



Release Note Of PAD² V6 Marker Design

By PAD Product Development and Support Team



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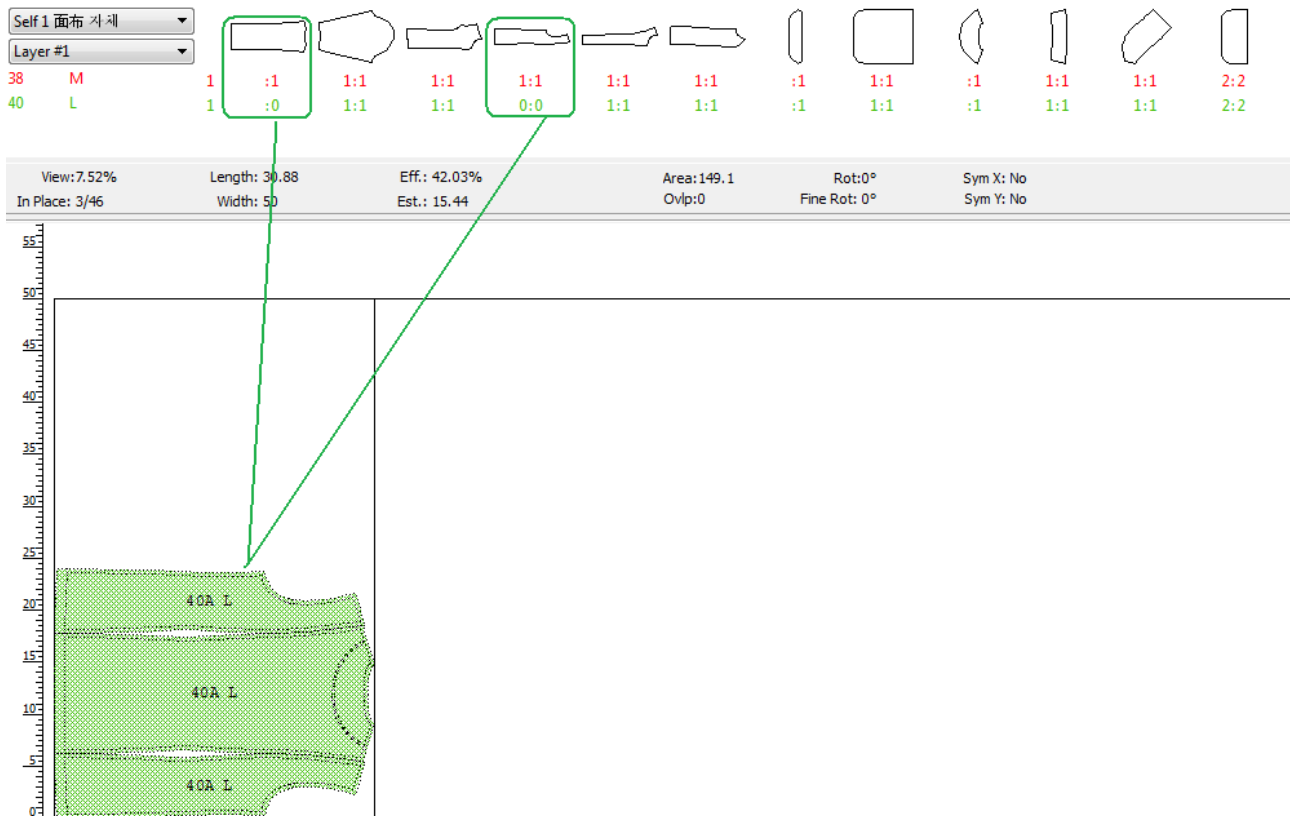
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Group Pieces for All Sizes

To enhance the Group / Ungroup feature in Treatment menu; it allows to create a group for those pieces on all sizes. Assist to move them at once or to create a block that contains several pieces.

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.

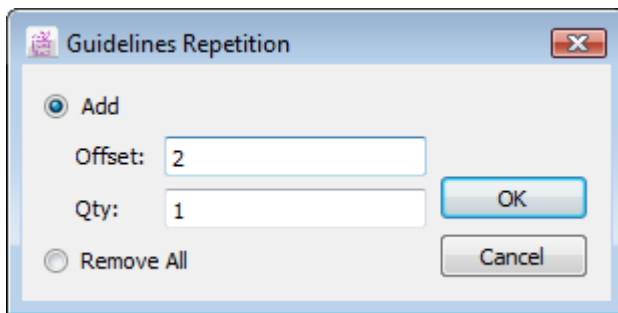
Note: This feature supports in PAD AutoMark and Shape Shifter nesting engines.

