



### **Color palette**

---

Click on the icon to open the [Color palette](#)



### **Markers.**

---

This function will enable you to display markers. An active marker is in red, non-active markers are in blue.

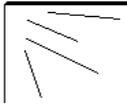
## **Draw menu.**

### **Segment.**

---

#### **Draw segment**

Draw individual segments



Procedure: Select a segment from draw menu then place the cursor where you want to start to draw the segment. Right-click and hold the button, scroll to the desired size. With this option you can draw segments without joining them.

#### **Segment from path**

Design joint segments.

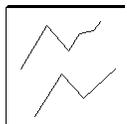


This feature is ideal for digitizing a bitmap. Since this type of joint allows the first segment point of the segment in the last point of the drawing object.

Procedure: Once the first segment was drawn to the cursor to where you want to end the new segment, and press the left mouse button. The new segment will automatically connect to the point. You can repeat this process to create the desired shape.

#### **2 point segment F2**

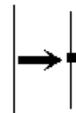
This option is useful to replace a path composed of several straight lines to a single segment.



Procedure: Click the left mouse button at the beginning of the line to be replaced, press the button, a red line shows the trace ragged path. Release the button to complete.

#### **Break segment**

This function allows you to divide a segment into two or more.



Procedure: Place the mouse cursor to where you want to break the segment. Then press the left mouse button, hold and drag the item to the place that suits you. This option is useful for increasing the points in the design.

#### **Vertical/Horizontal**



The vertical / horizontal option put a segment in an upright position (vertical or horizontal) with one click this is useful for correcting the lines of a drawing or a vector text.

Procedure: Click on a line and it will take a vertical or horizontal position automatically.

## Arc.

---

### Draw arc

By enabling the arc in the menu, you can start drawing with arcs.



Procedure: Click the first point to start. Move the mouse to mark the center of the arc, hold the button and drag to create the arc. Release the button.

### Arc from path

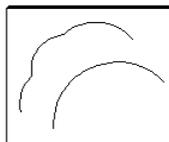
Draw connected arcs.

This function is ideal for copy an image drawing around it because this type of arc allow you to connect the first point of the arc to the final point of the drawing object.

Procedure: After the first arc was created, move the mouse to mark the center of the second arc and move to where you want to end, then release the button. The new arc will automatically connect to the point. You can repeat this process until you get the desired shape.

### 3 points arc (F3)

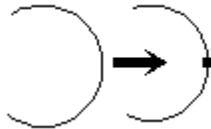
This option allows you to replace a curve composed of small lines or arcs by a single arc.



Procedure: Place the first point and press the left mouse button and move the mouse to the center and hold the button, scroll to the third point, forming the curve and release the button to complete. The program will take a few seconds and then replace the curve for the new arc

### Break arc

This option allows you to break an arc in two or more

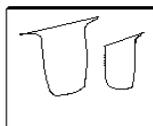


Select the function, then move the cursor to the arc you want to break and click the left mouse button.

## Freehand

---

### Freehand Drawing



This option allows you to draw closed curves Bezier using the mouse like a real pencil.

Procedure: Select the function and start drawing your shape. WinPCSIGN automatically close the form to end

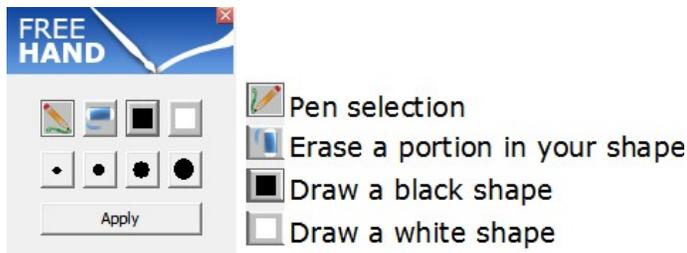


You can also select the **freehand screen**. This function allows you to draw anything. This tool works great with graphic tablet like Wacom tablet.

Procedure:

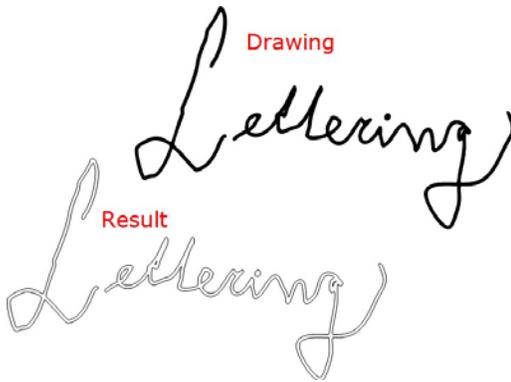


Select **Free Hand** icon from right tool bar. Then select the your line size (Pen) and the color that you want and start drawing your shape on screen.



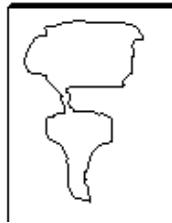
If you want to create a hole into a black zone, simply use the white color. It's really all about logic. The black shape you see is what is going to be cut.

You can use the eraser tool to erase a line you've created. Take some times to test the eraser tool, it doesn't work the same way the pencil does. Press the OK button and you are ready to go:



The result depends on your calligraphy

### **Freehand from path**



This option allows you to draw Bezier curves and connected to an object drawn on the screen. This is convenient to create freehand drawings.

Procedure: Select the function and start drawing your shape. WinPCSIGN, automatically connect to the last object

### **Joint two points**

This option lets you connect two ends of a segment or arc to create a single path.

Procedure: Select the function, then with the help of the mouse, draw a rectangle around the opened points . Use the same option to continue to join other disconnected points.

To see the open points in your design, select the See opened path function from Shape menu. This function displays the no connected points with a circle.

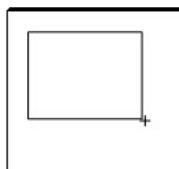
### **Open path**

Separate two connected points.

Procedure: Select the function, then with the help of the mouse, draw a rectangle around the points that you want to separate. Use the same option to continue to open the other points connected.

## **Rectangle**

### **Creating rectangle**



By enabling this option, you can draw squares and rectangles.

Select the function, then hold the left mouse button and start drawing your rectangle or square and release the button. Use this function **Transform** if you want to change the dimension

## Star and Polygon

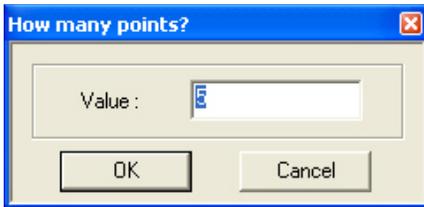
---

### Draw polygons and stars



From the Draw menu select Star, on screen, number of spikes appears. Enter the sides and click OK

Depending on the number of sides entered, you can draw stars triangles, hexagons etc.



## Oval

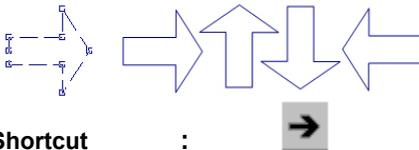
---

### Draw circles and ellipse.

Select **Oval** from the Draw menu, then hold the left mouse button and start drawing your oval or circle. You can draw in the position and the desired height.

### Draw an arrow.

This function will enable you to draw arrows.



Shortcut

:



Select the function and press the left mouse button and drag the mouse in the desired direction and release the button to finish. To change the shape of the arrow, just select a square and drag the mouse in the desired direction. Press enter to finish. You can modify them to suit your needs using the handles.

**Procedure:** Draw your desired arrow where you wish and press on **ENTER** to accept them.

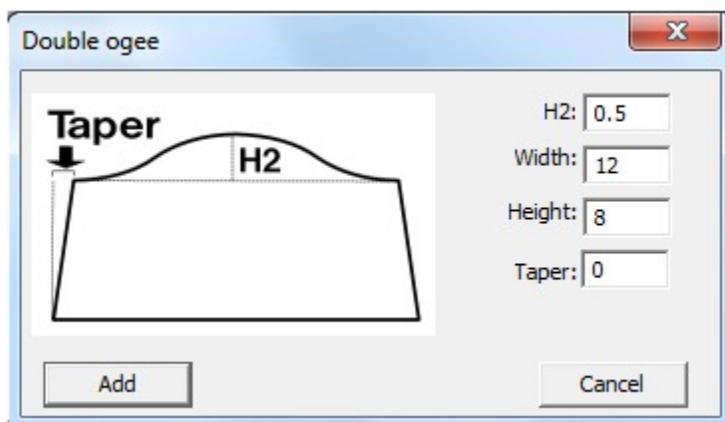
## Double Ogee

---

This tool was developed to create cemetery [Headstones](#).

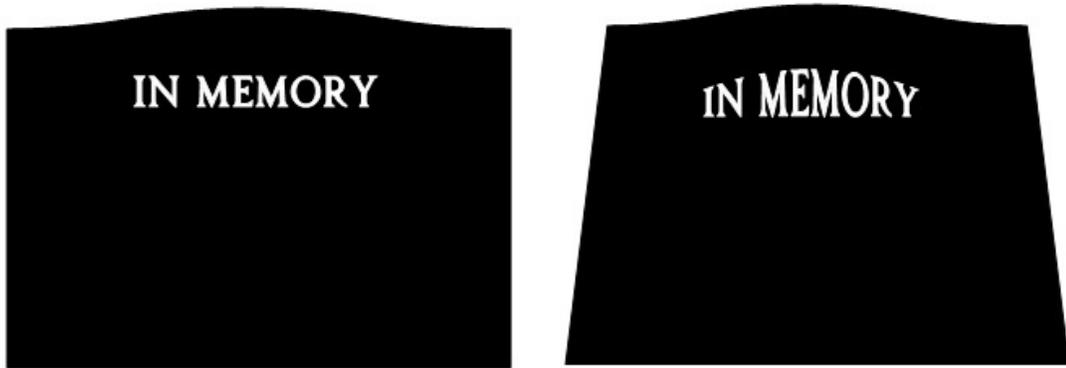
This term is used for a molding with an ogee-shaped profile, consisting (going from low to high)

Procedure: Select **Ogee** function from **Draw menu**. WinPCSIGN will open this screen:

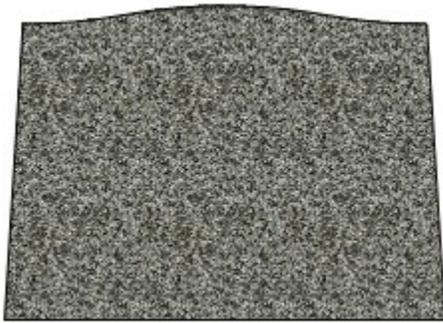


Enter the **Width** and **Height** value, then enter the desired **H2** molding and **Taper** value. Press **ADD**.

Example:

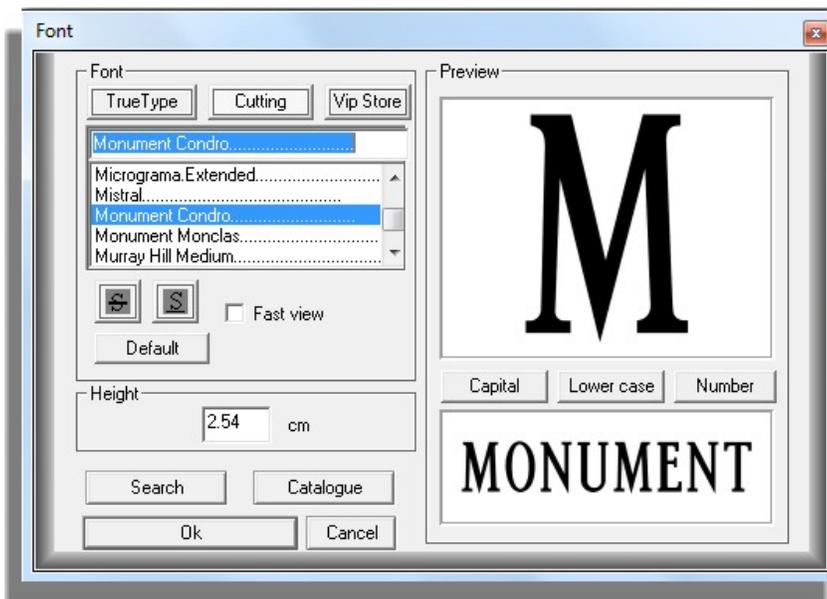


You can also select **Texture** from [Color Palette](#) and apply to your stone.

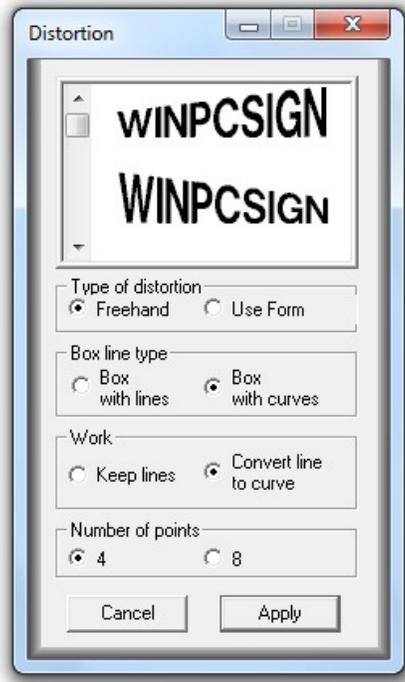


Select also Monument Font:

Font



**Distortion:**



**Registration mark.**

---

**This tool will enable you to add Registration marks to your cutting project.**

Procedure to activate the **Registration mark** tool for the active document

**Procedure:**

- 1- From the **Draw** menu, select **Registration mark** to activate tool.
- 2- On your work page, click at the location where you wish to insert your registration mark.

When the **Registration mark** tool has been activated, you can select the type of mark you want to use. To make your selection, you must click the right mouse button. The Registration mark selection window will appear.



Available formats are: Circle, square, hexagon, star and cross.  
The selection of the format is made by clicking on the desired image in the Registration mark selection window. Click on **Accept** when your selection is made.

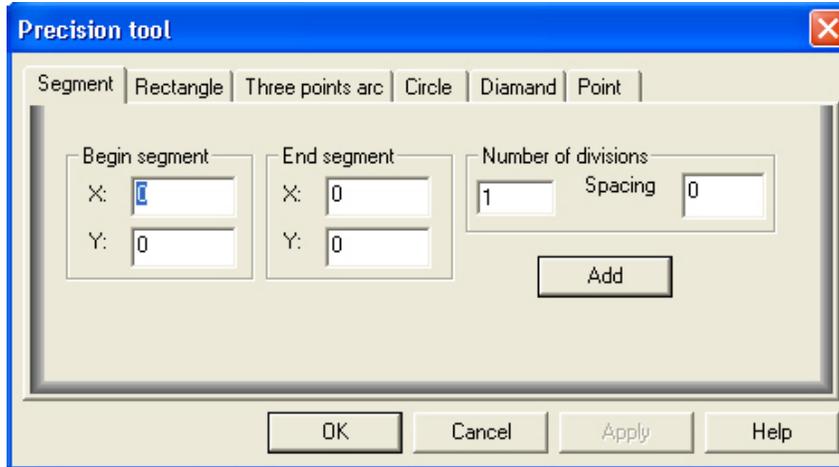
**Note:**

When using the Registration mark, it is always possible to change the format of the next Registration marks. Simply press the TAB key to switch to the next type of Registration marks. It is possible to add Registration marks around the objects in selection by double clicking the left mouse button, or by pressing the **S** key. 5 Registration marks will appear, one at the center of the group of selected elements

**Precision tool.**

**Shortcut** : 

This method will enable you to draw with great precision arcs, rectangles, segments, circles. Diamond and points



**Draw segments:**

This precision tool will let you determine the degree of precision used to create segments in a drawing. Enter a value for X and Y at the start of your segment, as well as for the end of the segment. Select the number of divisions and the space between them. When done, press **O**

**Draw rectangle:**

Start your rectangle by attributing the lower corner X and Y values. Attribute your rectangle a height and length. Click **Add** and **OK**.

**Draw points arc:**

- 1-Attribute an X/Y for the first point.
- 2-Attribute an X/Y for the second
- 3-Attribute an X/Y for the third point.

**Circle:**

Create a circle with the center position and the size of its radius. It has possibility of a circle only with bows that can be spaced between them. The Close option means that the ends of the arcs are connected by a segment with the center.

**Diamond:**

This option allows you to create diamonds preserving the spaces between them. Enter the height, the width of the value of the DX and space, then the number of horizontal and vertical copies. Tap Add to create. Spaces will always equal.

**Point:**

This option creates points that can be used for engravings. Among the X, Y, choose the depth of the first point and press Add. Continue with the second point and press Add. The points have the values that have been added to the working screen.

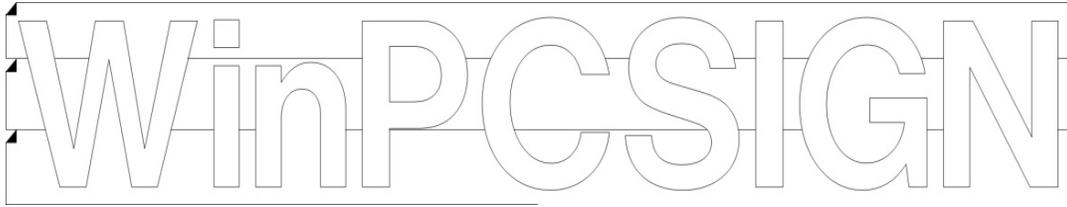
## Super Weed:

---

Function used to facilitate the removal (weeding) of vinyl after a cutting project.

Shortcut : 

This enables you to add cutting lines to your project. By dividing your work with a number of these lines (that do not cut your work, only the outside vinyl), you will be able to remove the unwanted vinyl portions with great ease.



## Text menu

### Dictionary

This option allows you checking the spelling of your text.

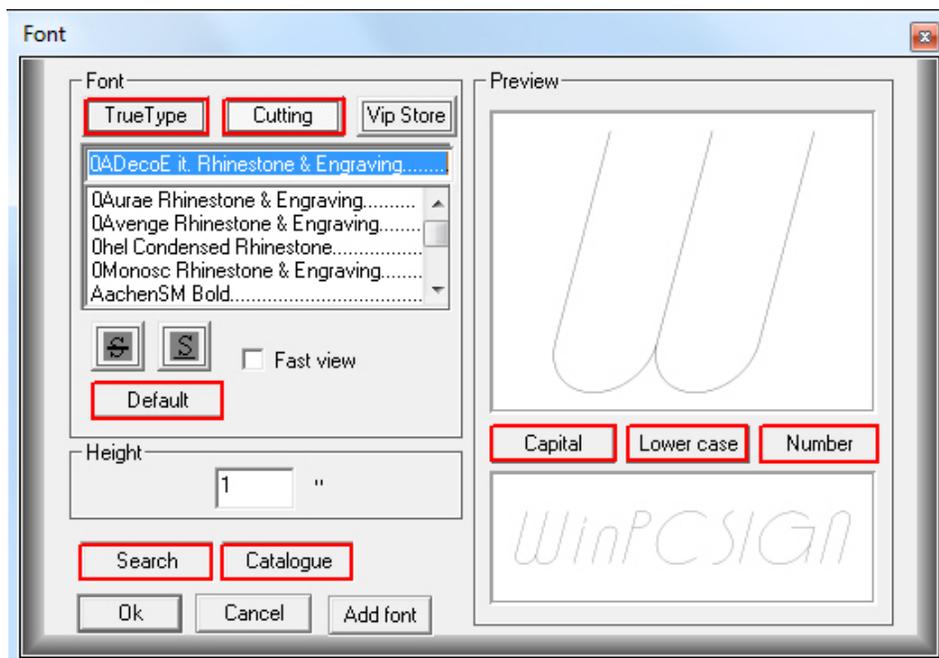
### Font

From **Text** menu, click on **Font**. WinPCSIGN will open Font menu.

**Shortcut:**   
**Keyboard:** Ctrl + F

### Procedure:

Select  icon, click on the screen where you want to star to write your text, then select  your text and click  to open Font menu:



From the font menu you will be able to select different font characters selecting **Cutting** or **TrueType**. You can also get more style from the CD-ROM Font collection by selecting the option **Catalogue** or the option **Search**, if you copied the fonts to your computer.

If you want to see all the character, click **Capital**, **Lower Case** or **Number**. You can add new **True Type** font to your computer. To learn how you can **add new True Type** font watch this [movie](#) . If you double click over a selected font, you can change the name.

You can also, select the desired style italic, bold, bold italic, regular, underline or strike. Press **Default** button if you want to keep same font style for future jobs. Finally enter the **Height** and click **OK**, to exit and star to write your text.

If you already know which font you are looking for, type the first letter, and locate it with the arrows from keyboard

**Note: We recommend entering the final height of your letter in the Font screen and not from Transformation bar**

### Write Text:

---

This function is used to write text

Shortcut : 

Mouse : Right click button.

#### Procedure:

From **Text** menu, select **Write text** or double click on **T** icon from Tool menu.

With the help of the mouse place the cursor at the desired location on the screen. Click the left mouse button and start writing your text

**Optional:** If you wish to modify the text, select the word that needs to be changed then from **Tools** menu select, **Transform** submenu. This bar offers all the tools necessary to modify your text.

Note: The height of your text must be set on Fonts (F) menu

### Text Edition.

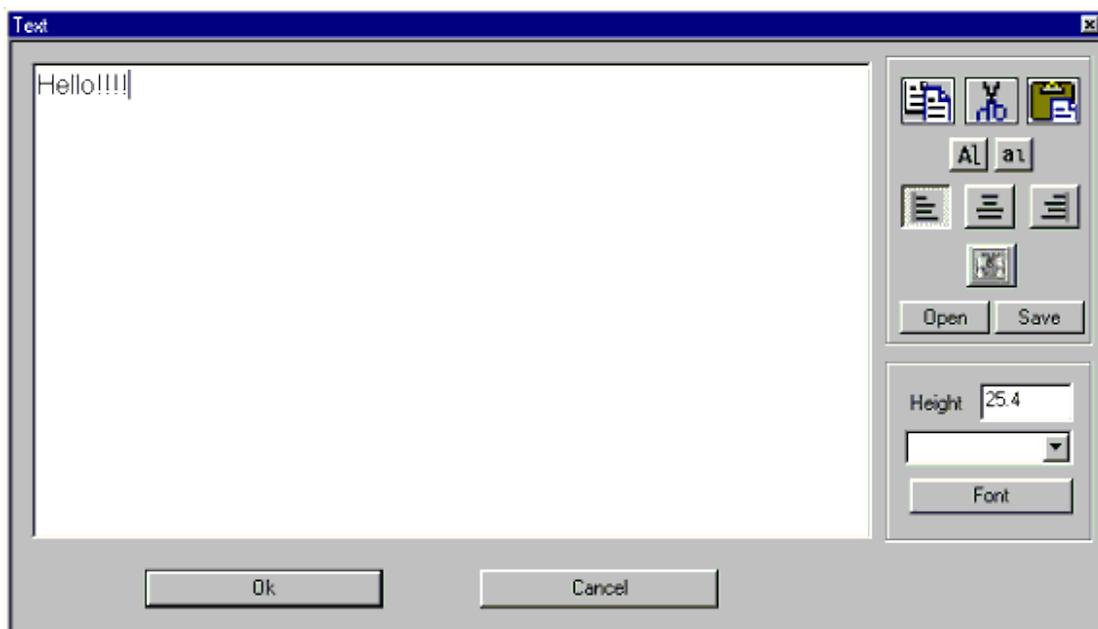
---

Shortcut : 

Mouse : Text mode + Right button

Keyboard : Ctrl + T

Double click with the mouse on the screen to open. The Text edition window contains the basic edition tools.



### Unicode function

#### Arabic Fonts

---

Auto Vectorization mode for Arabic Fonts This function allows you copy and paste Arabic characters and text.

Procedure: **Copy** your Arabic text from Word, Web etc and **paste** it to WinPCSIGN to the Text Editor screen. (Press **Ctrl + T** to open the editor) Then select **Arial** from **Font** menu and press Ok.

#### Chinese, Russian and other

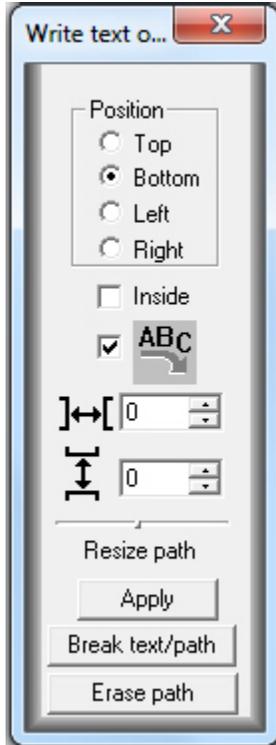
---

This function allows you **copy** and **paste** Chinese, Russian, etc characters or symbols from **Word**, **Excel** etc to WinPCSIGN keeping the same property. Then edit them and send to the cutter

Procedure Copy from your software the desired text, then go to WinPCSIGN and Paste your characters or symbols to the Working Screen:

### Fit text to path.

To write text on a given path:

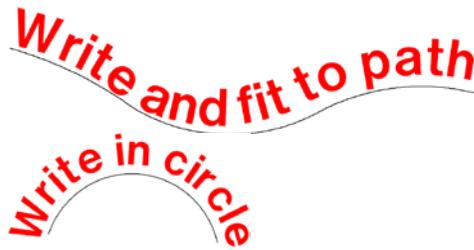


From text menu, click Fit text to Path

**Procedure :**

- Write a text and draw a curve.
- Select both the text and the curve.
- From the **Text** menu, click on **Fit text to path**.
- Select your position, direction, spacing between characters etc....
- Press Erase Path if you want to delete your base
- Press Apply

Your text selection will closely follow the curve.

