



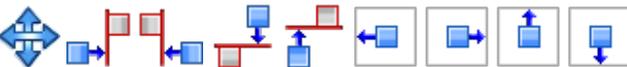
TYPE EDIT
SOFTWARE SOLUTION



LaSeRTYPE
SOFTWARE SOLUTION

NEW FEATURES
VERSION V13

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Original document in English - Version: 03/15

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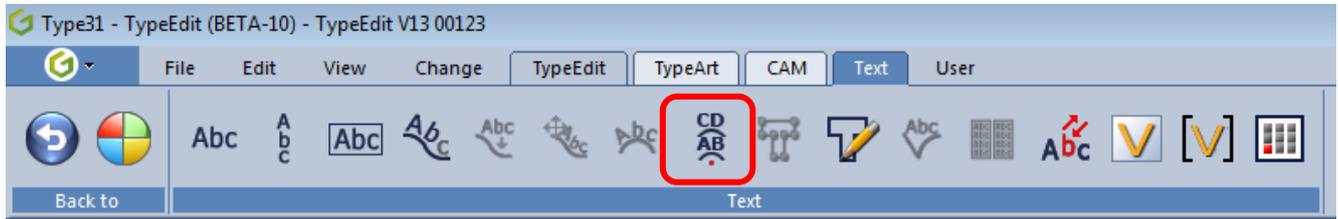
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New tools

1.1. Multiple arc texts

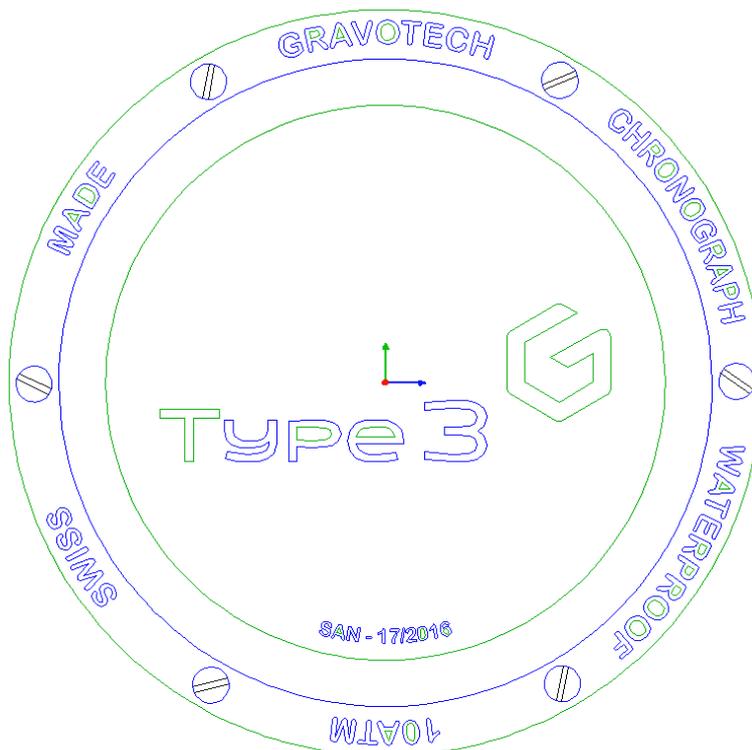


A new text function developed for all users who need, in a practical and functional way, to create several texts at once and positioned with reference to an arc. With the help of its user-friendly wizard, users in a variety of industries (ball bearings, clock making, coins, wheel rims etc.) will be able to compose text within one single dedicated interface. What is more, these multiple texts can be re-edited one by one or all together. The reference point for all the texts is a single centre point.

For each text, it is possible to define common settings or separate them by means of four attributes:

- the arc radius
- the start angle
- the direction of writing
- the deformation

Example of the back plate of a watch:



Operating principles:

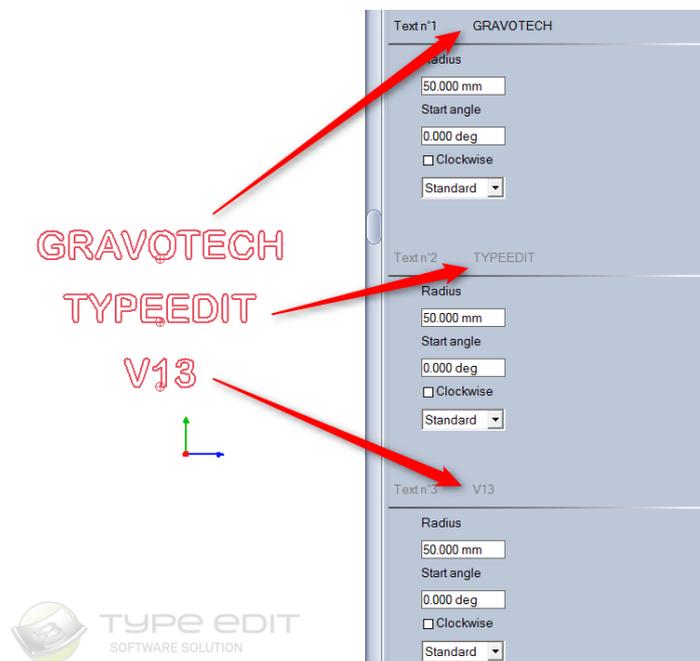
- Write several free texts with all the associated settings (font type, size, alignment etc.) in any position in relation to the plate. These attributes will be saved during the conversion into an arc.
- Select text in sequence and click on the  **Multiple arc texts** icon.
- A wizard appears on the right of the screen:
 1. Define the coordinates of the **Centre of the arcs**.
 2. Tick **Same radius** if all the texts have a single radius.
This radius corresponds to the vector base of the arc on which the text will be placed.
 3. Tick **Same start angle**: all the texts will then have an identical start angle. This angle will be used to position the text(s) according to the previously defined alignment. In general, the angles will be different.
 4. Tick **Same direction**: all the texts will then be orientated clockwise or anti-clockwise. In general, it is necessary to confirm this option.
 5. Tick **Same type**: all the texts will have the same deformation (standard, radial or inclined). In general, it is necessary to confirm this option.