Set Oblique Stripes

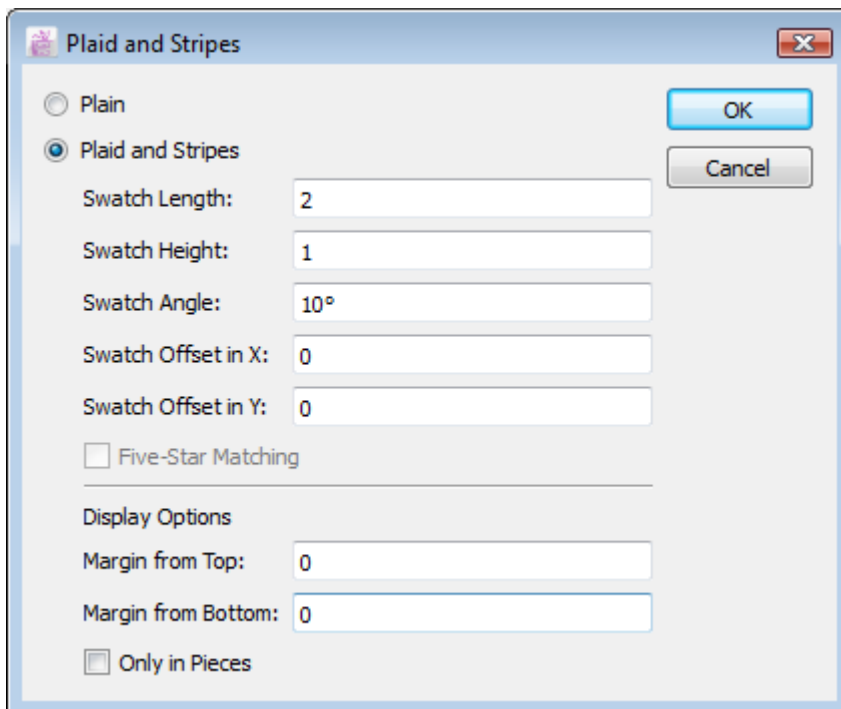
It allows you to set Oblique Stripes to the Plaid and Stripes...item and displays in marker simulation area. To activate the Plaid and Stripes... option, you must create at least one guideline by dragging the line from the X or Y ruler.

To do so:

- 1 To create at least one guideline by dragging the line from the X or Y ruler or enter the desired value to Guidelines Repetition's dialog box.



- 2 To open the dialog box for Plaid and Stripes... item, in the Options menu and enter the value for the Swatch Length and the Swatch Angle to be rotated.





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

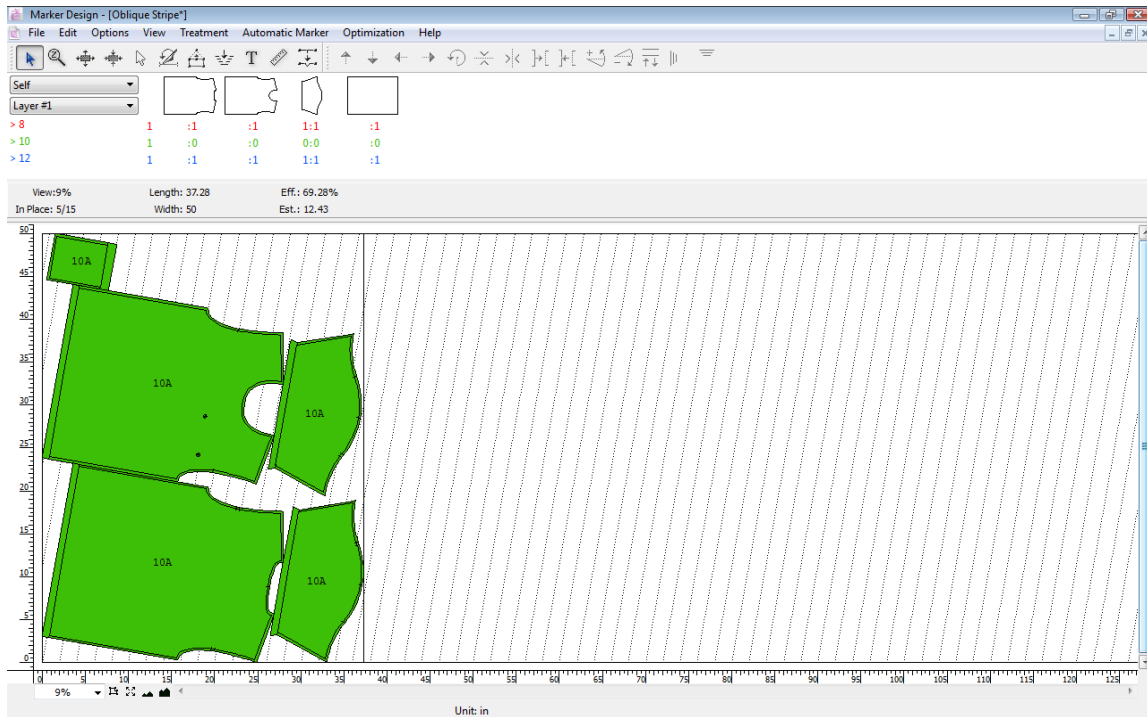
Margin from Top: It leaves a margin at the top of the sample, starting from the limit of the fabric.

