



# USER GUIDE



# V6

## Marker Design

*Version 6*



PAD System International Limited

[www.padsystem.com](http://www.padsystem.com)



PAD System™ is a trademark and a system developed by:

**PAD System™ International Limited**

Flat A, 2/F, Cheung Wing Industrial Building,  
109-115 Wo Yi Hop Road, Kwai Chung,  
New Territories, Hong Kong

Telephone: (852) 2370-9063

Fax: (852) 2370-9085

E-mail: [padinfo@padsystem.com](mailto:padinfo@padsystem.com)

Technical support: [support@padsystem.com](mailto:support@padsystem.com)

Website: [www.padsystem.com](http://www.padsystem.com)

No part of this publication and PAD System™ software may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language in any part form by any means without the written permission of PAD System™ Technologies Inc. Any unauthorized duplication or use of PAD System™, in whole or in part, in print, or in any other storage and retrieval system is forbidden.

© 1988-2014 PAD System International Limited. All rights reserved.

PAD System International Limited© 2014



## PAD System™ Marker Design 6.0

### Marker Design

The PAD System™ Marker Design product creates pattern piece markers in an efficient manner. This application requires pattern pieces created in the PAD System™ Pattern Enterprise.

As well as offering all the advantages in this application creates automatic markers, either from the PAD System™ engine, or from the Nester™ engine or from Shape Shifter™ engine. You can also prepare markers that you foresee sending to the cutting table, recreate fabrics with Plaid or Striped styles, and create alignment points on the pattern pieces to guarantee a perfect fitting. Marker Design offers all the basic features plus specialized tool for optimizing marker to generate cut files, simulation of stripe and plaid fabric with matching point to specify alignment of pieces, automatic placement of pieces either from the application or in combination with the Nester engine or Shape Shifter engine. It is Pad's most advance marker software.

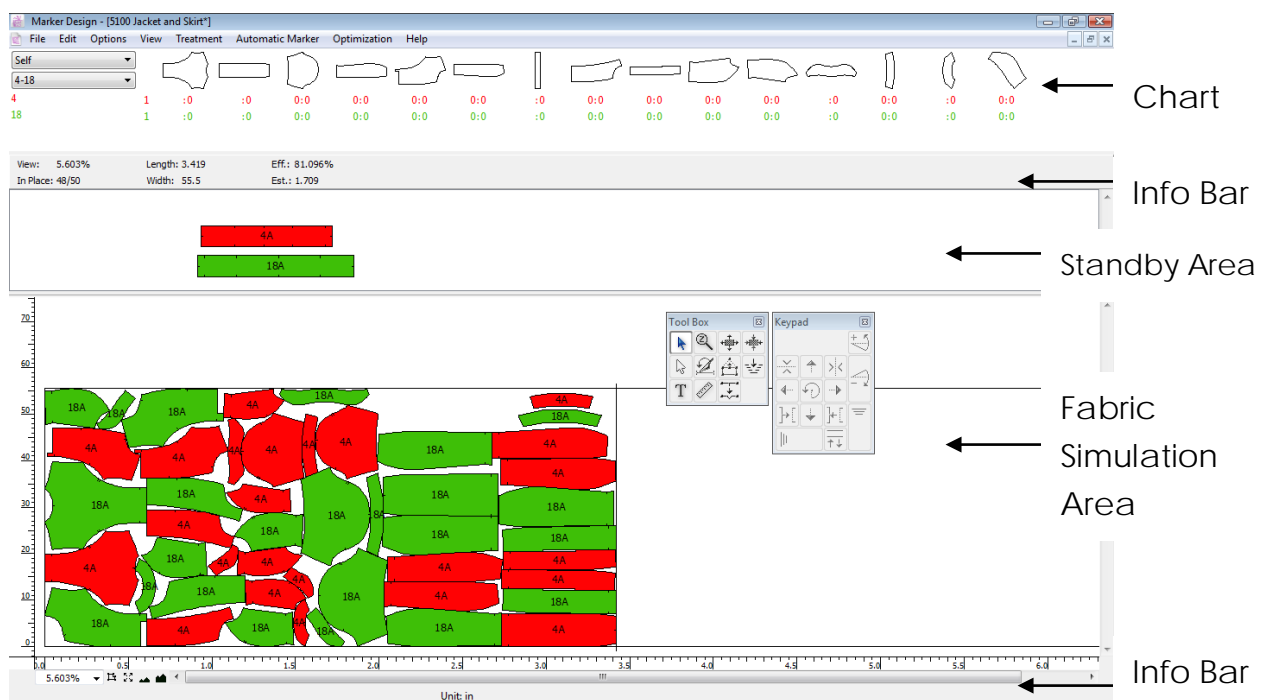
# Chapter 1

## The Basics



### The Working Area

The Working Area is where you can view and modify your pieces, fabrics, marker and measurements.



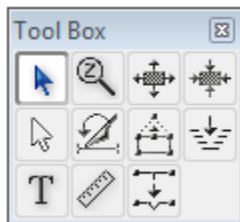
To open the Working area, create a new document or open one. See the section dedicated to the *File* menu for more information about this procedure. The Working area displays the Chart, the Info Bar, the Stand By Area and the Fabric Simulation Area. Rulers are displayed on the left side (Y ruler) and at the bottom (X ruler) of the Fabric Simulation Area. From these rulers, guidelines (horizontal and vertical) can be pulled out to help treatments. Inside the surface, a dotted line indicates the fabric limits.



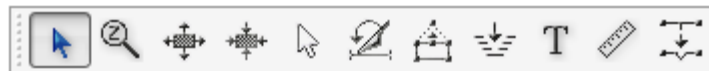
Two toolboxes enable you to treat and manipulate pattern pieces.

**The Toolbox / Toolbar:** Contains functions to be applied on pattern pieces for special treatments.

Toolbox



Toolbar

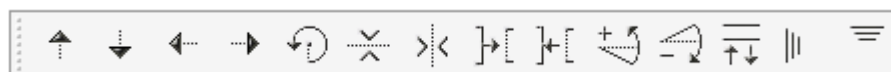


**The Keypad Toolbox / Keypad Toolbar:** The tools layout corresponds to the numeric keys on the right-hand side of the keyboard. These tools place and manipulate pattern pieces on the Fabric Simulation Area.

Keypad Toolbox



Keypad Toolbar

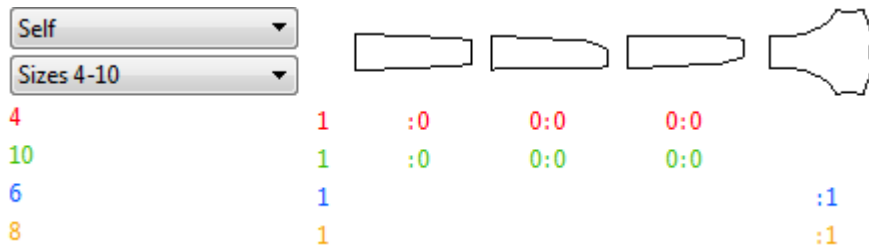


**Note:** For more information about the toolbox and the keypad, refer to the chapter about the main toolboxes.

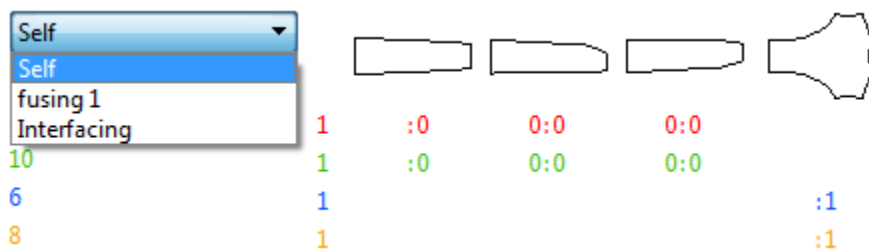
## Working Area: Chart

The Chart is the section at the top of the working area.

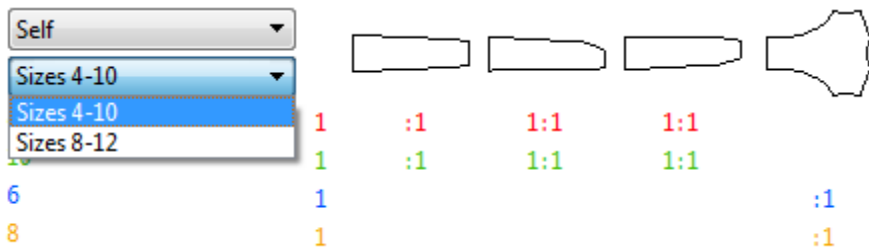
Pattern pieces are sorted from the largest to the smallest (horizontally) and the pattern size/breakdown (vertically) sorted by style file.



On the upper left, a fabric drop-down menu allows you to select the current fabric. Pieces appear according to the fabric that has been assigned to them in Pattern:

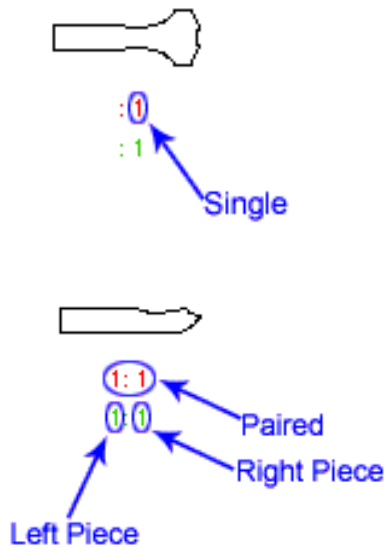
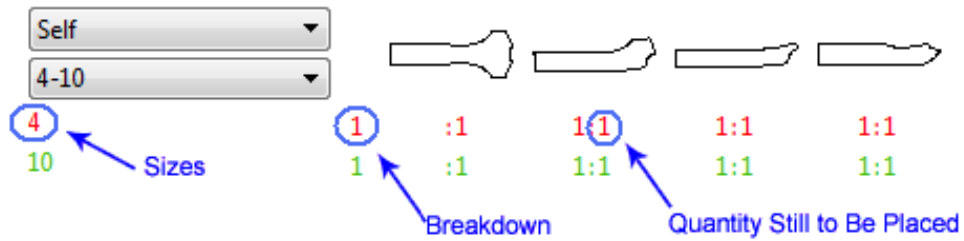


Below the fabric button, a drop-down menu enables you to select the current layer:

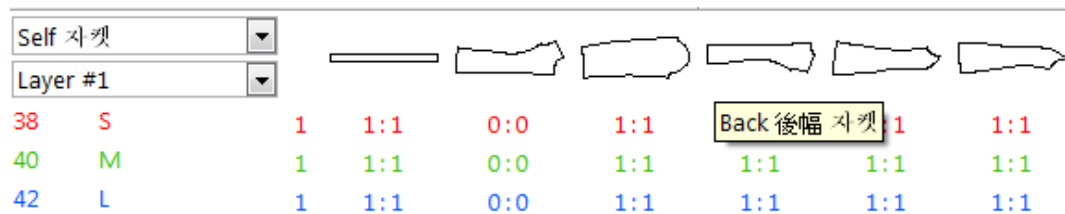




The various numbers in the chart indicate the size, as well as pieces that are placed versus the pieces that are still waiting to be placed:




Piece name shows on the pattern chart when Cursor closes to the piece.



When you select a fabric or layer, the pieces appear below, in the simulated fabric window.

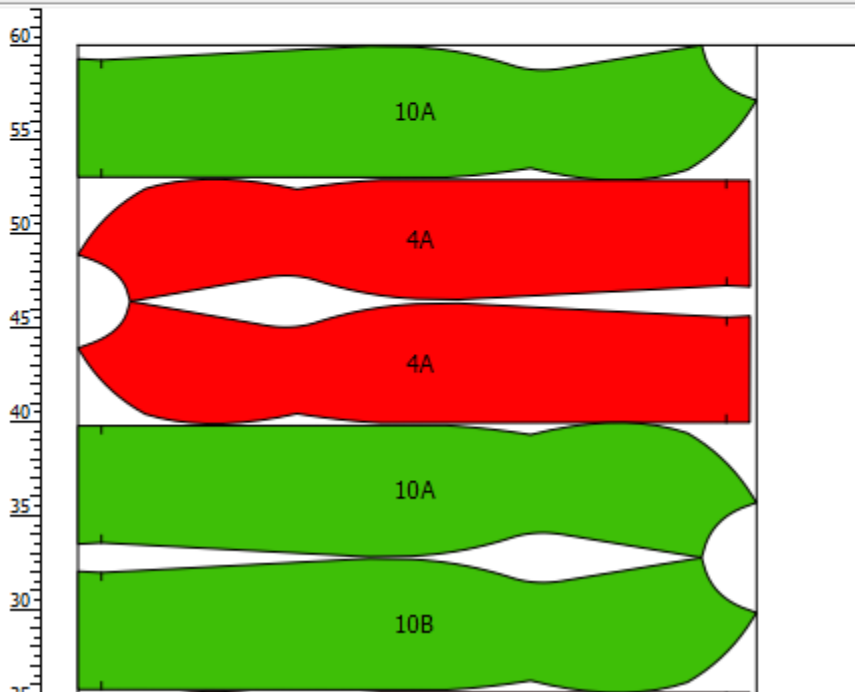
Self

4-10



4	1	:1	1:1	1:1	1:1
10	1	:1	1:1	1:1	1:1

View: 9.7682%	Length: 36.1872	Eff.: 77.6695%
In Place: 8/34	Width: 60	Est.: 18.0936







## Working Area: Info Bar

Below the Chart, the Info Bar is a permanent status bar that provides information about the marker and the selected piece

View: 9.7682%	Length: 36.1872	Eff.: 77.6695%
In Place: 8/34	Width: 60	Est.: 18.0936

### Info. Marker Information

- View** The zoom factor
- In Place** The pieces in place ratio (amount of pieces placed versus amount of pieces to be placed)
- Length** The length of the marker (according to the selected X ruler unit)
- Width** The width of the fabric (according to the selected Y ruler unit)
- Eff.** The efficiency (% of fabric used by placed pieces)
- Est.** The estimate (average use of fabric per garment, according to the selected X ruler unit)

Unit: in	X: 28.6895	Y: 56.3125
----------	------------	------------

- X** The cursor X coordinate
- Y** The cursor Y coordinate
- Unit** Default units of measurement, as configured in the *Options* menu

Area: 222.5577	Rot: 0°	Sym X: No	Match: Yes
Ovlp: 0	Fine Rot.: 0°	Sym Y: No	

### Info. Selected Piece Information

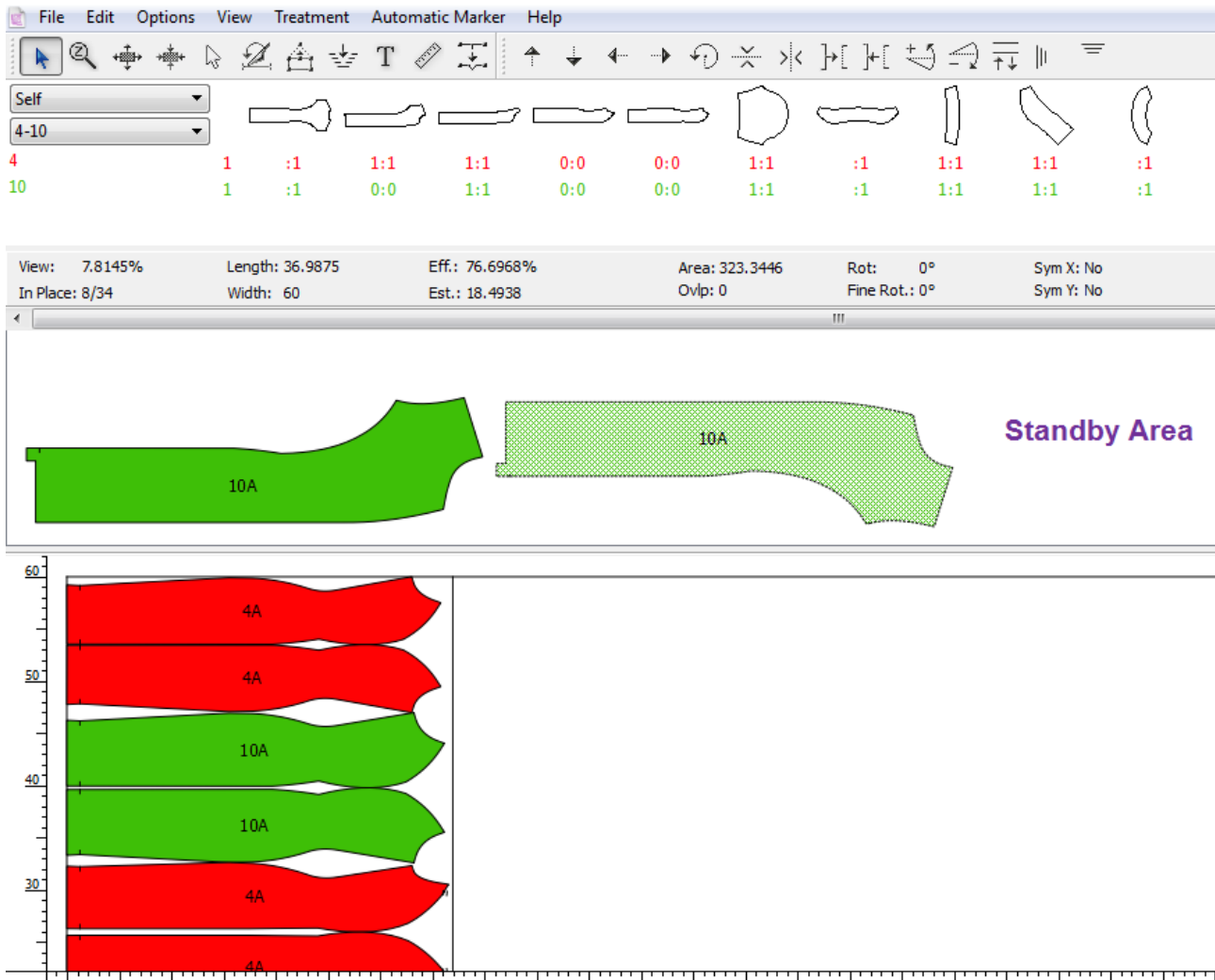
- Area** The pieces total area (including blocking and cut-down)
- Overlap/Gap** The overlap/gap measurement
- Rot.** The piece rotation degree (according to its original orientation in the chart)
- Fine Rot.** The piece fine rotation degree
- Sym X** The piece symmetry in X (according to its original orientation in the chart)
- Sym Y** The piece symmetry in Y (according to its original orientation in the chart)
- Match** Indicates whether previously linked plaid and striped pieces match

## Standby Area

The Stand By Area is located between the Chart and the Fabric Simulation Area, under the Info Bar. It is a surface, similar to the Fabric Simulation, where pieces can be placed temporarily for future use or further manipulations (i.e. cut-down, blocking, etc.).

All tools can be used in the Stand By Area except for the *Fill a Hole* tool. All pieces left in the Stand By Area are not plotted or calculated by the estimate.

A separator separates the Fabric Simulation Area from the Standby Area.



The screenshot displays the Padsystem software interface. At the top is a menu bar with options: File, Edit, Options, View, Treatment, Automatic Marker, and Help. Below the menu is a toolbar with various icons for navigation and editing. A dropdown menu shows 'Self' and '4-10'. Below this is a row of icons representing different fabric pieces, with corresponding numerical values in red and green below them:

4	1	:1	1:1	1:1	0:0	0:0	1:1	:1	1:1	1:1	:1
10	1	:1	0:0	1:1	0:0	0:0	1:1	:1	1:1	1:1	:1

Below the icons is a status bar with the following information:

View: 7.8145%	Length: 36.9875	Eff.: 76.6968%	Area: 323.3446	Rot: 0°	Sym X: No
In Place: 8/34	Width: 60	Est.: 18.4938	Ovlp: 0	Fine Rot.: 0°	Sym Y: No

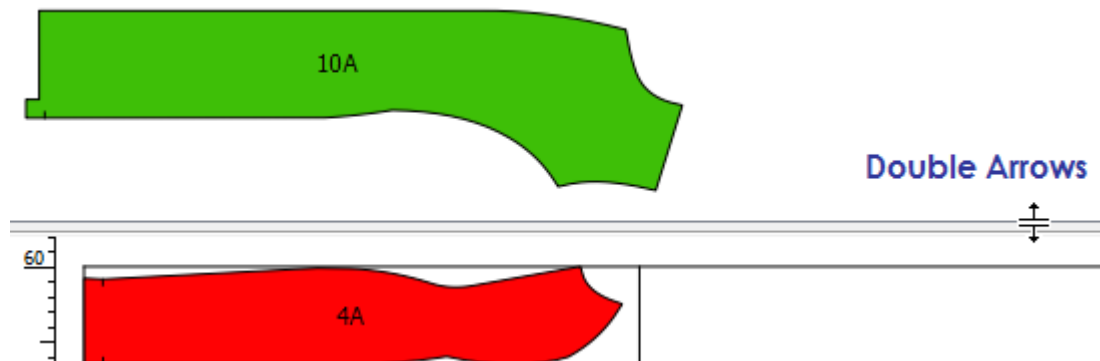
The main workspace shows two pieces labeled '10A'. One is a solid green piece, and the other is a green piece with a dotted pattern, located in the 'Standby Area'.

At the bottom, a layout view shows a vertical stack of pieces. From top to bottom, the pieces are: 4A (red), 4A (red), 10A (green), 10A (green), 4A (red), and 4A (red). A vertical scale on the left indicates positions at 30, 40, 50, and 60.

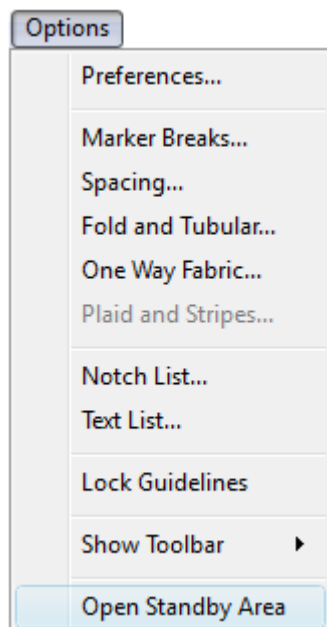
There are two ways to open and close the Standby Area:

- Using the *Pointer* tool, drag up/down the double arrows, located below the information bar
- Select *Open/Close Standby Area*, in the *Options* menu

Opening and closing the Standby Area using the double arrows:



Opening and closing the Standby Area using the *Options* menu:



When the Standby Area is closed, pieces that were left in it are returned to the chart.



## Default Hot Key Shortcuts

Using Hot Keys increases the speed and efficiency of your work.

Marker offers many preconfigured Hot Key shortcuts that enable you to carry out routine tasks using one, two, or three-key combinations.

The following Hot Key combinations are pre-set in your Marker application:

Function	Windows/ Linux	Macintosh
File: New	Ctrl+N	Command+N
File: Open	Ctrl+O	Command+O
File: Close	Ctrl+W	Command+W
File: Save	Ctrl+S	Command+S
File: Save as	Ctrl+Shift+S	Command+Shift+S
File: Print	Ctrl+P	Command+P
File: Plot	Ctrl+T	Command+T
File: Export	Ctrl+H	Command+H
File: Quit	Ctrl+Q	Command+Q
Edit: Undo	Ctrl+Z	Command+Z
Edit: Redo	Ctrl+Y	Command+Y
Edit: Cut	Ctrl+X	Command+X
Edit: Copy	Ctrl+C	Command+C
Edit: Paste	Ctrl+V	Command+V
Edit: Clear	Delete	Delete
Edit: Select All	Ctrl+A	Command+A
View: Full View	Ctrl+1	Command+1
View: Cut View	Ctrl+2	Command+2
View: Select Layers	Ctrl+3	Command+3
View: OptiCut View	Ctrl+4	Command+4



Function	Windows/Linux	Macintosh
Treatment: Marker Info	Ctrl+I	Command+I
Treatment: Item Info	Ctrl+D	Command+D
Treatment: Piece Cutting Info	Ctrl+E	Command+E
Treatment: Group	Ctrl+G	Command+G
Treatment: Ungroup	Ctrl+U	Command+U
Treatment: Find Overlaps	Ctrl+F	Command+F
Treatment: Expand/Compact	Ctrl+B	Command+B
Treatment: Compact in X	Ctrl+L	Command+L
Treatment: Compact in Y	Ctrl+M	Command+M
Treatment: Align Pieces	Ctrl+K	Command+K

**Note:** You can configure your shortcuts using the Hot Key option in preferences.

## Keyboard Selection

To make a keyboard selection, press the left mouse button (Windows/Linux) or the mouse button (Macintosh) along with one of the following keys.

Use the **Shift** key (Windows and Macintosh and Linux) to:

- Select more than one element. .
- Make a multiple, uninterrupted selection of listed items (from ...to).



Use the **Ctrl** key (Windows / Linux) or the **Command** key (Macintosh) to:

- Temporarily get the *Pointer* tool while another tool is selected in the toolbox
- Make a discontinuous selection of items in a list.

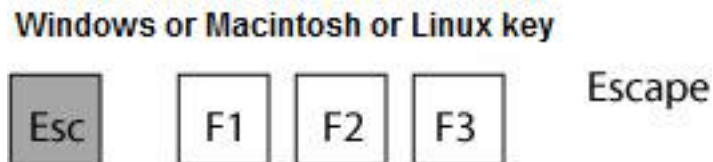


You can combine keys:

Use either **Shift + Ctrl** (Windows / Linux) or **Shift + Command** (Macintosh) to select more than one element when a function is already activated.



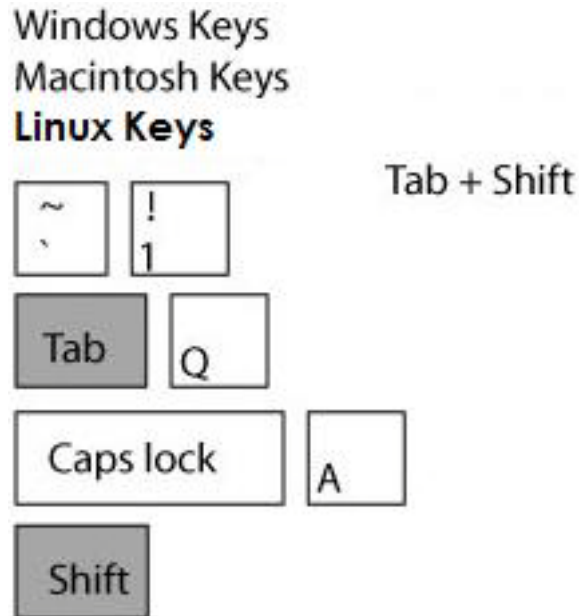
Use the **Esc** key (Windows and Macintosh and Linux) to activate the *Cancel* button in any dialog box or cancel the action in progress.



Use the **Tab** key to go from one field or button to another in a dialog box.



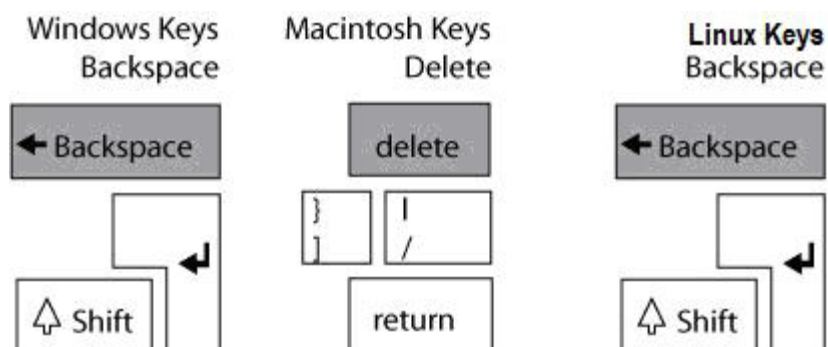
Hold down the **Shift** key and press the **Tab** key to move to the previous box.



Click a text box to activate it. Double-click it to select all the text it contains.

**To delete a selection:**

Select the element(s) you wish to delete, then press the **Backspace** key (Windows / Linux) or the **Delete** key (Macintosh).

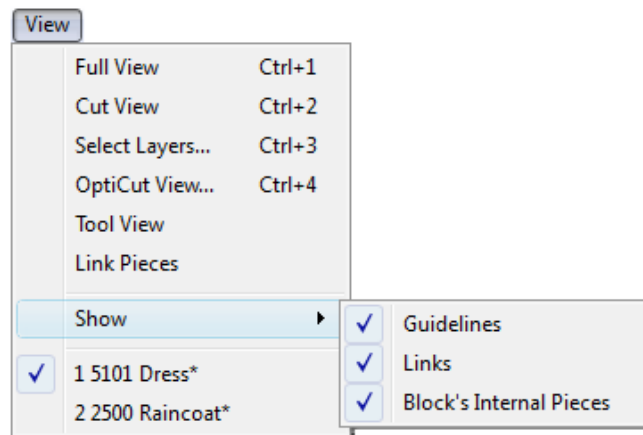




## Guidelines

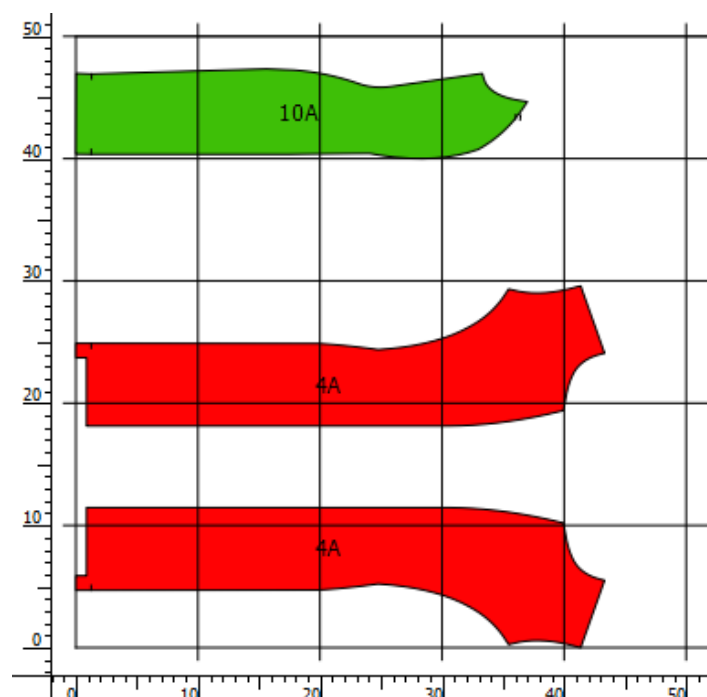
You can pull guidelines out from the vertical and horizontal rulers. They can be placed at strategic points on the fabric to assist with placing pieces and indicate plaid and striped fabric.

Guidelines are visible if the *Show Guidelines* function in the *View* menu is activated:



**To add a guideline:** Place the cursor on the horizontal or vertical ruler bar and hold down the mouse button to drag the guideline to position it on the marker.

**A marker with guidelines:**

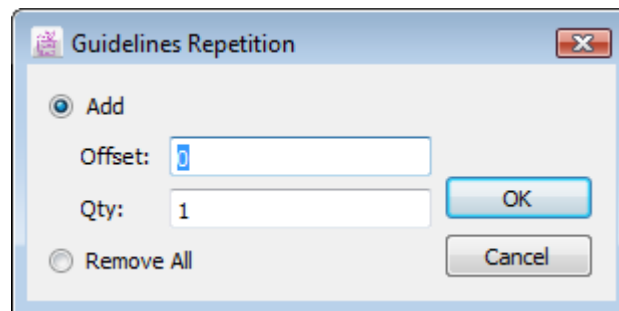


**To add a guideline with a precise measurement:**

- 1 Click the ruler while pressing the **Alt** key (Windows) or **Option** key (Macintosh) or **Alt + Windows** keys (Linux).



The *Guidelines repetition* dialog box opens:



- 2 Add guidelines by specifying their position and quantity in the dialog box.
- 3 Click the OK button.



### To remove all guidelines:

- 1 Click the ruler while pressing the **Alt** key (Windows) or **Option** key (Macintosh) or **Alt + Windows** keys (Linux).



- 2 The *Guidelines Repetition* dialog box opens. Select the *Remove All* radio button.
- 3 Click the *OK* button.

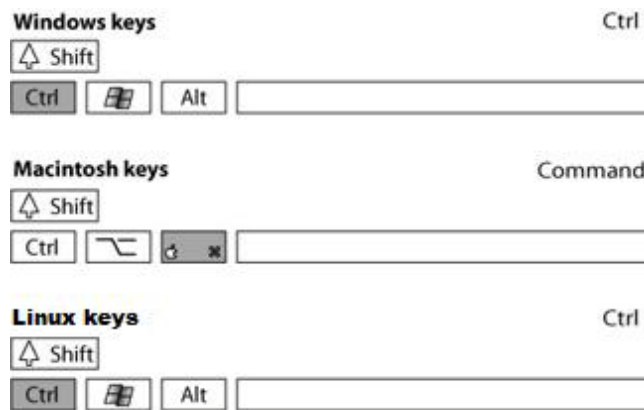
**Note:** You can modify the colour of a guideline using the *Guideline Info* dialog box. Refer to the section about *Item Info* in the *Treatment* menu for more details.

## Estimating with a Guideline

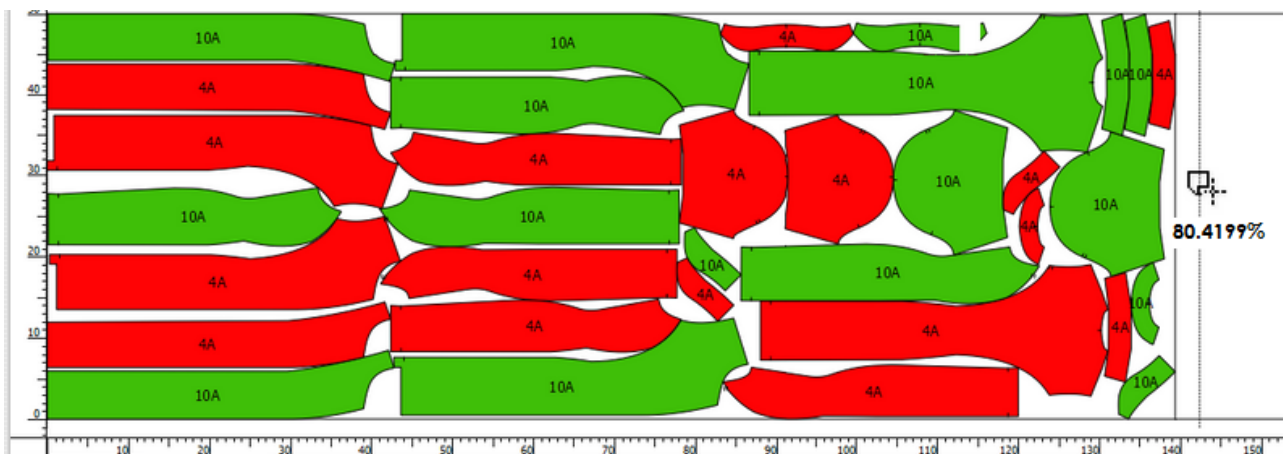
Guidelines enable you to set an objective -- a minimum area to place your pieces in -- on the Fabric Simulation Area.

### To set a guideline:

- 1 Decide of a minimum space on the Fabric Simulation Area that you will place your pieces in.
- 2 Select the *Pointer* tool and click the Y ruler.
- 3 Without releasing the mouse button, press and hold the **Ctrl** (Windows / Linux) or **Command** (Macintosh) key.



- 4 Slide the guideline. A number appears on the side of the line representing a percentage. Release the mouse button at the desired location.
- 5 A guideline appears. Place all your pattern pieces in front of this guideline to reach your estimate efficiency objective.



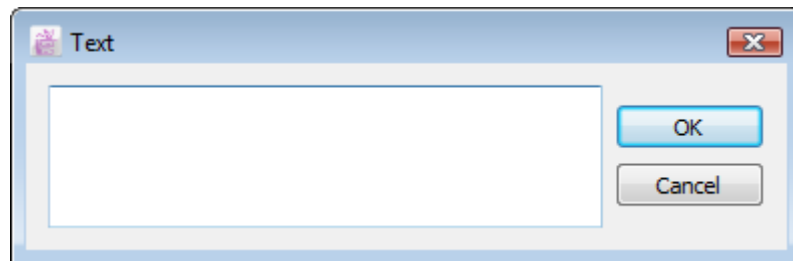
## Adding Text to a Guideline

To add, read or modify text on a guideline:

- 1 Select the *Pointer* tool.
- 2 Press the **Alt** (Windows) or **Option** (Macintosh) key or **Alt +Windows** keys (Linux).and click the guideline.



The *Text* dialog box opens:



- 3 Enter the text in the text box.
- 4 Click the *OK* button.

The text is plotted along the exterior of the marker, on the top or bottom border depending on preferences set in the plotter options.

To remove text associated with a guideline:

- 1 Return the guideline to the ruler, or
- 2 Open the *Text* dialog box, delete the text and click the *OK* button.



## Intelligent Dialog Box

Any dialog box with intelligent calculation. You can put +, -, \* and / to calculate your new measurement.



You can choose to display the number as fraction in all dialog box.



Choose the options in file menu Preference→General→ Inline unit. It displays the unit name next to the measurement.

Inch = 30 in

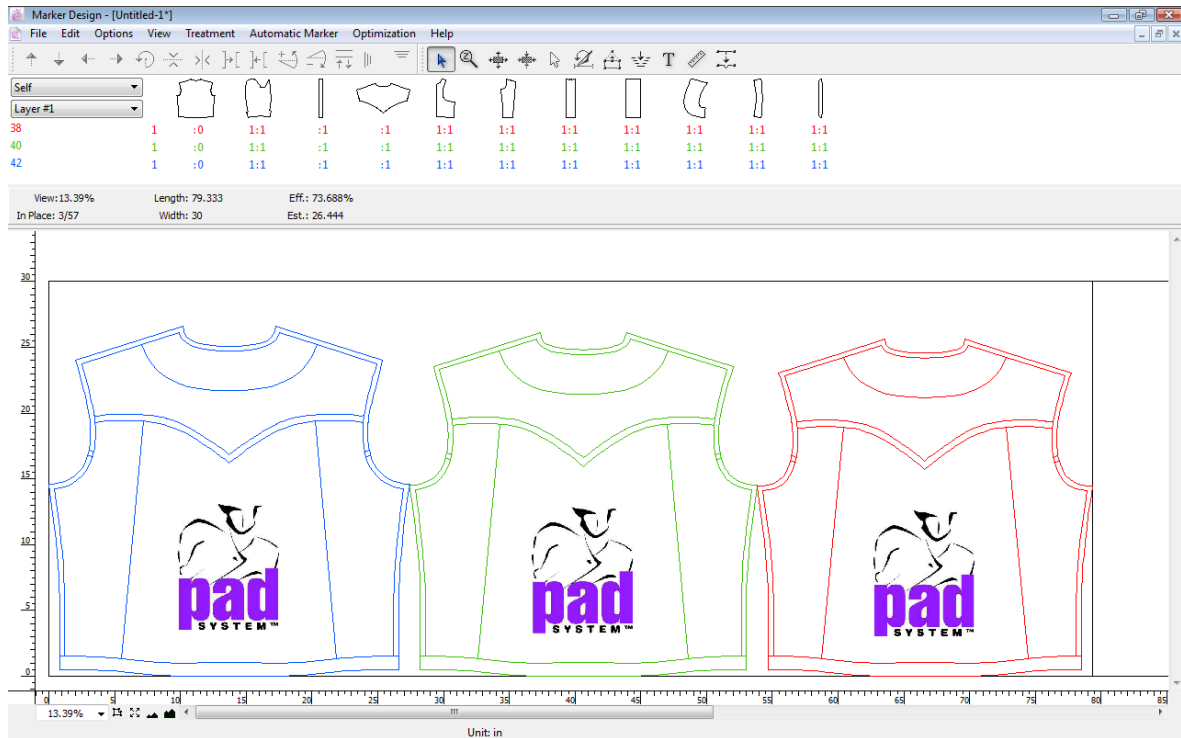
Centimeter = 30 cm

The unit is being selected in "Inch". But you need to apply the value to centimeter. Just add "cm" end of the new measurement in the dialog box. It will calculate in "Inch" and apply the new value to the piece.

For using "Inch", add "in" end of the new measurement in the dialog box.

## Showing Image on the piece in Marker Design

All of Images attached to the pieces are able to show in marker simulation area.

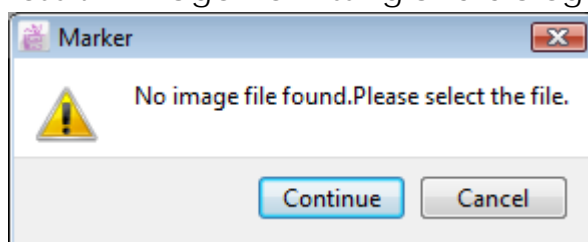


## Create a New Marker File with Images attached on the pieces

The Image file(.pmg)and the Style file(.sty) must be put to the same directory. Once you add a new Style file to the Marker, it will detect the style file whether have Image file and read it automatically.

## Missing Image Files

If you change the name of the Style file (.sty) or the image file (.pmg), it may result in Image file missing and dialogue box will pop-up as below:

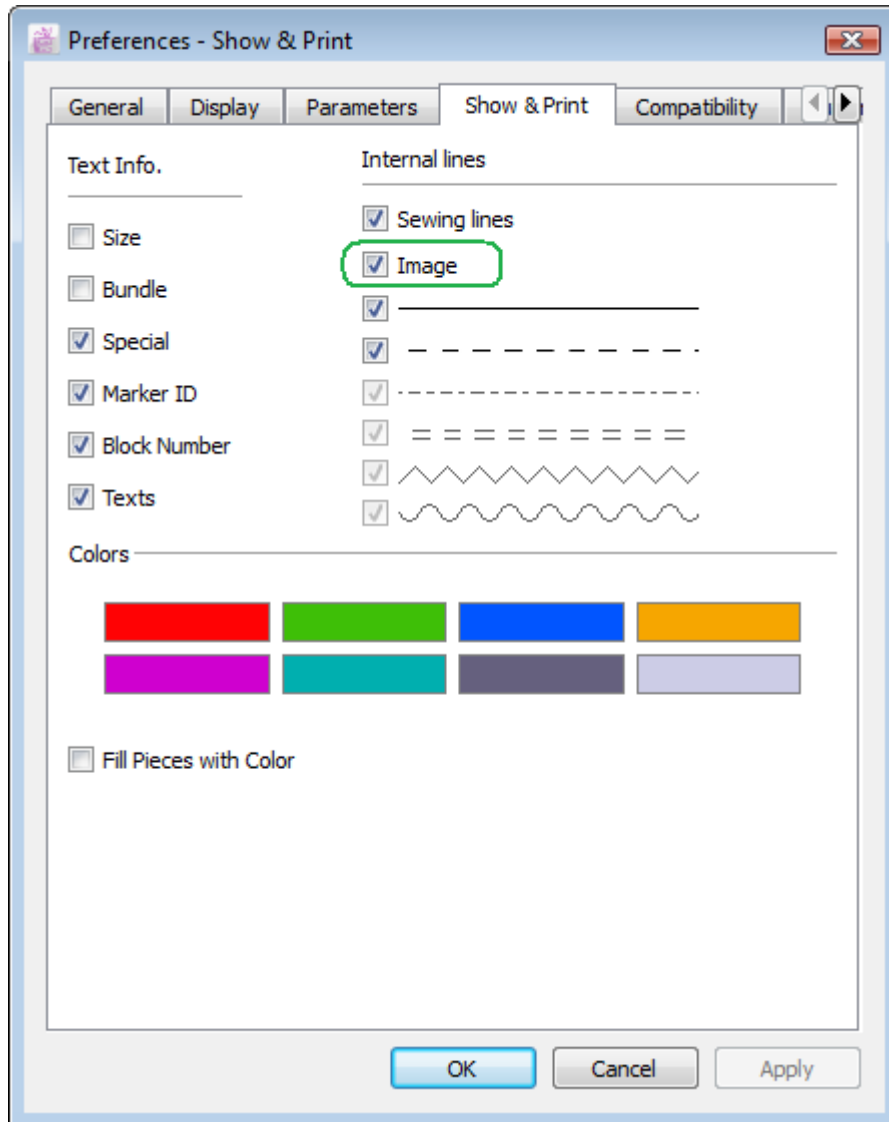


**Continue** – Choose the directory of the Image file

**Cancel** – Close the dialogue box. If the image file is not found, it will show a rectangle instead.

### Show Image on Marker Simulation

To show the image(s) on the pieces, please check the item "Image" in Preference and Show & Print.







### **Convert Marker File with Images to Another File Format**

When exporting Marker file to the file format as follows:

DXF-AAMA

DXF-ASTM

Illustrator(.txt)

Plot File(.plt)

Images on the piece will become a rectangle (Regular Line) if converting to DXF, Illustrator(.txt) and Plot file(.plt).

### **Export Marker File with Images to Cut File Ansi and Cut File Eastman**

Images do not support to the Cut File Ansi and Cut File Eastman.

The Images will not convert to a rectangle in Cut File Ansi and cut File Eastman.



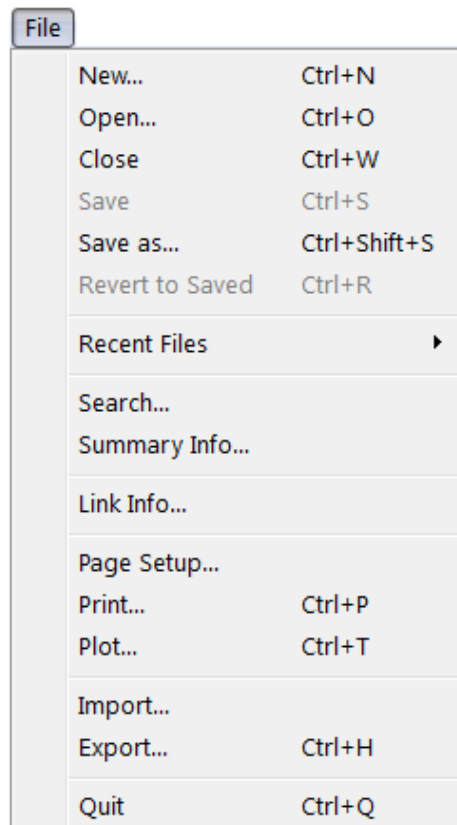
## Chapter 2

# The Menu Bar

• • • • •

### File Menu

The *File* menu is the first thing you encounter in PAD System Marker Design. Moreover, the *File* menu is mandatory to get started.

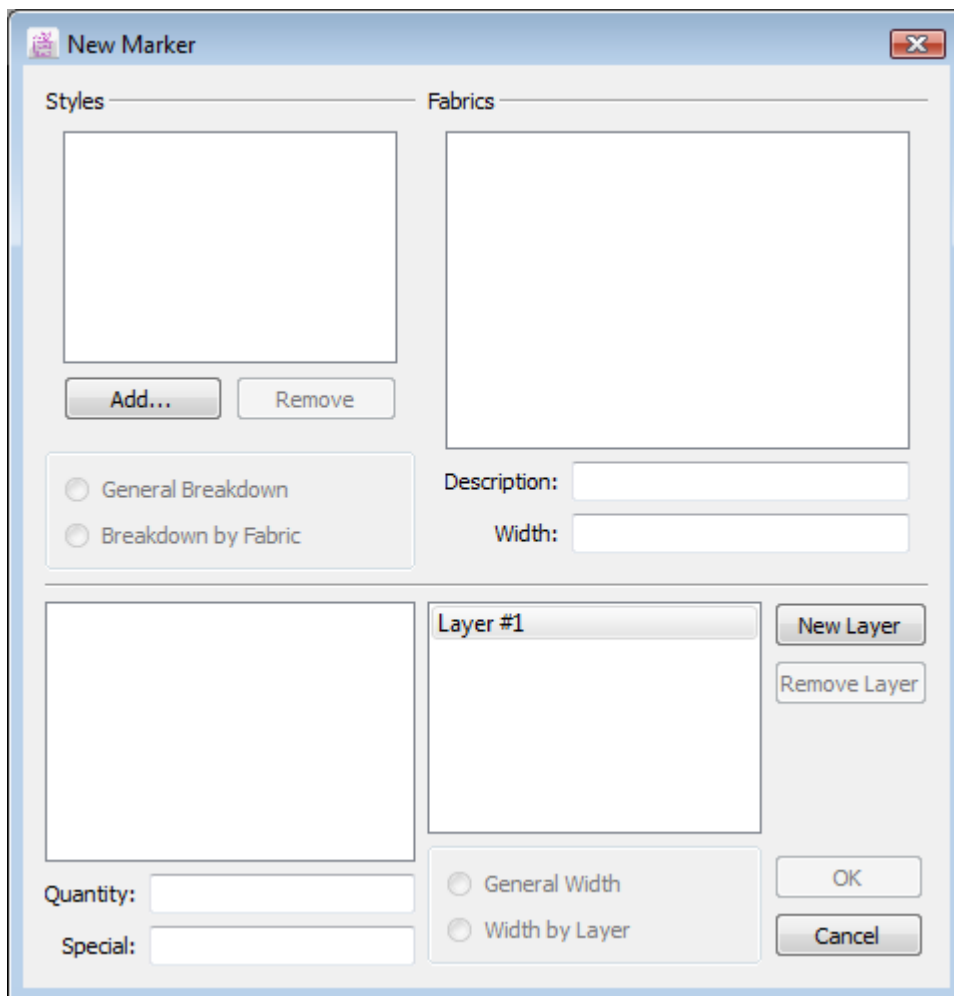


## File Menu: New...

The *New* option in the *File* menu creates an empty document based on set pattern pieces of a chosen style file.

When you select the *New* option, a dialog box opens that enables you to specify the characteristics of the new Marker file.

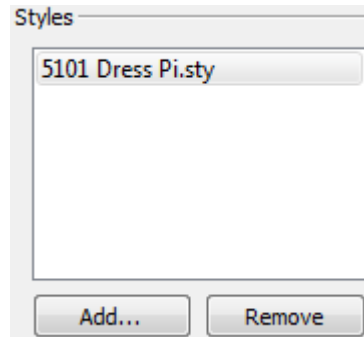
The *New Marker* dialog box offers the following options:



The *New Marker* dialog box is split in 4 sections: *Styles*, *Fabrics*, *Breakdown* and *Layers*.



## Styles



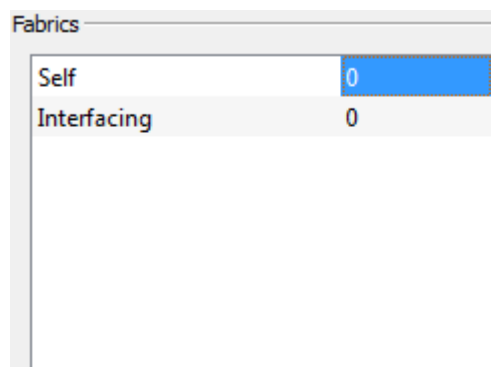
**Add:** It enables you to add a new Style file to the Marker.

**Remove:** It removes a Style file from the Marker.

**General breakdown:** It obtains the same breakdown for all the fabrics of your marker.

**Breakdown by fabric:** It allows you to establish different breakdowns for different fabrics.

## Fabrics



**Description:** It enables you to add a description to the selected fabric.

**Width:** It allows you to set a width for the selected fabric according the measuring unit that you selected in the ruler preferences (*Options -> Preferences -> Display*).



## Cut Sizes

4	0
6	0
8	0
10	0
12	0
14	0

Quantity:

Special:

**Quantity:** This value determines the quantity of clothing cut by sizes.

**Special:** It enables you to assign a customized name to identify a selected size. If Specials were assigned in the Pattern file, they will be displayed here.

## Creating Size Layers

You can create many layers in a single Marker file. Sizes can be separated into different layers to obtain a size by size marker.

Layer #1

General Width  
 Width by Layer

The radio buttons below the *Layer* menu enable you to modify the width of the fabric for all layers or by layer.

**General Width:** It applies the same fabric width to all the layers.

**Width by Layer:** It allows you to determine different widths for each layer.



## Creating a New Marker File

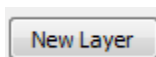
### To add a Style file to a new marker:

- 1 Click the *Add...* button.
- 2 A dialog box opens, enabling you to browse for the desired style (.sty) file.  
Select the right path.
- 3 Once it is done, click the *Open* button.
- 4 The file is listed under *Styles* in the *New Marker* dialog box.

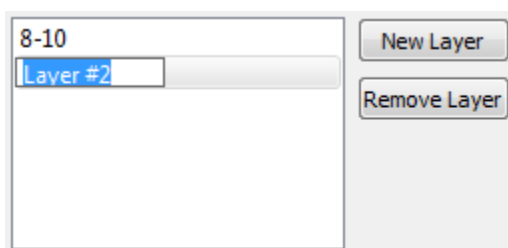
**Note:** A Style file cannot be added in the *New Marker* dialog box if it does not contain pieces and/or a grade nest. The list of fabrics modifies itself according to the style selected. The pieces of each style are sorted on the corresponding fabric.

### To create a layer:

- 1 Click on the *New Layer* button.



- 2 A new layer appears in the layer list windows:

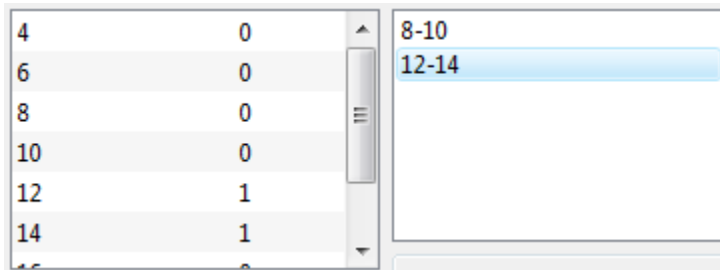
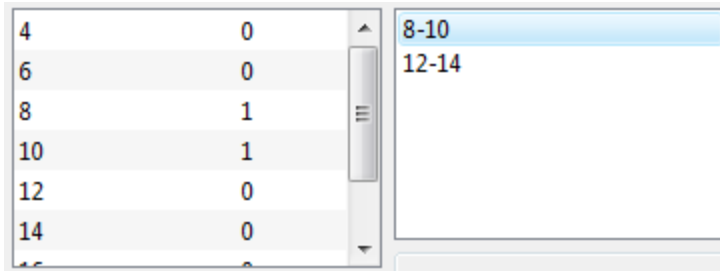


- 3 Choose on it and enter the name of the new layer.



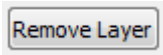
**To move between layers:**

- 1 Click the *Layer* in the layer list windows.
- 2 Select the layer you wish to view.



**To delete a layer from the list:**

- 1 Select the layer you wish to delete.
- 2 Click on the *Remove Layer* button.





To set the quantity to be placed for each cut size:

- 1 Highlight the desired size.
- 2 Enter the desired quantity in the *Quantity* box.

4	0
6	1
8	0
10	0
12	0
14	0

Quantity: 1

- 3 Select the next size you wish to modify and repeat the steps above.

Several sizes can be selected at the same time to enter the same quantity in one step. See the Keyboard Selection section in the Basics chapter for further details about how to make a multiple selection in a list.

4	0
6	3
8	3
10	3
12	0
14	0

Quantity: 3

**Note:** To modify a Marker data that already exists, use the *Marker Info* function, accessible via the *Treatment* menu.



## File Menu: Open...

The *Open...* option in the *File* menu enables you to open an existing marker file. When you select *Open...*, a dialog box appears. Browse for the desired file and click the *Open* button.

You can open two types of files in Marker Design.

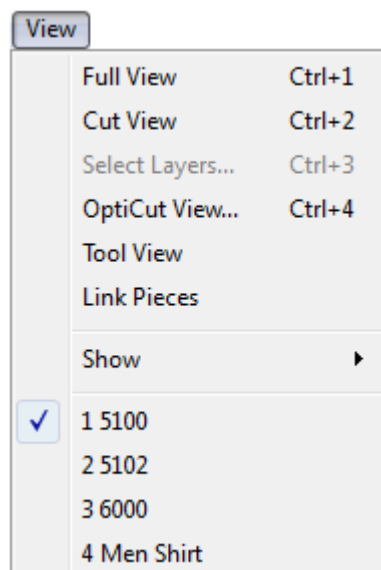


Marker file \*.mar  
The Marker file \*.mar is a regular Marker file.



Automatic marker file \*.maa  
Automatic marker file \*.maa is a special Marker file created by the automatic marker engine. See section *Automatic Marker Menu* for more details.

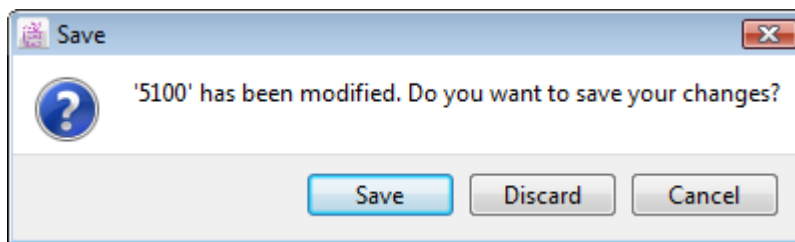
It is unlimited on files opened at the same time. A list of the open documents is available in the *View* menu; it enables you to switch from one open file to another.



## File Menu: Close

The *Close* option in the *File* menu closes the active file.

If your file has unsaved modifications, the application opens a window asking you if you wish to save the open file:

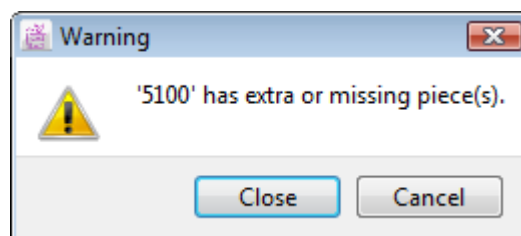


Modifications were made to this marker since it was last saved, or this marker has never been saved. Click the *Save* button to save the modifications, *Cancel* to return to the marker or *Discard* to quit without saving.

## Other possible warning messages

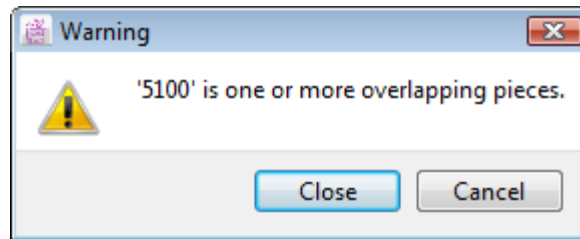
According to your settings in the *General* dialog box in the *Preferences* sub-menu, in the *Options* menu, the close command can prompt different messages to point out certain aspects you may have forgotten prior to closing the file.

You may see one or more of the following dialog boxes:

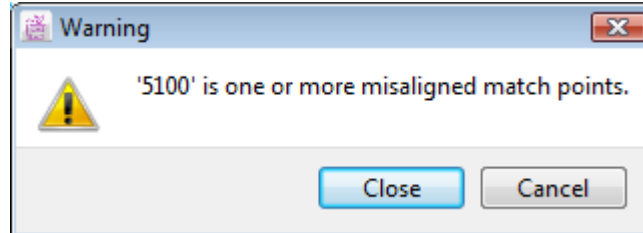


The quantity of pieces placed does not correspond to the order. To return to the marker and make new operations, click the *Cancel* button, to quit without considering the warning message, click the *Close* button.

One or more pieces are overlapping in this marker. To return to the marker and make new operations, click the *Cancel* button. To quit without considering the warning message, click the *Close* button.



One or more points are misaligned in this document. To return to the marker and make new operations, click the *Cancel* button. To quit without any regards to the warning message, click *Close* button.

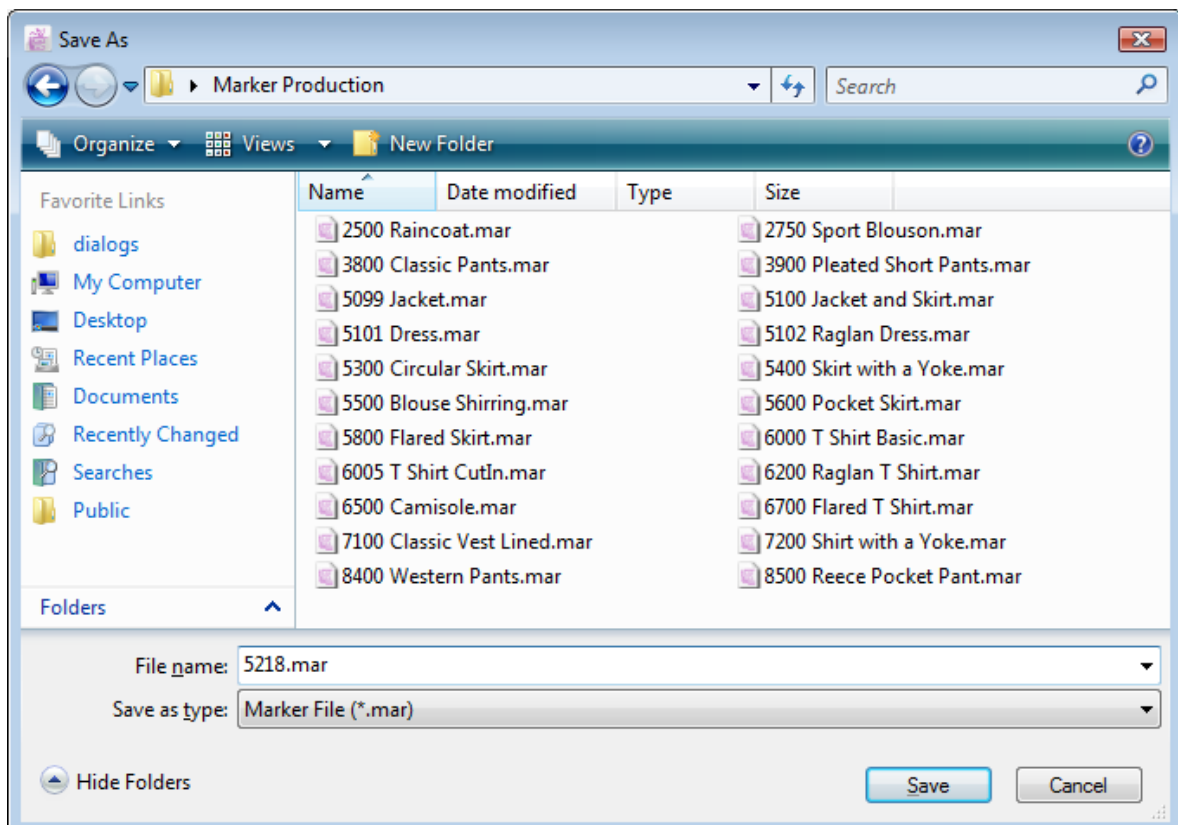


## File Menu: Save

Each time you create a new file, the file should be saved on your computer hard drive.

### To use this command:

- 1 Select the *Save* item in the *File* menu. If you already saved the file at least once, it is saved under the same name and the saving process ends here.
- 2 If you are saving for the first time, the *Save As* window appears. Enter the name of the file, select its type if it applies and select the folder you would like to save the file in.
- 3 Press the *Save* button to validate.