If one of the boxes is ticked in the wizard, then the settings become accessible on text no. 1. These same settings for the other texts will be greyed out according to the activations applied via these boxes.

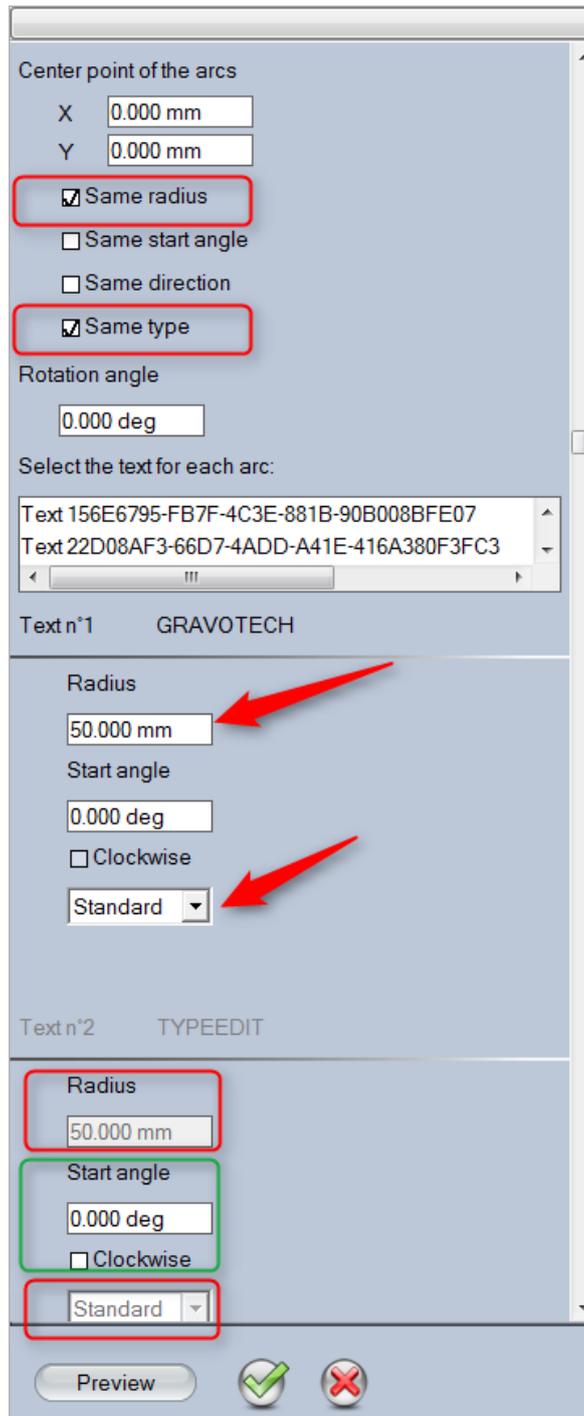
If an option is not greyed out, then the setting in question is available and accessible for all the texts.

Angle of rotation: Each text can be pivoted on itself in relation to the centre of its bounding box. The axis of rotation corresponds to the centre of the bounding box.

The title of the text string appears to the right of **Text no. XX** and following. The associated settings with the **Same type** option ticked are shown below. The modifications applied are displayed for each text.



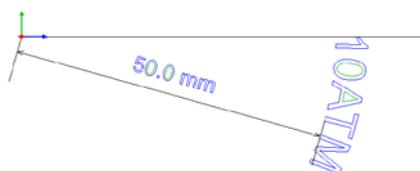
Example: all the texts have the **Same radius**, and also the **Same type** of deformation: **Simple**. The direction and the **Start angle** can be adjusted for each text. However, the **Radius** and the type of deformation can only be accessed on the first text. For the other texts, these settings are greyed out.