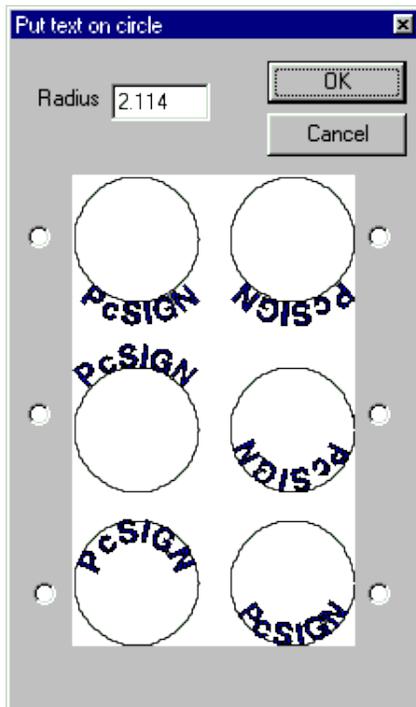


**Note:** If you have more than one text to fit to a single path, apply the **Fit to Path** function after selecting **ONLY** one text along with the path. Once satisfied with the result, temporarily move the first text out of range. Now apply the **Fit to path** function once more, this time having selected the second text along with the path. Once satisfied with the result, bring back the first text and position it back along the path. Now both of your texts will fit the selected path.

### Fit text to circle.

To write text on a circle.

**Mouse:** Text mode + right button.



From the **Text** menu, click on **Fit text to circle**.

**Procedure :**

- Draw a circle. ( from Draw menu)
- Select the circle and a text. (both)
- From the **Text** menu, click on **Fit text to circle function**.
- In the Circle window select the desired radius.
- Click on the position of your choice and **OK**.

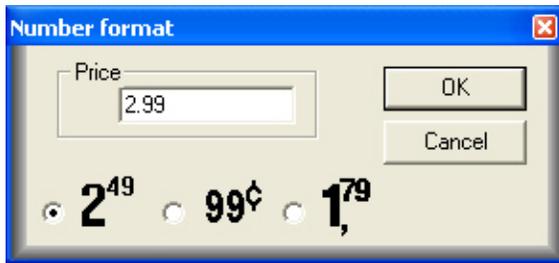


**Note:** If you have more than one text to fit to a single circle, apply the **Fit to circle** function after selecting **ONLY** one text along with the circle. Once satisfied with the result, temporarily move the first text out of range. Now apply the **Fit to circle** function once more, this time having selected the second text along with the circle. Once satisfied with the result, bring back the first text and position it back around or inside the circle. Now both of your texts will fit the selected circle.

## Number format

---

This function is used to write price format

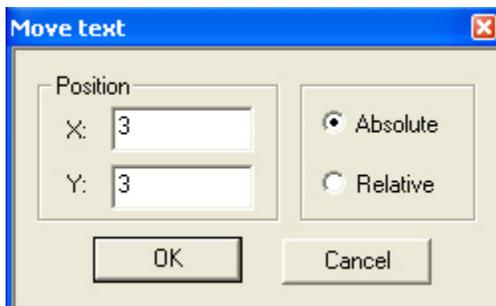


Select the function from **Text menu**, then write your price and select the desired format. Press **OK** to create

## Move to

---

This function allow you to move your text to a new position



Select the text to move, then from **Text menu** choose **Move text** screen. Enter the desired value **X** and **Y** and press **Ok**

## Copy text

---

This function allow you to [copy your selected](#) text

## Mirror text

---

This option is used to reflect your text

Select your text, and then from **Text menu** choose **Mirror Text** function. WinPCSIGN will turn your text automatically. You can use this function for cutting Tshirt design and signs that you want stick inside a windows but reading from outside

## Convert text to path.

---

This feature is used to convert any text to path.

**Mouse:** Text mode + right button.

Select your text, then from the **Text menu**, click on **Convert text to path**. WinPCSIGN will convert automatically your text to path. Attention, all path of the text will be independent

If you want edit or modify your text, we recommend to activate the construction points.

---

This feature is used to annul all transformations done to a text.

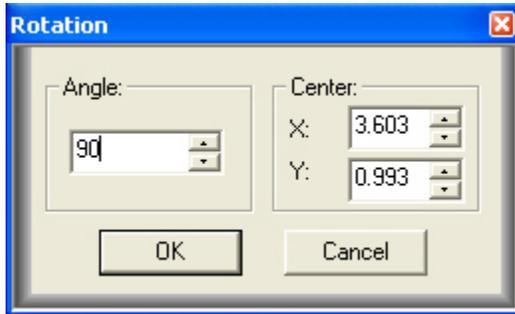
**Mouse:** Text mode + Right button.

From the **Text menu**, click on **Clear text transformation**. You can annul transformations done to a text or element.

**Hint:** It is preferable to click the red **X** on top of the main window to annul recent operations. It permits the cancellation of several modifications.

### Rotate text

This option allow you to turn your text



Select your text, and then from **Text menu** choose **Rotate Text** function. WinPCSIGN will show **Rotation** screen. Enter the desired Angle and Centre axe value and press **OK**

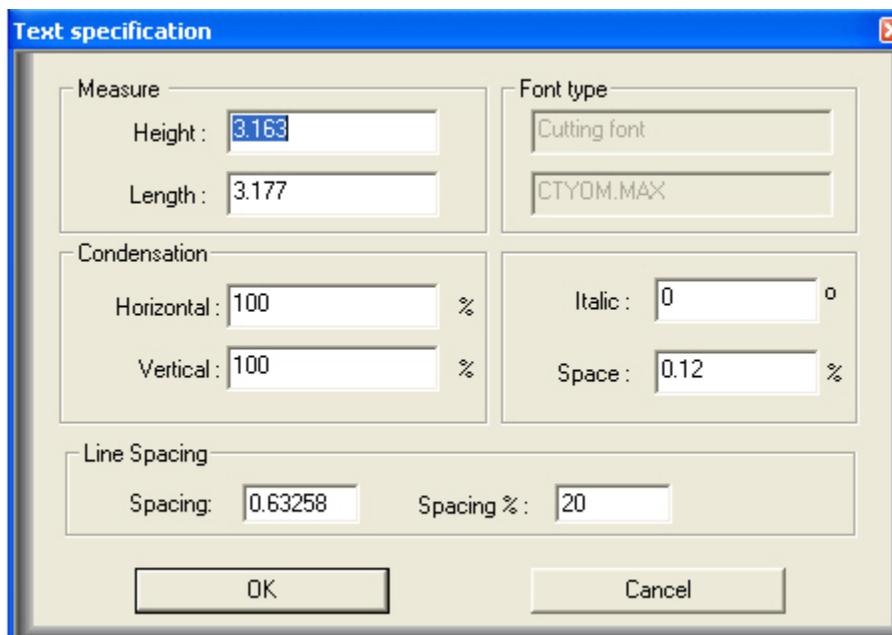
### Text specification

This function allows you check the specifications of the text.

**Shortcut:** 

Mouse: Mode Text Right button.

Procedure: Select the last written line of text, and then, click this function from **Text menu**. WinPCSIGN will open **Text specification** screen

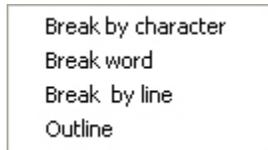


You will find the following specifications:

- |  |   |
|--|---|
| <p><b>Measure</b></p> <ul style="list-style-type: none"> <li>-Height</li> <li>-Length</li> </ul> <p><b>Condensation added %</b></p> <ul style="list-style-type: none"> <li>-Horizontal</li> <li>-Vertical</li> </ul> | <p><b>Font type</b></p> <ul style="list-style-type: none"> <li>-Type of font</li> <li>- Name of the font</li> <li>-Italic value rotation</li> <li>- Space%</li> </ul> <p><b>-Line spacing %</b></p> |
|--|---|

### Break text

This option allow you to separate your text in Characters, Word, Lines and Outline



You can use this function to work with letters or a line of text individually. You can also separate a welded outline .

### Align text to Left, Right or Center

Use option to align your selected text to a desired position

Select your text, then from text menu chose the desired alignment. WinPCSIGN will automatically align your text.

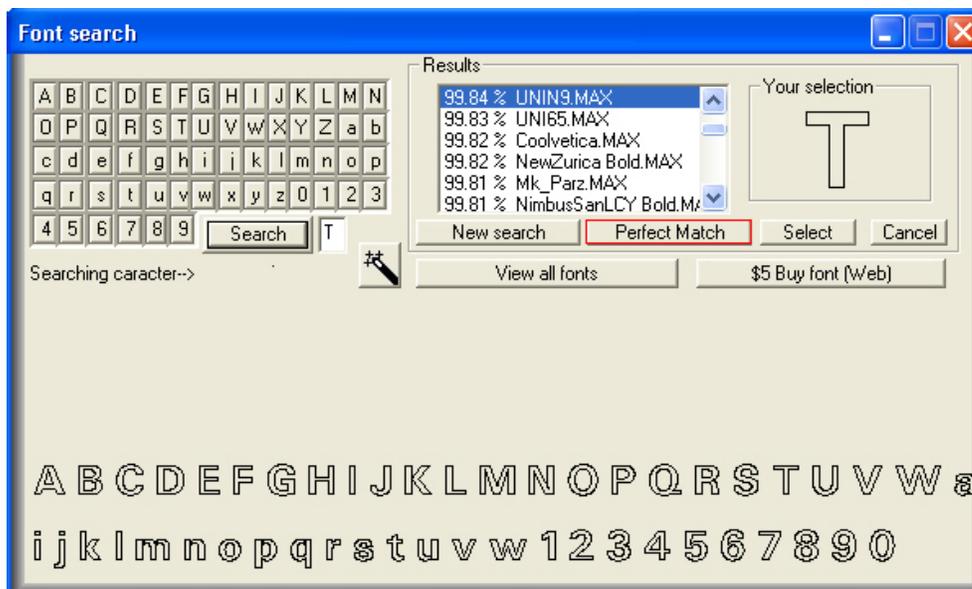
### Font Search

This option allows you the [search](#) and identifies a font and find the name.

Vectorize or design your character. Then from **Text menu** select the option **Font Finder**; Select your character with the mouse, then type or write this character and press **Search** button



WinPCSIGN will show you the following screen:



The **Perfect Match** allows you to extract the character that you need from Font search to the working screen.

**You can put the CD Font collection and press Select button to extract the font from the cd. Click on the screen and start to write with the new font**

## Create font

### Use this function to create your own fonts

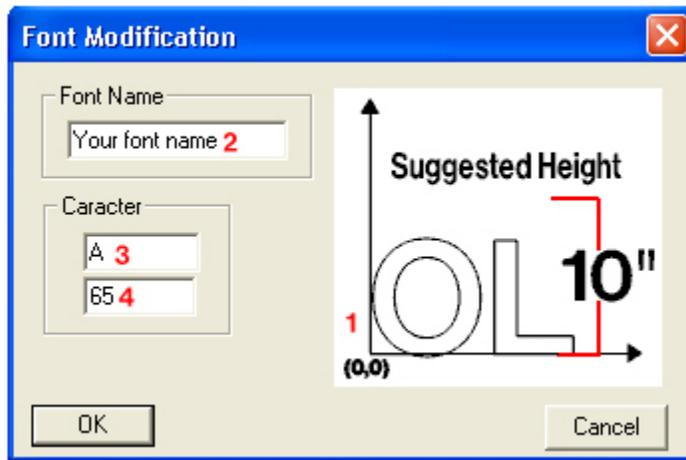
Prepare your alphabet with symbols, then from **Text menu**, select **Create Font** to open the font creation bar:



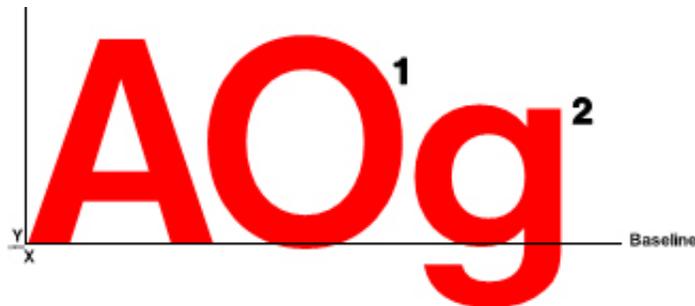
**Add or replace letter** to a fonts  
 Set letter to **X** zero position  
 Set letter to **X-Y** zero position

Set a letter to **Y** zero position  
 Change **font name**  
 Change the  **Kerning**

To begin your alphabet, move your first letter (A) to XY zero position (1) then select **A** icon. WinPCSIGN will open the **Font modification** screen. Enter your desire font name (2) and write the first characters of the alphabet (3) WinPCSIGN show also the position number of the character in the alphabet (4) Click **OK** and repeat this operation to the last letter and symbols.



**Note:** for rounded and lowercase letters do not forget move it to under baseline position. See example (1- 2) below:

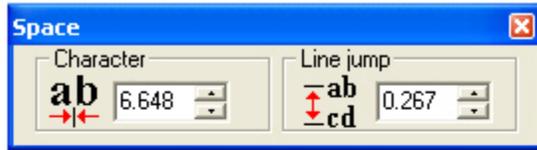


## Visual text spacing

---

Generate space between letters

This option allows you to remove or reduce the spaces between the characters and / or the space between lines of text. Select your text, then use the arrows Screen and Interlines to apply spaces:



You can also use the mouse to add spaces. If you want to reduce or enlarge the space of a letter, move the small square individually. 

To enlarge the spaces between lines, use the down arrow (1). To reduce or enlarge the spaces between the letters use the right arrow (2).

By selecting one or more points in a word, you can move one or letters selected with the arrow keys.

Finally, press the arrow selection, to complete. 

## **Tools menu**

### **Selection**

---

#### **Select**

This option allows you to select objects on the screen



Click with the left button mouse on your Design, Text, Image etc. WinPCSIGN will show the eight selection nodes. This way, you can enlarge, reduce, move, Condense etc.

Important: 99.9% of the tools won't work if you do not select your design on the screen

#### **Deselect All (CTRL+D)**

This option cancels the selections previously made.

#### **Select All (CTRL+A)**

This function allows you to select all items in one group. This way you can move, change size etc to all group and not individually. To cancel, click outside of the selected design.

#### **Invert selection (F11)**

This option allows you to select objects that are not selected on the screen. This will deselect the original selection.

#### **Select similar Brush color**

This option allows you to select all elements of the same brush color (filled) on your screen. Select the function, and then with the help of the mouse, click the object that you want to select. To cancel, choose **Select** function

#### **Select similar Pen color**

This option allows you to select all elements of the same Pen color (no filled) on your screen. Select the function, and then with the help of the mouse, click the object that you want to select. To cancel, choose **Select** function

#### **Select similar object**

This option allows you to select all objects that are already selected with the same form.

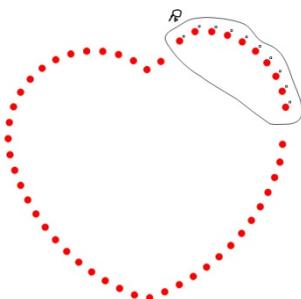
#### **Select Lasso**

With the help of **Lasso**, draw a shape around the objects that you want to select. WinPCSIGN will show the selected elements with many smalls white square.

Press one of the keyboard arrows: **Up**, **Down**, **Left** or **Right** if you want to move.

Hint: you need keeping the left mouse button down to draw your shape.

To cancel the function, select  icon.



## Refresh work space

After editing your designs, the modifications can be let some garbage on your screen. Select **Refresh** function to clean the screen

You can also press **F5** from keyboard

## Erase

Erase items from the screen.

Select the **Erase function** from **Tools menu** and click on the object that you want erase. You can also encircle your selection to erase it.

You can recover the deleted files by selecting **Undo** from the **Edit menu** or retrieve pointing on the red **X** in the command bar. By activating the **Erase bar** from the **View menu**, you can select other erase options:

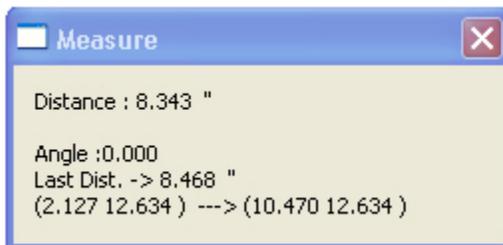


Erase.  
Erase and Close  
Erase color,  
Erase small objects.

You can use the **Delete** button from the keyboard to delete your selection.

## Measure

This function allows you to measure a distance of an object on the screen.



Select the **Measure** option; click the beginning, keep the left mouse button and drag the mouse to measure the object.

A broken red line shows the area you have selected:

The values will be displayed on the measure screen.

## Object's measurements.

Tool used to measure selected paths, circles and ellipses.

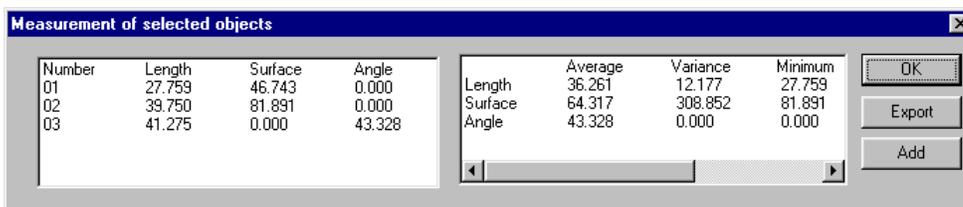
### Procedure:

- 1-Select the elements from which you like to obtain measurements.
- 2 - From the **Tools menu** select **Measurements of objects**.
- 3- From your measurements window, you can look at the values obtained, export them to Excel (Export key), or insert them in you current work. (Add key).

### Note:

You have the possibility of using a specific scale for your data. To do so, you simply have to activate a magic ruler (See Activation of Magic Ruler) and use the software's dimension line mode (See Dimension line).

Example of measurements



## Magic Ruler. (Activate / Use)

This option allows you to measure angles, height, length or any distance in your picture. To do so, you need to take the photo with the magic ruler accessory on the picture.



This function will enable you to set and use the Magic Ruler.

The Magic Ruler is activated when you click on an image without associations.

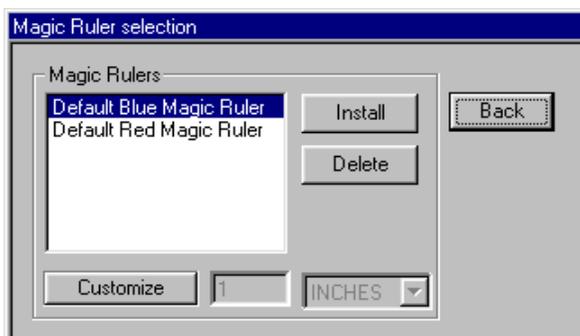
If the following image:  appears on the lower left corner, this means that the Magic Ruler is activated for this image.

### Activation procedure:

- 1 From the **Tools** menu, **Magic Ruler** submenu, select **Activation/use**.
- 2 Click on the image (with the Magic Ruler) with the left mouse button, and answer **Yes**.
- 3 Left click on the beginning of the Magic Ruler.
- 4 Left click the opposite end of the Magic Ruler.

You can hold the left mouse button for the second point to adjust the position. When done, simply release.

1. In the Magic Ruler Selection, select the Magic Ruler to use (if it is available in the window). Press on **Back**. If you're magic ruler is not installed, press on **Install** and follow the procedure. When done, click on **Back**



### Measure distances if the Magic ruler is activated

#### Usage Procedure:

- 1 From the **Tools** menu, **Magic Ruler** submenu, select **Activation/Use**
- 2 Click with the left mouse button an image with the Magic Ruler activated. This positions the first point.
- 3 Click with the left mouse button the second point of the desired distance.
- 4 Click and hold the left mouse button if you want to precisely adjust the second point.
- 5 The distance value will be displayed in the message bar. (See arrow bellow)



Note: As long as the button is pressed, the distance will be calculated. See **Dimension-lines** for help on the subject. If you have made a mistake, you must deactivate the Magic Ruler and reactivate it again.

#### **Note:**

Holding the **SHIFT** key down will enable you to limit your movements to the horizontal and vertical axes.

### **Magic Ruler. (Deactivate)**

Deactivates the Magic Ruler associated to the selected elements.

**Note:** The image must be selected before selecting this option.

### **Magic Ruler. (Dimension-line mode)**

Once activated, the new lines will use the scale defined by the magic ruler.

#### **Activation Procedure:**

- 1 Select an image where you have already an activated Magic Ruler.
- 2 Go to the **Tools** menu, **Magic Ruler** submenu.
- 3 Select the **Dimension-line-mode**.

For that point onward, all dimension-line measures taken will use that scale.

**Note:** To deactivate **Dimension-line mode**.

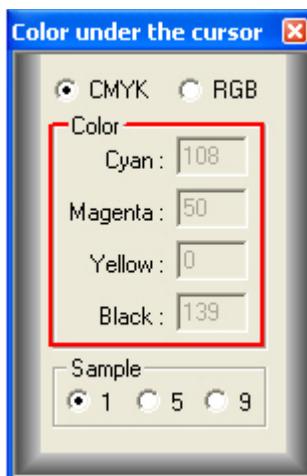
#### **Deactivation procedure:**

1. Deselect all.
2. Go to the **Tools** menu, **Magic Ruler** submenu.
3. Select **Dimension-Line mode**.

**Note:** Holding the **SHIFT** key down will enable you to limit your movements to the horizontal and vertical axes.

### **Show the code color**

This function allows you copy a code color then add it to color palette.

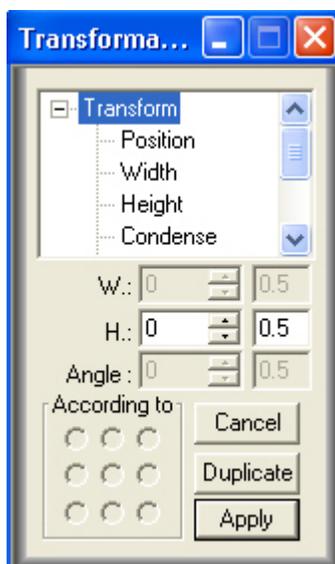


Select **Show the code color** function from **Tools menu**, then from Color under cursor screen, select **RGB** or **CMYK**, move the cursor over the color that you want to copy. The code will appear in the **en Color** screen.

Use this feature to create your own colors and add to the palette.

### **Transform**

From **Tools menu**, select **Transformer**.



In this menu you will find the following options: **Position, Width, Height, Condenser, italic, Mirror** and the **Z** value. This bar is displayed each time you select a function.

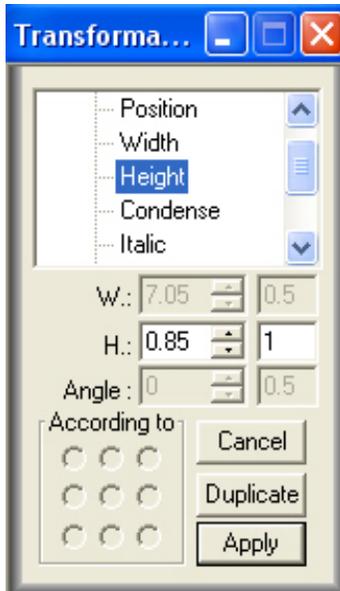
You can also enable this Transformation bar, by typing the first letters of functions. Example: **P** (position), **W** (width), etc.

The column on the right lets you insert a value that will be added or subtracted to the value entered in the column on the left.

Select the desired function, and then enter the value **W, H** or **Angle**. Select **Duplicate and According to**. if you want to make copies of your selection.

Select **Apply** to accept

## Height



Select the element to modify. From Edit menu, click Change height or press **H** from your keyboard.

In the Transformation window, enter the desired value and click Apply. In the column on the right, you can insert a value that will be added or subtracted to the height (H)

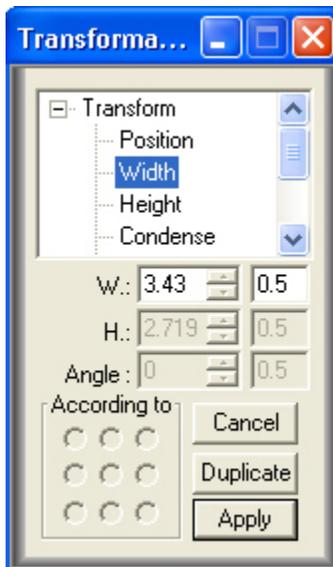
You can select the position of your object according to the selected point. And also create a duplicate in case of Mirror selection.

Very important: when you enter the **height** WinPCSIGN will calculate the **length** automatically. If you want keep the length or height values, use **Condense** function

We recommend to enter the Height of your text, directly in **Font** menu (F)

This menu is opened all the time on the screen. You can also open it pressing a letter **H**, (height) **L** (length) **M** (Mirror) and others from the keyboard

## Width



Select the element to modify. From Transformation bar select **Width**, enter the desired value **W** and click Apply.

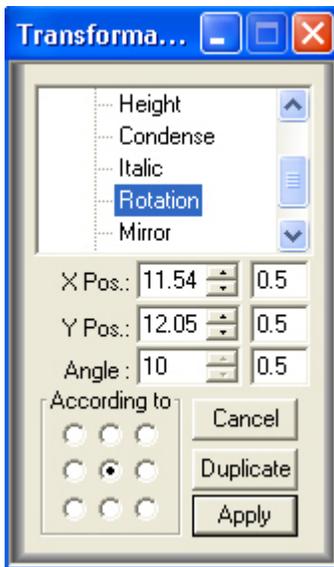
Very important: when you enter the **Width**, WinPCSIGN will calculate the **Height** automatically

If you want keep the length or height values, use **Condense** function:

REGULIER  
**TEXTE**  
 Condense  
**TEXTE**  
 Condense  
**TEXTE**

**Rotate Transform submenu.**

This option allows you to rotate objects and texts



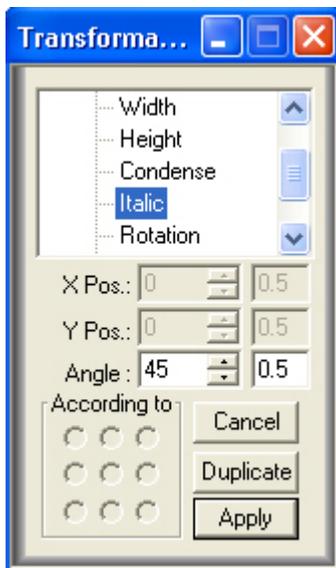
Select your drawing and choose **Rotation** function from **Transform** submenu. Enter the desired **Angle** value and select the rotation axis from **According To** Click Apply to accept.