## File Menu: Save as...

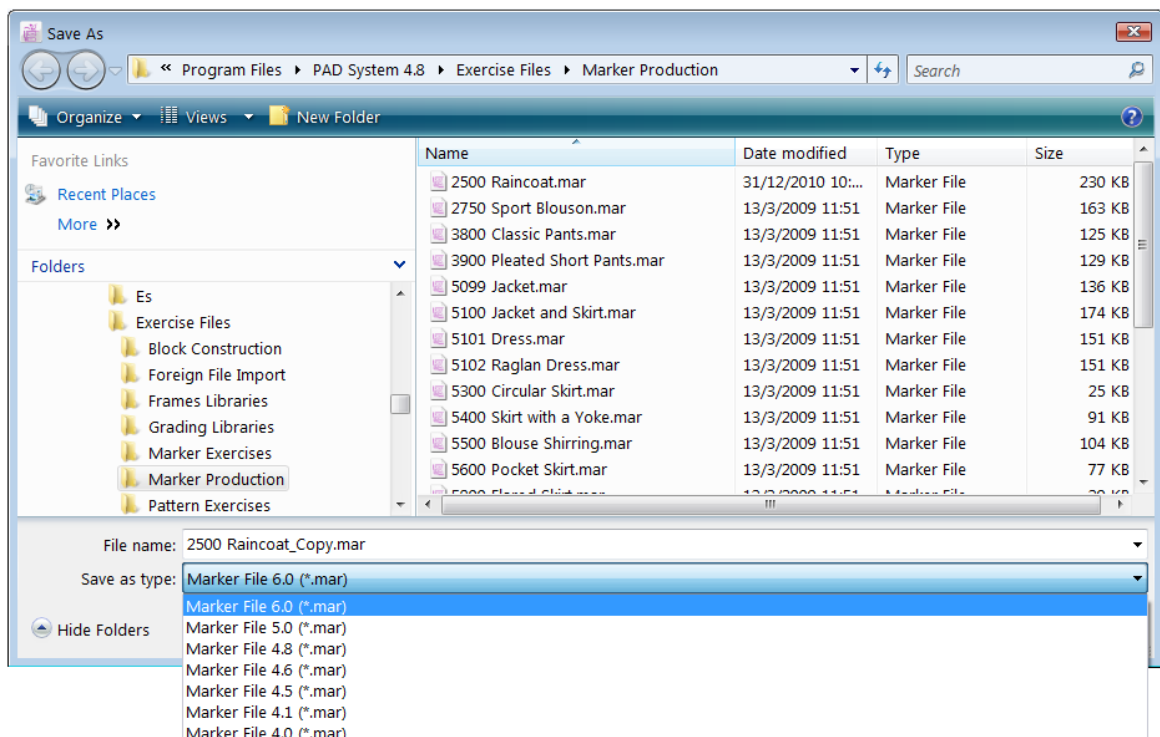
To save an existing file under different name or other directory. If you just change the location without renaming, all changes would be updated on the file of latest saved location only.

Save as... item also allows saving the file in the format of previous version of PAD System. It serves as a platform to communicate with users using previous PAD's versions, like 4.0, 4.1, 4.5, 4.6, 4.8 and 5.0.

### How to do:

1 Select *Save as...* from *File* menu. If you work on existing file and you want to change directory without renaming it, all changes will be updated on file of new locations. If you want to rename it, you are required to save with new file name and new location (if necessary).

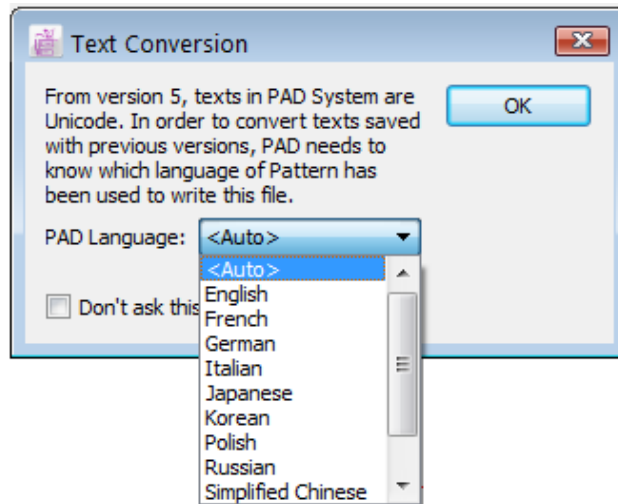
2 You can choose the version to save as in *Save as Type* drop-down menu.



3 It is default using the same file name with *\_Copy* at the end and you can rename it as well.

4 Click the Save to execute.

5 *Text Conversion* dialog box pop up and ask to choose language used.



**PAD Language:** Select Auto to save the file as per operating system language used or select language from this list.

6 Click the Save to execute.

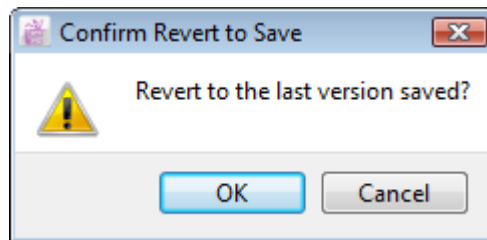


The *Summary info* of the copy of your file displays the file format and the version of the PAD System software that saved it. This information also appears in the *Comments* text box.

A screenshot of the "Summary Info" dialog box. The dialog has a title bar with a close button. It contains two tabs: "Summary" (selected) and "Security". Under the "Summary" tab, there are several input fields: "Title" (containing "2500"), "Author", "Company", "Keywords", and "Comments" (containing "Self Layer #1 Size 38"). Below these are "Stamped" (1/29/14 1:51 PM), "Created" (1/29/14 1:49 PM), "Last Saved" (1/29/14 1:50 PM), and "Version" (6.0). A "Now" button is next to the "Stamped" field. At the bottom are "OK" and "Cancel" buttons.

## File Menu: Revert to Saved

The *Revert to Saved* function erases all preceding steps up to the last time the file was saved. It should be used if all undo levels are not enough to undo unwanted modifications that were applied to the marker. If you use the *Revert to Saved* function, you cannot recover the undone steps.

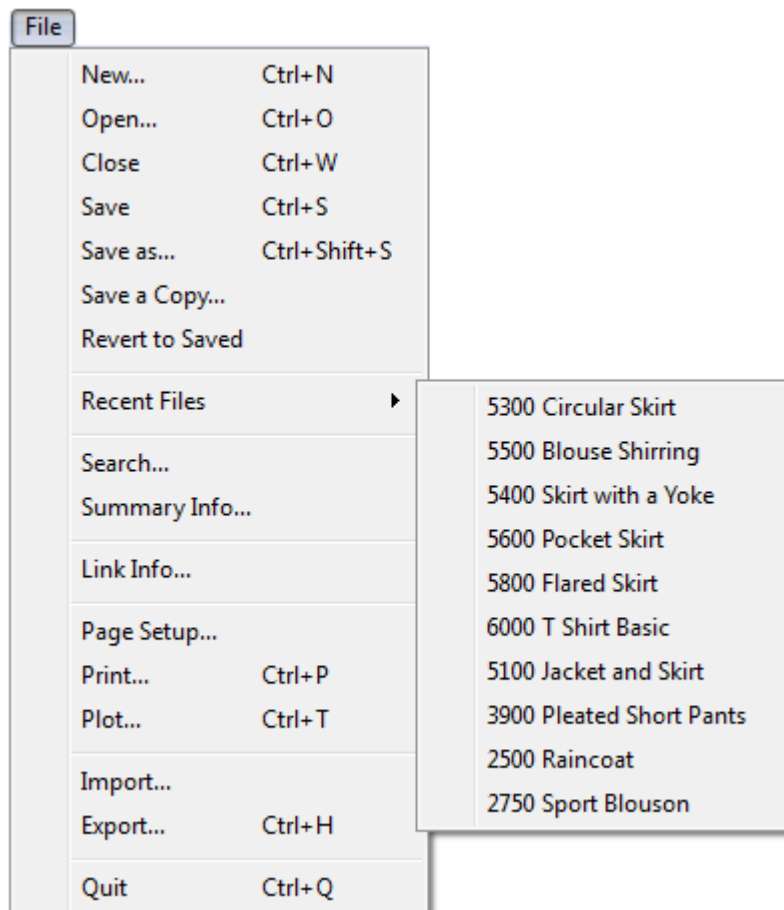


Click the *OK* button to restore the file to its last saved version.



## File Menu: Recent Files

The *Recent Files...* item in the *File* menu allow opening the previous marker file in marker product.

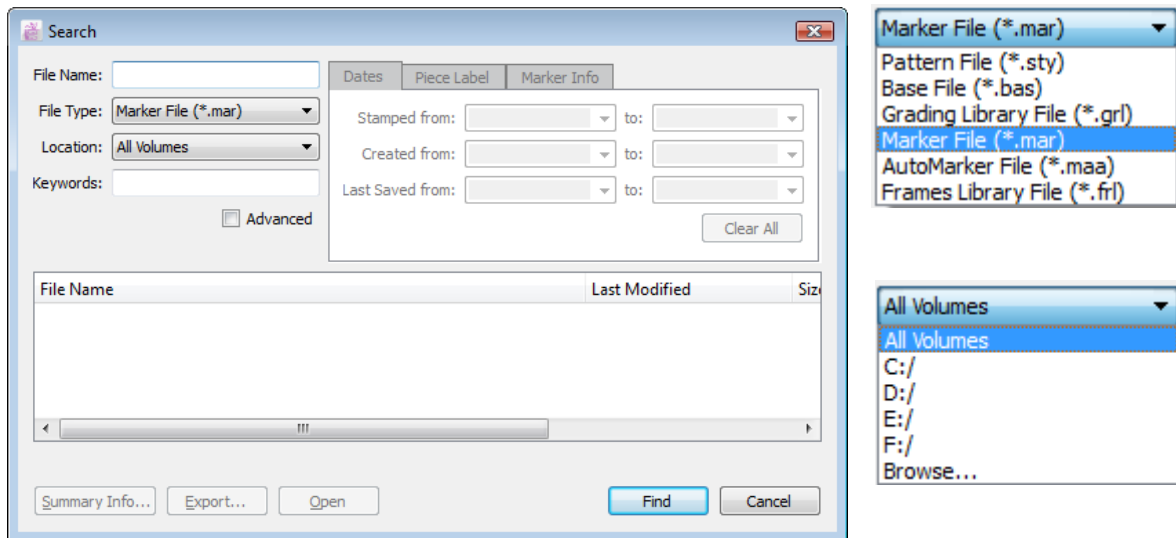


10 marker files save in memory and display on the Recent Files items.

Recent files merely store the location path of marker file in the computer hard drive. If the location or directory of the file has been moved or removed, a message will appear and remind you, the file is not found in that directory when you try to open this particular file in Recent Files.

## File Menu: Search...

The search function in the *File* menu opens a dialog box with search criteria. Use this command to find all files created with PAD System™ software.

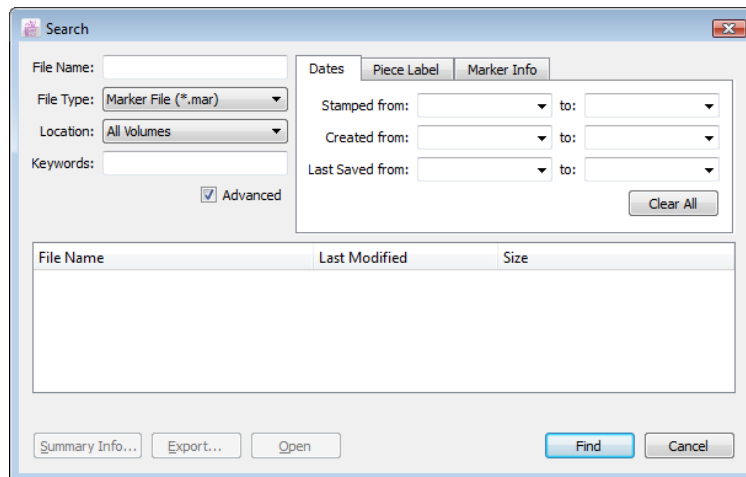


**You can search according to the following criteria:**

- The name or part of the name of the sought file.
- The type (extension) of the sought file.
- The place, the drive where you desire to do the search.
- Specific keywords in the summary of the file.

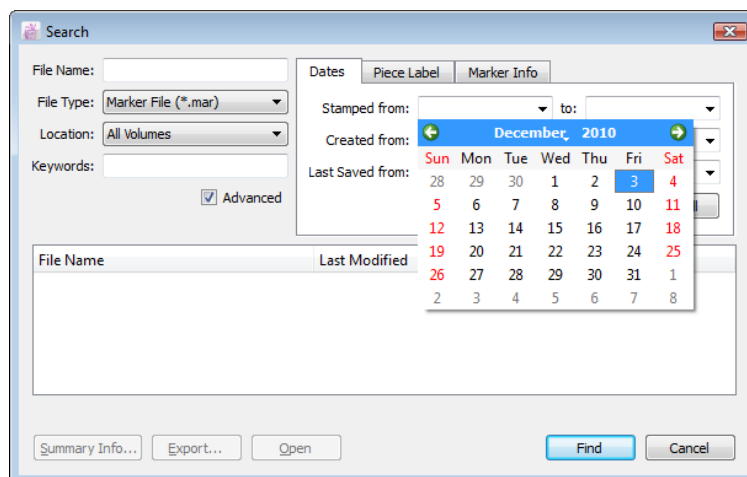
## Advanced

Check on the *Advanced* item, the dialog on the left hand side is activate to search for files using the advanced search criteria described below.



## Dates...

It allows you to search for files according to the date of creation, date of last modification and/or stamp date.

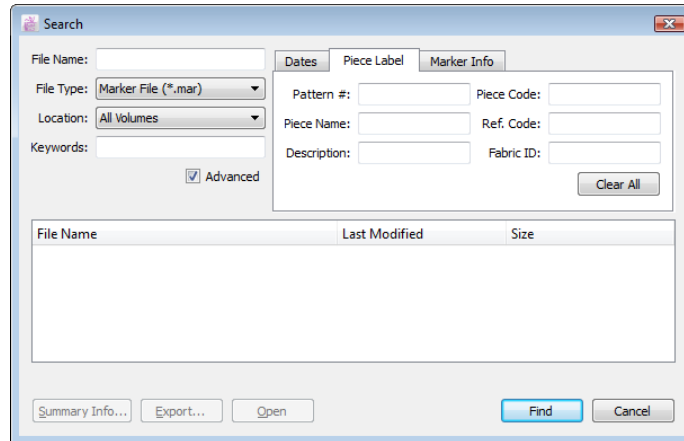


- **Date Stamp from and Date Stamp to:** It indicates the time interval during which the files have been stamped.
- **Created from and Created to:** It indicates the time interval during which the files have been created.
- **Last Saved from and Last Saved to:** It indicates the time interval during which the files have been saved for the last time.

Click the *Clear All* button to delete all of information from the text boxes.

## Piece Label...

This dialog box allows you to search according to different piece characteristics.

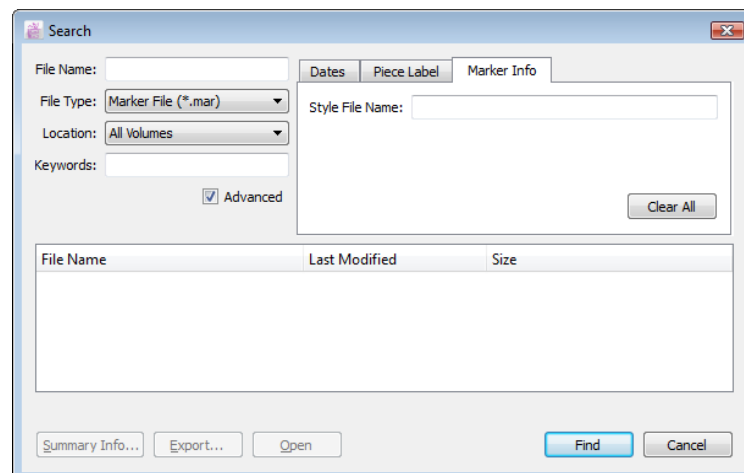


Using the *Piece Label...* option, you can search for files according to:

- **Pattern #:** It indicates a piece pattern number (from the *Set piece* dialogs.)
- **Piece Name:** It indicates a piece name (from the *Set piece* dialog box).
- **Description:** It indicates a description assigned to a piece (from the *Set piece* dialog box).
- **Piece Code:** It indicates a Piece Code (from the *Set piece* dialog box) on the piece.
- **Reference Code:** It indicates a piece Reference code (from the *Set Piece* dialog box) to identify it.

## Marker Info...

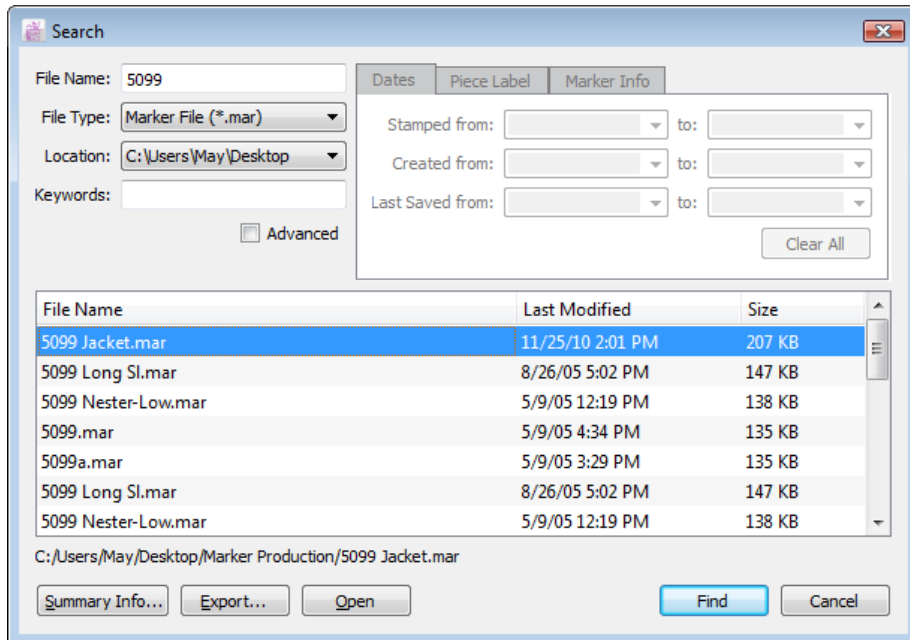
It allows you to conduct a precise search according to the name of the marker file.



Click the *Clear All* button to delete all of information from the text boxes.

**Search. Files Found**

When your search is completed, a dialog box appears, presenting a list of files that match your search criteria.



When you highlight a file, its location on your hard drive or network is displayed above the file list.

**The Files Found dialog box offers the following options:**

**Summary Info...:** It enables you to read the summary of a file.

**Export...:** It enables you to export the information (PAD System Manager (xml) or Text File) from the Files found dialog box.

**Open:** Click the Open button to view your file, if your search returned a file that can be opened with the application currently running (i.e.: \*.mar in Marker or \*.sty in Pattern).

**Find:** Click the Find button to launch the searching.

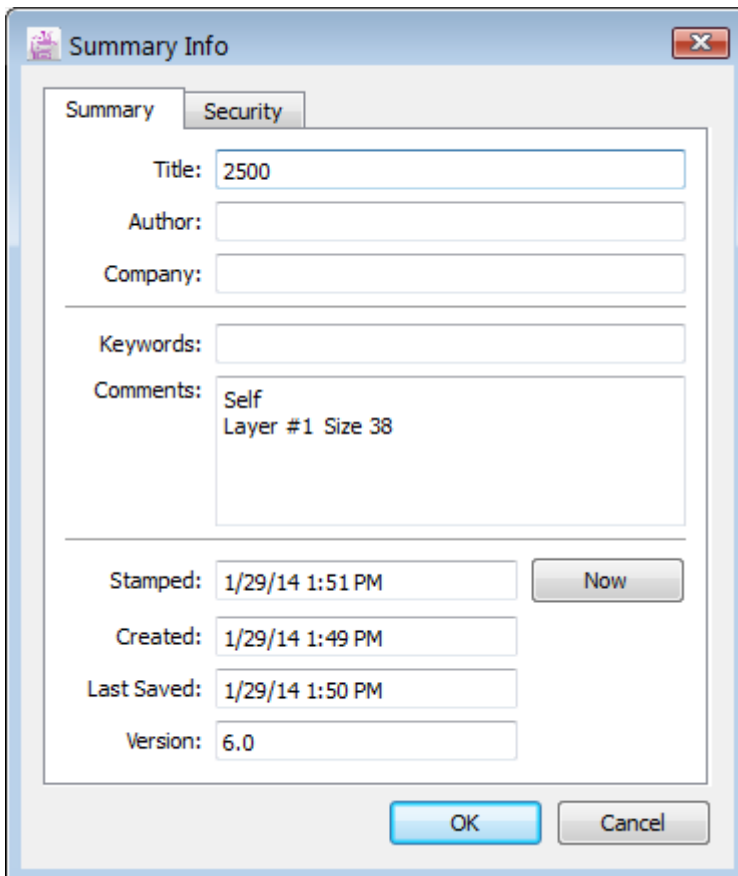
**Cancel:** It cancels the Search function.

If your search returned with no results, a No File Found message appears. Please type in the new name file and search again.

## File Menu: Summary Info...

The *Summary Info...* item in the *File* menu opens a dialog box that allows you to enter and save useful information you would like to associate with the open file.

### Summary Info: Summary



The screenshot shows a dialog box titled "Summary Info" with two tabs: "Summary" (selected) and "Security". The "Summary" tab contains several input fields and a text area:

- Title:** 2500
- Author:** (empty)
- Company:** (empty)
- Keywords:** (empty)
- Comments:** Self  
Layer #1 Size 38
- Stamped:** 1/29/14 1:51 PM (with a "Now" button)
- Created:** 1/29/14 1:49 PM
- Last Saved:** 1/29/14 1:50 PM
- Version:** 6.0

At the bottom of the dialog are "OK" and "Cancel" buttons.

**Title:** It indicates the name of the working file.

**Author:** It allows you to enter the name whose create the marker file.

**Company:** It allows you to enter the name of the company.

**Keywords:** It allows you to enter keywords that describe the file.

**Comments:** It is a text box in which you can enter and save personal comments.



**Stamped:** It allows you to assign a date to the file. To enter the current date, click the *Now* button.

**Created:** It displays the file creation date.

**Last Saved:** It displays the date when the file was saved for the last time.

**Version:** It displays the file format of the file.

### [Summary Info: Security](#)

A screenshot of a 'Summary Info' dialog box with a 'Security' tab selected. It contains two password input fields labeled 'Input Password:' and 'Confirm Password:'. Below the fields is a red note: 'Note: This file can not be opened if you lost the password. (Password is case sensitive.)'. There is a 'Clear' button to the right of the note. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

**Input Password:** Allow to input the password to secure the file. Please be aware that password is case sensitive.

**Confirm password:** To input the password for confirmation.

**Clear:** To remove the current password.

## File Menu: Link Info...

*Link Info* allows you to update the marker file by linking it to one or more pattern files.

All modifications made to the pattern are recognized by the marker application and the user is warned when such modifications are made and saved.

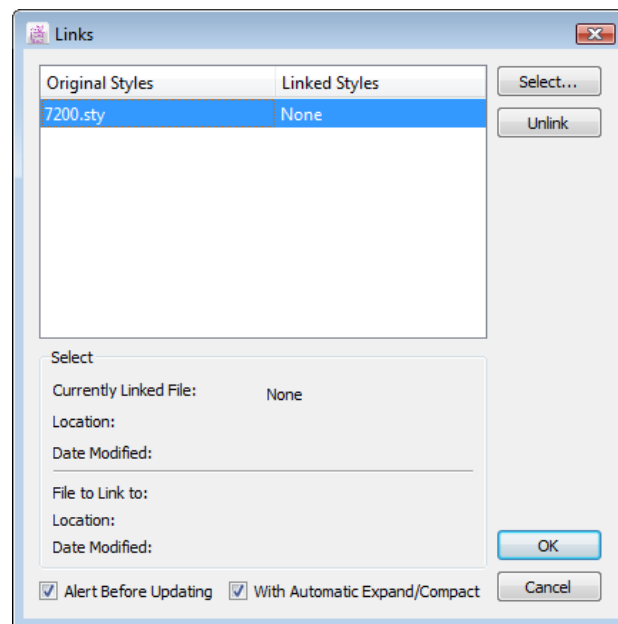
By default, no pattern is linked to a new marker. The user must create the links.

**Note:** It is imperative that the file was saved in a pattern application version 4.0 or higher. Otherwise, open the file in a Pattern application that is later than 4.0 and save the file again. You can create a new marker and use the *Link Info* function.

### To create a link between a marker and a pattern file:

1 Select the *Link Info* command from the *File* menu.

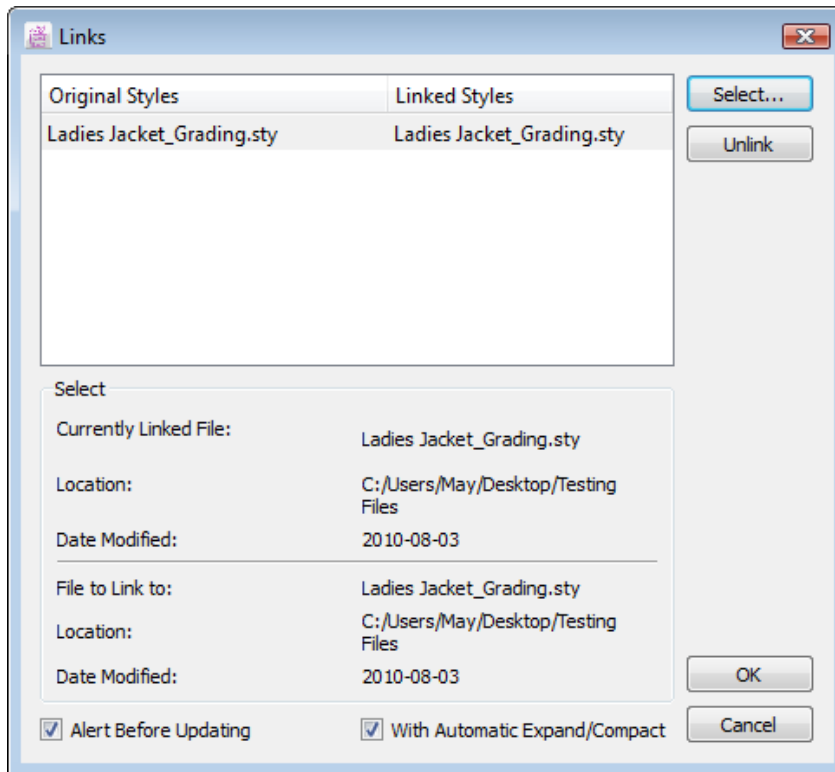
The *Links* dialog box opens:



2 Click the *Select* button.



- 3 The *Open* dialog box appears. Browse for and select the Pattern file associated with your marker file.
- 4 Click the *Open* button in the *Open* dialog box. The new file show in *Linked Styles* column.



- 5 Click the *OK* button in the *Link* dialog box.
- 6 In the *Links* dialog box, select or deselect *Alert Before Updating* and *With Automatic Expand/Compact* (explained on the next page).

Once your marker file is linked to a pattern file, you can see the name of the Pattern file under *Linked Styles*, in the *Links* dialog box.

**The *Links* dialog box offers the following options:**

**Original Styles:** It is the name of the original styles used to create the marker file.

**Linked Styles:** It is the name of the linked pattern files. You may link one pattern file to each original style.



**Currently Linked File:** It is the name of the current linked pattern file.

**Location:** It is the file path where the current linked pattern file is saved.

**Date Modified:** It is the date when the current linked pattern file was last modified.

**File to Link to:** It is the name of the pattern file to be linked to the current marker file.

**Location:** It is the path of the pattern file to be linked.

**Date Modified:** It is the date when the pattern file to be linked was last modified.

**Alert Before Updating:** Select *Alert Before Updating* to receive an alert before any changes are made to the marker to reflect changes made to the linked pattern file.

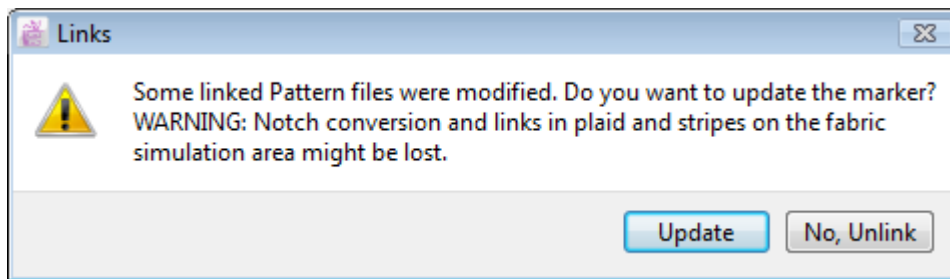
**With Automatic Expand/Compact:** Replace the pieces without making them overlap to obtain a better usage of fabric.

**Unlink:** It deletes the existing link.

**Cancel:** It cancels all modifications.

## Modifications to the Linked Pattern

If a linked pattern file is modified and you checked *Alert before updating* in the *Links* dialog box, you receive an alert before Marker updates your marker file to reflect changes.



Select *No, Unlink* button to prevent updates and unlink the linked files.

Select *Update* button to update the marker file.



## File Menu: Page Setup...

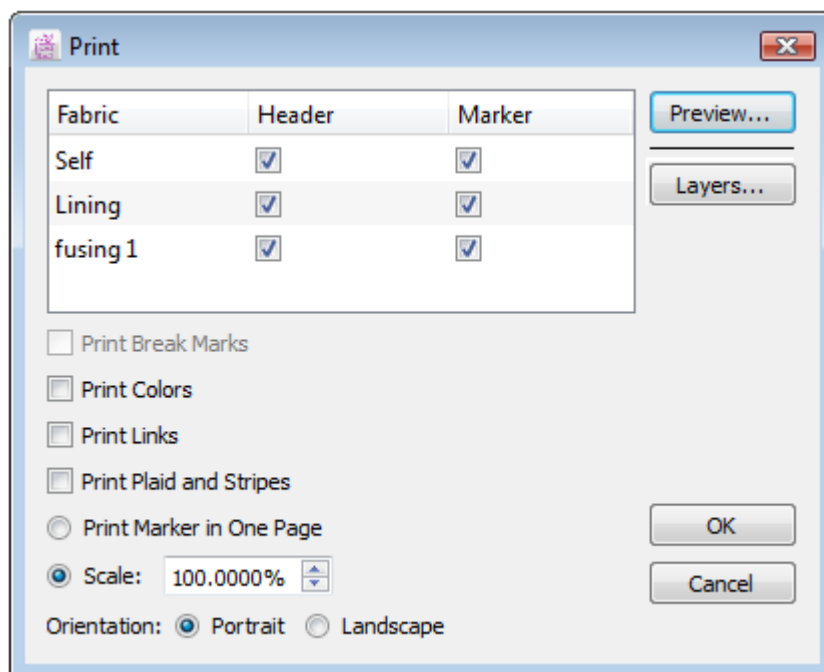
The *Page Setup...* command from the *File* menu enables you to establish information to prepare for the printing of your marker file.

**Note:** For specific page setup instructions, please refer to your printer manual and/or the user manual for your Macintosh or Windows or Linux operating system.

## File Menu: Print...

The *Print* item, in the *File* menu, enables you to print your marker file. It allows you to configure various options regarding the way you wish to print your file.

When you select *Print*, the *Print* dialog box opens, offering the following options:



**Header:** When checked, it prints the header information for the associated fabric.

**Marker:** When checked, it prints the marker with some of its information for the associated fabric.

**Print Break Marks:** It prints the break marks.

**Print Colors:** Select this check box to print the marker in color.

**Print Links:** The links between the pieces will be printed on the report.

**Print Plaid and Stripes:** It prints the plaid and stripes of the marker, if any.



**Print Marker in One Page:** It scales the marker to print it in one page.

**Scale:** It reduces the scale of the marker for printing. To scale a marker, select the radio button and enter your scale amount in the corresponding text field (to a minimum of 25%).

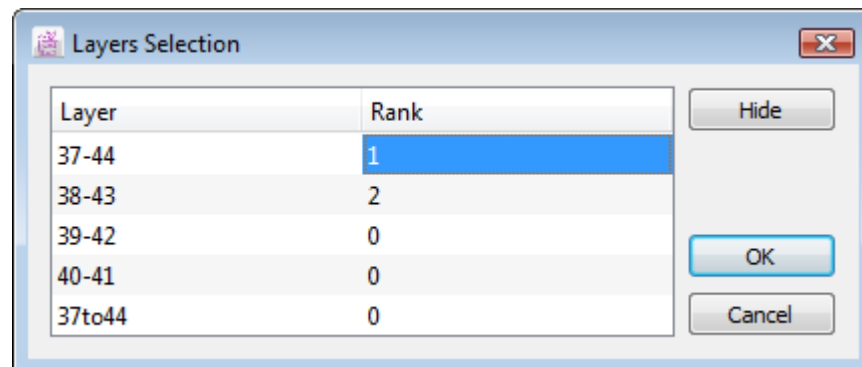
**Orientation:** Select the printing direction on *Portrait* or *Landscape*.

**Preview:** It shows the printing to another window.

**Layers...:** Click the *Layers* button in the *Print* dialog box to open the *Layers Selection* dialog box. This dialog box enables you configure the order in which you want your layers to be printed.

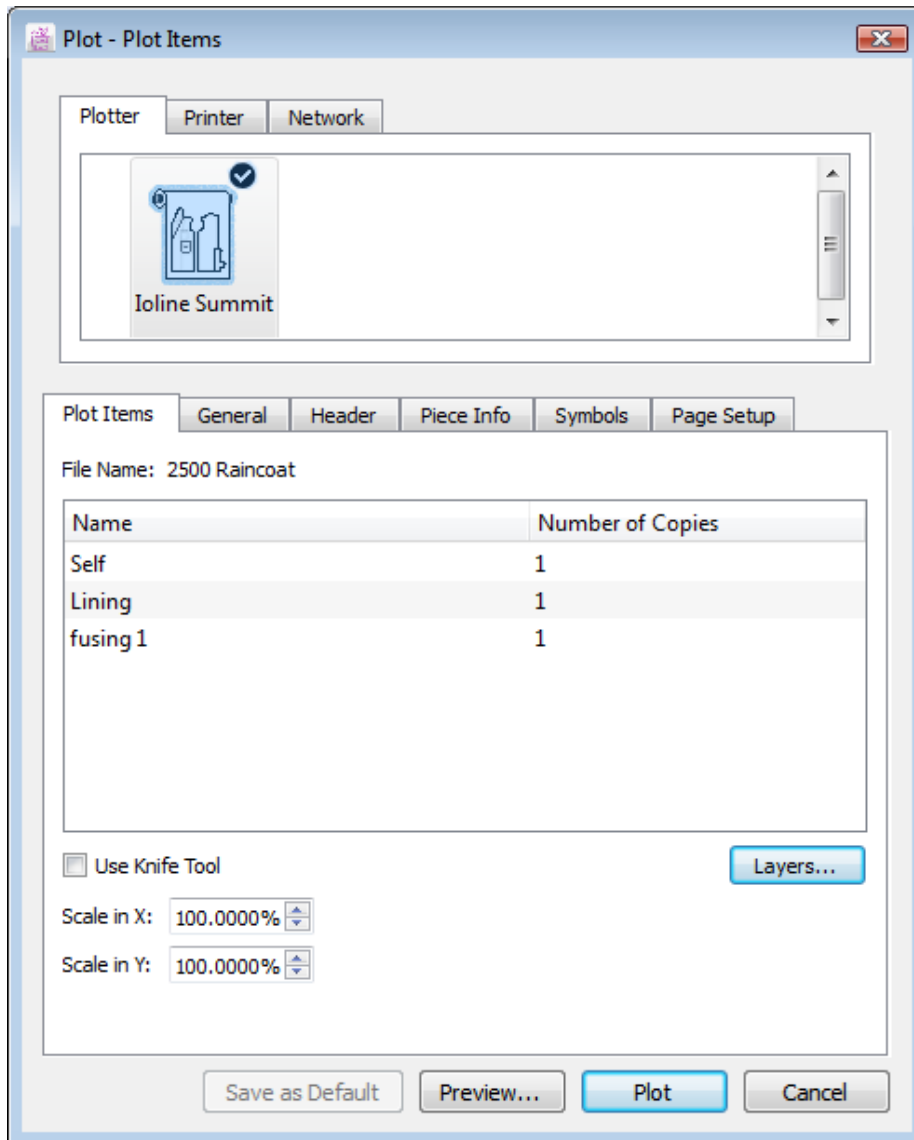
**Show/Hide:** Select a layer and click the *Show/Hide* button to print or not print a specific layer.

Alternately, to show or hide a layer, simply double-click it. The actual status of the layer changes to the other status.



## File Menu: Plot...

The *Plot* dialog box, accessible by selecting *Plot...* in the *File* menu, enables you to set the quantity and size of your plotted files and plot these files.



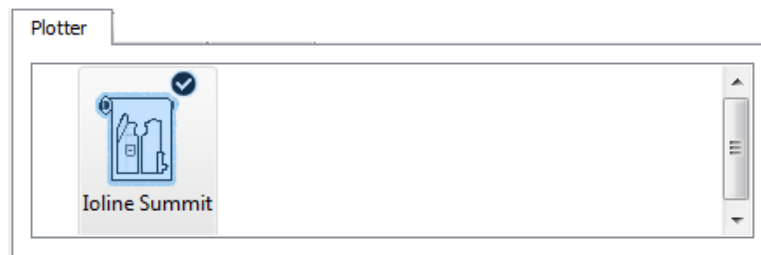
From the *Plot* window include another page for *Plot Items*, *General*, *Header*, *Piece Info*, *Symbols* and *Page Setup*. To view another page, just click any tab of the window.

The *Plot* dialog box offers the following options:

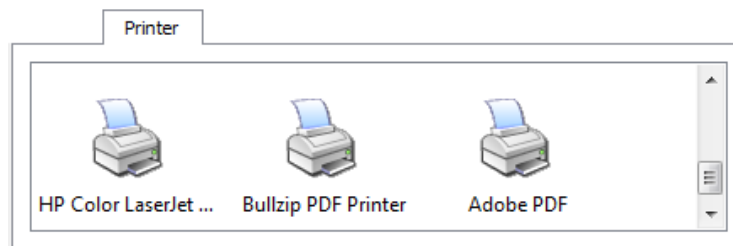
### Plotter Drivers / Printer Drivers

The top of window is showing which driver is selected from Option menu, Preference and Plot. You may select more than one driver from the plotter list.

#### Plotter

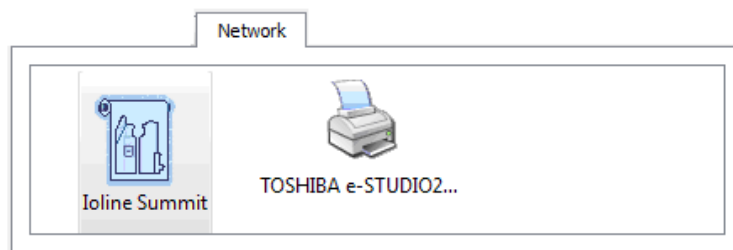


#### Printer

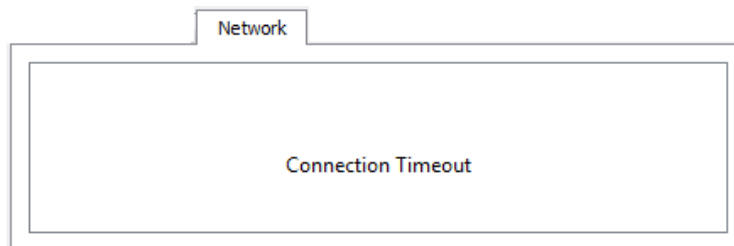


#### Network

When Plot Manager starting the plotting service. Network tag page is activated and show you which plotters is ready to connect.



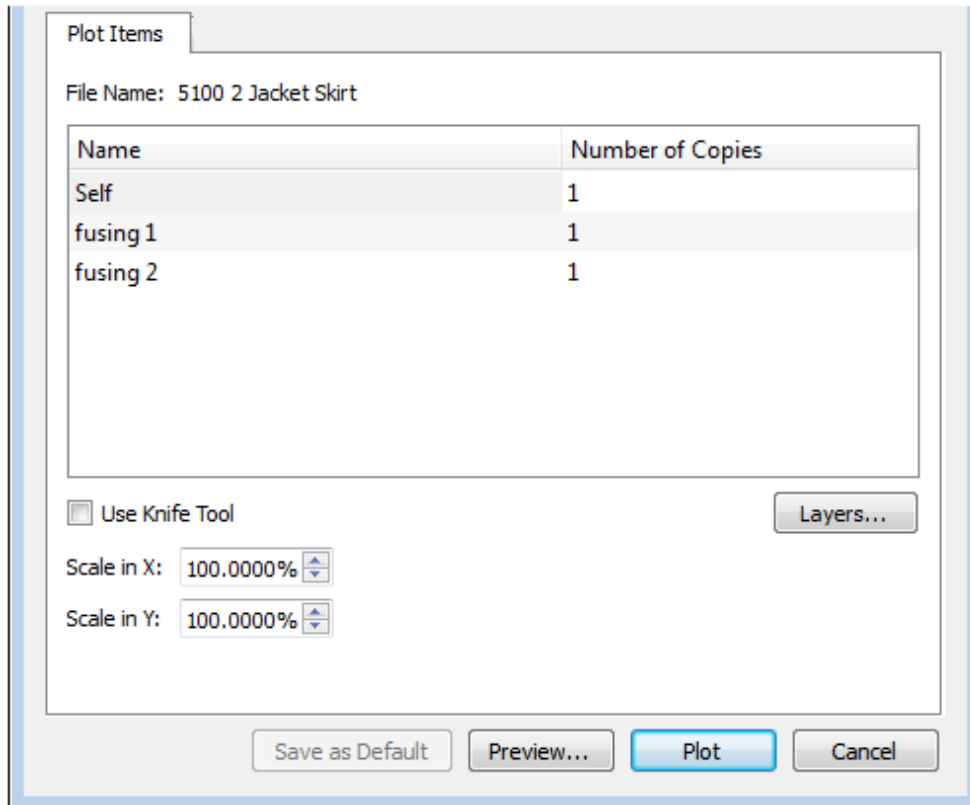
If the service is stopped in Plot Manager, it shows the message as below.



**Note:** For more information about Plotter, please refer to the Plotter section in the Preference menu.



## Plot Item



### To plot a marker file:

- 1 Select the *Plot* function in the *File* menu.
- 2 Select the fabric that you wish to include on the plotted file.
- 3 Enter the number of copies if you wish to plot more than one.
- 4 Set the scale, if you wish to plot your marker larger or smaller than 100%.
- 5 Select or deselect the *Use Knife Tool* check box.
- 6 Click the *Plot* button to validate.

### The *Plot* page offers the following options:

**Number of Copies:** It allows you to select how many copies you want for each fabric.

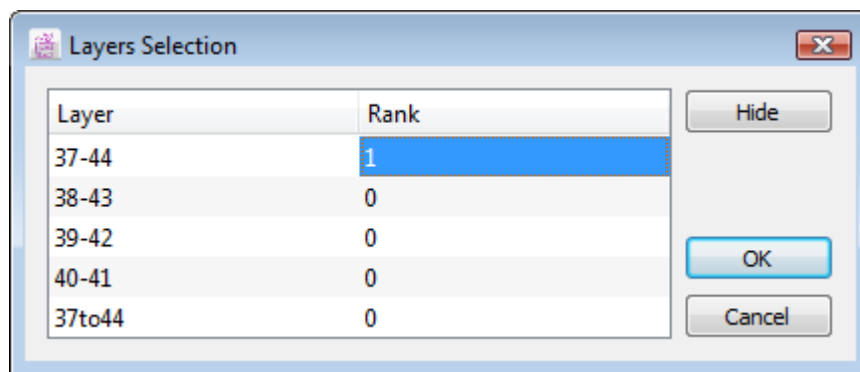
**Use Knife Tool:** It activates the cut function if your plotter has a paper cut option.

**Scale in X:** It reduces the X value of the marker according to a defined percentage. If no value is entered, the marker remains at 100%.

**Scale in Y:** It reduces the Y value of the marker according to a defined percentage. If no value is entered, the marker remains at 100%.

### Layers...

Click the *Layers* button in the *Plot Items* page to open the *Layers Selection* dialog box. This dialog box enables you configure the order in which layers to be printed.

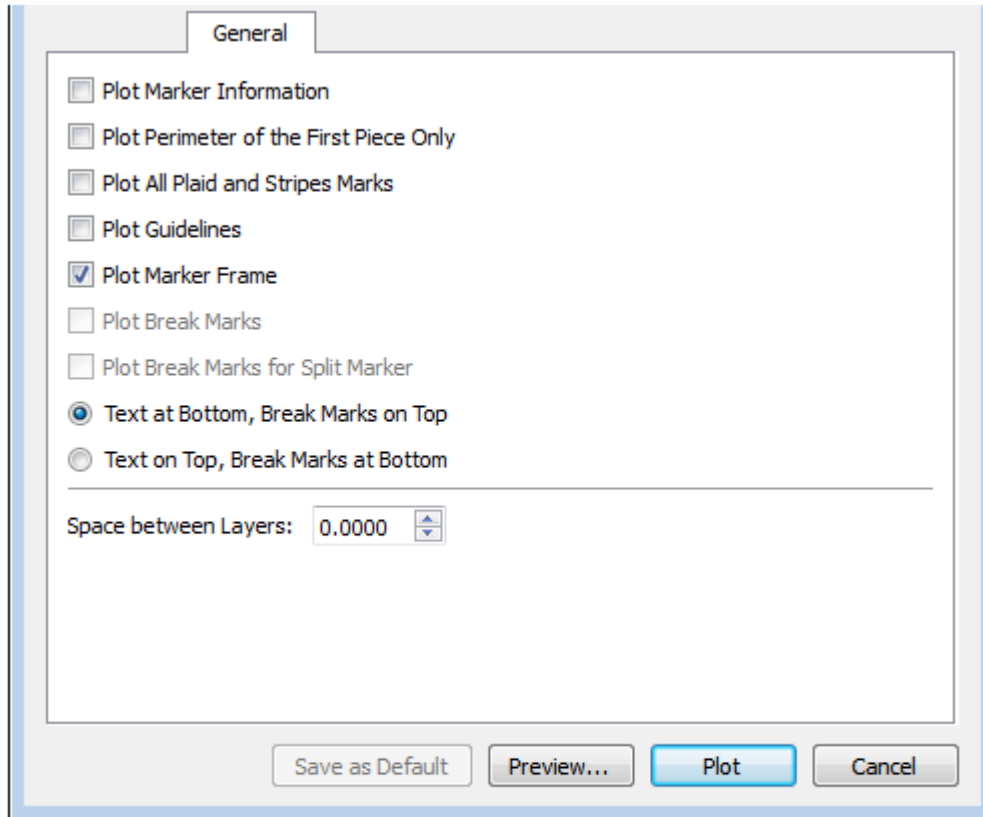


**Show/Hide:** Select a layer and click the *Show/Hide* button to print or not print a specific layer. Alternately, you can double-click a layer to change its status.

Press *OK* button to validate.

Press *Cancel* button to close the dialog box.

## General



The *General* page offers the following options:

**Plot Marker Information:** When checked, it plots out the header information of the selected marker.

**Plot Perimeter of the First Piece Only:** It prints a full length marker with only the first piece plotted. Provides selected piece information for all other pieces.

**Plot All Plaid and Stripes Marks:** If you are using plaid or striped fabric, check *Plot All Plaid and Stripe Marks* to print an indication (triangle) on the paper border.

**Plot Guidelines:** It plots guidelines with their associated text, if any, at the top or the bottom of the plotted file. Guidelines are indicated by a triangle in the borders.



**Plot Marker Frame:** It plots the rectangle frame that represents the fabric around the pieces in the Marker file.

**Plot Break Marks:** Select this check box if you wish to plot break marks.

**Plot Break Marks for Split Marker:** Select this check box if you wish to plot break marks on both parts of the marker.

**Note:** A divided marker is a marker that has been cut on the X ruler because the fabric is larger than the plotting paper.

**Text at Bottom, Break Marks on Top:** It plots the heading text at the bottom and the break marks on top of the plotted marker.

**Text on Top, Break Marks at Bottom:** It plots the heading text on top and the break marks at the bottom.

**Space between Layers:** It enables you to define a space between the layers of each layout.

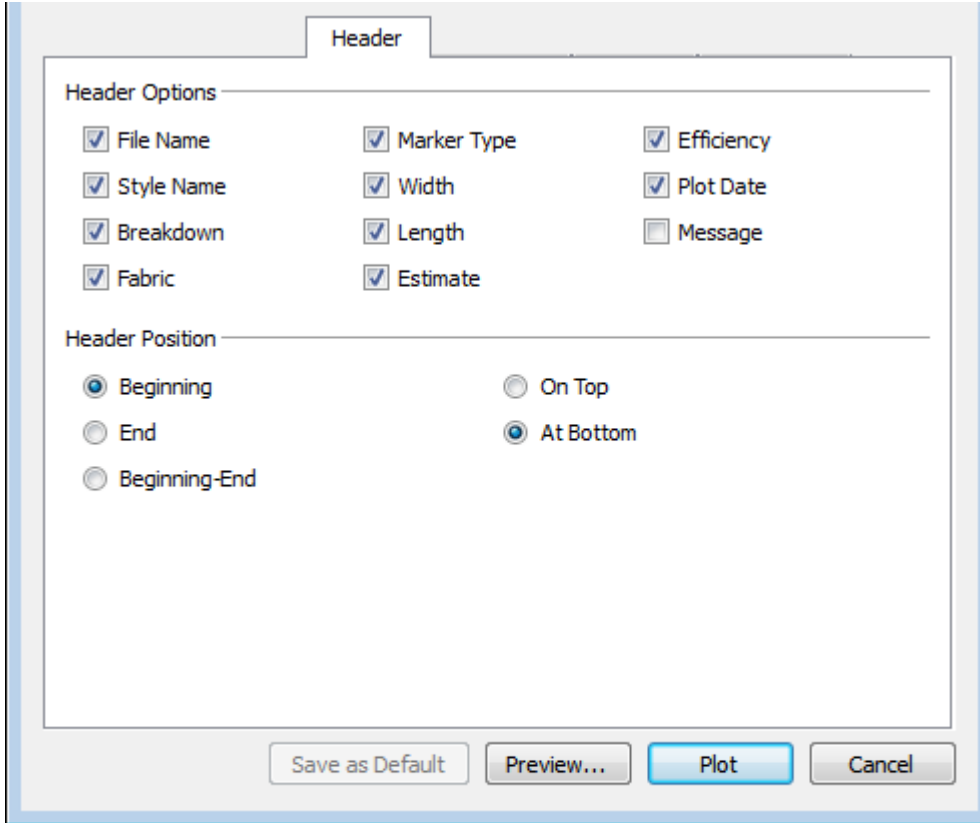
Press *Save as Default* button to save the current settings as default.

Press *Preview* button to view the plot job before plotting.

Press *Plot* button to validate the Plotting.

Press *Cancel* button to close the dialog box.

## Header



Header

Header Options

File Name       Marker Type       Efficiency

Style Name       Width       Plot Date

Breakdown       Length       Message

Fabric       Estimate

Header Position

Beginning       On Top

End       At Bottom

Beginning-End

Save as Default    Preview...    Plot    Cancel

The *Header* page offers the following options:

**File Name:** It plots the reference name of the file.

**Style Name:** It plots the style name/number the marker file was created with.

**Breakdown:** It plots the size breakdown.

**Fabric:** It plots the fabric type/name/number according to your standards.

**Marker Type:** It specifies if the marker is Folded, Tubular or Plain.

**Width:** It indicates the fabric width.

**Length:** It indicates the marker length.



**Estimate:** It indicates fabric consumption.

**Efficiency:** It indicates the efficiency result.

**Plot Date:** It indicates the date when the marker was plotted.

**Message:** It plots the information written in the plot dialog box.

### **Header Position**

The heading can be positioned at the beginning, end or at both ends of the plotted file as you can position it on top or at the bottom. You can modify this information at any time.

Press *Save as Default* button to save the current settings as default.

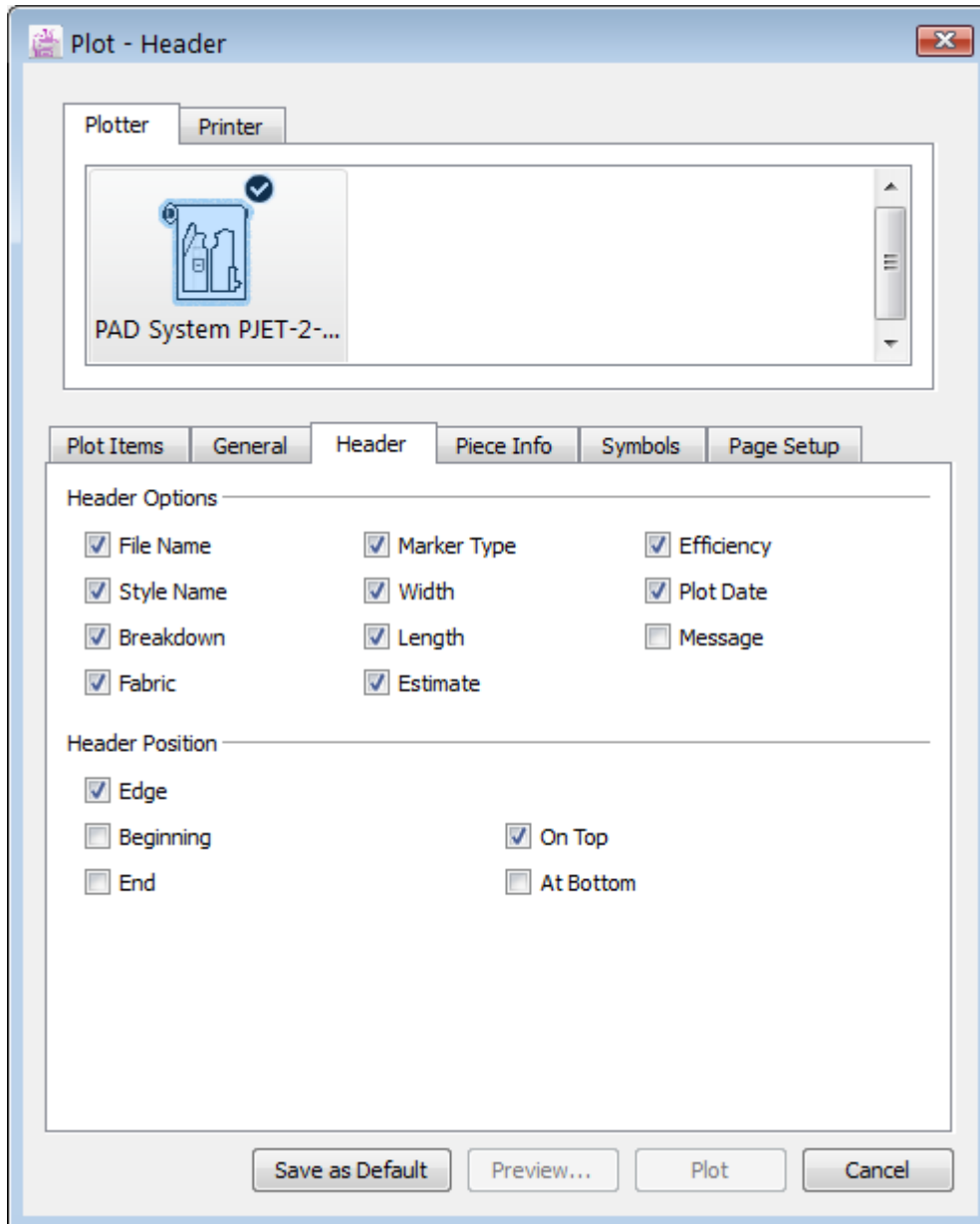
Press *Preview* button to view the plot job before plotting.

Press *Plot* button to validate the Plotting.

Press *Cancel* button to close the dialog box.

## Marker Header Plot on the Edge (Top, Bottom, Left and Right)

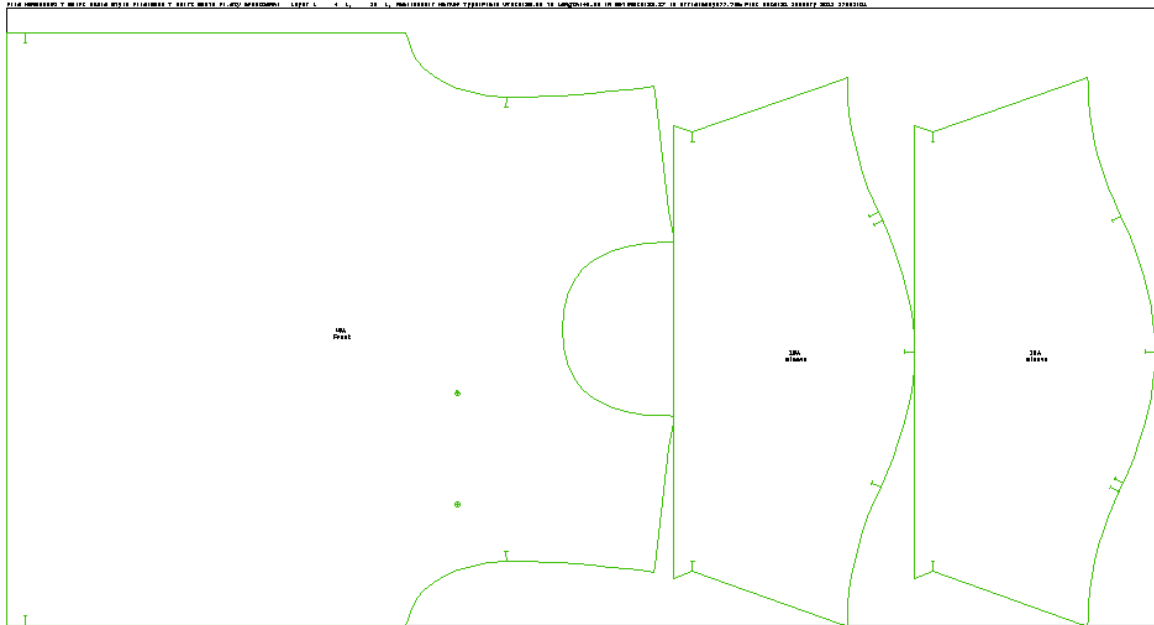
New option for plotting header at the edge of the marker



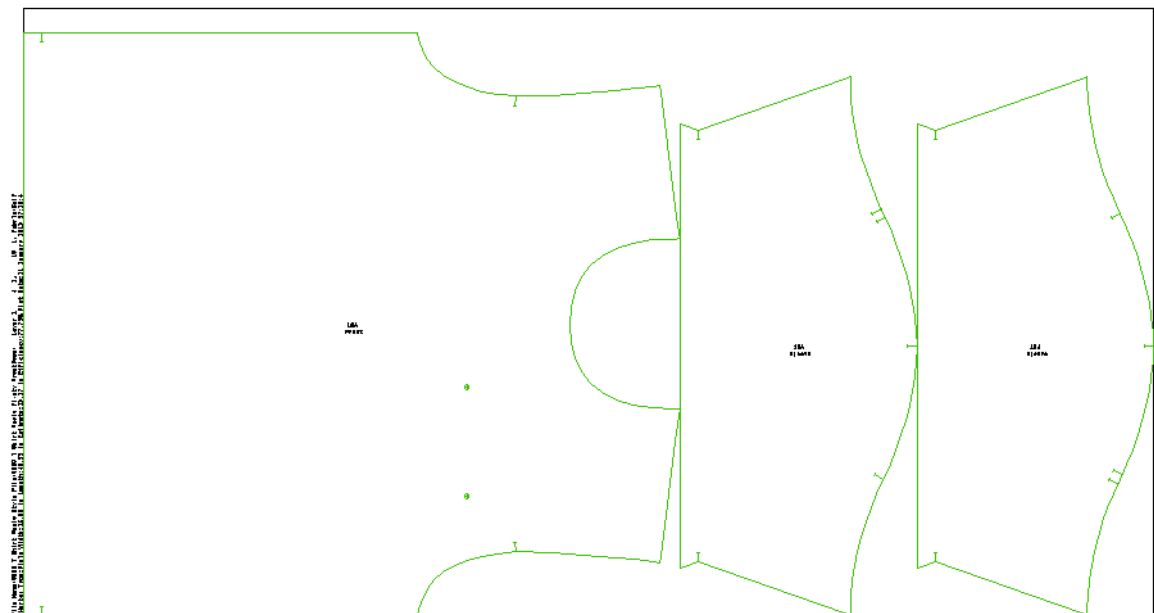
### Header Position

**Edge:** Check this option and choose the position for marker header located.

Here is the maker header located **On Top**.

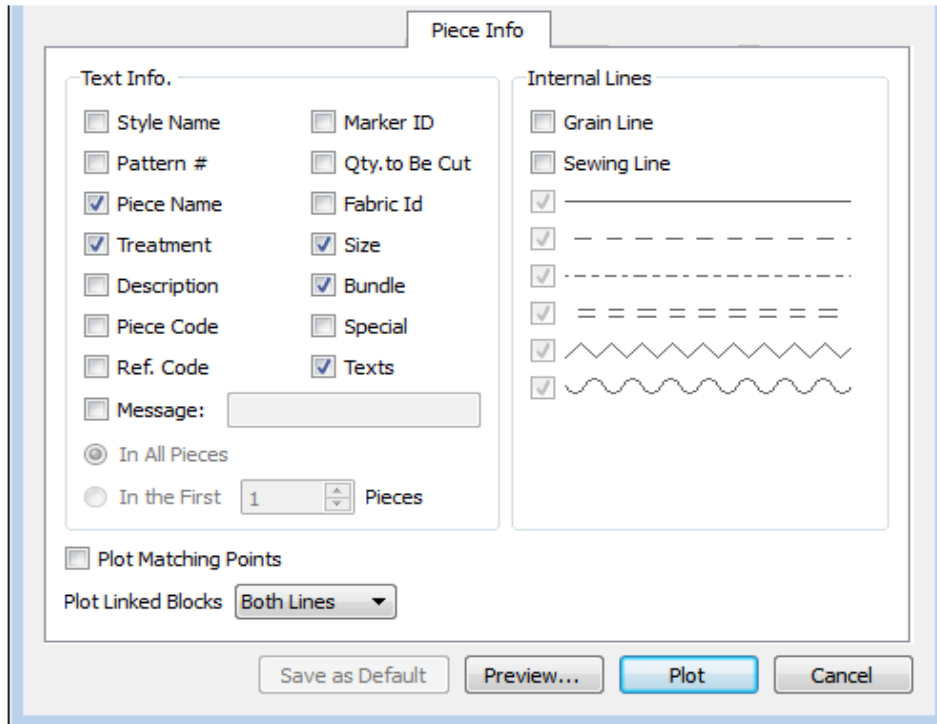


Here is the maker header located at the **Beginning**.





Piece Info



The Piece Info page offers the following options:

Text Info

**Style Name:** It plots the name or the style (pattern) file.

**Pattern #:** It plots the pattern name and/or number.

**Piece Name:** It plots the name of the piece.

**Treatment:** It marks the piece with a code (i.e. % if the piece was scaled).

**Description:** It plots the given piece description.

**Piece Code:** It plots a special treatment code on the piece (ex: RS up).

**Ref. Code:** It plots a piece code identifying the piece type (ex: FR for front).

**Message:** It plots information written in the message text box of the *Plot* dialog box Piece Info page. Select the appropriate radio button:

- **In All Pieces:** It prints the message in all pieces



- **In the First (to rank no) Pieces:** It prints the message from the first piece or to rank pieces in the text box.

**Marker ID:** A two-letter code to identify special treatment of the piece on the chart of the *Marker Design*. You can add or modify this information at the marker level. It does not affect the *Link* function if the pattern is linked to the marker file (the marker user has priority).