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

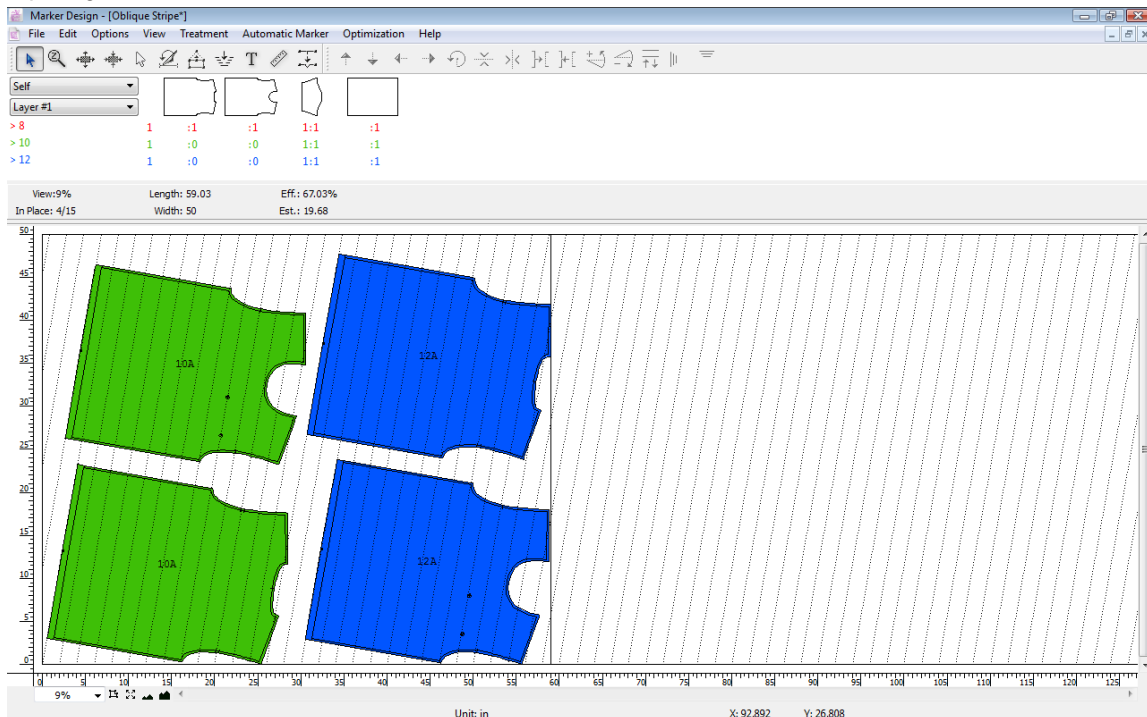
In these spaces, the lines of repetition are not visible and are not considered during treatment.

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

3 Click OK button to validate, all of pieces pull down from pattern chart rotate to desired angle.



This feature also supports in the pieces if you set with matching points and link pieces together. The stripes display on the pieces if the matching points align properly.



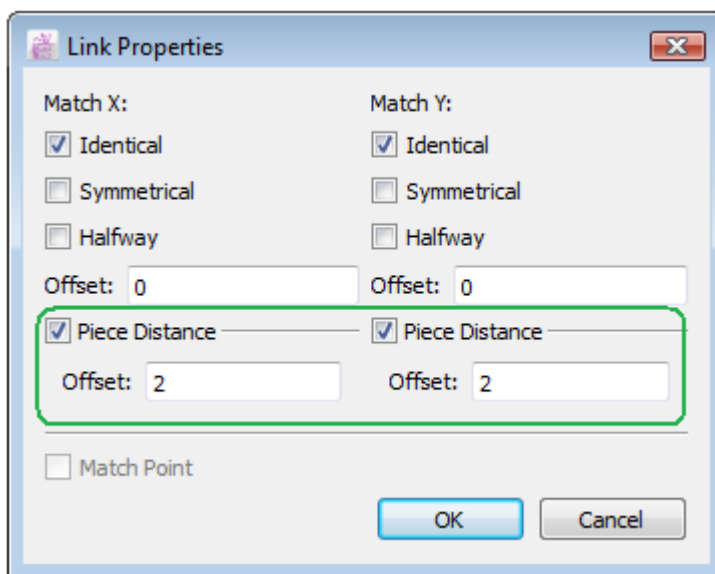
Set Match Point Location within Define Distance in Link Pieces

The Link tool allows you to define match point distance between pieces by Link Properties.

To do so:

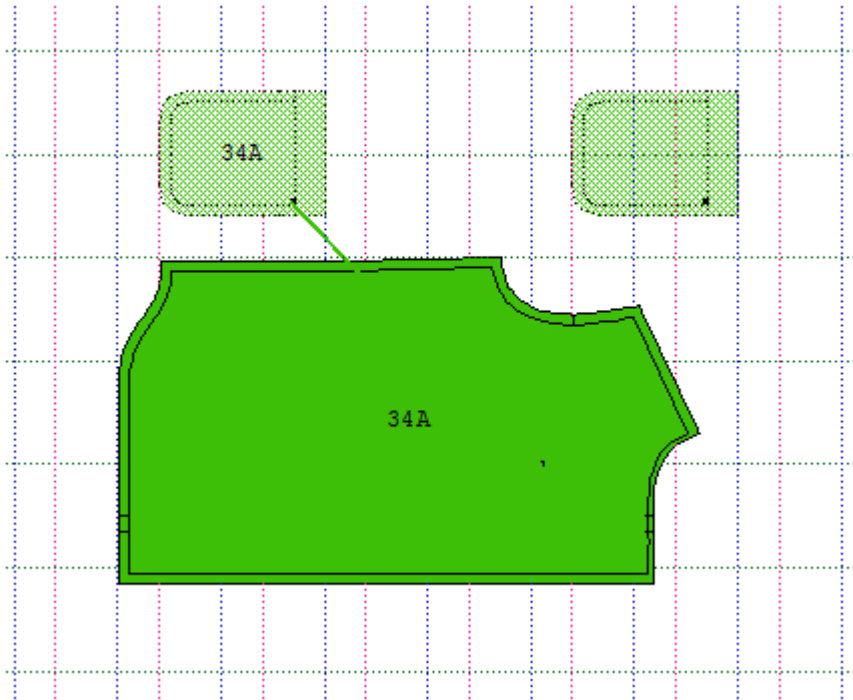
For example; The Front piece is the main piece and is correspondence to Pocket. Pieces linked by **Link** tool in **Link Pieces**, a thick line represents both pieces connected. By double - click on the link (thick line), a dialog box appears to define the match point to specify position. The Link Properties dialog box opens:

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

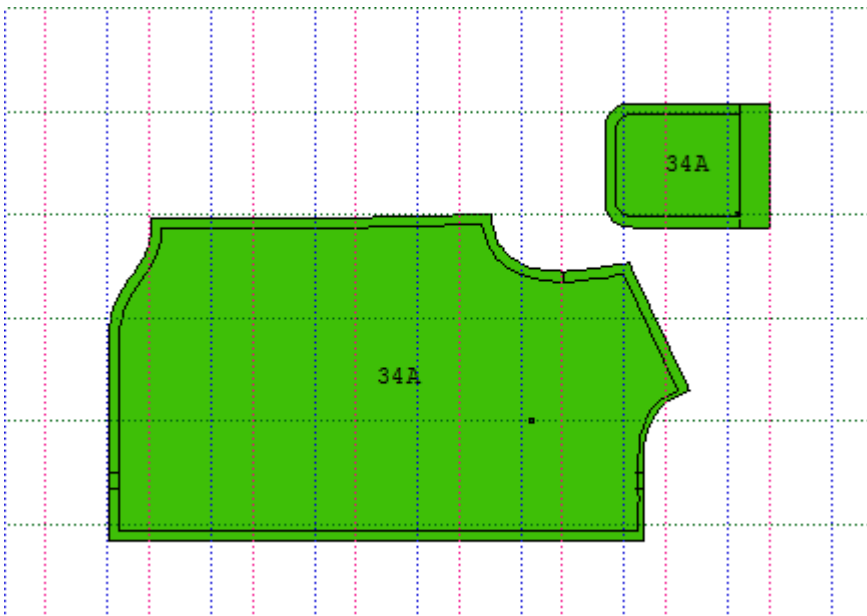


Press OK button to validate and go to marker simulation area to move the piece as follows. The correspondence piece (Pocket) allows moving around within 2 repetitions of the swatch length / height.

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

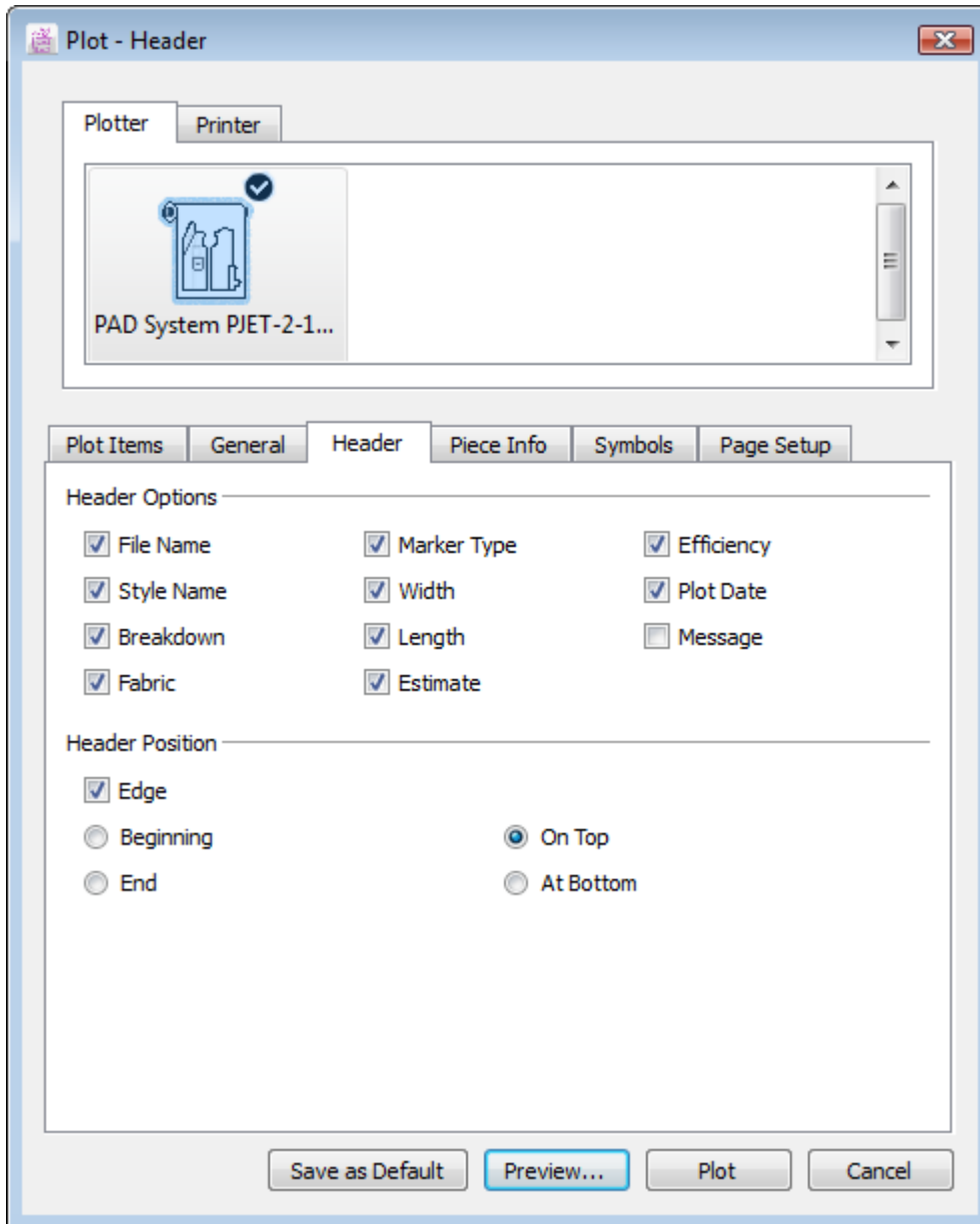


Once the Matching Points on both pieces are aligned properly, the swatch sample displays on the piece.