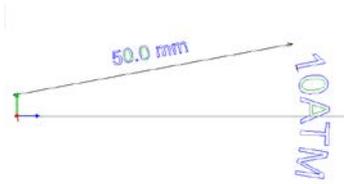
Example of results according to the alignment of the flat text:

Start angle = 0°, Radius of 50 mm, Clockwise

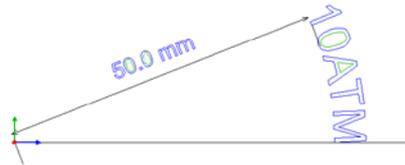
Alignment of the flat text: left justified:



Alignment of the flat text: centre justified:

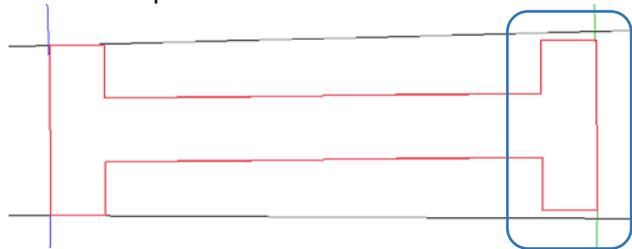


Alignment of the flat text: right justified:

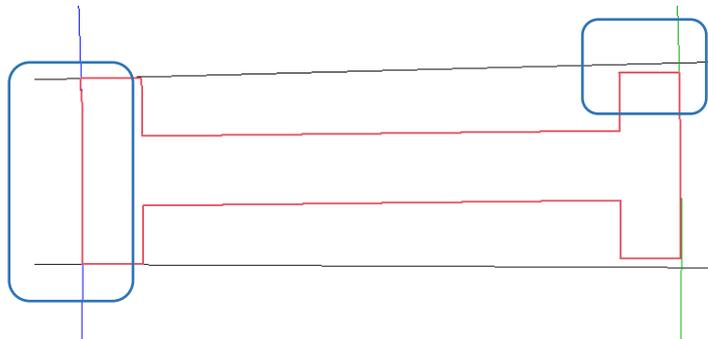


Deformation options:

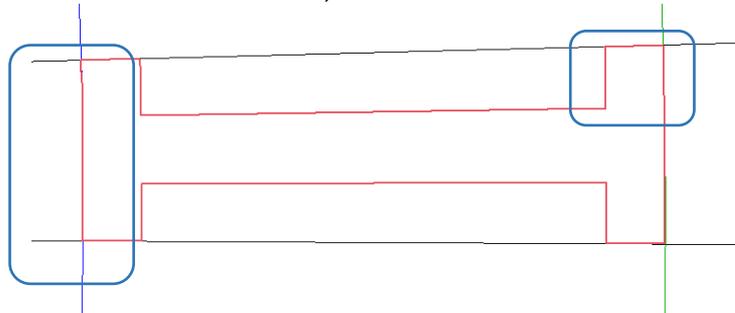
- **Simple:** there is no deformation. The text is simply placed on an arc. A single point on the curve is perpendicular to the support. The blue line represents the base radius. The green line represents the text height. The two black lines represent the radial radii in relation to the bottom of the text, starting from the centre of the multiple texts.



- **Radial:** the deformation concerns the horizontal lines of the flat text. These lines become arcs, but maintain the curvilinear distance.



- **Inclined:** this is a deformation that is double, radial and over the curvilinear distance.



1.2.  Spiral

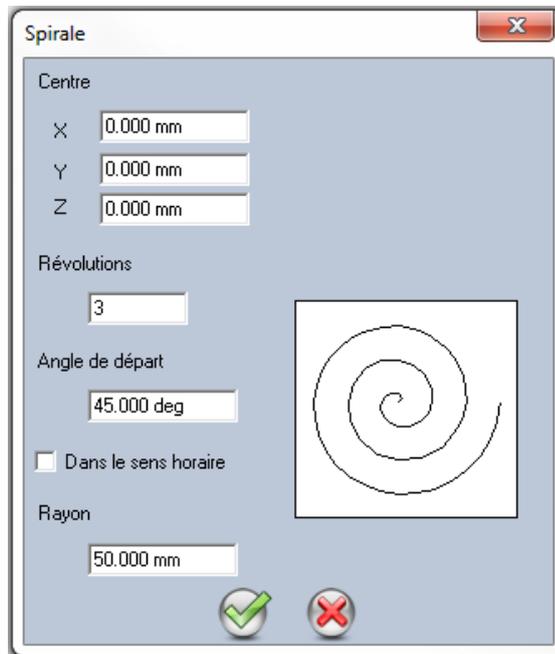


A new geometric construction tool has been added to the **Geometric shapes** palette: the **Spiral**. This evolutive shape can be re-edited if the **Editable objects** option is ticked in the **General** tab in **Options** (F10).

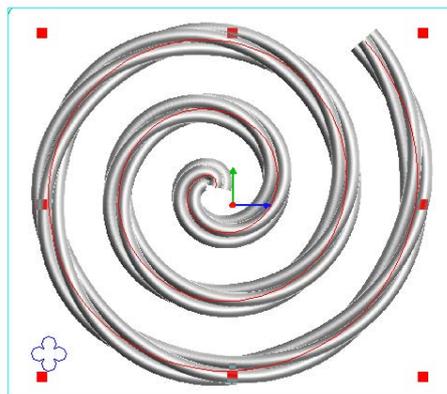
A preview window allows the user to view the result prior to confirming.