**Qty. to Be Cut:** It indicates how many times the piece should be cut.

**Fabric ID:** It is the name of the fabric.

**Size:** It is the size number.

**Bundle:** It is a letter that identifies multiple cuts of the same size.

**Special:** It plots alphanumerical information or any special name given instead of the size.

**Texts:** It plots text items that have been created using the *Text* tool.

### **Internal Lines**

**Grain Line:** It plots the grain line information of every piece.

**Internal Lines:** It plots the style lines. Choose the segment type belongs to the internal lines.

**Sewing Lines:** It plots the seam allowance value along with the finished contour line.

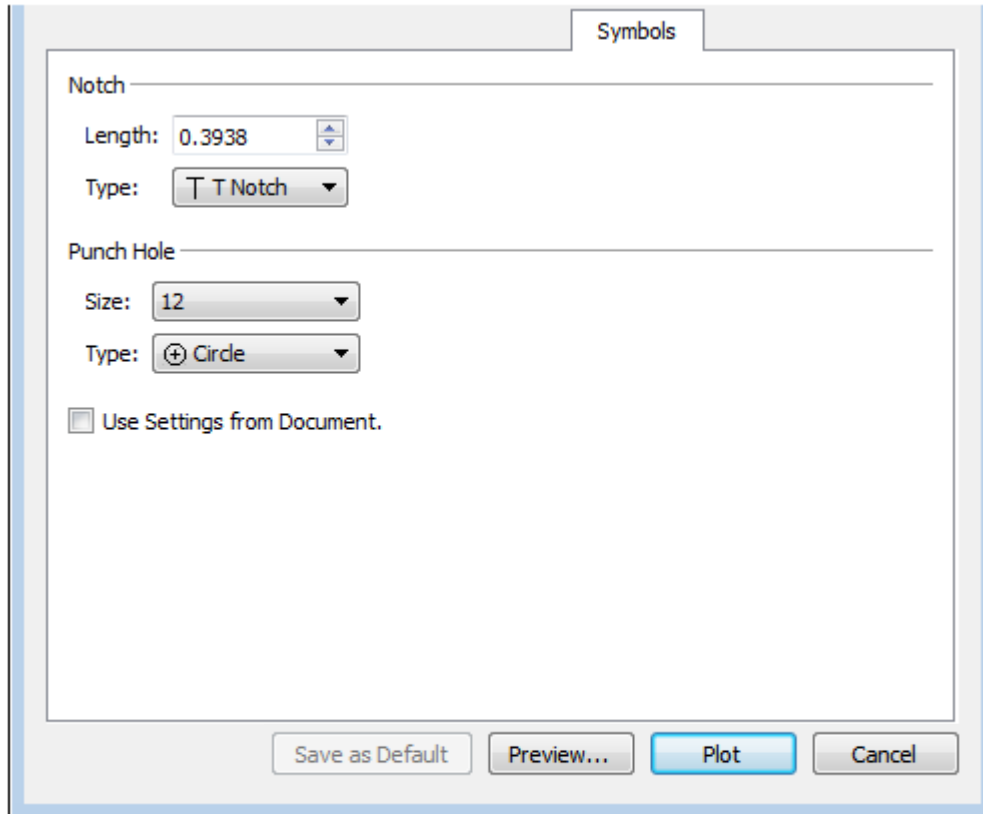
**Image:** It plots the Images.

**Internal Lines:** It plots the style lines.

**Plot Matching Points:** It plots the matching points.

**Plot Linked Blocks:** It plots, according to the selected option of the pop-up menu, the blocked pieces Outline (contour) or Both Lines (contour and internal pieces).

## [Symbols](#)



The Symbols page offers the following options:

### Notch

**Length:** You can assign a maximum of 1 inch (2.54cm).

**Type:** A Notch in T (T Notch) or I (Slit Notch) is available as standard PAD System™ notches.

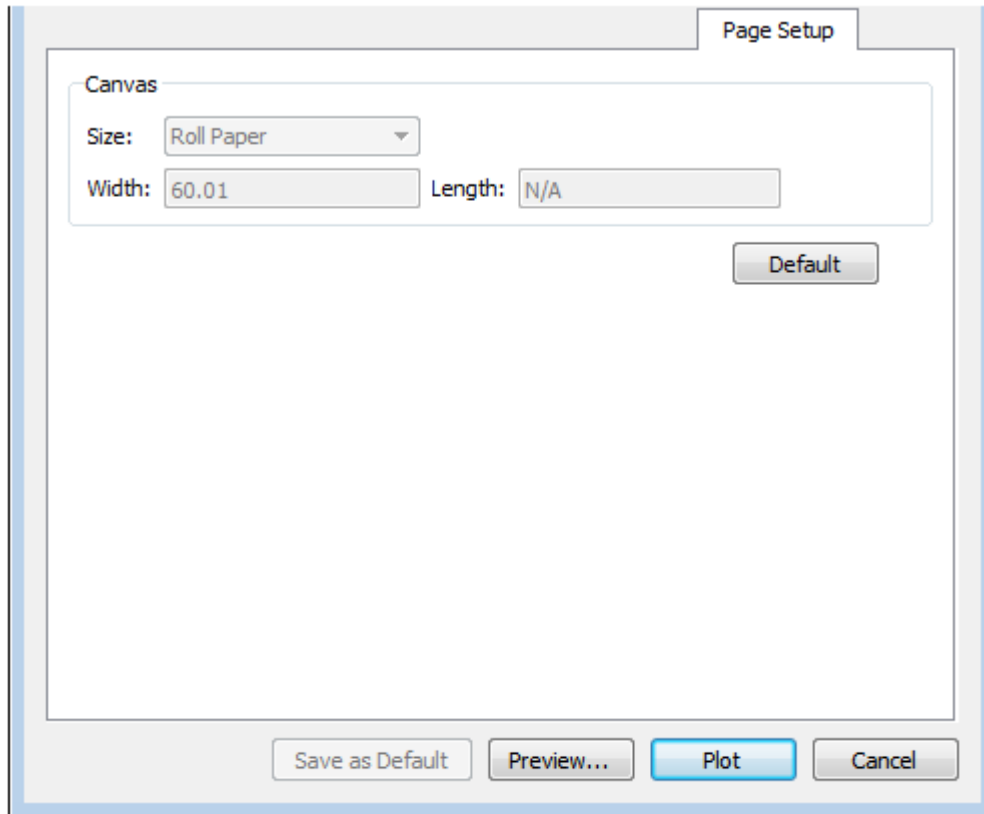
### Punch Hole

**Size:** It offers four sizes, from largest to smallest: 28, 18, 12 & 10.

**Type:** It offers three standard punch hole types (Cross, Butterfly and Circle).

**Use Settings from Documents:** When checked, it takes Symbols value which saved by user.

## Page Setup



The Page Setup offers the following options:

### Canvas

**Size:** It shows the paper size which set in Option Menu, Preference and Plot.

**Width:** It indicates the width of the paper.

**Length:** It indicates the length of the paper.

Press *Save as Default* button to save the current settings as default.

Press *Preview* button to view the plot job before plotting.

Press *Plot* button to validate the Plotting.

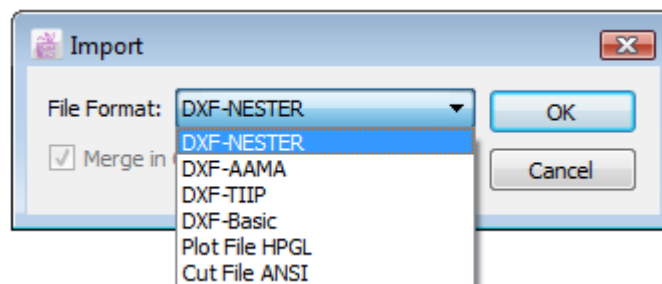
Press *Cancel* button to close the dialogs.

## File Menu: Import...

In the *File* menu, the *Import* option allows you to import foreign files.

### To Import a file:

- 1 Select *Import...* from the *File* menu.
- 2 The *Import* dialog box opens. Select the file format you are importing.



- 3 Click the *OK* button in the *Import* dialog box to import your file.

### The *Import* dialog box offers the following options:

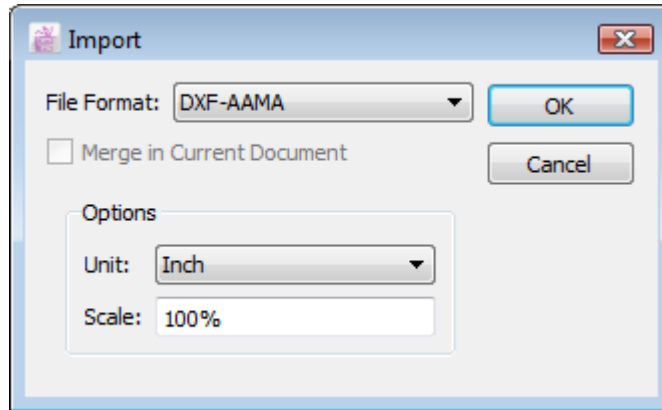
**File Format:** This drop-down menu enables you to select one of the following file formats:

- **DXF- Nester:** It imports an optimized marker file from Nester system.
- **DXF-AAMA:** It imports pieces from a file created with the AAMA format.
- **DXF-Basic:** It imports pieces from a file created with the DXF-Basic format.
- **Plot file HPGL:** It imports pieces from an HPGL plot file.
- **Cut file ANSI:** It imports pieces from an ANSI cut file.

**Merge in Current File:** It includes the imported file in the active document.

All pieces are imported in the Fabric Simulation Area.

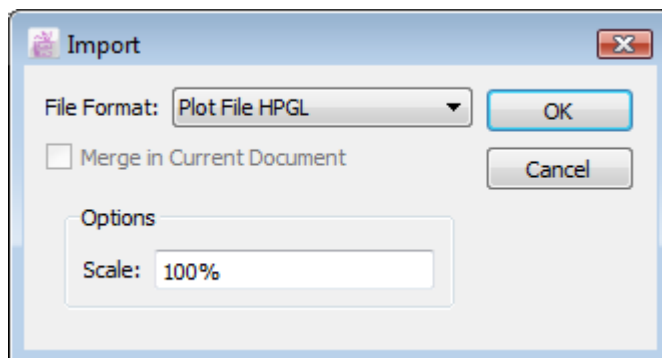
Based on the selected file format: *DXF-AAMA*, *DXF-TIIP*, *DXF-Basic*.  
Unit Options shows in the dialog box, select the necessary items.  
Click the OK button to validate.



**Units:** It enables you to select your preferred unit: Inch or Centimeters, Millimeters or 1/32 of an Inch.

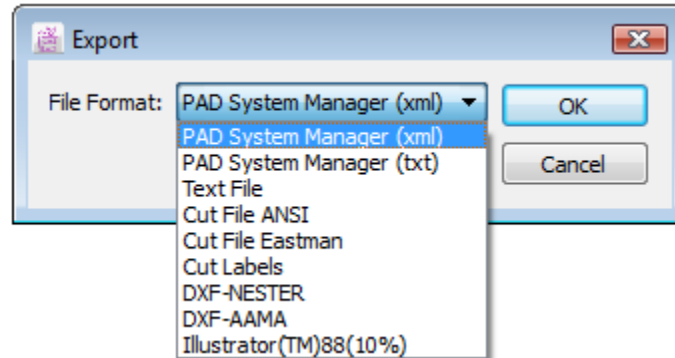
**Scale:** Select the percentage you want to import the marker into PAD.

Based on the selected file format: *Plot File HPGL*, *Cut File ANSI*.  
The Unit Options shows in the dialog box, change the percentage in Scale items. Click the OK button to validate.



**Scale:** Select the percentage you want to import the marker into PAD.

## File Menu: Export...



There are nine formats, in which to export a Marker file:

- **PAD System Manager (xml):** It exports the files for a PAD System Manager database.
- **PAD System Manager (txt):** It exports the files for PAD System Manager old format database.
- **Text File:** It exports file information as a text file, according to selected options. You can select what information you want to include in the text file.
- **Cut file ANSI:** It exports a Cut file for Automatic Cutters. You can select the fabric and the layers you want to include in the file.
- **Cut file Eastman:** It exports a Cut file for Automatic Cutters. You can select the fabric and the layers you want to include in the file.
- **Cut Labels:** It exports all text information to create labels when using Automatic Cutters. You have to select the fabric and the layers you want to include in the file.
- **DXF Nester:** It exports a file in accordance with foreign Automatic Marking System.
- **DXF-AAMA:** It exports markers to a file in accordance with AAMA's standards. You have to select the fabric you want to include in the file.
- **Illustrator (TM) 88 (10%):** PostScript (mini-marker as a postscript file). You have to select the fabric and the layers you want to include in the file.

If you work with PAD's Manager inventory management application, you can import your Marker files into PAD System Manager.

### Exporting a PAD System™ Manager Format (xml)

- 1 Select PAD System Manager (xml) in the *Export* drop-down menu.
- 2 Click the *OK* button.
- 3 The *Export Document as* dialog box opens. Select the destination folder and the name of the file.

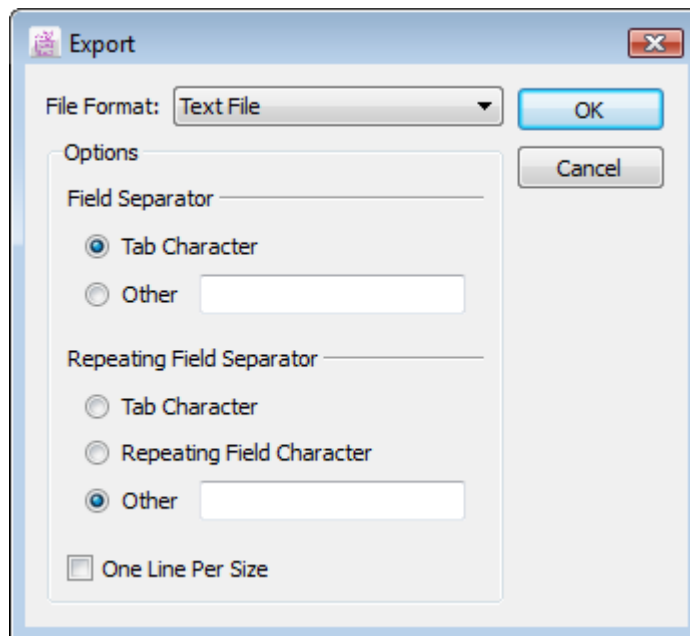
### Exporting a PAD System™ Manager Format (txt)

- 1 Select PAD System Manager in the *Export* drop-down menu.
- 2 Click the *OK* button.
- 3 The *Export Document as* dialog box opens. Select the destination folder and name the file.

### Exporting a Text File

Every PAD System™ marker file carries text information that can be exported and opened with any text editing software.

- 1 Select *Text File* in the *Export* dialog box drop-down menu.  
The Text File dialog box opens:







- 2 In the *Text File* dialog box, select how you would like your text file to be configured.
- 3 Click the *OK* button in the *Export* dialog box.
- 4 An *Export Format* dialog box opens. Select what information you would like to export.
- 5 Click the *OK* button in the *Export Format* dialog box.
- 6 An *Export Document as* dialog box opens. Save your exported file under the desired name and folder.

See next page for explanations on the options you have when exporting a text file.

**The *Text File Options* dialog box offers the following options:**

**Field Separator**

**Tab Character:** The tab character separates fields..

**Other:** It allows you to specify another character to separate fields.

**Repeating Field Separator**

It lists many entries in the same field.

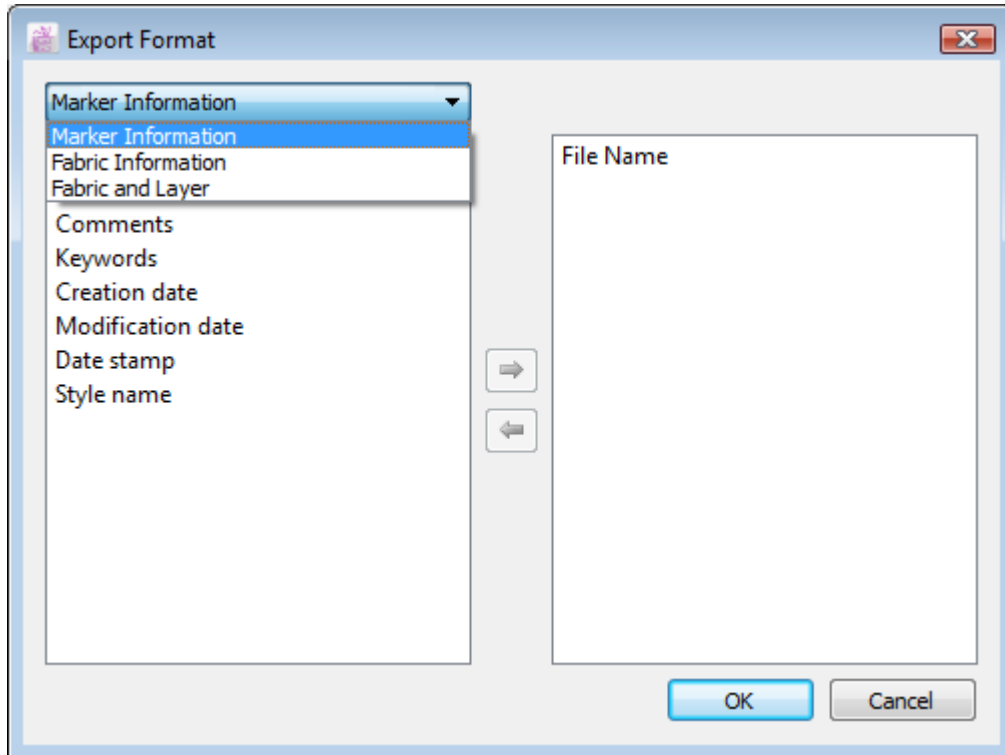
**Tab Character:** The tab character separates many entries in the same field.

**Repeating Field Character:** It separates many entries in the same field.

**Other:** It allows you to specify another character to separate many entries in the same field.

**One Line Per Size:** It exports the desired information in one line for each size.

Once you configure your options and click the *OK* button in *Export* dialog boxes. The *Export Format* dialog box opens:



The drop-down menu in the *Export Format* dialog box enables you to select which type of information you wish to export:

- Marker Information
- Fabric Information
- Fabric and Layer

The left hand text box displays a list of elements to export. Highlight the elements that you wish to export and click the *Right* arrow button to transfer the selected items from the left side to the right side of the window. Press the *Left* arrow button to remove an item.



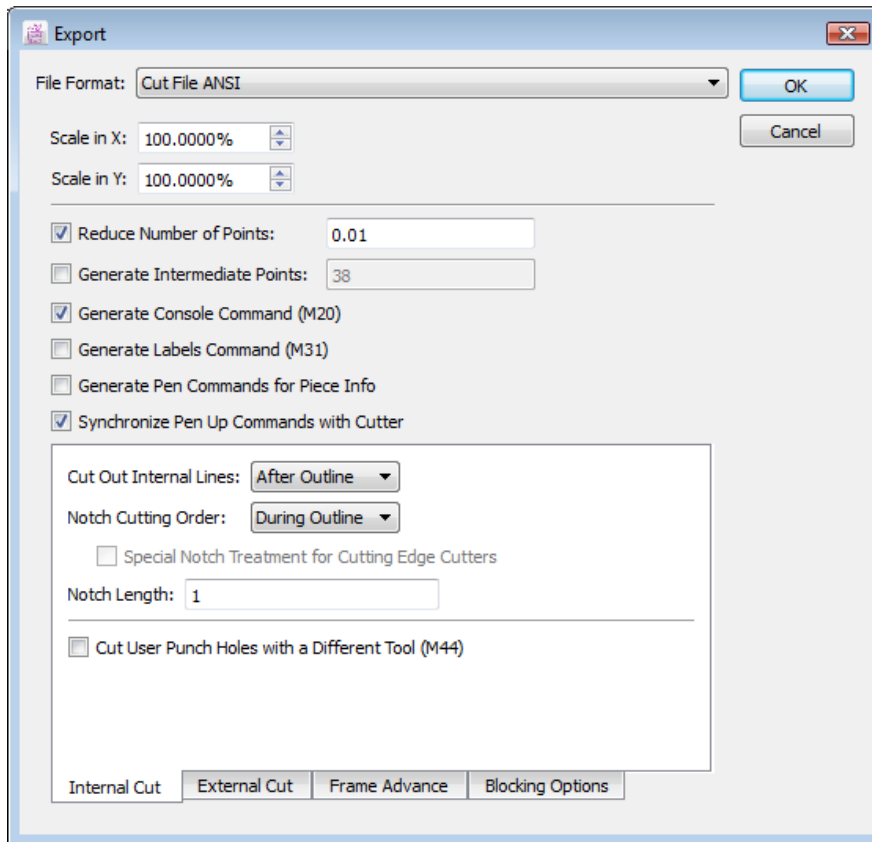
## Exporting an ANSI Cut File

When you export files in ANSI format, the Cut Parameters show in the dialog box for you to choose.

- 1 Select *Export* in the *File* menu.
- 2 The *Export* dialog box opens.
- 3 Use the drop-down menu to select the Cut File ANSI format
- 4 Choose your cutting parameters from the *Export* dialog box.
- 5 Click the *OK* button.
- 6 A dialog box opens, asking you to select the fabric and layers to be cut.
- 7 An *Export Document as* dialog box opens. Save your exported file under the desired name and folder.

**Note:** If the optimization settings are activated, a message asking you to go to the Opticut View appears.

The Cut Parameters of Cut File ANSI as following options:



**Reduce Number of points:** It reduces the number of points on a given piece.

**Generate Intermediate Points:** For the old generations of cutters, this increases the number of points on a piece, resulting in a more precise cut.

**Generate Console Command (M20):** It allows you to post information on the cut file on the cutter console.

**Generate Labels Command (M31):** It allows you to generate instructions for the labels (for cutters equipped with a labeling machine).

**Generate Pen Commands for Piece Info:** By checking this option, the pen plots piece info on the marker pieces, if pen commands are allowed by the cutter.

The information options that will be plotted are the same as the ones defined in the *Plot -> Piece Plot* tab page, accessible via the *File* menu.

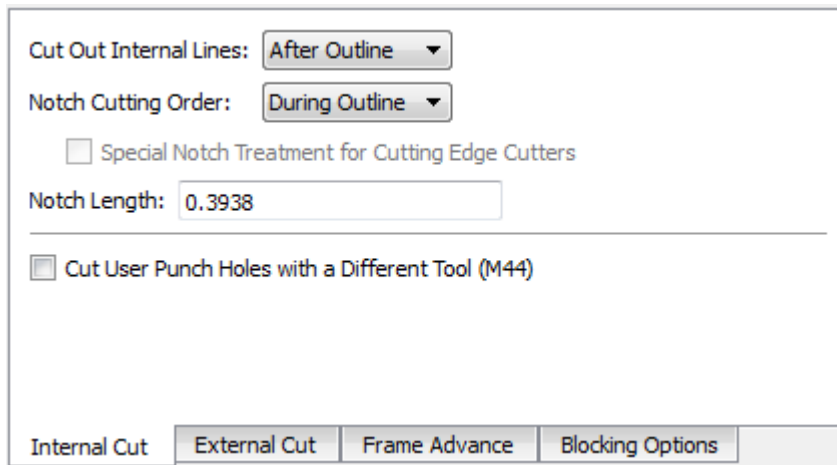
**Synchronize Pen Up Commands with Cutter:** It keeps the pen raised during cutting (for certain plotters only).

From the *Cut File ANSI* window include another tab pages for cutting parameter. *Internal Cut*, *External Cut*, *Frame Advance*, *Blocking Options*. To view another page, just click any tab at the bottom of the window.

### Internal Cut

Click on the *Internal Cut* tab page, which configures the cutting of the block or internal lines.

The *Internal Cut* tab page offers the following options:



**Cut Out Internal Lines:** Select the following options from the drop-down menu.

- **None:** It does not cut any internal lines.
- **Before Outline:** It cuts internal lines before the general cut
- **After Outline:** It cuts internal lines after the general cut

**Notch Cutting Order:** It determines the order in which the notches are cut.

- **None:** It does not cut any notches.
- **During Outline:** It cuts notches at the same time as the general cut
- **Before Outline:** It cuts notches before the general cut
- **After Outline:** It cuts notches after the general cut

**Special Notch Treatment for Cutting Edge Cutters:** Available if the notches are cut before the contour (previous option). Provide special treatment of the notches for a Cutting Edge type cutter.

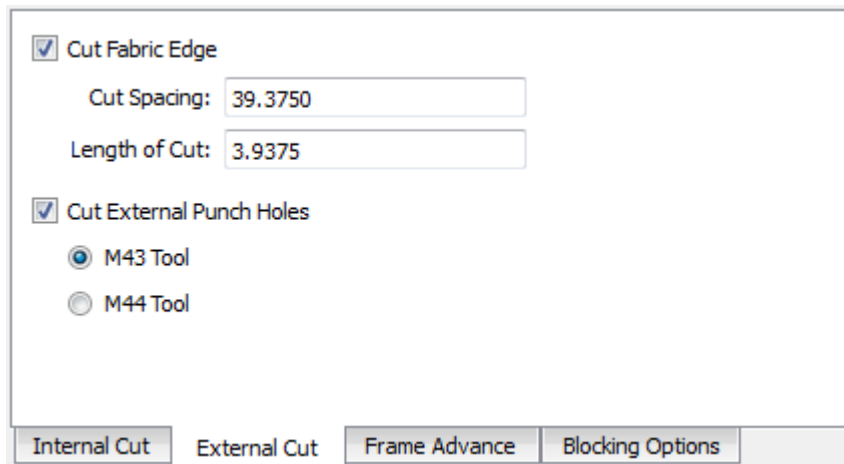
**Notch Length:** It determines the notch length.

**Cut User Punch Holes with a Different Tool (M44):** This option is used with the knives that have two types of blades.

## External Cut

It enables you to define parameters for cutting the fabric between pattern pieces -- in other words -- the extra fabric that is not part of a piece.

The *External Cut* tab page lets you configure two options:



The screenshot shows a software interface for configuring the 'External Cut' option. It features two checked checkboxes: 'Cut Fabric Edge' and 'Cut External Punch Holes'. Under 'Cut Fabric Edge', there are two input fields: 'Cut Spacing' with the value 39.3750 and 'Length of Cut' with the value 3.9375. Under 'Cut External Punch Holes', there are two radio buttons: 'M43 Tool' (selected) and 'M44 Tool'. At the bottom, there are four tabs: 'Internal Cut', 'External Cut' (active), 'Frame Advance', and 'Blocking Options'.

**Cut Fabric Edge:** Via *Cut Fabric Edge*, you can configure the cutting tool to create cuts from the edge of the fabric to the nearest piece. These cuts prevent extra fabric from building up during cutting.

- **Cut Spacing:** It defines the interval between cuts from the fabric edge.
- **Length of Cut:** It determines the length of cuts from the fabric edge.

**Cut External Punch Holes:** *Cut External Punch Hole* tool enables you to add additional punch holes to the spaces between your pieces. By adding punch holes between your pieces, the pieces adhere better to the cutting table, thus keeping the pieces more stable during vacuum cutting.

The radio buttons below *Cut External Punch Holes* enable you to specify the type of cutting tool you use.



## Frame Advance

It enables you to specify the size of frames and indicate the length of the frame advance.

The *Frame Advance* tab page offers the following options:

A screenshot of the software interface showing the 'Frame Advance' tab. The tab is selected and highlighted. The interface includes a checkbox labeled 'Generate Frame Advance Command (M69)' which is currently unchecked. Below this are two input fields: 'Cutter Length in X:' and 'Threshold Frame Advance:', both containing the value '1,968.7500'. At the bottom of the window, there are four tabs: 'Internal Cut', 'External Cut', 'Frame Advance' (which is active), and 'Blocking Options'.

**Generate Frame Advance Command (M69):** It creates an advance window for the Frame Advance on the cut file. Do not use this command with recent cutters; these advances are created with newer cutters.

**Cutter Length in X:** It is the length of the conveyor of the knife.

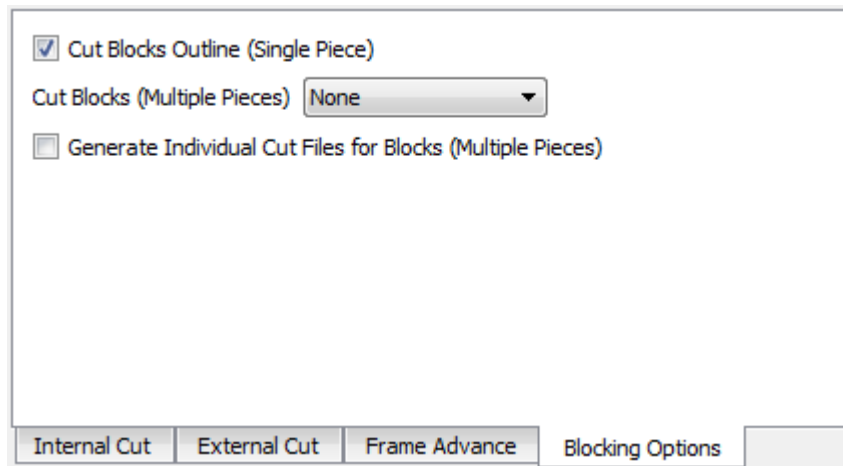
**Threshold Frame Advance:** Threshold causes a Frame Advance. If your automatic cutter is recent, these two values are not required. In this instance, adjust them to the maximum value allowed (5000 centimeters or 1900 inches).



## Blocking Options

Blocking options enable you to configure the cutter options for your blocked pieces.

The *Blocking Options* dialog box offers the following options:



**Cut Blocks Outline (Single Piece):** It cuts the contour of a block with a unique piece.

### **Cut Blocks (Multiple Pieces):**

- **None:** It does not cut any blocks.
- **Internal Pieces Only:** It cuts only the pieces inside the block.
- **Outline Only:** It cuts only the contour of the blocks.

**Generate Individual Cut Files for Blocks (Multiple Pieces):** Check this box if you want your blocks of multiple pieces to be cut and made out individually.

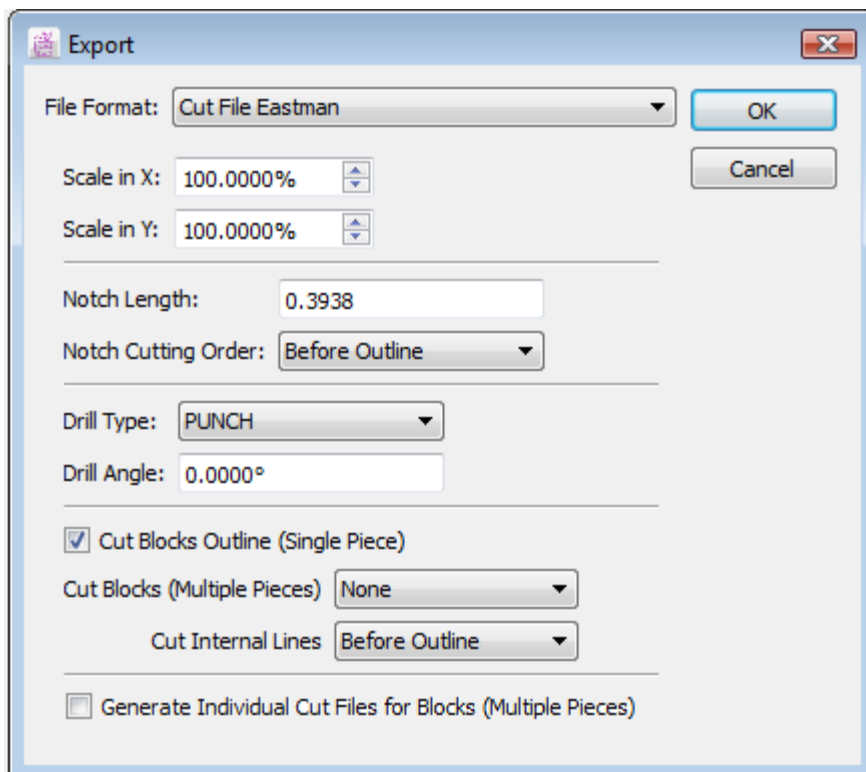


### Exporting an Eastman Cut File

- 1 Select *Export* item in the *File* menu.
- 2 The *Export* dialog box opens.
- 3 Use the drop-down menu to select the *Cut File Eastman* format
- 4 Choose your cutting parameters from the *Export* dialog box.
- 5 Click the *OK* button.
- 6 You are asked to select the Fabric. When it is done, click the *OK* button.
- 7 An *Export Document as* dialog box opens. Save your exported file under the desired name and folder.

**Note:** If the optimization settings are activated, a message asking you to go to the Opticut View appears.

The Cut Parameters of Cut File Eastman as following options:



The screenshot shows the 'Export' dialog box with the following configuration:

- File Format:** Cut File Eastman
- Scale in X:** 100.0000%
- Scale in Y:** 100.0000%
- Notch Length:** 0.3938
- Notch Cutting Order:** Before Outline
- Drill Type:** PUNCH
- Drill Angle:** 0.0000°
- Cut Blocks Outline (Single Piece)
- Cut Blocks (Multiple Pieces):** None
- Cut Internal Lines:** Before Outline
- Generate Individual Cut Files for Blocks (Multiple Pieces)



**Scale in X:** It reduces the length of the marker when cutting.

**Scale in Y:** It reduces the width of the marker when cutting.

**Notch Length:** It determines the length of the notches

**Notch Cutting Order:** It determines notch priority during the cut.

**Drill Type:** It determines the type of drill tool that the user desires to use.  
(PUNCH, DRILL, VNCH, SLIT, LASER)

**Drill Angle:** It determines the precise angle of the drill tool.

**Cut Blocks Outline (Single Piece):** It cuts the contour of a block with a unique piece.

**Cut Blocks (Multiple Pieces):**

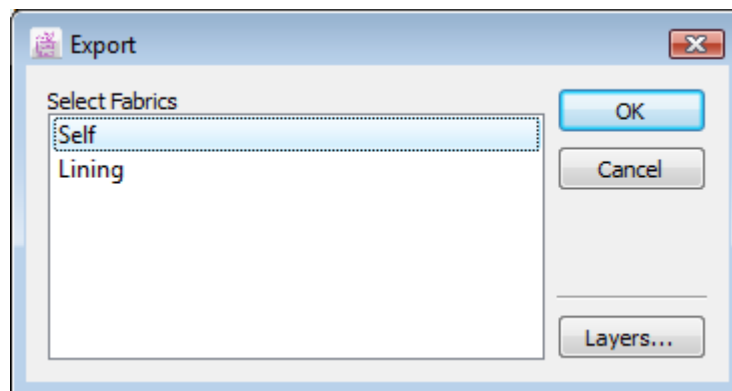
- **None:** It does not cut any blocks.
- **Internal Pieces Only:** It cuts only the pieces inside the block.
- **Contour Only:** It cuts only the contour of the blocks.
- **Cut Internal Lines:** It determines the order in which the internal lines are cut.

**Generate Individual Cut Files for Blocks (multiple pieces):** Check this box if want your blocks of multiple pieces to be cut and made out individually.

## Exporting a Cut Label

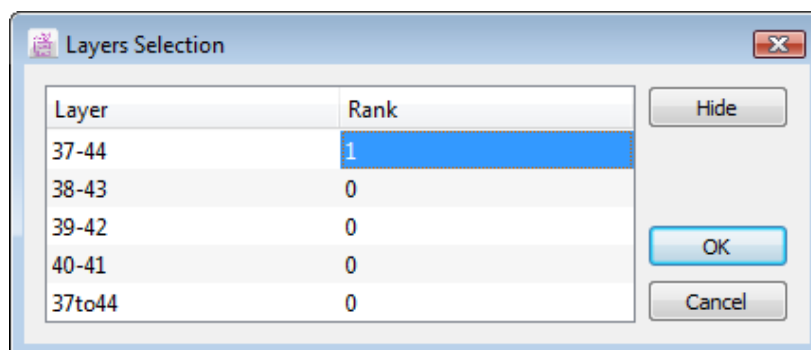
The *Export Cut Labels* option creates a text file according to the Piece's plot options. This file can be printed or treated with the *Generate Label Command* (M31) command of the ANSI cut file.

Select *Cut Labels* in the *Export* dialog box and click the *OK* button. Another *Export* dialog box opens:



All fabrics associated with the marker are shown in the dialog box. Select one or many fabrics and click the *OK* button.

**Layers:** Click the *Layers...* button in the *Export* dialog box to open the *Layers Selection* dialog box. This dialog box enables you configure the order you want your layers to be exported.



**Show/Hide:** Select a layer and click the *Show/Hide* button to export or not export a specific layer. Alternately, to show or hide a layer, simply double-click it. The actual status of the layer changes to the other status.

Click the *OK* button to validate or the *Cancel* button to return to the previous window.



### [Exporting a DXF-Nester File](#)

Exporting to DXF-NESTER format enables you to create a file that can be optimized in the Nester system. Only the current marker is exported. To know how to export to DXF-NESTER, see the document about Nester on the CD-ROM.

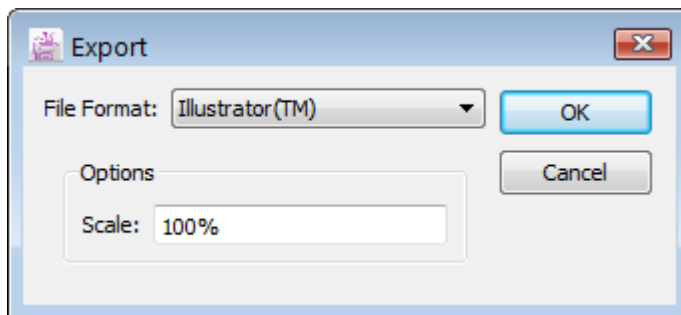
### [Exporting a DXF-AAMA File](#)

A DXF-AAMA file format exports a marker file to preserve the geometry of the pieces along the AAMA standards. This export function works in the same way as the *Cut Label* export function, so refer to the preceding page to know how it works.

### [Exporting to Illustrator™](#)

Exporting to Illustrator™ format enables you to create a file that can be edited in the Illustrator™ software. This export function works in the same way as the *Cut Label* export function, so refer to the preceding page to learn how it works.

It can enter your desired value the file format for Illustrator.



**Scale:** Enter the value to specify the export size of selected unit. The maximum is 100%; it is between **10%** to **100%**.



## File Menu: Quit

The *Quit* option in the *File* menu allows you to close the application and any open files.

You can get various messages following the use of this function, which are the same as the ones you can get when using the *Close* function, in the *File* menu. Refer to the section of this User Manual about the *Close* function for further details.



## Edit Menu

The *Edit* menu enables you to modify pattern pieces by selecting, cutting and pasting pieces from one location to another.

Edit	
Undo Blocking	Ctrl+Z
Redo Blocking	Ctrl+Y
<hr/>	
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V
Paste Options...	
Clear	Del
<hr/>	
Select All	Ctrl+A



## Edit Menu: Undo/Redo

The *Undo* item, in the *Edit* menu, lets you eliminate the last step executed on the working area. The *Redo* item, in the *Edit* menu, lets you reestablish the last step eliminated by the *Undo* command.

## Edit Menu: Cut

The *Cut* item, in the *Edit* menu, temporarily removes one or more selected pattern piece(s) from the Fabric Simulation Area. The removed piece(s) are saved into the clipboard, waiting to be pasted on the current fabric, on another fabric or in another marker file. Cut pieces disappear from the Fabric Simulation Area, but they are not eliminated from the Chart.

Every time you cut or copy something new, it replaces what was already in the clipboard.

## Edit Menu: Copy

The *Copy* item from the *Edit* menu makes a copy of the selected pattern piece(s) into the clipboard. You can paste the copied piece(s) on the current fabric, on another fabric or in another marker file.

Every time you cut or copy something new, it replaces what was already in the clipboard.

## Edit Menu: Paste

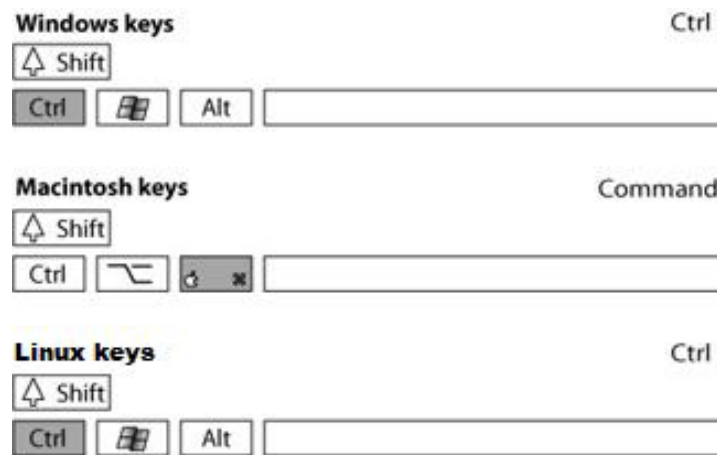
The *Paste* item, in the *Edit* menu, enables you to insert a previously cut or copied selection onto the current Fabric Simulation Area of any marker file. If the paste is done on another fabric or in another file, all pieces of a same style are pasted in the Chart. You can paste the same selection as many times as you want, it stays in the clipboard until another selection is cut or copied.

## Edit Menu: Paste Options...

*Paste Options...*, in the *Edit* menu, lets you paste a selection of pieces or a complete style between fabrics of the same marker or between two marker files.

### To do so:

- 1 On the simulated fabric surface, select the pieces you wish to copy.
- 2 In the *Edit* menu, select the copy function or use the keyboard shortcut (**Ctrl + C** in Windows / Linux, **Command + C** in Macintosh).



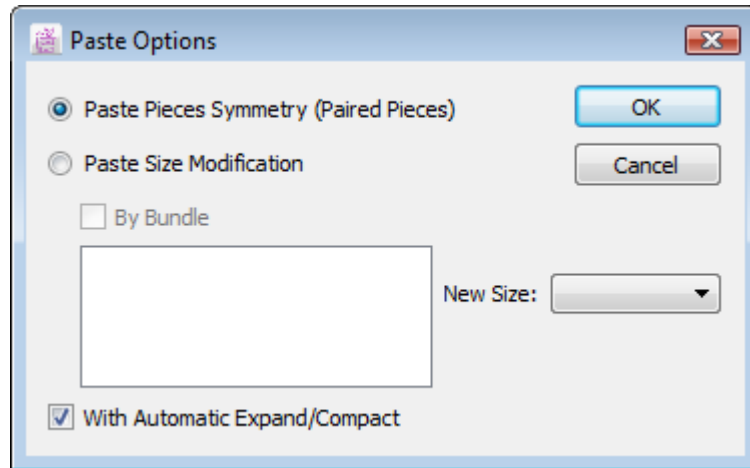
- 3 Select the other fabric for the same marker from the roll-down menu; or open another marker, select the fabric and appropriate layer.
- 4 Return to the *Edit* menu and select *Paste Options...* The *Paste Options...* dialog box opens.

**Note:** Make sure that the actual position of the copied piece can be repeated on the fabric where you want to paste it. The width of the fabric must be sufficient. Otherwise, the application does not let you select a new size.

This function can be used on the same fabric, as in the example shown, or on another fabric.



If on the same fabric, the *Paste options* dialog box offers the following options:



**Paste Pieces Symmetry (Paired pieces):** If you have made a marker with a paired piece (for example a sleeve), by checking this option, the other piece of the sleeve is pasted.

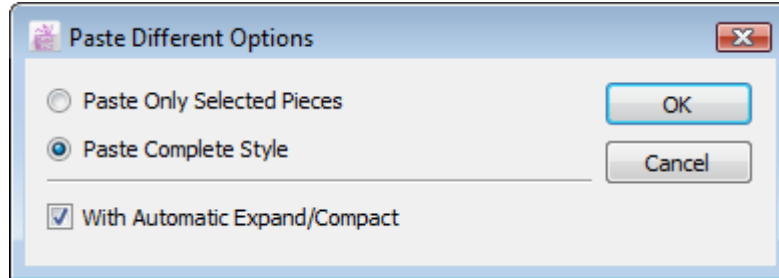
**Paste Size Modification:** This function enables you to copy and paste a marker while changing the sizes used.

**By Bundle:** This option allows you to paste pieces copied by determining which bundles to use.

**With Automatic Expand/Compact:** It eliminates any overlapping or spaces between pieces during pasting.



If on another fabric, the *Paste options* dialog box offers the following options:



**Paste Only Selected Pieces:** It pastes the pieces in the clipboard, without any consideration for the style.

**Paste Complete Style:** It pastes the pieces and the style.

**With Automatic Expand/Compact:** It eliminates any overlapping or spaces between pieces during pasting.



## Edit Menu: Clear

The *Clear* option in the *Edit* menu eliminates completely the selected pattern pieces from the fabric surface. Deleted pieces are sent back to the Chart. You cannot paste deleted pieces.

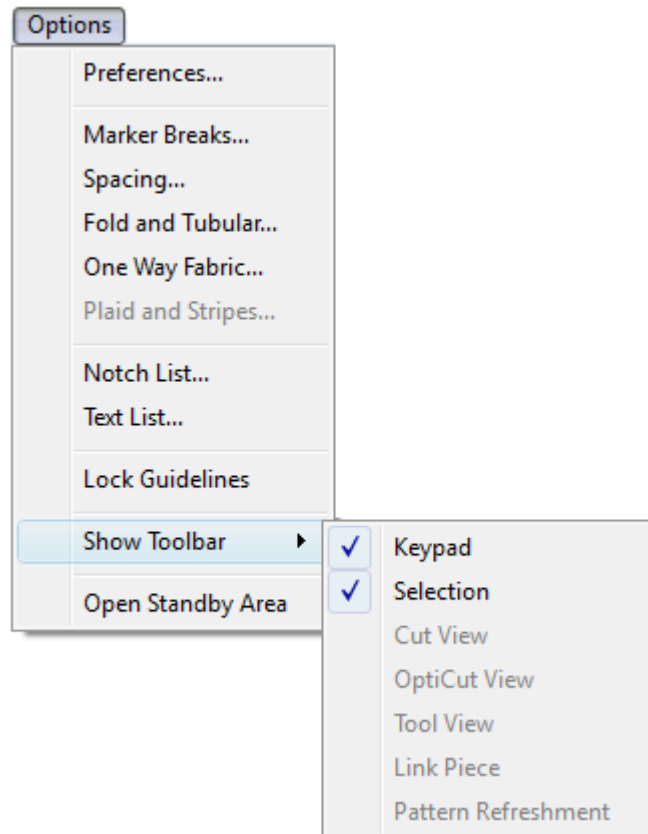
## Edit Menu: Select All

*Select All*, in the *Edit* menu, enables you to select all the pattern pieces on the Fabric surface or on the Standby Area, depending on which area is currently activated. This command can return the pieces to the Chart in one step, to make a copy and paste of the marker or to group pattern pieces together.



## Options Menu

The *Options* menu allows you to modify your work and the user interface in many ways.

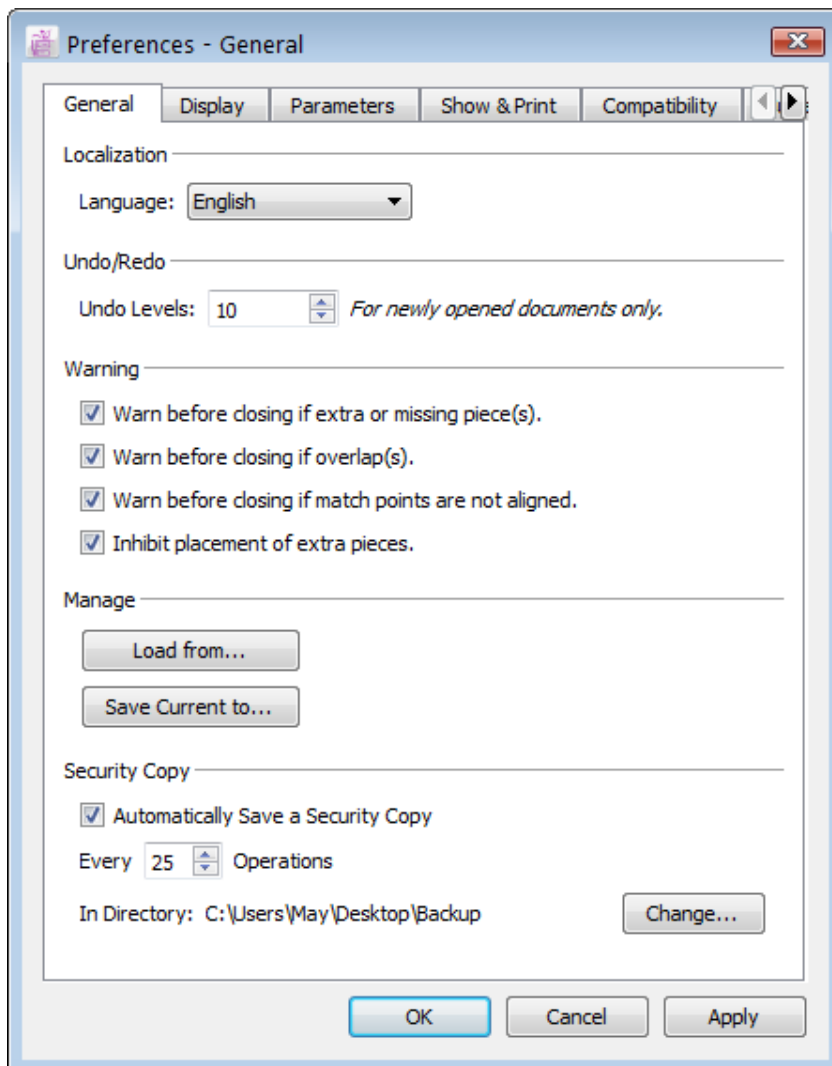


## Options Menu: Preferences

In the *Options* menu, *Preferences* enables you to customize *Marker Design* to suit your personal requirements.

You can configure preferences such as:

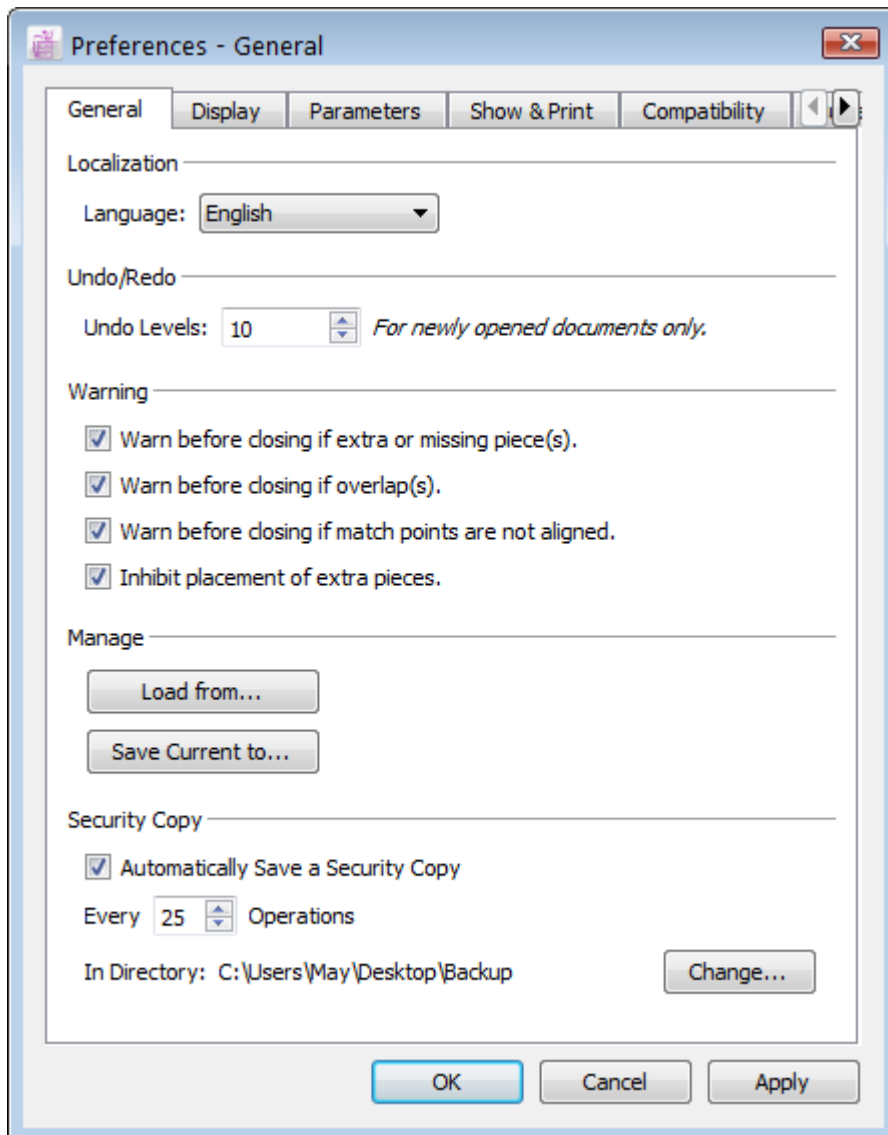
- Rulers
- Function Parameters
- Plotter Parameters
- Cutter Settings
- Hot Keys
- Security Copy
- and more...



## Preferences: General

The *General* item, under *Preferences*, in the *Options* menu, allows you to select preferences to customize your application.

The *General* dialog box offers you the following options:



### Localization

**Language:** Allow you to define the language showing on the product. To choose *Auto from the list*, the language will be showing according the language of the operating system.



## Undo/Redo

**Undo Levels:** It determines the number of undo commands possible. Enter a value between three and twenty. This function applies to the *newly opened documents only*.

## Warning

**Warn before closing if extra or missing pieces:** When closing the file, it warns the user if there are extra pieces on the marker, or pieces missing from the marker.

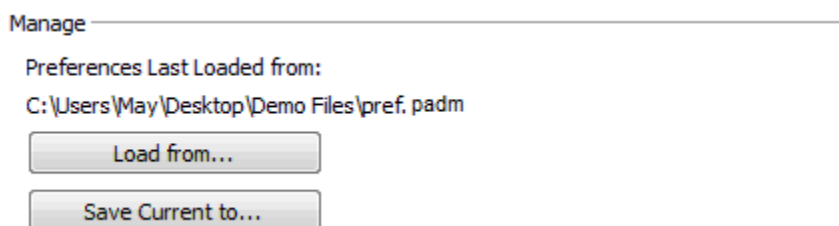
**Warn before closing if overlap(s):** When closing, it warns the user if one or many pieces overlap.

**Warn before closing if match points are not aligned:** When closing, it warns the user if one or many pieces linked by match points are not properly aligned.

**Inhibit placement of extra pieces:** You cannot place additional pieces if this option is checked.

## Manage

You can Save or Load all modifications made to the Preferences of this application in the *Manage* dialog box. Your personal pattern preferences are stored in a file under the extension **.padm**.



**Load from:** You can browse for the corresponding preferences file location.

**Save Current to...:** It saves your current preferences in a selected location.



## Security Copy

The *Security Copy...* feature, in the *Options* menu, *Preferences, General* allows you to save a Security copy of your work at regular intervals.

### To configure your application to save a security copy:

Security Copy

Automatically Save a Security Copy

Every  Operations

In Directory: C:\Users\May\Desktop\Demo Files

- 1 Check the *Automatically Save a Security Copy* check box if you wish to activate auto save. Uncheck this box to deactivate auto save. If checked, you are asked to select the directory where the security copy should be stored. When it is done, click the *OK* button.
- 2 In the text box, enter the number of tasks that occurs between auto saves.
- 3 Click the *Change...* button to change the directory you want to store your Security copy in.

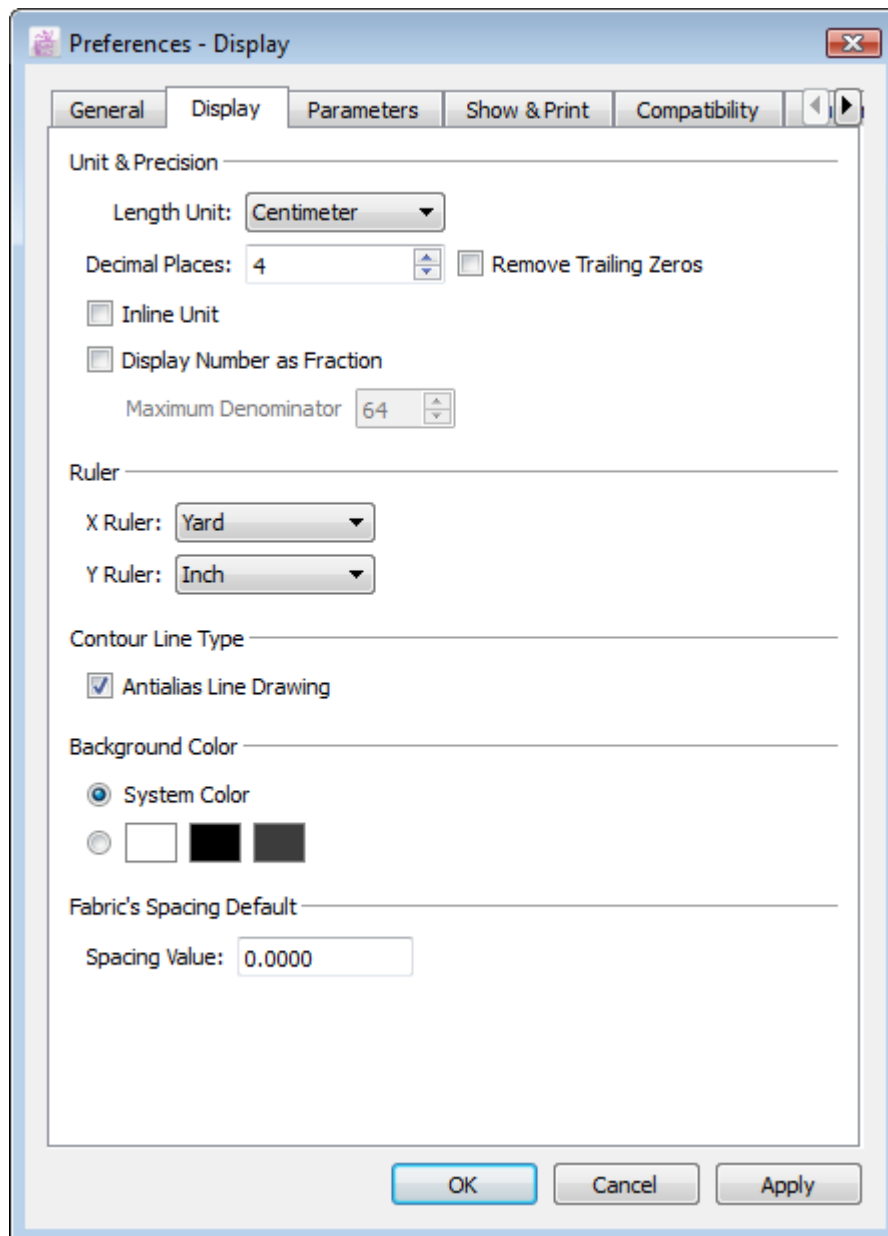
Press the *OK / Apply* button to validate or press *Cancel* to return to the previous display.



## Preferences: Display

The *Display* item, under *Preferences*, in the *Options* menu, allows you to select preferences to customize your application.

The *Display* dialog box offers you the following options:



### **Unit & Precision**

**Length Unit:** Allows you to select the desired unit of measurement (Centimeter, Millimeter and Inch).



**Decimal Places:** To display one (0.X) to six (0.XXXXXX) decimal points. Input the desired Decimal Places or press the arrow next to the text box.

**Remove Trailing Zeros:** Choose this option to remove zeros places of the measurement.

**Inline Unit:** Check this option for converting the unit as following.

Segment length in 18 inch, it shows 18 in the measurement box.

Segment length in 45.72(cm), it shows 45.72 cm in the measurement box.

Segment length in 457.2(mm), it shows 457.20 mm in the measurement box.

**Display Number as Fraction:** Showing measurement to Fraction in all measurement boxes.

**Maximum Denominator:** Choose the value from 0 to 99

## Ruler

**X Ruler:** Set the measurement unit for your horizontal ruler.

**Y Ruler:** Set the measurement unit for your vertical ruler.

## Contour Line Type

It lets you choose between a fine or thick line to define the contour of the pattern pieces.

**Antialias Line Drawing:** Check this option to show segments more precision on screen.

*Uncheck Antialias Line Drawing*

*Check Antialias Line Drawing*





### **Background Color**

It allows you to choose the Background Color to System Color or different colors (White, Black or Grey).

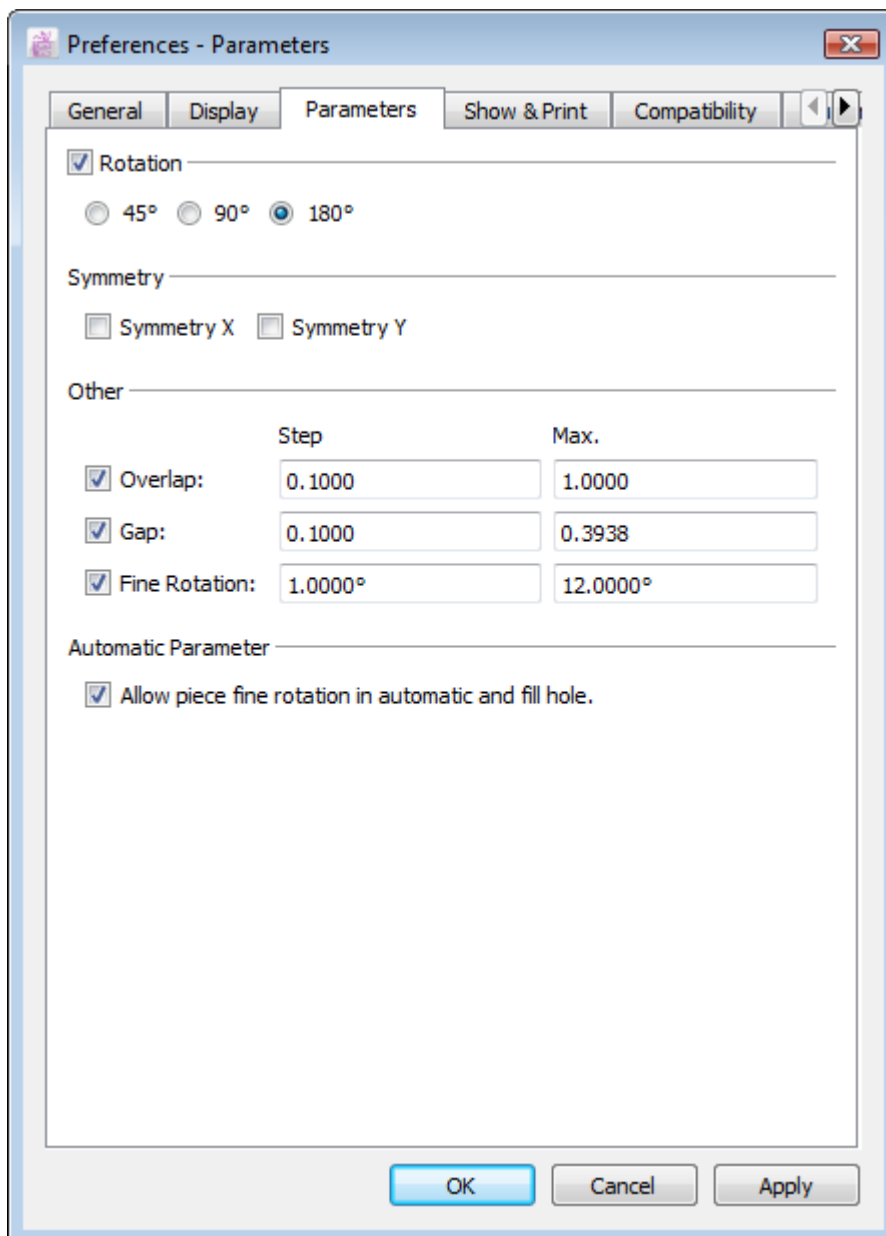
Press the *OK / Apply* button to validate or press *Cancel* to return to the previous display.

**Fabric's Spacing Default:** It is the default distance between different fabrics.

### Preferences: Parameters

The *Parameters* item, under *Preferences*, in the *Options* menu, enables you to select the treatment limits (rotation and symmetry) and the treatment tolerances for modifying your markers.

The *Parameters* dialog box offers you the following options:





**Rotation:** It indicates the degree of rotation possible (45°, 90° or 180°).

**Symmetry X, Symmetry Y:** It enables you to allow or forbid symmetry on the Y or X axis.

**Overlap:** It enables or disables the option to overlap pieces and it allows you to specify the steps between the overlap and set the allowed maximum.