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

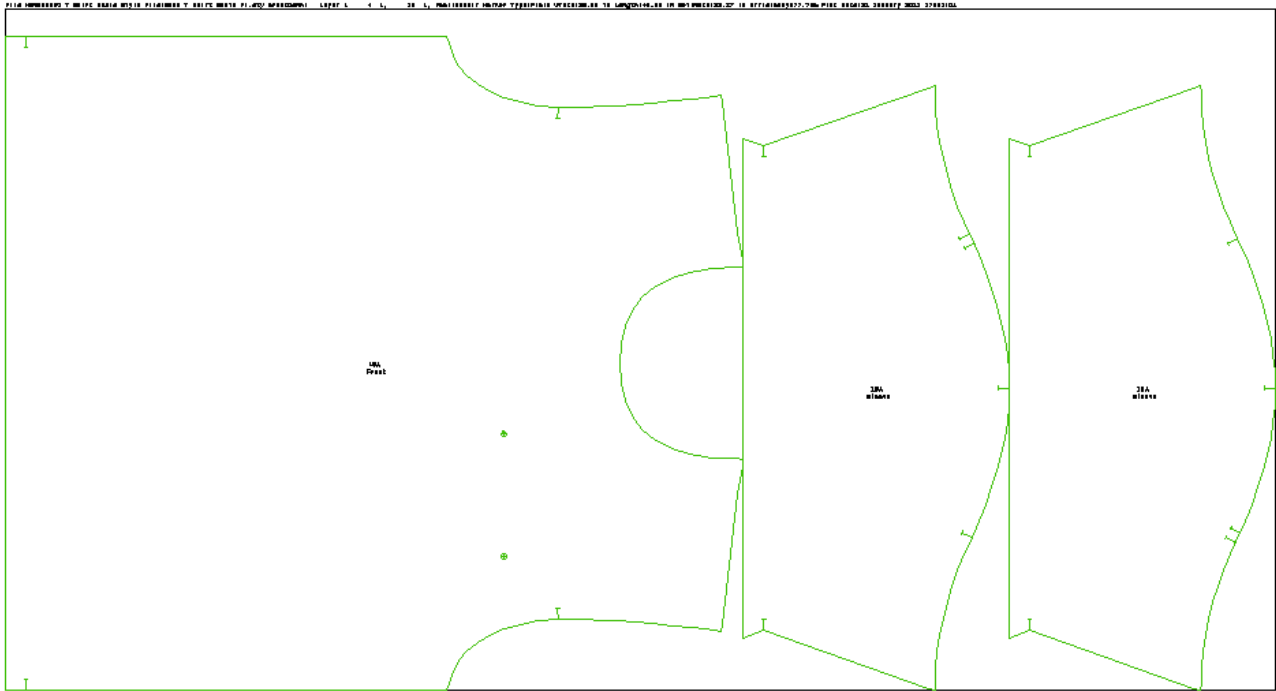
New option for plotting header at the edge of the marker



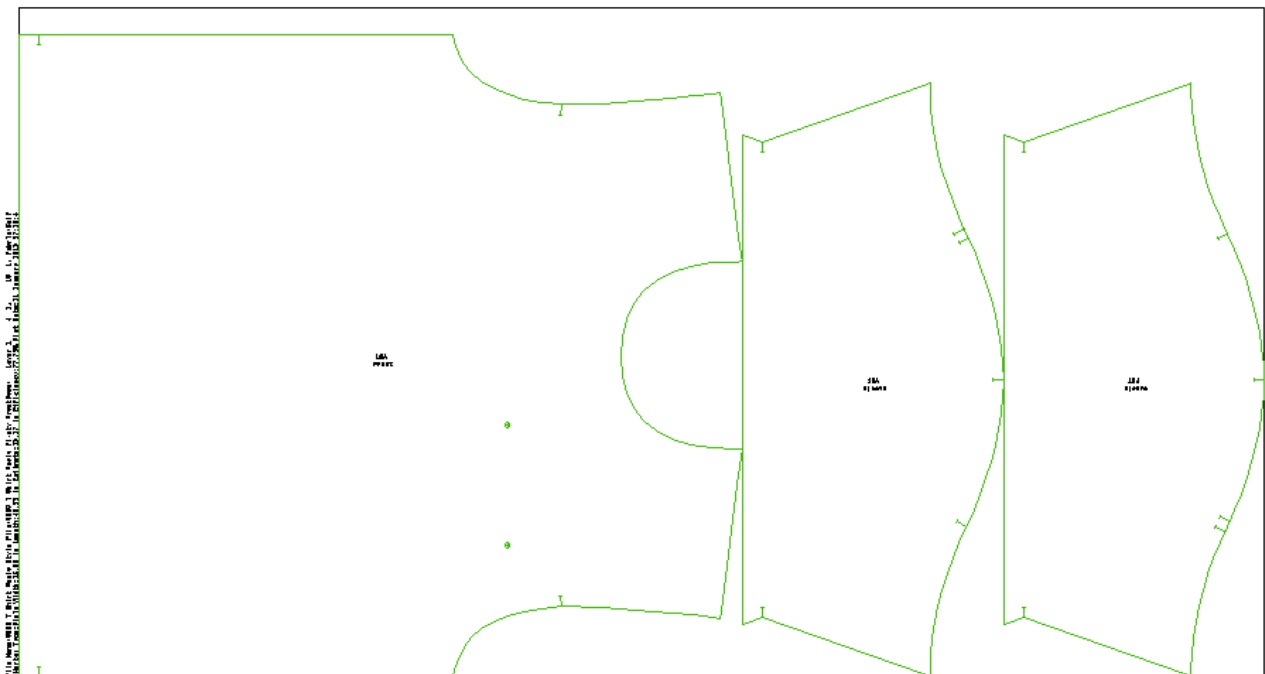
Header Position

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**.