To create the spiral, define:

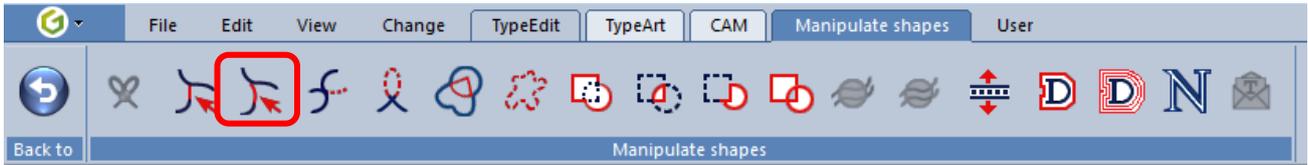
1. the coordinates of the **Centre** of the spiral: **X, Y, Z**
2. the number of complete or incomplete **Revolutions** (unit value: 2, 4, 5 etc. or intermediate value: 0.5, 2.3, 4.85 etc. respectively)
3. the **Start angle** of the spiral
4. **clockwise** or anti-clockwise
5. the outer **Radius**



The spiral can subsequently be used as vectors, in order to design toolpaths, or even 3D shapes such as the one below, for example:



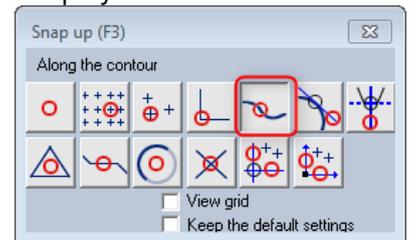
1.3. Extend an arc



In the version V12, the user was able to extend a curve (via its ends) by using a tangent line touching the destination curve. If the end culminates in an arc, you cannot extend this tangentially. This is precisely the purpose of this new function: to extend an arc. The extension is possible only if the chosen end has previously been defined as an arc. If the end is a segment, an error message is displayed.

To extend an arc:

1. Enable the snap mode  **Along the contour.**
2. Click on the  **Extend an arc** icon.
3. Click on the end of the contour (this must be an arc).
4. Move the mouse pointer. The arc extension is created dynamically.
5. Click on the receiving contour. The arc is extended as far as the contour.

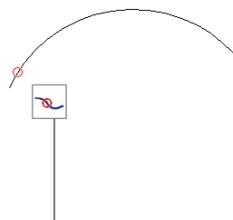


Example of an arc extended as far as a vertical line:

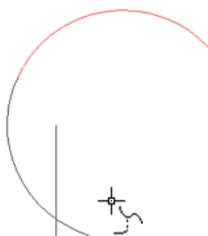
- o Enable the snap mode  **Along the contour.**
- o The arc to be extended and the destination line are relatively close, in order to allow the extension to be created.



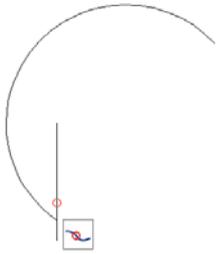
- o Click on the  **Extend an arc** icon, and then click on the end of the arc.



- o Move the mouse. The arc extension is created directly. The start curve is in red. The arc extension is in black.



- o Select the line. The arc extension stops at the position of the line.

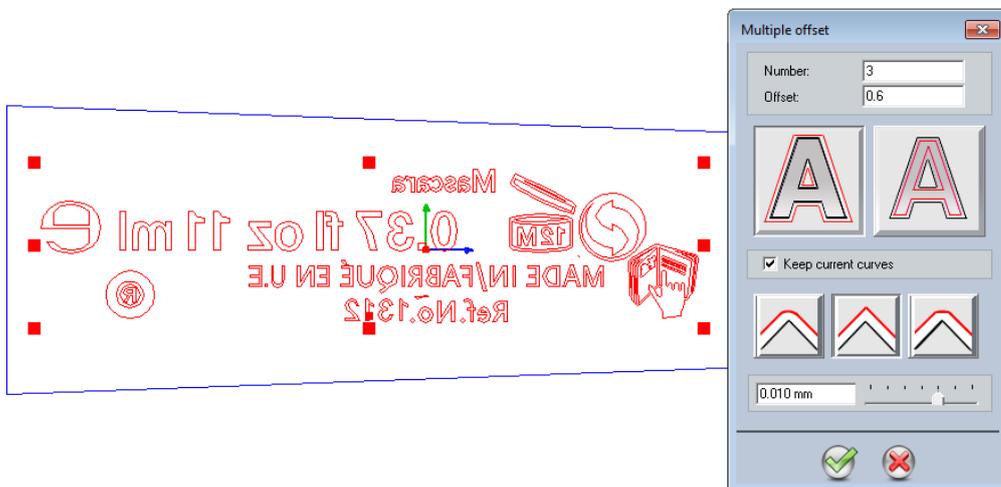


Note: a message is displayed if no arc is detected on the selected end.

1.4. Multiple offset



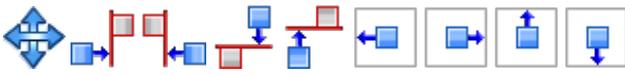
If you need to create engraving tool paths, it is advantageous to have several offsets in order to allow calculations of excess thickness, for example, and thus limit the areas to be engraved for the smallest tools. The ultimate intention is to minimise the machining area to be travelled by the finishing tools, thereby saving on time and reducing tool wear.



By removing a few unnecessary contours, you can obtain contours such as these:



This multiple offset function allows several offsets to be linked together, one after the other. You can quantify the **Number** and size of the **Offset** depending on the tool. All angle management options remain possible (radial, right angle or chamfered).

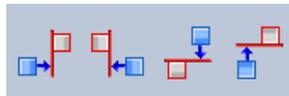
1.5.  Alignment tools



No fewer than eight new alignment tools appear in this latest version V13. The goal remains the same: to offer functions that simplify work and increase productivity.