You can also click **Ctrl + F2** to activate the Rotation function and your drawing will be enclosed with a blue rectangle. Press and hold the left mouse button and move to the desired direction. You can also move the center to a new position and rotate the drawing around the center.



**Italic Transform submenu.**

This option allows you to italicize an object and text.

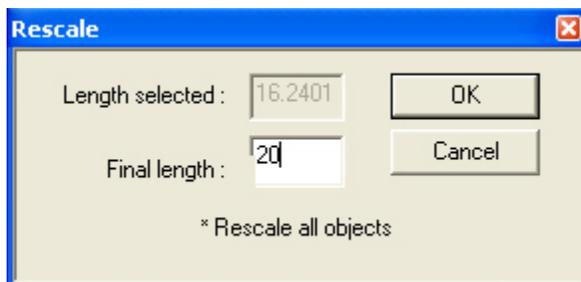


Select your drawing then choose **Italic** function from **Transform** . Enter the desired the rotation **Angle** value and click **Apply** to accept.

You can also click **Shift + F2** to activate the function and your drawing will be enclosed in a blue rectangle. Press and hold the left mouse button and move to the desired direction

**Real scale Transform submenu**

This option allows you to resize your assembly on a required ratio  
Once the function is selected, enter the value of the **final width** from the rescale dialog box, then press **OK** to apply the final length.



**Orthogonal rotation. Transform submenu**

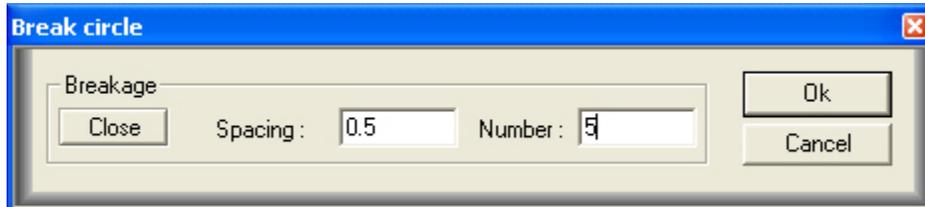
**Shortcut** : 

Applies a rotation to bring segment to the nearest 90° You can only apply this rotation angle. The rotation affects the selected elements. If you want to apply a rotation on a single element of the selected group, press and hold the **Shift** key while clicking the desired object.

**Note:** on a path. However, it applies to the whole selection.

## Circle. Multiply and Break circles

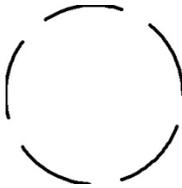
Convert a circle into arcs of equal dimensions.



The spacing: Corresponds to the distance between two arcs. Distance is measured by the unit of measurement used.

Number: Indicates the number of arc that composes the circle.

Close: Used to connect the ends of the arc with the center of the circle.



## Sort inline path before outline

This option lets you automatically sort the paths and contours of your design.

This function will reduce orderly manner, thus preventing the machine moving without cutting. Select your design, then from Tool menu, select the **Sort inline path....** function. WinPCSIGN will automatically sort your design.

You can see the cutting sequence selecting **View the order of object** function from **Shape menu / Order**. This function will show each path with numbers.

## Sort filling order

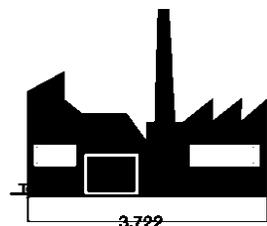
This option allows you to automatically organize items by size.

Sort your objects from the smallest (foreground) to the largest (background).



## Dimension line.

Use this option to measure and determine the size of an object or the distance between them



Choose **Dimension line**, and the desired direction (Horizontal, vertical, Diagonal or Angle.) Click the first point then drag the cursor to the last point, drag the mouse in the position where you want the value to appear.

### Horizontal dimension-lines.

Trace Dimension-lines to measure horizontal distances.

#### **Procedure:**

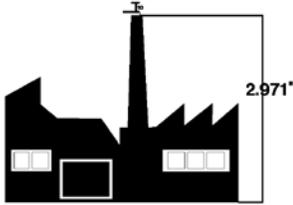
1. Click on the first point that interests you.
2. Move to the second point and click.

3. Click a third time to select the position of the text.

**Note:** To create a customized dimension-line, you will need to select the **Text** tool and click the dimension-line's text. A customized dimension-line must always have its Active Distance option deactivated. By default, the option deactivates automatically.

### **Vertical Dimension-lines.**

Trace Dimension-lines to measure vertical distances.

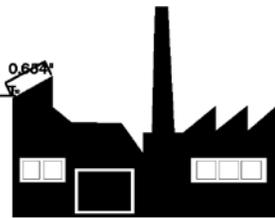


#### **Procedure:**

1. Click on the first point that interests you.
2. Move to the second point and click.
3. Click a third time to select the position of the text.

**Note:** To create a customized dimension-line, you will need to select the **Text** tool and click the dimension-line's text. A customized dimension-line must always have its Active Distance option deactivated. By default, the option deactivates automatically.

### **Diagonal cote-lines.**



Trace Dimension-lines to measure diagonal distances

#### **Procedure:**

1. Click on the first point that interests you.
2. Move to the second point and click.
3. Click a third time to select the position of the text.

**Note:** To create a customized dimension-line, you will need to select the **Text** tool and click the dimension-line's text. A customized dimension-line must always have its Active Distance option deactivated. By default, the option deactivates automatically.

### **Dimension-line setup.**



This window will enable you to configure which measurement unit is used, whether to include the unit or not, it is also used to determine the precision used.

The Active distance option allows you to compensate for condensation.

When you are satisfied, simply click on **Apply** and the modifications will affect the selected dimension-lines and those that will follow.

### Dimension-line font configuration.

This function will open the font window. Select the font used to display the measurements.

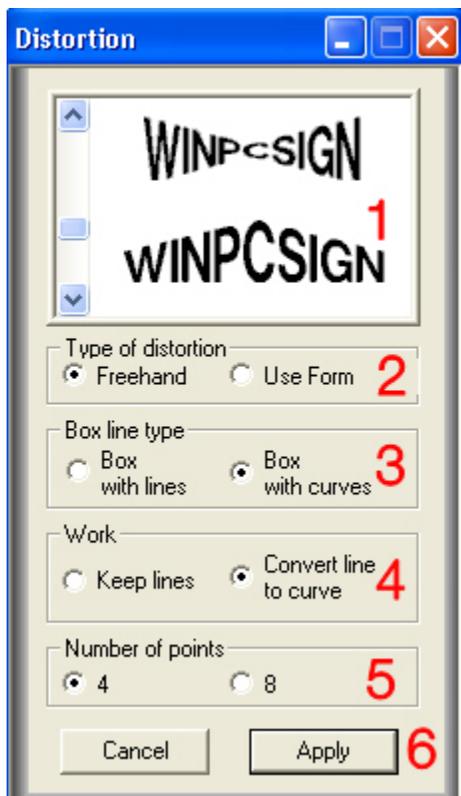
When you are satisfied, simply click on **Apply** and the modifications will affect the selected dimension-lines and those that will follow.

### **Distortion**

This function allows you to distort your text

Select your text, and then from Tools menu, click **Distortion** function. You can also press **Ctrl + K**, from keyboard. WinPCSIGN will open distortion screen with a different distortion models. Select one or create your own using different tools from distortion screen.

# Distortion

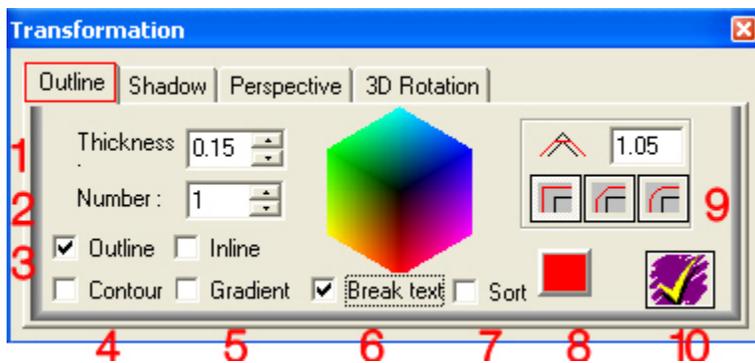


1. Models: Selecting the desired distortion model.
2. Methods of distortion: Choose the mode "Freehand" "fixed form".
3. Lines or curves type of envelope: The envelope curves can manipulate the shape of the curves.
4. Work: Selecting keep the lines or conversion of lines to curves.
5. Number of points: Selection of four or eight handles points
6. Cancel / Apply: Click the Apply button when you are satisfied, or press Cancel button to exit and close the window without distortion

## Outline

The **Outline tool** allows you create an external or internal contour to your texts and designs. You can create one or more contours with same or different distance. You can also create Outline from shadow or perspective.

# OUTLINE CONTOUR



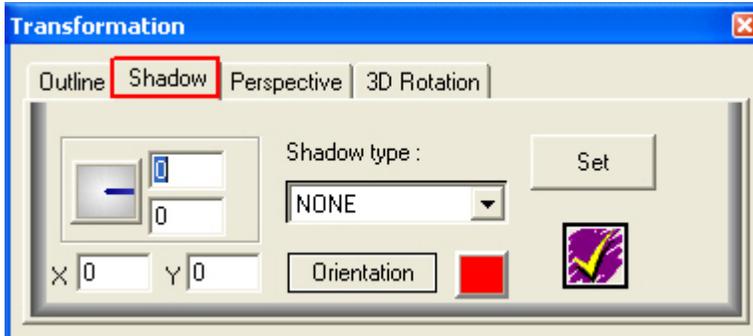
1. Thickness: Selection of the outline . Always use small values such as 0.10 or 0.25 inch ( $\frac{1}{4}$ `) or 8% of the height of the letter.
2. Number: Select the number of desired outline or contours.
3. Outline / inline: Normally means a path located outside of a selected object while an inner contour means a path within a selected object. The number and size of paths created inside of an object are limited by the size of the object.
4. Contour: This function automatically welds the overlapping objects. You can change the space between letters using [Visual text spacing](#) function and manually move the individual letters spacing.
5. Gradient: Creates a gradient background.
6. Break text: This function enables separation of the original text of the created outline or contour. When not activated, the original text and the contour created will be grouped and won't be separate. You must activate this feature if you want break the outlines from text or objects if you want to create contours of different thicknesses or different colors. You can also select this function from **Text menu /Break text**
7. Sort: Arrange the filling order of objects or contours starting from the smallest to the biggest. This function shows the smallest object on top and the largest in the bottom of your ensemble.
8. Fill color: Display the selected fill color.
9. Corners model: Select three models to generate the corners of contours endings.
10. Apply: Apply your settings to generate one or more contours of the same distance.

## Shadow.

Create shadows of selected objects

From **Tools** menu, click on **Shadow**.

This application will enable you to create a shadow for selected objects, texts and elements.



### Procedure:

- 1- Select the desired element.
- 2- From the **Tools** menu, click on **Shadow**.
- 2-The Shadow window will appear select **Set**. Orientation

You must select the objects from which you want to cast a shadow and press **Set**. You can determine the location of the shadow with different methods

Y polar coordinates: by moving the dial, you can determine the orientation of the shadow in relation to the original object. The angle (in degrees) will appear in the top window, to the right of the dial and the distance (from the center of the object to the center of the shadow) will appear in the second box from the top.

By Cartesian coordinates: In the two bottom windows, you can determine the X and Y distance between the center of the original object and the center of the shadow. You can also select the shadow and move it to the desired location using the mouse. Simply click and hold the left mouse button over the selected object and move it to where you want it to be placed, and release. When using this method, you will notice that the polar and Cartesian coordinates will be modified accordingly.

**Note:** The unit used in measurements is the one selected in the **Setup (Setting menu)**. **Types of shadows:**



If you have several elements overlapping each other, you can determine whether you want their shadows to be welded together into one single shadow or whether each of them should constitute an individual element. To do so, you must decide if you want to use **with welding** option. You can also select the method of creating shadows. Selecting **None** will mean that that the shadow will be identical to the original object. **Drop** will create a shadow made only of the visible portion of the shadow (in cases where the original object overlaps the shadow). The **Drop + back** option will create a welded copy of the original object WITH its shadow. This welded shadow will appear over the original image. To modify the color of the outline of the shadow, simply click on the color rectangle to access the color palette.

To accept the type and direction of shadow, simply click on the checkmark. To cancel the creation of a shadow, click on the door. OR Another way to create shadows is to go to the **Shape menu, Welding** submenu, and click on **Shadow**.

### Shadow with transparent.

This function enables you to create a selected object's shadow with a transparent effect. To create this shadow, you must determine in what direction it will be cast, the distance in relation to the object, and the shadow's color.



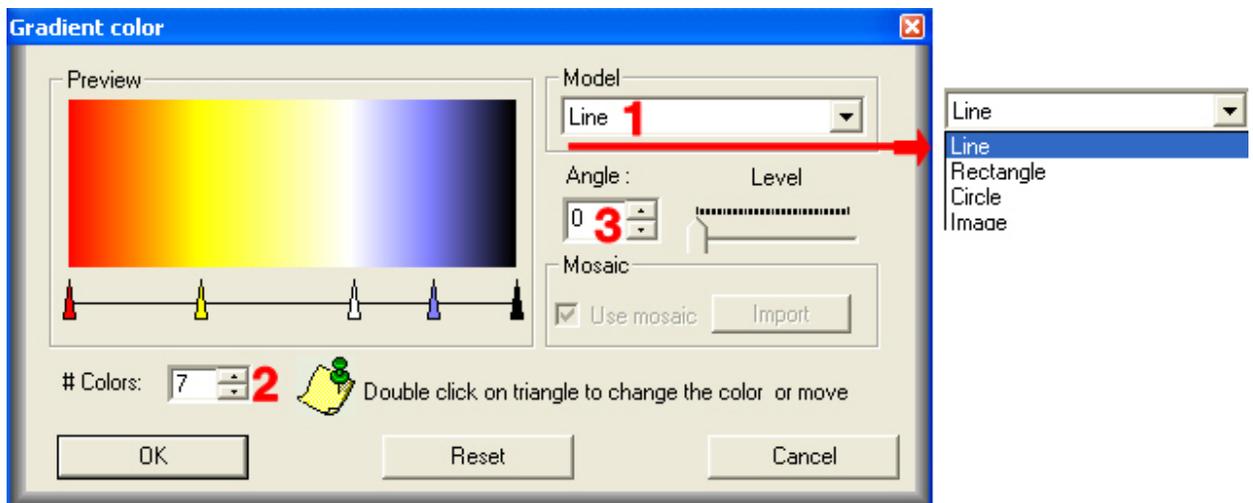
The “°” symbol represents the angle of the orientation of the shadow when compared to the image from which it originates. “D” represents the distance between the image and its shadow. When you are satisfied with the selected parameters, press on **Apply**.

If want to remove an object's shadow, just select the object and press **Cancel**. If you choose to keep the shadow, you should now that it is possible to move it around independently from its originating object by dragging it with the mouse. It will still be lined to its originating object. After moving the shadow, if you want to move both shadow and object, deselect your shadow (by clicking elsewhere), and click the object. Both the object and its shadow will move together again. **Note:** To modify an existing shadow, you must use the same window.

**Hint:** To create a shadow that does not seem to originate from an object, you must create that object, apply a shadow to it, and remove the pen and brush color from the original object. You can also place a distance of 0 between the object and the shadow.

### Gradient

This option allows you add color gradient to your design



Procedure:

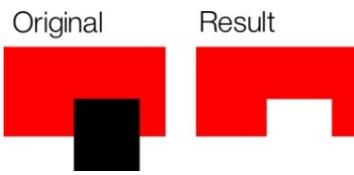
Select your design, and then click Gradient function. WinPCSIGN will open the **Gradient color screen**. Select the desired model (1) Linear, Rectangular, Circular or image. Then, the number of colors (2) or click the line to add new color (triangle). You can also select a gradient angle 90 degree (3). To select or change a color, double-click one of the triangles.

In the same screen, you can create a mask image using an image. Enter the text from the screen and then select the image model (1). Then from your files, select an image. For mosaic can disable the option. Finally, press **OK**.

## Difference

---

This function allows you to weld two elements by merging the largest object in the smallest



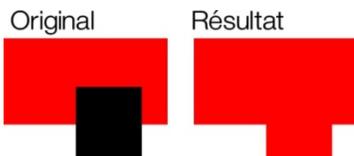
Select your items, then select **Difference** from the Tools menu. WinPCSIGN will automatically merge the elements

## Welding

---

### Welding plus

This function allows weld two elements by fusing the smallest object to the largest.



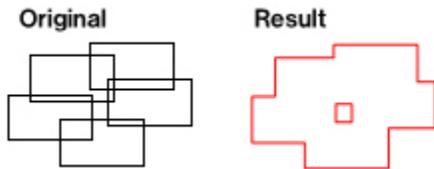
Select your items then select **Welding Plus**, from Welding menu. WinPCSIGN will automatically merge the elements.

### Welding color with pen

This function allows weld.....

### Welding

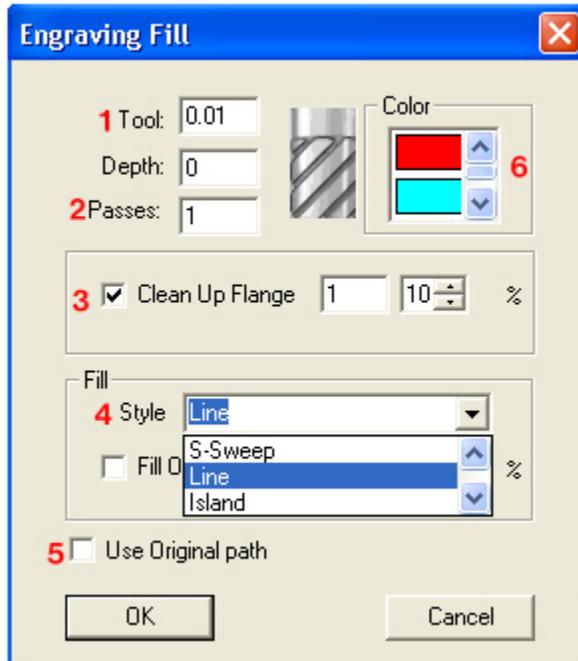
This function allows weld all elements selected by fusing them



Select your items then select **Welding** from Welding menu. WinPCSIGN will automatically merge all the elements.

## Engraving Inside/Outside

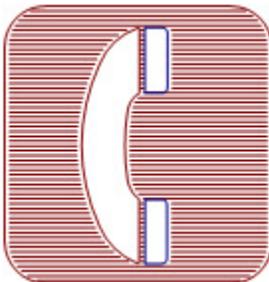
This function allows you preparing a text or drawing to engrave with a machine or with Diamond engraving tip.



Engraving filling screen

1. Tools, enter the value of your wick (Diamond engraver recommends 0.01)
2. The number of passes.
3. Final cleaning line
4. Style: different kind of engraving sweep Line. (individual lines) S-Sweep (sweep connected lines), Island (circular engraving)
5. Keep the original line
6. Add a color

### Engraving Inside

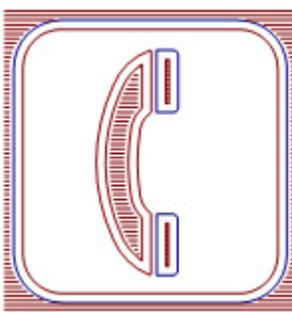


This option allows you to add lines to create internal engraving effects, reliefs.

From Tools menu, select **Engraving / Interior**. Then from engraving screen, choose the desired filling functions.

Example: Line Tools 0.01 and original path selected.

### Engraving outside

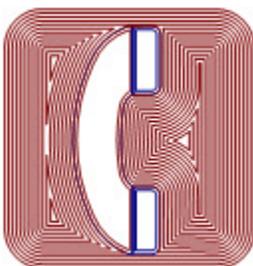


This option allows you to add lines outside of your selection to create engrave relief effects.

From Tools menu, select **Engraving / outside**. Then from Engraving fill screen, choose the desired filling functions.

Example: 0.01 line tools selected

### Engraving Island



This option allows adding circular internal lines to your selection to create a bas-relief engraving.

From Tools menu, select **Engraving / Island**. Then from Engraving fill screen, select the desired filling functions.

Example: Tool 0.01

## Color Scheme.

---

Add color to your palette

This feature lets you add color to your palette from an image present on working screen.

Procedure:

Paste an image from the Internet or from the scanner or camera to WinPCSIGN working screen, and then select **Color Scheme** icon, WinPCSIGN automatically add all the colors found on your image to the color palette.



If you want to keep the new color on the palette, click  icon in [Color palette](#).

## Color trapping.

---

This function allows you to create an overlap for your artwork which compensates for the inherent inaccuracies in the Screen Printing process.

Before selecting this option you must have at least two colors on screen which overlap each other.

Choose **Color trapping** from the **Tools** menu. Draw a window with the mouse around the objects. WinPCSIGN will open the **Overlap** dialog box and you will choose the overlap distance.

Superimposition of colors will help you respect the common borders of different colors. It creates a security zone around adjacent elements. This outline will prevent light from penetrating and will prevent the apparition of white lines or new colors.

When printing, color trapping will help you preserve the integrity of each color, but to do so, you will have to select in the dialog box the lighter colors first, the darker tones later.

This function is useful when cutting vinyl. It will allow you to create overlapping outlines. To do so, select the drawing you want superimposed and select **Color trapping** from the **Tools** menu. A color dialog box will appear. If you are printing, select the color order and click **OK**.

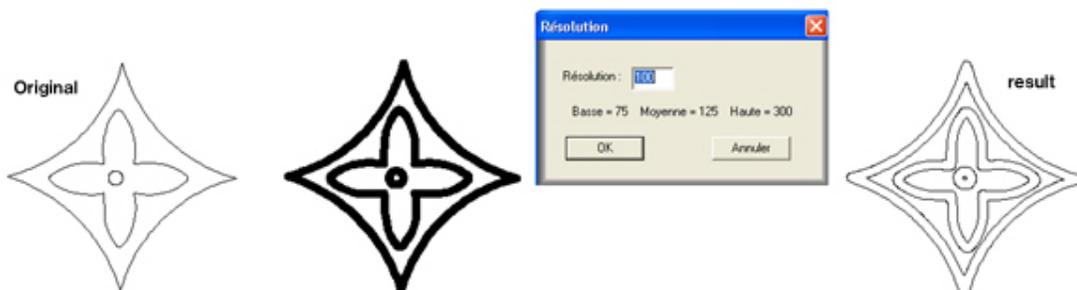
## Double line

---

This function allows you to convert singles lines to doubles lines

Procedure:

Draw or select your design (black and white), then given a desired thickness. Choose **Pen /Brush** from Setting menu and enter the desired **Width** value for the lines (Pen). Select **Double line** function and then from **Resolution screen**. Select the desired conversion value **Low**, **Medium** or **High** and click **OK**.



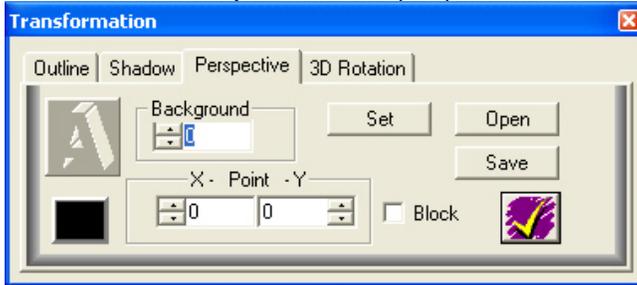
## Perspective 3D.

---

Shortcut:



This function enables you to create a perspective effect on the selected elements.



Example of possible effect:



**Background:** Represents the assigned depth. The value ranges from 0 to 1.

**Point XY:** Corresponds to the point to which your design is going.

**Save:** Saves the values selected.

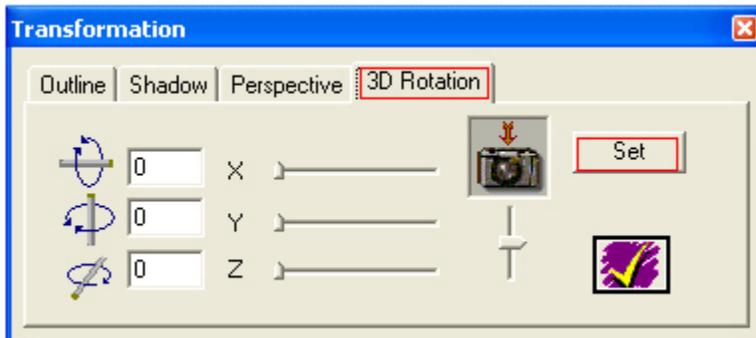
**Open:** Recovers saved values.

**Block:** Remove the perspective

## Rotation 3D

---

This function allows you to rotate your selection in all directions



Select the text, and then from the **Transformations** screen, choose the desired rotation **X, Y, Z**. Once your rotation is of your liking, click OK (checkmark) to accept



### Convert Pen to double line.

---

This function allows you to convert an uncuttable drawing with singles lines in a cuttables drawing.

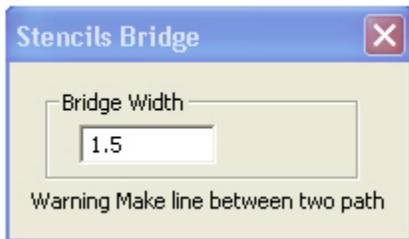
Once the image is vectorize with **Centerline**. Choose the desired pen size from the **Setting** menu then select **Make double line** from the **Tools** menu. The **Resolution** box dialog box will be displayed. Select the desired resolution and press **Ok** to start.