Enhance Pieces Rotation on Simulation Area

The Rotate  key rotates counter-clockwise on one or more selected piece(s).

To rotate piece(s)

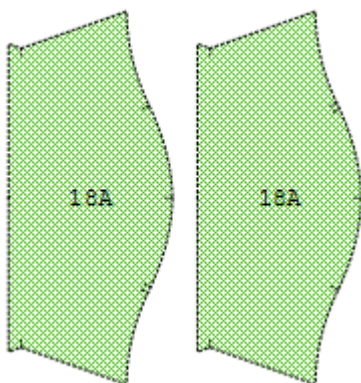
1 Select the piece(s) in the Fabric Simulation Area.

2 Click the Rotate tool.

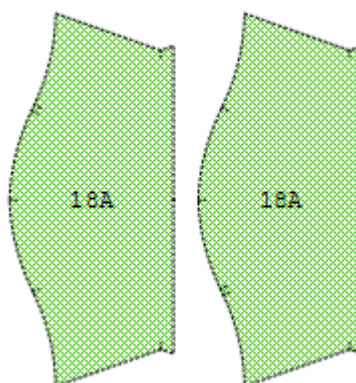
The piece rotates of 45, 90 or 180 degrees counter-clockwise, depending on your selection in the Function Parameters dialog box, accessible via Options > Preferences > Parameters. You can forbid rotation in this dialog box.

Rotation, before and after:

Before



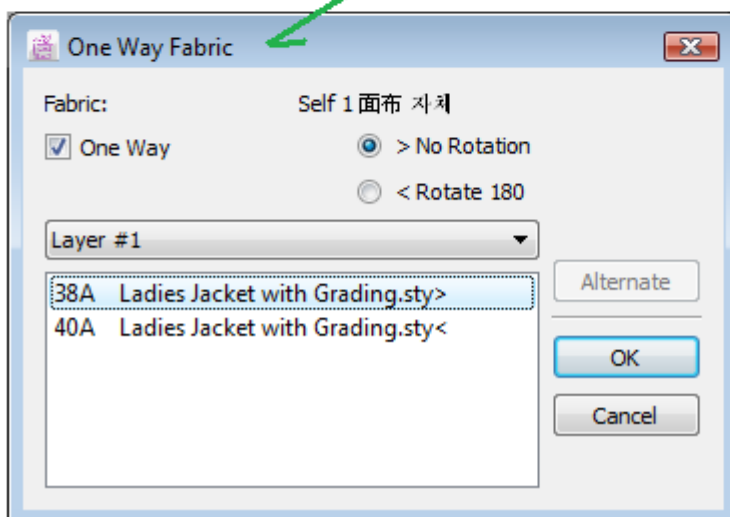
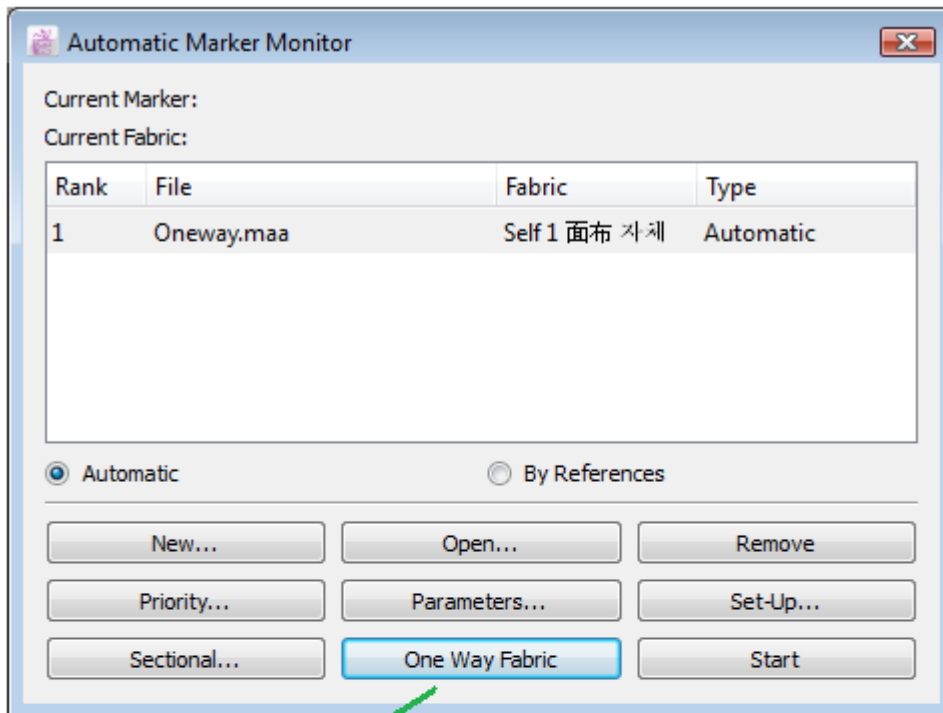
After



To rotate the piece clockwise, hold down the **Shift** key (Windows, Macintosh and Linux).