**Gap:** It activates or deactivates the ability to add a gap between pieces and it allows you to specify the steps between the gaps and set the allowed maximum.

**Fine Rotation °:** It enables or disables the fine rotation (tilt) of a piece and it enables you to specify the steps between each rotation and set the allowed maximum.

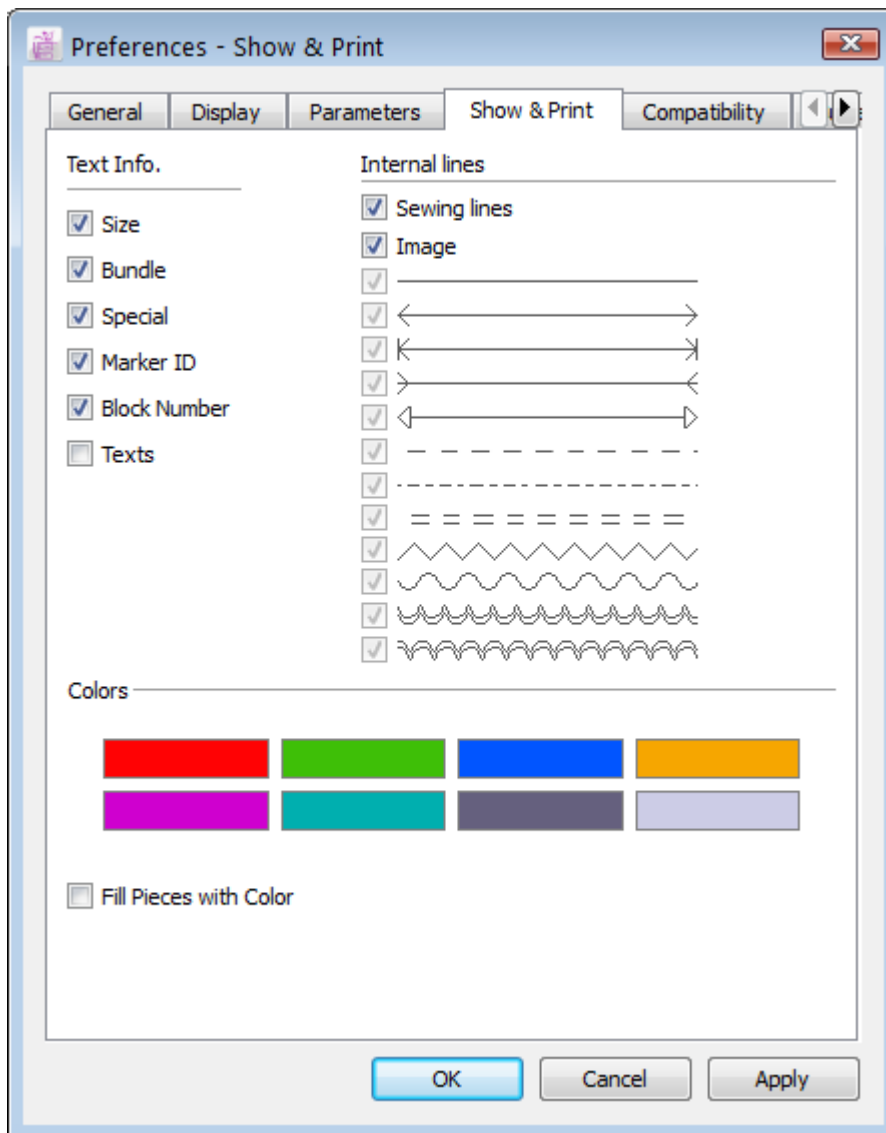
#### **Automatic Parameter**

**Allow pieces' Fine Rotation in Automatic and Fill hole:** It allows a rotation of pieces during the filling of holes and while using automatic placement.

### Preferences: Show & Print

The *Show & Print* item, under *Preferences*, in the *Options* menu, enables you to select which information appears on all the pieces on screen and on the printed pattern pieces.

The *Show & Print* dialog box offers the following options:





### Text Info

**Size:** It is the size of the pieces.

**Bundle:** It plots the bundle number.

**Special:** It plots special information, as entered in the *Marker Info* dialog box, accessible via the *Treatment* menu.

**Marker ID:** It plots the marker's identification. This information is entered in PAD System™ *Master Pattern*, when a pattern piece is being defined.

**Block Number:** It identifies the blocks on the marker.

**Texts:** It plots any text entered using the text tool in PAD System™ *Marker Design*.

### Internal Lines

**Sewing Lines:** It displays and plot different internal line types. Only types present in the open marker files are available in the *Display & Color* dialog box.

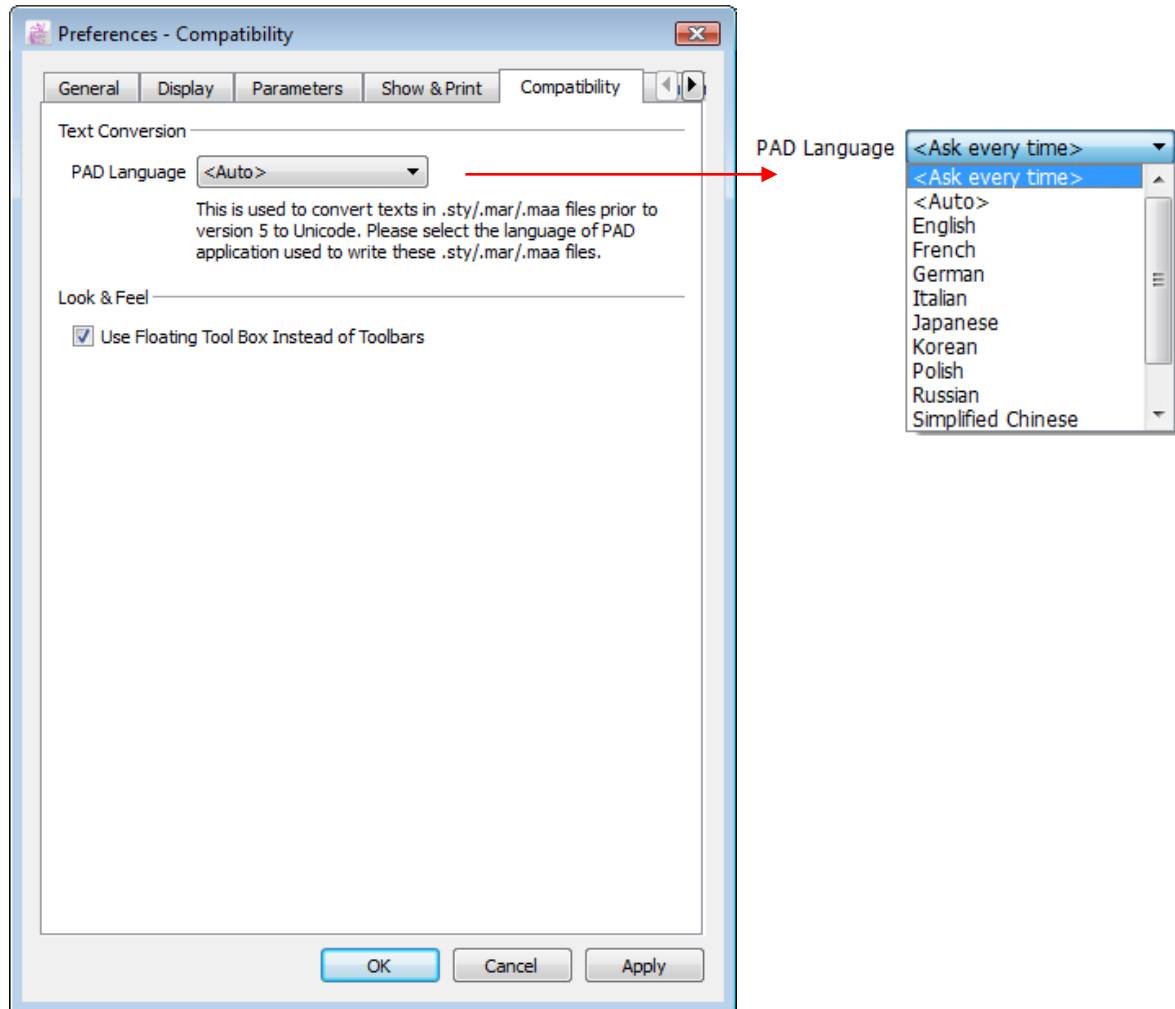
### Colors

To change the color displayed on the screen, click one of the colors displayed. The color picker of your operating system opens. For further details, refer to the manual of your operating system. Select the color of your choice.

**Fill Pieces with Color:** To fill pieces with color associated with their size on the simulated fabric surface.

## Preference: Compatibility

The *Compatibility* item, under *Preferences*, in the *Options* menu, allows you to customize your application.



### **Text Conversion**

It allows you to convert text in previous .sty files to Unicode.

**PAD Language:** Choose a particular language from the list which supported by the PAD System. Choose "Auto" from the list, the language will be the same as the default language of the operating system. Choose "Ask Every Time", system will remind you every time when opening any file saved in the previous version.

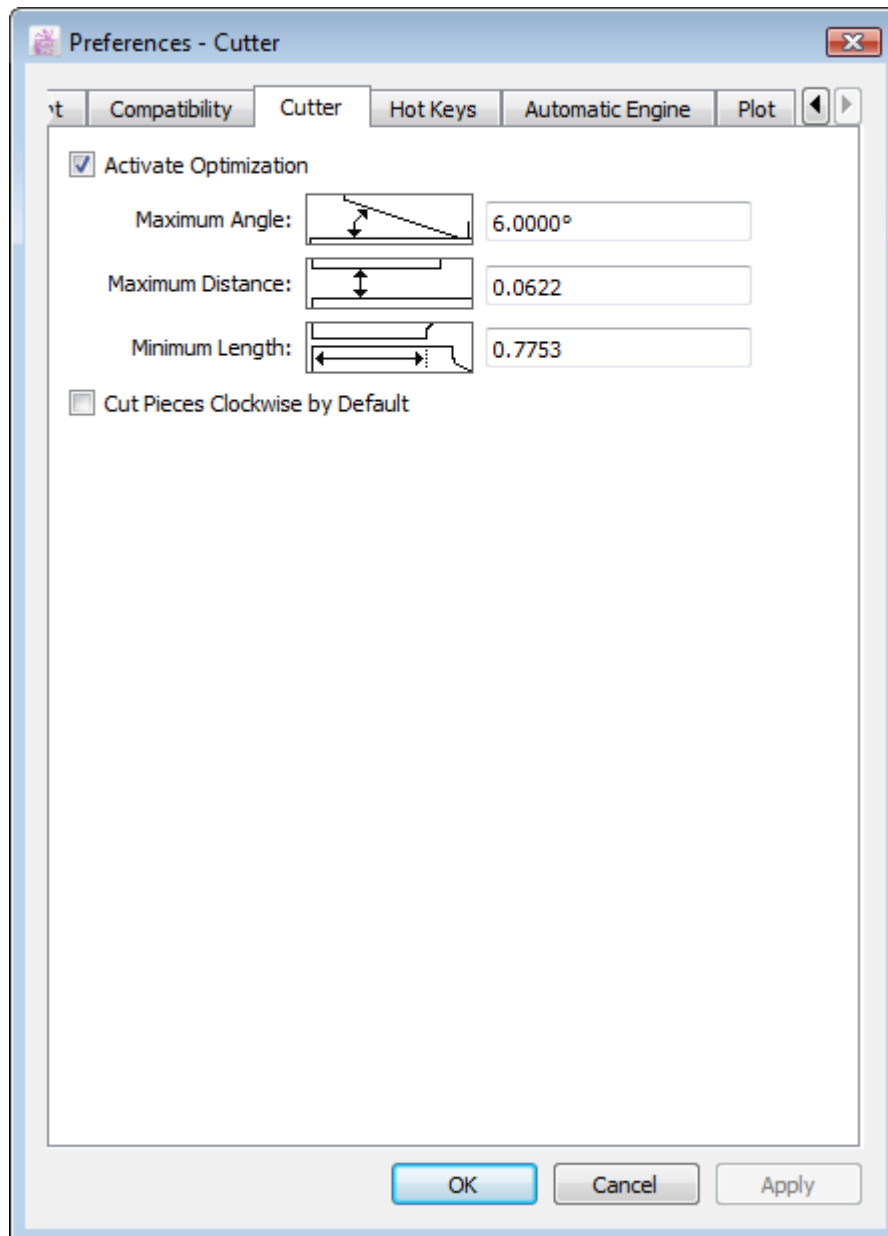
### **Look & Feel**

**Use Floating Toolbox Instead of Toolbars:** Check this box to switch the Toolbars to Toolbox.



### Preference: Cutter

The *Cutter* item, under *Preferences*, in the *Options* menu, enables you to define the parameters that are applied to all the pieces of the marker to optimize robotic cutting. The *Cutter* dialog box offers the following options:





**Activate Optimization:** By checking this box you activate the three cut parameters below (maximum angle, minimum distance and minimum length), enabling you to optimize the current marker for the cut and to view these cut parameters.

**Maximum Angle:** The maximum angle between two lines, to consider them as common lines.

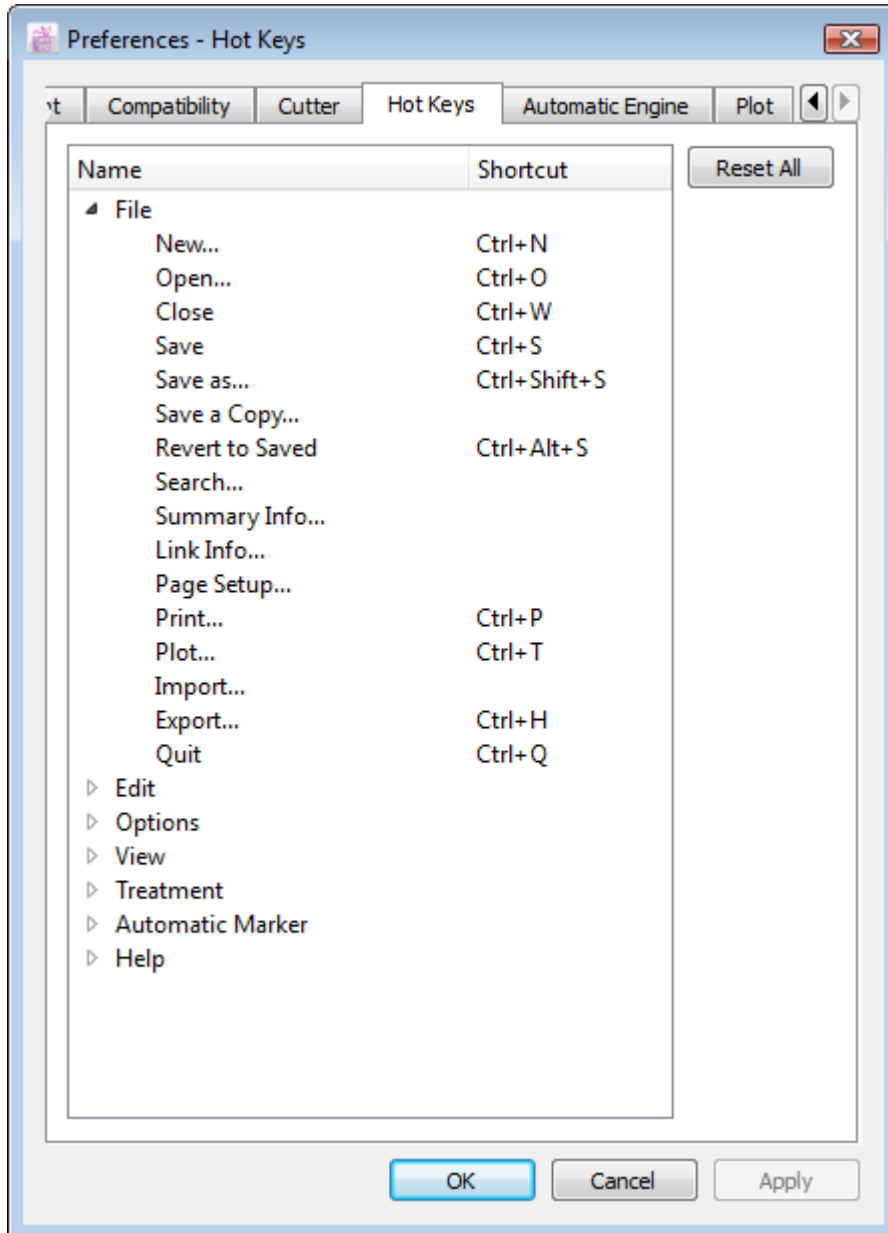
**Maximum Distance:** The maximum distance between two lines, to consider them as common lines.

**Minimum Length:** The minimum length of contact between two lines, to consider them as common lines.

**Cut Pieces Clockwise by Default:** Allows you to reverse the usual cutting direction of the robotic knife.

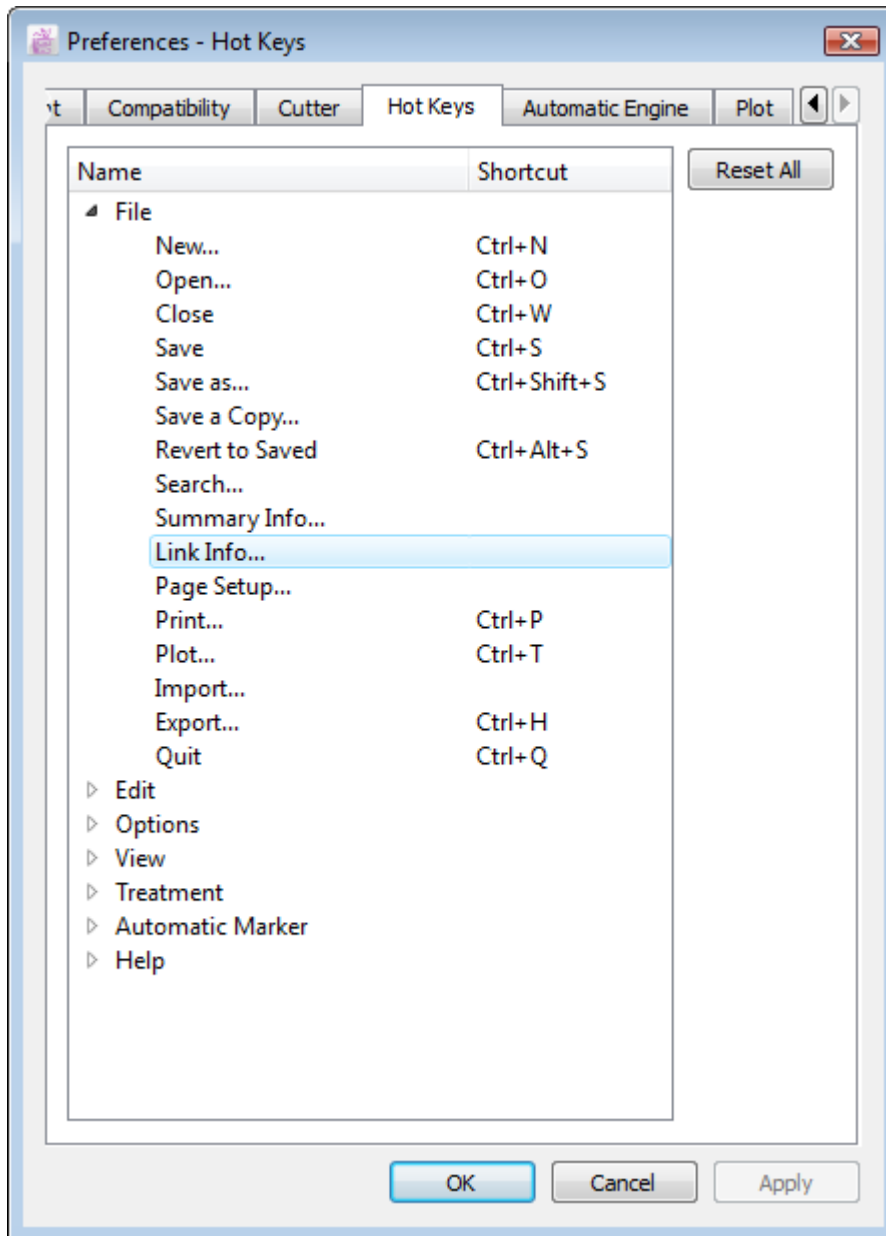
### Preference: Hot Keys

The *Hot Keys* item, under *Preferences*, in the *Options* menu, enables you to create shortcuts for various actions. Rather than using the menu, you can use a hot key to carry out a function or open a dialog box.

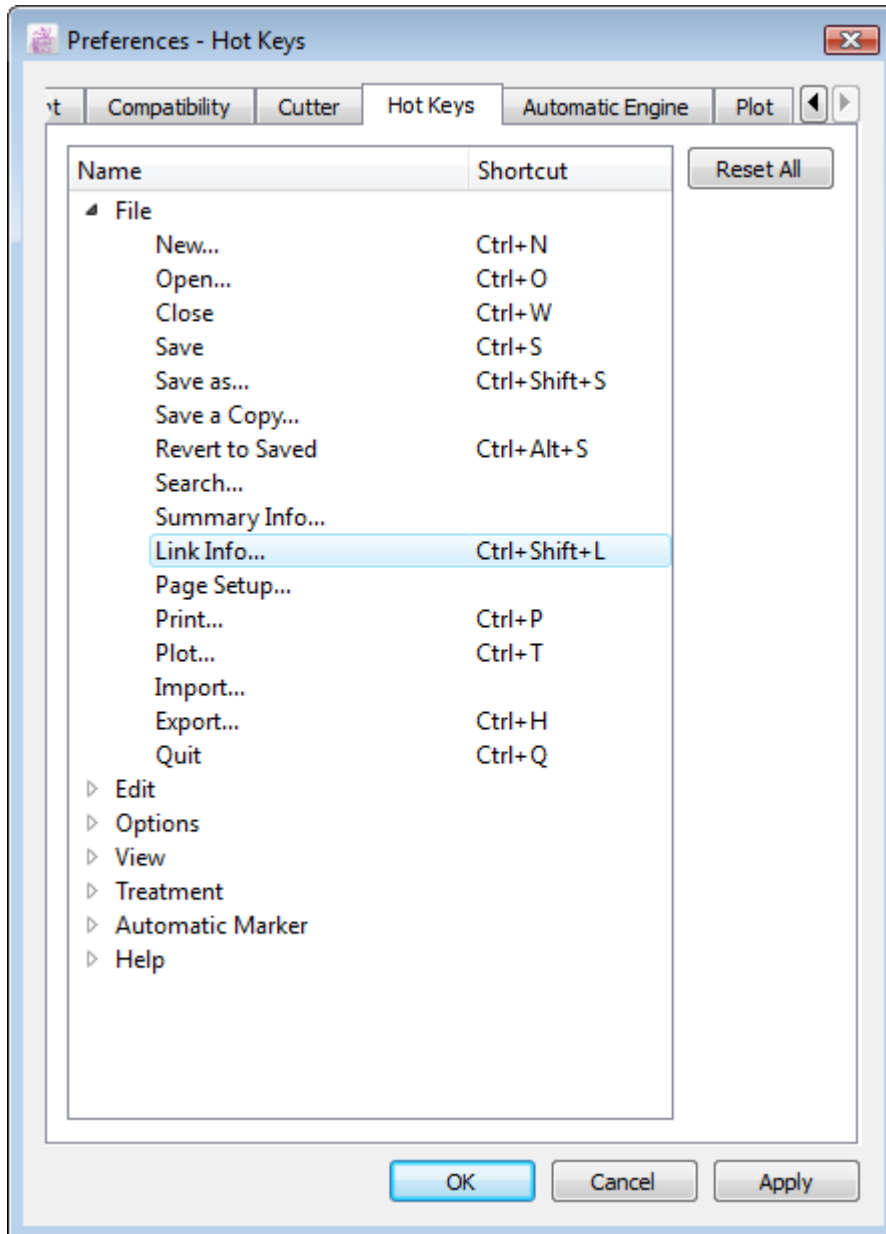


To create Hot Keys:

- 1 Select *Options, Preferences* and *Hot Keys*.
- 2 The *Hot Keys* dialog box opens. Highlight the function you want to create a Hot Key for:



- 3 Enter your desired Key shortcut by pressing on the keys you want to use for your shortcut:

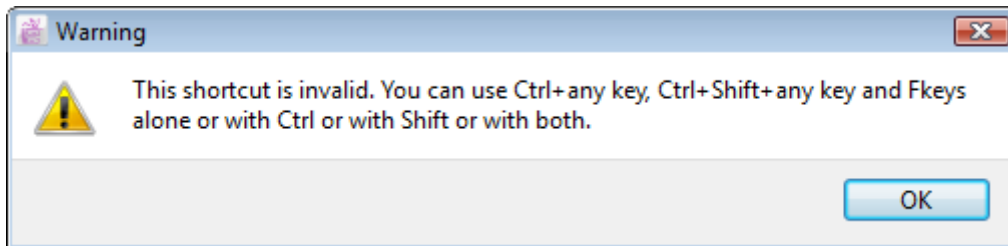


- 4 Click the OK button to save your new Hot Key.

**Note:** You cannot use all key combinations. This is explained in details on next page.

## Permitted Hot Keys

Both Windows and Macintosh allow and forbid the use of different Hot Keys. If you enter a Hot Key combination that is not permitted by your operating system, the following error message appears:



## Invalid Hot Keys, per operating system

The following charts show the Hot Key combinations that are not permitted by each operating system.

### Hot Key combinations not permitted by Windows

F4 + Ctrl	Num lock + Ctrl
F4 + Ctrl + Shift	Num lock + Ctrl + Shift
F6 + Ctrl	Insert + Ctrl
F10	Caps Lock + Ctrl
F10 + Ctrl + Shift	Caps Lock + Ctrl + Shift
F10 + Ctrl	Space bar + Ctrl
F10 + Shift	Space bar + Ctrl + Shift
Esc + Ctrl	Tab + Ctrl
Esc + Ctrl + Shift	Tab + Ctrl + Shift
Print Screen + Ctrl	0 (w/Num Lock) + Ctrl
Print Screen + Ctrl + Shift	0 (w/Num Lock) + Ctrl + Shift
Scroll lock + Ctrl + Shift	



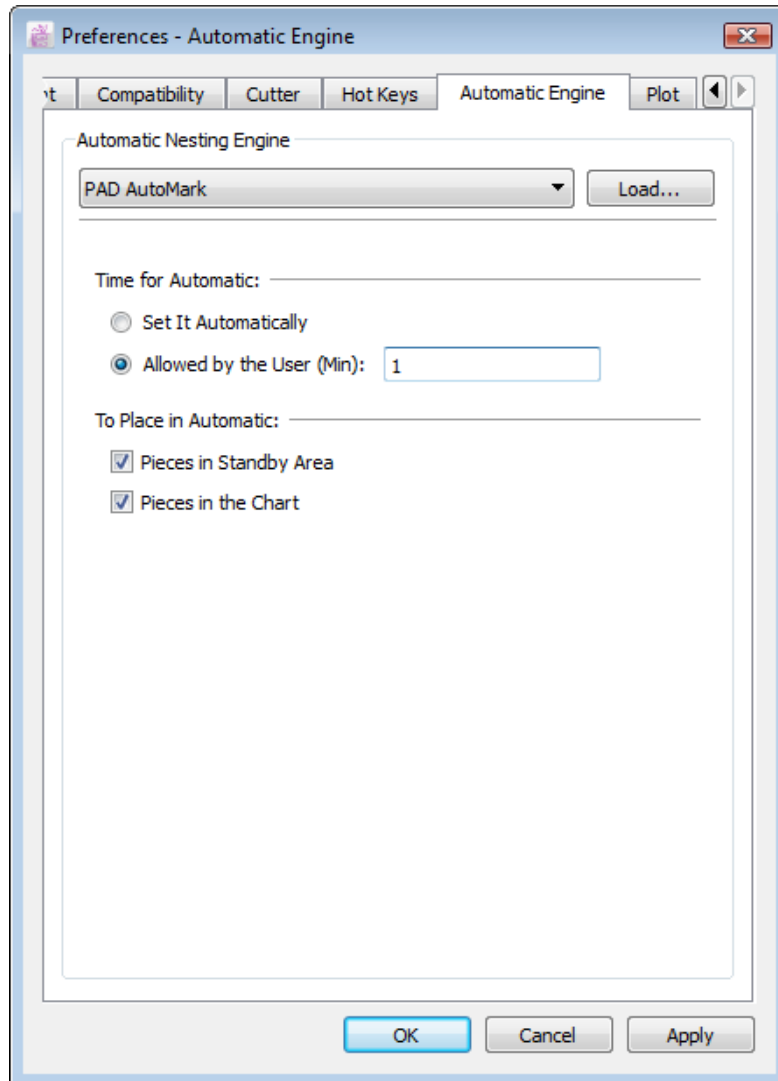
### Hot Key combinations not permitted by Macintosh

F9 + Shift	Q + Command + Shift
F10 + Shift	3 (Print Screen) + Command + Shift
F11 + Shift	4 (Print Screen Selection) + Command + Shift
Esc + Command	Page Up + Command
Esc + Command + Shift	Page Up + Command + Shift
Num Lock + Command	Page Down + Command
Home + Command	Page Down + Command + Shift
Home + Command + Shift	Caps Lock + Command
End + Command	Caps Lock + Command + Shift
Insert + Command	Backspace + Command
Insert + Command + Shift	Backspace + Command + Shift
Speaker Key + Command	Enter + Command
Speaker Key + Command + Shift	Space bar + Command
Tab + Command + Shift	Space bar + Command + Shift
Tab + Command	Return + Command
H + Command	Return + Command + Shift
Q + Command	Enter + Command + Shift

## Preference: Automatic Engine

The *Automatic Engine* item, under *Preferences*, in the *Options* menu, enables you to select the type of automatic nesting engine you wish to use.

The *Automatic Engine* dialog box offers the following options:



To choose the nesting engine, Press *Load* button to choose the location of the selected engine. If you installed the PAD AutoMark engine into Program Files in C driver, it should choose the location as shown below.

**C:\Program Files\PAD System 6.0\PAD AutoMark**

Then the name of the engine shows on the text box.

Press *Apply* button to validate.

If you have PAD AutoMark engine, after you installed the engine. The location of the engine is automatic showing on Automatic Engine tab page.





### Time for Automatic

**Set It Automatically:** The software sets the time allowed (in minutes) to find an optimal marker.

**Allowed by the User:** The user selects the maximum time allowed (in minutes) to find an optimal marker.

### To Place in Automatic

Check the appropriate option(s) to select which pieces will be placed.

Click the *OK* button to save your changes.

When you select the *Pieces in Standby Area* option, the pieces keep the treatment they may have received in the stand by area (blocking, grouping, cut-down...)

The *PAD Estimate* engine dialog box offers the following options:

Automatic Nesting Engine

PAD Estimate Load...

Time for Automatic: \_\_\_\_\_

Set It Automatically

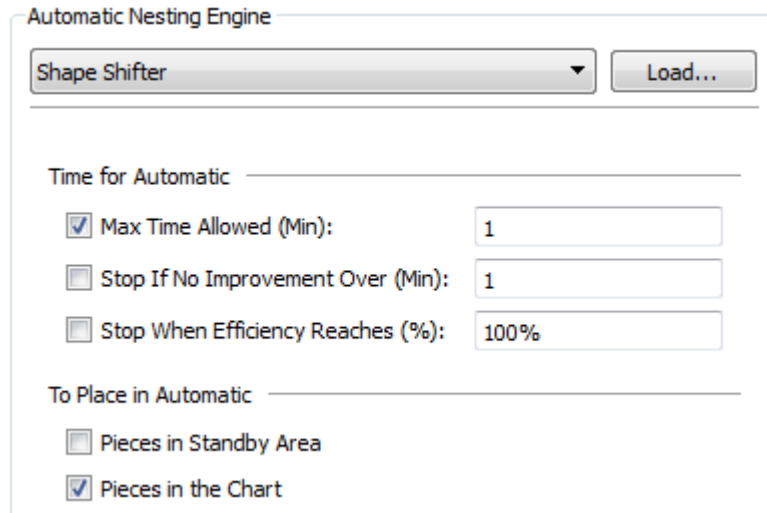
Allowed by the User (Min):

To Place in Automatic: \_\_\_\_\_

Pieces in Standby Area

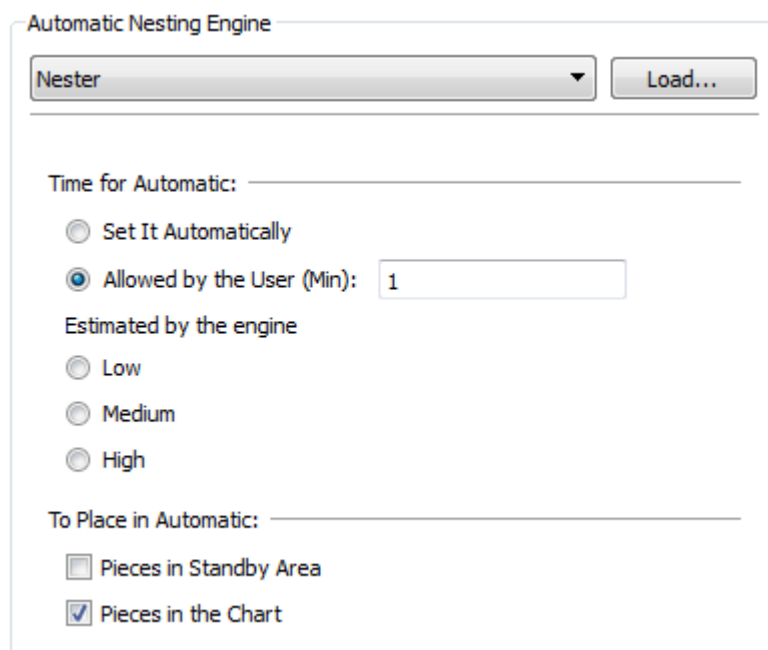
Pieces in the Chart

The *Shape Shifter* engine dialog box offers the following options:



The dialog box is titled "Automatic Nesting Engine". At the top, there is a dropdown menu showing "Shape Shifter" and a "Load..." button. Below this, there is a section titled "Time for Automatic" with three options: "Max Time Allowed (Min):" with a checked checkbox and a text box containing "1"; "Stop If No Improvement Over (Min):" with an unchecked checkbox and a text box containing "1"; and "Stop When Efficiency Reaches (%):" with an unchecked checkbox and a text box containing "100%". At the bottom, there is a section titled "To Place in Automatic" with two options: "Pieces in Standby Area" with an unchecked checkbox and "Pieces in the Chart" with a checked checkbox.

The *Nester* engine dialog box offers the following options:

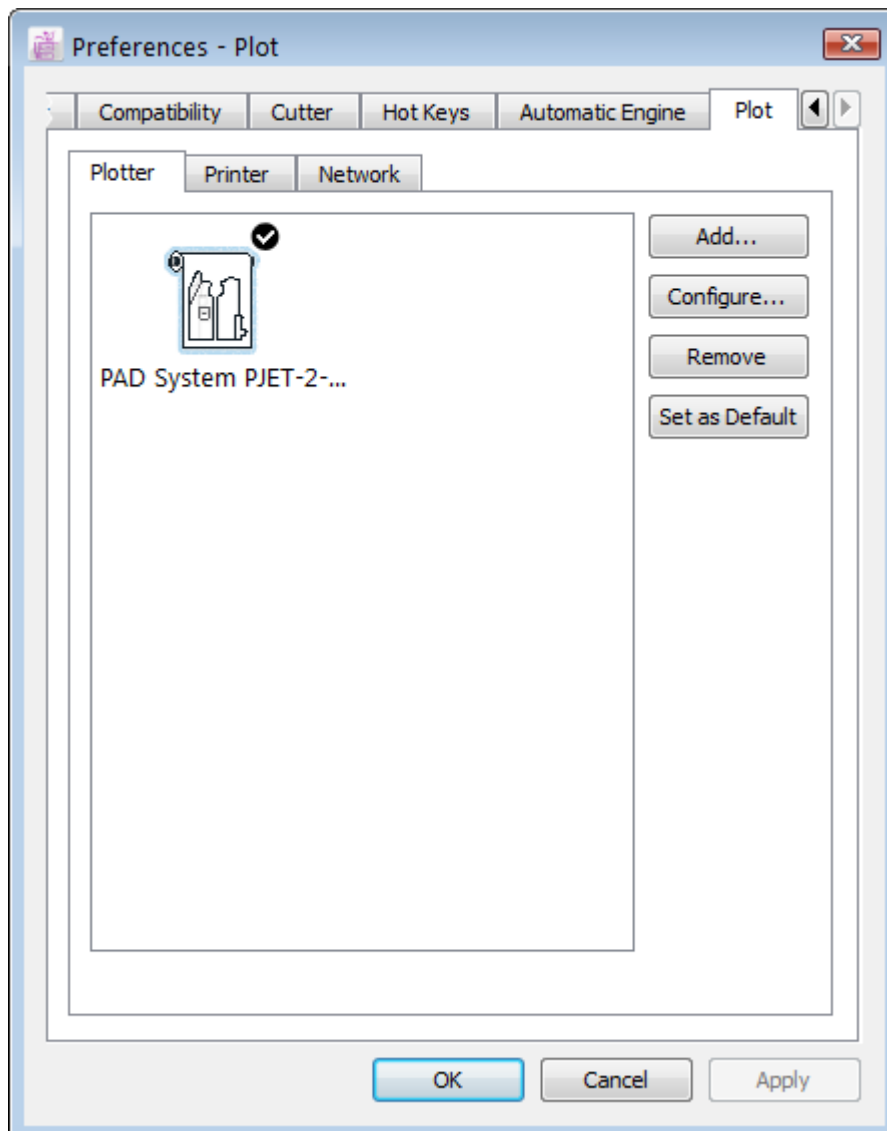


The dialog box is titled "Automatic Nesting Engine". At the top, there is a dropdown menu showing "Nester" and a "Load..." button. Below this, there is a section titled "Time for Automatic:" with two radio button options: "Set It Automatically" and "Allowed by the User (Min):" which is selected and has a text box containing "1". Below this is a section titled "Estimated by the engine" with three radio button options: "Low", "Medium", and "High". At the bottom, there is a section titled "To Place in Automatic:" with two options: "Pieces in Standby Area" with an unchecked checkbox and "Pieces in the Chart" with a checked checkbox.

## Preference: Plot

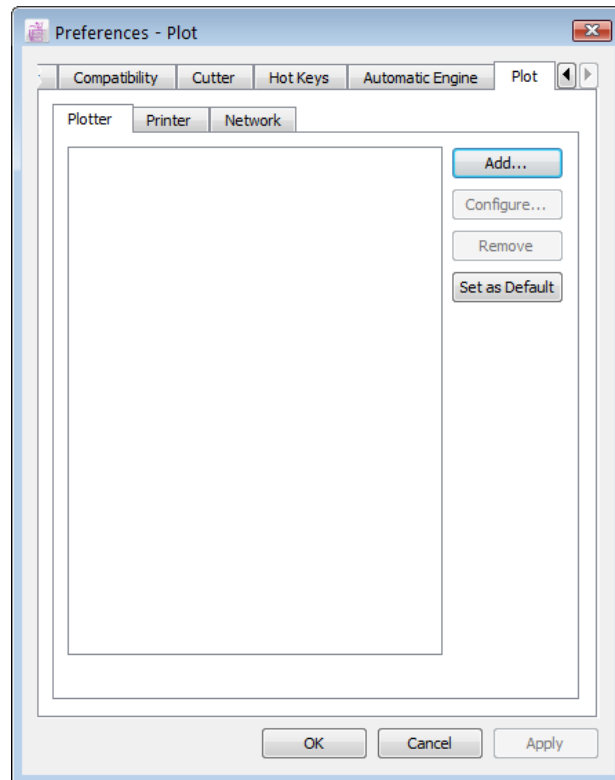
The *Plot* item, under *Preferences*, in the *Options* menu, enables you to select, from a list of drivers, the driver that corresponds to your plotter. This enables your plotter to connect to PAD System™ software.

From the “Preferences – Plot” dialog box, user can add and set / reset the driver under the “Plot” section. User can add / set the built-in plotter driver of Pad System under “Plotter” as default; or, choose to add / set your own Windows printer driver, under the “Printer” part.

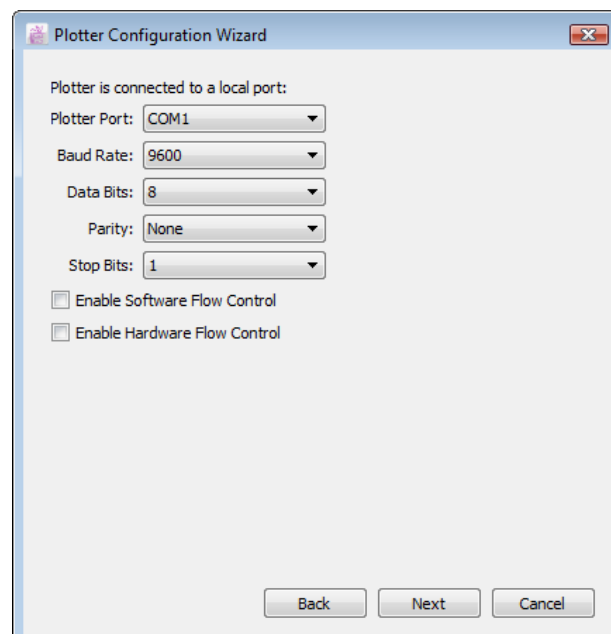


To configure plotter driver:

- 1 Select *Option* from menu; choose *Preferences->Plot* tab page as below.



- 2 Click *Add...* to choose a plotter that is connected to the local port from the list. "Plotter Configuration Wizard" dialog box shown as below:





To configure the port setting COM Port (Windows ) / Serial Port (Macintosh) if necessary.

**Plotter Port:** Pull-down menu to select the type of port connected to the plotter.

**Baud Rate:** Pull-down menu with options - 2400, 4800, 9600, 19200 or 38400 bauds.

**Data Bits:** Pull-down menu with options - 7 / 8 data bits.

**Parity:** Pull-down menu with options - EVEN, ODD or NONE.

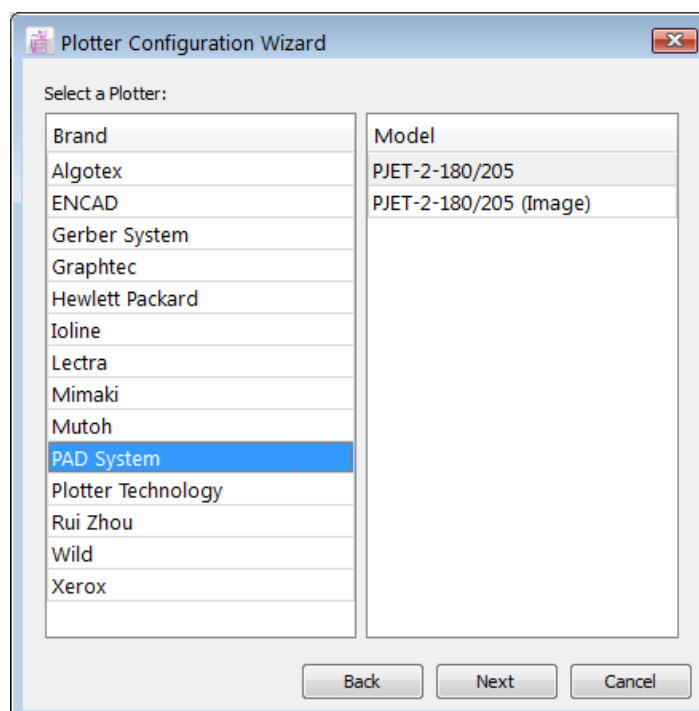
**Stop Bits:** Pull-down menu with options - 1, 1.5 or 2 data bits.

Enable Software Flow Control: Check / Uncheck this option

Enable Hardware Flow Control: Check / Uncheck the option

Click Next to continue the configuration process.

**3** Choose the *Plotter* and click *Next* button to continue.

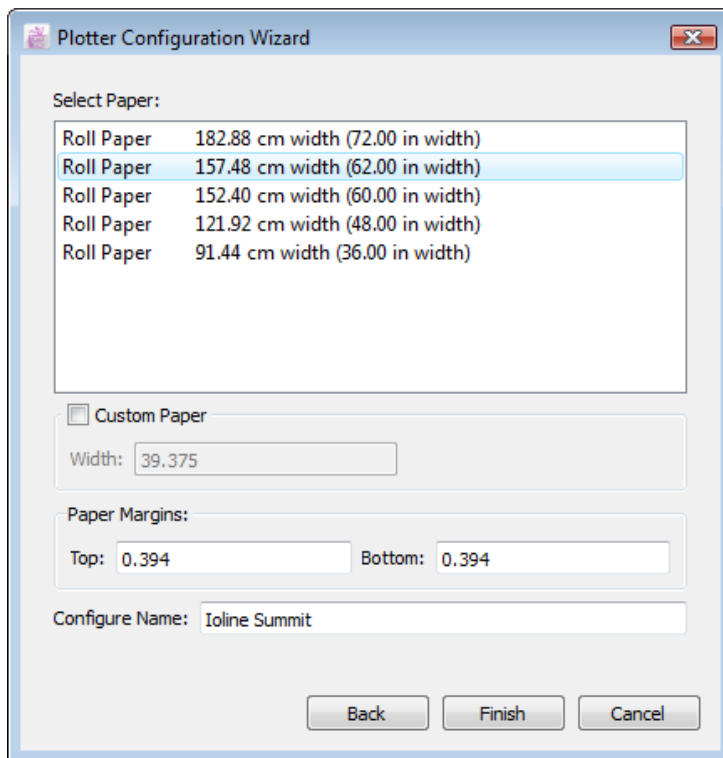


### Support Plotter Drivers

Brand	Model
Algotex	PowerJet-ProJet
ENCAD	CADJET2
Gerber System	SP 200 GGT AccuMark 100 GGT AccuMark 300 GGT AccuMark 700 GGT AccuMark Silhouette
Graphtec	CE2000 CE3000 CE5000 FC8000 GP3000
Hewlett Packard	HPGL 2 HPGL 2 Basic HPGL 2 Color
Ioline	Flexjet Signature 5000 Studio 8 Studio Cutter Stylist 2000 Summit
Lectra	E33 FlyPen Investronica Microdynamic Plot CF
Mimaki	CG-90 AP CG-90 APR
Mutoh	AC-1650 AC-1650 – Take-Up Roll
PAD System	PJET-2-180/205 PJET-2-180/205 (Image)
Plotter Technology	Neon TX

Rui Zhou	R Series
Wild	TA40 TA400 TA500
Xerox	2230ij

4 A dialog box shows a list of paper sizes.



**Select Paper:** Choose the default **Paper Width** from the list.

Example: Roll Paper 157.48 cm width (62.00 in width)

If the Actual Paper Width is 62.00, user has to add the print margins at the *Paper Margins* text boxes (since print size and actual paper size is different).

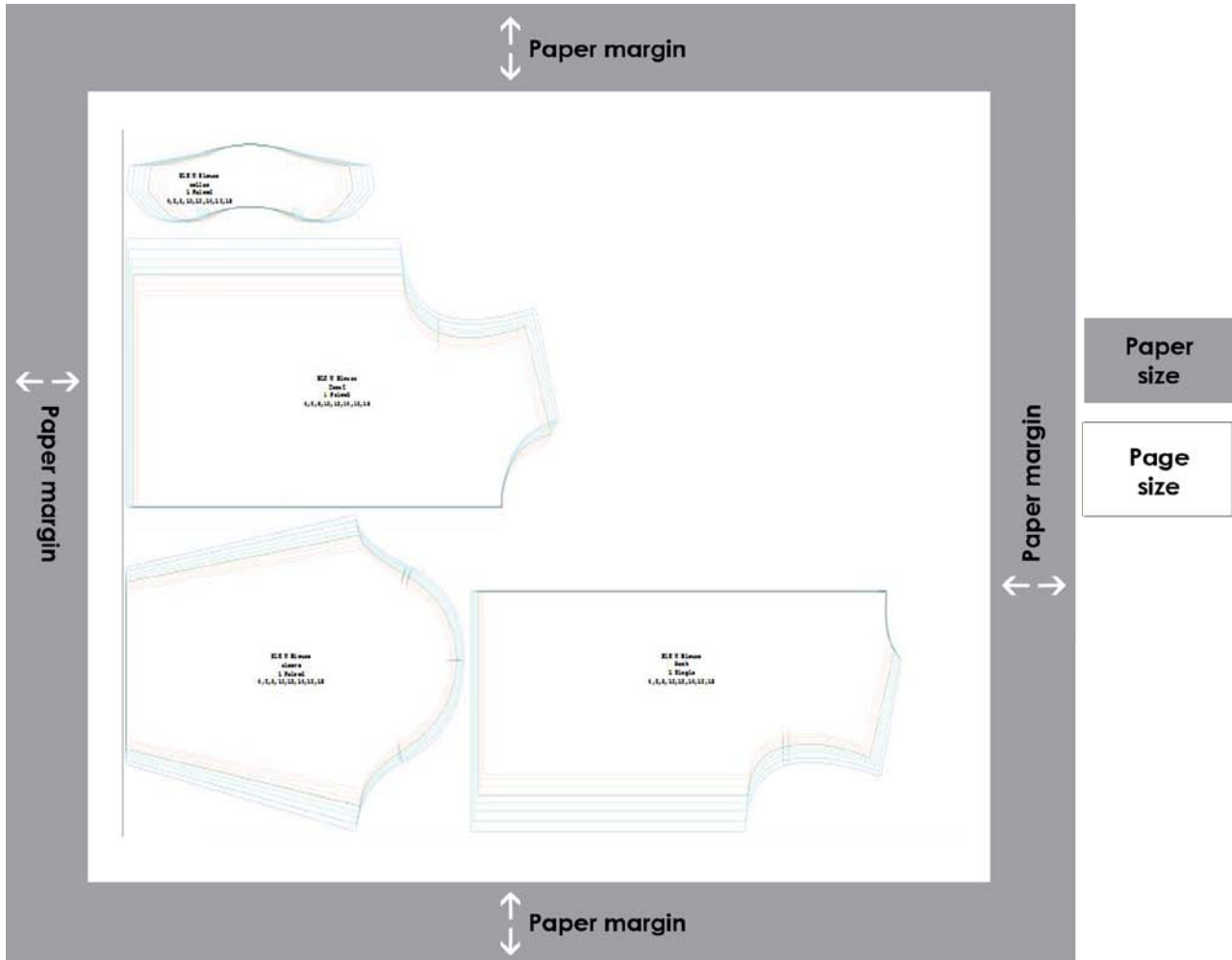
**Custom Paper:** Check to customize the paper width.

**Paper Margins:** Set the paper margins - Top and Bottom.

**Configure Name:** Show the selected plotter name from previous settings.

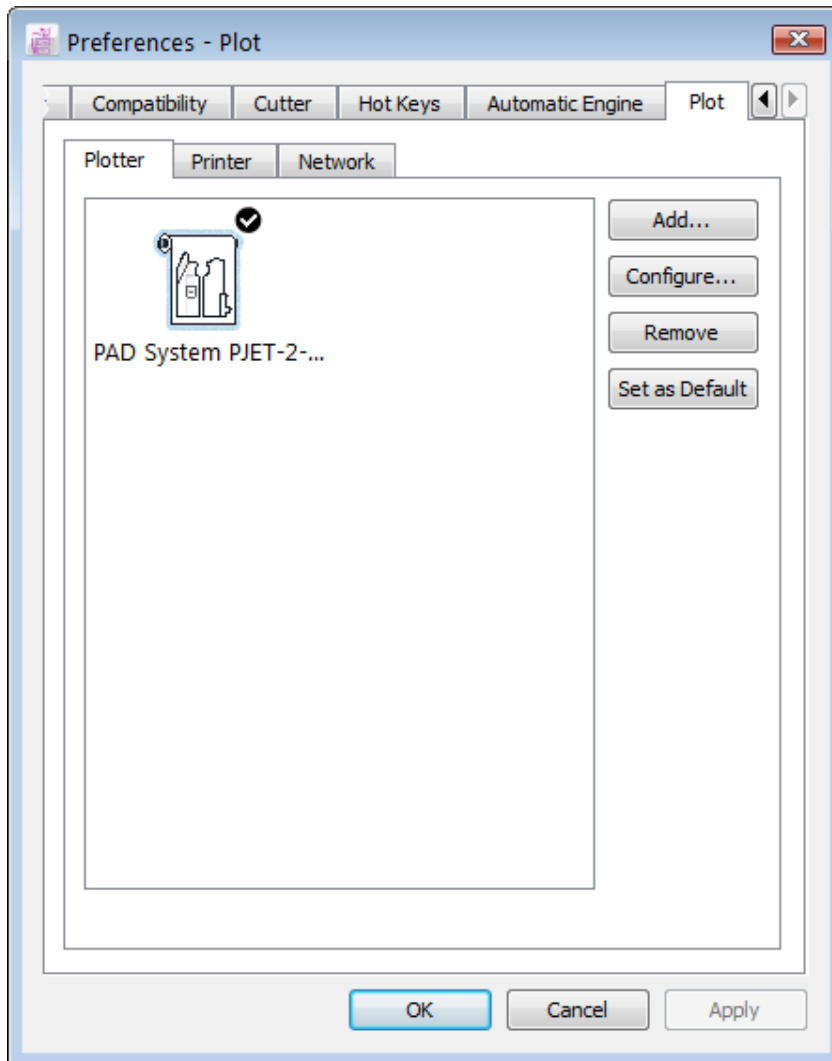
Click *Finish* to execute.

### Diagram of Paper Width





5 Default Plotter will be chosen in Plot dialog box.



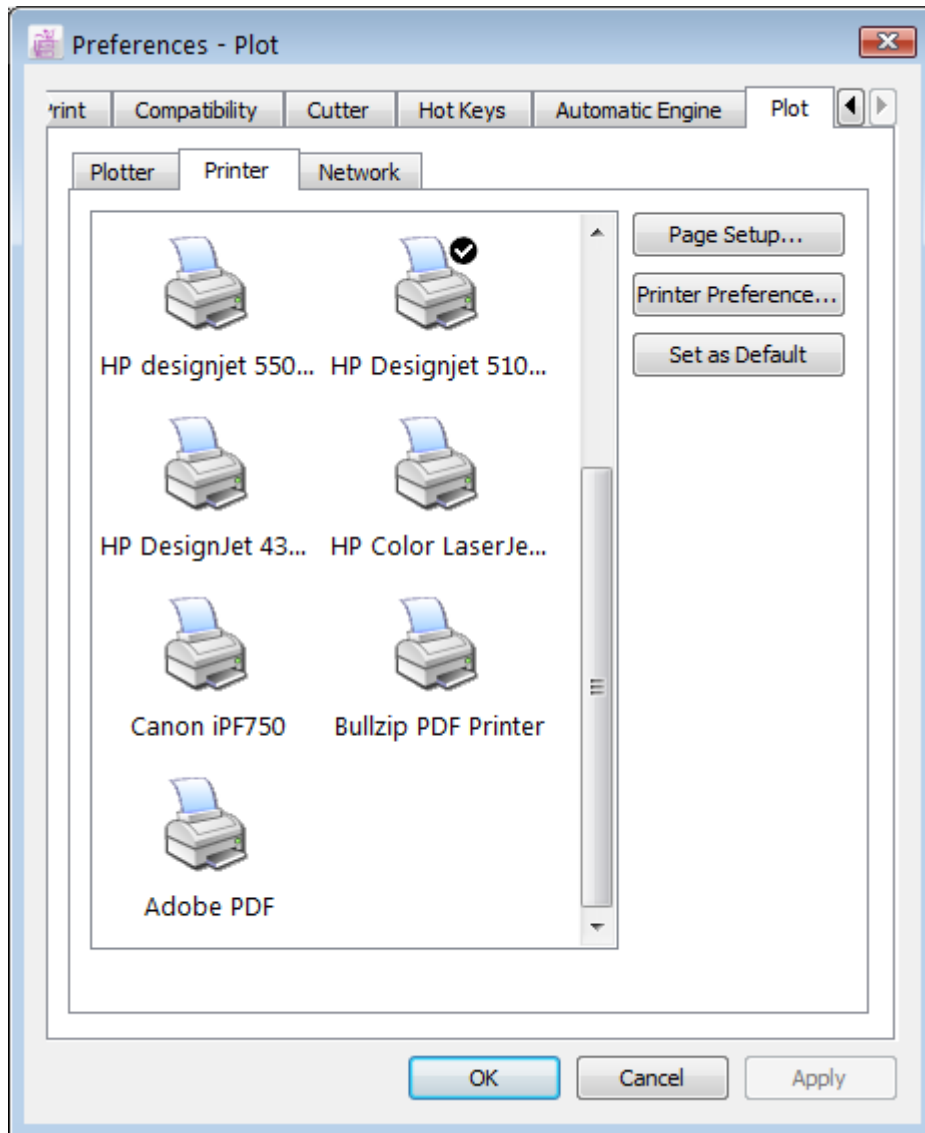
**Configure...:** Change the setting of the selected driver. Click *Configure...* or double click the mouse button on selected driver to change the setting or the driver of existing Plotter.

**Remove:** Click *Remove* to remove selected driver.

**Set as Default:** Choose the selected Plotter then click for setting as default.

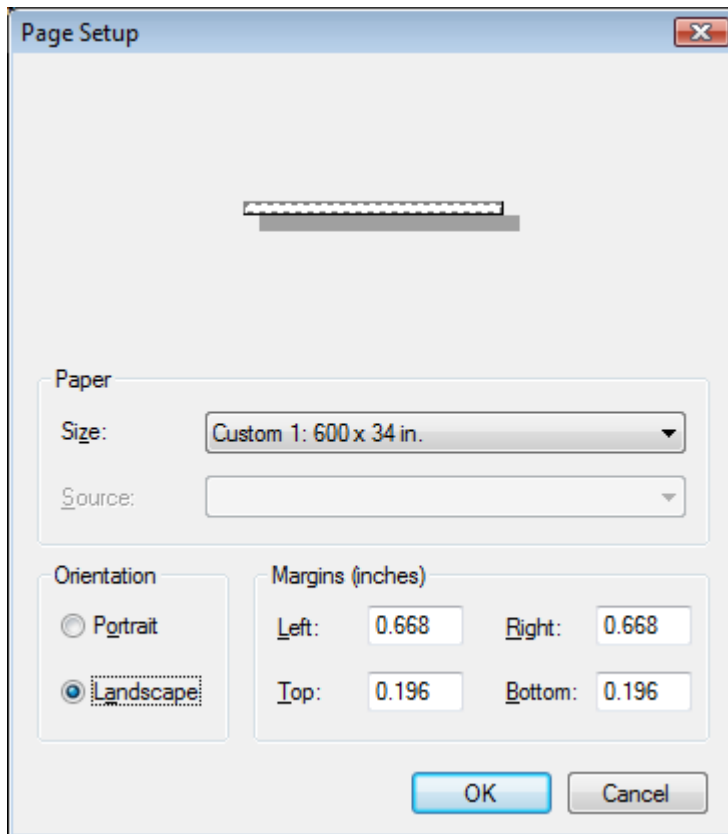
**To configure printer driver:**

You should install the driver of your selected printer. The Printer driver will be updated in the "Printer" options once the drive has been successfully installed.





**Page Setup...:** Allows to choose the paper size, set margins and/ or orientation.



Click *OK* to apply the setting.

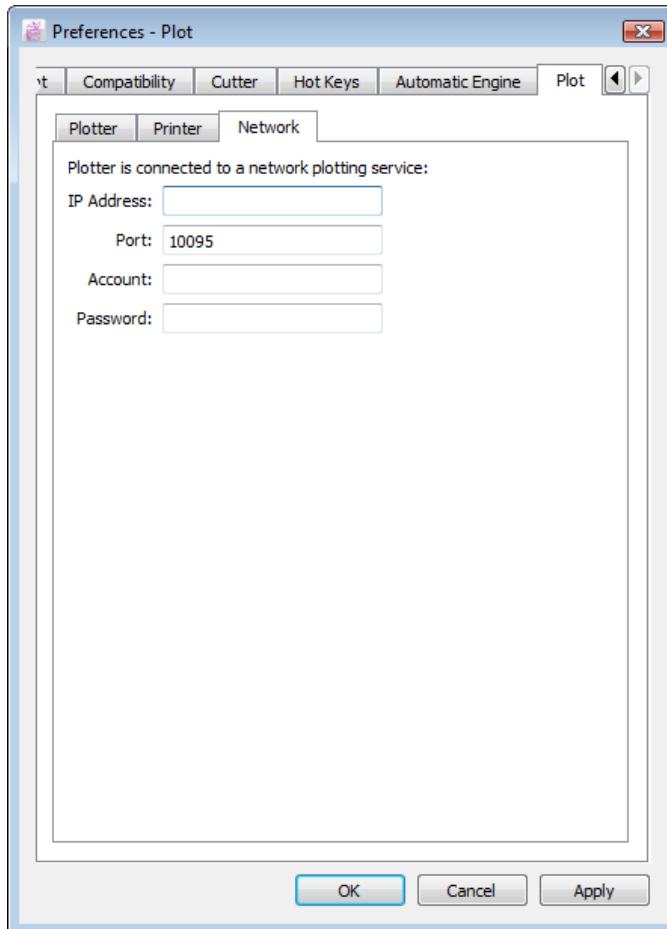
**Set as Default:** Choose the selected Printer, click *Set as Default* button to save as a default printer.

The printer driver will show on the File menu, Plot dialog box.

## Network Plotting

Network option in Preferences menu allows you to connect the plotter through TCP/ IP ( LAN, Wireless or Internet. Plot Manager receives the plot job from your pc. You can send the plotting directly to the plotter. Please refer to the Network page from Plot menu.

To configure a plotter to Network:



The screenshot shows a window titled "Preferences - Plot" with several tabs: "Plot", "Compatibility", "Cutter", "Hot Keys", "Automatic Engine", and "Plot". The "Network" tab is selected. Inside the dialog, there is a section titled "Plotter is connected to a network plotting service:" with four input fields: "IP Address:", "Port:" (with the value "10095"), "Account:", and "Password:". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Apply".

**IP Address:** Input the IP Address for the station which connects to the plotter.

**Port:** Input the TCP/IP Port number

**Account:** User name for sending the plotting to the plotter.

**Password:** Give a password to identity the user account.

Click OK to execute.

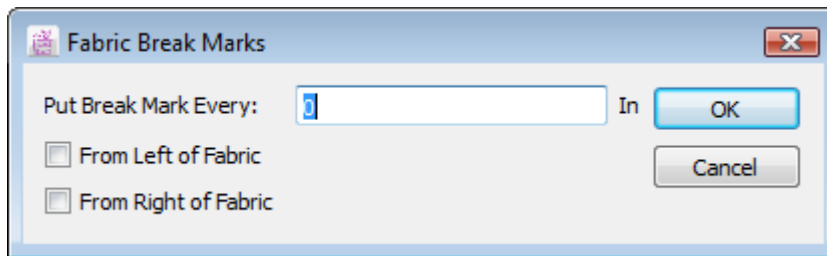
## Options Menu: Marker Breaks...

The *Marker Breaks...* item in the *Options* menu lets you create break marks on the marker selvage. They indicate the position where the spreader should restart the fabric laying after a break to cover a complete piece.

### To create break marks on the marker selvage:

- 1 In the *Options* menu, select the *Marker Breaks...* function.

The *Fabric Break Marks* dialog box opens:



- 2 Indicate the minimal distance between repeated marks.
- 3 Indicate the desired direction of the marks (from left to right and/or from right to left).

### To plot the marker breaks on the marker:

- 1 Select *Plot*, in the *File* menu.
- 2 The *Plot* dialog box opens.
- 3 Select *General* tab page and click *Plot Break Marks* check box.
- 4 Click the *Plot* button to validate.