### Stencil Bridge

---

You can create stencils with text or drawing.



Select your text and then from Stencils screen insert the desired value for the thickness of the connecting bridge between each letter, then start drawing the first bridge with the mouse. This should **start** and **end** outside of your text. We recommend you start drawing from left to right by pressing the left button. Release the button when the bridge touches the object or letter.

If an object has two paths, you must draw two bridges.



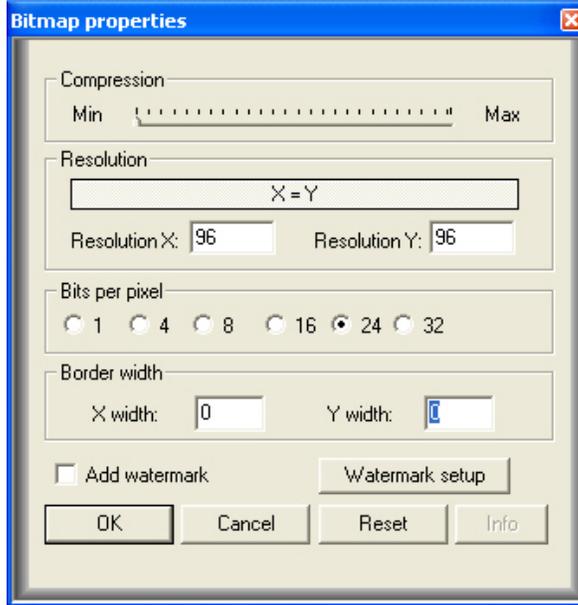
**Bitmap menu**

**Convert to an image:**

Create from selected elements an image on the screen. This option is recommend to review the final quality of your image before to export or send to a web page.

**Procedure:**

1. Select the desired elements.
2. From the **Bitmap**, click on **Convert to image**.
3. Select the resolution XY96 dpi (for the screen)
4. Select a white border( if you don't want enter zero )
5. Press OK to see your image converted



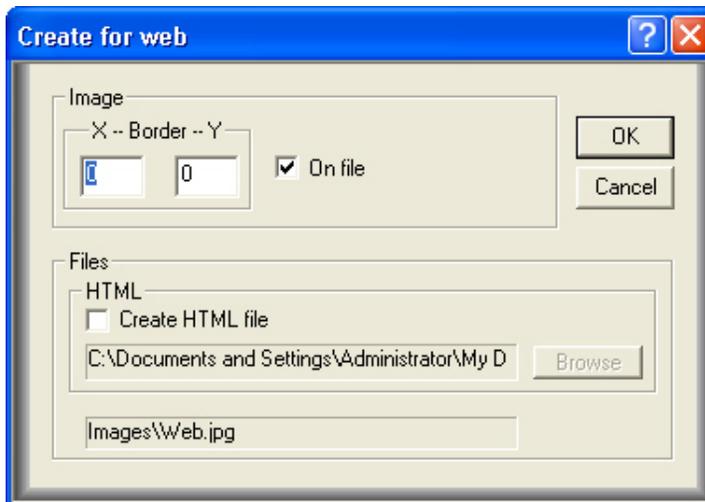
**Caution:** This command is not the right saving option to save a file aimed for vinyl cutting.

**Create for web:**

Enables user to create a quality image to be used on the internet

**Hint:**

It is best to work with units displayed (Pixel). See unit Create page with necessary dimensions for your image. For example to create a 64x64 images simply create a page of that size and when you are done, select everything.



The border option surrounds the image of additional pixels. If the **On file** option is selected, the image is transferred to a file called "web. jpg" in the "images" directory. You also have the option of creating an html file. Simply select the **Create html file** option. If the option is activated, you can select the location where the file will be copied by using **Browse**.

If the **On file** option is deactivated, the image will be placed in the Windows clipboard. To access file, use the Paste function in the **Edit** menu.

See on screen.

---

**Keyboard** : Alt + E

This command displays the selected images according to their size on black screen.

**Soft touch.** 

---

This option will soften portions of the image found under the cursor.



**Procedure:**

- 1.- Select **Soft touch** from the **Bitmap**
- 2.- Click and hold the mouse over the region of the image that needs to be softened.

**Note** : You can modify the size of the affected softening region by using different methods:

- a) - By increasing or decreasing the dimension value.
- b) - By pressing on "+" or "-".
- c) - By double clicking anywhere on screen.

You can modify the effect of the softening by using different methods:

- a) - By sliding the window's scroll bar
- b) - By pressing Shift and (+ or -).

**We recommend saving your image before to modify it**

**Touch up.** 

---

This function enables you to improve and make modifications on an image.



**Procedure:**

- 1-From the **Bitmap** menu, select **Touch up**.
- 2-Next, you must determine the size of what will be called the "correction zone", that is, the zone that will be used to make your corrections on another portion of your image. 
- 3.- Using the mouse, place the cursor at the location where you wish to place the Correction zone. At any new Correction zone, you can either click and hold the left mouse button on the present location and drag it to another location, or you can simply hold the **CTRL** key and click at the desired new correction zone. 

4.-To make a correction, simply left click on the desired portion of the image. To make continuous corrections hold the left mouse button while making your touch ups over the desired regions. **The correction zone will follow the movements of the mouse.**

**INSERT** key once. To return to a moving correction zone, press the **INSERT** key a second time

5. To limit the possible movements while making your corrections, simply hold the **SHIFT** key. You will only be able to move horizontally or vertically from the location where you pressed the **SHIFT** key.

**Notes :**

a).To change the dimension of the correction zone, simply double-click the circle. You can enter a value for the new dimension. The dimension is measured in pixels. You may also use the dimension window that appeared when the function was activated. (See image above).

b).The correction zone can be moved two different ways:

1. Press **Ctrl** and the left mouse button above the desired region.
2. Left click and hold the mouse, and move above the desired region. Release when done.

To integrate a portion of an image over another, simply place the correction zone on the second image and go to the third step of the procedure mentioned above.

## Merge selected

---

This option lets you edit a bitmap and merge their changes

Each time you work in an image drawing or writing, this objects are not part of the image; this option, allow you to merge them with your image.

Place your text or drawings on the image that you want to merge. Select the icon and click on the image. WinPCSIGN will merge automatically your choice to your image. This function can be cancelled by selecting the red X.

## Vectorization

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Voir le chapitre [Graphics source](#) and vectorization

### Vectorization [Photo Cut](#).

---

This method will enable you to reproduce black and white or 256 shades of gray photo into vinyl.

Example:



#### Procedure:

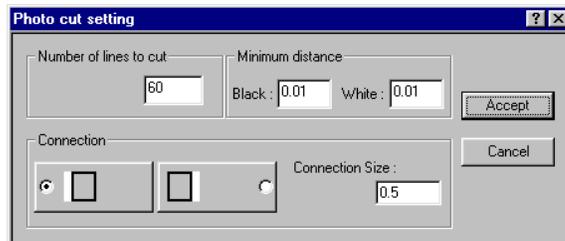
From the **Bitmap** menu, select **Photo cut**. Click on your image.

- 1.- From **Bitmap / Vectorization** submenu, select **Center line**.
- 2.- Click on the image that you want to obtain the center line.
- 3.- Select yes when prompted..

**Note:** This function is only valid for images in shades of gray. If you have a color image you must convert it.

### Photo cut Setting

Parameters by default used in configuring photo cut.



**Explanation:** Number of lines to cut : Lines to cut an image. The higher the number is, the more precise the image will be. The number of possible lines varies with image. Minimum distance: Minimal distance accepted between white line and black line. **Connection:** Zone used to detach vinyl strip. This zone can be placed either on the left or the right of the image. The thickness of it is defined by the connection zone.

### Vectorization. Center line.

---

Center line is a type of vectorization for black and white images.

This function allows you to vectorize a black and white image, offering a simple line in the middle of each letter or closed path. This feature is excellent for producing texts for Engraving and Rhinestone. You can also make plans for neon.

**Note :** If your image is not in black and white or 256 shades of gray, you must modify your image.

### Procedure to change an into black and white

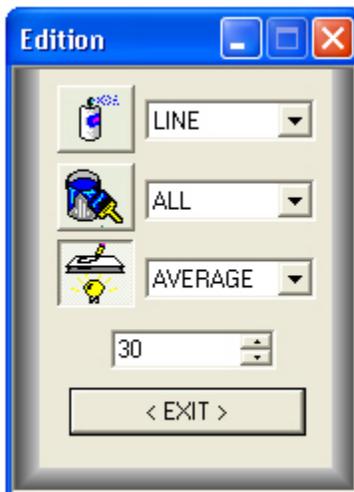
- 1-From the **Bitmap** menu, select Change resolution
- 2-Select 1 as the number of bits per pixel.
- 3-Repeat procedure described above..

### Procedure to change an image to shades of gray:

- 1-From the **Bitmap** menu, **Special effects**, select Image transformation
- 2-Click on Gray, click **Accept**.
- 3-Repeat procedure described above.

### Vectorization. Edition (Pro and Basic)

This menu allows you to colorize, Delete and Vectorize an image



Enhances the details of an image using:  
**Line, Point, Polygon or Rectangle.**

Colorize an image by **Region** or **All**

Vectorize image by parts using:  
**Average, Cup or Plane**



Select eyedropper  icon from color palette, then move it over the image to pick up the color that you want to apply. Select the desired option: Line, Polygon, Point or Rectangle and click the icon **Spray**. Draw or click in the area of the image to correct. WinPCSIGN will take the selected color and will be merged with the Bitmap.

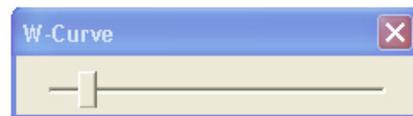
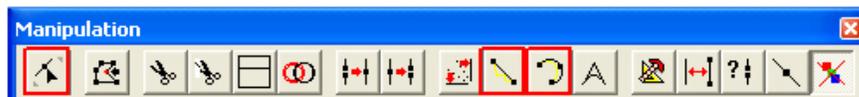


Use this function for painting a group of pixels using **Region** or **All**, in accordance with a selected color from palette



This feature allows you vectorize an image par section. Select **Average** and click the **Icon**, then click in the image area that you want to convert to vector. (click on the left side of your image). The vectorize result will appear on the right side of your image.

The vectorize lines can be corrected by using the features available in the **Manipulation bar**. You can also use **Simplify path** function from **Shape menu (W-Curve)**



## Region

---

This function allows you to cut or copy a part an image drawing a **Rectangle**, an **Oval**, a **Circle** or a **Personal path**.

You can use a rectangle, a circle, an oval and a custom object or text to capture a portion of an image.  
Procedure: Select **Rectangle**, **Oval** or **Circle** from **Region**. Then use the mouse to draw the region that you want to copy or paint on the image. Finally select the copied region and move it to a new position on the screen.

Procedure: **Personal path**: Draw a desired shape or write a text over your image, then select **Personal path** from **Region** and click on your path. WinPCSIGN will you show the selected region screen. Press **No** to copy a region:



If you select **Yes**, WinPCSIGN will merge your selection with your image.

You can also capture a personal path, selecting capture icon from Zoom bar:



Draw your shape and click on the icon, WinPCSIGN will make a copy of the image with your shape automatically.

**Remove region** 

---

**This option enables you to remove an image's region.**

When you insert a region in an image, this region will be transparent, like a hole in the image. Select

**Remove region**, you will be able to return to your original image. Do not forget to select the image before to activate this option.

## Color

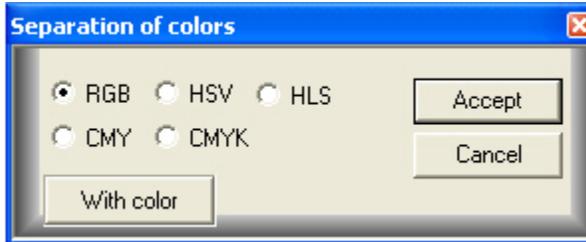
---

### Color resolution

This option lets you change the resolution of an image between 1 to 32 bits per pixel. From the Bitmap menu select Change Resolution and select the desired bit per pixel

### Color separation.

This function separates a color image into several images representing different color plans.



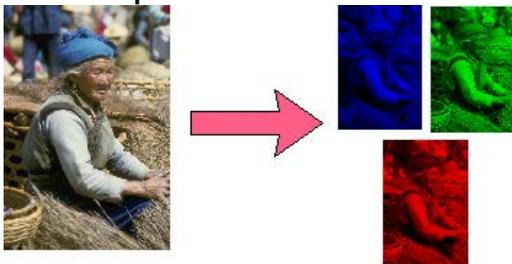
The different color plans available are : RGB (Red, Green, Blue), CMYK (Cyan, Magenta, Yellow, black) et CMY (Cyan, Magenta, Yellow).

By default, the images are created in shades of gray. Select the With color option to obtain images in color.

### **Procedure:**

- 1- Select the images you want to transform.
- 2-From **Bitmap** menu, select **Color separation**.
- 3-Select your color plan and click on **Accept** button.

### **RGB example:**



### Hue

This option lets you adjust the nuances of a picture. By selecting Hue nuanced on screen you can change the value of the color rotation angle. Changes made with this option can be cancelled only on the color shade screen.

### Negative

This option lets you convert a color image into a negative image. From the Bitmap menu, selects Negative and click the image.

Note: The images produced on film by a Photocomposed are generally negative.

### Color. detection intensity

This option can be use for detecting the intensity of default colors of an image. After importing an image JPG, BMP etc. or scanned, you can work the intensity of it. Select the required value from floating screen. Click OK to accept or Cancel.

### Color. Adjust Half-tone

This function recalibrates an image in an image area corresponding to 100% and a white area of the image corresponding to 100% black.

Procedure: From the Bitmap menu, select the from **Adjust Half-tone** from **Color**.

- Click a section or area of the image which represents the color white.
- Click on a section or area of the image that represents the black.

Note: Your selection of areas or sections must come from the same image.

### **Color transformation**

With this option you can set the color of an image: **Saturation, Gamma, Brightness** and **Contrast**. As you increase the changes to your image, it will change on the screen. Once you will be satisfied with your results, click **Apply** or click **Reset** to start

Saturation: (Definition) color pure unadulterated, this component determines the intensity of a color.

Gamma: (Definition) Color Mixed

Contrast: The difference between the dark and light colors in an image. A higher value gives a contrast between the color ranges.

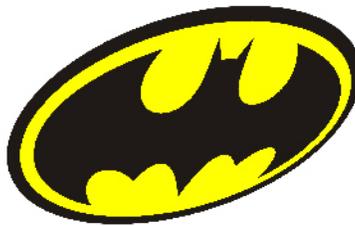
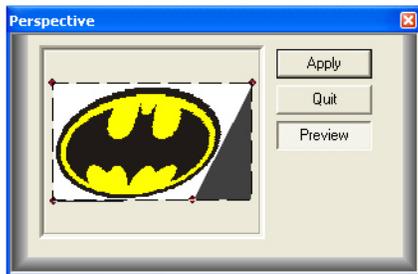
Brightness: Measure the brightness of the pixels of the picture clearer regarding the darkest pixels or darker tones means. To increase in specific intensity, it needs the white without changing the blacks

### **Distortion.**

---

#### **Perspective**

This function enables you to give a perspective effect to an image.



To apply a perspective effect on an image you just have to move the red dots on the extremities of the image. Click on **Apply** to keep the results.

#### **Procedure:**

- 1 From the **Bitmap** menu, select **Perspective**.
- 2 Click on the desired image.
- 3 Apply the perspective.

#### **Distortion: Free hand wave**

This function allows you to apply Wave effects to an image. Choose your image, and then selects the desired options from the screen.

#### **Distortion: Wind**

This function allows you to apply Wind effects to an image. Choose your image, and then selects the desired options from the screen.

#### **Distortion: Polar**

This function allows you to apply Circular effects to an image. Choose your image, and then selects the desired options from the screen.

#### **Distortion: Zoom wave**

This function allows you to apply Perspective effects to an image. Choose your image, and then selects the desired options from the screen.

#### **Distortion: Radial Wave**

This function allows you to apply circle-shaped effects to an image. Choose your image, and then selects the desired options from the screen.

#### **Distortion: Swirl**

This function allows you to apply Spiral effects to an image. Choose your image, and then selects the desired options from the screen.

### **Distortion: Wave**

This function allows Distort your image Choose. your image, and then selects the desired options from the screen.

### **Distortion: Shear Wave**

This feature lets you stretch your image. Choose your image, and then selects the desired options from the screen.

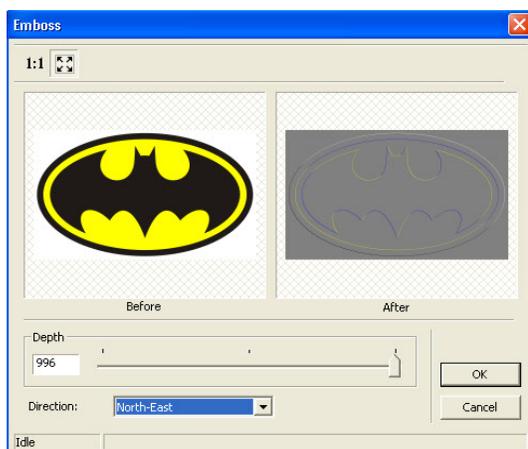
## **3D effects**

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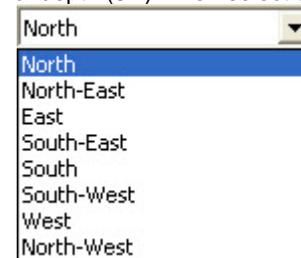
### **Emboss**

Depth effect for image.

Adjust the direction of the desired brightness; the value can vary between 1 and 1000. Higher number will give a stronger effect.



Choose your image, and open **Emboss** function. WinPCSIGN will open the emboss screen. Select with the mouse the desired effect of depth (3D). Then select the address.



This option provides different angles. Click **OK** to accept.

### **Ripple**

This function allows you to apply **water** effects to image. Choose your image, and then select the desired option from ripple screen.

### **Bending**

This function allows you to apply **Curves** effects to images. Choose your image, and then select the desired options from bending screen.

### **Cylindrical**

This function allows you to apply **Cylinders** effects to image. Choose your image, and then select the desired option from cylindrical screen.

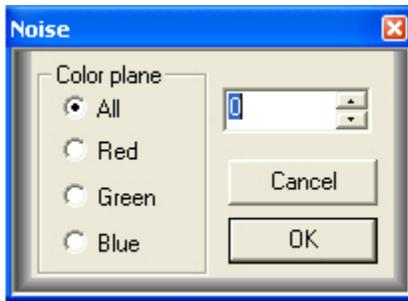
### **Spherize**

This function allows you to apply **Spherical** effects to images. Choose your image, and then select the desired option from spherize screen.

**Special effects.**

**Noise**

This option gives a different effect to an image, creating a steep uneven appearance, texture in a flat design.



By adding noise to a background color image, it will give a fuzzy appearance.

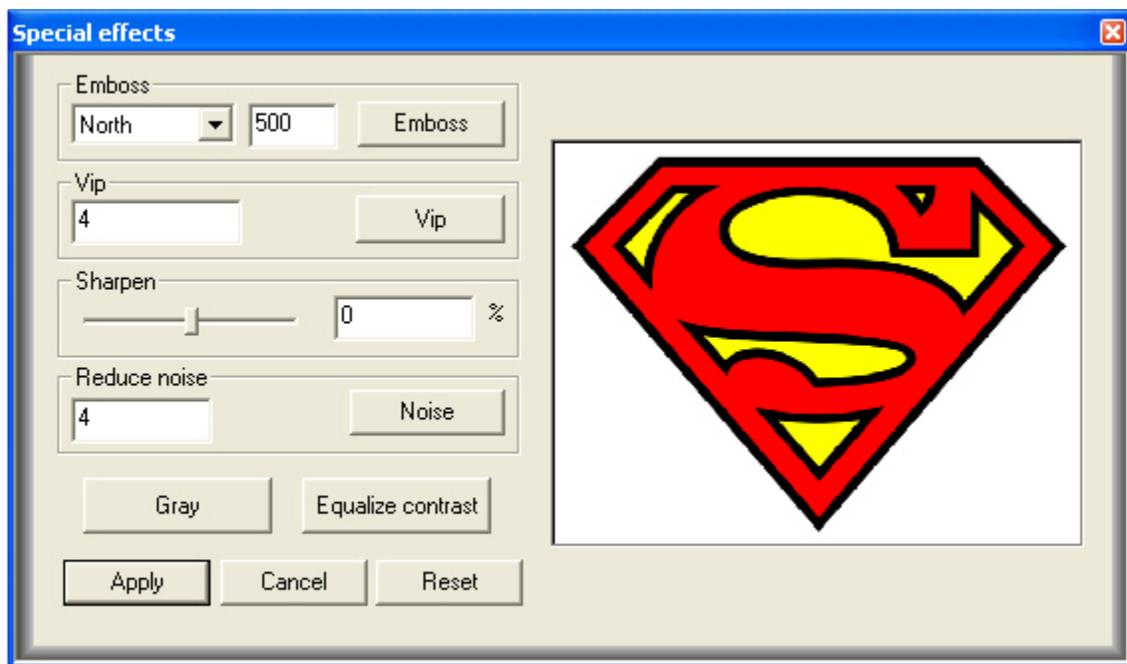
Reducing noise will reduce the sudden appearance of a color flat too unequal.

Select All, Red, Green or Blue. Enter a desired value between 1 and 999 and click OK.

You can cancel clicking the **X** red on top.

**Image transformations**

This option allows you to transform a picture, seeing the changes you apply.



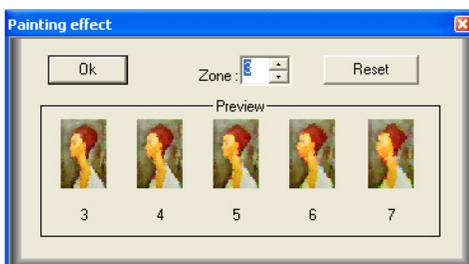
**This will apply following functions:**

- Emboss: To convert the image to gray and relief.
- Vip: Soften an image.
- Sharpen: Change the image intensity.
- Reduce Noise/Noise: Implement a sudden appearance of noise, uneven texture.
- Gray, Convert your image in greyscale.
- Equalize contrast.
- Reset: This function allows you to return to your original image.
- Apply: Accept the changes and exit.

**We recommend that you make copies of your original image before starting.**

**Painting effect:**

This function enables to give a painting effect to your image. The higher the value, the more the effect will be accentuated.



**Procedure :**

- 1-From the **Bitmap** menu **Special effects** submenu, click on **Painting effect**.
- 2-Click your image, select a value from the Painting effect
- 3-Click OK button, to accept your choice.

Accept is for the first image to left.

### **Impressioniste**

This function allows you to apply painting effects of an image. Choose your image, and then from Impressionism screen, select the desired options.

### **Pixelate**

This function allows you to apply Pixelate effects of an image. Choose your image, and then from Pixelate screen, select the desired options.

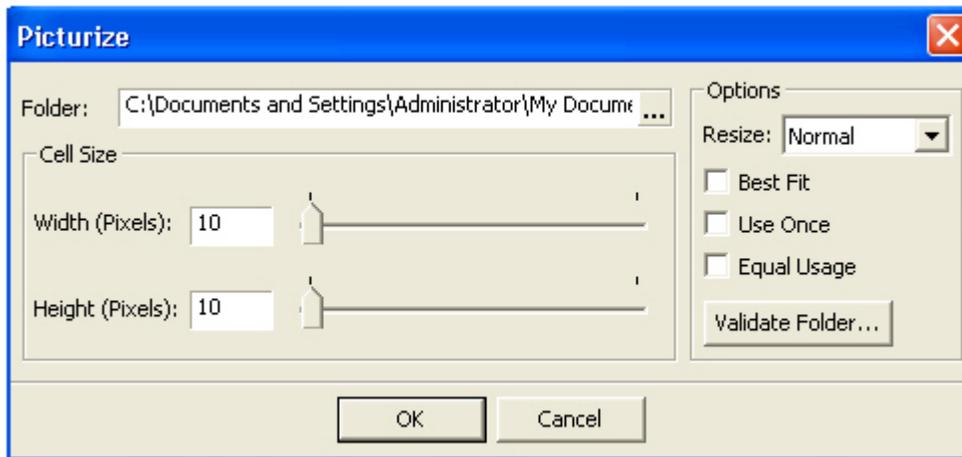
### **Mosaic**

This function allows you to apply Mosaic effects of an image. Choose your image, and then from Mosaic screen, select the desired options.

### **Picturize**

This function allows you to apply pictorial effects by combining two pictures.

Choose your image, and then from Picturize screen, select the directory where the other image is. Then select the type of scaling (resizing) and quality. Press OK to activate. WinPCSIGN will take the image from your file and will merge it with your image creating a pictorial effect



### **Rotate image**

#### **90 degrees.**

To rotate your image 90 degrees, select this option then point the mouse on your image. The rotation will be applied.

#### **180 degrees.**

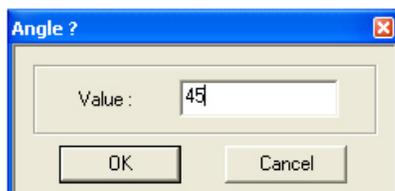
To rotate your image 180 degrees, select this option then point the mouse on your image. The rotation will be applied.

#### **270 degrees.**

To rotate your image 270 degrees, select this option then point the mouse on your image selection will be applied.

#### **Custom Angle.**

With this option, you can rotate entering your angle value. Select this option and click on your image. Then from the floating window enter the desired value and weigh Ok.