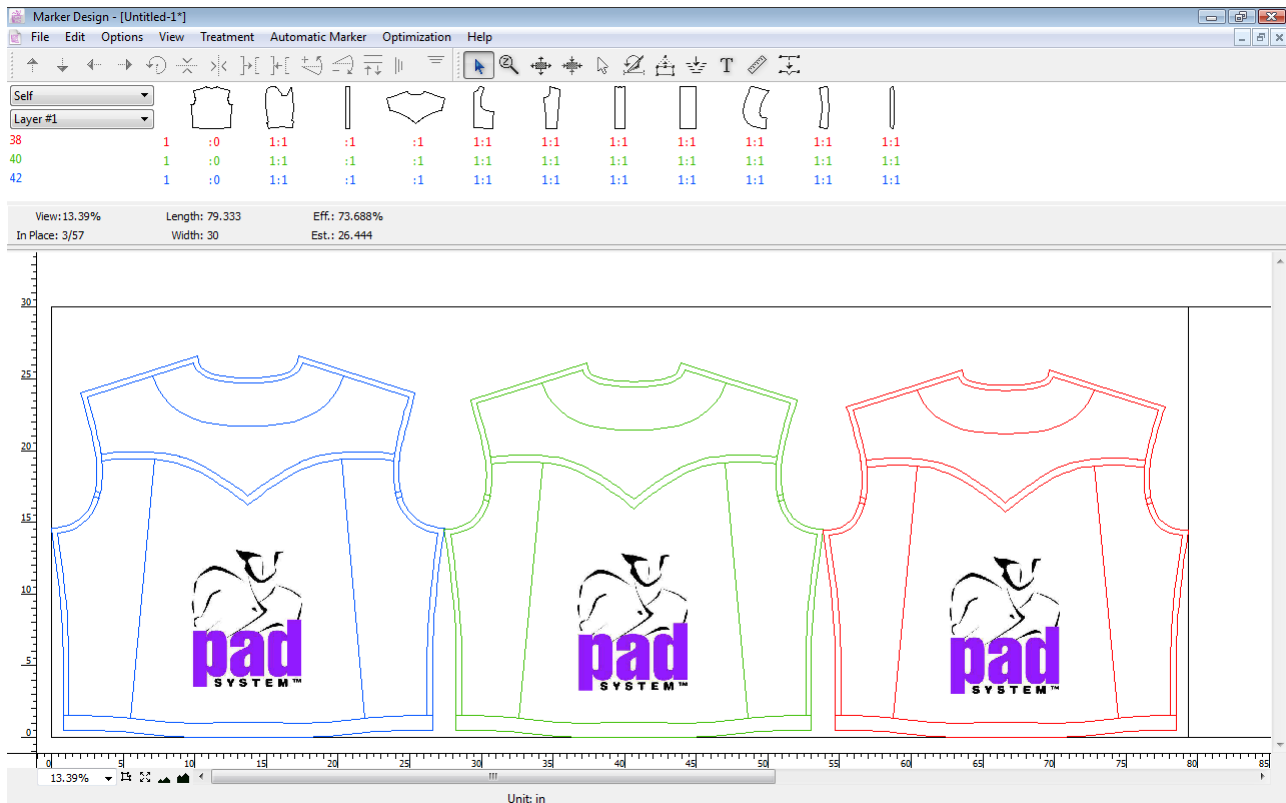
Automatic Marker Menu: Monitor...

The Monitor option, in the *Automatic Marker* menu, allows you to set marker to **One Way** fabric. When you select *Monitor*, the *Automatic Marker Monitor* dialog box opens, offering the One Way Fabric button as follows:



Showing Image on the piece in Marker Design

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

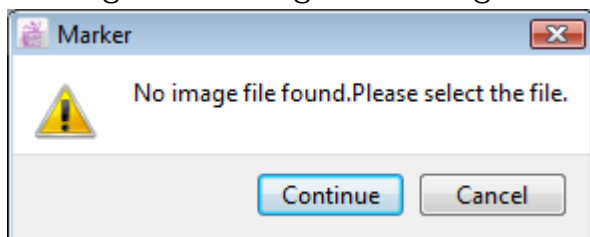


Create a New Marker File with Images attached on the pieces

The Image file(.png)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 (.png), it may result in Image file missing and dialogue box will pop-up as below:



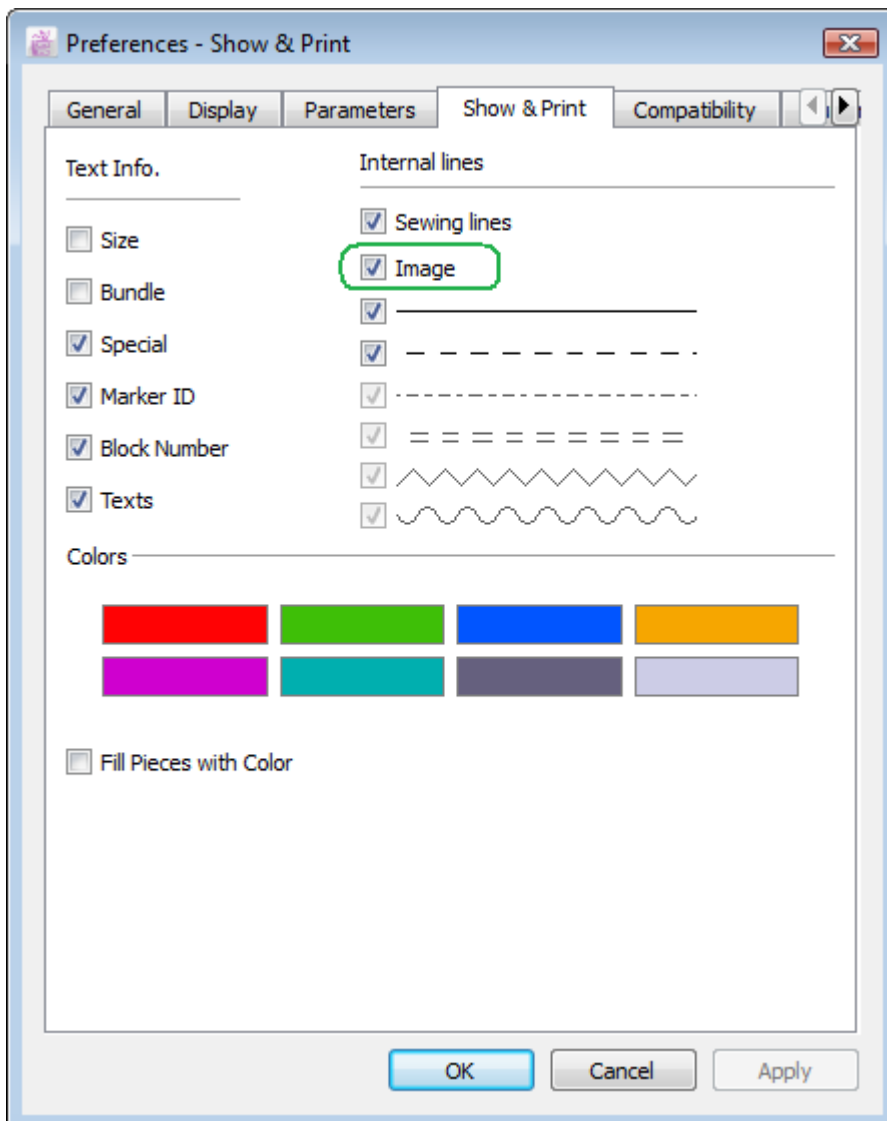


Continue – Choose the directory of the Image file

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

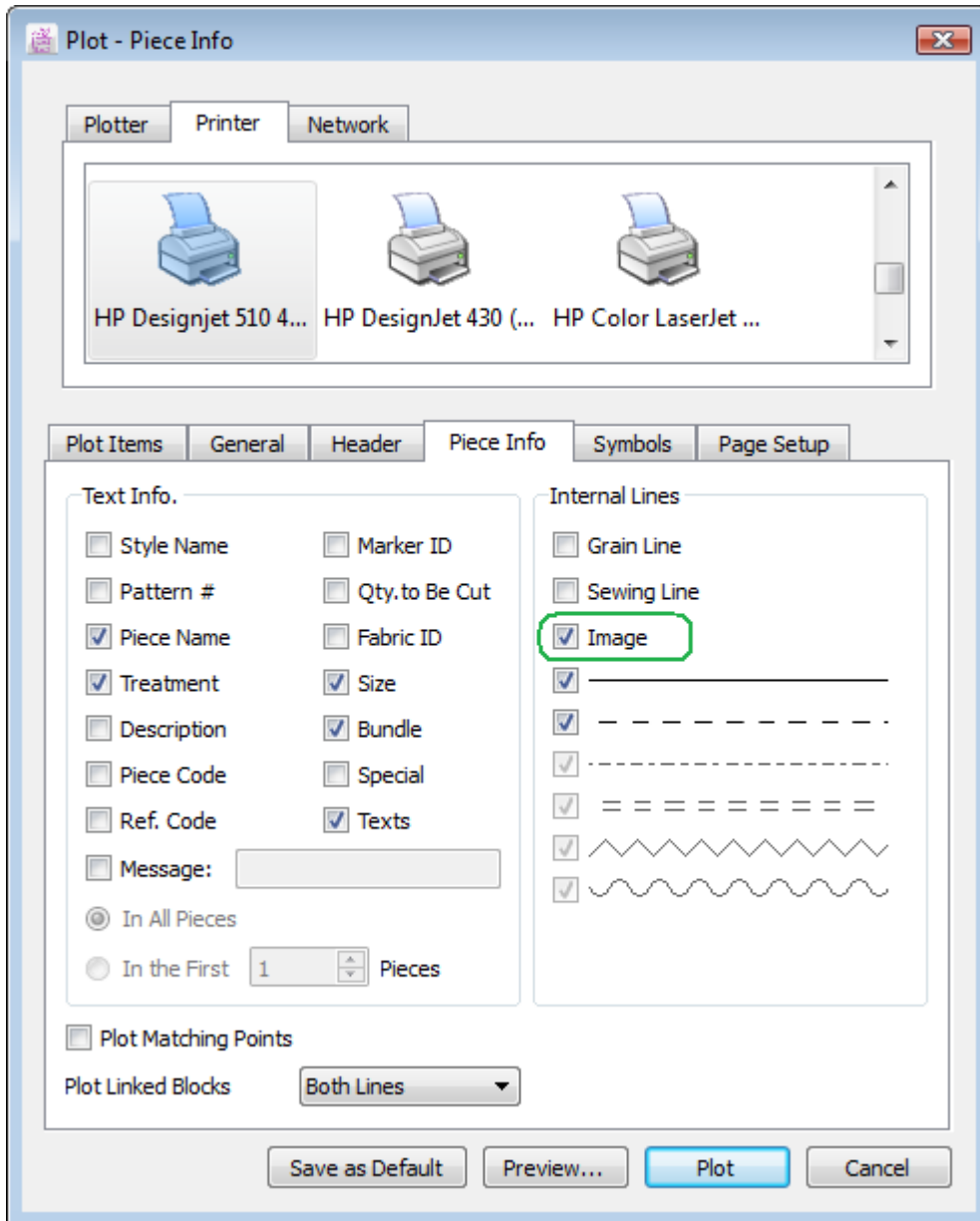
Show Image on Marker Simulation

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



Plot Image on the Marker from Wide Printer

The item in Plot and Piece Info allows you to plot the image on the marker file.



Note: It will plot out a rectangle in DASH LINE if the plotter does not support Image plotting.



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.