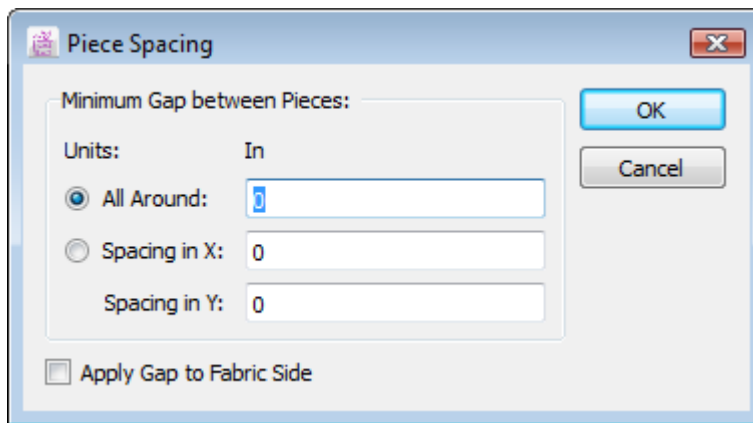
To remove break marks, move one of the pieces on the simulated surface and the break marks disappear.

## Options Menu: Spacing...

The *Spacing...* option in the *Options* menu allows you to create a space between the pieces in the Fabric Simulation Area. When you select *Spacing...*, in the *Options* menu, the *Piece spacing* dialog box opens.

The spacing is created when the pieces are placed in the Fabric Simulation Area.

The *Piece Spacing* dialog box offers the following options:



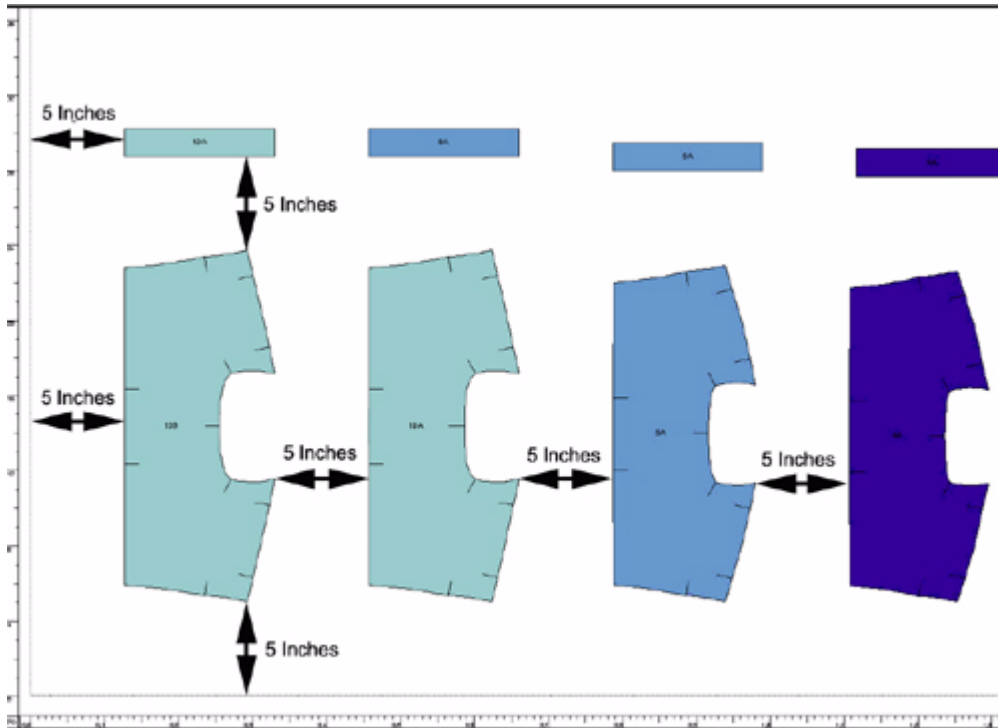
**Minimum Gap between Pieces:**

**All Around:** It creates the same spacing in X and Y.

**Spacing in X:** It creates a specific spacing in X.

**Spacing in Y:** It creates a specific spacing in Y.

**Apply Gap to Fabric Side:** Check this option to create a gap all around the fabric. This affects the pieces, but does not create an additional gap.

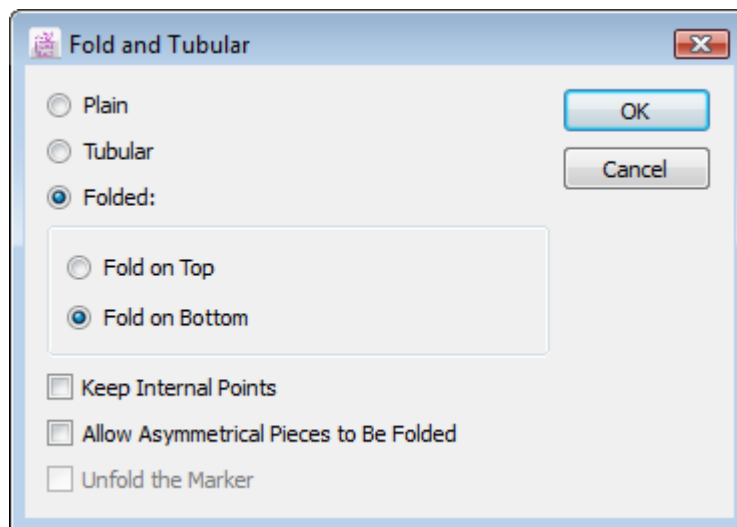


**Note:** The Units section in the *Piece Spacing* dialog box shows your chosen unit of measurement (cm, in or mm). You can change this unit in the Ruler dialog box, accessible via *Options > Preferences > Display*.

## Options Menu: Fold and Tubular Fabric...

The *Fold and Tubular...* item in the *Options* menu simulates a folded or tubular fabric.

When you select *Fold and Tubular*, the *Fold and Tubular* dialog box opens:



You can use this dialog box to fold the fabric on both sides (in the instance of a tubular fabric) or on either side: top or bottom. A thicker black line indicates where the fold is.

These special options can be changed at any time. Pieces not suitable for this treatment are sent back to the Chart.





The *Fold and Tubular* dialog box offers the following options:

**Plain:** It returns to a flat marker while preserving the same fabric width.

**Tubular:** It simulates a tubular fabric (folded in top and bottom). By default, the folded pieces are placed on the bottom fold. To place them on the top fold, hold down the 0 key on your keypad while folding the pieces with the *Fold/Unfold a Piece* tool.

**Folded:**

- **Fold on Top:** It makes a fold on the top of the fabric
- **Fold on Bottom:** It makes a fold on the bottom of the fabric

**Keep Internal Points:** It keeps information, such as the punch holes, darts, etc.

**Allow Asymmetrical Pieces to Be Folded:** Check this option to fold piece which is not a symmetrical piece.

**Unfold the Marker:** This function unfolds the fabric while preserving the pieces where they were placed.

**Note:** For more information on folded and tubular fabric, see the *Fold and Unfold* tool section of this User Manual.

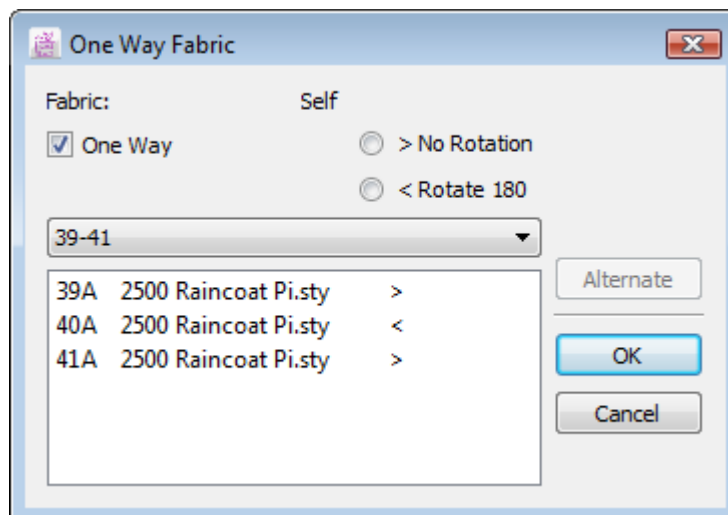
## Options Menu: One Way Fabric...

The *One Way Fabric...* option, in the *Options* menu, enables you to force the piece direction for one-way fabric or for scramble marker (alternate sizes).

You can change or undo the *One Way Fabric...* option at any time; only pieces to be placed are affected.

When you select *One Way Fabric...*, the *One Way Fabric* dialog box opens.

The *One Way Fabric* dialog box offers the following options:

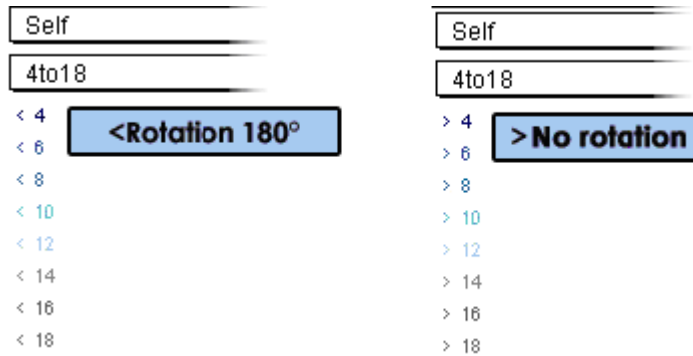


**Fabric:** It is the name of the fabric (in this instance, Self)

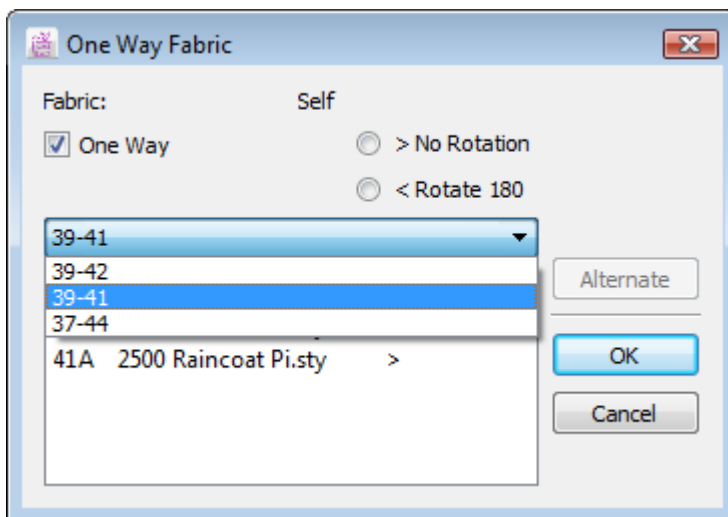
**One Way:** This option must be checked to create a one way fabric and unchecked to return to a normal fabric.

**> No rotation:** It means that no rotation is allowed. Take note of the little symbol (>), it is in the chart, near the sizes.

**< Rotate 180°:** The pieces are placed at 180° of the original axis. Take note of the little symbol (<), it is in the chart, near the sizes.



### Available Layers



### To modify the direction of a marker for a size:

- 1 Select the *One Way* check box.
- 2 Select the appropriate layer in the drop-down menu.
- 3 Select the size for which you want the rotation and select the *Rotation 180°* button.
- 4 For the sizes that you do not want to rotate, select *>No rotation*.
- 5 If you accept an alternate, select all the sizes and click the *Alternate* button.

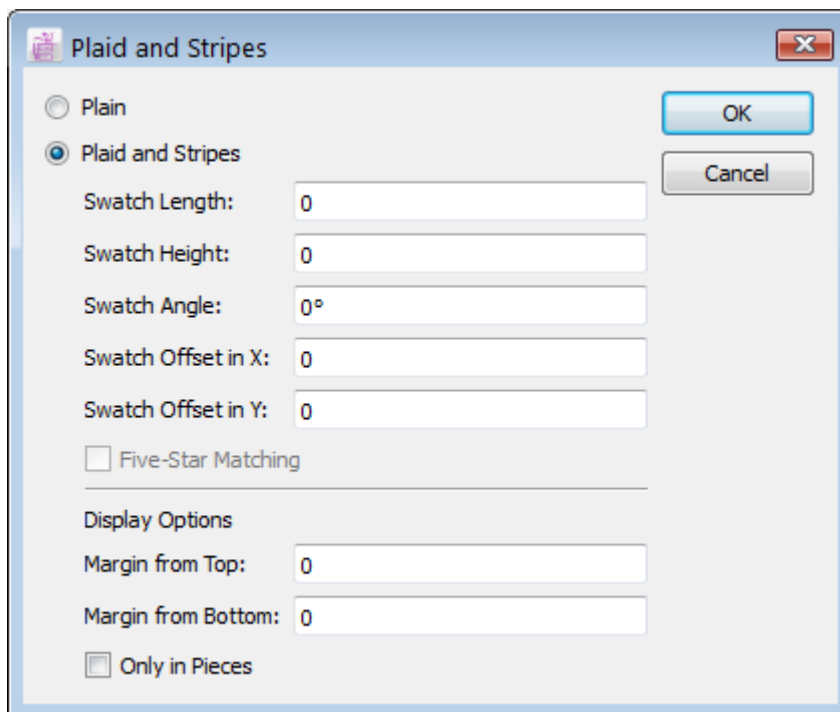
When the *One Way Fabric* function is activated, no rotation or symmetry (X and Y) is allowed on the simulated fabric surface. This command can be deactivated temporarily by holding down the zero (0) key when the function is activated.

## Options Menu: Plaid and Stripes...

The *Plaid and Stripes...* item, in the *Options* menu, recreates plaid and striped fabric on the marker using a repetition created with guidelines.

To activate the *Plaid and Stripes...* option, you must create at least one guideline by dragging the line from the X or Y ruler.

The *Plaid and Stripes* dialog box can be opened:



To create plaid or striped fabrics, you frame a sample (swatch) and repeat this swatch either through the entire Fabric Simulation Area or in pieces. All matching points and linked matching points, given in the Link Pieces Area, are attached to the repetition lines.



The *Plaid and Stripes* dialog box offers the following options:

**Plain:** It returns to the fabric without stripes or plaid since the guidelines.

**Plaid and Stripes:** Select this option to create plaids and stripes.

**Swatch Length:** It establishes the distance between two lines of vertical repetition.

**Swatch Height:** It establishes the distance between two lines of horizontal repetition.

**Swatch Angle:** It establishes the angle between two lines.

**Swatch Offset in X:** The first line of vertical repetition starts immediately after this variation.

**Swatch Offset in Y:** The first line of horizontal repetition start immediately after this variation.

#### Display Options

**Margin from Top:** It leaves a margin at the top of the sample, starting from the limit of the fabric

**Margin from Bottom:** It leaves a margin at the bottom of the sample, starting from the limit of the fabric.

In these spaces, the lines of repetition are not visible and are not considered during treatment.

**Only in Pieces:** Check this box to repeat the sample only inside the pieces. This is only possible if the pieces are properly aligned.

**Note:** For more information on the *Only in Pieces* option, see Link pieces in the View menu.

## Using Guidelines to Create Plaid or Striped Fabrics

When creating a marker intended for plaid or striped fabric, it is important to match the pieces so that the pattern has continuity at its seams. You can facilitate this process by using guidelines to simulate plaid or striped fabric on the marker.

### To create plaid or striped fabric using guidelines:

- 1 Place guidelines using the vertical and horizontal rulers. Alternately, you can add guidelines with precision using a dialog box by pressing on the **Alt** (Windows) or **Option** (Macintosh) key or **Alt + Windows** keys (Linux) and clicking a vertical or horizontal ruler.



- 2 Select the *Plaid and Stripes* function from the *Options* menu. It opens the *Plaid and Stripes* dialog box.
- 3 Select the *Plaid and stripes* radio button and enter values to recreate the desired sample on the entire fabric surface.
- 4 Click the *OK* button.

If you want your plaid and striped guideline to be colored, you must associate a color to the guideline before setting the *Plaid and Striped* option. See the section of this user manual about the *Item Info...* function in the *Treatment* menu for further details.

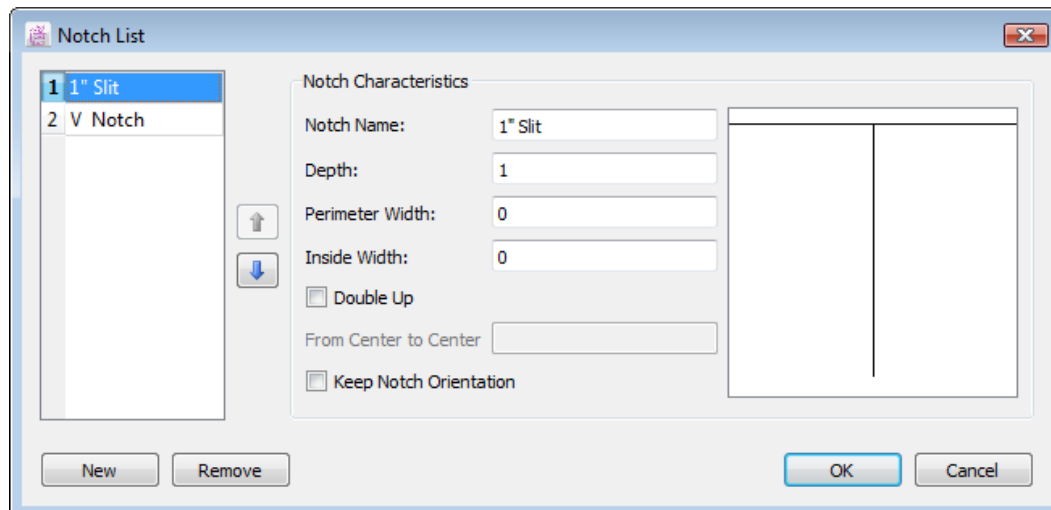
## Options Menu: Notch List

Via the *Options* menu, you can create, modify and delete the various types of notches used on your marker.

### To define and modify the notches of a marker:

- 1 In the *Options* menu, select *Notch List*. The *Notch List* dialog box opens.
- 2 Via this dialog box, you can add a new notch and edit or delete the selected notch.

The *Notch List* dialog box offers the following options:



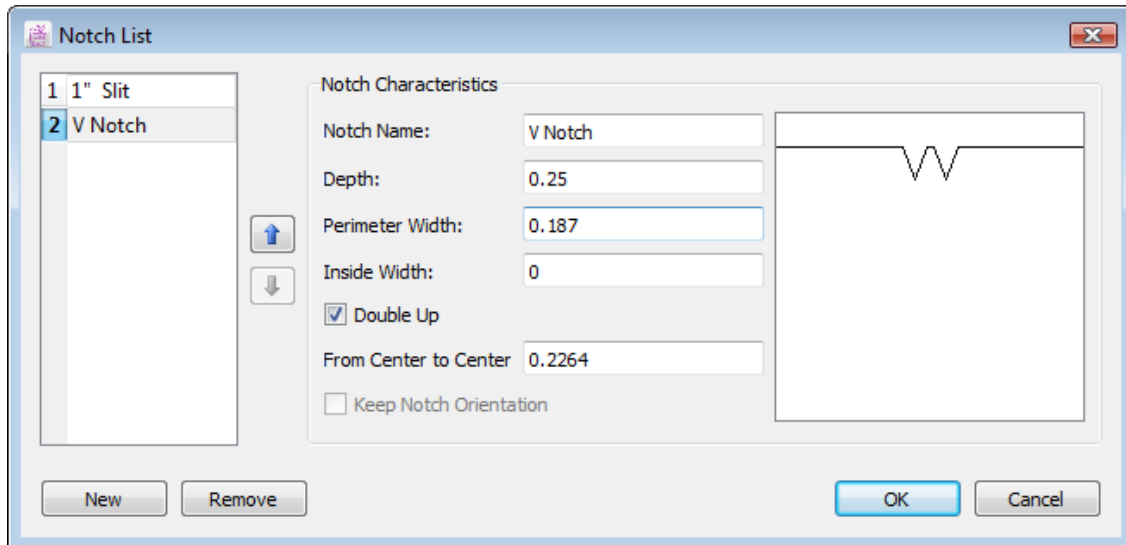
**New:** It creates a new Notch.

**Remove:** It removes a Notch from the list.

You can easily to modify the characteristics of the selected notch. Type your new data to the page of Notch Characteristics and press *OK* button to validate the function.

**Note:** The maximum measurement you can enter when creating a notch is 1 inch or 2.54 cm.

The *Notch List* dialog box offers the following options:



**Notch Name:** It assigns a name to the notch.

**Depth:** It is the depth of the new notch.

**Perimeter Width:** It is the perimeter width of the new notch.

**Inside Width:** It is the inside width of the new notch.

**Double Up:** When checked, it creates a double-up notch.

**From Center to Center:** It is the distance from the center of one notch to the center of the other on a double notch.

**Keep Notch Orientation:** Available on with simple notches, this option ensures that the notch stays perpendicular to the contour of the pattern piece.

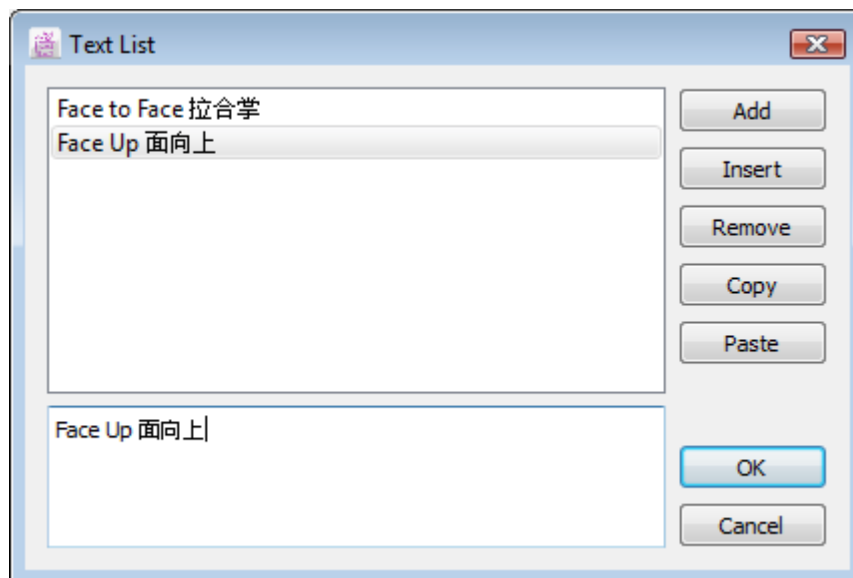


## Options Menu: Text List...

This option lets you create a list of text elements that you can include in the *Text info* dialog box. It is useful when there is a portion of text that you need to use often.

### To define or modify the text list:

- 1 Click the *Text List...* item in the *Options* menu.  
The *Edit text list* dialog box appears:



- 2 Click the *Add* button to add a new element at the end of the list or select an element already in the list and click the *Insert* button to add a new element above the element that is selected.
- 3 Enter the text you want to add in the text field at the bottom of the window. To edit an element in the list, click an element to highlight it and modify its content in the text field at the bottom of the window.



The *Text List* dialog box offers the following options:

**Add:** It adds a new element at the end of the list.

**Insert:** It inserts a new element above a selected element.

**Remove:** It removes the selected element.

**Copy:** It copies into the clipboard the text of the selected element. You can copy it to another PAD System application or an external application.

**Paste:** It pastes text contained in the clipboard.

When you are done defining your list, click the *OK* button to proceed.

**Note:** *Text List* is saved in the PAD System™ Marker Preferences file.



## Options Menu: Lock/Unlock Guidelines

*Lock/Unlock Guidelines*, in the *Options* menu, enables you to:

- Lock Guidelines so that they cannot be removed, changed or erased
- Unlock Guidelines so that they once again become editable

## Options Menu: Show Toolbox or Toolbars

Click *Show Toolbox or Toolbars* item in the *Options* menu to show or hide the Toolbox. *Show Toolbox* item is selected, the check mark (✓) is displayed next to the item.

## Options Menu: Show Keypad

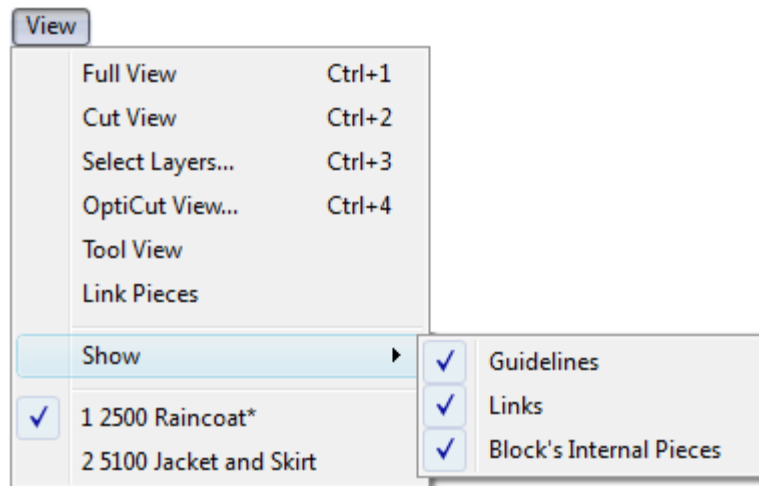
Click the *Show Keypad* item in the *Options* menu to show or hide the Keypad. *Show Keypad* item is selected, the check mark (✓) is displayed next to the item. *Show Keypad* item is available when *Look & Feel* option is checked in *Preference and Compatibility*.

## Options Menu: Open/Close Standby Area

Click the *Open/Close Stand By Area* item in the *Options* menu to show or hide the Standby Area. See the section of this manual about the Standby Area for more information.

## View Menu

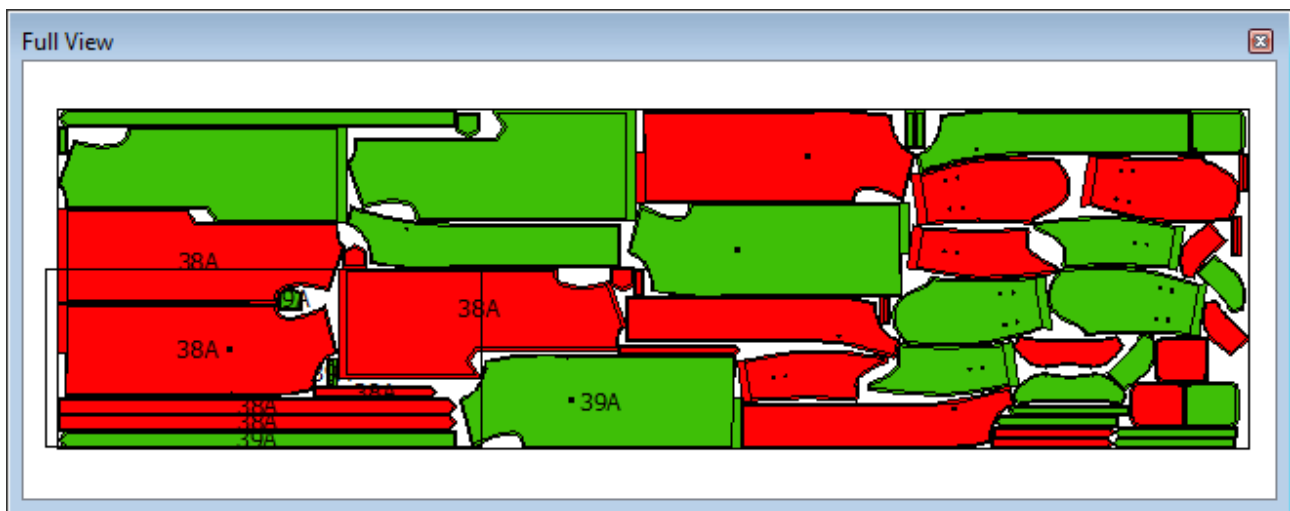
The View menu enables you to specify which aspects of your marker you wish to view. It enables you to switch between up to three open files. When a specific view is selected or active, a check mark appears next to this view.



## View Menu: Full View

The *Full View* option, in the *View* menu, is used to see the entire marker.

The black rectangle around your pieces represents the viewing area of the screen in the normal view. To feature a specific part of your marker in normal view, place the rectangle around the area that you wish to view. To enable this, click once in the desired marker area or drag the black rectangle. When you leave *Full View*, you see this area on your screen.



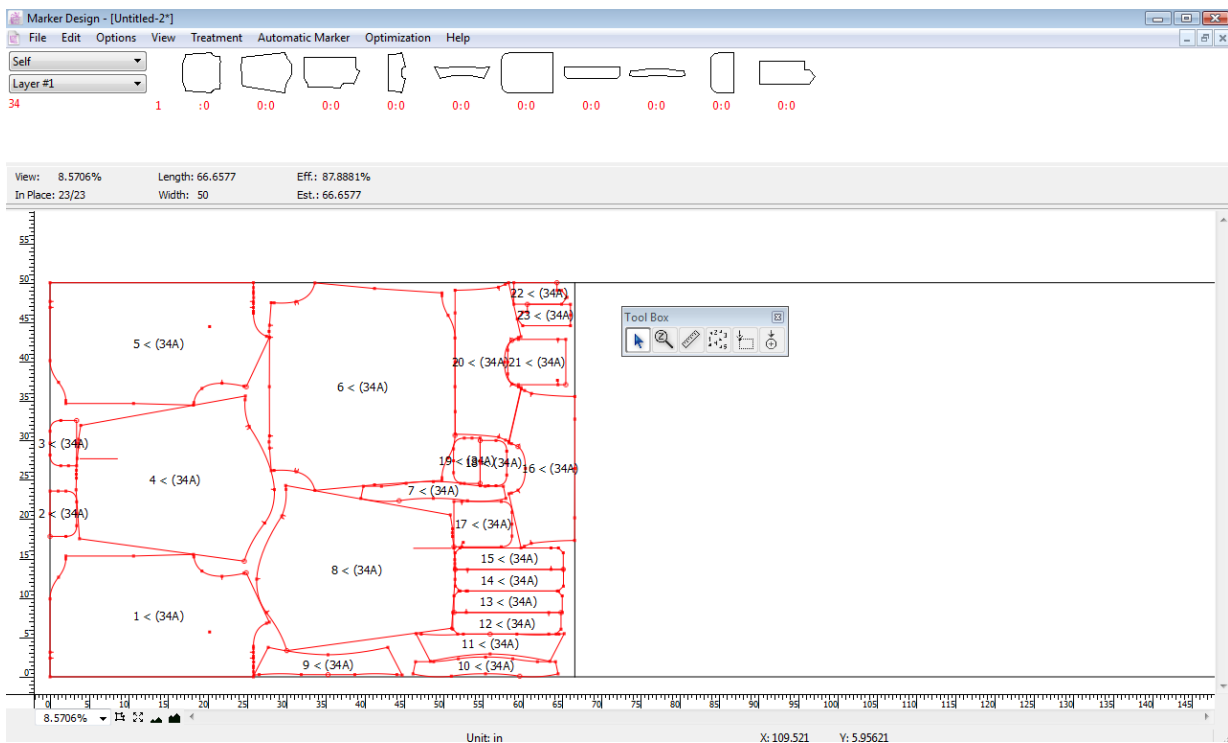
To exit *Full View*, deselect the *Full View* option, or close the Full view window.

## View Menu: Cut View

The *Cut View* option, in the *View* menu, enables you to establish practical information and prepare the pieces for the Export Cut file.

When you work in *Cut View* to create an Export Cut file, you configure information such as the sequence of pieces to be exported, the starting point for each piece and the external punch holes.

Via *Cut View*, you can view the marker as it would be cut and edit the trajectory of the knife.



## The Cut View Toolbox/Toolbar

The *Cut View* toolbox/toolbar contains special treatment tools that allow you to establish practical information and to prepare pattern pieces for the Cut file Export.



### Function of each tool in the Cut View Toolbox/Toolbar

Pointer



Zoom In/Out



Ruler



Sequence



Knife Starting Point



Add External Punch Hole



#### **Pointer**

To select one or many pieces in *Cut View*.



#### **Zoom In/Out**

To reduce or enlarge the general view.



#### **Ruler**

To get the information about the distance between two reference points.

**Note:** For more information about the *Pointer*, *Zoom In/ Out* and *Ruler* tools, refer to the chapter of this user manual about the main toolboxes.



### Sequence

By default, the numbering of the pieces is laid out in a way to minimize the movements of a robotic cutter. To change this order, use the *Sequence* to reorder pieces for pattern cutting.

#### To reorder the cut sequence of a marker:

- 1 Select the *Sequence* tool.
- 2 Click the pieces in the order you wish them to be cut.



### Knife Starting Point

The *Knife Starting Point* tool enables you to reposition the starting point for each piece. A start point should be positioned in a corner and cannot be on a notch.

#### To relocate the knife starting point:

- 1 Select the piece.
- 2 Select the *Knife Starting Point* tool.
- 3 Click the new starting point of the piece.





## Add External Punch Hole

The *Add External Punch Hole* tool enables you to add additional punch holes to the space between your pieces.

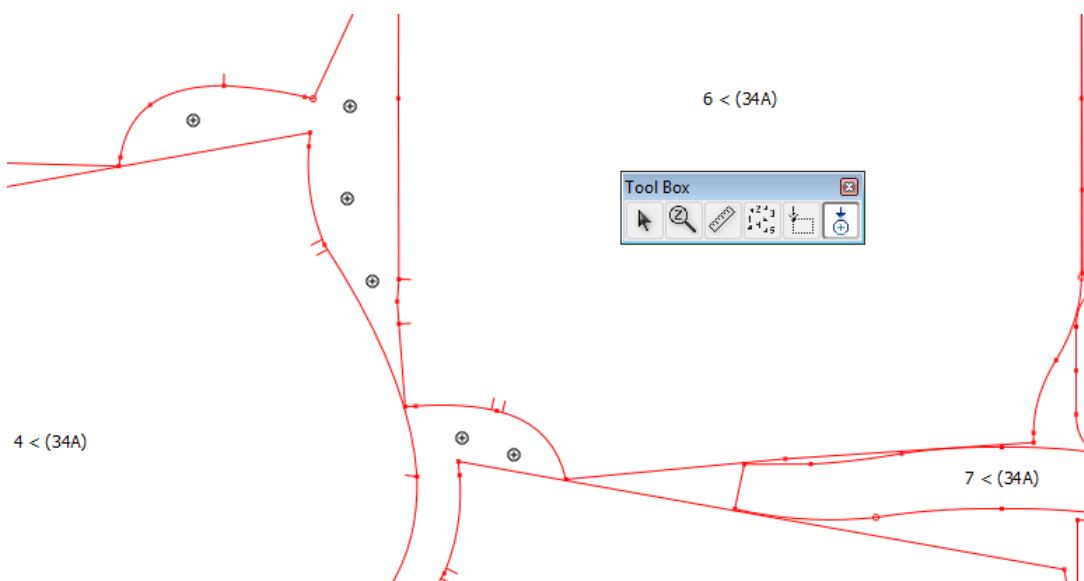
These punch holes serve a very specific purpose. Some cutters use a vacuum to keep the fabric stable during cutting. By adding punch holes between your pieces, the pieces adhere better to the cutting table, thus keeping the pieces more stable during cutting.

### To cut external punch holes, you must do two things:

- 1 Add External Punch Holes
- 2 Configure your *Export - Cut File ANSI* preferences to cut external punch holes.

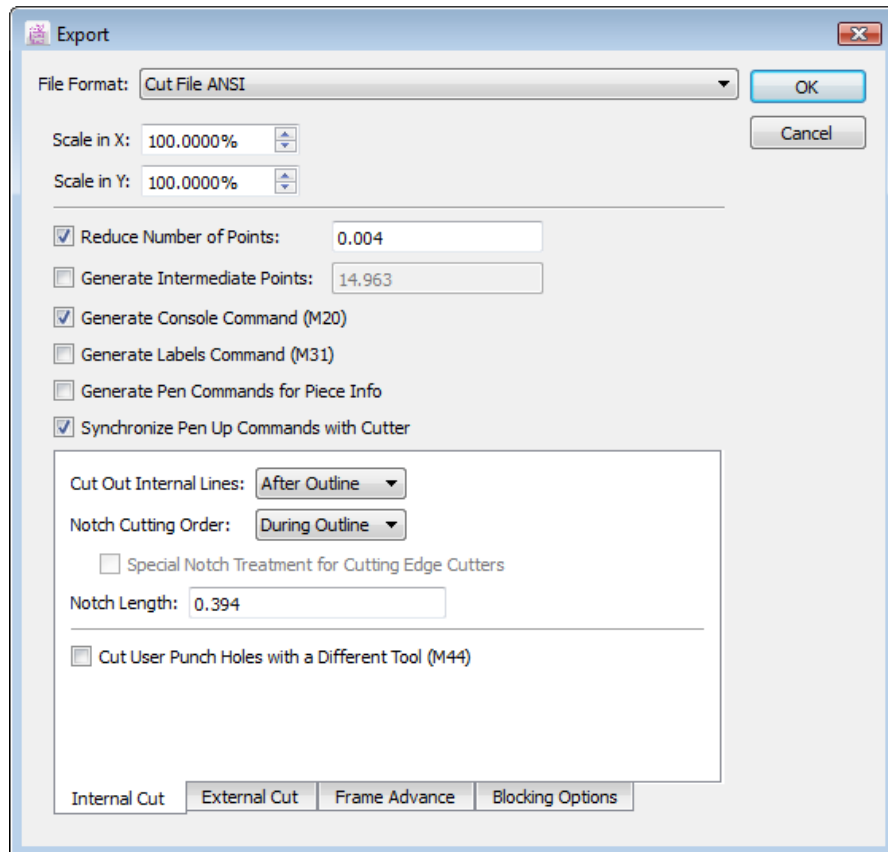
### To add external punch holes:

- 1 Make sure you are in *Cut View*, accessible via the *View* menu.
- 2 Select the *Add External Punch Hole* tool.
- 3 Click the simulated fabric, in between your pieces, to create punch holes.
- 4 The cutter creates these punch holes on the marker prior to cutting your pieces.

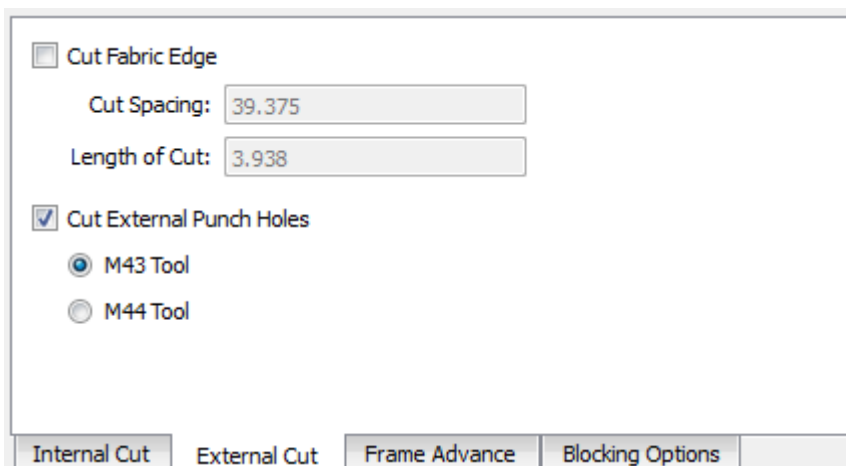


To configure your Cut File ANSI preferences to add external punch holes:

- 1 Open the *Export* dialog box via the *File* menu.
- 2 Select *Cut File ANSI* in the *File Format* drop-down menu.
- 3 The *Export* dialog box opens. Click the *External Cut* tab page.



- 4 Select the *Cut external punch holes* check box, use the radio buttons to select your cutting tool and click the *OK* button.



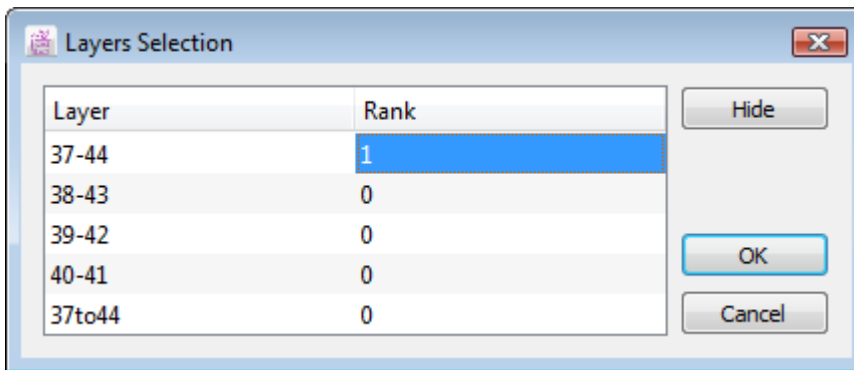
## View Menu: Select Layers...

To help with organizing an efficient plotting sequence, you can view more than one layer side by side.

### To view more than one layer at once:

- 1 Click Select Layers from the View menu.

The Layers Selection dialog box opens:



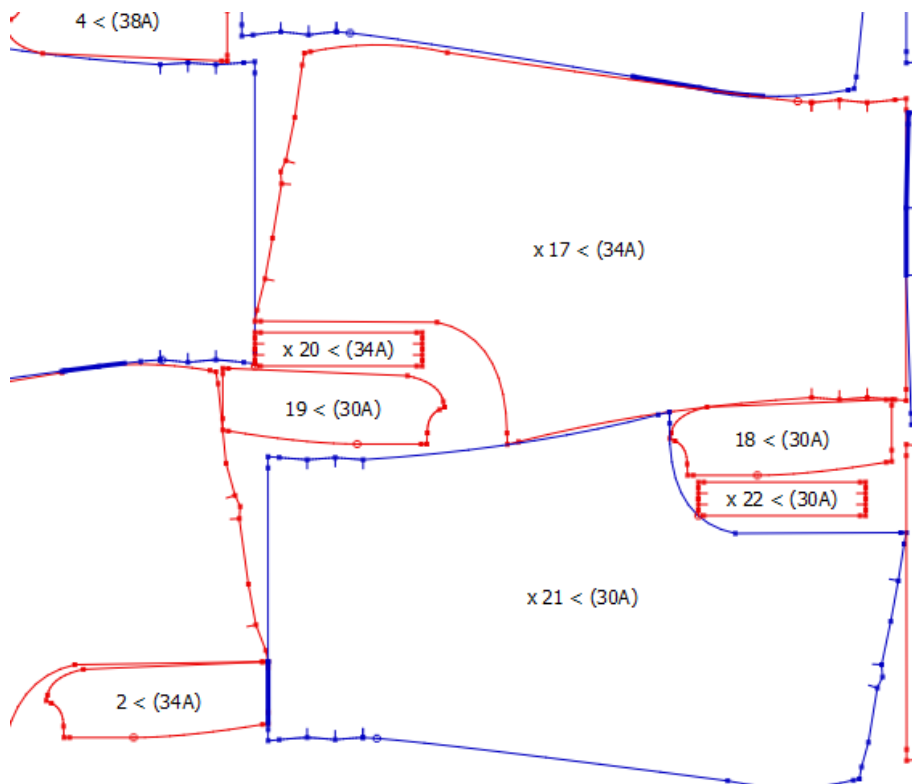
- 2 When the desired layers are selected, click the *Show/Hide* button, to show or hide the layers depending on what their actual status is. Alternately, you can double-click the layers to change their status.

**Note:** The Toolboxes/Toolbars are not available in *Select Layers View*. To return to the previous view, the layer to be seen on screen must have a rank in the *Layers Selection* dialog box.

## View Menu: OptiCut View...

*Opticut View*, in the *View* menu, enables you to optimize the placement of your pieces by merging adjacent cut lines. When optimized, a marker can be cut more efficiently.

When optimized, pieces that are adjacent share common lines. Rather than cutting parallel lines twice, the cutter cuts common lines once, making the process of cutting a marker much more efficient. After optimization, common lines appear on the marker in bold:

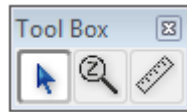


To enable *OptiCut View*, you must configure your *Cutter Settings* (accessible via *Options > Preferences > Cutter*) by checking *Activate optimization*.

The *Cutter* dialog box enables you to specify the acceptable distance between adjacent lines before they become common lines. See the section of this manual about the *Cutter*.



## Opticut View Toolbox/Toolbar



### Function of each tool in the Opticut View Toolbox/Toolbar

Pointer



Zoom In/Out



Ruler



#### **Pointer**

To select one or many pieces in *Cut View*.



#### **Zoom In/Out**

To reduce or enlarge the general view.



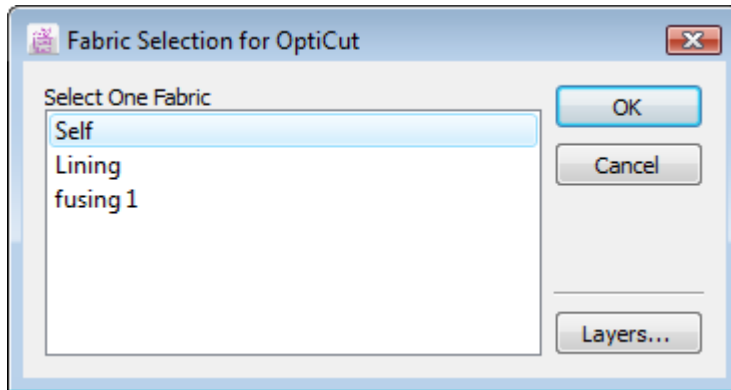
#### **Ruler**

To get the information about the distance between two reference points.

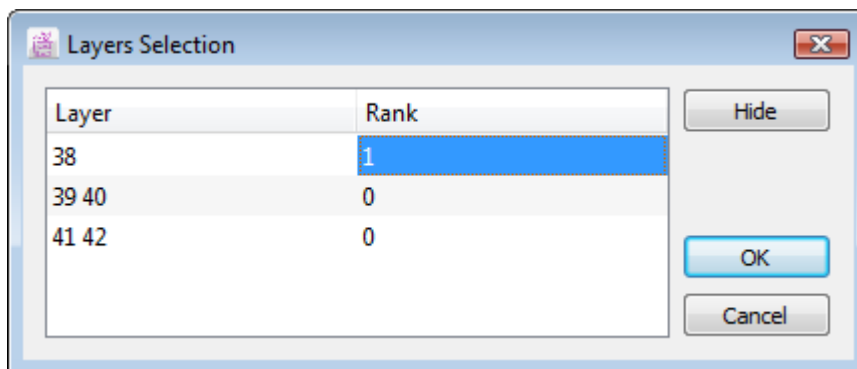
**Note:** For more information about the *Pointer*, *Zoom In/Out* and *Ruler* tools, refer to the chapter of this user manual about the main toolboxes.

**To optimize your marker in OptiCut View:**

- 1 Select *Opticut View* from the *View* menu.
- 2 The *Fabric Selection for OptiCut* dialog box opens:

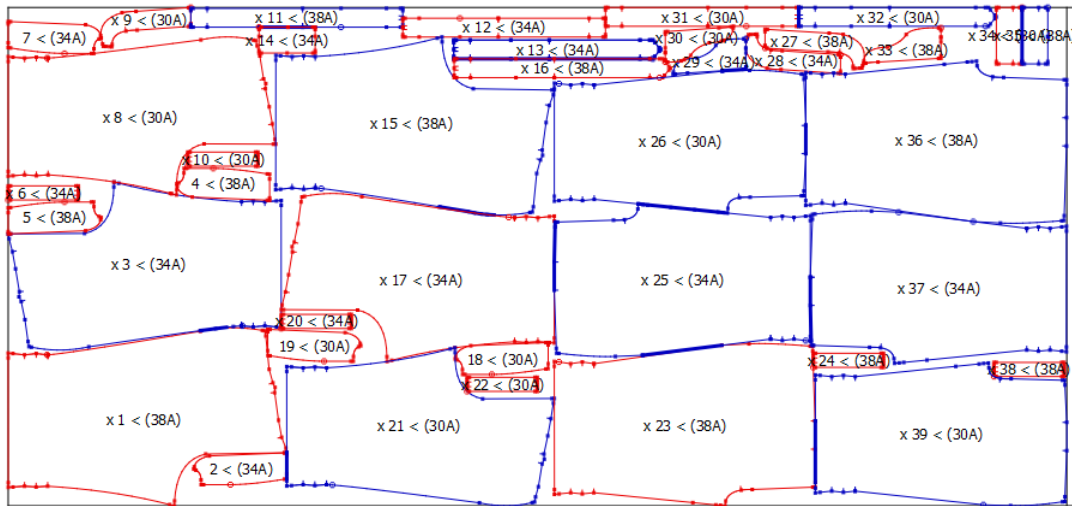


- 3 Select the fabrics you wish to view.
- 4 Click the *Layers...* button. The *Layers Selection* dialog box opens.
- 5 Select the ranks of the layers.

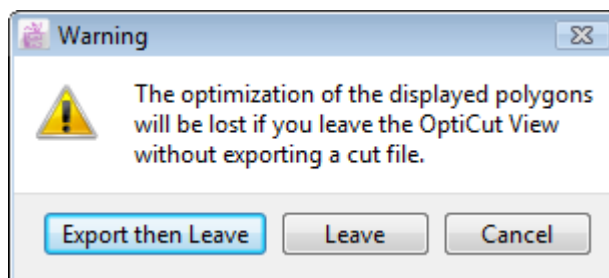


The application optimizes common lines. Once this is completed, a box appears, indicating which pieces were modified.

6 Click the *OK* button to return to *Opticut view*, which displays all corrected common lines in bold.



7 Select *OptiCut View*. A box appears with three options:



**Export then Leave:** It exports the marker as a cut file and return to the regular view.

**Leave:** It posts the original marker without exporting it.

**Cancel:** It returns to the preceding window.

**Note:** You can modify the optimization of common lines via the *Cutter* dialog box. See the section of this manual about the *Cutter*.

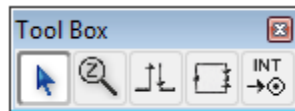
## View Menu: Tool View

*Tool View*, in the *View* menu, enables you to control various actions of the automatic cutting machine.

### Tool View Toolbox/Toolbar

The *Tool View* toolbox enables you to control various actions of the cutting tool when you cut your pieces from the fabric. You can control where the knife lifts and plunges, and program the knife to cut in two directions at once.

The *Tool View* toolbox is available in *Tool View*, accessible via the *View* menu.



#### Function of each tool in the Toolbox/Toolbar

Pointer



Zoom In/Out



Lift and Plunge



Symmetrical Cut



Internal Start Point



#### Pointer

To select one or many pieces in *Tool View* or show the piece information by double-clicking the piece.



#### Zoom In/Out

To reduce or enlarge the general view.

**Note:** For more information about the *Pointer*, *Zoom In/ Out* and *Ruler* tools, refer to the chapter of this user manual about the main toolboxes.



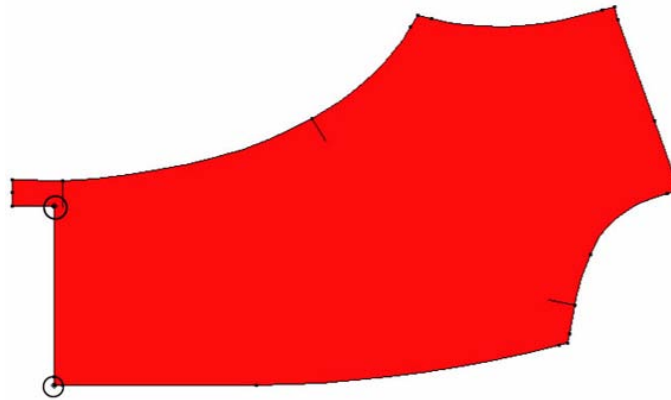


### Lift and Plunge

The *Lift and Plunge* tool tells the cutting knife where to lift, pivot and plunge while cutting a piece. This tool is particularly useful to ensure precision when cutting a sharp corner or other detail.

#### To tell the knife where to lift and plunge:

- 1 Select the *Lift and Plunge* tool and click the point(s) where you wish to lift and plunge.
- 2 A point appears every time you click a point with the *Lift and Plunge* tool. This is where the knife will lift, pivot and plunge.



#### To remove the lift and plunge points:

- 1 Select the *Lift and Plunge* tool.
- 2 Hold down the **Alt** (Windows) or **Option** (Macintosh) key or **Alt + Windows** keys (Linux). This adds a small minus symbol next to the cursor.



- 3 Click the points that you wish to remove.

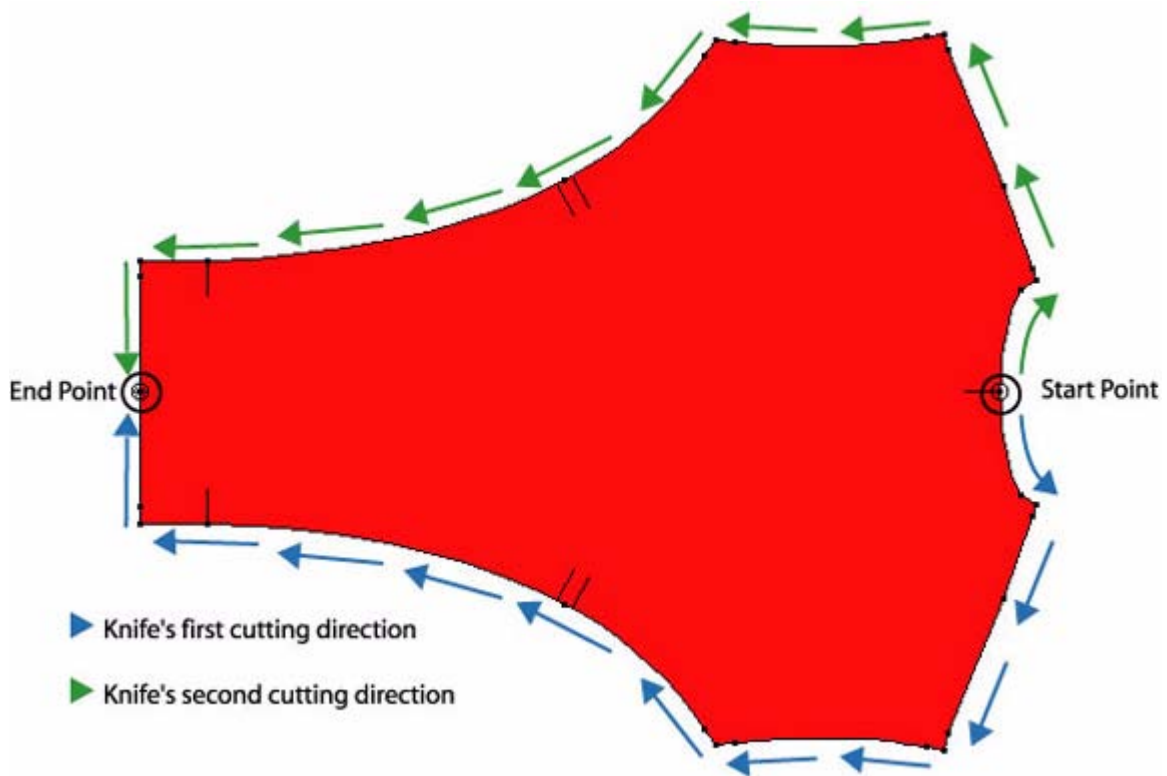


### Symmetrical Cut

The *Symmetrical Cut* tool tells the cutting knife to cut in two directions at once while cutting a piece from the fabric. The knife will cut half of the piece clockwise, and the other half of the piece counter-clockwise. By doing so, you can obtain a more precise cut.

#### To enable a Symmetrical Cut:

- 1 Select the *Symmetrical Cut* tool.
- 2 Click the point where you wish the knife to start.
- 3 Click the point where you wish the knife to end (on the same piece as the first point).
- 4 The knife will cut one in one direction, until it meets the end point. It will return to the starting point and cut the other side in the other direction, until it meets the end point again.



To remove the symmetrical cut points:

- 1 Select the *Symmetrical Cut* tool.
- 2 Hold down the **Alt** (Windows) or **Option** (Macintosh) key **Alt +Windows** keys (Linux). This adds a small minus symbol next to the cursor.



- 3 Click the points that you wish to remove.

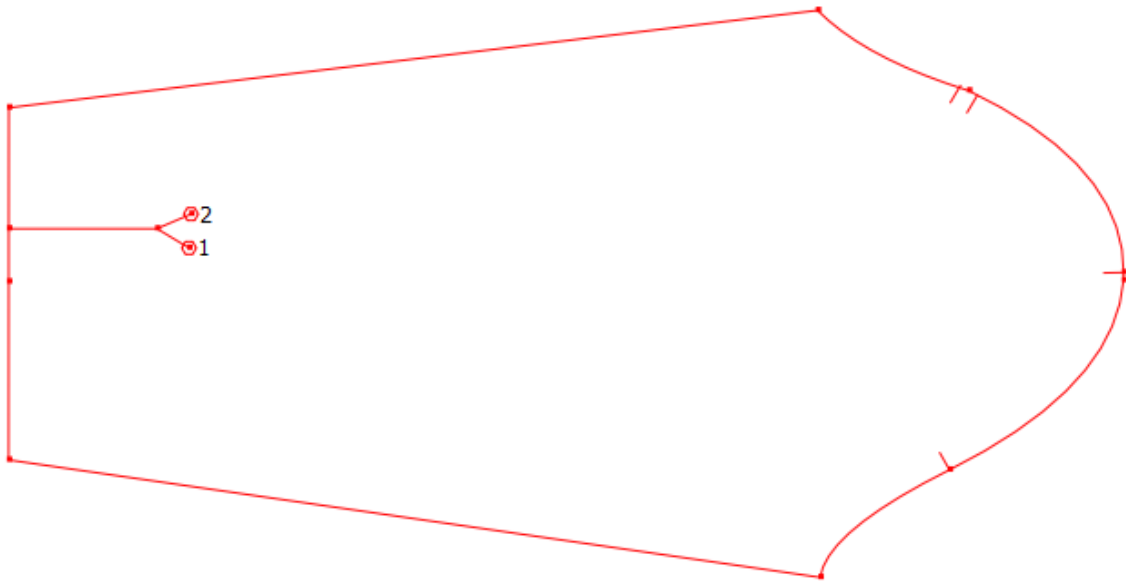


### Internal Start Point

This *Internal Start Point* allows you to pre-set the start point command on the Internal Lines from pattern application. The *Internal Start Point* controls the knife will plunge to start cutting on the internal line.

#### To enable Internal Start Point:

- 1 Select the *Internal Start Point* tool.
- 2 Click the internal segment where you wish the knife to start.
- 3 Repeat the same step to another the internal segment where you wish the knife to start.
- 4 The number appears next to the start point indicated the cutting sequence.



### To remove the internal start point:

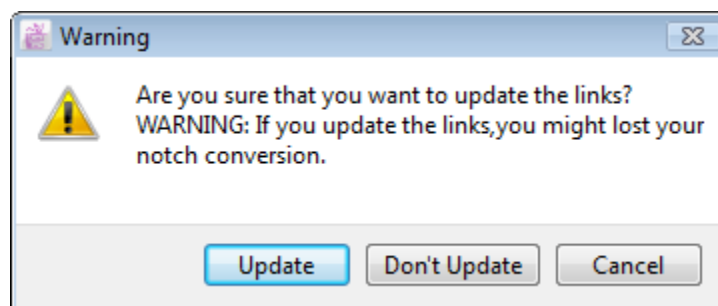
- 1 Select the *Internal Start Point* tool.
- 2 Hold down the **Alt** (Windows) or **Option** (Macintosh) key or **Alt +Windows** keys (Linux). This adds a small minus symbol next to the cursor.



- 3 Click the points that you wish to remove.

### To save your changes in Tool View:

- 1 Once you have added *Lift and Plunge* or created a *Symmetrical Cut* or *Internal Start Point*, return to the *View* menu and click the *Tool View* item. A dialog box opens, asking you to confirm your modifications.
- 2 To keep the changes, click the *Update* button; to ignore your changes and return to the normal view, click the *Don't Update* button; Click the *Cancel* button to return to the *Tool View*.



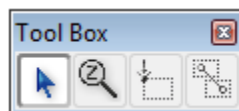
## View Menu: Link Pieces

*Link Pieces* view, in the *View* menu, opens a working area that enables you to place match points and link them together.

The pattern pieces with match points and linked match points get aligned when placed on plaid and striped fabric.

### The Link Pieces Toolbox/Toolbar

The *Link Pieces* toolbox enables you to place match points and link pieces together.



#### Function of each tool in the Link Pieces Toolbox/Toolbar

Pointer



Zoom In/Out



Match Point



Link



#### **Pointer**

To select one or more pieces in the *Link View* or to show the piece information by double-clicking the piece.



#### **Zoom In/Out**

To reduce or enlarge the general view.

**Note:** For more information about the *Pointer* and *Zoom In/Out* tools, refer to the chapter of this user manual about the main toolboxes.



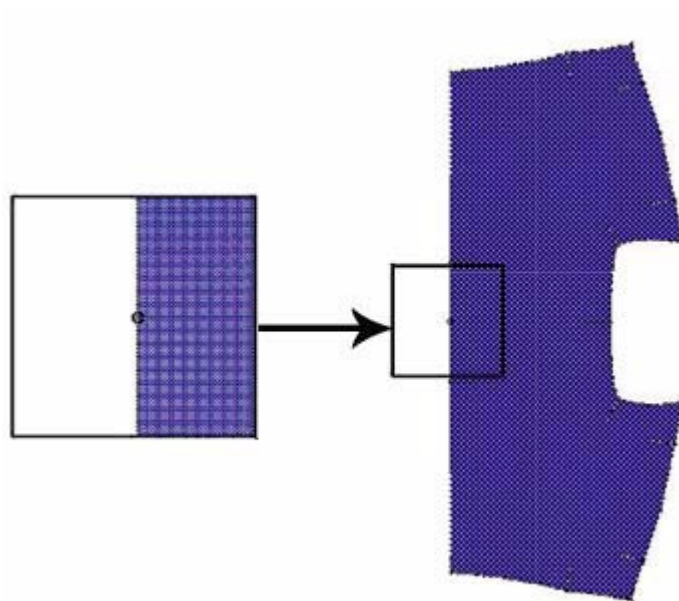
## Match Point

The *Match Point* tool adds or removes match points on a pattern piece to match a piece to striped or plaid fabric.

### To create a match point:

- 1 Select the *Match Point* tool
- 2 Click an existing point on the pattern piece.

A small circle forms around the point to indicate that it is a match point.





### To remove a match point:

- 1 Select the *Match Point* tool.
- 2 Hold down the **Alt** (Windows) or **Option** (Macintosh) key or **Alt + Windows** keys (Linux).



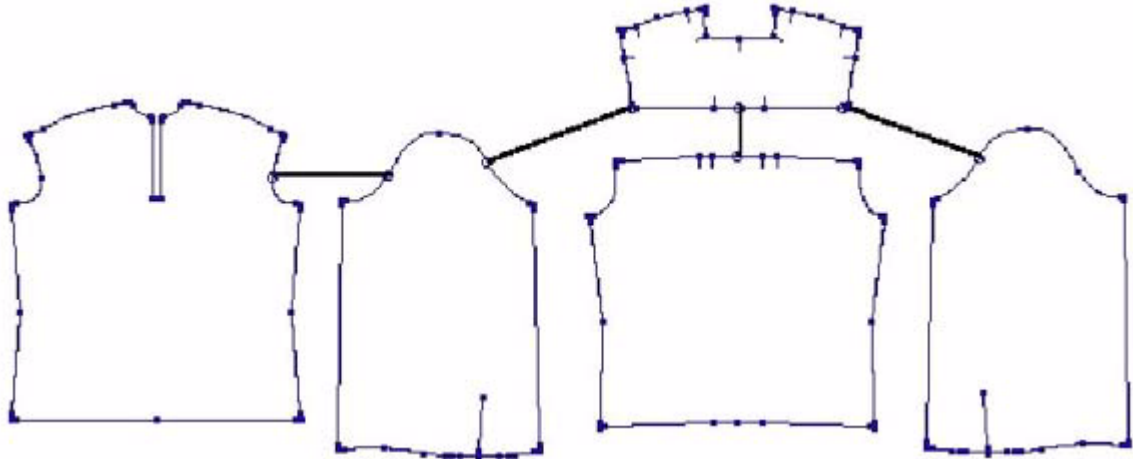
- 3 A minus sign (-) appears next to the cursor. Click the match point that you wish to remove.