The four alignments on the outside of the reference object:

The basic operation has not changed. The first object selected is the reference and this does not change. All subsequently selected objects will be aligned to the outside left/right/top or bottom of the first object selected.



Some illustrations are given below:

Start objects:



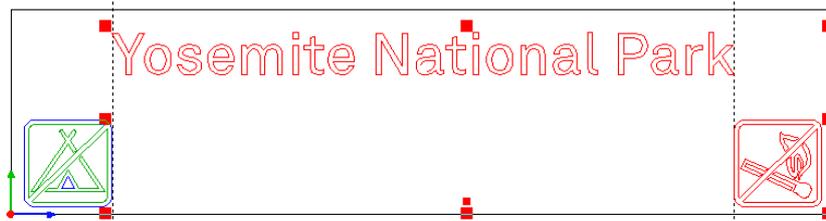
Here, the aim is to obtain the result below as rapidly as possible:



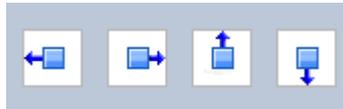
1. Select the text "Yosemite National Park", and then the pictogram  and click on . The pictogram drops into place on the left of the text bounding box.



2. Select the text "Yosemite National Park" again, and then the pictogram  and click on . The pictogram drops into place on the right of the text bounding box.



The four alignments referenced to the active surface:



Users very frequently need to rapidly drop/fix contours in relation to the definition of the active surface, in order to perform cutting or engraving by focusing on the origin of the machines.

Example:

Start objects:



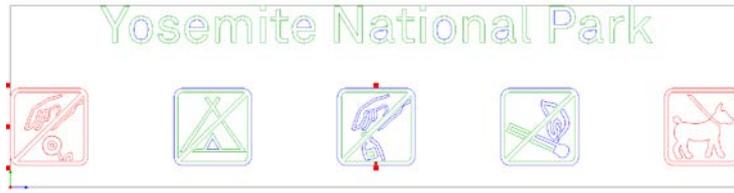
The aim is to obtain the result below as rapidly as possible:



1. Select the text "Yosemite National Park", and then click on .
The text drops into place at the top of the active surface..



2. Select the pictogram  and then click on .
The pictogram drops into place on the right of the active surface.
3. Select the pictogram  and then click on .
The pictogram drops into place on the left of the active surface.

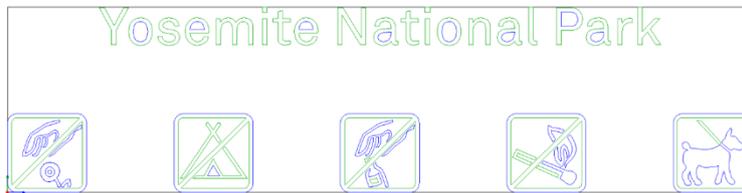


4. Select all the pictograms, and then click on .

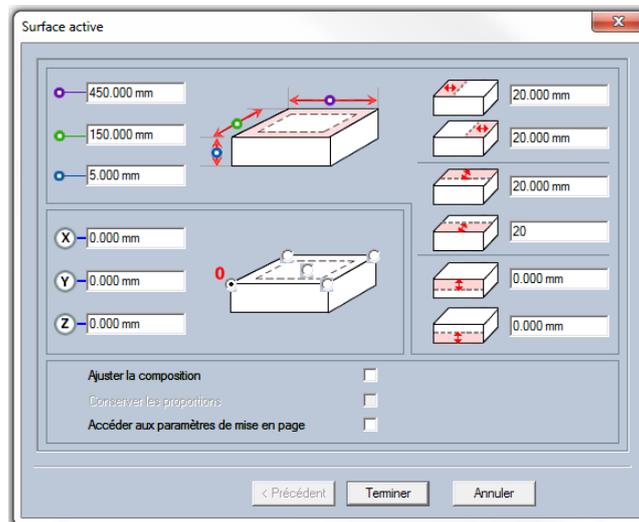


The pictograms drop into place at the bottom of the active surface.

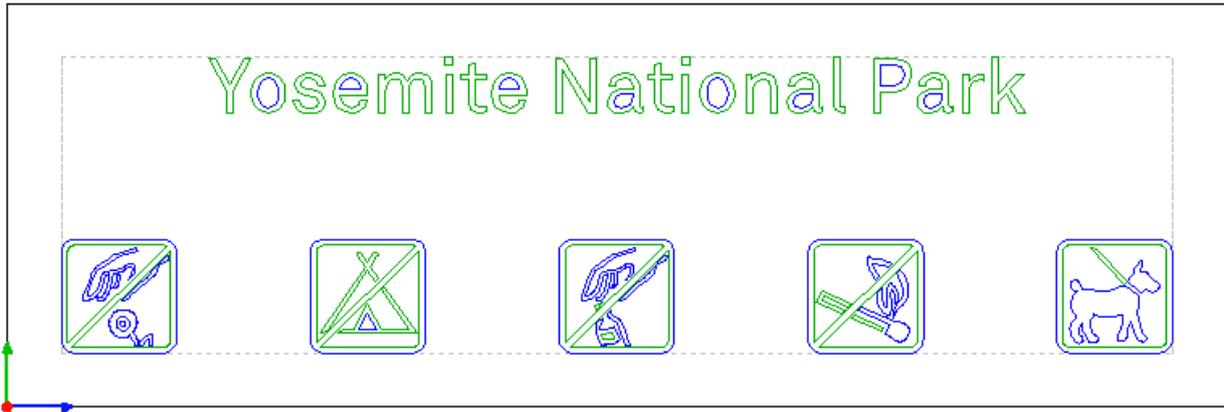
The final result, ready for machining, is shown below:



When defining the **Active surface**, if margins exist they will be taken to be the absolute origin of the machine.