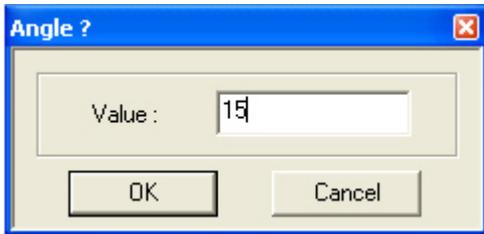


### Italic image

---

This feature allows you to place an image in italic.

Select the **Italic image** from **Bitmap menu**. Once this option is selected, click on the image. The angle screen will appear, enter the value of the desired angle and peak OK.



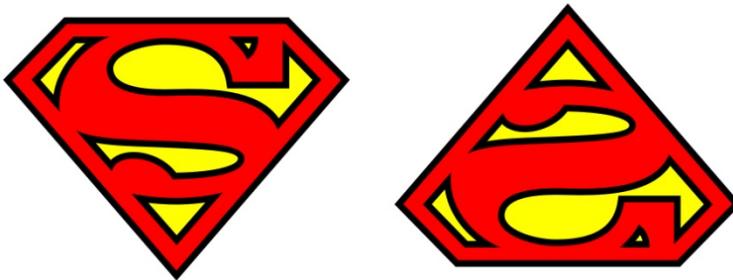
This application can be canceled after accepted with the **X** red from top bar.

### Flip image up/down

---

This option will place a mirror image vertically.

Select the **Flip image** from **Bitmap menu**, once activated, click on the image, it will automatically be rotated. This application can be canceled with the **X** option from top bar.

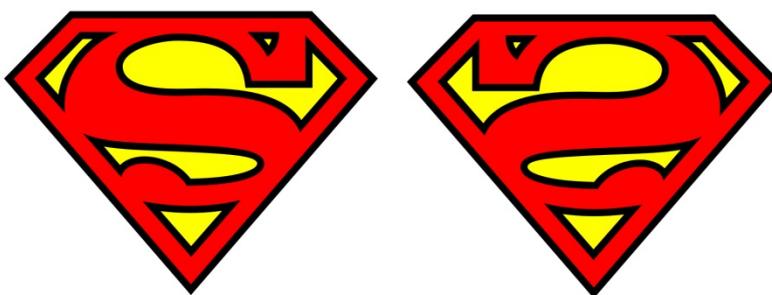


### Mirror image Left/right

---

This option places a n image horizontally mirror.

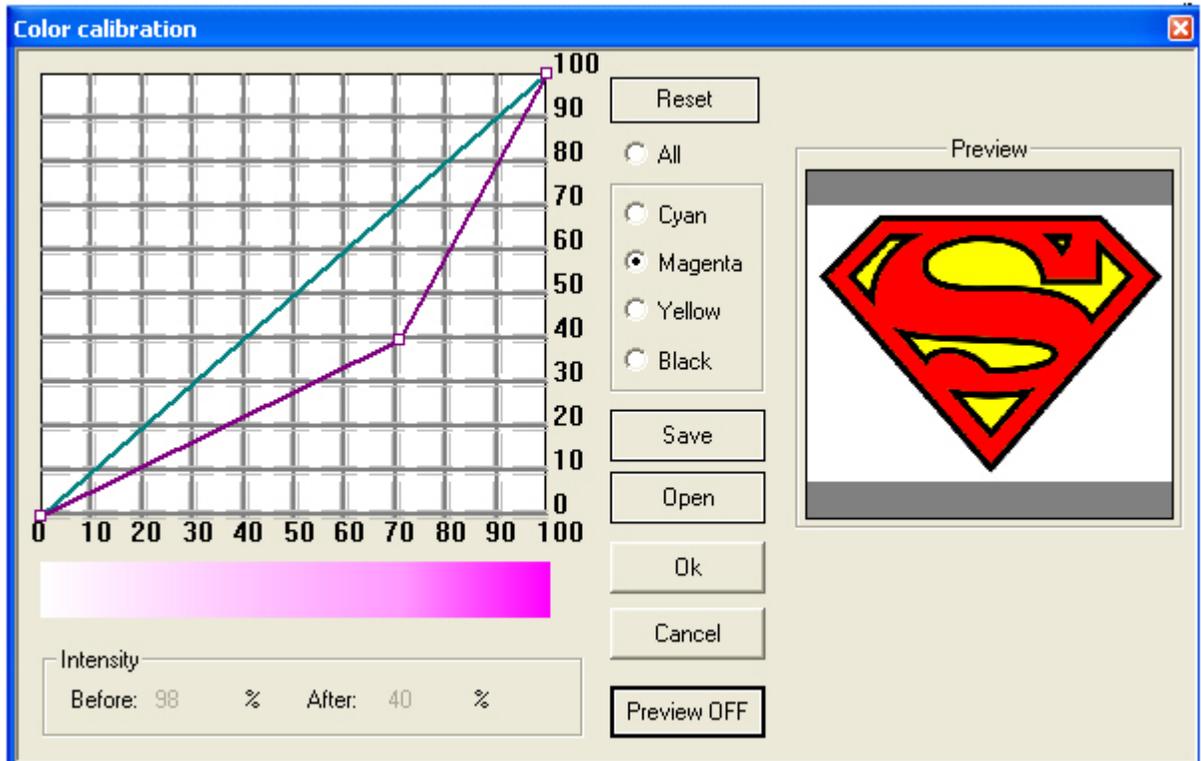
Select the **Mirror image** option from **Bitmap menu**, once activated, click on the image, it will rotate automatically. This application can be canceled with **X** option from top bar.



### Color calibration

This function will be used to color calibration for an image to print

Select the function from **Bitmap** menu and click on the image. The program will display the **Color calibration** screen:



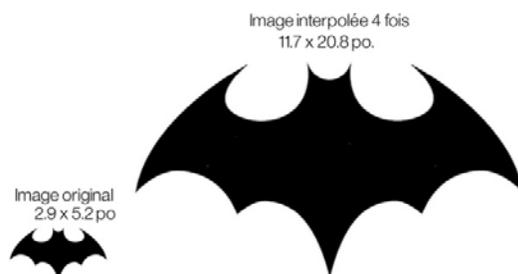
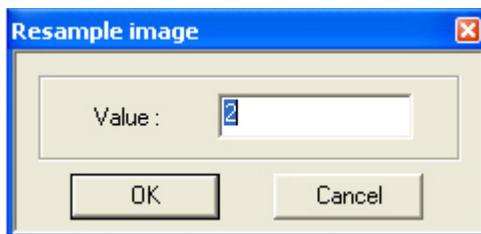
To calibrate, select **ALL** color to be calibrated, or **Cyan**, **Magenta**, **Yellow** or **Black**. Then move the diagonal line to the nearest point on the desired percentage color. Move the mouse to the place for you to lighten or darken the color. The result will be obtained in the current preview screen for the treated color.

### Interpolation [Standard/Average](#)

This function is used to enlarge the size of an image, all while keeping original quality.

#### Procedure :

- 1- Select image.
  - 2- From the **Bitmap /Interpolation** select **Standard**.
  - 3- In the Interpolation screen, enter a numerical value. The enlargement factor of this value will modify the height and length of the image.
- For **average interpolation**, the value must be full or with decimals.



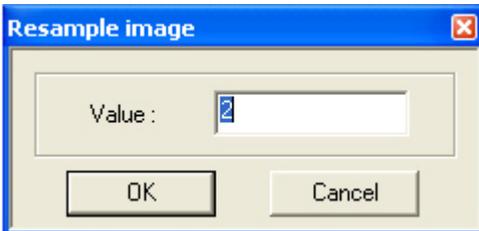
## Reduction

---

To reduce the size of an interpolated image

While keeping the quality of the original image, the reduced image, takes up less memory space.

Procedure: Select the Reduction from Bitmap menu. Then from reduction screen, type the reduction factor and click OK.



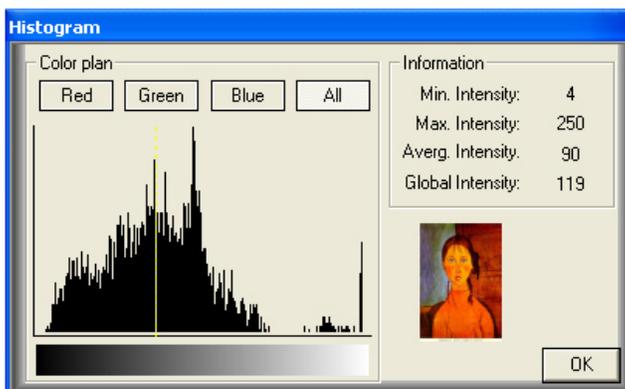
The reduction factor is calculated this way:

Size of the original image divided by the size of the desired image. (ex.  $12/4 = 3$ .) So the factor is 3.

## Histogram.

---

This diagram represents the range of luminance of an image. Display histograms of the colors of the selected image.

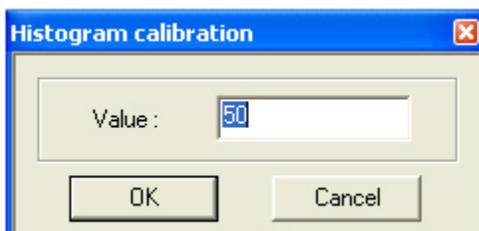


This option will show you the colors chosen plan with its color according to the intensity distribution image. You can choose the desired color or all colors in an image.

## Adjust histogram.

---

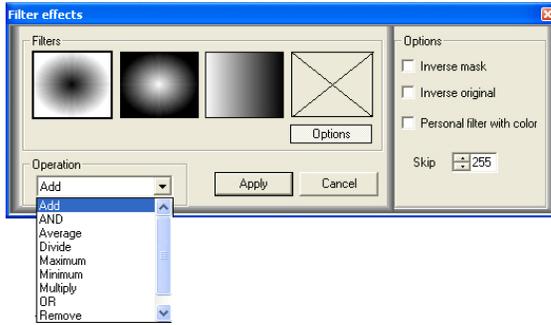
This option allows you to adjust the luminance of the image.



Adjust color intensity with a percentage value. The adjustments will be made to all selected images

## Filters.

Apply a filter to selected images.



This option allows you to apply a filter on an image by giving it a brighter or darker effect. The selected filter can be applied in different ways in the selection of operations available to apply the filter.

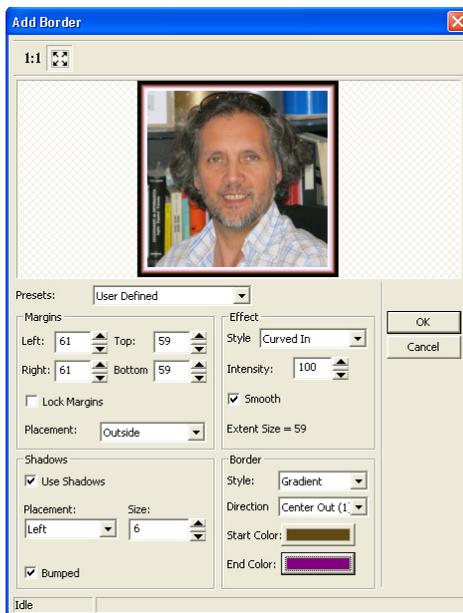


Options allow: Reverse the effects of the mask, Invert the original image or choose a Personal Image.

## Add Border

### Border

This option allows you to add borders around your image using another.



Choose your image on the screen, select **Add Border / Border** from **Bitmap menu**. WinPCSIGN will open the importation image screen. Select the folder where the image that you want to use to create the border is. Then from the Add Border screen select the desired options.

Once the choice is made, press **OK** button to accept.

We recommend that you make copies of your original image before starting, because cannot be recuperate with red X

## **Frame**

This option allows you to add frames around your image using another.



Choose your image on the screen, select **Add Border / Frame** from **Bitmap menu**. WinPCSIGN will open the importation image screen. Select the folder where the image that you want to use to create the border is. Then from the Add Frame screen select the desired options.

Once the choice is made, press **OK** button to accept.

We recommend that you make copies of your original image before starting, because cannot be recuperate with red X

## Shape menu

### Group Ctrl+ G

To group elements texts, logos or designs

Select with the mouse the elements to be grouped.  
Then point in **Group** from Shape menu or select **CTRL + G** from your keyboard.  
WinPCSIGN will automatically all selected items in one element.

You can create multiple groups in an assembly can apply a change simultaneously its entirety. This makes it easy for travel.

Note: Several tools work only with non-grouped elements.

### Transparent group.

This option allows s you to make common portion transparent.



This tool will enable you to group several objects together to create a single object. If the objects are grouped, the overlapped regions will be removed to create transparencies. These transparent regions enable you to see the objects placed in the background.

#### Procedure :

- 1-Select your drawing or document.
- 2-From the **Shape** menu, click on Transparent group

**Note** : The group will take on the color of the first object placed. To remove, select **Break all** function

### Break all Ctrl+ U

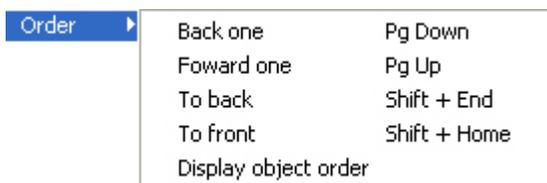
This function allows you to break all groups contained within a larger group into elements. This tool will break the larger group as well as the smaller groups composing the larger group.

**Note**: It is important to have the groups in selection before proceeding.



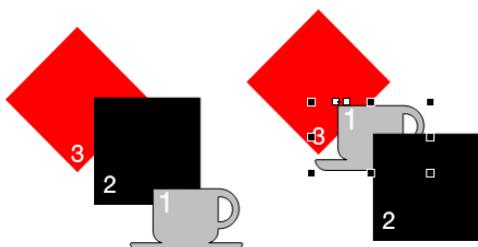
### Order

This option is used to rewind or forward the selected items in your selection.



#### **Back one**

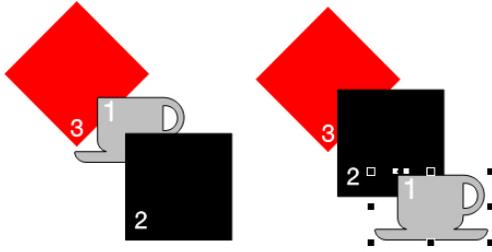
Select your item and then, click **Back one** from **Shape menu / Order**. The application will run automatically.  
This function can also be activated selecting **Pg. Down** from your keyboard. The cup, 1 step back:



### **Forward one**

Select the item to move, then choose **Forward one** from **Shape menu / Order**. The application will run automatically. This function can also be activated selecting **Pg.UP**. from your keyboard.

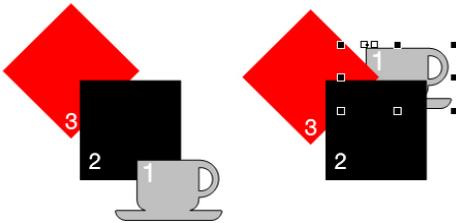
The cup is one step front:



### **To Back**

Select the item to move then choose **To Back** from **Shape menu / Order**. The application will run automatically. This function can also be activated, selecting **Shift + End** from your keyboard.

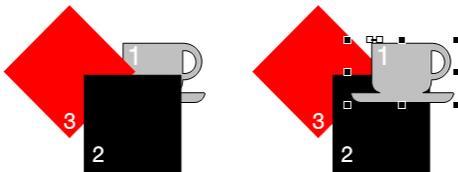
The cup, 2 step to back:



### **To front**

Select the item to move, then select **To Front** from **Shape menu / Order**. The application will run automatically. This function can also be activated selecting **Shift + Home** from your keyboard.

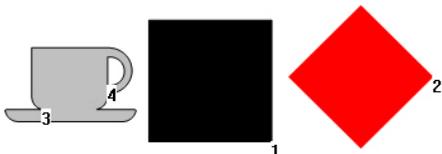
The mug is first place:



### **Display order objects**

This option is used to see in which order your design or text will be cut or engrave

Select your assembly, then choose [Display order object](#) from **Shape menu / Order** menu. WinPCSIGN will show you elements with numbers 1,2,3,4,5 ..... ..



Hint: The quantity of numbers will be reduce if you group your assembly

## Join all

---

To join any open points.

This option allows you to automatically connect all the points that are not connected.

Note: It is best to use the Close all path to close all open points. (Open points in a design, are shown with a circle)

## Enclose all

---

This option allows you to close all paths open to a selected object.

Select the **Enclose all** function in the menu. WinPCSIGN will automatically join the disconnected paths by adding a line if necessary

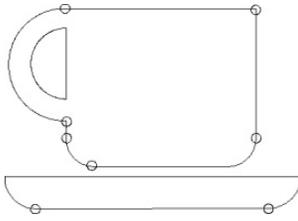
## See opened path

---

This function show all the unconnected point (node)

This function is activated all the time (default) so you can see the points that are not snap.

WinPCSIGN will show the open points in your design with circles:



If there is opened points in your design, you can choose one of these options:

-1st Option: Use the **Join all** the points.

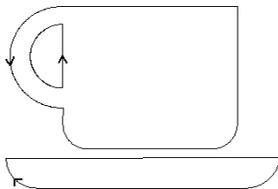
-2nd Option: In the Manipulation bar, select the Joint two points function. Then using the mouse to connect the point.

-3rd Choice selects function **Close all path**.

## See direction

---

This option allows you to see the direction in which the paths will be cut.



As soon as you select **See direction** function, WinPCSIGN will show you the selection with arrows pointed the cutting direction.

It is better to work with this function without selecting construction points

## Simulation

---

This feature shows the movement in the direction in which the path will be cut or engrave

Select the object and choose **Simulation function**. The program will simulate the movement.

This is used in combination with the **See direction** function.

## Reverse (Alt+I)

---

This option allows you to reverse the direction of the trajectory of the path in your design.

Select an item, and Reverse function. WinPCSIGN will automatically change the direction of the trajectory.

This is used in combination with the functions **See direction** and **Simulation**

## Move path to start point

---

This option allows you to move the starting point of a selected element.

Select the function and click on the object where you want set the new start point. The changes will be applied automatically. This is used in combination with the management functions See & Simulation

## Make orientating path

---

This function allows you to orient the cutter blade to cut out in the right direction.

WinPCSIGN automatically select the best starting point for each object.



## Curve transformation

---

### Change to segment

This function allows you to convert a path consisting of mixed objects into **segments**.

Select your design or path, and then click on **Change to segments**, the selected path will be automatically converted into segments. Select **Construction points** function to see the result.

### Change to Bezier curves

This function allows you to convert a path consisting of mixed objects in **Bezier** curves.

Select your design or path, and then click on **Change to Bezier curves** function. The selected path will be automatically converted to Bezier curves. Select **Construction points** function to see the result.

### Convert to Arc

This function allows you to convert a path consisting of mixed objects in **Arcs**.

Select your design or path, and then click **Convert to Arc** function. The selected path will be automatically converted into **Arcs**. Select **Construction points** function to see the result.

### Convert to small segment

This function allows you to convert a path consisting of mixed objects into **small segment**.

Select your design or path, and then click **Convert into small segment** function. The selected path will be automatically converted into **small segment**. Select **Construction points** function to see the result.

*We recommend select this function if you want to cut a design extremely slow*

### Change to Bezier curves and segments

This function allows you to convert a path consisting of mixed objects to Bezier and segment.

Select your design or path, and then click **Convert to Bezier segment** function, the selected path will be automatically converted to **Bezier and segment**. Select **Construction points** function to see the result.

### Change to longer segment

This option allows you to extend the segments of a selected path.

Select an object to convert, and then click **Change to longer segments**. All your selection will automatically convert into long segments. Select **Construction points** function to see the result.

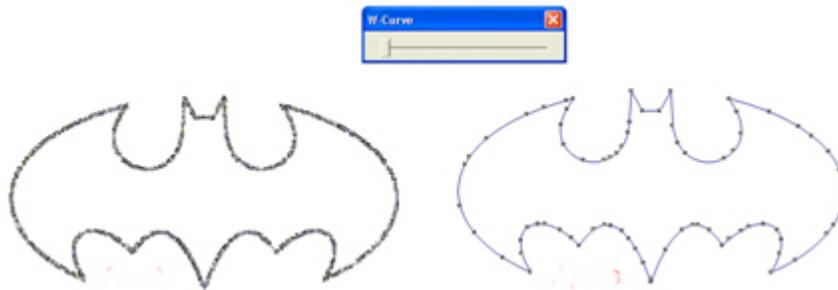
### Convert to the point of equal distance

Read [rhinestone](#) chapter

### Simplify path (Alt+P)

This option allows you to remove points in a vectorize path.

This option is very useful to eliminate unnecessary node. Once your image is vectorized (convert pixels to vector) choose your design or logo and click **Simplify path** from **Shape menu**. WinPCSIGN will open **W-Curve** screen. Move the slider left to right to eliminate and extra nodes:

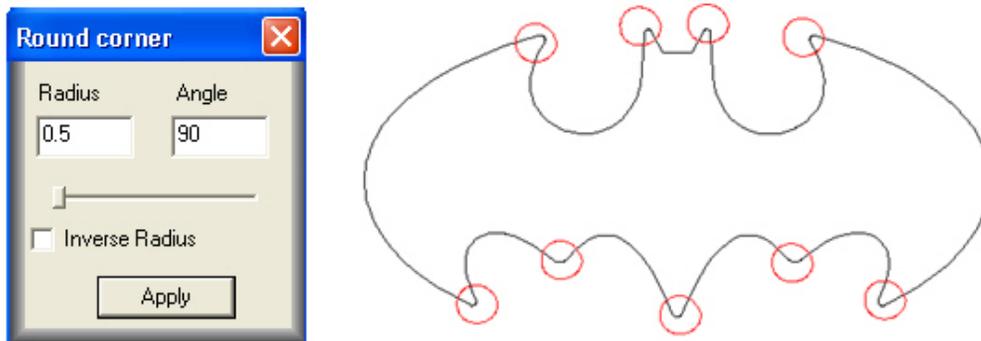


### Smooth small angle

This option eliminates the corners or points that are in your design.

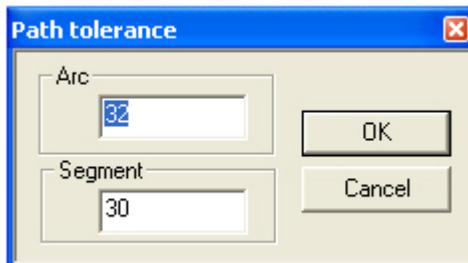
We recommend eliminating sharp points on a design that will be stick in a car for example. This option will avoid that the design unstick during washing.

Choose your design, and then choose the menu **Smooth small angle** WinPCSIGN will open the **Round corner** screen. Enter the angle and radius corners desires. For the example we chose 0.2 for the radius for a logo of 2 x 5 inches:



### Path tolerance

Use this function to obtain a quantity of arcs and / or segments for the images to be vectorize



Depending on the number of curves or segments in the image, enter a higher tolerance .

From the dialog box enter a value for arcs and for the segments. Confirm by tapping OK.

## Welding

This function allows you to weld two or more elements

### Intersection

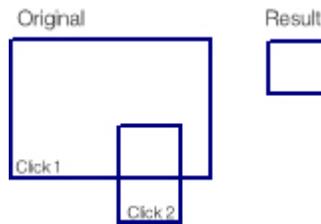
This option allows welding and let the intersections of the elements. From the **Shape** menu, select **Welding** menu:



#### Procedure :

- 1-From the **Shape** menu, **Welding / Intersection**
- 2- Click on **Select path**.
- 3- Click once on each path from which you want to obtain a union.

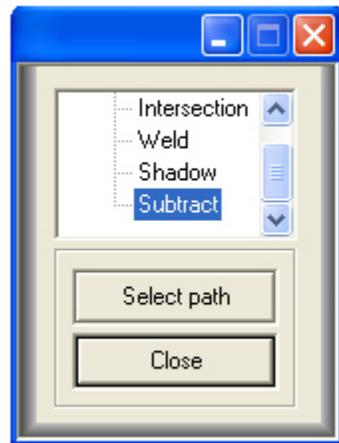
To accept changes, click on **Apply**.



**Note:** The removed portion will be taken from the first path selected.

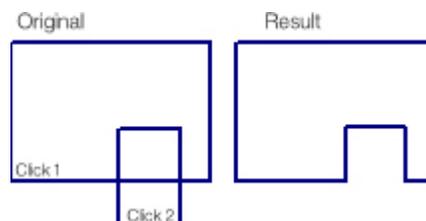
### Subtract

This option allows welding and let the difference between of the elements. From the **Shape** menu, select **Welding** menu:



#### Procedure:

The operation window, select **Difference/Subtract** and click **Select path**. Then with the help of the mouse click on the object that you want to create the difference (click 1), and then click the other (click 2) WinPCSIGN automatically apply your intersection



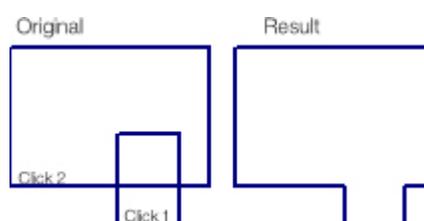
### Weld

This option allows you to join two paths that overlap one leaving. From the **Shape** menu, select **Welding** menu:



#### Procedure:

The operating window, selects **Welding/Weld** then click **Select path**. With the help of the mouse click on the object that you want to weld,(1) and click the other path WinPCSIGN will automatically apply your welding



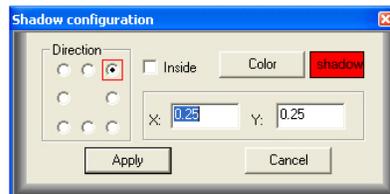
### Shadow

This option lets you to create a shadow to a selected path. From **Shape** menu, click **Welding** menu



From Operation screen, selects **Welding/Shadow**, then click **Select path**. With the help of the mouse, click on the object that you want to create a shadow. WinPCSIGN will automatically open shadow configuration screen.

Select the direction, color; and the shadow thickness (X and Y values). You can also add inside shadows.