## Link

The *Link* tool enables you to create links between various predetermined points.



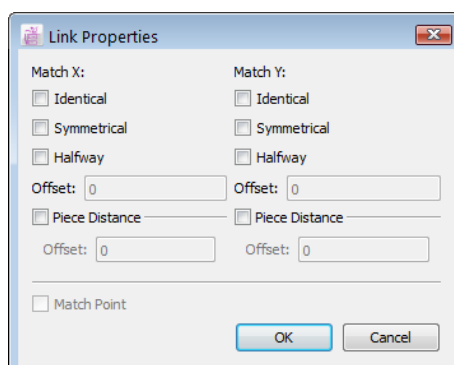
### To create links between points:

- 1 Select the *Link* tool.
- 2 A small "1" appears on the side of the cursor.
- 3 Click a point and the "1" becomes a "2", indicating that you must select another point.
- 4 Click a second point. A link forms via a line connecting both pieces.
- 5 The "2" becomes "1" again, informing you that the tool is ready to create a new link.

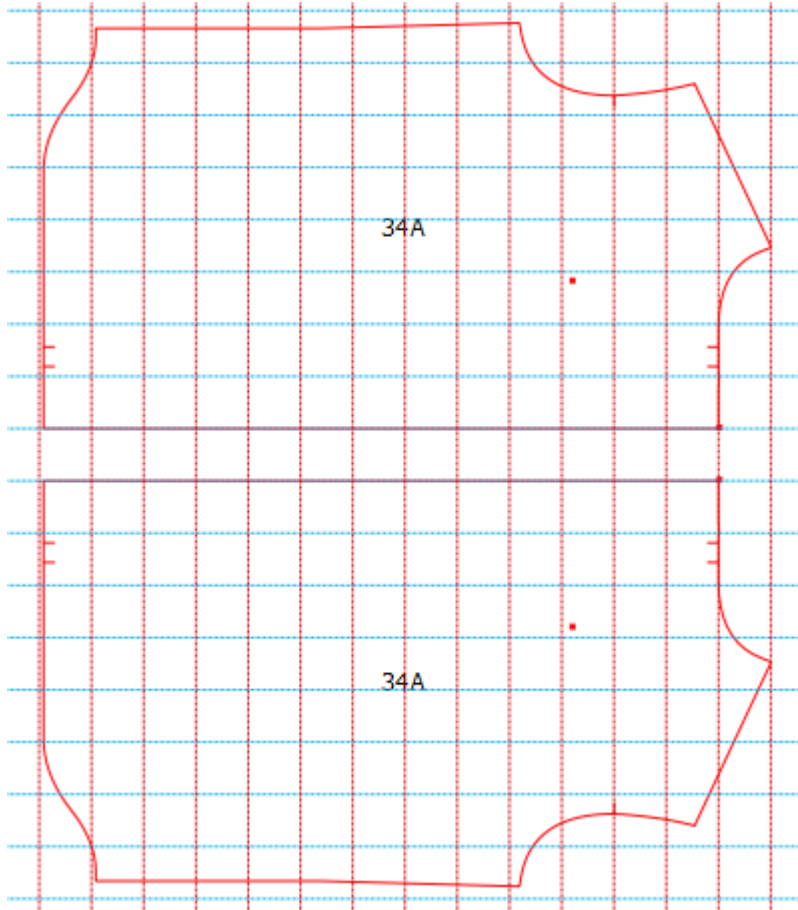
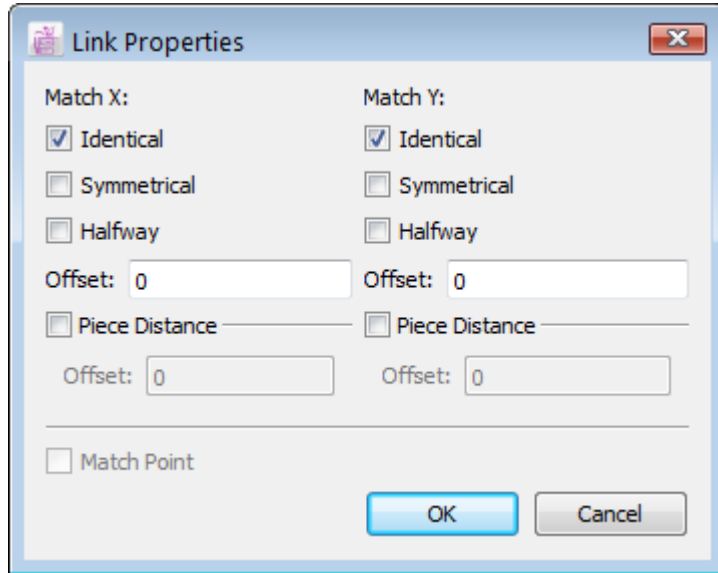
### Link Properties

Pieces linked by *Link* tool, a thick line represents both pieces connected.

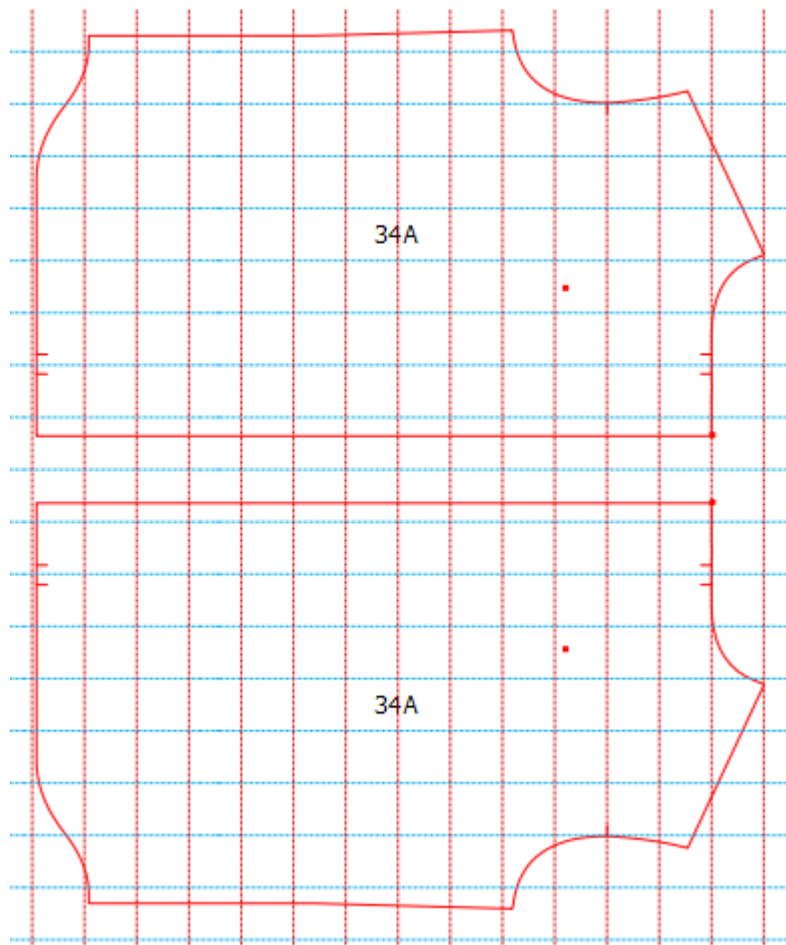
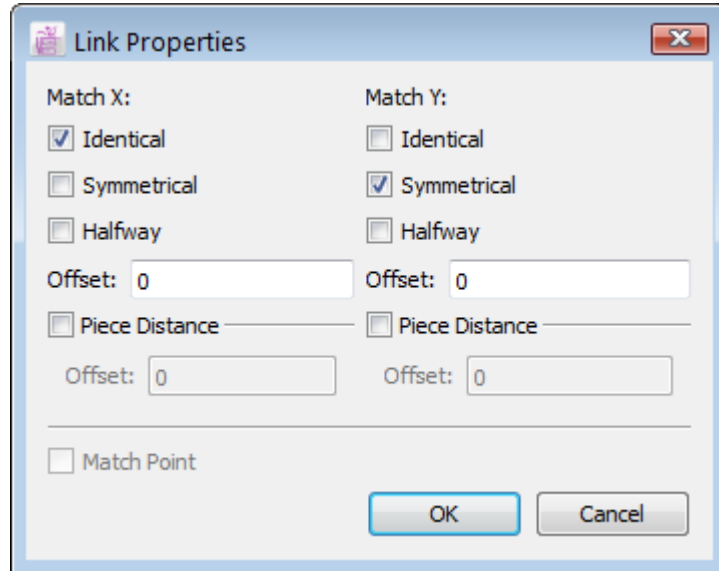
By double - click on the link (thick line), a dialog box appears to define the match point to specify position. The Link Properties dialog box opens:



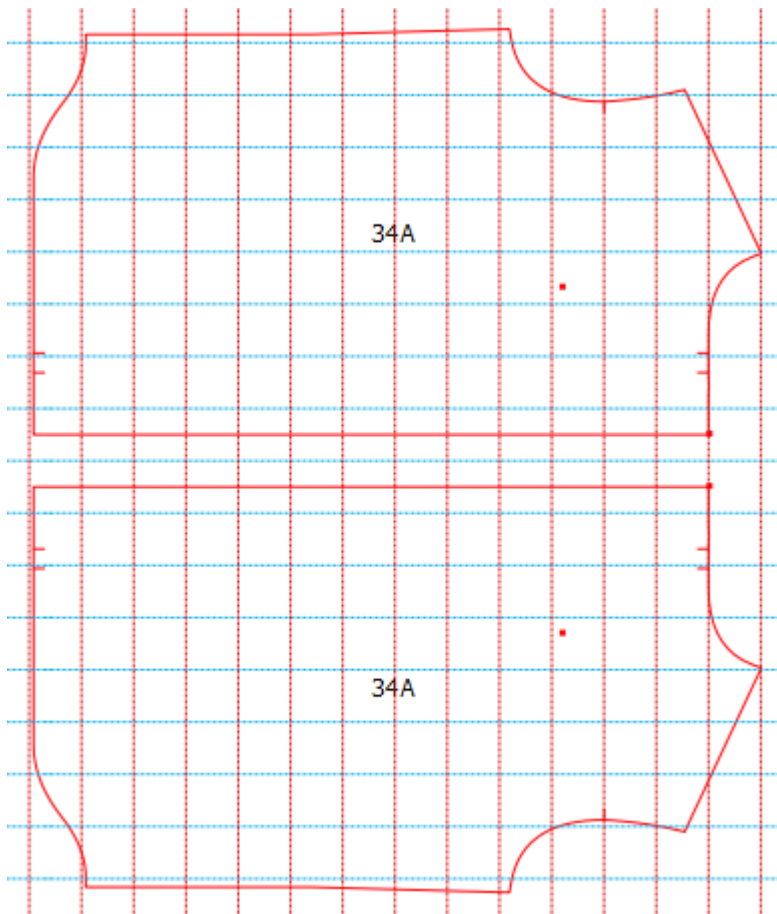
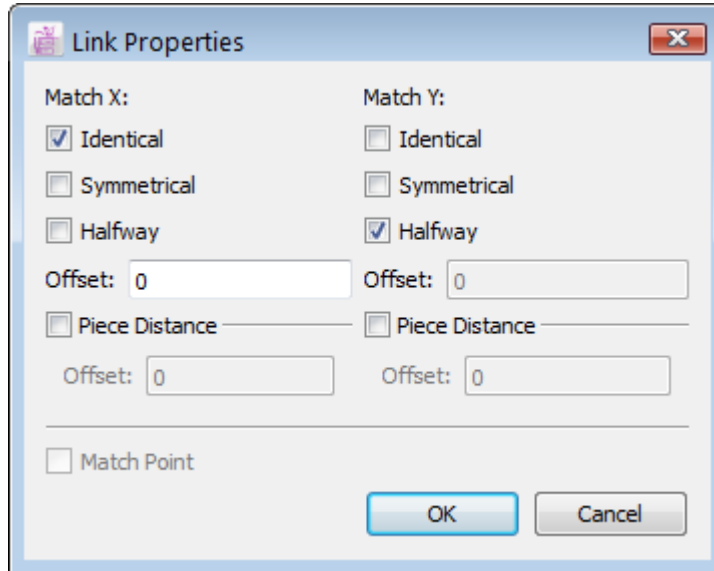
**Identical:** Check this option, match point places on any Intersection points.



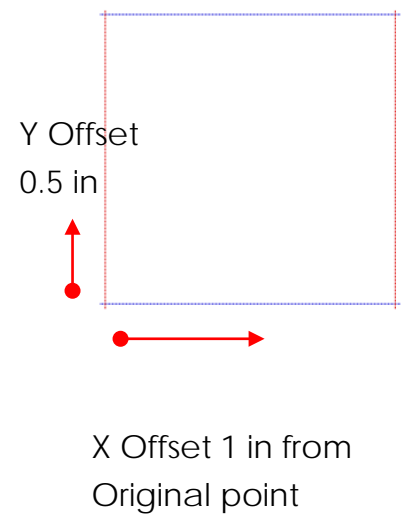
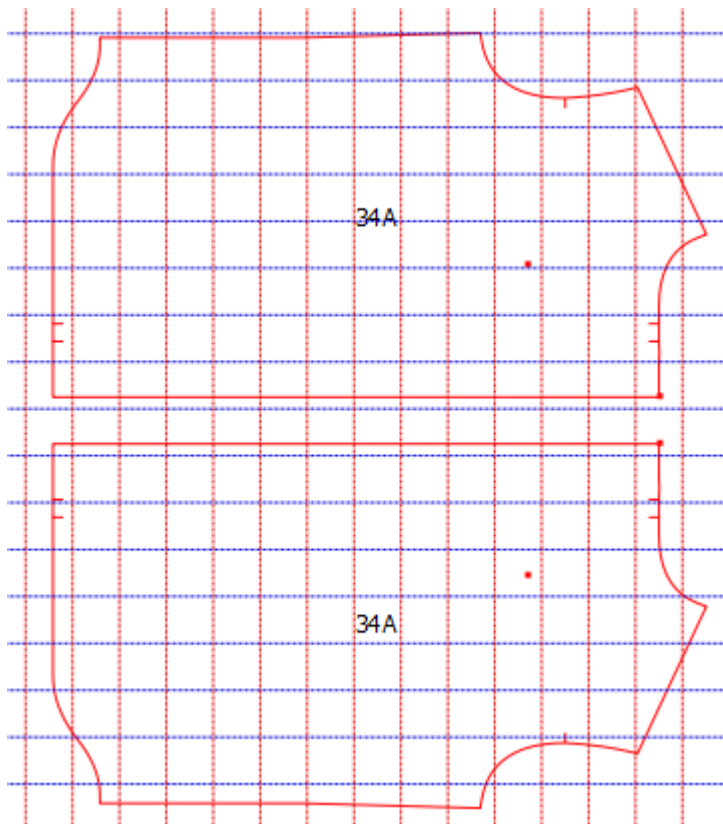
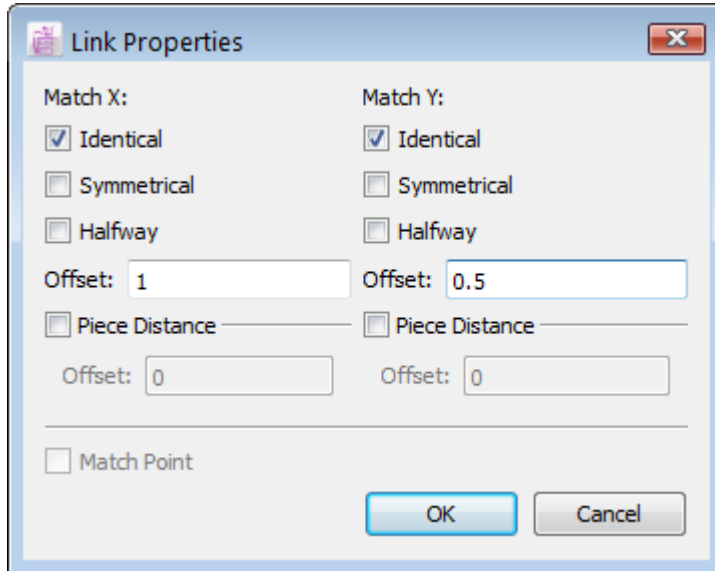
**Symmetrical:** Check this option to obtain the match points paste symmetrical in paired piece.



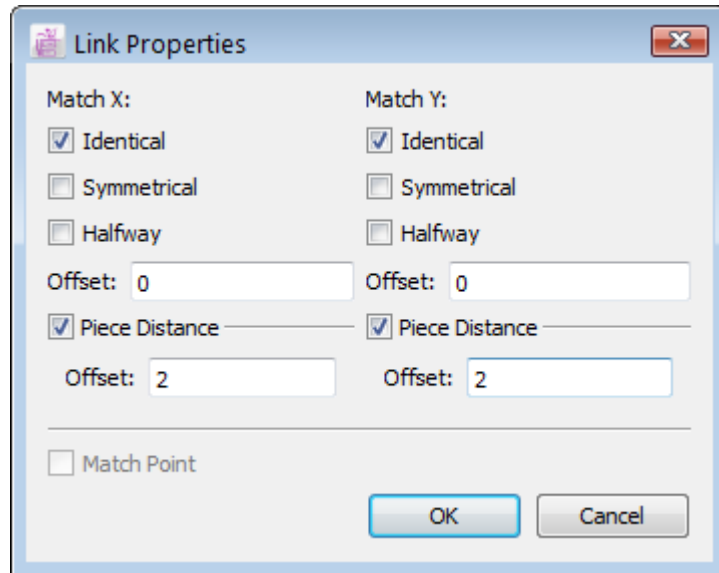
**Halfway:** Check this option to obtain the match points in the middle of the plaid or stripe in paired piece.



**Offset:** Check this option to define the match point to specify position. The value calculates from the original point of the sample (swatch).

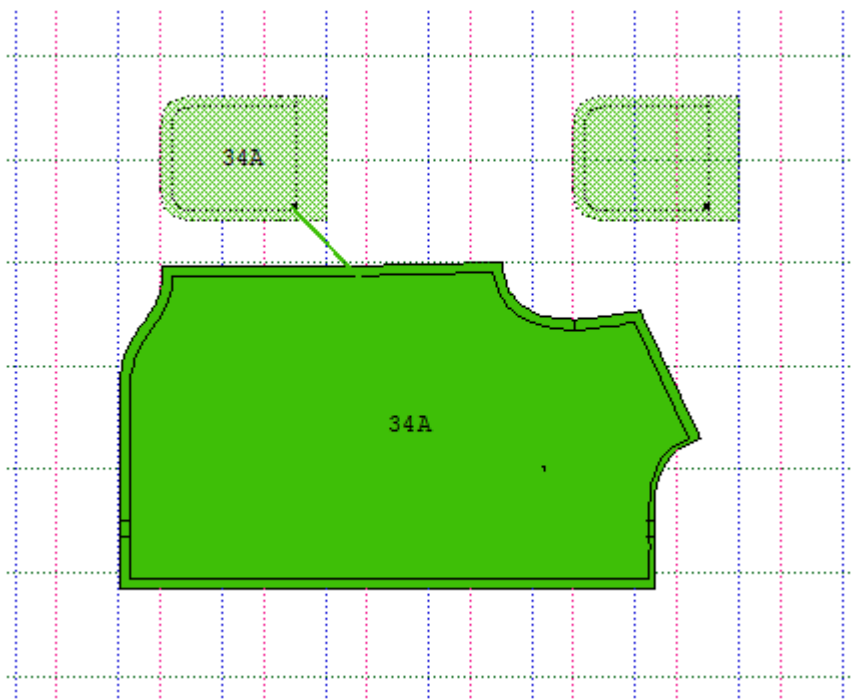


**Piece Distance:** Check this option, to enter the value for swatch repetition between matching pieces.

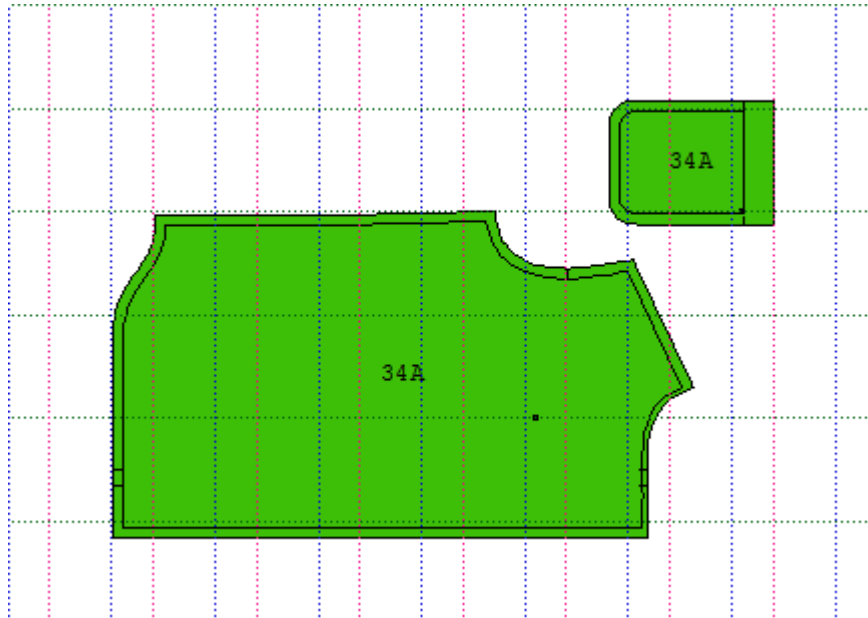


Press OK button to validate and go to marker simulation area to move the piece as follows. The correspondence piece (Pocket) allows moving around within 2 repetitions of the swatch length / height.

Moving the Pocket by **Push Right** tool on top of the Front piece:

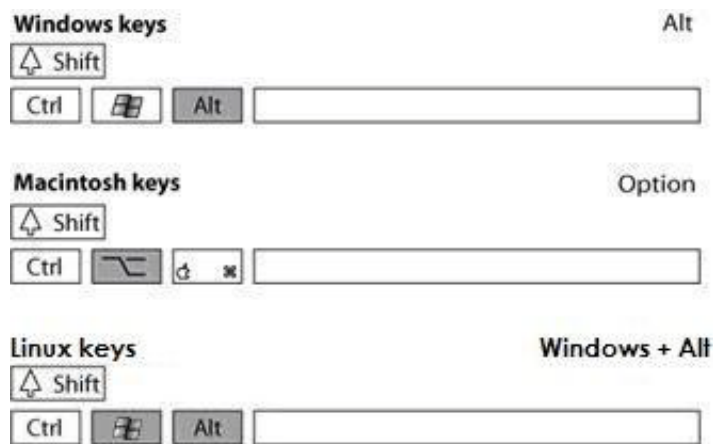


Once the Matching Points on both pieces are aligned properly, the swatch sample displays on the piece.



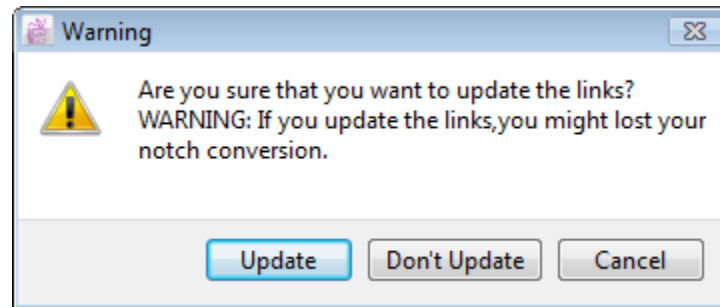
**To remove a link or alignment point:**

- 1 In *Link Pieces* view, select the *Link* tool,
- 2 Hold down the **Alt** (Windows) or the **Option** (Macintosh) key or **Alt +Windows** keys (Linux) and click the link to be removed.



### To save your changes in *Link Pieces* view:

- 1 Once you have added alignment points or linked your pieces, return to the *View* menu and click the *Link Pieces* item. A dialog box opens, asking you to confirm your modifications.



- 2 To save your links, click the *Update* button; to ignore your changes, click the *Don't Update* button or the *Cancel* button to return to *Link Pieces* view.

### To move linked pieces

The linked pieces on the simulated fabric surface are moved with the arrow keys of the keypad. That way, you can be sure that they are properly aligned.

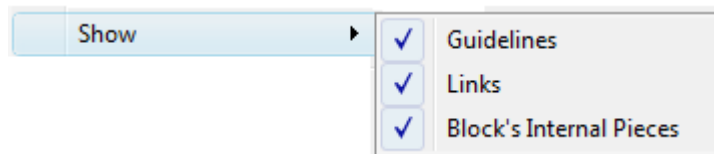
### To show or hide the links between pieces

To show or hide the links between pieces, select the *Show Links* function in the *View* menu.



## View Menu: Show

*Show*, in the *View* menu, enables you to show or hide various features on the marker. When a feature is visible, a check mark appears next to its name in the menu.



**Guidelines:** It shows or hides guidelines.

**Links:** Once the pieces are linked with the *Link pieces* function in the *View* menu, a colored line appears, showing actual links on the marker. These lines representing the links are not be visible if the *Show links* function is not active.

**Block's Internal Pieces:** If the block pieces are maintained by default in the fabric block, you can show or hide the internal blocks by activating the *Show block's internal pieces* function in the *View* menu. You cannot hide the block pieces on other fabrics.

### File names at the bottom of the View menu

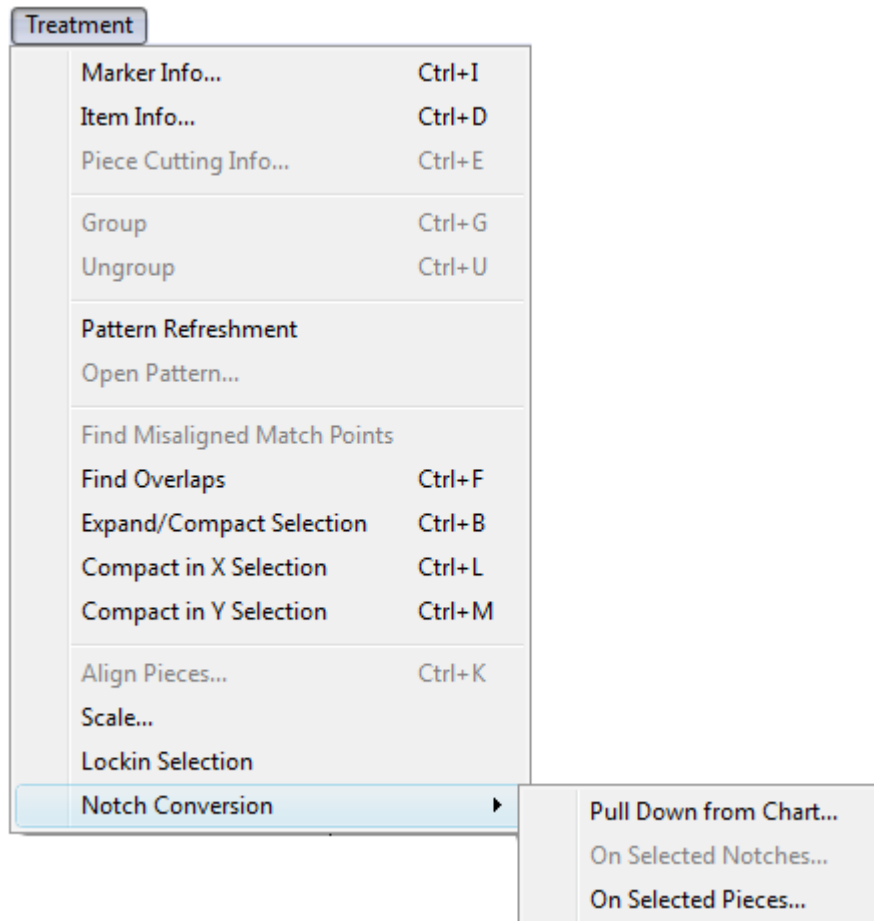
At the bottom of the *View* menu, you can see all open files. To switch from one open file to another, simply select the file on list that you wish to view.

It is unlimited on open files opened at the same time in *Marker Design*.



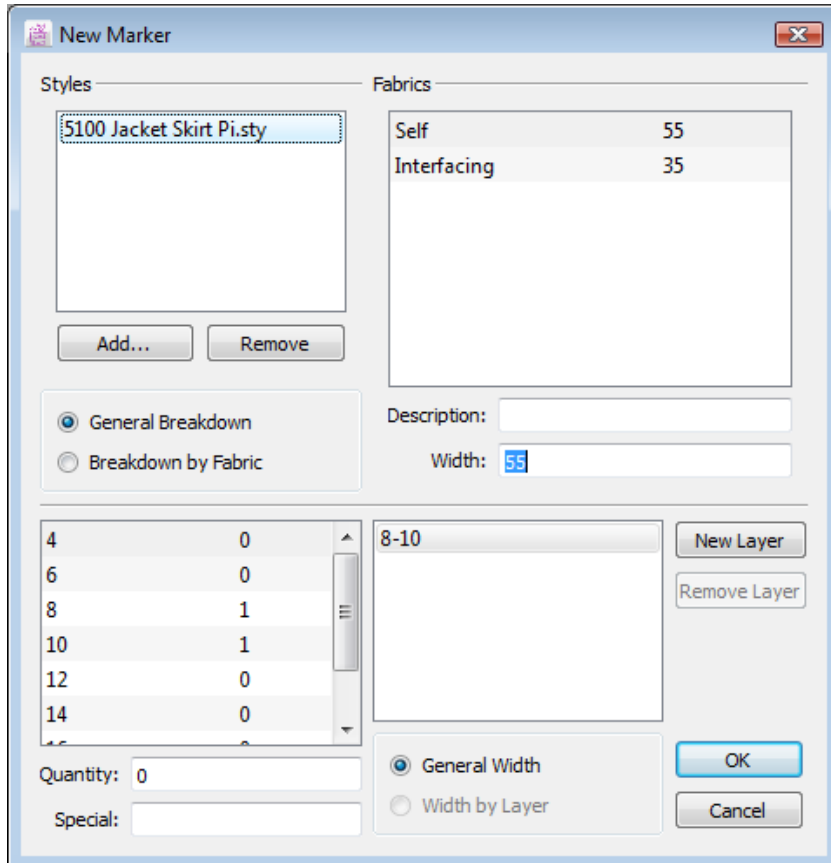
## Treatment Menu

The *Treatment* menu enables you to obtain information and apply certain functions to your marker.



## Treatment Menu: Marker Info...

The *Marker Info...* item, in the *Treatment* menu, opens the *Marker Info* dialog box, which contains information on the open marker.



The *Marker Info* dialog box enables you to view and edit the following:

### Styles

**Styles Text Box:** It displays the file name of the style files used to create the marker.

**Add...:** It adds a new style to the marker.

**Remove:** It removes a style file from the marker.

**General Breakdown:** It sets the same breakdown for all fabrics.

**Breakdown by Fabric:** It sets a different breakdown for each fabric.



## Fabrics

**Fabrics Text Box:** It shows fabrics used by the current selected style, displaying the fabric name, description and Width.

**Description:** It is the fabric description (optional).

**Width:** It is the width of the fabric.

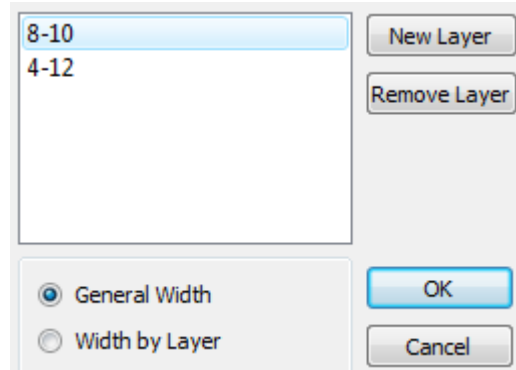
## Sizes & Layers

**Sizes Text Box:** It lists sizes and quantities for each selected style.

**Quantity:** It displays the quantity of the selected size(s). To view the quantity for more than one size, hold down the **Ctrl** (Windows/Linux) or **Command** (Macintosh) key and select the sizes you wish to view.

**Special:** It assigns a reference name to a size.

**Layer List:** It enables you to modify the selected layer



**New Layer:** It allows adding a new layer.

**Remove Layer:** It let you to delete the selected layer from the list.

To edit the name of the layer, double-click on the selected layer and input the new name.

**General Width:** It sets the same width for all layers.

**Width by Layer:** It sets a different width for each layer.

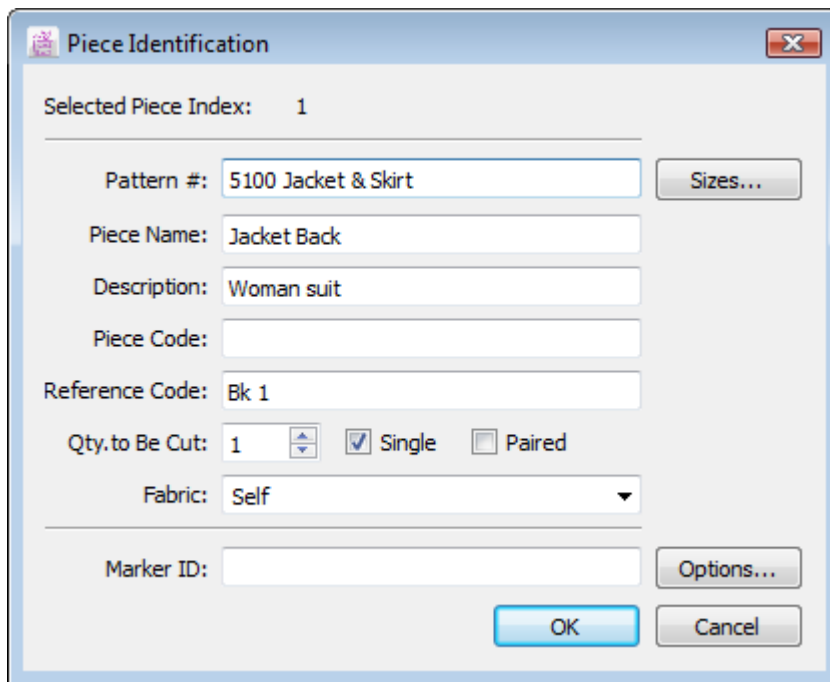
## Treatment Menu: Item Info...

The *Item Info...* option, in the *Treatment* menu, gives you information about any selected element.

### Item Info when a Piece is Selected

This function opens the *Piece Identification* dialog box, which enables you to view and edit information on a selected piece on the Fabric Simulation Area. You can open this dialog box by double-clicking a piece in the chart.

The *Piece Identification* dialog box offers the following options:



The screenshot shows the 'Piece Identification' dialog box with the following fields and options:

- Selected Piece Index:** 1
- Pattern #:** 5100 Jacket & Skirt (with a 'Sizes...' button)
- Piece Name:** Jacket Back
- Description:** Woman suit
- Piece Code:** (empty)
- Reference Code:** Bk 1
- Qty. to Be Cut:** 1 (with a spinner) and radio buttons for  Single and  Paired
- Fabric:** Self (dropdown menu)
- Marker ID:** (empty) (with an 'Options...' button)
- Buttons:** OK and Cancel

**Selected Piece Index:** It indicates the piece index in the Chart.

**Pattern #:** It is the style number.

**Piece Name:** It is the name of the selected piece.

**Description:** It is additional information describing the piece.

**Piece Code:** It indicates the need for special piece treatment.

**Reference Code:** It is an identification code for the piece.

**Qty to Be Cut:** It is the quantity of pieces needed for a complete garment.

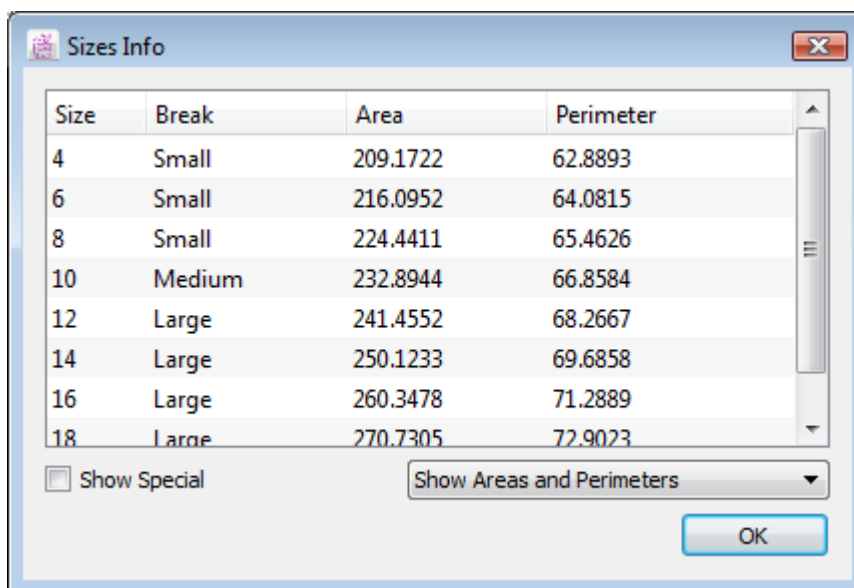
**Single/Paired drop-down menu:** It sets a single or paired piece.

**Fabric:** It identifies the fabric from a given piece or group of pieces.

**Marker ID:** It is a two-letter code to identify special treatment of the piece on the chart.

**Sizes Button:** It brings up the *Sizes Info* dialog box.

The *Sizes Info* dialog box enables you to view the following size information:



Size	Break	Area	Perimeter
4	Small	209.1722	62.8893
6	Small	216.0952	64.0815
8	Small	224.4411	65.4626
10	Medium	232.8944	66.8584
12	Large	241.4552	68.2667
14	Large	250.1233	69.6858
16	Large	260.3478	71.2889
18	Large	270.7305	72.9023

Show Special
 Show Areas and Perimeters
OK

**Show Areas and Perimeters:** It displays the area and perimeter of the piece.

**Show Widths and Heights:** It displays the width and height measurements of the piece.

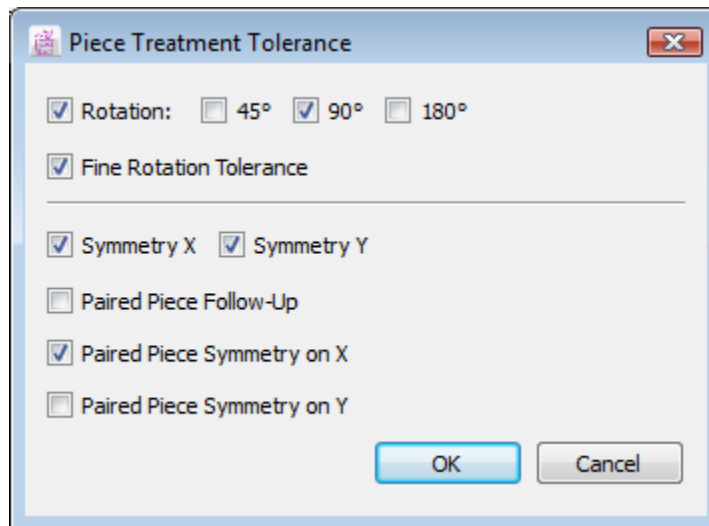
**Show Width and Height Differences:** It displays the width and height differences of the piece from the Medium size.

**Show Special:** It displays the special name used in the *Working sizes* dialog box, accessible via *Grade* menu.

Click the *OK* button to close the *Sizes Info* dialog box.

**Options Button:** It brings up the *Piece Treatment Tolerance* dialog box, which enables you to remove or allow various manipulations.

The *Piece Treatment Tolerance* dialog box offers the following options:



**Rotation:** It sets the rotation capacity of the pieces at 45°, 90°, 180° or none.

**Symmetry:** The symmetry can be set to be in X, Y or deactivated.

**Fine Rotation Tolerance:** It allows you to set or remove a fine rotation (tilt).

**Paired Piece Follow-up:** It applies symmetry and rotation to the other side of a paired piece. This function is applied in the fabric simulation area.

**Paired Piece Symmetry on X or on Y:** It sets symmetry on X or symmetry on Y to be applied when the left side piece in a paired piece is placed in the Fabric Simulation Area.

Press the *OK* button to save your settings.

If the marker is linked to a pattern, all modifications made in the *Piece Identification* dialog box may be lost when updating the marker with a linked style file. To conserve the modifications made to the marker, you must undo the link or make the modifications in a style file.

### Item Info when a Guideline is Selected

Using the *Guideline Info* box, you can set an exact position and set the color of the line.

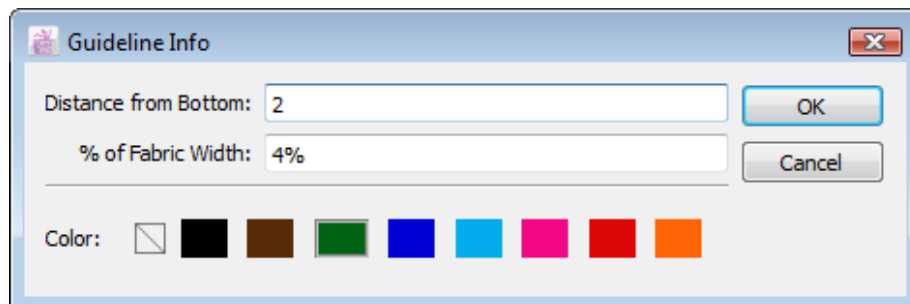
#### To modify Guidelines using the *Guideline Info* box:

- 1 Select a guideline.
- 2 In the *Treatment* menu, select the *Item Info...* function to open the *Guideline Info* dialog box.

#### Guideline info for a Vertical Guideline:



#### Guideline info for a Horizontal Guideline:

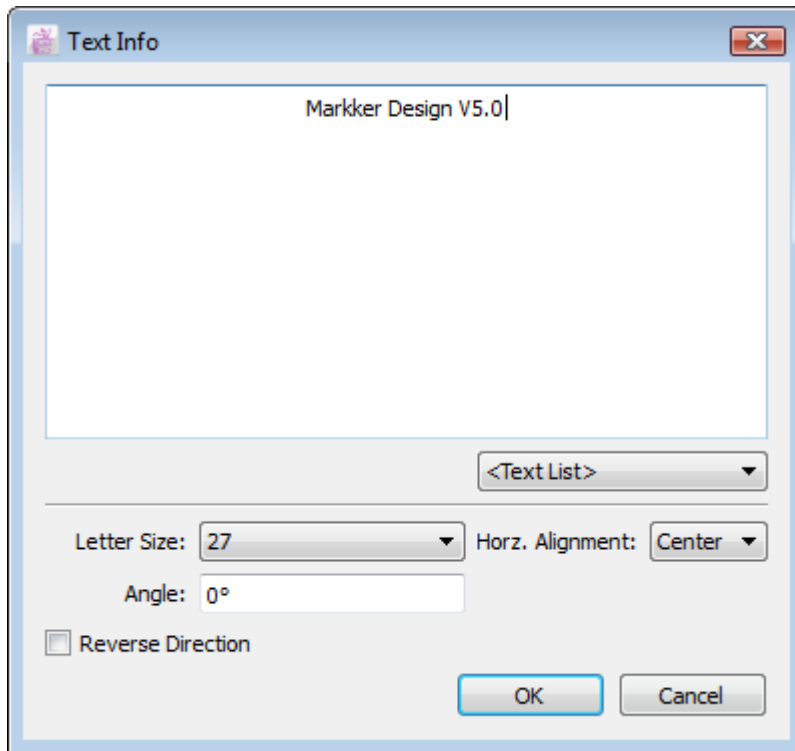


- 3 Use the fields in the *Guideline Info* box to make the desired adjustments and/or select the color of the line.
- 4 Click the *OK* button.



### Item Info when a Text Element is Selected

When a text element is selected, this *Item Info...* item in the *Treatment* menu opens the *Text Info* dialog box.



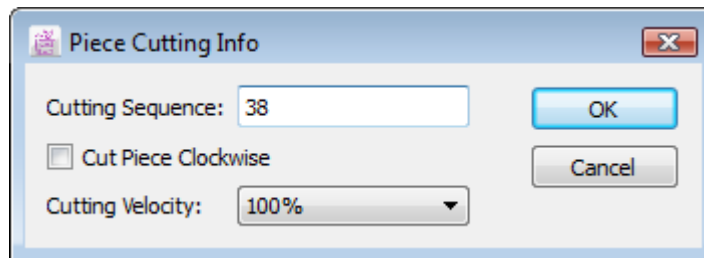
**Note:** For further details about this box, see the *Text* tool section in this user manual.

## Treatment Menu: Piece Cutting Info...

*Piece Cutting Info...* enables you to view and modify parameters for cutting a selected piece. You must be in *Cut View* to access to this menu option.

Select the piece about which you wish to obtain cutting information. In the *Treatment* menu, click the *Piece Cutting Info...* item. The *Piece Cutting Info* dialog box opens:

The *Piece Cutting Info* dialog box offers the following options:



**Cutting Sequence:** Enables you to view and modify the rank of the piece in the cutting sequence.

**Cut Piece Clockwise:** Check this box to cut the piece clockwise; uncheck it to cut the piece counter-clockwise.

**Cutting Velocity:** Use the drop-down menu to set the cutting velocity of the piece (from 60% to 100%).

## Treatment Menu: Group / Ungroup

*Group / Ungroup*, in the *Treatment* menu, allows you to group many pieces (for example, to move them at once) or to create a block that contains several pieces.

### To group pieces:

- 1 Hold down the **Shift** key (Windows, Macintosh and Linux) and select all the pieces that you wish to group together.



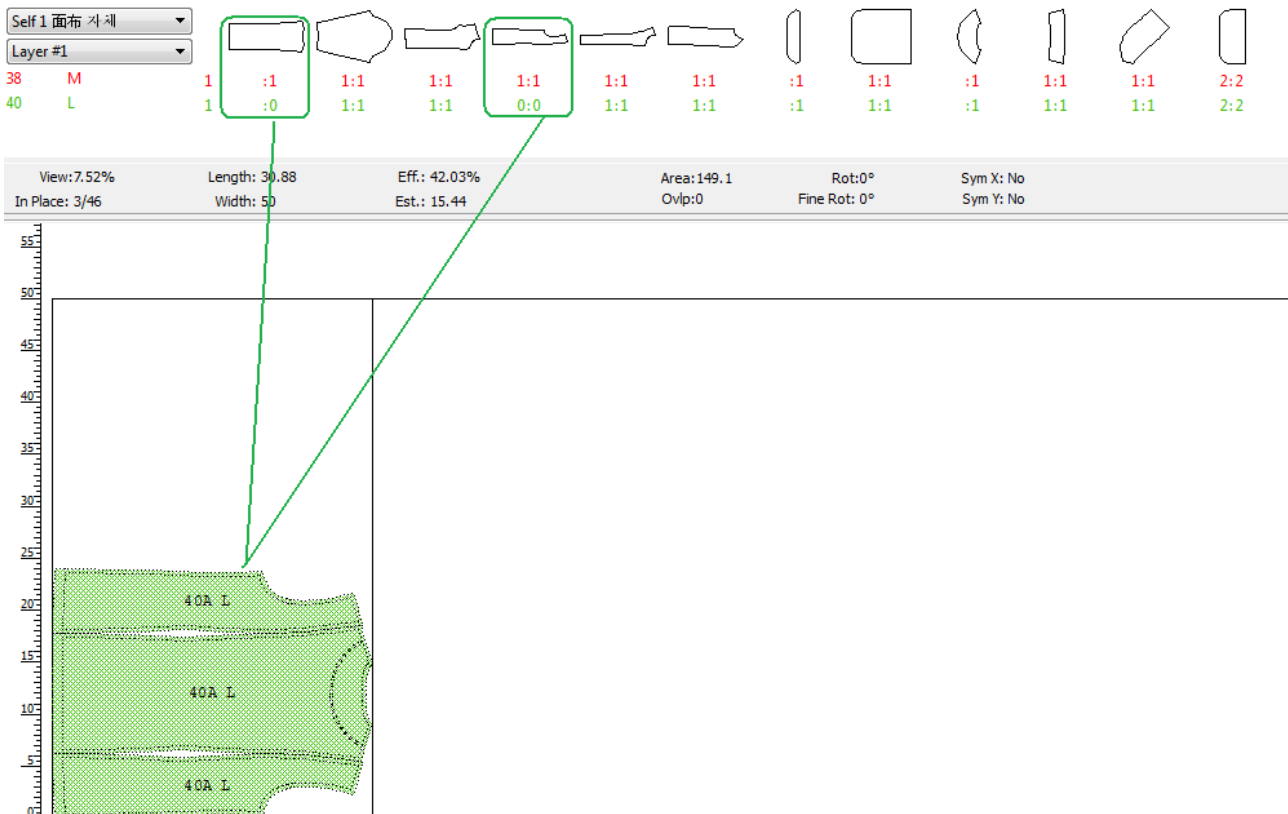
- 2 Select *Group* in the *Treatment* menu.
- 3 The pieces are grouped and can be treated as one piece.

### To ungroup pieces:

- 1 Select the group of pieces.
- 2 Select *Ungroup* in the *Treatment* menu.
- 3 The pieces are ungrouped; each piece can be treated on its own.

### To group pieces for all sizes

1 Hold down the **Shift** key (Windows, Macintosh and Linux) and select all of pieces that you wish to group together for all sizes. Or drag the pieces by mouse cursor.



2 Select Group in the Treatment menu or press on the Hot Key **Ctrl + Shift + G**. The pieces are grouped and can be treated as one piece.

3 To pull down another size of this grouped piece, click on one of them from pattern chart. Another size pieces are grouped and can be treated as one piece.



4 If some of pieces are activated on Group Pieces for All Sizes, it applies to another layer of the same fabric.

#### To ungroup pieces for all sizes

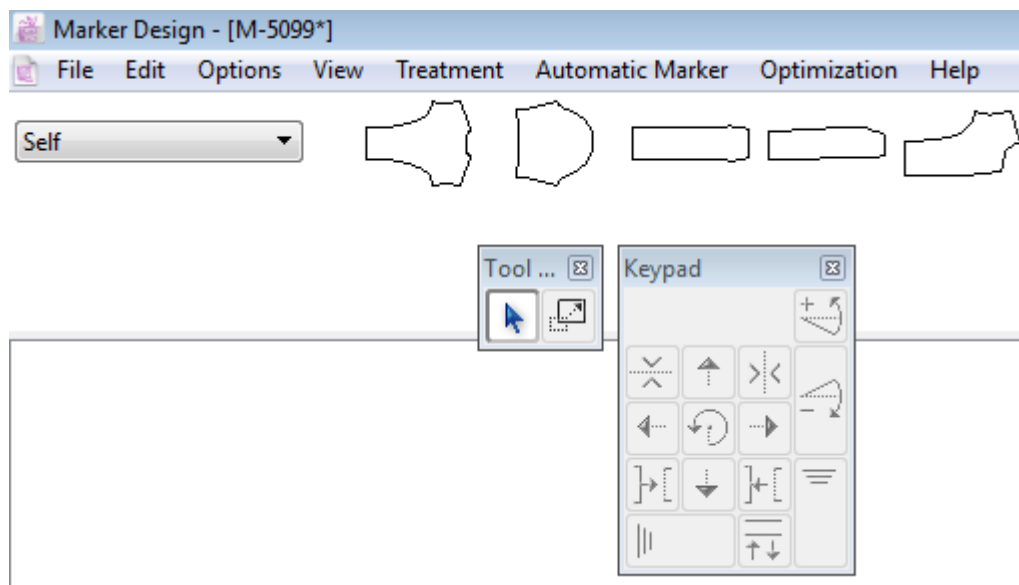
- 1 Select the group of pieces.
- 2 Select Ungroup in the Treatment menu or press on the Hot Key **Ctrl + Shift + U**.
- 3 The pieces are ungrouped on the current layer and another layer of the same fabric; each piece can be treated on its own.

**Note:** This feature supports in PAD AutoMark and Shape Shifter nesting engines.

## Treatment Menu: Pattern Refreshment

*Pattern Refreshment*, in the *Treatment* menu, opens a working environment that enables you to add, edit, remove and/or replace pattern pieces in the marker.

This working environment displays pattern pieces in the Chart.



**Pattern Refreshment enables you to carry out the following operations:**

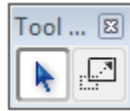
- Delete selected pattern pieces (using the **Backspace** (Windows / Linux) or **Delete** (Macintosh) key).
- Copy and paste selected pattern pieces in another marker's fabric or in a new pattern file (*Plan view*).
- Open an existing style file and add new pieces or replace pieces on the marker.
- Edit selected pattern pieces (Horizontal symmetry, vertical symmetry, rotate, fine rotate CW and fine rotate CCW).

If your marker is linked to a pattern (in the *File* menu, *Link Info*), you receive a message warning you that the pattern refreshment will break the link.



## Pattern Refreshment Toolbox/Toolbar

The *Pattern Refreshment* toolbox/toolbar enables you to modify pieces on the Chart.



### Function of each tool in the Pattern Refreshment Toolbox/Toolbar

Pointer



Scale



#### Pointer

In *Pattern Refreshment View*, the *Pointer* tool enables you to:

- Select one piece at a time in the Chart
- Select pieces to be pasted from the open style list
- Show the piece information by double-clicking the piece

**Note:** For more information about the *Pointer* tool, refer to the chapter of this user manual about the main toolboxes.



#### Scale

To scale all the sizes for a pattern piece.

**Note:** Multiple selection is not possible in *Pattern Refreshment* mode. You must repeat pattern modifications for each piece.

## Treatment Menu: Open Pattern...

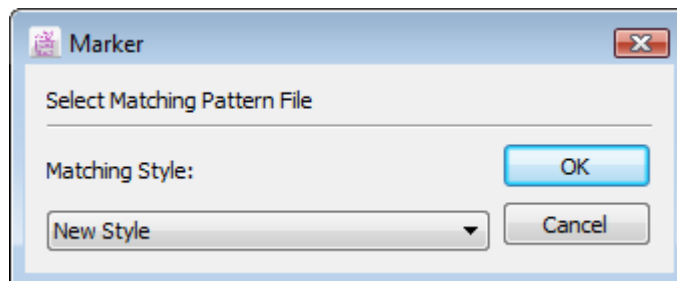
To add pieces from another style file and/or to replace modified pieces on the existing marker, select the *Open Pattern...* item, in the *Treatment* menu. This enables you to open any style (.sty) file in Marker.

You must be in *Pattern Refreshment* mode to use this option.

### To open a pattern file:

- 1 Select "*Open Pattern*" in the *Treatment* Menu. The *Open* dialog box appears.
- 2 Locate the desired style file and click the *Open* button. The Marker software reads and opens the chosen style file.

All possible matching styles are displayed in a pop-up menu. A matching style is a style file that has a compatible (number of sizes) grading nest with the chosen style file.



If a grading match is possible, matching style files appear in the drop-down menu below *Matching style*. Select the matching style that you want to add pieces in.

If no grading match is possible, the chosen file opens as a *New Style*. In this instance, you have to enter quantity per size in the *Marker info* dialog box, selected from the *Treatment* menu.





When you click the OK button, the pieces of the style file appear in a list:

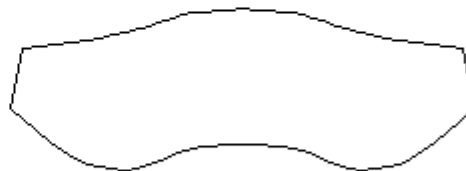
1 - BLK W Blouse	
back	
1 Single	Nameless



2 - BLK W Blouse	
front	
1 Paried	Nameless



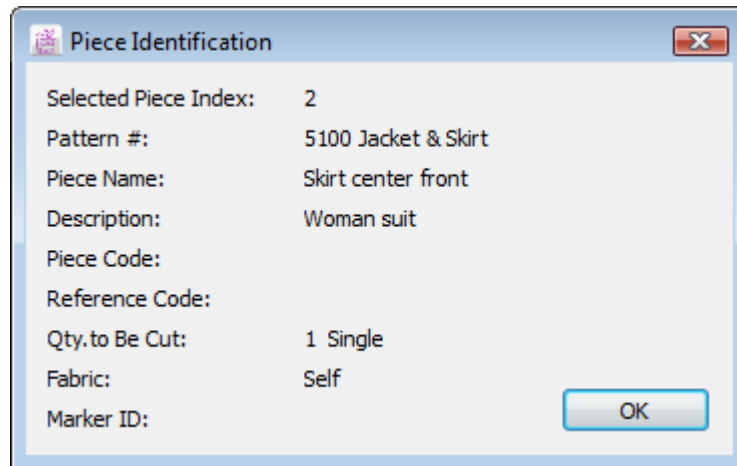
3 - BLK W Blouse	
collar	
1 Paried	Nameless



4 - BLK W Blouse	
sleeve	
1 Paried	Nameless



Double click a piece in the chart (not on the working area) to view its piece information:



To replace pieces, simply copy and paste the pieces with the help of the *Copy* and *Paste* commands in the *Edit* menu.

#### To replace one piece with another:

- 1 Select the new piece in the list of new pieces.
- 2 In the *Edit* menu, click the *Copy* item.
- 3 Select the piece to replace in the chart.
- 4 In the *Edit* menu, click the *Paste* item.
- 5 The piece that is copied replaces the selected piece in the chart.

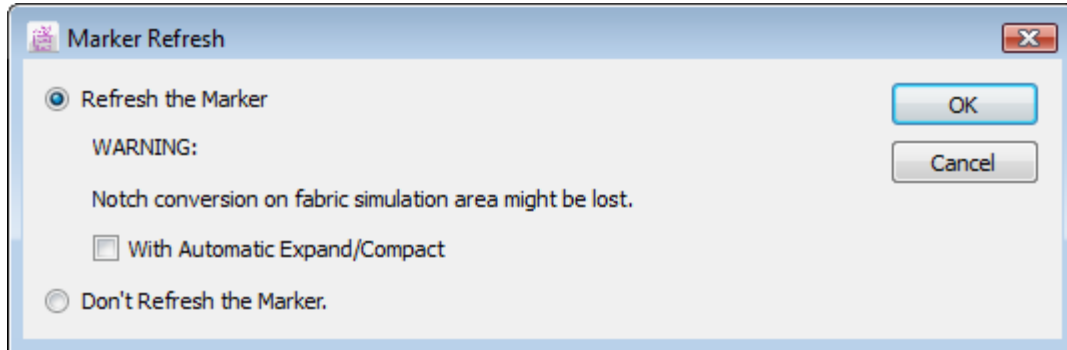
#### To add new pieces to the chart:

- 1 Select a piece in the list of new pieces.
- 2 In the *Edit* menu, click the *Copy* item.
- 3 In the *Edit* menu, click the *Paste* item.
- 4 The copied piece appears in the chart.

To confirm or cancel your modifications, return to the *Treatment* menu and click the *Pattern Refreshment* item. The *Marker Refresh* dialog box opens.



The *Marker Refresh* dialog box offers the following options:



**Refresh the Marker:** It saves your modifications.

**With Automatic Expand / Compact:** It tells Marker to compact the marker where there would be loss and extend the marker where pieces overlap.

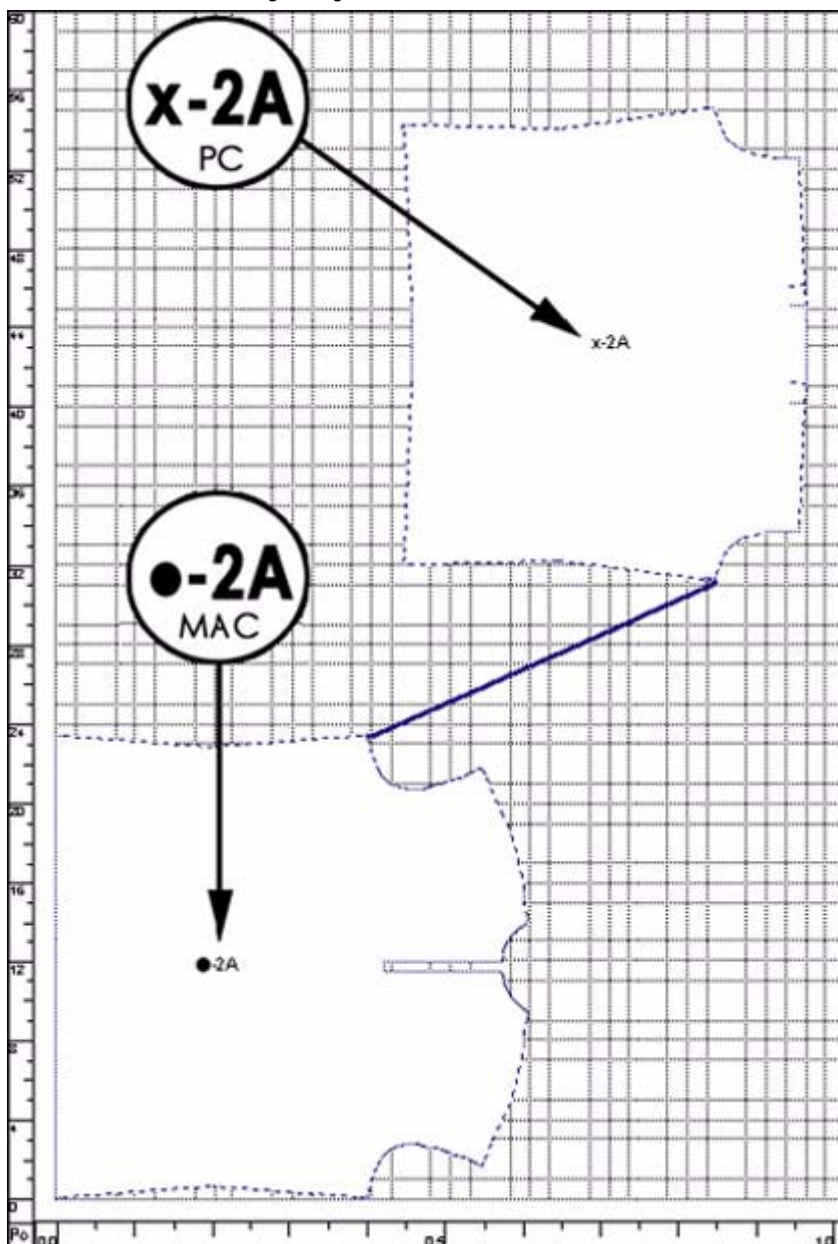
**Don't Refresh the Marker:** It cancels all modifications.

## Treatment Menu: Find Misaligned Match Points

*Find Misaligned Match Points*, in the *Treatment* menu, enables you to identify pieces that are not properly aligned.

To use this function, you must have previously created alignment points, either in the *Pattern* module or in *Link Pieces* view.

When you select *Find Misaligned Match Points*, pieces that are not properly matched are identified by a symbol, as below:



When you are working with a plaid or striped fabric, misaligned pieces do not show any motif. Properly aligned pieces assume the motif.