The result of these same alignments with margins:



1.6.  1D barcodes

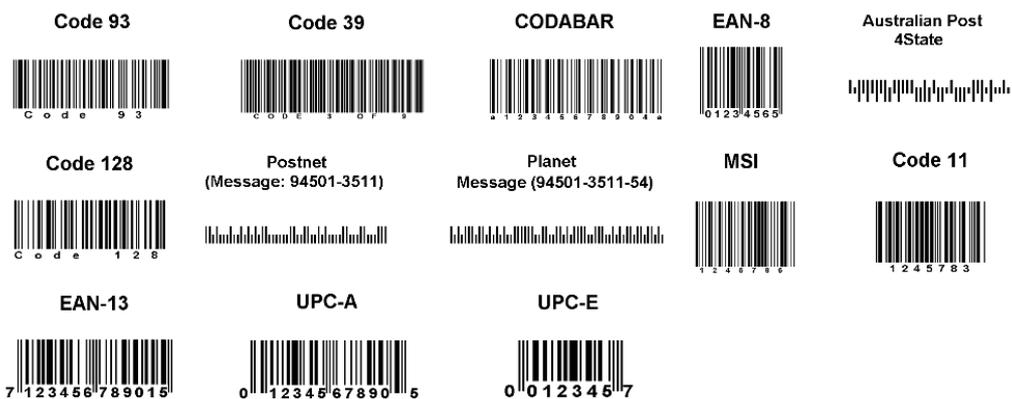


This is a key evolution in V13 for 1D barcodes. Enormous effort has been put into compiling the biggest barcode library on the market. Whereas the version V12 incorporated 11 types of barcode, V13 offers no fewer than 94!

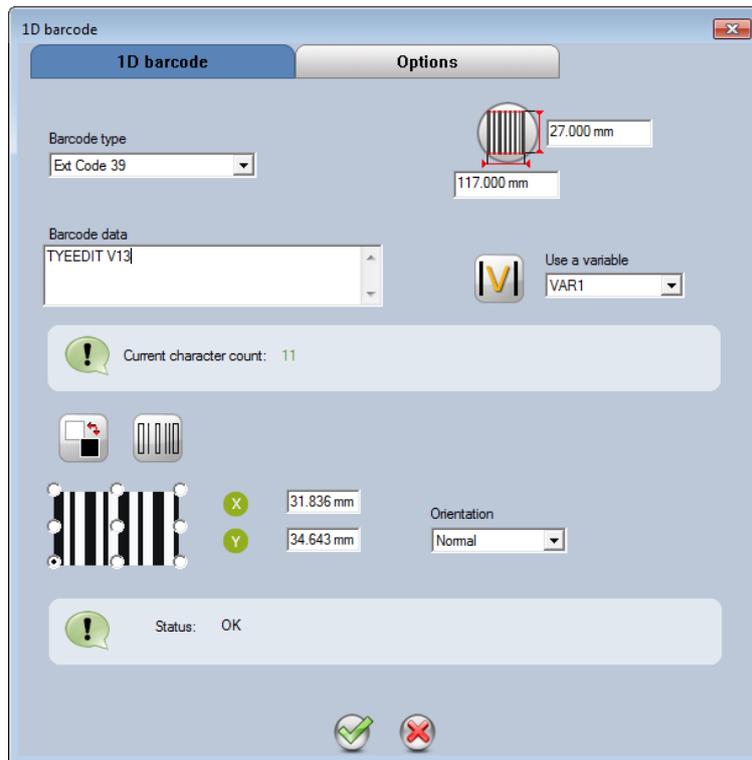
The four key points to be emphasised:

- The user interface has completely changed, for greater ease of use.
- Numerous settings have been improved or added.
- 94 1D barcodes are available for all users.
- The barcode wizard can always be re-edited

Examples of 1D barcodes:



New 1D barcode interface:

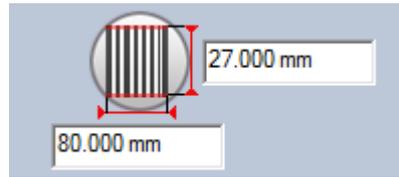


1D barcode tab

1. **Barcode type:** a dropdown list, in alphabetical order, allows you to select a barcode from among the 94 available.