### WYSIWYG Cutting transformation

This function allows you to prepare a design with that contain crossed lines, open point, individual segments etc. That cannot be filled with colors. This function will weld all open points; create double lines by removing all unnecessary items and more. See the example:



### Path split

This function allows you to divide your selection into two halves

Select your installation, then choose. WinPCSIGN will automatically apply the function

### Path cleaning. Erase duplicate and intersection

This function allows you to remove **identical paths** or inner **loops** in a import montage.

We recommend to use this function the with **AI, PDF or EPS** imported from **Adobe** or **Corel**.

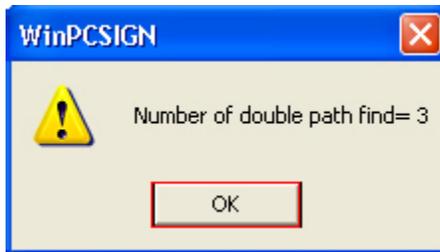
If your file containt doubles path or intersection, the machine will pass several times on the same path ripping the material and breaking the blade. ...

### Erase duplicate path

If you import a file and send it to the cutter, WinPCSIGN will display the following message if your file contain doubles path:



Click **Ok**, then from **Shape** menu select **Path cleaning/Erase Duplicate path**. WinPCSIGN will show the following screen. Click **OK** to delete all duplicate path.

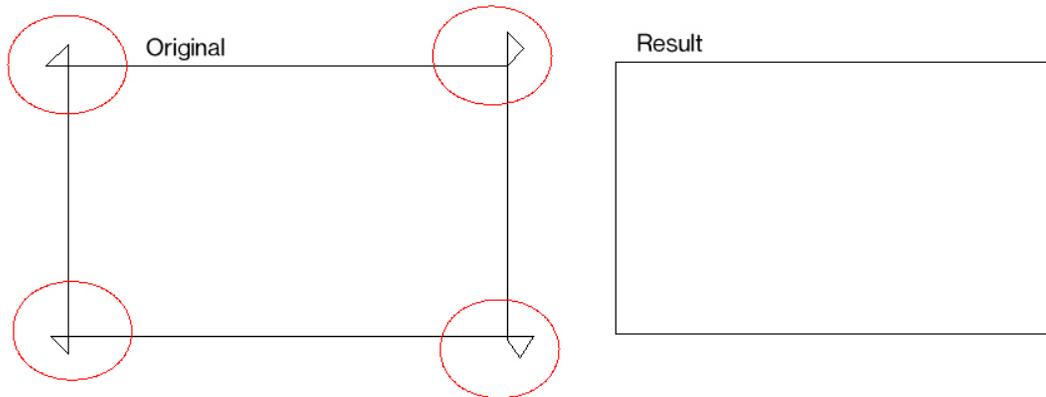


We recommend applying the option **Break all** from this same menu, because **Erase duplicate path** does not work with a gruped designs.  
Warning: Duplicate tool (Alt + D) will create duplicates of your selection and place them below your selected path.

### Erase intersection section

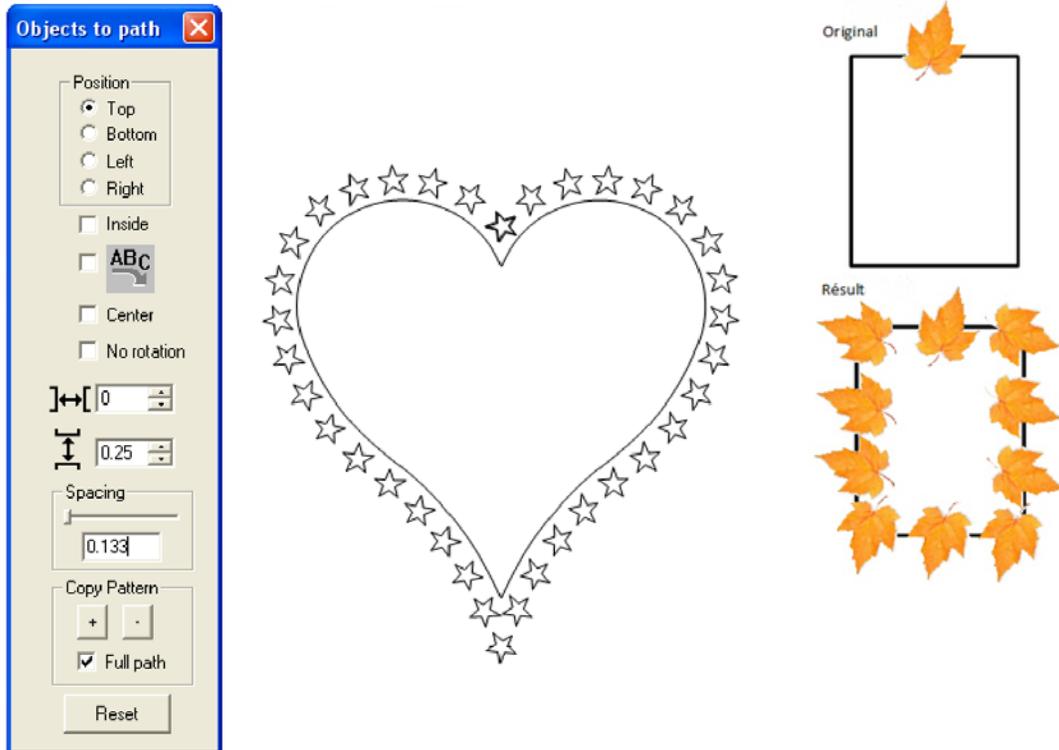
This function allows you to remove inner loops in a montage.  
Select your design, then click **Erase intersection** section from **Shape** menu/ **Path cleaning**

WinPCSIGN will automatically apply the function:



## Fit objects on a path

From the **Document Bar**, expand **Shape menu** and select **Fit Objects to Path**.



- 1) Select the path and the object(s) to be distributed on the selected path. Star must be on top layer
  - 2) From the Document Bar, expand Shape menu and select Fit Objects to Path.
  - 3) Check mark Full Path, the selected object(s) is distributed automatically on the full path.
  - 4) Use the sliding button to adjust the distance between objects or type the desired value.
- If the Full Path box is not activated you have to use the button (+) to add one by one objects to the path and the button (-) removes an object one by one.

The other parameters define the distance of the first object added according to the beginning of the path and second parameter defines the distance of objects added from the path.

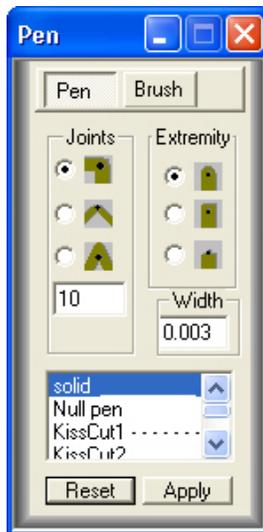
**Setting menu**

**Pen** 

Pen configuration window:

In the pen section, it is possible to select the type of joints and extremities, the thickness as well as the type of line (dotted, dashes) that will be drawn.

**Joints pen :**



**Joints** are defined as the zone created by the intersection of two segments. Three types of joints are available:

**Round** : The external side of the intersection is rounded.

**Flattened**: The intersection between two segments is cut.

**Pointed** : The intersection between two segments is extended to create a pointed tip. The length of the tip is limited. It is determined by the number placed in the box. A higher

**Extremities**: There are three types of extremities available:

**Round extremity**: The segment ends in a circle.

**Square extremity**: The segment ends in a square.

**Flattened extremity**: The segment ends on the point.

**Solid**: Regular cutting line (default)

**KissCut 1,2**: Cut and bend option



Pen thickness (Solid) This function allows you to change the thickness of the pen.



This option will automatically return default value 0.003.



Round: The outer side of the rounded intersection.



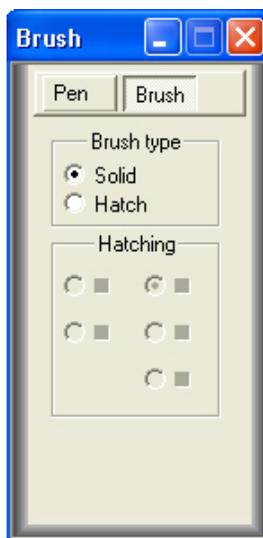
Flattened: The intersection between the two segments is cut.



Pointed: The intersection of two segments is extended by a point. The length of the tip is limited, the limit is indicated by the box in the cluster to join. The higher the value, the higher the tip will be long

**Brush :**

**Brush type**



Two types of brushes are available, solid and hatched

**Solid** : The color is uniformly spread.

**Hatched** : The object is filled with colored lines.

Different line configurations are available:

**Horizontal**, Vertical, Diagonal (left to right),

**Diagonal** (right to left),

**Squared** (horizontal and vertical), Diagonally squared.

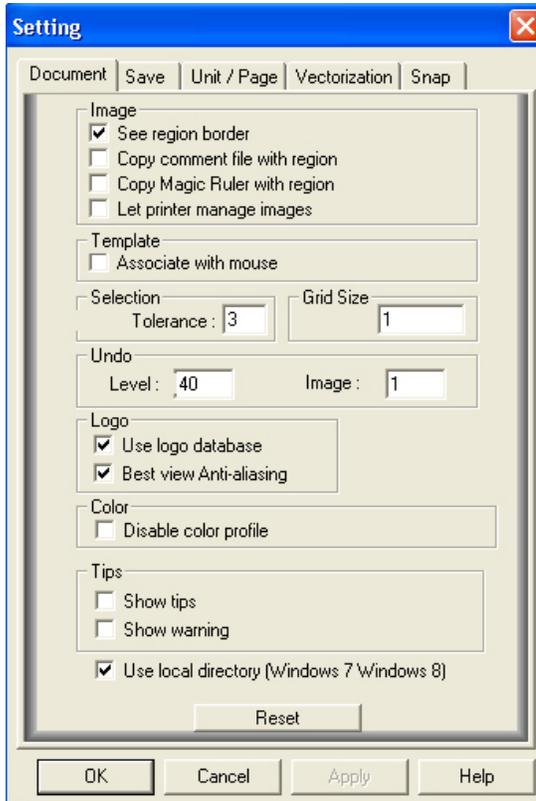
**Setup.**

Used this option to customize the program. This window is divided in several tabs. Each tab includes specific parameters:



**Document tab.**

This tab contains parameters regarding the document in general.



**Image:** The See region border option will create a dotted line around the created region to facilitate the viewing of the captured or copied region. The Copy comment file region option lets the user transfer a comment file to the region.

**Selection Tolerance:** Enables user to increase or diminish the required distance to select a manipulation node. To select a node, you must place the cursor near the point you wish to select.

**Selection Grid :** This enables the user to set the grid value. The grid value depends on the unit of measurement selected.

**Undo:** This option makes it possible to determine the number of undo kept in memory. Default Level 40

**Undo image** For optimal speed, you may let 1.

**Use logo database:** Activate the database when using logos.

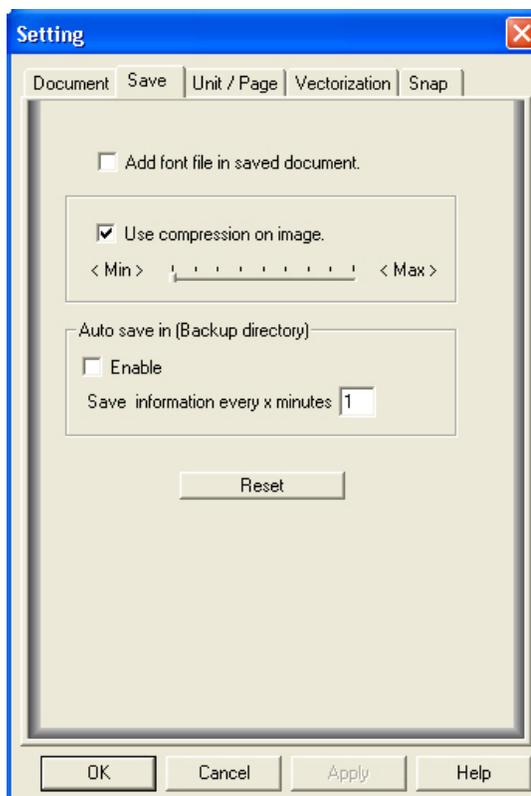
**See Info :** Activates the sponsors slide show. This option is not available on demo versions.

**Use local directory:** We recommend deselecting this option if you are using Windows XP.

**Reset:** Restores parameters to default values.

**Save tab.**

This tab deals with save parameters.



**Add font in document:**

This option allow you to include all True Type fonts files used when you export or saving the document.

**Note:** Certain TrueType fonts are registered and cannot be included when saving.

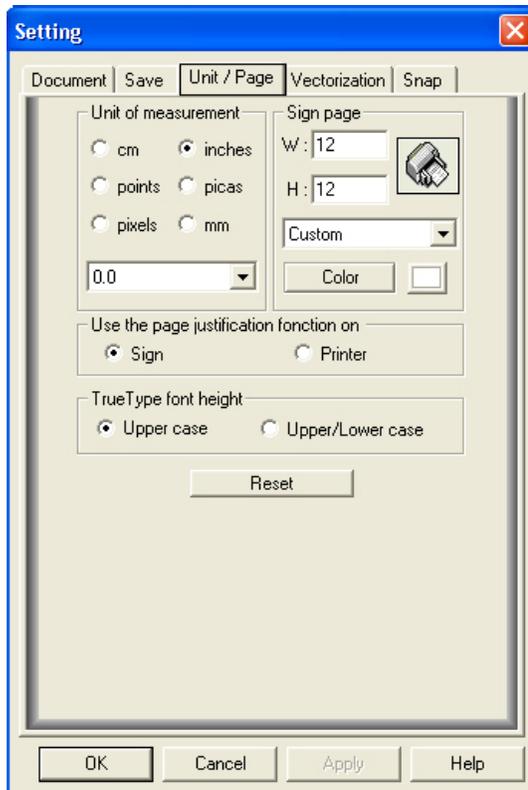
**Use compression on image :** This function activates, when saving a document, the compression of images with 24 bits per pixel resolution. The compression level applied corresponds to the position of the scroll bar. A minimum value corresponds to high quality but with increased file size, while the maximum value decreases quality in favour of a smaller file size.

**Auto save:** This option allow you to create a backup of your job. Select **Enable** to activate. Select also the time. Open **Recovery** from File menu

**Reset :** Restores the default parameters.

**Unit/Page tab.**

This tab lets the user modify the units of measurement used as well as the work page



**Unit of measurement** : Selection of the unit of measurement that will be used.

**Page** : Enables the user to select the work page that will be used. It is possible to customize the work page. The user can define the height and length of the page or select one of the predefined pages. The redefined pages are available in the scrollable window.

**Sign page color.** Select a desired color background for your screen

If you click on the icon representing a **printer**, you will automatically set the page as being the one defined by the printer page.

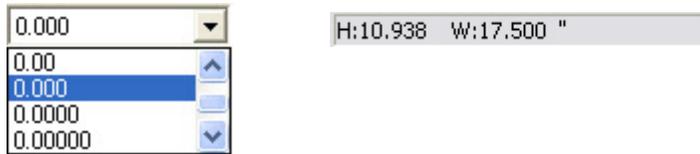
If you click on **0.0** you can set the precision of your unit from .0 to .000000. This value is shown on the right of the screen **H & L**

**Use Page justification:** Will determine the page used in justification. **Sign page** is the physical dimensions of the page represented by a (white by default) rectangle or square.

**Printer page** is the region that can be sent to the printer (represented by a dotted rectangle). See show printer page).

**Reset** : Restores the default parameters.

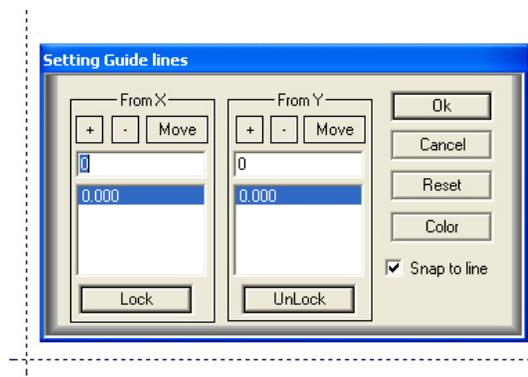
If you want to change the precision displaying, select it in **Unit measurement**. This selection will appear on the screen: H and W (message bar.)



**Note:** If your page is visible, you have the possibility of opening the preferences page by double clicking the page's lower right corner. The preferences window will automatically open on the **Unit/page** tab.

**Line guides configuration.**

This option lets you add or delete line guides.



**To Add lines guide:**

- 1-From the **Setting** menu, select **Line guides**.
- 2-Once in the **Setting Guide line** window, enter a value for X and Y.
- 3- Click on (+).

**To eliminate lines guides:**

- 1- From the **Setting** menu, select **Line guides** or double click over a lines guide.
  - 2- Select a guide line, press on (-) minus.
  - 3- To accept, press **OK**.
- Press **Reset** to erase all lines guide.

**Note:** You can place as many lines as you wish

You can change the color of line guides by selecting one or more, and click **Color**.

The **Snap to line** option: When objects are moved, they will stick to any line guide they meet.

**To add line guides just click with the mouse in the ruler around working screen**

**Align to line guides:**

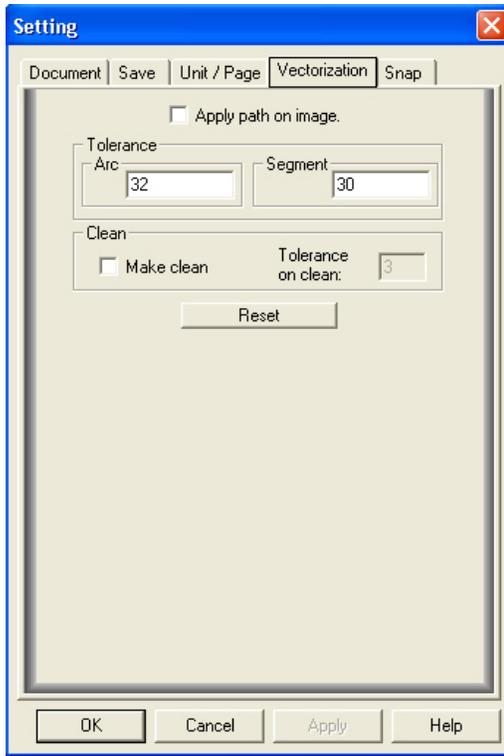
This function will align objects according to line guides selected by user. Line-guide selection is done by clicking it with the left button:

**Procedure :**

- 1 Select desired elements.
- 2 Select **Align to line guides** from the **Align** bar.

**Vectorization tab.**

This tab defines the vectorization parameters.



**Apply path on image :** This option will superimpose vectorized paths to the image.

**Tolerance:** This option allows you to enhance the result of your vectorization. Default values Arc 32 Segment 30

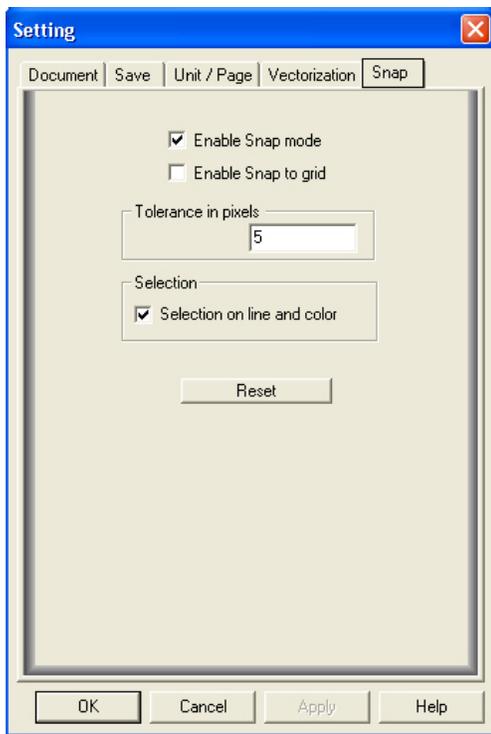
**Make clean**

This option will clean the image before proceeding to vectorization. This option will slow down processing speed. When scanning, some images will contain useless pixels that could possibly interfere during conversion. This tool will wash away these useless pixels or elements, producing superior vectorizing results.

**Reset:** Restores the default parameters.

**Snap tab.**

This tab enables the user to modify snap ( join points ) parameters.



**Enable Snap mode :** Enables the automatic snapping of arcs, Beziers, and segments as you draw them.

**Enable Snap to grid :** Enable the automatic snapping of arcs, Beziers, and segments to grid points.

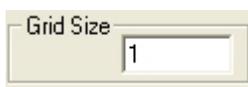
**Tolerance in pixels :** Enables the user to set the maximum distance (measured in pixels) for automatic snapping to occur.

**Reset :** Restores the default parameters.

**Grid**

This function allows you resize the grid on the screen.

Select **Grid** option in the Setting screen. Then, in the dialog box enter the desired value. Confirm pointing **OK**.

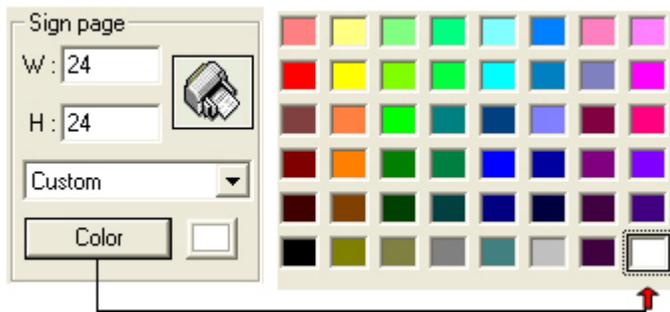


**This function must be selected from the View menu.**

## Page

With this option you can set the format of the work page.

To use this feature, you must select the **Page** from Setting menu. Then in the dialog box enter the **Width** and **Height**. Or select a predefined size. You can also choose the color of the page. WinPCSIGN display your page on the screen:

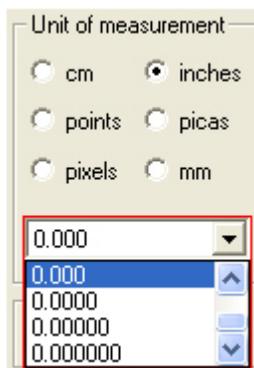


You can also open this screen by double clicking with the mouse on the right corner of the current page



**Warning:** This option must be activated from View menu

## Unit of measurement:



To change the **unit of measure**, you must select Unit from Setting menu. Then, in the dialogue box select the desired unit: **CM, Inches, Points, Picas, Pixels** or **Millilitres**. You can also select the precision decimal between 0 (zero) and 0.000000.

This value will be displayed on the screen:

H:1.000000 W:1.000000 "

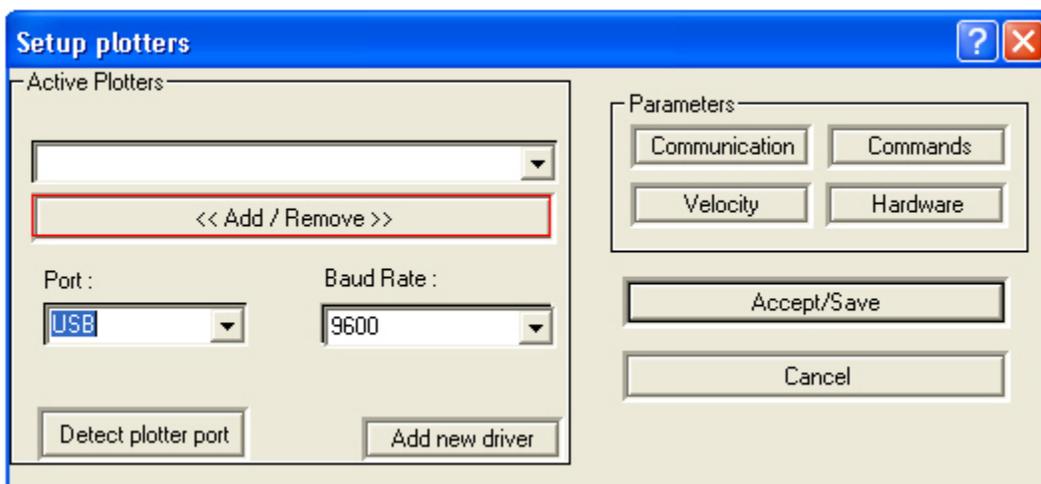
You can also select the unit of measure each time that you open the program or when you select **File / New**.