## Treatment Menu: Find Overlaps

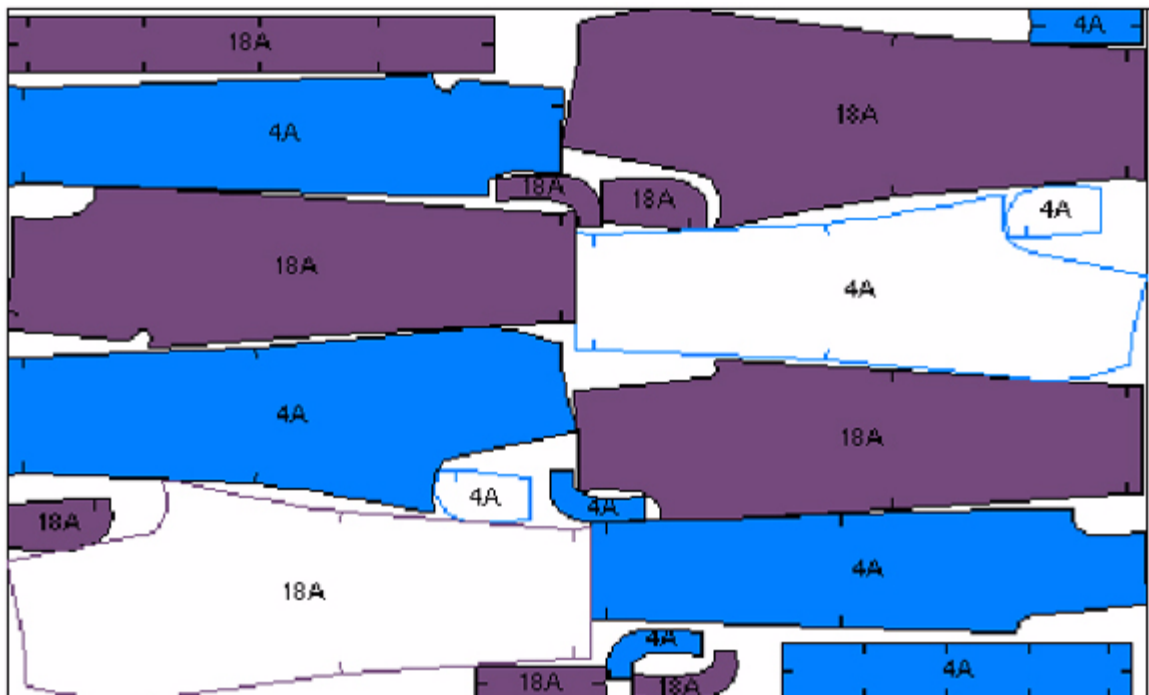
*Find Overlaps*, in the *Treatment* menu, checks the marker for any overlapping pieces.

To search for overlapping pieces, select *Find Overlap* in the *Treatment* menu.

Overlapping pieces display in the opposite style to your color preferences.

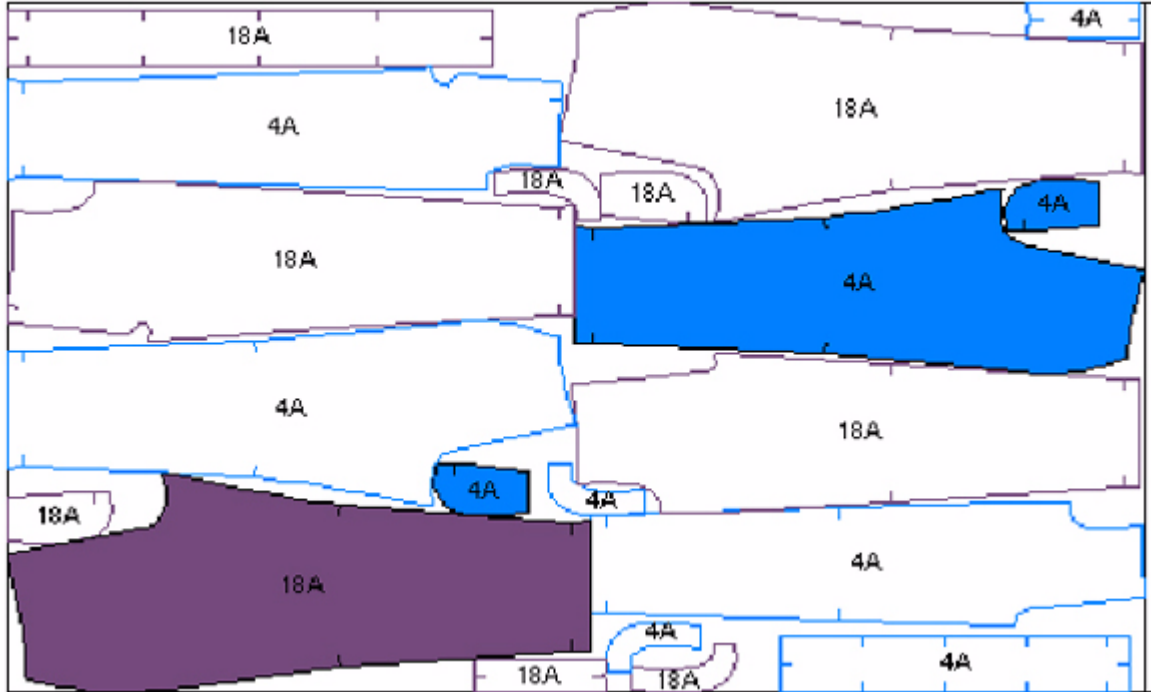
In other words:

If you display your pieces in color, overlapping pieces appear in white:





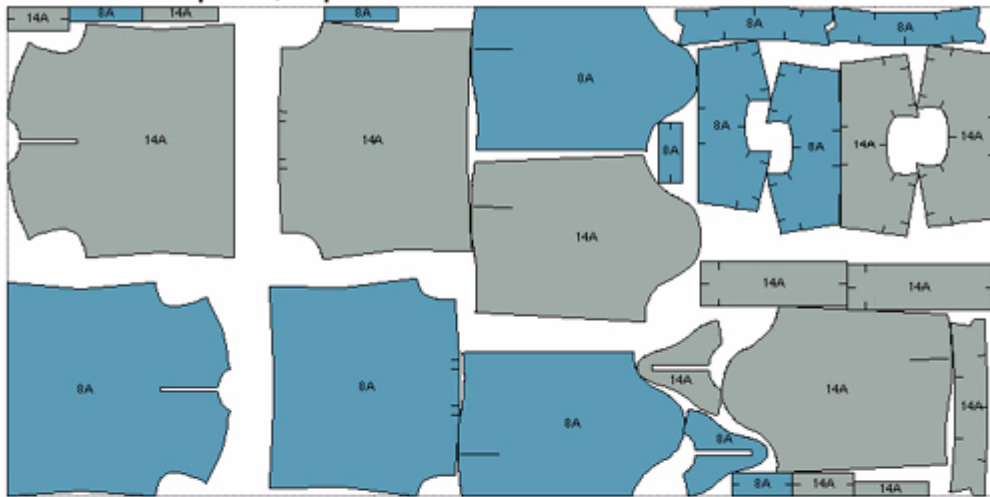
If you display your pieces in white, overlapping pieces appear in color:



## Treatment Menu: Expand/Compact Selection

*Expand/Compact Marker*, in the *Treatment* menu, fill in or adjust spaces between all or selected pieces, according to the X and Y axes.

**Before Compact/Expand Marker**



**After Compact/Expand Marker**



### To adjust or fill in spaces between pieces:

- 1 Select the pieces you wish to adjust; or apply the function to all pieces (no selection).
- 2 Select *Expand/Compact Selection* (if you have selected one or more pieces) or *Expand/Compact Marker* (if you did not make any selection), in the *Treatment* menu.
- 3 Marker fills the empty spaces and resolve overlapping problems, if the overlapping is not excessive.

## Treatment Menu: Compact in X Marker

*Compact in X Marker* fills in or adjusts spaces between all or selected pieces, according to the X axis.

**Before Compact in X selection**



**After Compact in X selection**



**To adjust or fill in spaces between pieces along the X axis:**

- 1** Select the pieces you wish to adjust or apply the function to all pieces (no selection).
- 2** Select *Compact in X Selection* (if you have selected one or more pieces) or *Compact in X Marker* (if you did not make any selection), in the *Treatment* menu.
- 3** Marker fills the empty spaces and resolves overlapping problems, along the X axis.



## Treatment Menu: Compact in Y Marker

*Compact in Y Marker* fills in or adjusts spaces between all or selected pieces, according to the Y axis.

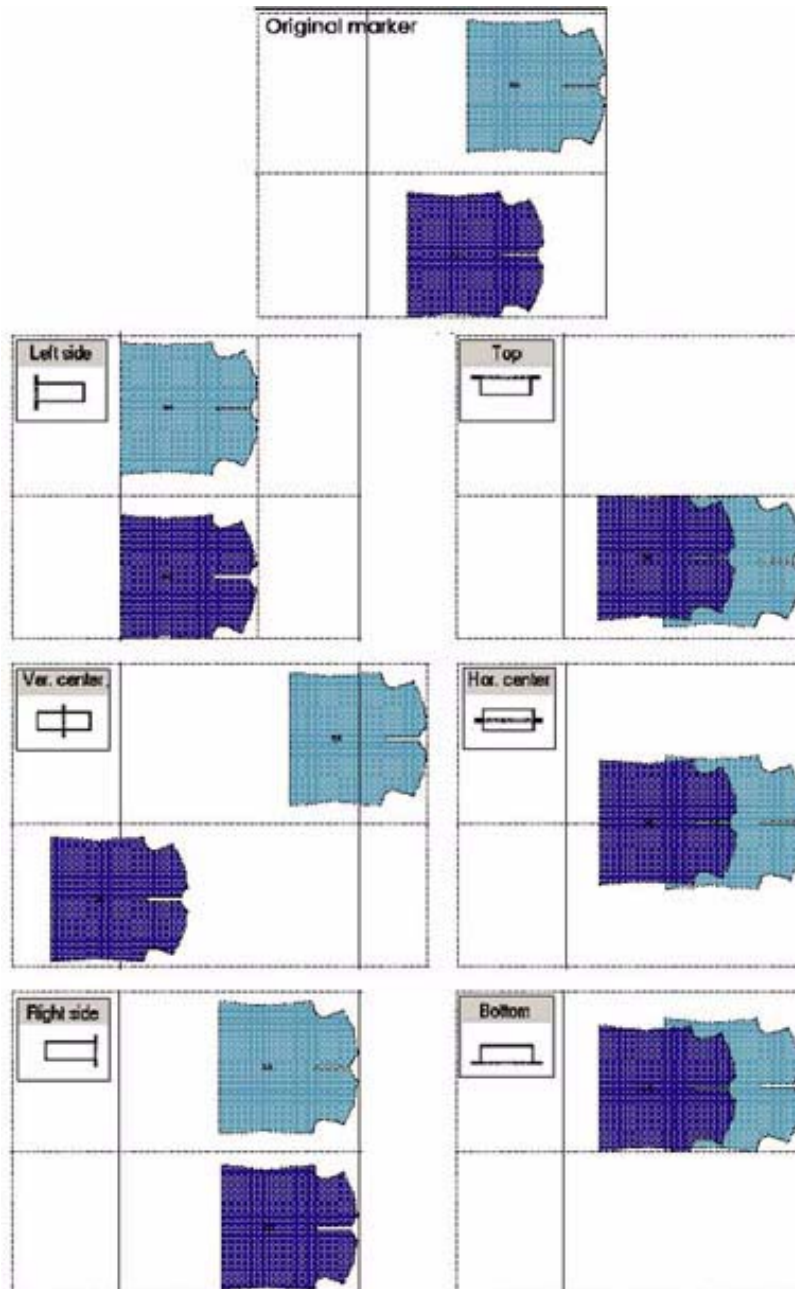


**To adjust or fill in spaces between pieces along the Y axis:**

- 1 Select the pieces you wish to adjust or apply the function to all pieces (no selection).
- 2 Select *Compact in Y Selection* (if you have selected one or more pieces) or *Compact in Y Marker* (if you did not make any selection), in the *Treatment* menu.
- 3 Marker fills the empty spaces and resolve overlapping problems, along the Y axis.

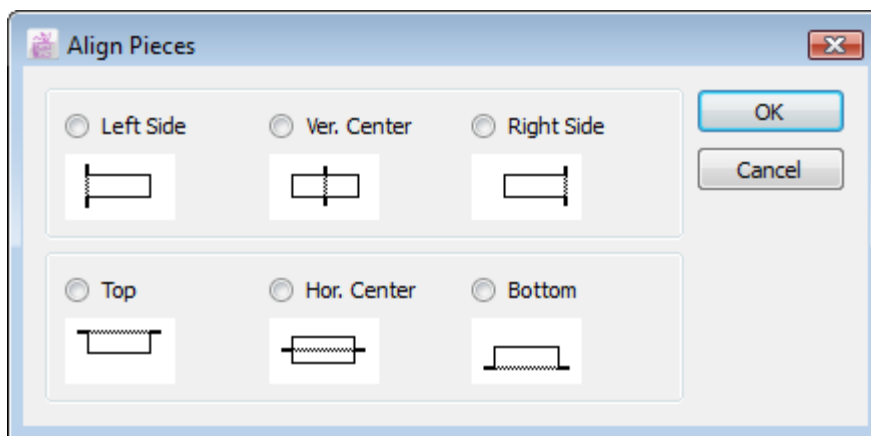
## Treatment Menu: Align Pieces...

*Align Pieces*, in the *Treatment* menu, aligns pieces with guidelines on the Fabric Simulation Area.



**To align pieces:**

- 1 Place guidelines. You can place one vertical or horizontal guideline, or many intersected guidelines.
- 2 Select the pattern piece(s) you wish to align.
- 3 Select *Align Pieces...* from the *Treatment* menu. The *Align Pieces* dialog box opens:



- 4 Select your alignment by selecting the appropriate radio button. These alignments are based on the position of the piece on the screen; you can combine alignments.
- 5 Click the *OK* button.
- 6 The selected pieces are aligned with the nearest guidelines.

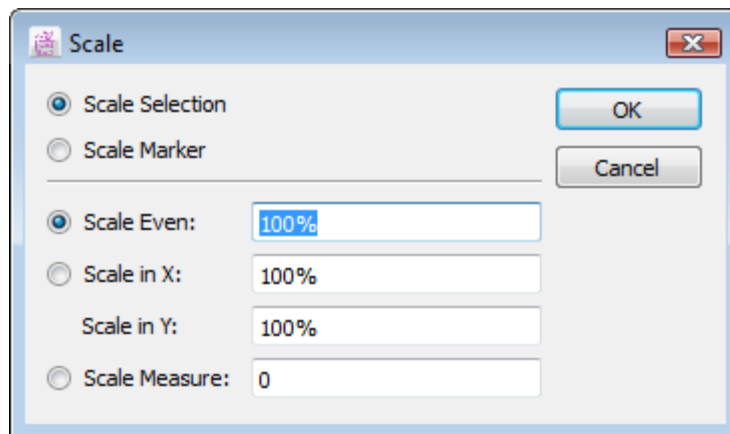
## Treatment Menu: Scale...

The *Scale* function, in the *Treatment* menu, scales the selected pattern pieces or the entire marker. The scale can be done evenly, independently in X and Y or around the piece to any measures.

### To scale one or more pieces:

- 1 Select the piece(s) you wish to scale or, to select the entire marker, do not select any pieces.
- 2 Select the *Scale...* item in the *Treatment* menu.

The *Scale* dialog box opens:



- 3 Specify your scale criteria (described below).
- 4 Click the *OK* button.

### The *Scale* dialog box offers the following options:

**Scale Selection:** It scales the selected items.

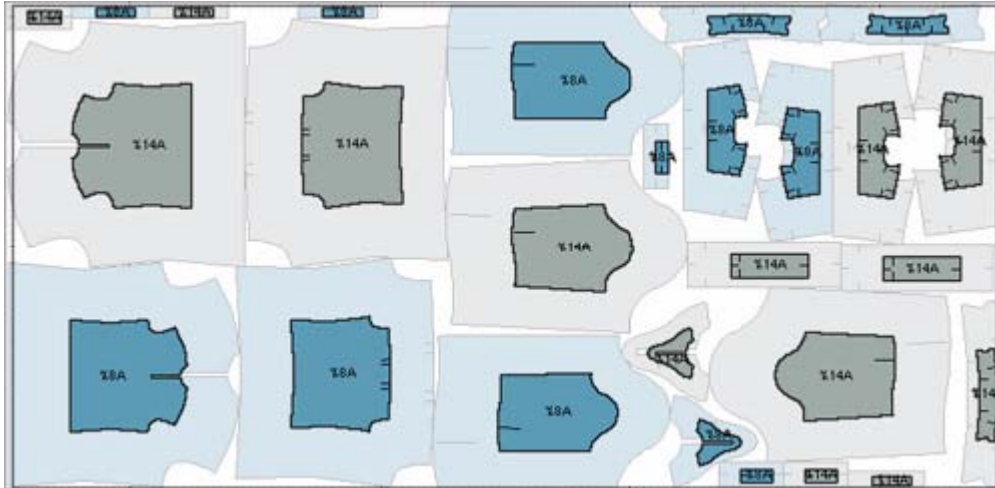
**Scale Marker:** It scales the entire marker.

**Scale Even:** It scales evenly selected pieces or the entire marker.

**Scale in X:** It scales selected pieces or marker according to the length.

**Scale in Y:** It scales selected pieces or marker according to the width.

**Scale Measure:** It scales selected pieces or marker according to a given measure in centimeters or inches.



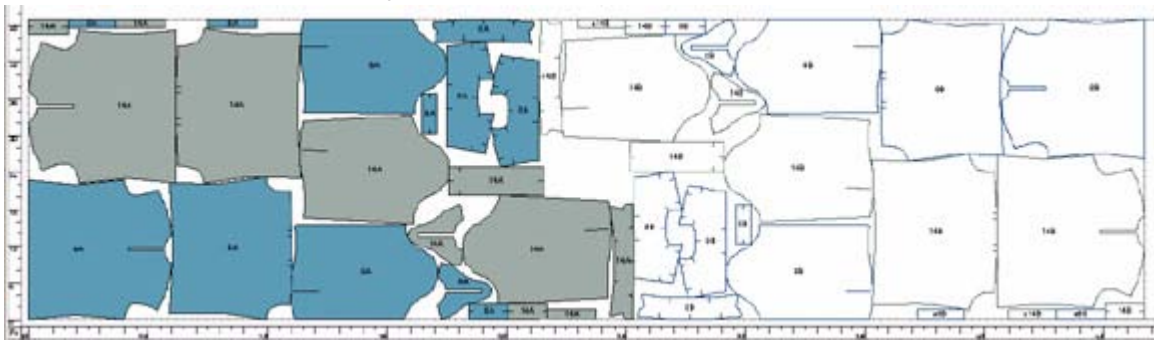
**Note:** If you do not select specific pieces in the marker, the Scale function fits all pieces in the chart to scale.

You can print the percentage of the fit to scale in the marker header.

## Treatment Menu: Lockin Marker / Selection

The *Lockin Marker/Selection* function, in the *Treatment* menu, enables you to duplicate the current marker with a 180° rotation and add it to the end of the marker.

If you select pieces, the *Lockin marker* function changes to *Lockin selection*. In this instance, the 180° rotation is applied on the selection only. In the instance of an uneven end, the duplicate marker is interlocked.



To enable *Lock-in Marker / Selection*, you must ensure that *Inhibit placement of extra pieces* check box is unchecked in the *General* preferences dialog box, found under *Options > Preferences > General*.

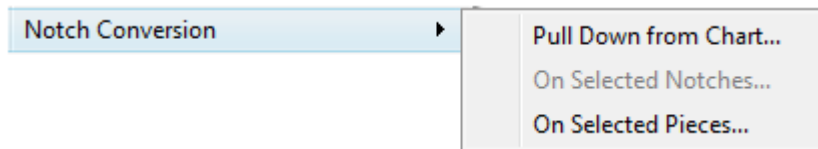
**Note:** The *Lock-in Marker/Selection* function is not applied if the number of required pieces exceeds the number of pieces contained in the chart if *Inhibit placement of extra pieces* is checked.

## Treatment Menu: Notch Conversion

*Notch Conversion*, in the *Treatment* menu, enables you to convert several notches at once on the pieces in the fabric simulation area.

*Notch Conversion* offers three options:

- Pull down from chart
- On selected notches
- On selected pieces



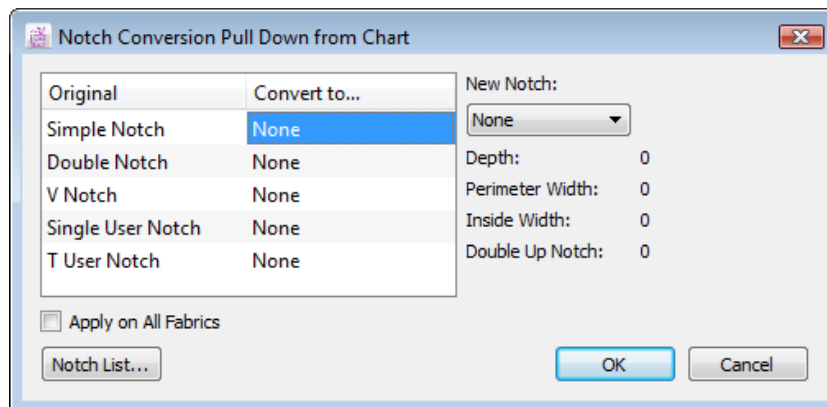
Each option is described in detail on the following pages.

### Notch Conversion: Pull Down From Chart...

When you have not yet placed some or all of your pieces, you can convert notches as the pieces are placed. This enables you to convert one type of notch into another, using the *Notch Conversion Pull Down from Chart* dialog box.

#### To convert notches as you pull pieces down from the chart:

- 1 Make sure that the pieces on which you want to convert the notches have not yet been placed on the Fabric Simulation Area, as this option only works on unplaced pieces in the chart.
- 2 Select *Pull down from Chart*, in the *Treatment* menu, under the *Notch Conversion* sub-menu. It opens the *Notch Conversion Pull Down from Chart* dialog box:



- 3 In the text window on the left, there is a list of different types of notches. Highlight the type of notch that you wish to convert on all pieces.
- 4 Via the *New Notch* drop-down menu, select the type of notch to which you want to convert the highlighted notch type.
- 5 The new notch selected appears in the text window under *Convert to...* Continue highlighting each notch that you wish to convert and selecting a corresponding *New Notch*.
- 6 Click the *OK* button to activate your changes.
- 7 Each notch is converted as you place a piece from the chart to the fabric simulation area. This process only affects unplaced pieces. Notches are not converted on the pieces that are already placed.
- 8 Click the *OK* button to save your changes.



The *Notch Conversion Pull Down from Chart* dialog box offers the following options:

**Original:** The original type of notch on the chart that you wish to convert.

**Convert to...:** The type of notch you want to convert the original notch to.

**Apply on All Fabrics:** Check this option to apply the notch conversion on all fabrics.

**New Notch:** A drop-down menu, enabling you to select the new notch from which you convert the original notch.

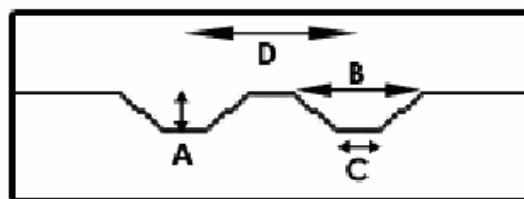
**A. Depth:** The depth of the selected New notch.

**B. Perimeter Width:** The perimeter width of the selected New notch.

**C. Inside Width:** The inside width of the selected New notch.

**D. Double-Up notch:** Dimension of a double-up notch, if any.

<b>A</b> Depth :	0.250
<b>B</b> Perimeter width :	0.750
<b>C</b> Inside width :	0.250
<b>D</b> Double up notch :	1.000



**Notch List:** It opens the *Notch List* dialog box. Refer to the Notch List section of this manual for more details about this dialog box.

### Notch Conversion: On Selected Notches

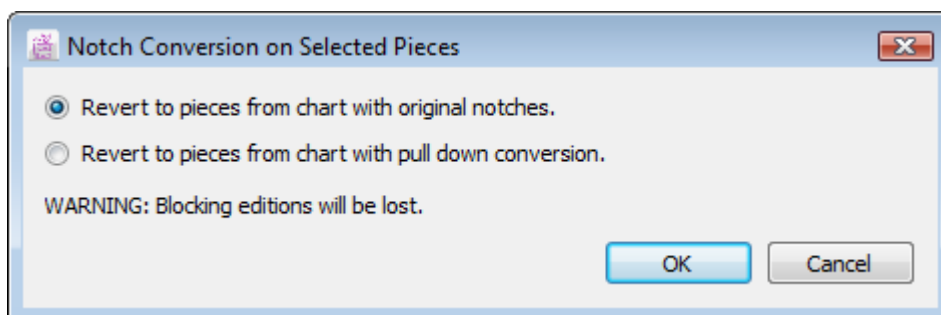
*On Selected Notches*, in the *Notch Conversion* section in the *Treatment* menu, enables you to convert one or more notches on pieces that have already been placed on the Fabric Simulation Area. For further details, refer to the *Convert Notch* tool section of this User Manual.

### Notch Conversion: On Selected Pieces...

*On Selected Pieces*, in the *Notch Conversion* option, *Treatment* menu, enables you to convert notches on selected pieces that have been already placed on the fabric simulation area.

#### To convert notches on selected pieces in the fabric simulation area:

- 1 Select one or more pieces in the fabric simulation area whose notches you wish to convert.
- 2 Select the *On Selected Pieces*, from *Notch Conversion*, in the *Treatment* Menu. The *Notch Conversion on Selected Pieces* dialog box open:



- 3 Select the radio button that corresponds to the desired option and click the OK button. These options are described in detail below.

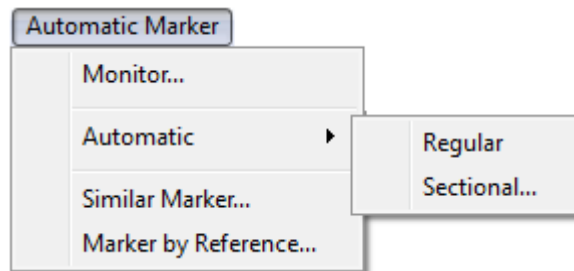
**The *Notch Conversion on Selected Pieces* dialog box offers the following options:**

**Revert to pieces from chart with original notches:** This option replaces the selected pieces by the pieces from the Chart that have the original notches.

**Revert to pieces from chart with pull down conversion:** This option replaces the selected pieces by the pieces from the Chart that have the notch pull-down conversion.

## Automatic Marker Menu

PAD System's AutoMarker commands and parameters are available under the *Automatic Marker* menu.



**Note:** The *Automatic Marker* menu is available in *Marker Design* if the nesting engine is installed (PAD AutoMark, PAD Estimate, Shape Shifter or Nester).

Via *AutoMarker*, you can perform an automatic marker at the same time as you work on another marker file.

Files created using *Automatic Marker, Monitor* are displayed with a different icon.

### AutoMarker Icon



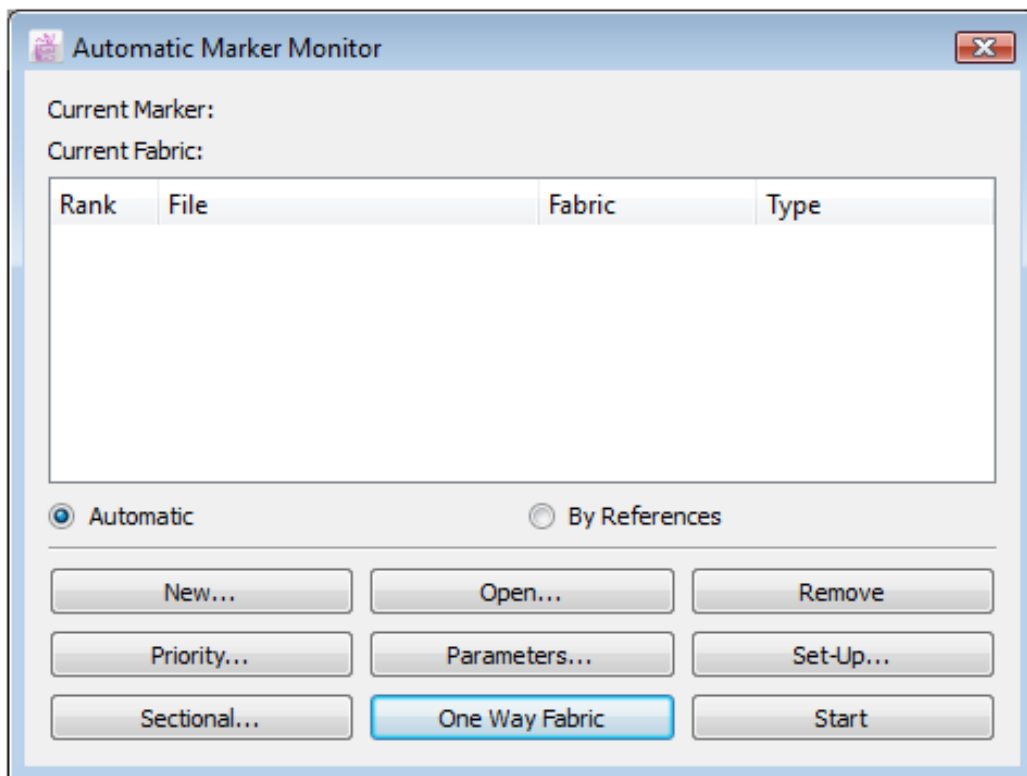
### Manual Marker Icon



## Automatic Marker Menu: Monitor...

The Monitor option, in the *Automatic Marker* menu, displays the Automatic treatment's controls.

When you select *Monitor*, the *Automatic Marker Monitor* dialog box opens, offering the following options:



**Current Marker:** It is the currently treated marker.

**Current Fabric:** It is the currently treated fabric.

**Rank:** It is the position of each marker in the queue.

**File:** It is the name of the marker file.

**Fabric:** It is the fabric.

**Type:** Select the type of treatment: automatic or by reference.



**Automatic/By Reference:** Those two radio buttons enable you to select the treatment type for your marker.

**Automatic:** It optimizes the marker for the pieces to be placed.

**By References:** It creates a marker by using other existing and similar markers as a reference.

### **The command buttons**

The *Automatic Marker Monitor* dialog box features nine command buttons. When you first open this dialog box, two buttons are active: *New* and *Open*. Once you have opened markers in the Monitor list, other buttons become available.

**New:** It creates a new marker file. It opens the same dialog box as the *New* command in the *File* menu.

**Open:** It opens an existing marker file.

**Remove:** It deletes a selected fabric/marker from the list. Fabrics associated with a file are considered independent items even if they are relative to a marker.

**Priority:** It enables you to re-order the treatment order (rank) of the markers. Select the file, click the *Priority* button and enter the new priority order.

**Parameters:** It enables you to assign file rotation or symmetry parameters to each marker.

**Set-Up:** It opens the *Automatic Marker Set-Up* dialog box, which enables you to view and modify information on the automatic marker. This button changes to *References* when you select the *By Reference* radio button and opens the *Marker by references* dialog box, which enables you to view and modify information on Markers by references. You can have more information about these two dialog boxes in the appropriate section of this User Manual.



**Sectional:** It enables you to configure the way your pieces are placed on the Fabric Simulation Area.

**One Way Fabric:** It enables you to force the piece direction for one-way fabric or for scramble marker (alternate sizes).

**Start:** It initiates the automatic treatment of listed files. The *Start* button turns into a *Stop* button once the automatic treatment is running.

**Stop:** It stops an automatic treatment. There are two ways to stop the treatment:

- **Stop Now:** It stops the marker in progress.
- **Stop after Current Marker:** It finishes the marker but does not start on others.

**Don't Stop:** It continues all remaining markers.

## Automatic Marker Menu: Automatic

The *Automatic* sub-menu allows you to place the pieces on the Fabric Simulation Area. You can place the pieces according to previously established general set-up or configure the placing by sorting your pieces by size and the order in which you want them. The *Automatic* sub-menu is only available if the nesting engine is selected, not the *Nester* engine.



### Automatic: Regular

The *Regular* item in the *Automatic* sub-menu, *Automatic Marker* menu, launches the marker treatment if at least one piece is in the area(s) selected in the *Automatic Marker Set-Up* dialog box (chart and/or stand-by). The marker is created according to the previously established general set-up and the current layer and fabric.

All Automatic treatments take into consideration treatment tolerances established in:

- PAD System Pattern
- The Piece identification dialog box
- The Parameters dialog box

And also consider:

- The pieces' spacing
- Any one-way fabric treatment.
- Any fold and tubular treatment
- Any plaid and stripe treatment

**Note:** If you wish, you can perform an automatic marker treatment in the background while treating a second marker in another window.

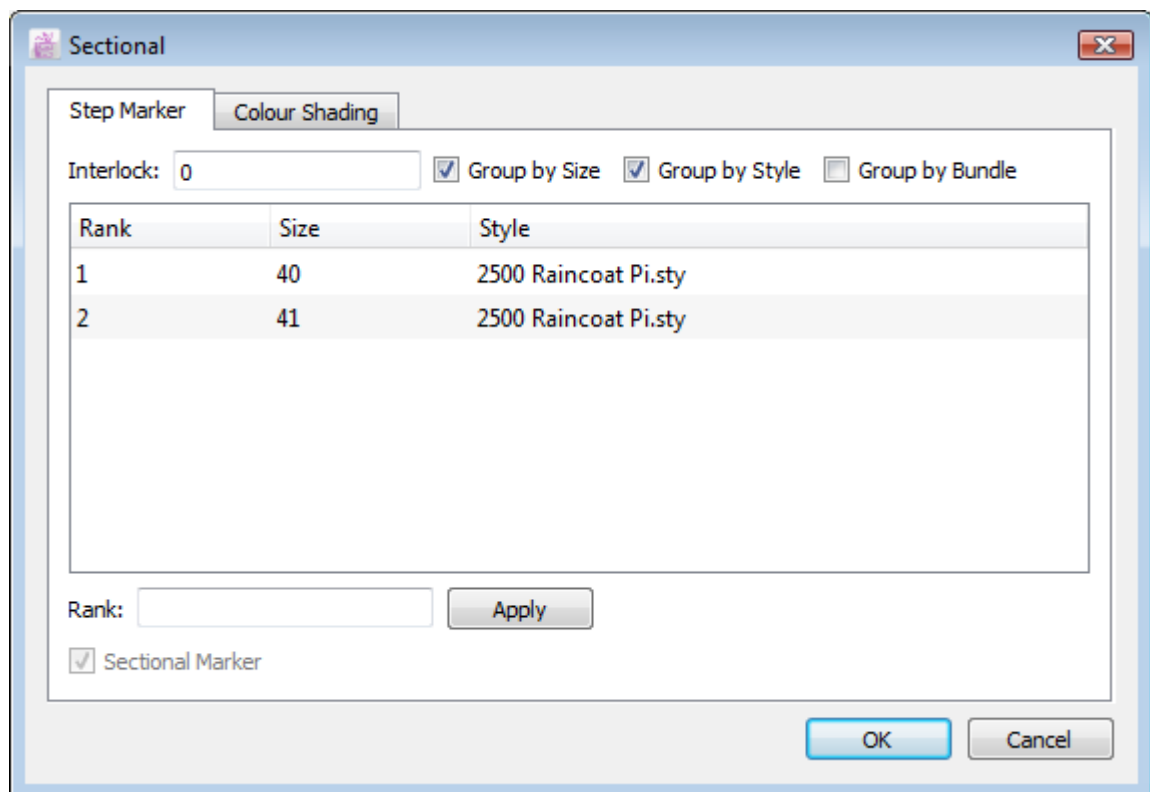


### Automatic: Sectional...

In Sectional sub-menu offer 2 features to make automatic markers; *Step Marker* and *Colour Shading*. The *Sectional...* item in the *Automatic* sub-menu, *Automatic Marker* menu, allows you to configure the way your pieces are placed on the Fabric Simulation Area. The pieces are placed optimally on the Fabric Simulation Area, depending on your settings.

### Step Marker

In Step Marker, pieces are sorted by sizes and bundles to create sections by default. Each section has a rank to establish the order in which it is placed on the marker. By selecting this item, the *Step Marker* dialog box appears, in which you can customize the placing of your pieces by size and bundle order:







**The Step Marker dialog box offers the following options:**

**Interlock:** When making a sectional marker, if there is still room for more pieces in the current section, *Interlock* allows pieces of the next section to be placed in it, as long as they can fit. The number in the *Interlock* text field determines the length (inch or cm, according to your measuring unit) on which the pieces of the two sections can be mixed.

**Rank:** It determines the order of the selected size(s) that create(s) a section. The sections are placed following this order on the Fabric Simulation Area. You can group sizes by giving them the same rank. Grouped sizes are placed in the same section on the Fabric Simulation Area, pell-mell.

**Group by Size:** To set pieces group by size in a style or several styles.

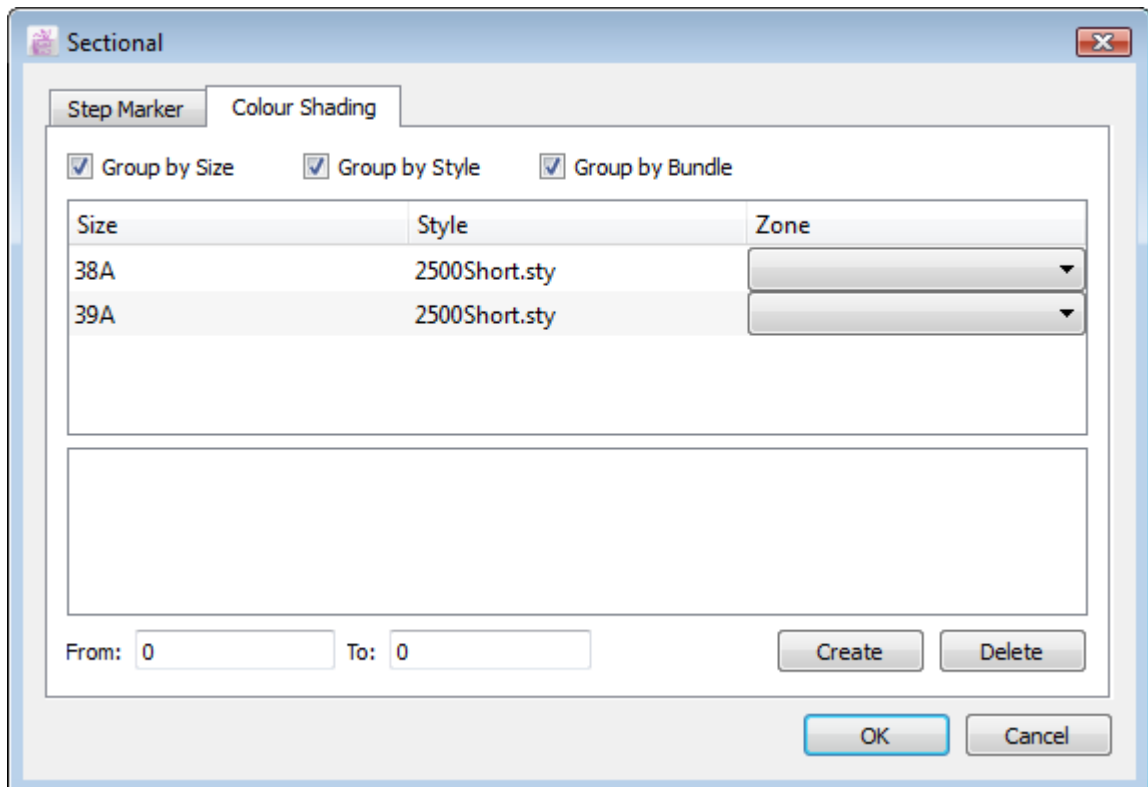
**Group by Style:** To set pieces by group in same style.

**Group by Bundle:** To set pieces group by bundle, or several styles group by bundle.

After selecting group by, size, group by style or group by bundle, press on *OK* when you are ready to start the automatic placing process.

## Colour Shading

In Colour Shading, pieces are sorted by sizes and bundles to create sections by default. Each section has to choose the zone which it is placed on the marker. By selecting this item, the *Colour Shading* dialog box appears, in which you can customize the placing of your pieces by size and bundle order:



The *Colour Shading* dialog box offers the following options:

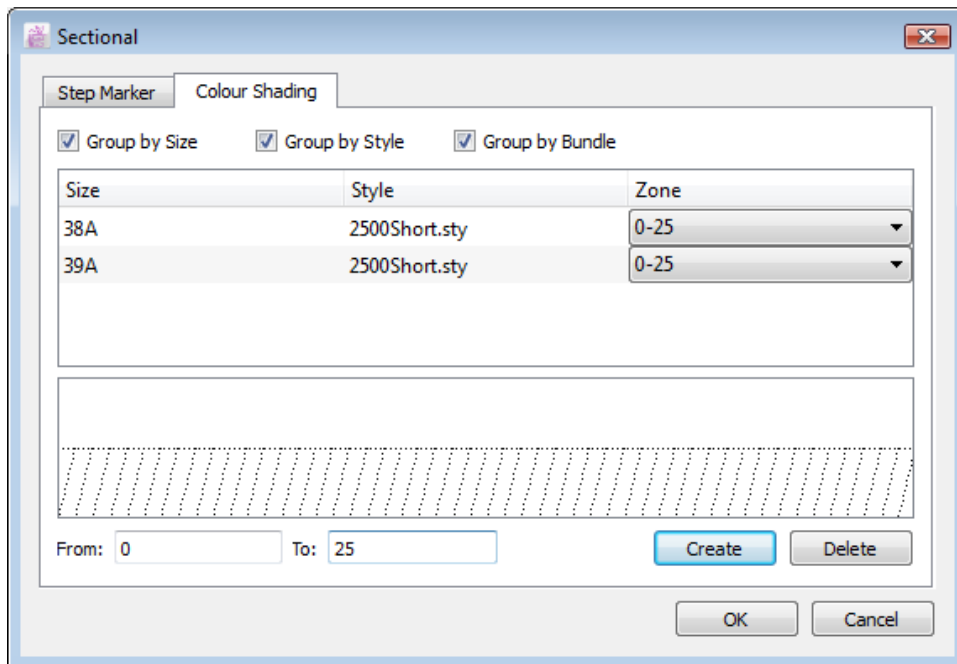
**Group by Size:** To set pieces group by size in a style or several styles.

**Group by Style:** To set pieces by group in same style.

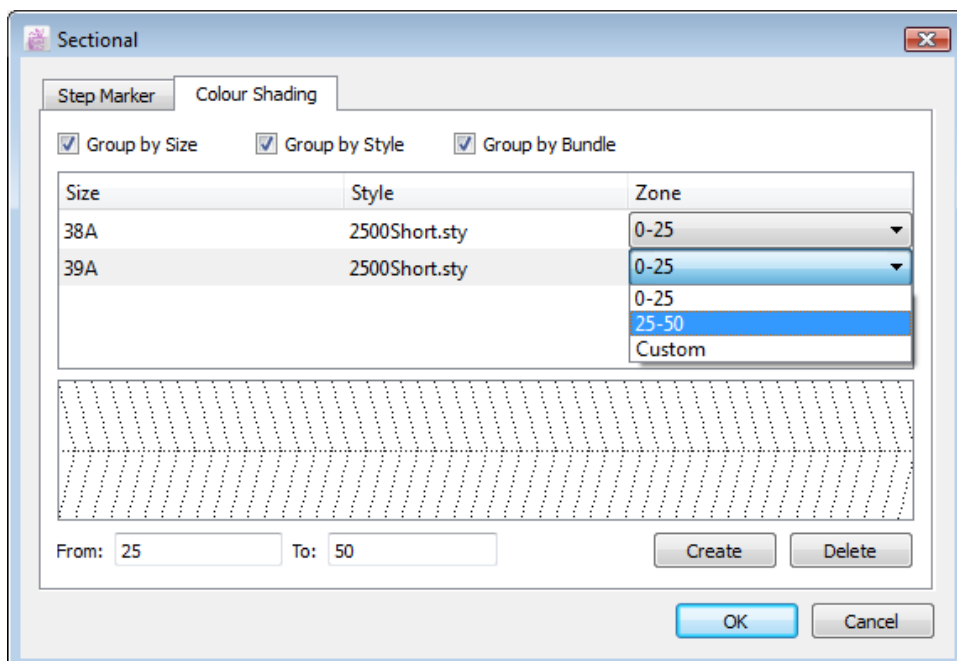
**Group by Bundle:** To set pieces group by bundle, or several styles group by bundle.

To create and set the zone to the selected section:

- 1 Input the zone value to the From and To text box.
- 2 Click Create button to validate the setting.
- 3 The zone is indicated to dash line as if the simulation fabric area.

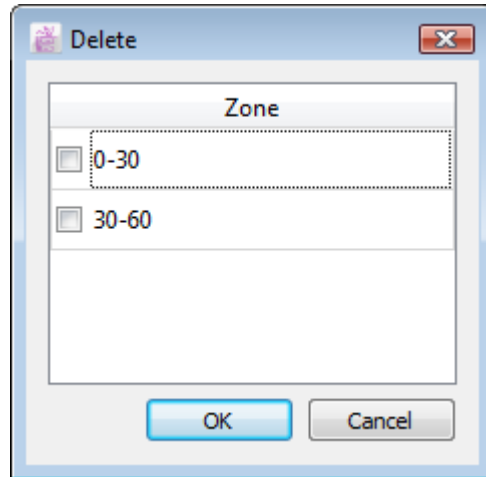


- 4 Using the drop down menu in Zone item to choose the zone to the selected section. You may need to choose more than one zone by Custom item.



To delete the zone to the selected section:

- 1 Click Delete button, a dialog box appears:



- 2 The zone value is checked, click OK button to validate.

After selecting group by, size, group by style or group by bundle and zone area, press on *OK* when you are ready to start the automatic placing process.

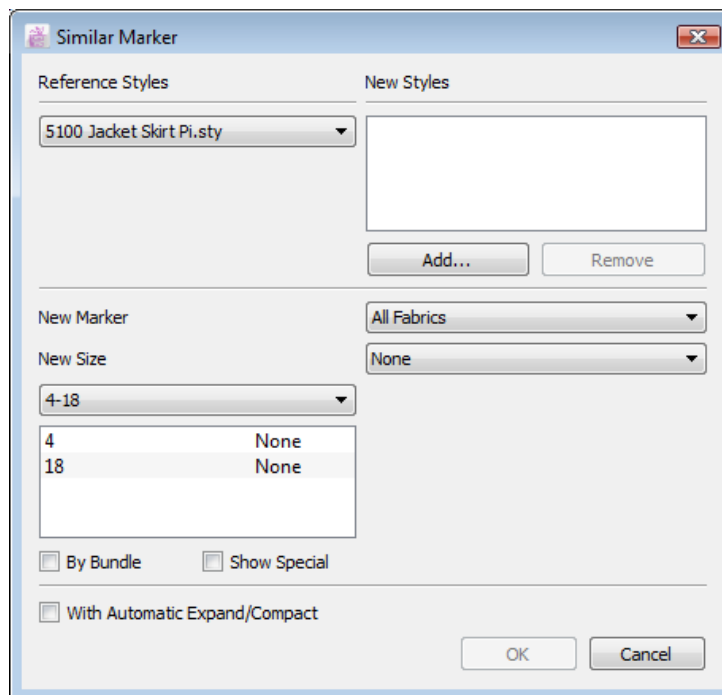
## Automatic Marker Menu: Similar Marker

The *Similar Marker* option in the *Automatic Marker* menu enables you to create a new marker by using the current marker. Once this operation is done, the original marker remains unchanged.

The new pieces are placed according to the reference codes established during the identification of the piece or, when a code is absent, according to the geometry of the piece.

### To create a similar marker:

- 1 Select the *Similar Marker* option in the *Automatic Marker* menu and the *Similar Marker* dialog box opens:



- 2 Use the *Reference Styles* drop-down menu to select the style that you wish to use as a reference style.
- 3 Add styles using the *Add* button on the right.
- 4 Select *With Automatic Expand/Compact* if you wish to reduce gaps and overlaps between pieces.
- 5 Click the *OK* button to create the new similar marker or click the *Cancel* button to quit this operation.

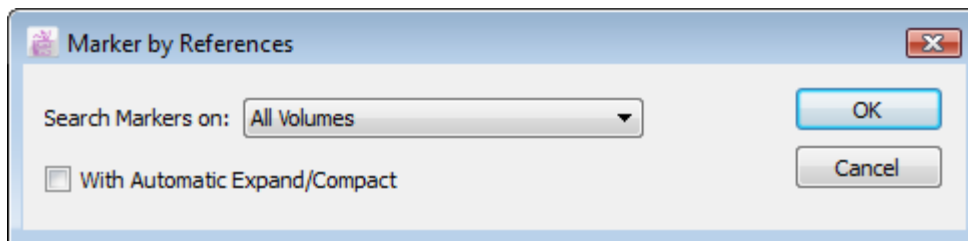
## Automatic Marker Menu: Marker by Reference...

The *Marker by Reference* option, in *Automatic Marker*, creates a marker based on other markers with similar characteristics.

### To create a marker by reference:

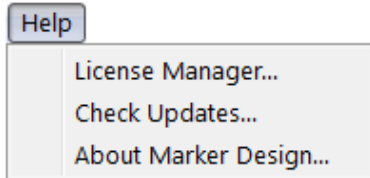
- 1 Create a new marker. Make sure that there is no piece in the Fabric Simulation Area. Do not forget to assign sizes and fabric width to the new marker you create.
- 2 Select *Marker by Reference* in the *Automatic Marker* menu.

The *Marker by References* dialog box opens:

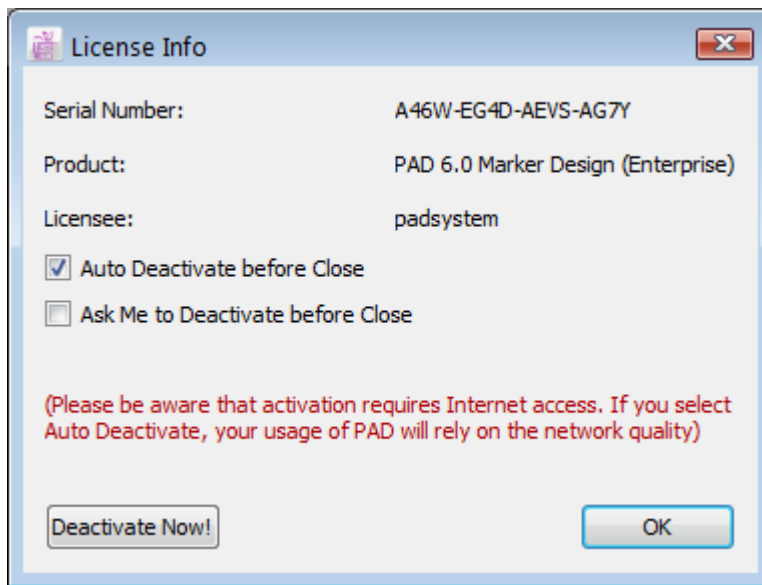


- 3 When you select this item, you must indicate the location of the existing files that serve as a base (reference) for the creation of the new marker. To do so, select the right volume in the Search markers on drop-down menu.
- 4 Select *With Automatic Expand/Compact* if you wish to reduce gaps and overlaps between pieces.
- 5 Click the *OK* button to create the new, similar marker.

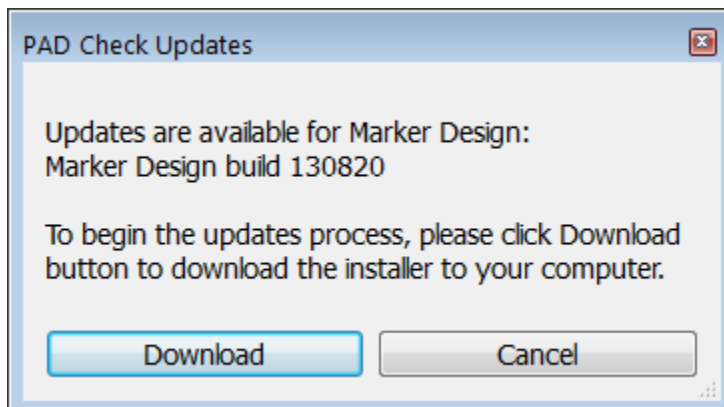
## Help Menu: About Marker Design...



**License Manager...** item, a dialog box appears to show the info of the license code.



**Check Updates...** item, a dialog box appears to remind you the updates is available to download.





By clicking the **About Marker Design...** item from the *Help* menu, you can view:

- The name and version of the application installed.
- The License Code and User's Name as entered during the initialization of the application.







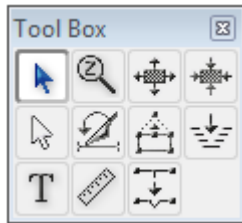
## Chapter 3

### The Main Toolboxes/ Toolbars



PAD System™ *Marker Design* toolboxes/ toolbars enable you to place and manipulate pattern pieces and complete many different tasks.

#### Windows / Macintosh Treatment Toolbox



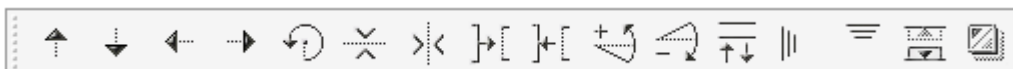
#### Windows /Macintosh Keypad



#### Windows / Macintosh Treatment Toolbar



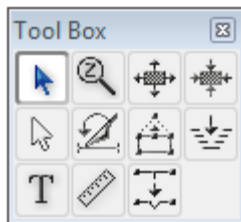
#### Windows / Macintosh Keypad (Toolbar)



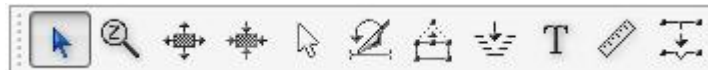
## Treatment Toolbox / Toolbar

The *Treatment* toolbox contains special treatments to be applied on selected pattern pieces.

### Toolbox



### Toolbar



### Function of each tool in the Toolbox / Toolbar

Pointer



Zoom In/Out



Block a Piece



Cut-Down Two Piece



Magnetic Cursor



Cut with Angle



Edit Blocking Contour



Fill a Hole



Text



Ruler



Convert Notch





## Pointer

The *Pointer* tool is used to select one or several pattern pieces and move them within the working area.

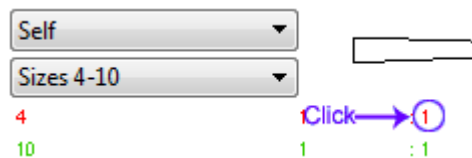
### To select a piece:

- 1 Select the *Pointer* tool.
- 2 Click the desired piece or group.
- 3 Hold down the **Shift** key (Windows, Macintosh and Linux) to select or deselect more than one piece or group.

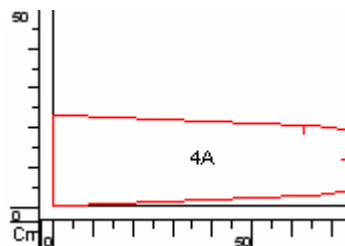


### To move one piece to the Fabric Simulation Area:

- 1 In the Chart Area, click the number in the column below the illustration of the piece you wish to move:



- 2 The selected piece moves to the Fabric Simulation Area:



## Moving multiple pieces to the Fabric Simulation Area

### To move all sizes of the chosen piece to the Fabric Simulation Area:

- 1 Select the *Pointer* tool.
- 2 Hold down the **Alt** Key (Windows) or the **Option** key (Macintosh) or **Alt +Windows** keys (Linux).



- 3 Click the piece in the chart. All sizes move to the Fabric Simulation Area.

### To move all pieces of the chosen size to the Fabric Simulation Area:

- 1 Select the *Pointer* tool.
- 2 Hold down the the **Alt** key (Windows) or the **Option** key (Macintosh) or **Alt +Windows** keys (Linux).



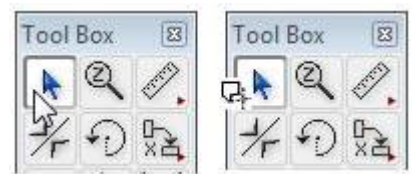
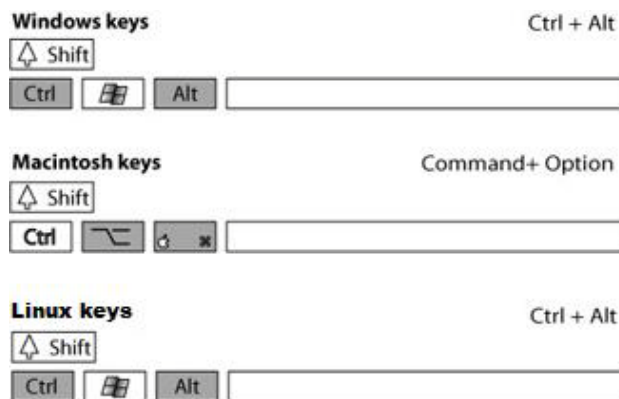
- 3 Click the breakdown to be placed, near the size. All selected pieces move to the Fabric Simulation Area.

### To move one or more pieces:

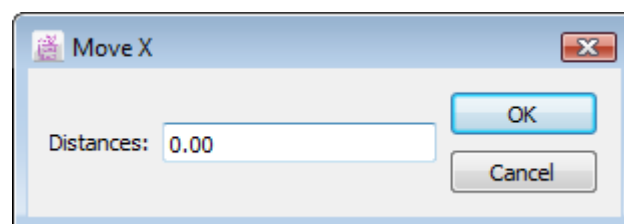
- 1 Select the *Pointer* tool.
- 2 Select the piece or group of pieces that you wish to move.
- 3 While holding down the mouse button, move the selected element(s) to the desired location.

### To move pattern pieces horizontally, using a dialog box:

- 1 Use the *Pointer* tool to select the pattern pieces you wish to move.
- 2 Hold down the **Ctrl + Alt** keys (Windows / Linux) or the **Command + Option** keys (Macintosh) and click the *Pointer* tool icon in the *Treatment* toolbox.



The Move X dialog box opens:



- 3 Enter the distance in the text field. A positive value pushes the pieces to the right; a negative value pushes them to the left.
- 4 Click the *OK* button to execute the function.

**To accelerate the positioning speed of a piece:**

- 1 Drag the piece so it overlaps pieces surrounding the desired location by holding the mouse button, clicking the piece and moving it to the desired location.
- 2 Release the mouse button.
- 3 The piece positions itself in the open space found.

**Note:** Only pieces that intersect the piece to be placed are considered in the calculation of its positioning.

You can activate the *Pointer* tool whenever necessary by holding down the **Ctrl** key (Windows / Linux) or the **Command** key (Macintosh).





## Zoom In / Out

The *Zoom In/ Out* tool enables you to enlarge or reduce your overall view of the working area.

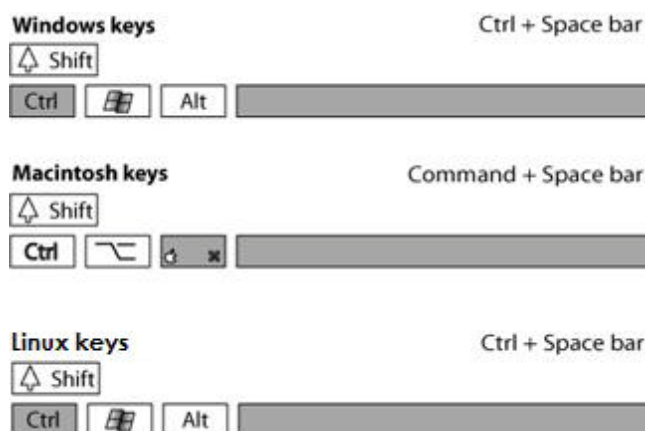
### To zoom in on the working area:

- 1 Select the *Zoom in/Zoom out* tool.
- 2 The *Pointer* converts into a magnifier.
- 3 Click the desired area until you reach the desired magnification.

To zoom out, hold down the **Alt** key (Windows) or the **Option** key (Macintosh) or **Alt + Windows** keys (Linux) while the *Zoom In / Out* tool is active; the positive (+) becomes a negative (-).



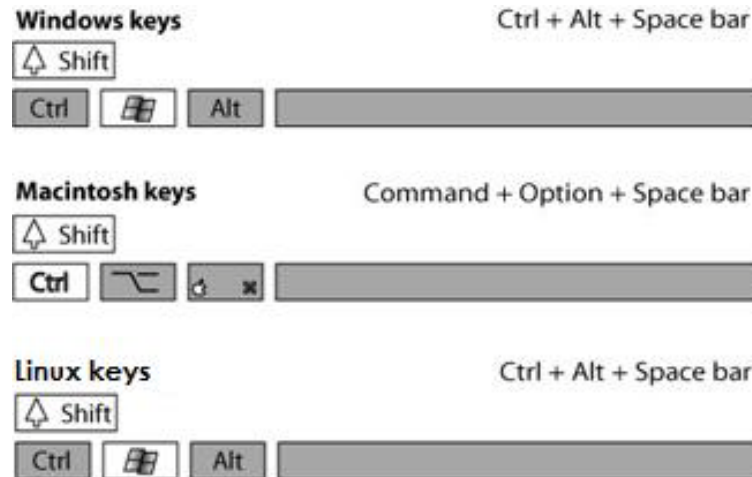
The **Zoom in** tool (+) is available by holding down the **Ctrl key + Space bar** (Windows / Linux) or the **Command key + Space bar** (Macintosh).



By holding those keys, press on the left mouse button (Windows / Linux) or the mouse button (Macintosh) to zoom in.



The zoom out tool (-) is also available by holding down the **Alt + Ctrl + Space bar** (Windows / Linux) or the **Command + Option + Space bar** (Macintosh).



By holding those keys, press on the left mouse button (Windows) or the mouse button (Macintosh) to zoom out.

### To Zoom In/ Out by Mouse Wheel

To activate the Zoom In when another tool is selected, hold down **Space bar** key + **Move up the mouse wheel**.

To activate the Zoom Out tool when another tool is selected, hold down **Space bar** key + **Move mouse wheel down**.





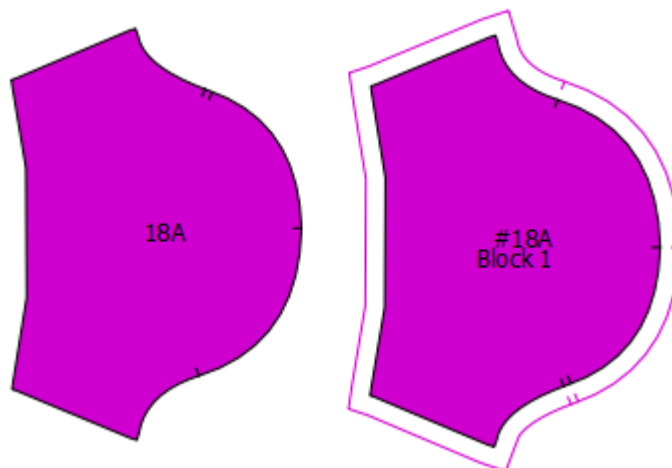
## Block a Piece

The *Block a Piece* tool allows you to create a blocking allowance around a pattern piece (or a group of pieces). You can duplicate and link the resulting contour to the original block.

The original blocking shows the piece(s) inside the block. Pieces in the linked block are displayed if *Show Block's Internal Pieces* is checked in the *View* menu.

The block can be made on any piece or group of pieces on the simulated fabric surface. You can create a unique block in the Stand By Area. To make a block on multiple sizes, you can create a block on any piece in the chart.

### Piece before and after blocking:

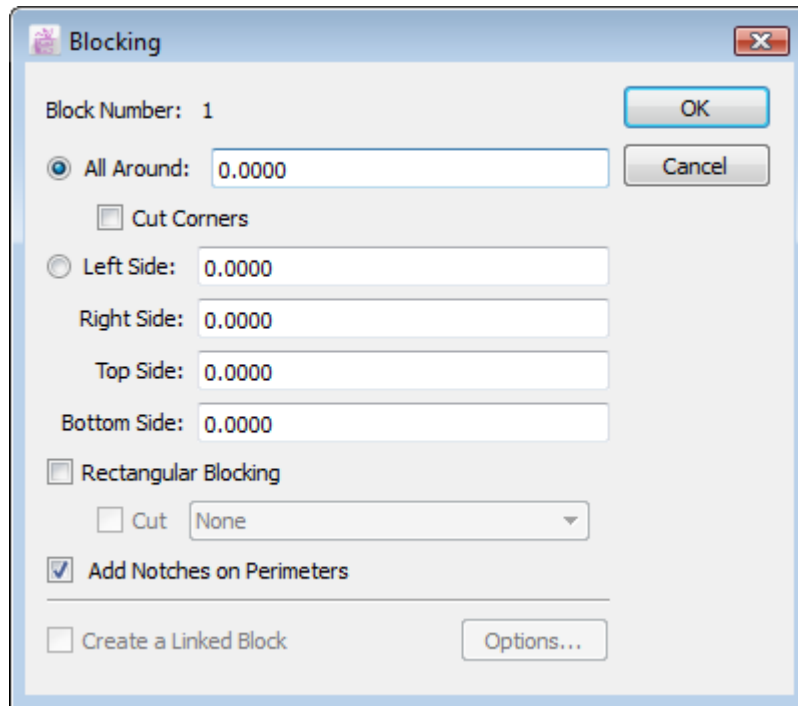


### To Block a Piece:

- 1 Select the *Block a Piece* tool.
- 2 Click the piece, or group of pieces, that you wish to block. The *Blocking* dialog box opens.
- 3 Enter the blocking allowance in the appropriate text box and select the desired options.
- 4 Click the *OK* button.
- 5 The piece appears with blocking.