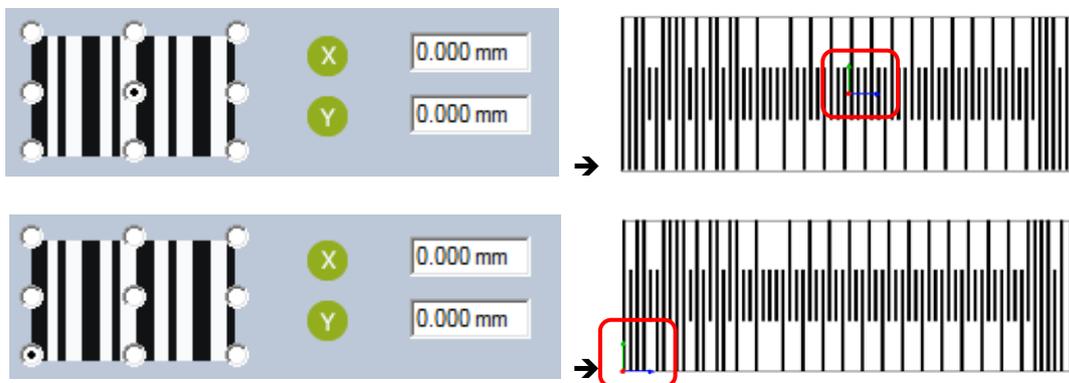


2. **Final size of the barcode:** enter the width and height of the barcode according to the size of code required.

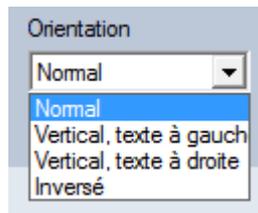


3. **Position and reference point of the barcode:** for positioning the barcode very precisely within the work space. The barcode is represented by the 9 points of its bounding box. Determine the strategic point and then its coordinates.

Example of a barcode, generated at the centre $XY = 0$ and the bottom left corner placed at the origin:



4. **Orientation:** orientate the barcode according to positioning and scanning criteria specific to the end product on which it will be placed.



Four orientations are offered, with the following results:



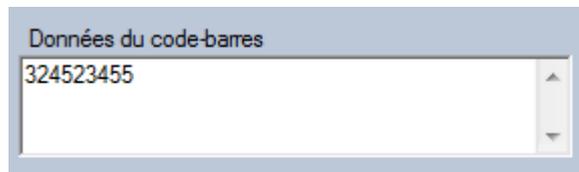
Vertical, text on the left



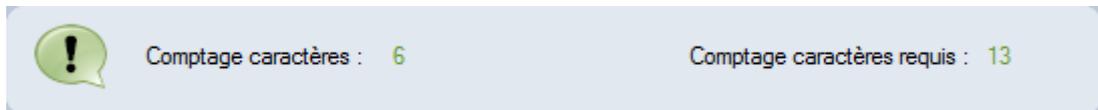
Vertical, text on the right



5. **Barcode data:** input the numeric or alphanumeric value of the code according to the code.



A field indicates the number of characters input and, where applicable, the number of characters required for the code.



6. **Variables:** In addition, it is always possible to use variables to generate barcodes.



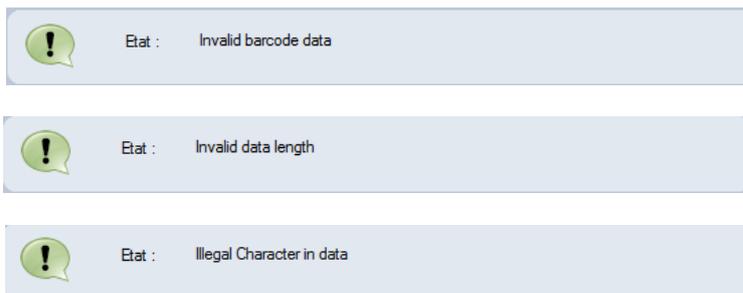
You can thus encode serial numbers generated by incrementation or by a list of names.

To select the variable to be inserted, click on its name in the dropdown list **Use a text variable (VAR1** by default). The name of the variable is displayed under **Barcode data**.

The status of the current code is displayed at the bottom of the window:

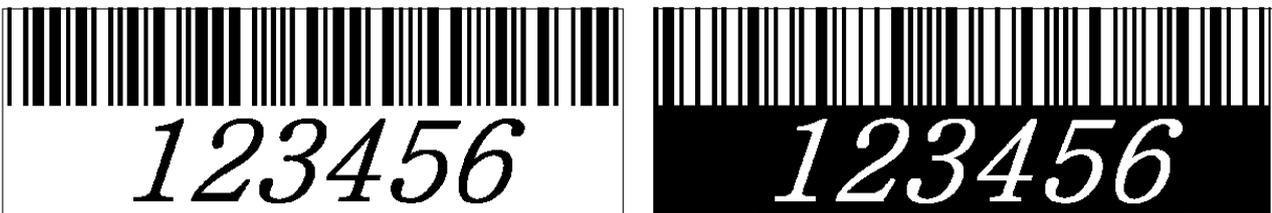
- **Valid:** the barcode can be created. All the settings are correctly defined.
- **Insufficient data length:** the user has not entered a sufficient number of characters.
- **Invalid:** the data does not correspond to the data which the barcode is capable of managing.
- **Illegal characters:** alphanumeric data for a purely numeric barcode, for example.





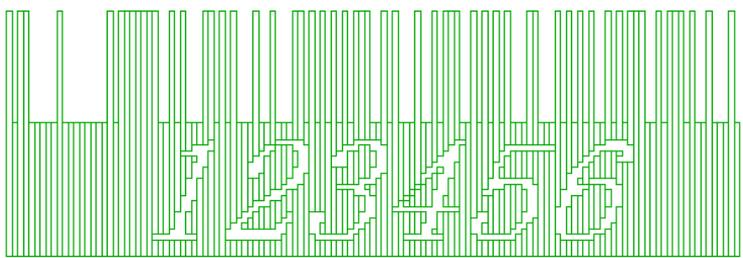
If the status is **OK**, then the barcode can be confirmed. Click on  .