## Plotter Codes:

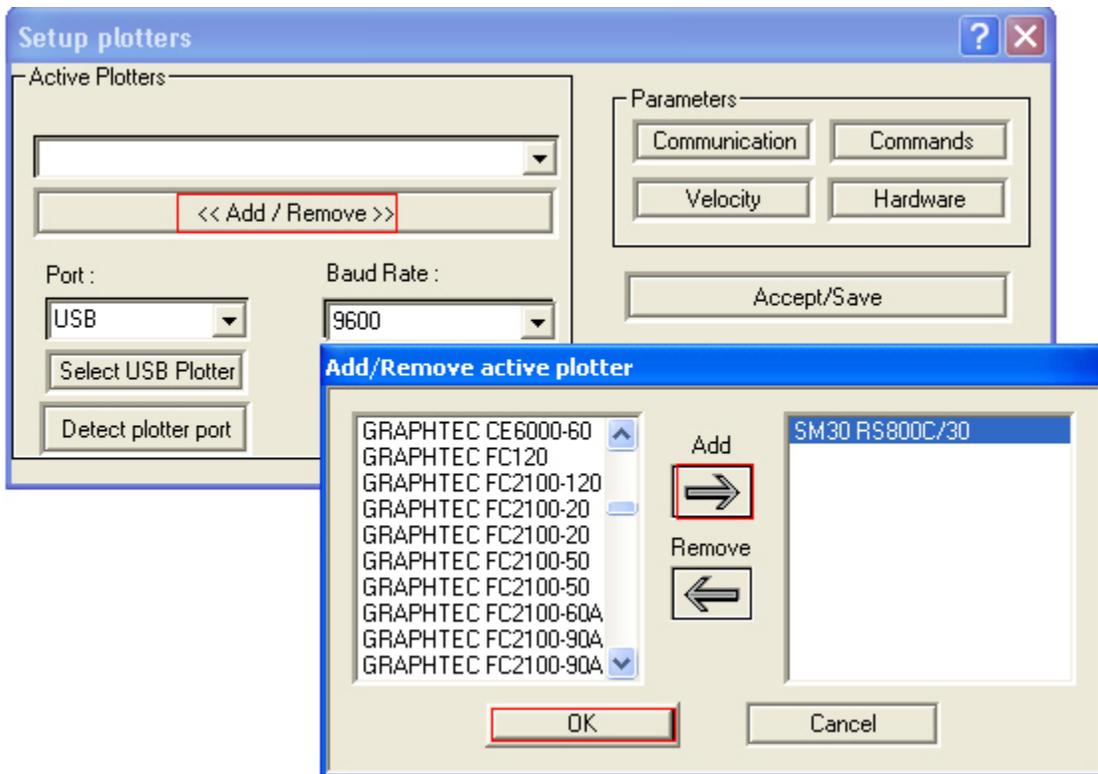
Before proceeding to the configuration this information will be necessary

- 1) Cutter brand name and model
- 2) Type of connection
- 3) USB cable or cable supplied with cutter
- 4) USB driver.

Select **Plotter code** from **Settings menu**. WinPCSIGN will open Setup plotters screen. Then from setup screen, click **Add/Remove**



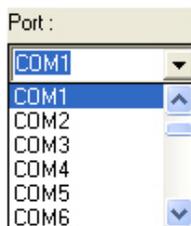
WinPCSIGN will open plotter list:



Locate your plotter, select it and click on the arrow **Add** to place the plotter in the visualization windows to the right. Finally click **OK** button and select a **communication Port**

### How to connect your plotter using a serial cable? (Com port)

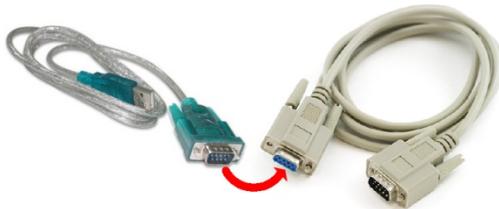
If you use a serial cable between cutter and computer, select the available **Com port** previously identified in **Windows Device Manager**, usually Com1.



After a com port is selected, click on **Accept/Save** button.

If you use a USB to Serial converter install the driver comes with the adapter, then check the new port in: **Windows/Device Manager/Port** and configure your cutter in WinPCSIGN with the new com port. Usually Com1,2,3,4,5,6 etc

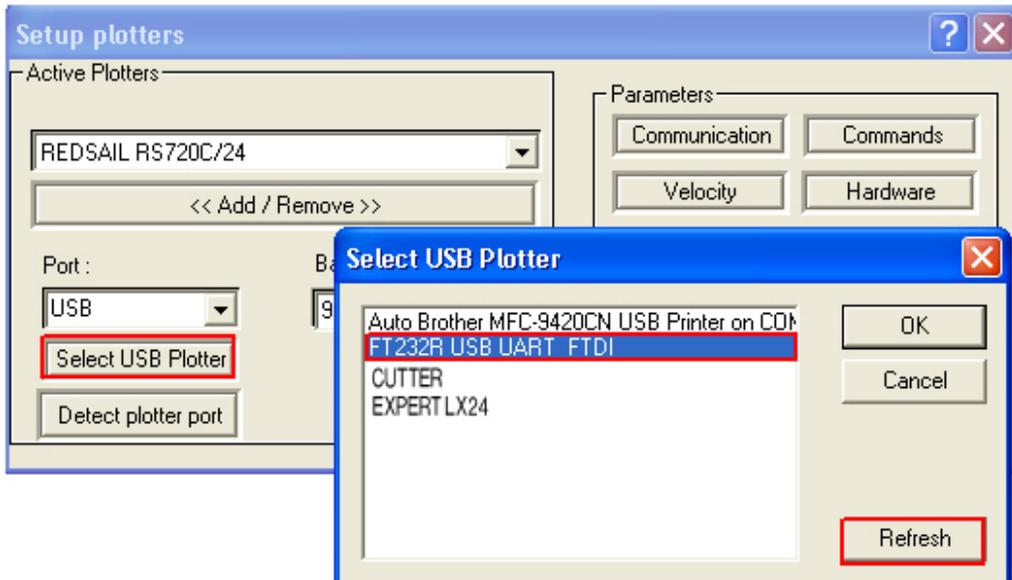
Warning: **USB to Serial** adapter must be connect to the serial plotter cable and **never** to the plotter



## How to connect your plotter using an USB cable?

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If your cutter is configured to a USB port, click the button **Select USB plotter** to select the proper **USB printer** or **FTDI driver**



if your **USB driver** is not in the list ...

- A) Insert the Cd-Rom driver
- B) Plug the USB cable
- C) If you don't have driver, download driver from web site
- D) Select **Refresh** button
- E) Download from internet

Click the **OK** button to close the USB port selection window and click the **Accept/Save** button.

**Attention: Some FTDI cutter will cut through COM port using USB cable**

Press Accept / Save to exit and start working. Read chapter [Test your equipment](#)

## Powerful computer. On/Off

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With this function, you can optimize your computer for maximum performance

## Fill selected elements.

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This function allows the option of filling (color)

## Reset toolbars.

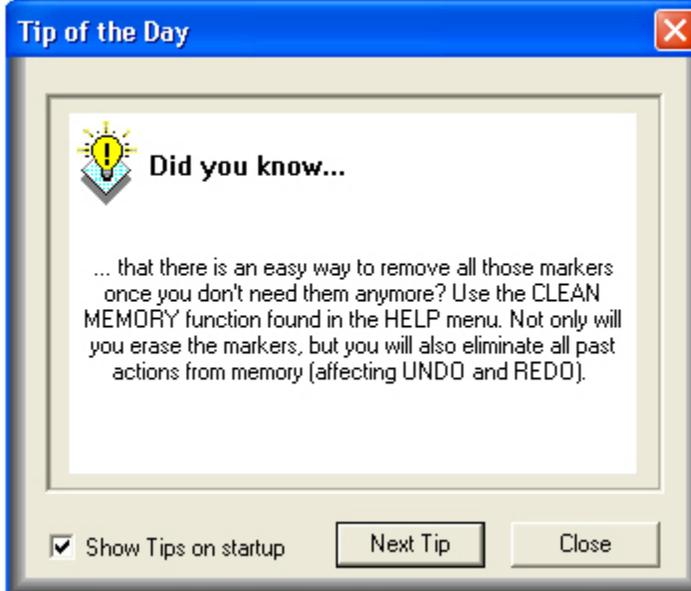
---

This function allows you to reset toolbars.

## Help [menu](#)

### Tip of the day

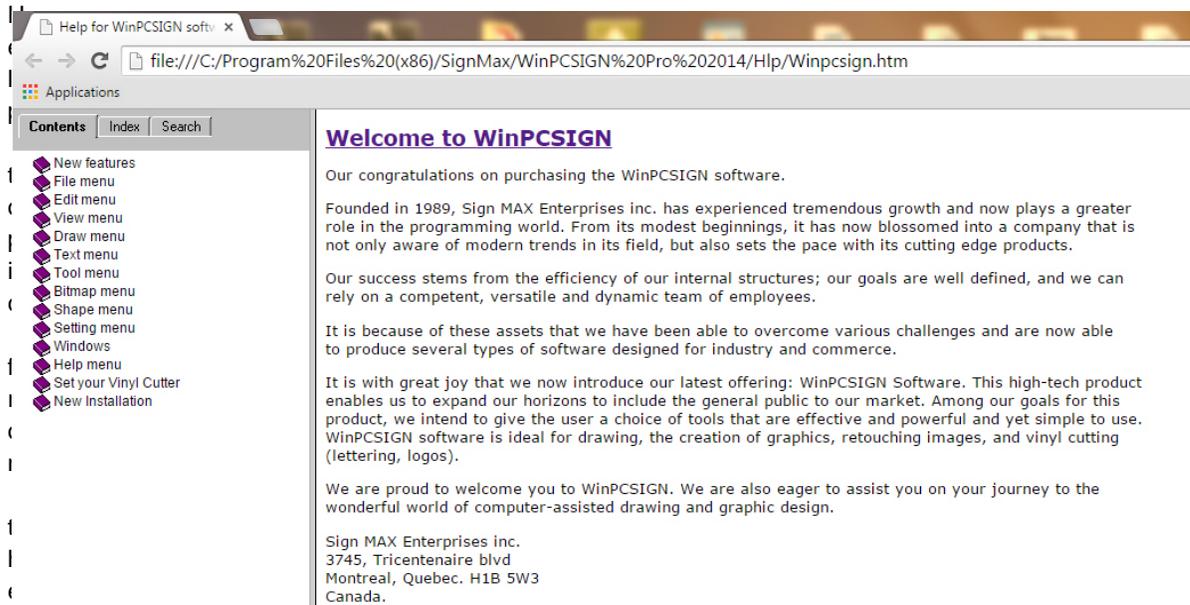
This will open the days Advice screen. This screen opens when you enter the program the first time



If you do not want this screen appears every time, disable the option **Show Tips on startup**

### Help topics

Here you will find support information for different applications WinPCSIGN. To open HTML help, select the



Help menu or press **F1** key:

## About WinPCSIGN

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Here you will find information on the version and level of WinPCSIGN you.

## Transfer of License

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### [License Transfer WinPCSIGN Basic 2012 without USB dongle](#)

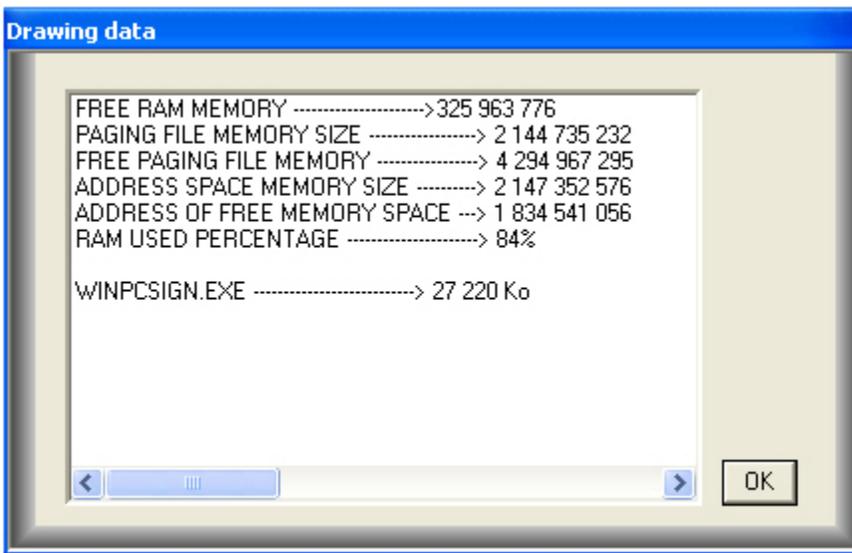
This function allows you to transfer the license of WinPCSIGN Basic 2012 at another computer. From the **Help menu**, click **Transfer License**. The software will automatically reset the license. You can install the software to another computer

Note: Basic WinPCSIGN 2012 transfer a maximum of 5 times.

## Memory

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Here you will get information about memory computer, space and the size of exe WinPCSIGN.



## Clean memory

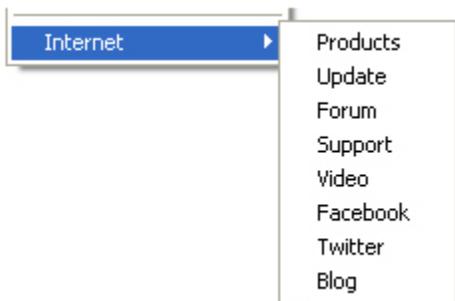
---

This function retrieves the memory used by software functions by retrieving the memory of cancellations and recoveries and the registers.

## Internet

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### [Open our web site:](#)

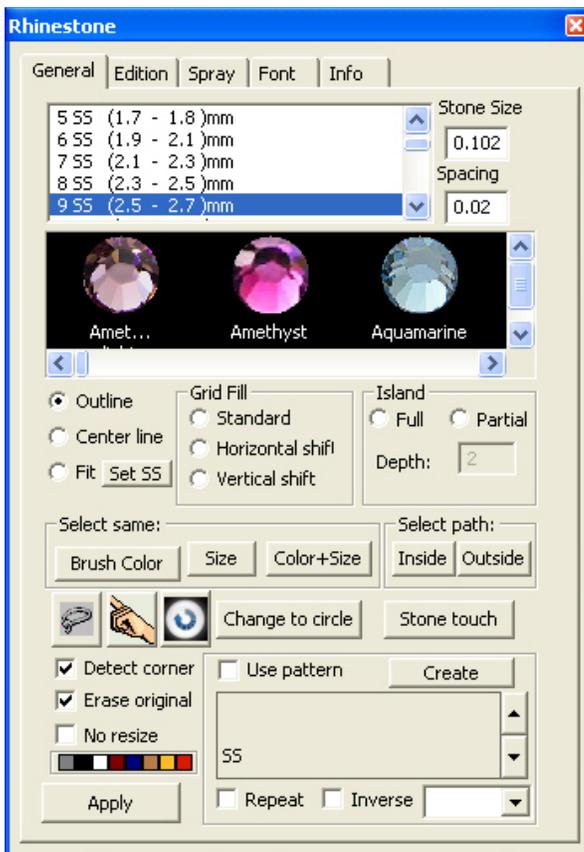


**How to create Rhinestone**

[Create Rhinestone patterns](#)

Automatic distribution of rhinestones to any shape an image

Designing from scratch is very easy and interactive. With WinPCSIGN Pro, you can upload your own images, add printed or beaded text and graphics. Adding beads or rhinestones in different shapes, colors and sizes from our Rhinestone menu. You have the ability to manipulate rhinestones beads, copy, paste, rotate, mirror, delete, replace, change



The transformation rhinestone screen will open the follow functions:

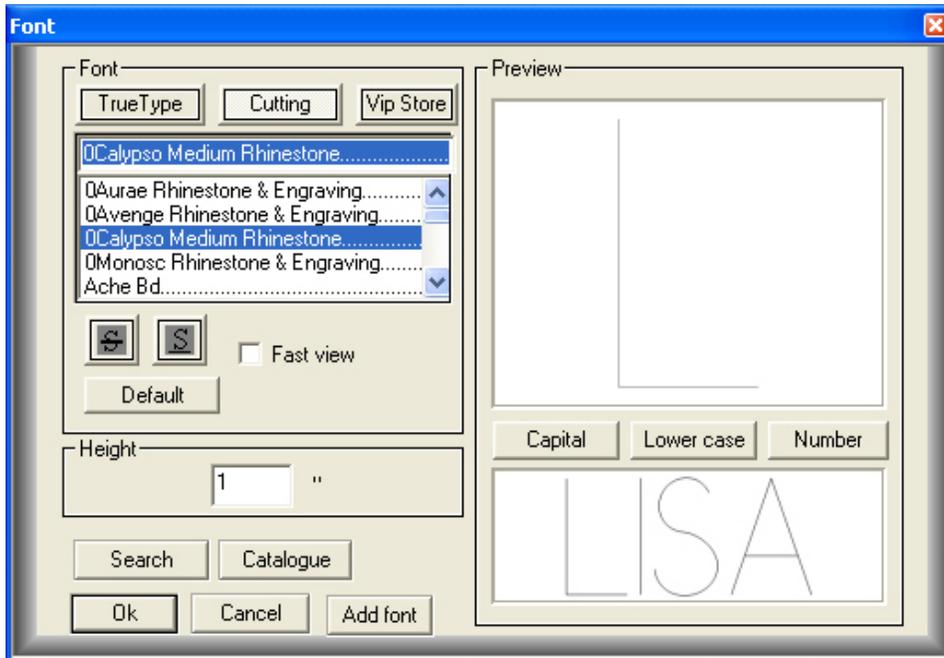
- Select SS sizes (double click change the size of your selection)
- Spacing between the stone.
- Outline. Center line. (Fit to any shape by SS size selection).
- Grid Fill Standard-Horizontal-Vertical shift.
- Island, Full or Partial fill (select Depth).
- Select stones by Color and Size.
- Select path Inside/Outside.
- Select by Lasso.
- Spray rhinestone ( By SS selection) (Select Spray button).
- Drop rhinestone by click.
- Restore Color.
- Change to circle.
- Stone touched
- Change the color background.
- Detect corner.
- Erase Original.
- No resize on/off.
- Create (Preset rhinestone pattern).
- Use Pattern (Center, Left, Right, -Random, Diagonal more).
- Edition rhinestone.
- Create Rhinestone font.
- Info.



## Single Line Rhinestone



How to write rhinestone text



**Step 1** From the Tool Bar on the left side of your working screen, select **T**, the Text icon. Once selected, the **T** icon becomes depressed; move the mouse on the working page (the cursor is similar to a capital I), and click on the place where you wish to begin write your text.

**Step 2** Type the word "LISA", the text should appear on your working screen.

**Step 3** Click the Fonts icon **F** on the document tool bar to open the Fonts Menu window.

**Step 4** Select a single line font among available selection enter Height 1 inches and pres Ok

**Step 5** By means of the mouse click the selection tool arrow in the tools bar at your left, click the text which you typed, eight small black boxes appear around your text; this indicates that the object LISA is selected.

LISA

**Step 6** You have to use more spaces between letters than a normal text we propose you the choice of two methods: **Visual text spacing** or **Text spacing** from **Text** menu

**Step 7 Visual letter spacing** By using the right arrow, add more space between letters a space of 0,25 (1/4) inch is recommended.

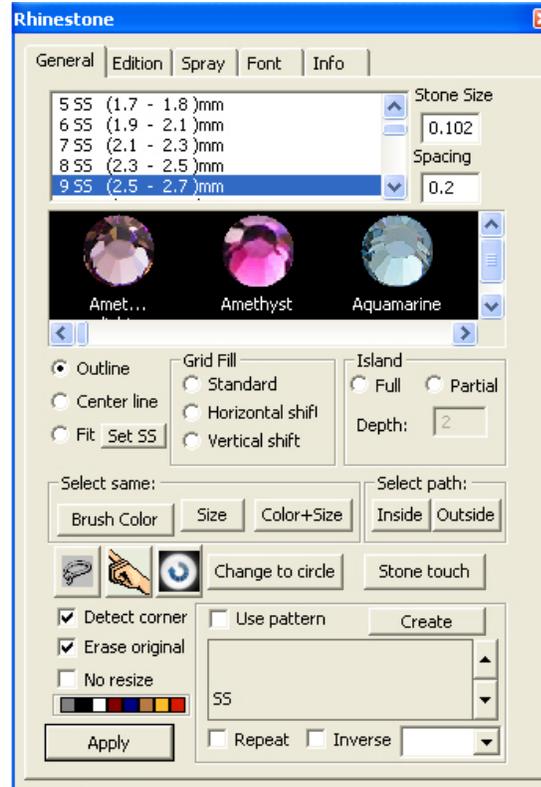
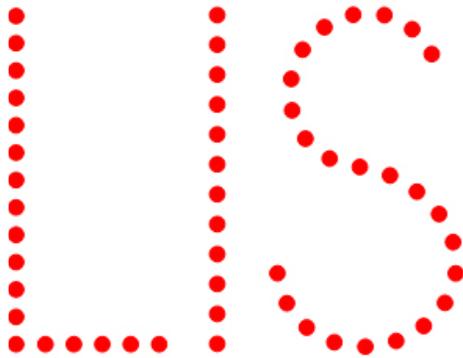


By default the space between characters is 12 % of the height use 25 % for letters of 1 inch.

**Step 8** To reach the Rhinestone window . Click the Rhinestones button from the Bottom Tool Bar:



**Step 9** Apply Rhinestone function to your text.. Select the word LISA, the from Rhinestone screen select SS and Spacing.



**Font:** Calypso medium single line Height: 2 inch.

Use these parameters:

- 1- Rhinestone beads size is **9 SS** = 0,2
- 2- Spacing between beads is 0,04" this value must be 50% and more of the beads size.
- 3- Erase original path is selected
- 4-Click Apply button
- 5- **SS** info button  
this button allows to count total numbers of stones, the total numbers of selected stones and to show the size of the used stones.

If you do not like your stones templates press  icon, and start over

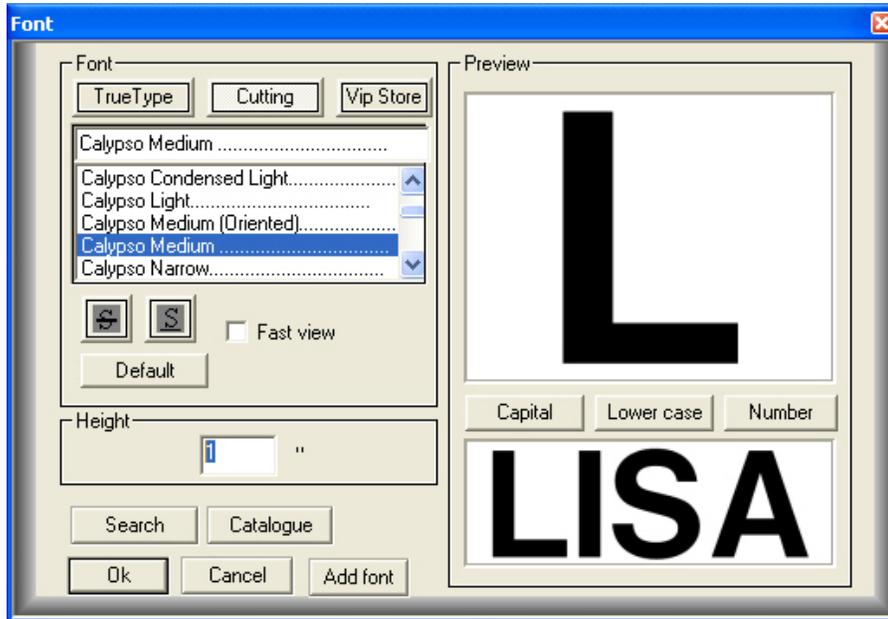
## Contour Line Fonts

Regular Cutting Max fonts and TrueType fonts (Contour fonts)

**Step 1** Click the Fonts icon on the document tool bar to open the Fonts Menu window.

Steps 1, 2, 3, 4, 5, 6, 7

From the Fonts  Menu windows select cutting Font button, and use Helvetica Medium. Use 1 inch as height and click the OK button.

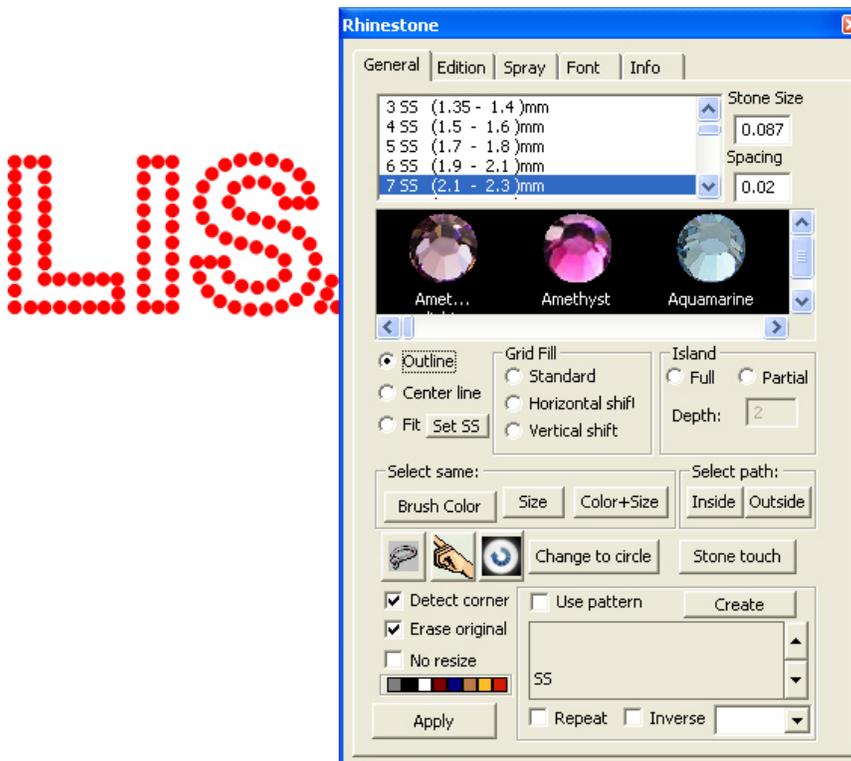


### **Text: LISA**

Font: Calypso medium Height: 1 inch.  
Use these parameters:

- 1- Rhinestone beads size is 7 SS = 0,02"
- 2- Spacing between beads is 0,04" this value must be 50% and more of the beads size.
- 3- Erase original path is selected
- 4- Click Apply button:

Note: If you do not like your stones templates press  icon, and start over



## Fill text with Rhinestones

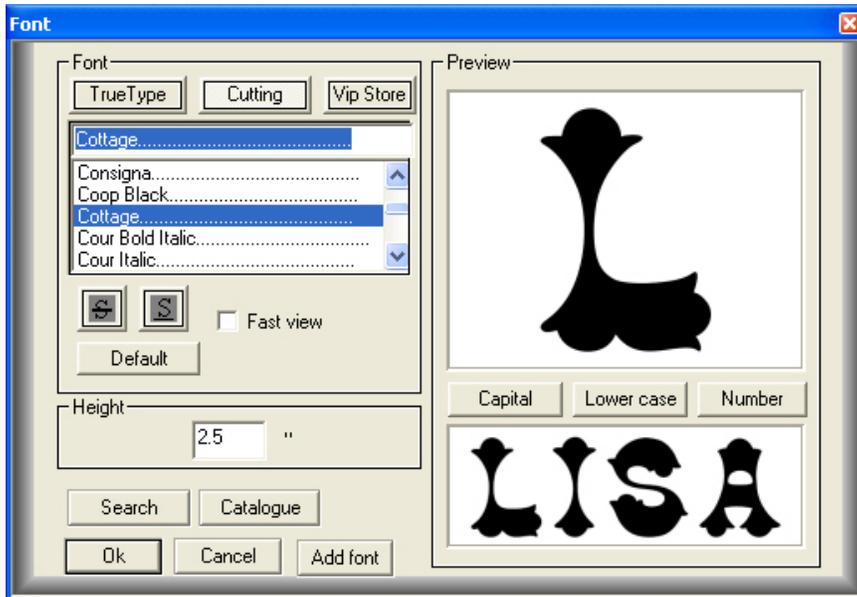
### Text : LISA

Step 1 Click the Fonts icon on the document tool bar to open the Fonts Menu window.