**Note:** To block more than one piece, they have to be grouped.

The *Blocking* dialog box offers the following options:



**All Around:** Creates an even allowance around the piece or group of pieces.

**Cut Corners:** Removes the extra allowance at each corner.

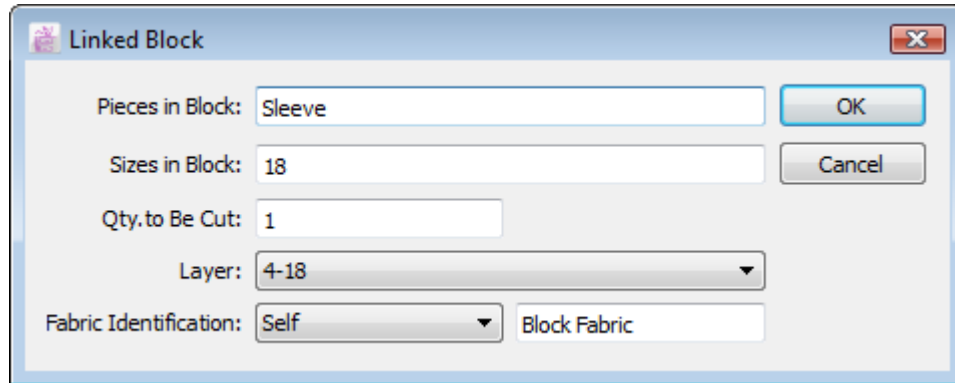
**Left Side, Right Side, Top Side, and Bottom Side:** Creates a block with a distinct measurement for each side.

**Rectangular Blocking:** Creates a square blocking allowance around a piece or group of pieces. You can cut a corner for reference by checking the Cut option (upper right corner, lower right corner, upper left corner, lower left corner).

**Add Notches on Perimeters:** Reproduces notches on the contour of the perimeter created. This option is not available for rectangular blocking.

**Create a Linked Block:** Creates a block in the fabric list. This linked block is linked to the original block. When checked, the *Options...* button becomes available.

Click the *Options...* button to open the *Linked Block* dialog box, which allows you to edit the name of the selected pieces, the grouped sizes in the block and the quantity to cut.



The screenshot shows a dialog box titled "Linked Block" with a close button (X) in the top right corner. The dialog contains the following fields and controls:

- Pieces in Block:** A text input field containing "Sleeve".
- Sizes in Block:** A text input field containing "18".
- Qty. to Be Cut:** A text input field containing "1".
- Layer:** A dropdown menu showing "4-18".
- Fabric Identification:** A dropdown menu showing "Self" and a "Block Fabric" text input field.
- Buttons:** "OK" and "Cancel" buttons are located on the right side of the dialog.

The link is broken when the original block is removed.

#### To edit a block:

- 1 Select the *Block a Piece* tool.
- 2 Click the block.
- 3 The *Blocking* dialog box opens.
- 4 Enter your modifications in the *Blocking* dialog box.
- 5 Click the *OK* button.

#### To remove a block:

- Edit the block by changing the All around value to zero (0).  
or
- Return the piece or group of pieces to the chart.  
or
- For a group of pieces, ungroup.



**To create a block on multiple sizes:**

- 1 Select the *Block a Piece* tool.
- 2 Click the piece in the Chart that you wish to block to open the *Blocking* dialog box.
- 3 Enter the blocking allowance in the appropriate text box and select the desired options.

In the Chart, the blocked piece is marked with a pound sign (#):

Self			
4-18		#	
4	1	:1	1:1
18	1	:1	1:1



## Cut-Down Two Pieces

The *Cut-Down Two Pieces* tool superimposes two pattern pieces in the Fabric Simulation Area for a cut-down. Both pieces are displayed and their contour plotted.

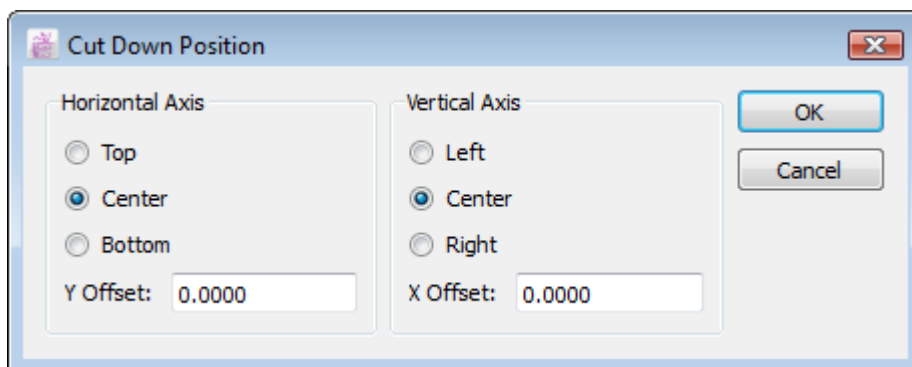
*Cut-Down Two Pieces*, before and after:



**To superimpose two pieces for a cut-down:**

- 1 Select the *Cut-Down Two Pieces* tool.
- 2 Click the first piece in the Fabric Simulation Area.
- 3 Click the second piece in the Fabric Simulation Area.

It opens the *Cut-Down Position* dialog box:





- 4 Select the desired options.
- 5 Click the OK button. The pieces are superimposed and considered as one.

You can establish the position of the pieces, one on top of the other, using the *Cut-Down Position* dialog box. These pre-set positions can be combined to obtain the required superimposed position.

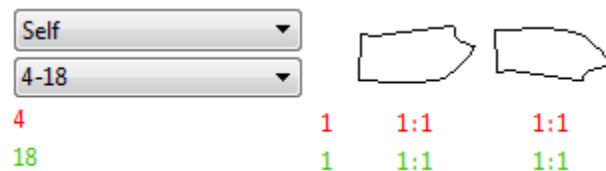
**Note:** To remove a cut-down, select the *Cut-Down Two Pieces* tool and click once on the superimposed pieces or sizes.

You can create a cut-down between two pieces or between two sizes in the Chart.

#### To Cut-Down Two Pieces in the Chart:

- 1 Select the *Cut-Down Two Pieces* tool.
- 2 Click the first piece in the Chart.
- 3 Click the second piece in the Chart. The *Cut-Down Position* dialog box opens, as shown on preceding page.
- 4 Enter the desired positioning.
- 5 Click the OK button.

#### Pieces in the Chart before *Cut-Down Two Pieces*:



#### Pieces in the Chart after *Cut-Down Two Pieces*:





**To Cut-Down two sizes in the Chart:**

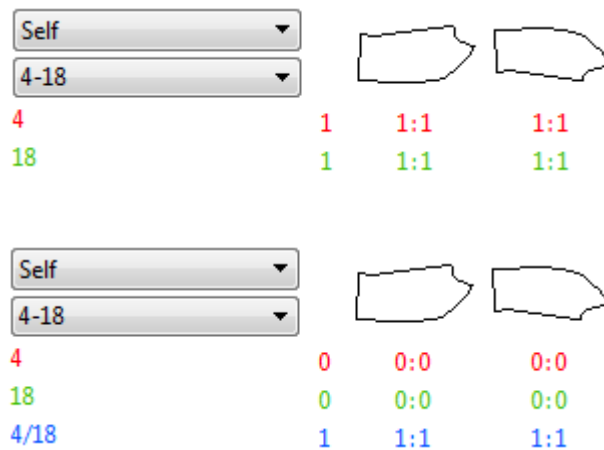
- 1 Select the *Cut-Down Two Pieces* tool.
- 2 Click the first breakdown (Click 1).
- 3 Click the second breakdown (Click 2).



The *Cut-Down Position* dialog box opens.

- 4 Enter the desired positioning.
- 5 Click the *OK* button.

The sizes are superimposed, one on top of the other. When this occurs, the quantity to be placed in the chart is reduced by one and the superimposed sizes appear as a new row, as illustrated below:





## Magnetic Cursor

The *Magnetic Cursor* tool attaches a selected piece to the cursor. This function can easily retrieve pieces that have been brought down outside the screen visible area.

### To activate the Magnetic Cursor:

- 1 Select the *Magnetic Cursor* tool.
- 2 Click once on the desired.
- 3 Click the desired location in the Fabric Simulation Area.
- 4 The piece follows the cursor until another piece is selected.





## Cut with Angle

The *Cut with Angle* tool enables you to cut a pattern piece freehand and add a seam allowance. The cut with angle tool may be applied with an angle.

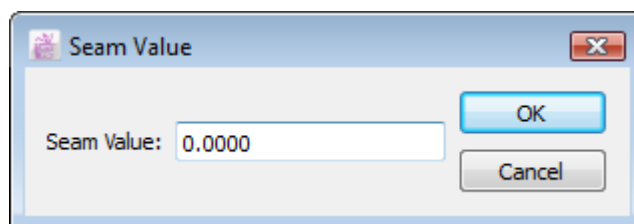
### To cut a piece freehand and add a seam allowance:

- 1 Select the *Cut with Angle* tool.
- 2 Click the piece and hold down the mouse button. A horizontal line appears.
- 3 To shift it, press the 5 key on the numeric keypad on the keyboard until the desired angle is reached.
- 4 Drag the line to the desired cutting location.



- 5 Release the mouse button.

The *Seam Value* dialog box opens.



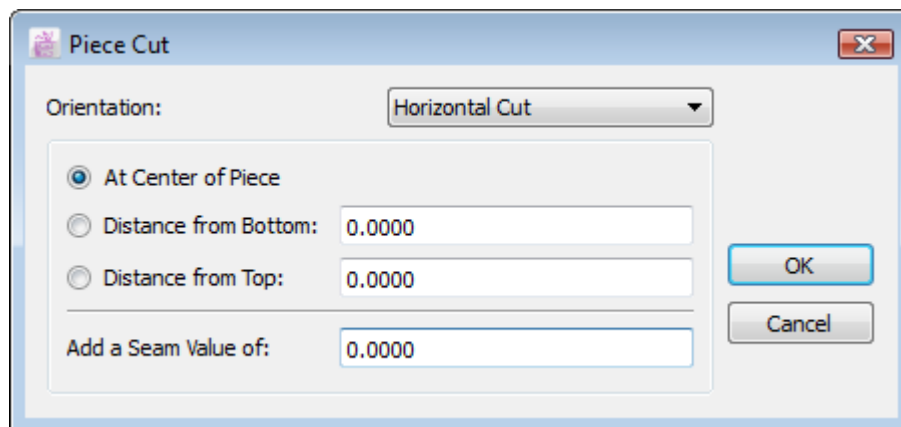
- 6 Enter the Seam value.
- 7 Click the *OK* button.

To set the position of the cutting line using a dialog box:

- 1 Select the *Cut with Angle* tool.
- 2 Hold down the **Alt** key (Windows) or the **Option** key (Macintosh) or **Alt + Windows** keys (Linux).

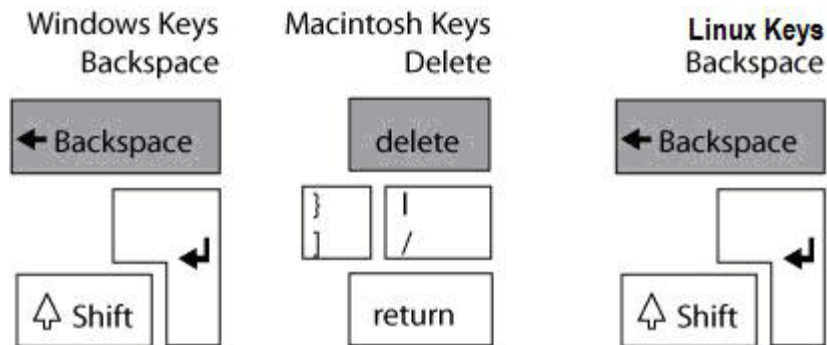


- 3 Click the pattern piece.  
The *Piece Cut* dialog box opens:



- 4 Enter the orientation of your cut (Horizontal or Vertical), the seam value, select the proper radio button for the seam positioning (Center of Piece, Distance from Bottom, Top, Right or Left) and enter a distance, if required.
- 5 Click the *OK* button.

To bring the piece back into the Chart and remove the cutting function, select both parts of the piece and press the **Backspace** key (Windows / Linux) or the **Delete** key (Macintosh).



### Using *Cut with Angle* in the Chart

The *Cut with Angle* tool can be used on pieces in the Chart. Using the dialog box, you can cut pieces in all sizes simultaneously.

This process creates two pattern pieces (one for each section). The original piece remains. However, the number of pieces to place remains zero.

**Note:** When used in the Chart, the *Cut with Angle* tool cannot be undone. Use the *Revert to Save* option to undo a *Cut with Angle* in Chart. This brings you back to the last version saved. To remove cut parts of the pattern piece, use the *Pattern Refreshment* option.



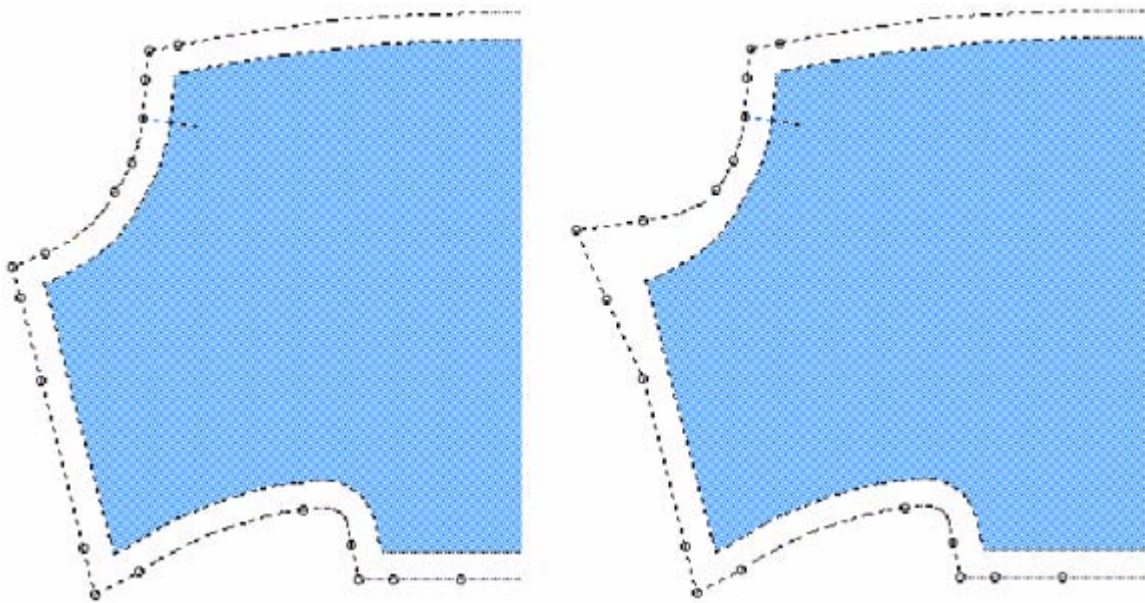
## Edit Blocking Contour

*Edit Blocking Contour* enables you to modify the existing contour of a blocking allowance by moving existing points, adding new points to the shape or removing points from it.

### To move existing points or segments:

- 1 Select the *Edit Blocking Contour* tool.
- 2 Click once the blocking. It activates the shape and show all points.
- 3 Select the points or segment to be modified, hold down the mouse and drag it to its new location.

Modifying a piece blocking contour, before and after:

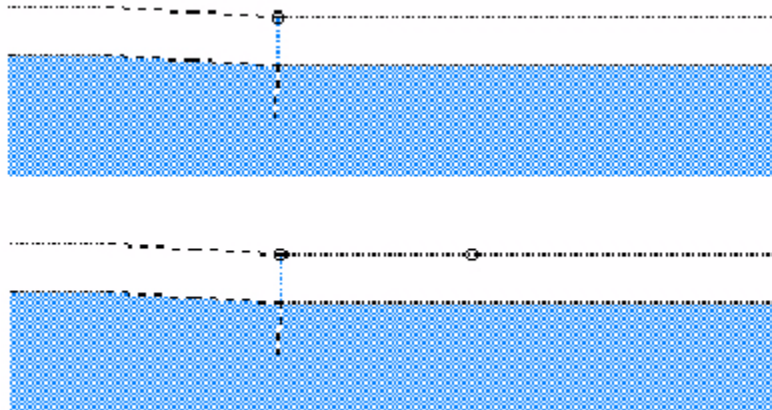


*Edit Blocking Contour* is not available for the pieces blocked on the Chart.

**To add new points:**

- 1 Select the *Edit Blocking Contour* tool.
- 2 Click the new point location on the blocking allowance contour.

**Adding a new point to the contour, before and after:**



**To remove points:**

Using the *Edit Blocking Contour* tool, hold down the **Alt** key (Windows) or the **Option** key (Macintosh) or **Alt + Windows** keys (Linux) and click on the point you wish to remove.



If the modified block has a linked block, the linked block is updated.



## Fill a Hole

The *Fill a Hole* tool fills holes in the marker with pieces left in the Chart. PAD System™ *Marker Design* evaluates the hole and place the largest pieces available to fill the space.

### To Fill a Hole in the marker:

- 1 Select the *Fill a Hole* tool.
- 2 Click once, hold down the mouse button and drag to draw a rectangle that will surround the hole.
- 3 Release the mouse button.



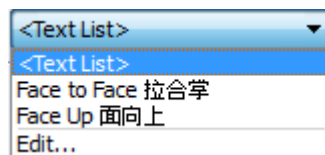


## T Text

The *Text* tool enables you to write notes on the working area.

### To input new text:

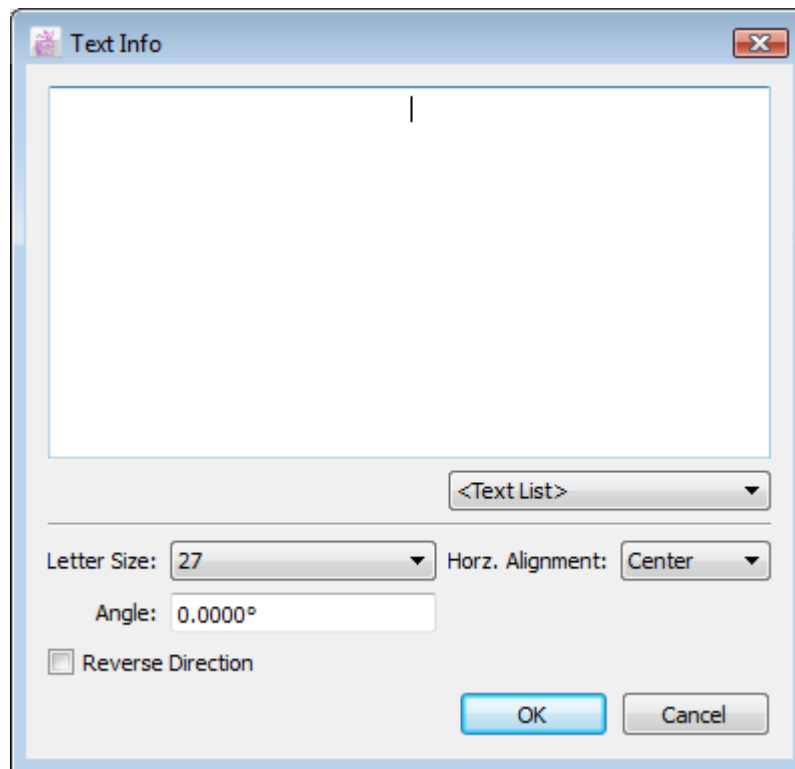
- 1 Select the *Text* tool.
- 2 Click the desired text location inside a pattern piece or anywhere else on the working area (if you want the text inside a shape to be grouped with it, the piece has to be activated prior typing the text).
- 3 When the dialog box appears, write the text in the space and select the text size as well as the preferred alignment. The size affects the printed version of the text and not the way it is displayed on the working area.
- 4 To use the text list, click the arrow drop-down menu next to the *Text list* label. The text elements entered in the text list are listed. Click the *Edit...* item to open the *Text Info* dialog box. For further information about this box, see the section of this user manual about the *Text List...* option in the *Options* menu.



To see the text, you must check the Texts item under the menu *Option -> Preference->Show & Print*.

When the text area is displayed on screen, the text is with a dash rectangle show the delimitation of the text space when plotted. The text point can be moved around, graded and/or grouped to any shapes or pieces.

The text point can be moved around, graded and/or grouped to any shapes or pieces.



The *Text Info* dialog box offers the following options:

**Text List:** It is a drop-down menu that includes text from a list defined by the user. For further details about this list, refer to the section of this user manual about the *Text List...* item in the *Options Menu*.

**Letter Size:** It sets the text size to be plotted. You can select 10, 18, 24, 27, 30 and 36 Point text sizes.

**Horz. Alignment:** It defines the alignment of your text according to where you click on the working area or on the segment. You can select Left, Center, or Right.

**Angle:** It sets the angle of the text on the piece.

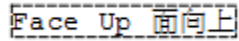
**Reverse Direction:** It reverses the text to another direction.





**To modify text that already exists:**

- 1 Select the text info, a dash rectangle show the delimitation of the text space.



- 2 Select *Item Info...* in the *Treatment menu*. The *Text Info* dialog box appears, allowing you to change the text.
- 3 Click the *OK* button to validate the changes and close the dialog box.



## Ruler

The *Ruler* tool allows you to get information on the distance between any two clicks, which can be on points or anywhere else on the working area.

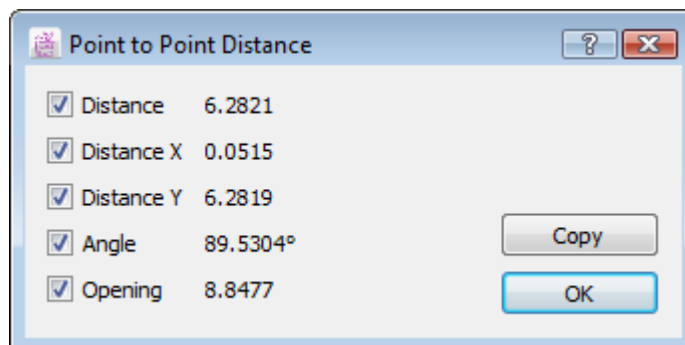
### To take a measurement based on two references:

- 1 Select the *Ruler* tool.
- 2 Click a first reference.
- 3 Click a second reference. The *Point to point distance* dialog box opens.

Or,

- 1 Click on first point and hold down left mouse button (Windows / Linux) or the mouse button (Macintosh). Then drag to second point.

The *Point to point distance* dialog box opens.



### The information displayed includes:

- Distance on a straight line between the two points.
- Distance on the X axis between the two points.
- Distance on the Y axis between the two points.
- The Angle formed by the line created by the two points and the X axis.
- The Opening calculation of the angle formed by the line created by the two points and the X axis.

The *Copy* button copies the selected values to the clipboard. Check a value to include it in the copied information, uncheck a value to exclude it from the copied information. You can paste these values into Notepad or another word processing application.



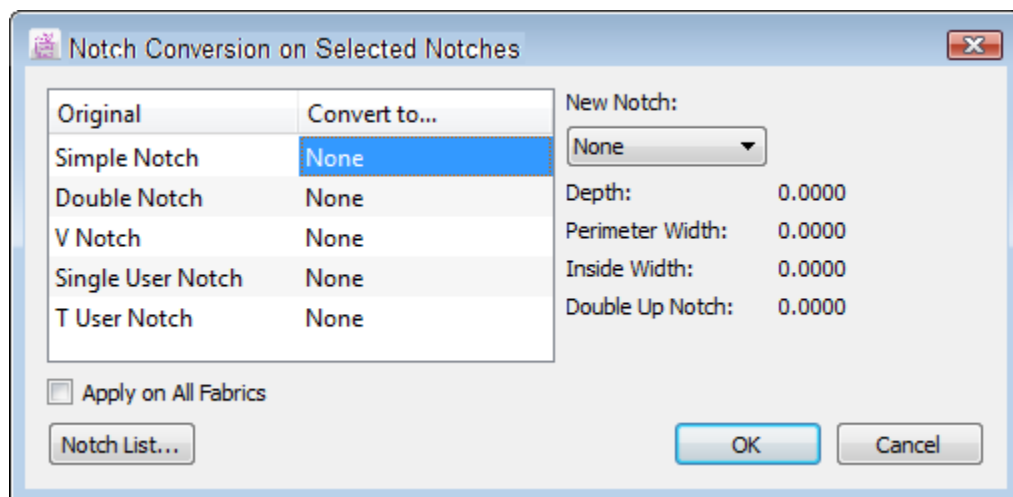
## Convert Notch

The *Convert Notch* tool enables you to convert one or more notches on pieces that have already been placed in the Fabric Simulation Area.

To convert selected notches in the fabric simulation area:

- 1 Select the *Convert Notch* tool.
- 2 Activate the notches that you wish to convert.
- 3 Select *On selected notches*, from the *Notch Conversion* sub-menu in the *Treatment* menu.

The *Notch conversion on selected notches* dialog box opens:



- 4 In the text window on the left, there is a list of different types of notches. Highlight the type of notch that you wish to convert.
- 5 Via the *New notch* drop-down menu, select the type of notch to which you want to convert the highlighted notch type.
- 6 The new notch selected appears in the text window under *Convert to...* Continue highlighting each notch that you wish to convert and selecting a corresponding *New notch*.
- 7 Click the *OK* button to activate your changes.

The *Notch Conversion on Selected Notches* dialog box offers the following options:

**Original:** It is the original type of notch that you wish to convert.

**Convert to:** It is the type of notch you will convert the original notch to.

**New Notch:** This drop-down menu enables you to select the new notch to which you will convert the original notch.

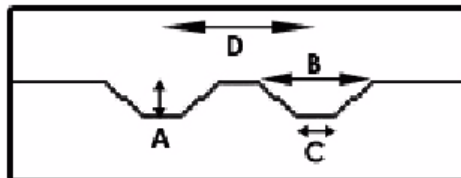
**A. Depth:** It is the depth of the selected new notch.

**B. Perimeter Width:** It is the perimeter width of the selected new notch.

**C. Inside Width:** It is the inside width of the selected New notch.

**D. Double Up Notch:** It is the dimension of a double-up notch, if any.

<b>A</b> Depth :	0,250
<b>B</b> Perimeter width :	0,750
<b>C</b> Inside width :	0,250
<b>D</b> Double up notch :	1,000



**Notch List:** It opens the *Notch List* dialog box, which lists the notches that are distinct to the current style.

**Note:** Refer to the section of this User Manual about the *Notch List...* item in the *Options* menu.

### Options for selecting and deselecting notches

To select a notch, use the *Convert Notch* tool and click the notch.

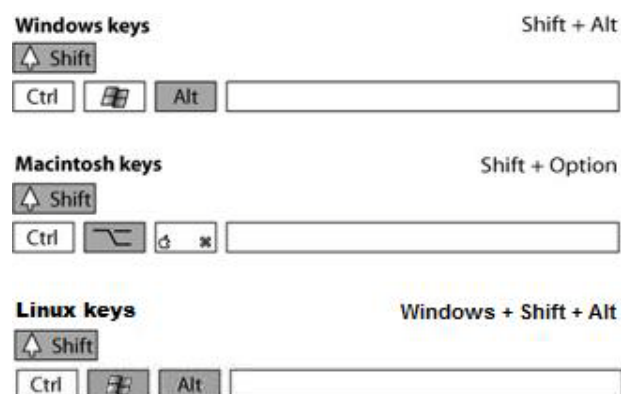
To deselect a notch, use the *Convert Notch* tool while holding down the **Alt** (Windows) or **Option** (Macintosh) key or **Alt + Windows** keys (Linux).



To select all the notches on a piece, use the *Convert Notch* tool while holding down the **Shift** key (Windows, Macintosh and Linux).



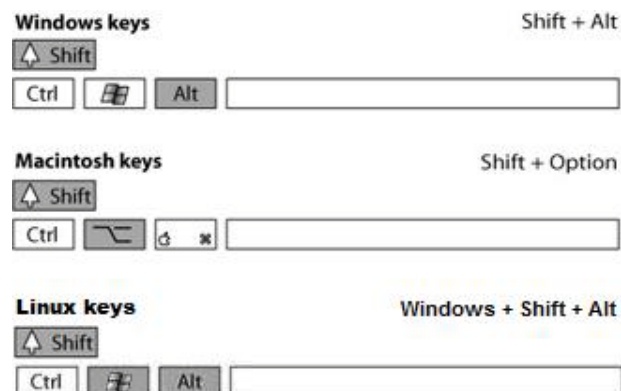
To deselect all the notches in a piece, use the *Convert Notch* tool while holding down the **Shift + Alt** (Windows) or **Shift + Option** (Macintosh) keys or **Shift + Alt + Windows** (Linux).



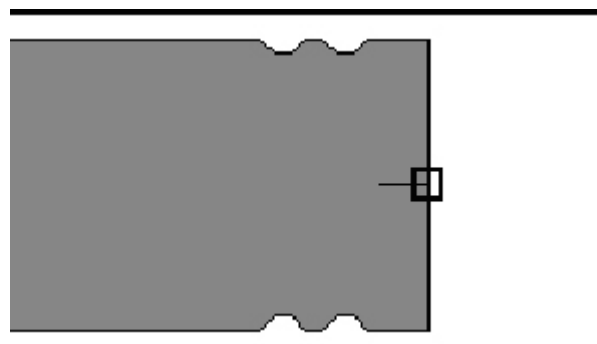
To select all the notches on all the pieces in the Fabric Simulation Area, hold down the **Shift** key (Windows and Macintosh and Linux) and click on the *Convert Notches* tool in the toolbox.



To deselect all the notches on all the pieces in the Fabric Simulation Area, hold down the **Shift + Alt** (Windows) or **Shift + Option** (Macintosh) keys or **Shift + Alt + Windows** (Linux) and click on the *Convert Notches* tool in the toolbox.



If it is impossible to convert a notch, Marker lets you know by creating a small square around the selected point:



## Keypad Toolbox / Toolbar

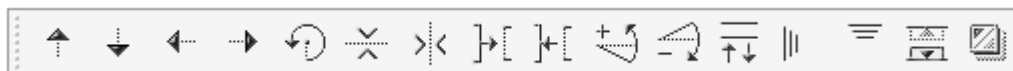
The tools in the *Keypad* toolbox/ toolbar place and manipulate pattern pieces on the Fabric Simulation Area.

The toolbox/toolbar layout corresponds to the numeric keys on the right hand side of the keyboard.

### Windows / Macintosh Keypad Toolbox



### Windows / Macintosh Keypad Toolbar



### Function of each tool in the Keypad Toolbox

Fold/Unfold



Pair/Unpair



Fine Rotate CCW



Horizontal Symmetry



Push Up



Vertical Symmetry



Push Left



Rotate



Push Right



Gap



Push Down

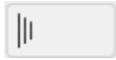


Overlap





Slide Piece



Standby



Fine Rotate CW



Force Piece



## Fold/Unfold

The *Fold/Unfold* tool is available on Folded or Tubular fabric.

### To place a piece on the fold:

- 1 Select the piece.
- 2 Click the *Fold/Unfold* tool in the toolbox.

The piece is placed on the selected fold (top or bottom). For a tubular treatment, the piece is always placed at the bottom fold of the fabric.

### To place a piece on the upper fold:

- 1 Select the piece.
- 2 On the numeric keypad, hold down the "0" key and select the *Fold/Unfold* tool.

### To unfold a piece:

- 1 Select the folded piece.
- 2 Click the *Fold/Unfold* tool.



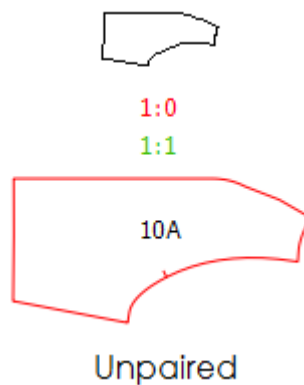
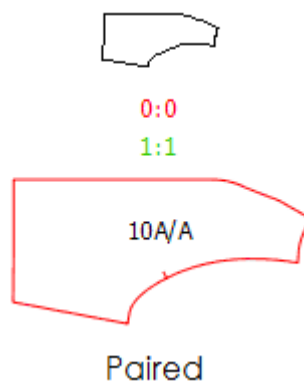


## Pair / Unpair

When double pieces are taken from the Chart and placed on a fold or a tubular fabric, both sides (left and right) are placed one on top of the other.

The *Pair/Unpair* tool removes one side, sends it back to the Chart and allows the other side to be placed on the fold.

This tool is available if the *Fold and Tubular* option from the *Options* menu is active.





### To pair a piece:

- 1 Select the piece in the Fabric Simulation Area.
- 2 Click the *Pair/Unpair* tool.

Both pieces are put together and considered as a pair.

### To unpair a piece:

- 1 Select the piece in the Fabric Simulation Area.
- 2 Click the *Pair/Unpair* tool.

Both sides are considered as single pieces.

### To bring down an unpaired piece from the Chart:

- 1 Hold down the **Alt** key (Windows) or the **Option** key (Macintosh) or **Alt + Windows** keys (Linux).



- 2 Click the piece in the Chart that you wish to move.



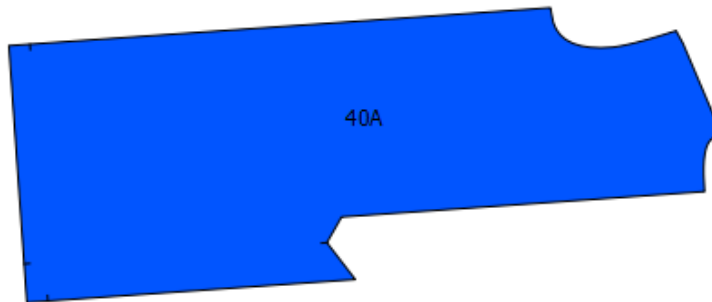
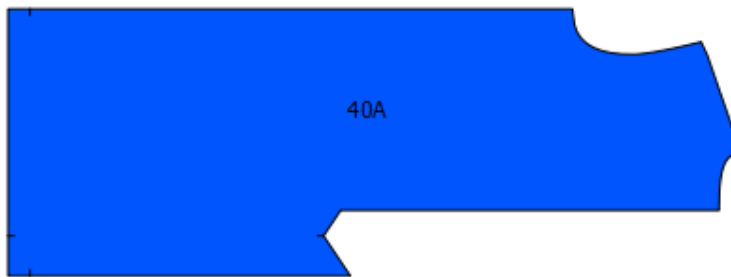
## Fine Rotate CCW

The *Fine Rotate CCW* key makes a fine rotation counter-clockwise on a selected piece.

**Note:** Before fine rotating a piece, ensure that your parameters are set to allow fine rotation.

### To do a fine rotation on a piece:

- 1 Select a piece.
- 2 Click the *Fine Rotate (Counter Clockwise)* tool as many times as necessary until you reach the desired angle.



This function can be preset to a certain steps value, a maximum allowed value or temporarily disabled using the *Function Parameters* dialog box, accessible via *Options > Preferences > Parameters*.

To reach the maximum rotation in one step, hold down the "0" key while rotating the piece with the *Fine Rotate* tool.



## Horizontal Symmetry

The *Horizontal Symmetry* key flips a piece on the marker on a horizontal axis.

### To flip a piece horizontally:

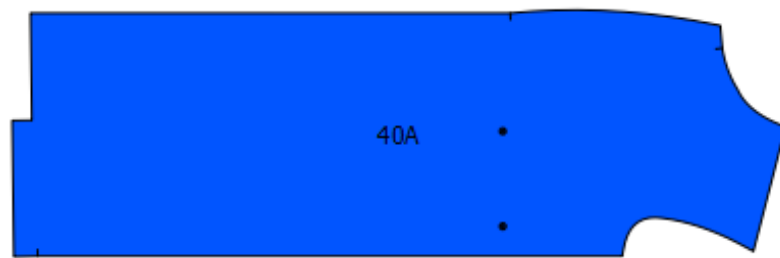
1 Select the piece you wish to adjust.

2 Select the *Horizontal Symmetry* key.

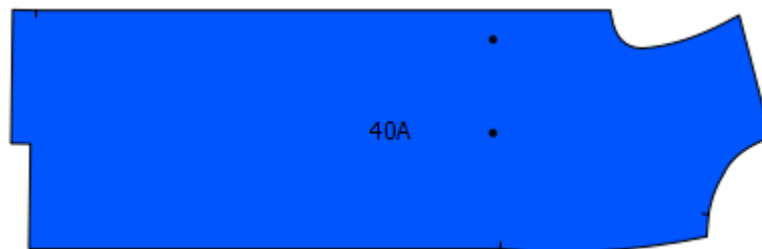
The piece flips 180 degrees horizontally.

### Horizontal Symmetry, before and after:

Before



After



This function can be temporarily disabled by unchecking *Symmetry X* in either the *Parameters* dialog box in the *Options* menu and Preference, or via *Options* in the *Piece Identification* dialog box.



## Vertical Symmetry

The *Vertical Symmetry* key flips a piece on the marker on a vertical axis.

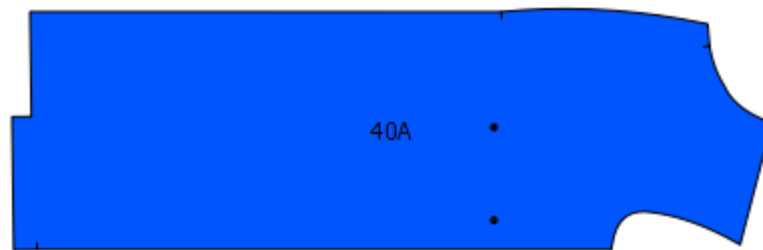
### To flip a piece vertically:

- 1 Select the piece you wish to adjust.
- 2 Select the *Vertical Symmetry* tool.

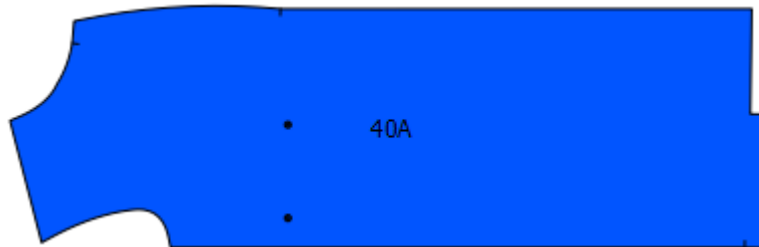
The piece flips 180 degrees vertically.

### Vertical Symmetry, before and after:

Before



After



This function can be temporarily disabled by unchecking *Symmetry Y* in either the *Parameters* dialog box in the *Options* menu and Preference, or via *Options* in the *Piece Identification* dialog box.



## Push Up

The *Push Up* key pushes a piece (or a group of pieces) vertically toward the top of the Fabric Simulation Area. The piece stops when it touches another piece or the fabric edge.



## Push Down

The *Push Down* key pushes a piece (or a group of pieces) vertically toward the bottom of the Fabric Simulation Area. The piece stops when it touches another piece or the fabric edge.



## Push Left

The *Push Left* key pushes a piece (or a group of pieces) horizontally toward the end of the Fabric Simulation Area. The piece stops if it touches another piece or the fabric edge.



## Push Right

The *Push Right* key pushes a piece (or a group of pieces) horizontally toward the end of the Fabric Simulation Area. The piece stops when it touches another piece or the window's end.

 **Rotate**

The *Rotate* key rotates counter-clockwise one or more selected piece(s).

**To rotate piece(s):**

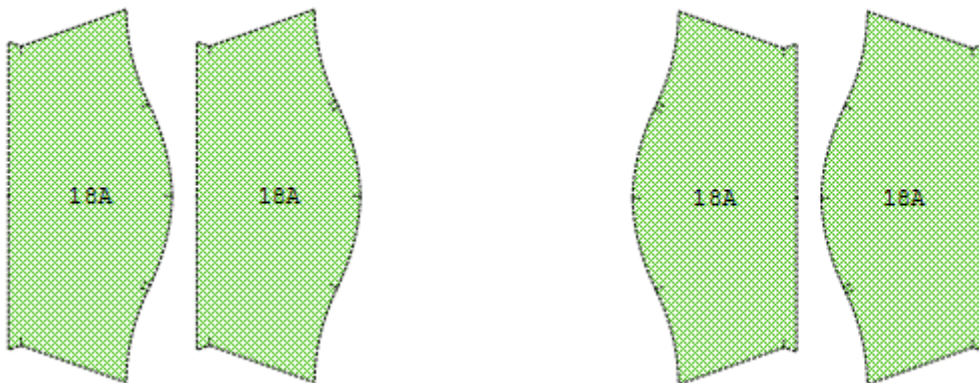
- 1 Select the piece(s) in the Fabric Simulation Area.
- 2 Click the *Rotate* tool.

The piece rotates of 45, 90 or 180 degrees counter-clockwise, depending on your selection in the *Function Parameters* dialog box, accessible via *Options > Preferences > Parameters*. You can forbid rotation in this dialog box.

Rotation, before and after:

**Before**

**After**



To rotate the piece clockwise, hold down the **Shift** key (Windows, Macintosh and Linux).





## Gap

The Gap key creates a gap (space) between two pieces.

Move a piece by using any of the four push tools (up, down, left or right).

Click as many times as necessary on the *Gap* tool to create the desired gap between the selected piece and the piece it was touching.

This function can be preset to a certain steps value; a maximum allowed value or temporarily disabled using the *Function Parameters* dialog box, accessible via *Options > Preferences > Parameters*.

To reach the maximum gap in one step, hold down the "0" key while pressing the *Gap* key.

For a piece with matching points (plaid and striped fabric), the *Push* key pushes the piece to the next matching point.

**Note:** Before making a gap, ensure that your parameters are set to allow this procedure. See next page for details.





## Overlap

The *Overlap* key overlaps two pieces.

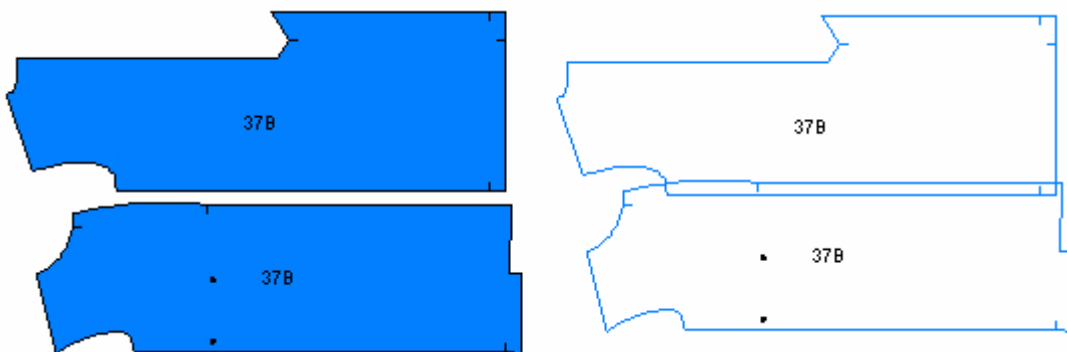
You can use the *Overlap* key to give a direction to the selected piece. To do so, use one of the four *Push* tools (up, down, left or right).

**Note:** Before overlapping two pieces ensure that your parameters are set to allow overlap. See next page for details.

### To overlap two pieces:

- 1 Click the piece you wish to overlap.
- 2 Select the *Push* tool (up, down, left, right) that moves your piece in the desired direction.
- 3 Select the *Overlap* tool.
- 4 Click the *Overlap* tool until the desired overlap is reached.

The two pieces overlap:

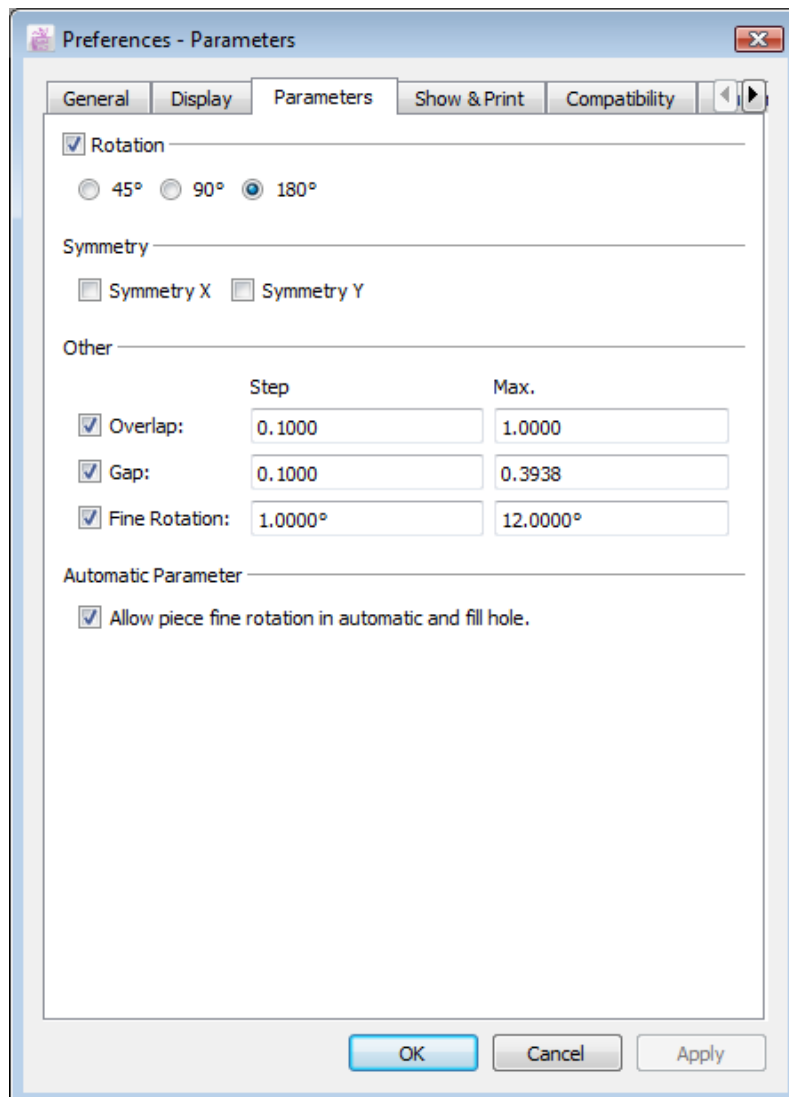


To reach the maximum rotation in one step, hold down the "0" key while pressing the *Overlap* key.

### To set your Overlap Parameters:

1 In the *Options* menu, select *Preferences* and *Parameters*.

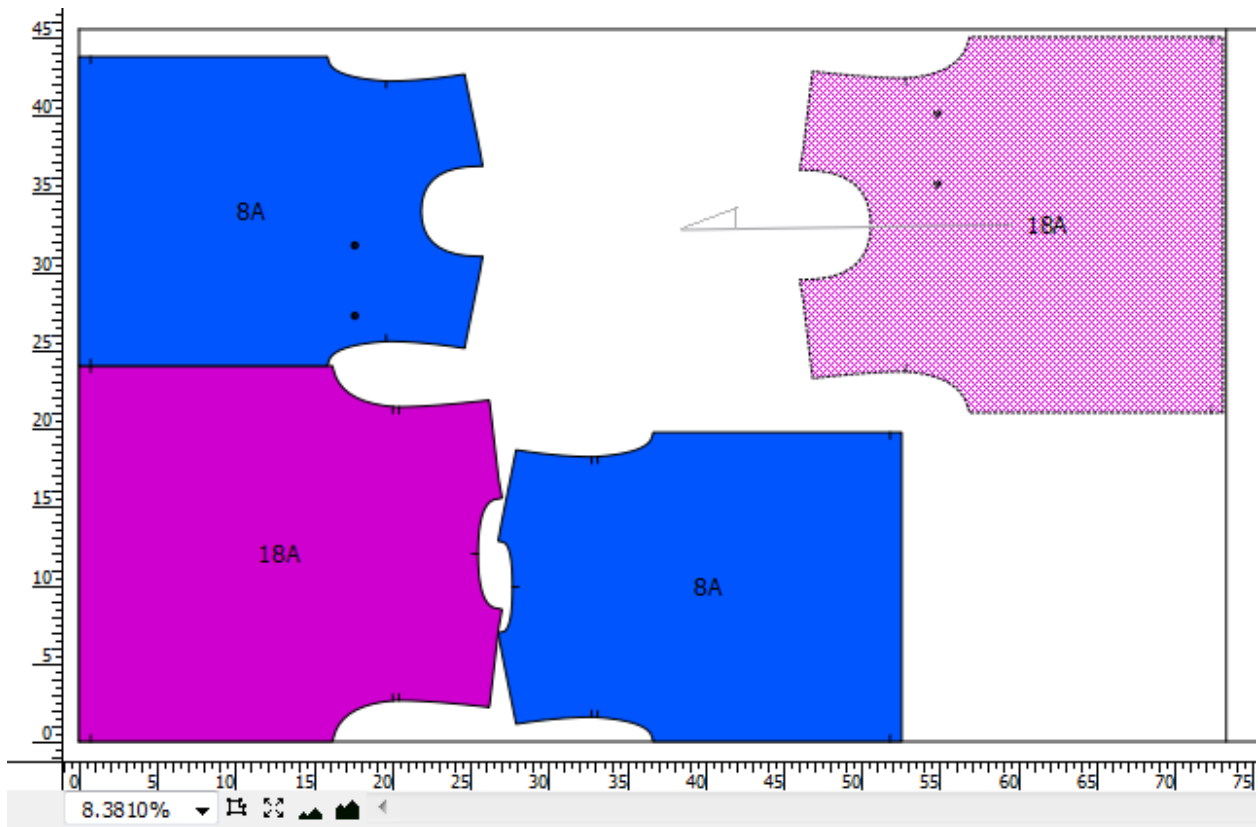
The *Function Parameters* dialog box opens:



- 2 Check the *Overlap* check box to activate overlap; Uncheck the *Overlap* check box to prevent *Overlap*.
- 3 Use the *Step* field to set the distance of each *Overlap* step (the distance that the piece moves each time you press the *Overlap* key).
- 4 Use the *Max* text field to set the maximum allowable distance that one piece can overlap another.
- 5 Click the *OK* button.

## Slide Piece

The *Slide Piece* key slides a piece (or a group of pieces) in a desired direction on the Fabric Simulation Area. The piece stops when it touches another piece, a guideline or the fabric edge.



### To Slide a piece:

- 1 Select a piece.
- 2 Press on the numeric keypad, on the keyboard, on the numeric key corresponding to the *Slide Piece* key you want to use. Hold the key.
- 3 Drag the selected piece in the desired direction.

### Or:

- 1 Double-click the piece and hold the mouse button on the second click.
- 2 A line has appeared. Without releasing the mouse button, direct the line toward the direction you wish to move the piece in.



## Standby

This *Standby* key sends or retrieves a piece or a group of pieces from the Standby Area to the Fabric Simulation Area or vice-versa.

### To move a piece to the Standby Area using the Standby key:

- 1 Select the piece(s) in the Fabric Simulation Area that you wish to move.
- 2 Click the *Standby* key. The piece(s) jump(s) to the Standby Area.

4	1	:0	1:1	1:1	1:1
18	1	:0	1:1	1:1	1:1

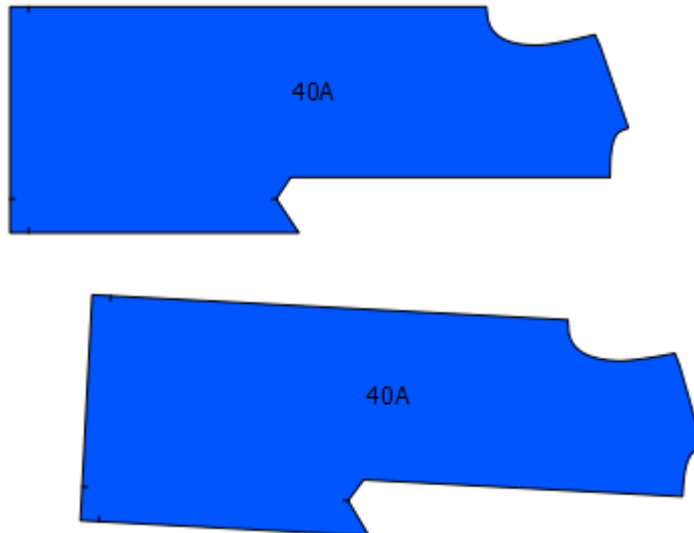
View: 9.6810%	Length: 0.0000	Eff.: 0.0000%
In Place: 0/34	Width: 55.5000	Est.: 0.0000





## Fine Rotate CW

The *Fine Rotate CW* key makes a fine rotation clockwise on a selected piece.



**Note:** Before fine rotating a piece, ensure that your parameters are set to allow fine rotation. See the next page for details.

### To do a fine rotation on a piece:

- 1 Select the piece you want to rotate.
- 2 Click the *Fine Rotate (Clockwise)* tool as many times as necessary until you reach the desired angle.

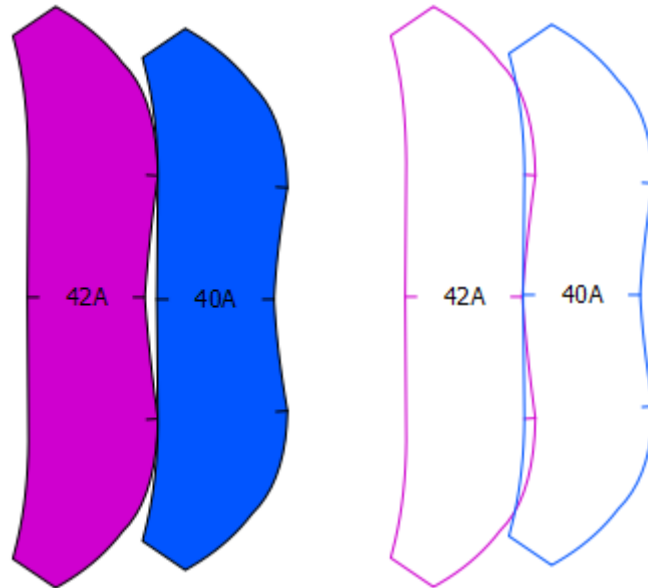
This function can be preset to a certain steps value; a maximum allowed value or temporarily disabled using the *Function Parameters* dialog box, accessible via *Options > Preferences > Parameters*.

To reach the maximum rotation in one step, hold down the "0" key while rotating the piece with the *Fine Rotate* tool.



## Force Piece

The *Force Piece* key allows you to temporarily superimpose pieces on one another. It forces the dragged piece(s) to stay at the desired position, regardless of possible overlap.



### To force a piece:

- 1 Select the piece.
- 2 Place the selected piece at the desired location.
- 3 Press on the *Force Piece* key.



# Appendix A

## PAD System Software License Agreement

.....

PAD System International Limited  
Software License

PLEASE READ THIS SOFTWARE LICENSE AGREEMENT ("LICENSE") CAREFULLY. BY CLICKING "Yes", YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENCE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENCE, OR IF YOU PURCHASED OR OBTAINED THE PAD SYSTEM SOFTWARE FROM AN UNAUTHORISED REPRESENTATIVE OF PAD SYSTEM INTERNATIONAL LIMITED, CLICK "No" AND (IF APPLICABLE) RETURN THE PAD SYSTEM SOFTWARE TO THE PLACE WHERE YOU OBTAINED IT FOR A REFUND.

1. License. The software, documentation and materials accompanying this License whether on disk, in read only memory, on any other media or in any other form (the "PAD System Software") are licensed to you by PAD System International Limited. You own the media on which the PAD System Software is recorded but PAD International Limited is the owner of the PAD System Software. The PAD System Software in this package and any copies which this License authorizes you to make are subject to this License.

2. Permitted Uses and Restrictions. This License allows you to install and use the PAD System Software on a single computer(s) with the appropriate hardware protection device provided at the time of initial purchase of PAD System software upon the terms and subject to the conditions contained herein. This License does not allow the PAD System Software to be loaded, installed or used on any other computer. You may make one copy of the PAD System Software in machine readable form for backup purposes only. The backup copy must include all copyright information contained on the original. Except as expressly permitted in this License, you may not decompile, reverse engineer, disassemble, modify, rent, lease, loan, sublicense, distribute or create derivative works based upon the PAD System Software in whole or part. This license allows you to install or operate the PAD System Software only on a computer system with the appropriate hardware protection device. THE PAD SYSTEM SOFTWARE IS NOT INTENDED FOR USE IN THE OPERATION OF NUCLEAR FACILITIES, AIRCRAFT NAVIGATION, COMMUNICATION SYSTEMS, OR AIR TRAFFIC CONTROL MACHINES IN WHICH CASE THE FAILURE OF THE PAD



SYSTEM SOFTWARE COULD LEAD TO DEATH, PERSONAL INJURY, OR SEVERE PHYSICAL OR ENVIRONMENTAL DAMAGE AND PAD SYSTEM INTERNATIONAL Limited WILL NOT BE LIABLE FOR ANY DAMAGES OR LOSSES SO CAUSED. This Licence will terminate automatically without notice from PAD System International if you fail to comply with any term(s) of this License.

3. Proprietary Rights. You acknowledge that the PAD System software and related materials provided by PAD System International Limited are the exclusive property of PAD System International Limited and said materials are furnished solely to assist you in the installation, operation and use of the PAD System software. The only right which obtains from purchasing the PAD System software and related materials is the right of use in accordance with the terms and conditions of this License. Title to or ownership of all applicable rights in patent, copyright, trademark and trade secrets in PAD System software and related materials shall remain exclusively with PAD System International Limited.

4. Limited Warranty on Media (if applicable). PAD System International Limited warrants the media on which the PAD System Software is recorded to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of original retail purchase. Your sole remedy under this provision shall be, at PAD System International Limited's discretion, a refund of the purchase price of the product containing the PAD System Software or replacement of the PAD System Software when returned to PAD System International Limited or a PAD System International Limited's authorized representative with a copy of a valid purchase receipt. A valid purchase receipt means a receipt issued by an authorized representative of PAD System International Limited. THIS LIMITED WARRANTY AND ANY IMPLIED WARRANTIES ON THE MEDIA INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED TO A PERIOD OF NINETY (90) DAYS FROM THE DATE OF ORIGINAL RETAIL PURCHASE. SOME JURISDICTIONS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, SO THIS LIMITATION MAY NOT APPLY TO YOU. TO THE EXTENT PERMITTED BY APPLICABLE LAW, PAD SYSTEM INTERNATIONAL LIMITED SPECIFICALLY DISCLAIMS ALL OTHER WARRANTIES ON THE MEDIA , WHETHER VERBAL OR WRITTEN, EXPRESS OR IMPLIED.

5. Disclaimer of Warranty on PAD System Software. You expressly acknowledge and agree that use of the PAD System Software is at your sole risk. The PAD System Software is provided "AS IS" and without warranty of any kind and PAD System International LIMITED EXPRESSLY DISCLAIMS ALL WARRANTIES AND/OR CONDITIONS, EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES AND/OR CONDITIONS OF MERCHANTABILITY OR SATISFACTORY





QUALITY AND FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY'S RIGHTS. PAD SYSTEM INTERNATIONAL LIMITED DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE PAD SYSTEM SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERATION OF THE PAD SYSTEM SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE PAD SYSTEM SOFTWARE WILL BE CORRECTED. FURTHERMORE, PAD SYSTEM INTERNATIONAL LIMITED. DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE PAD SYSTEM SOFTWARE OR RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY PAD SYSTEM INTERNATIONAL LIMITED OR A PAD SYSTEM INTERNATIONAL LIMITED'S AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY WIDEN THE SCOPE OF THIS WARRANTY. SHOULD THE PAD SYSTEM SOFTWARE PROVE DEFECTIVE, YOU (AND NOT PAD SYSTEM INTERNATIONAL LIMITED OR ITS AUTHORIZED REPRESENTATIVE) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. PAD SYSTEM INTERNATIONAL LIMITED SHALL BE UNDER NO LIABILITY TO YOU WHATSOEVER IN RESPECT OR THE PAD SYSTEM SOFTWARE IF YOU PURCHASED OR OBTAINED IT FROM AN UNAUTHORISED REPRESENTATIVE OF PAD SYSTEM INTERNATIONAL LIMITED. THE TERMS OF THIS DISCLAIMER DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A CONSUMER ACQUIRING PAD SYSTEM INTERNATILNA LIMITED'S PRODUCTS OTHERWISE THAN IN THE COURSE OF A BUSINESS, NEITHER DO THEY LIMIT OR EXCLUDE ANY LIABILITY FOR DEATH OR PERSONAL INJURY CAUSED BY PAD SYSTEM INTERNATIONAL LIMITED'S NEGLIGENCE.

6. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL PAD SYSTEM INTERNATIONAL LIMITED. BE LIABLE FOR ANY INCIDENTAL, SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING OUT OF OR RELATING TO THIS LICENSE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THIS LIMITATION MAY NOT APPLY TO YOU. In the event that any exclusion contained in this provision shall be held to be invalid for any reason and PAD System International Limited becomes liable for loss or damage that may lawfully be limited, such total liability to you for all damages shall not exceed the amount of [ one thousand Hong Kong dollars (HK\$1.000.00)].

7. Term and Termination. PAD System International Limited shall have the right to terminate this Licence if you fail to comply with the terms and conditions herein contained. PAD System International Limited shall give written notice to you of such defaults and if such defaults have



not been cured within thirty (30) days after such notice, then PAD System International Limited shall be entitled, in addition to any other rights it may have under this Licence or in law, to terminate this Licence. You agree, upon expiration of the term of the present Licence or upon termination by reason of your default, to immediately return or destroy the PAD System software and copies thereof and related materials as directed by PAD System International Limited and, if requested by PAD System International Limited, to certify in writing as to the destruction or return of the PAD System Software and all copies thereof.

8. Compliance. You agree that PAD System International Limited may perform such tests as PAD System International Limited shall deem necessary to monitor compliance with this Licence at any time, with or without notice, during normal business hours.

9. Controlling Law and Severability. This License shall be governed by the laws of Hong Kong SAR. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this License shall continue in full force and effect.

10. Complete Agreement. This License constitutes the entire agreement between the parties with respect to the use of the PAD System Software and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment to or modification of this License will be binding unless in writing and signed by PAD System International Limited.

PAD SYSTEM INTERNATIONAL LIMITED



## Appendix B

# About PAD System International Limited

.....

PAD System was founded in 1988, in Montreal Canada by creative people from the apparel industry.

A leader in CAD/CAM integrated solutions and dedicated to the apparel, textile and leather industry, PAD System is present on all five continents through its international distribution network.

Today PAD System is active in more than 50 countries and available in 8 languages.

From virtual design to integrated production, PAD System and its partners provide service, support and training to thousands of satisfied customers worldwide—from freelancers to large scale producers.

With a complete design suite—pattern, placement, production—the software offered by PAD System represents a set of cutting-edge modules that are complete, coherent, and compatible with the competition. PAD System software may also be used with the majority of standard peripherals on the market, such as digitizing tables, plotters, automated knives and even scanners.

PAD System's mission is to produce complete, high-tech CAD/CAM solutions that are simple, efficient and flexible for companies and individuals working in the clothing, textile, and leather industries, as well as the 3D graphic design industry.



**PAD System™ International Limited (Head Office)**

Flat A, 2/F, Cheung Wing Industrial Building,  
109-115 Wo Yi Hop Road, Kwai Chung,  
New Territories, Hong Kong

Tel: (852) 2370-9063

Fax: (852) 2370-9085

padinfo@padsystem.com

<http://www.padsystem.com/>

Other countries:

Please locate the distributor near to you by consulting our website:  
[www.padsystem.com](http://www.padsystem.com), distributors section.