Steps 1, 2, 3, 4, 5, 6, 7



From the Fonts Menu windows select cutting Font button, and use Helvetica Medium. Use 1 inch as height and click the OK button.



Funtime Font: Cottage Height: 2.5 inches.

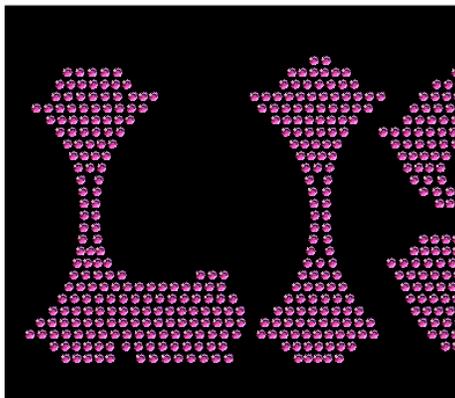
Use these parameters: 0

1- Rhinestone size is 12 SS = 0,122"

2- Spacing between beads is 0,08" this value must be 70% and more of the beads size.

3- Erase original path is selected

4- Check Standard from Grid Fill options



If you do not like your stones templates press  icon, and start over

## How to add Rhinestone to a design or a shape

Opening a design from “Local Clipart” button. From local Clipart window select a desired logo.



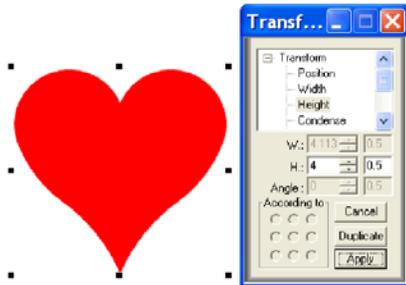
For any vector logo as the heart you can create your own rhinestone model, here is procedure:



Select the select element tool, (arrow) click on the heart object; the eight black handles appears.



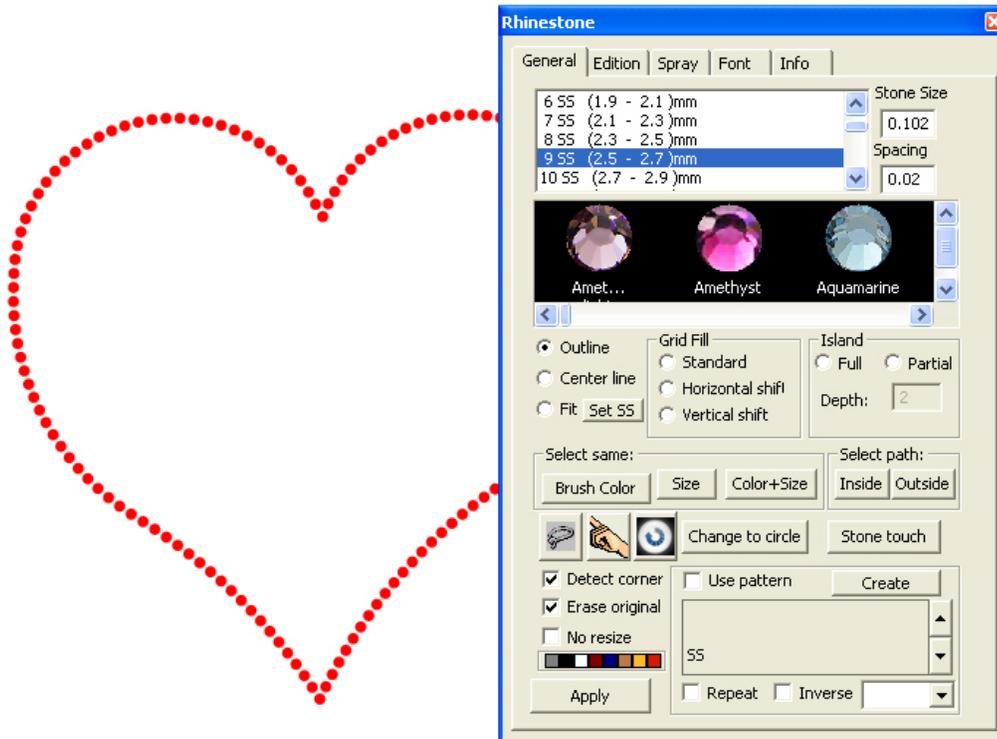
From your keyboard press the letter H to open the transformation window.



Click the Rhinestones button from the Bottom Tool Bar.



## Outline rhinestones



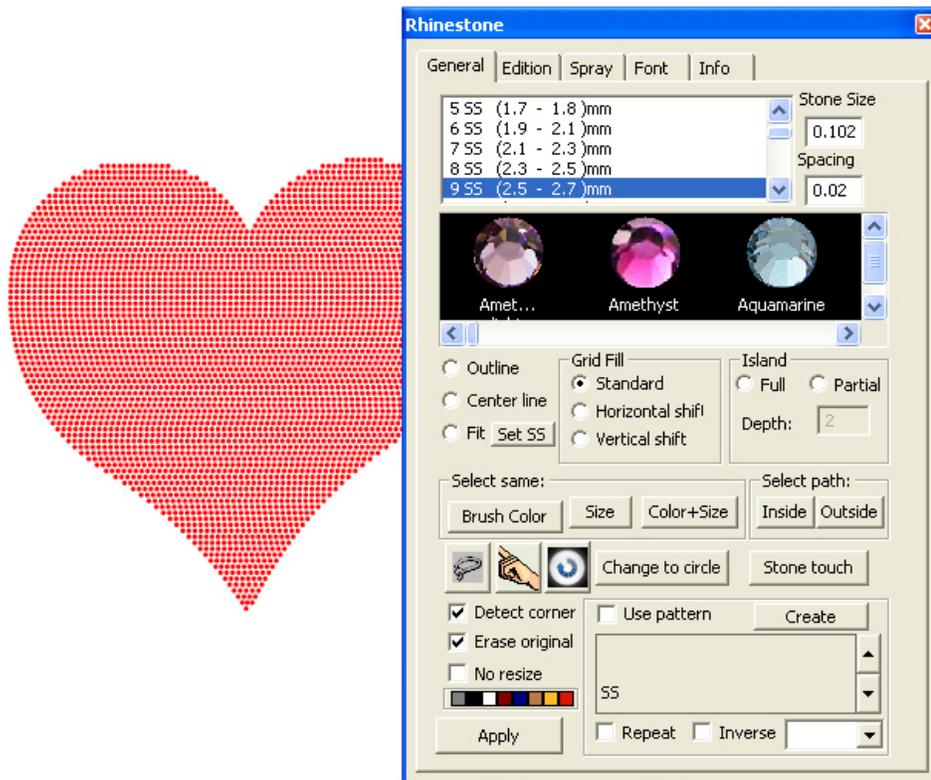
### Use these parameters :

- 1- Rhinestone beads size is 9 SS = 0,02”
- 2- Spacing between beads is 0,06” this value must be 50% and more of the beads size.
- 3- Erase original path is selected
- 4- Uncheck fill
- 5- Click Apply button

If you do not like your stones templates press  icon, and start over

## Fill a figure with rhinestones

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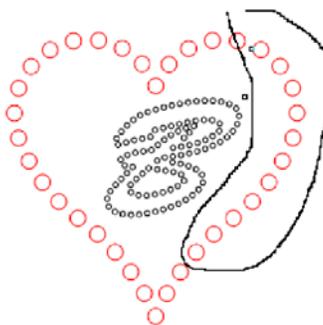
### **Use these parameters:**

- 1- Rhinestone beads size is 9 SS = 0.02"
- 2- Spacing between 0,06" this value must be 70% and more of the beads size when we fill an object
- 3- Erase original path is selected
- 4- Check mark fill
- 5- Click Apply button

## Lasso

---

This function allow you select objects from your design using the Bezier tool



Choose **Lasso** from Rhinestone **Screen:**  With help of the Bezier, draw around the stones, objects or design that you want to capture. The selected item will be appear with little white squares, then press one of arrow **Up, Down, Left, or Right** from your keyboard and move them to another position or press delete key.

## Rhinestone application

### Application rhinestone method 1

---

Need a vinyl cutter

Using a vinyl cutter or a scrapbooking cutter cut directly the rubber or plastic stencil material. Remove the stencil from its backing and position the stencil on a stiff plastic plate, place the stencil stuck on the plate in a tray. Pour stones on the stencil and by means of a small brush scatter stones in the holes face upward. Using the Mylar transfer, position it on the stone stencil surface and by means of a small squeegee scrape slowly so that stones stick to the Mylar without however to the stencil.

Once made return the Mylar and stones on its backing support for storage or waiting production.

### Application Rhinestone method 2

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You need printer:

- 1) A common printer and paper
- 2) A big needle
- 3) Pen or pencil
- 4) Hot fix applicator

Use a common printer and paper to print the stencil for the position and the stones sizes.

Use a big needle to pierce holes position on the printed paper. Position of the paper stencil on the material. Use a pencil to mark stones position on the material. By means of the hot fix applicator poses the rhinestones onto the surface you want to embellish



- 1- Print
- 2- Holes
- 3- Mark on
- 4- Applicator

### Iron-on the finished design

- 1) Carefully remove the white backing from Mylar sheet
- 2) Position the Mylar sheet design onto fabric.
- 3) Place Teflon sheet over design.
- 4) Set your iron to the proper temperature for the material, and allow iron to heat thoroughly.
  - Make sure that steam is OFF
  - Use "Wool Setting"
- 5) Leave iron on design no pressure on and do not move iron, let it sit in place for approximately 12 - 15 seconds. Depending on fabric use less time for silks and more time for denim large designs, heat one section at a time until all crystals are heated.
- 6) Turn fabric over and press gently from the back.
- 7) Allow to cool at least 3 to 5 minutes, slowly remove the Mylar sheet.
- 8) When removing the Mylar sheet if some crystals are not firmly attached or feel "loose," reapply the iron as above.

## How to create contour cut

- A) A simple contour cut
- B) Stuck on the image
- C) Precise distance from image

Import high quality image file 150 to 300 dpi. The background has to be of uniform color rather white, avoid multicolored background or gradients. High contrast between background and image generate good result.

Simple contour cut

- 1) Import an image (JPG, BMP, PNG)
- 2) Use magic wand to create a contour

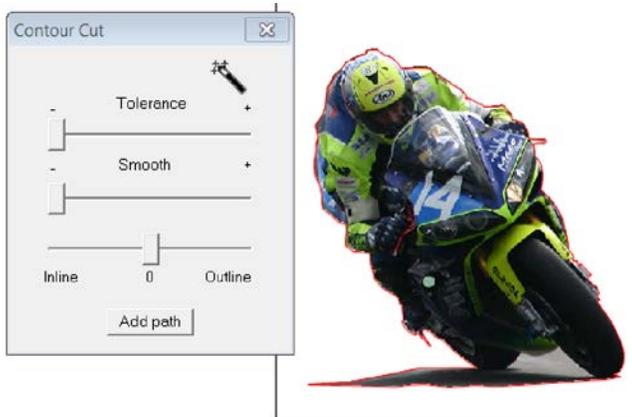


Use the magic wand and click to the left near the image, the vectorisation tool will create automatically an outline. Use the sliding cursor Tolerance to adjust your outline. Your outline contains too many segments, use the sliding button Smooth to remove segments and generate a smoother outline

Use the sliding button to obtain an outside or inside outline of the image. When satisfied, click the button Add Path.

### Contour is stuck on the image.

- 1) Import an image (JPG, BMP, PNG)
- 2) Use magic wand to create a flush contour



[Watch a video](#)

Use the magic wand and click to the left of the image. Use parameters **Tolerance 0**, **Smooth 0** and Outline 0. When satisfied, click the button **Add Path**. The path contains many small segments. To show the construction points, click the icon **C** from bottom tool bar.



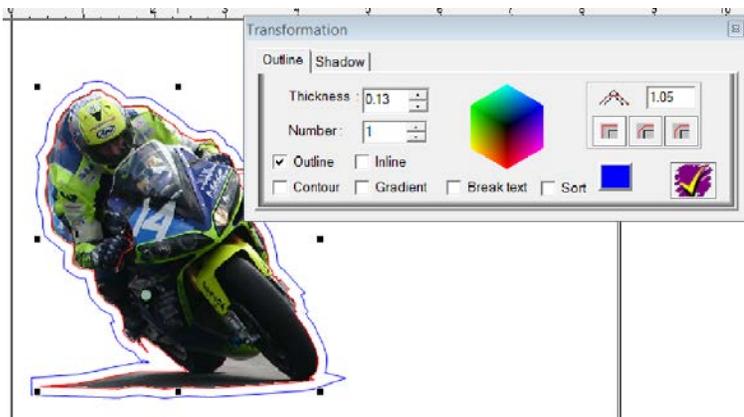
To remove points or useless segments use the function **simplify path** from the **Shape** menu or from your keyboard **Alt+P** you can repeat operation several times.

### Contour is for a precise distance of the image

- 1) Import an image (JPG, BMP, PNG)
- 2) Use magic wand to create a flush contour
- 3) Use outline tool to create a precise distance outline or inline

Use **outline tool** to create a precise distance **outline**

From the Tools menu select Outline this opens the Transformation Outline window. Select the outline created with the magic wand and use the appropriate thickness when done click the checkmark.



The new created outline can appear behind your image,

Use the function **Shape** menu **Order** to position the outline in the foreground or use the Shift + Home key. You can modify the shape of your outline by using the manipulation tool.

- 4) Configure printer

To configure your printer for the printing the page size and page orientation have to be the same.

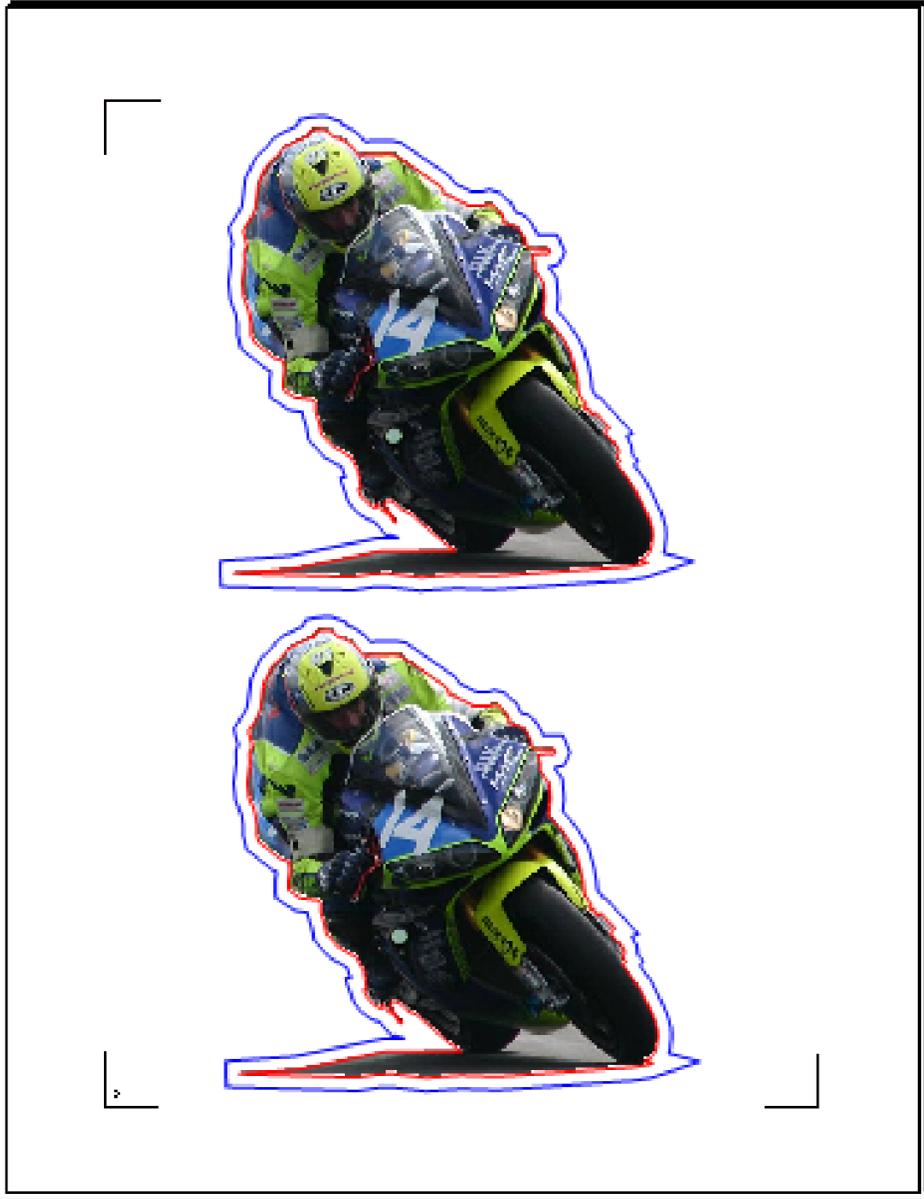
- 5) **Add crop marks**

You can optimize your printing work by copying your image and the outline to the page. Function **Edit** and **Multiply** (many copies) or the duplicate function (Alt + D) will be effective tools.

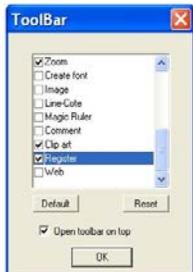
To add the Crop marks, from the File menu, select Crop marks.

Three (3) Crop marks will display on your working page. You can move them by means of the selection tool and the mouse or the arrows of your keyboard. Do not forget to save your work before printing.

Here is the disposition of images and the outlines on the working screen representing a sheet in portrait mode. You notice the presence of three (3) crop marks the origin crop mark is situated in the lower left corner of the screen.



Every image shows us two (2) outlines. The original outline is close on the image and the second outline created by the Outline function is 1/4" (6mm) of the original outline. Before printing you can erase the outline not necessary for the cut or you can use a function permission to print an object.

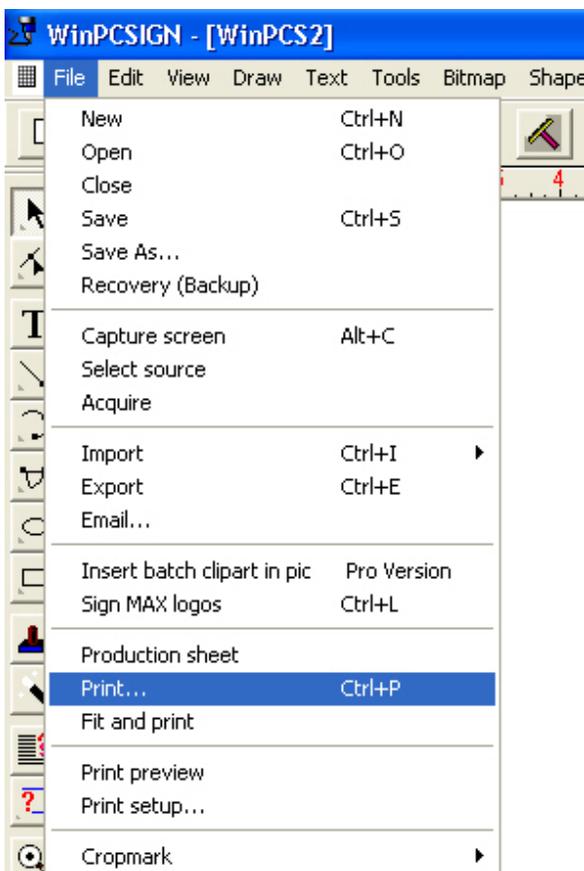


The function which allows not printing an object is activated with the **View** menu, **ToolBar**, check mark **Register** option and clicks the **Ok** button.



The **Register** icons are shown. Select the icon permission to print when permission is denied a red X will appear on the selected object to indicate that the object not maybe printed

You are ready to print, WinPCSIGN gives you all the necessary tools. From the **View** menu, you can display: Show printer page



From the **File** menu, you can directly reach:

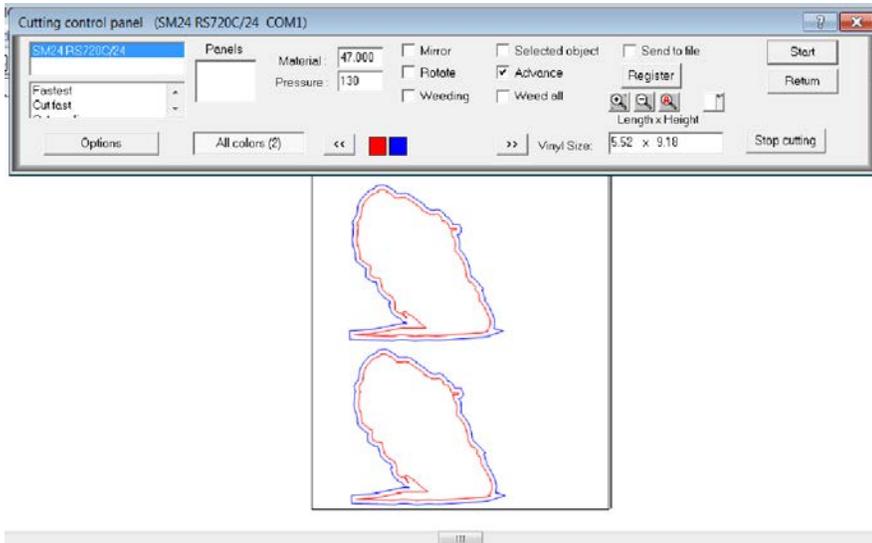
- Cropmark
- Print
- Print preview
- Print setup

After printing you are ready to cut. To cut with precision the contour on a printed media you need to use a laser registration or a mechanical pointer registration. Cutters can use three (3) crop marks others use two (2) crop marks.

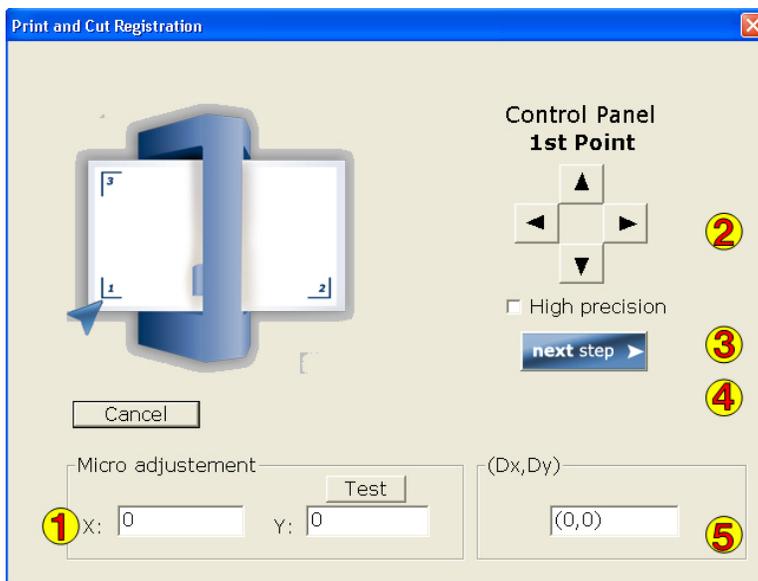


Prepare your cutter and media to cut. Click the Cut Project button. WinPCSIGN indicates the presence of image(s), click **Continue** to reach cutting control panel.

The screen shows only the objects which can be cut. Here we see the presence of two (2) colors and four (4) objects. We can cut by selection of colors or objects. Before cutting we have to click the button **Register** to calibrate the position of the laser beam or the pointer. You can use for RedSail and Foison cutters factors shown in the table.



The button **Register** opens the window Print and Cut Registration. Type the calibration values for your cutter, first type the numerical value may position the mouse cursor in front of the numbers to type there the minus sign if necessary **Print and Cut Registration screen:**



- 1 This is the calibration factors expressed in thousandth of inch which represents distance between the end of
- 2 Arrows allow moving quickly the cutter head to position it.
- 3 Check mark the box to obtain a small movement using the arrows.
- 4 The next step button allows moving the cutter head to different crop marks.
- 5 Movement of the head expressed in thousandth of inch.

**Default value of Redsail, SM and Dika cutter you can try:**

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[Watch a video](#); how to get a gap between Head and Laser

**Redsail Red Laser dot cutter :**

Micro ajustement

X:	<input type="text" value="410"/>	Y:	<input type="text" value="-730"/>
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Test

**SM cutter Mechanical pointer :**

Micro ajustement

X:	<input type="text" value="20"/>	Y:	<input type="text" value="660"/>
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Test

**Foison /Dika cutter :**

Micro ajustement

X:	<input type="text" value="-730"/>	Y:	<input type="text" value="1080"/>
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Test

All the training on the calibration and the use of laser beam or mechanical pointer is available on your WinPCSIGN CD-ROM program and on our Web site [www.signmax.us](http://www.signmax.us)

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