7. **Invert colour:** the barcode is displayed as a negative. 



8. **Vectorial:** the barcode generated is no longer an image, but vectors   .

You can then define a colour and proceed to machining. 



Options tab

You can refine the result of the barcode by defining advanced settings.



: click on this icon to display the barcode text.



You can define a set of attributes:



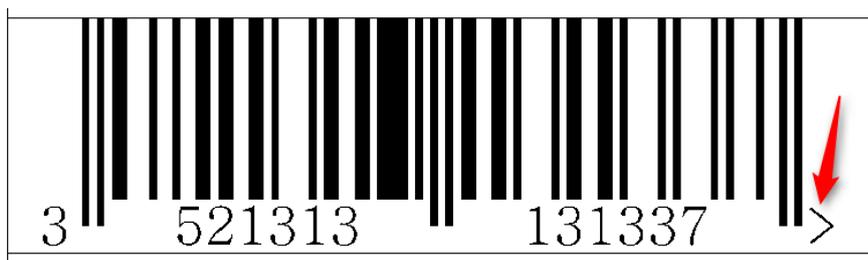
- The font: list of TTF and OTF fonts installed on the computer
- The size of the text in pixels

- text in **Bold** or normal 
- text in **Italics** or normal 

- the alignment of the text in relation to the barcode: on the left, right or centre justified 



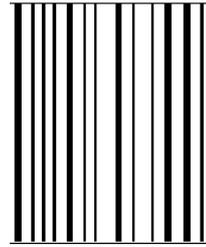
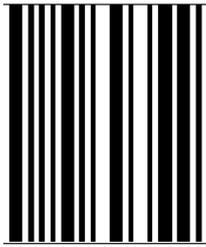

- **Automatic digital verification:** Tick this box to automatically obtain characters adapted to the barcode.
- **Display automatic digital verification:** Tick this box to add the character to the initial text.
- **No background:** Tick this box to hide the background colour of the bars. Caution: occasionally the display will turn black in some cases.
- **Extend supports:** Tick this box to enlarge the guard bars used to calibrate a barcode reader. They are located at the centre and at each end of the code. Each zone contains a black bar, an empty bar and another black bar. The height of the guard bars is fixed, even when the initial text is present.
- **Horizontal supports:** Tick this box to add guide zones according to the chosen standard.
- **Margin indicators:** Tick this box to end the barcode with the character ">". The tip of the arrow indicates the position of the right margin of the code. Depending on the chosen standard, the character "<" can be added to start the barcode. It is of course necessary to display the characters in advance.



- **Extra 1 and Extra 2:** Tick this box to add characters specific to the chosen standard.
- **Bar reduction coefficient:** reduces the thickness of the lines. 0% corresponds to no reduction and 100% corresponds to maximum reduction. Be sure to check that the code generated can still be read correctly. Enter a value between 0 and 100%.

0%

50%



- **Character spacing:** defines the space between the characters if they are displayed. 0% corresponds to normal spacing.

0%

50%



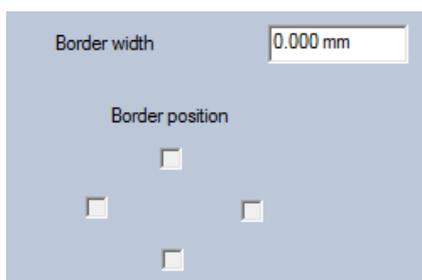
- **Bar width:** specifies the basic bar width. The value cannot be zero. It must be greater than 0. The total width of the barcode will be modified according to this value.
Code width at creation = 70 mm, **Bar width** = 0.795 mm



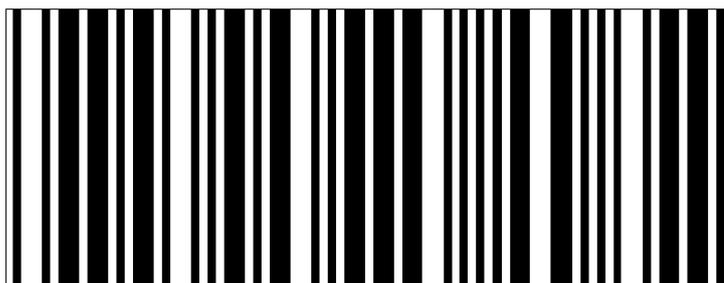
With a **Bar width** = 0.5 mm, a total width = 36.75 mm is obtained.



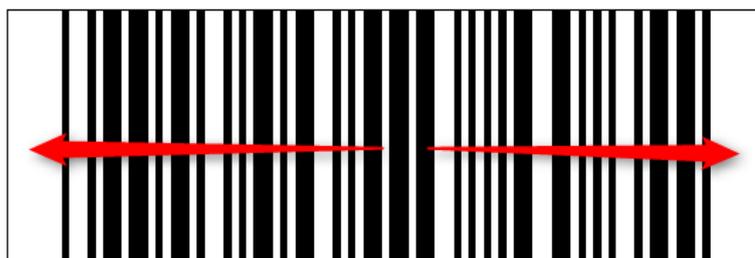
- **Border width:** this is defined, together with the borders that will be affected.



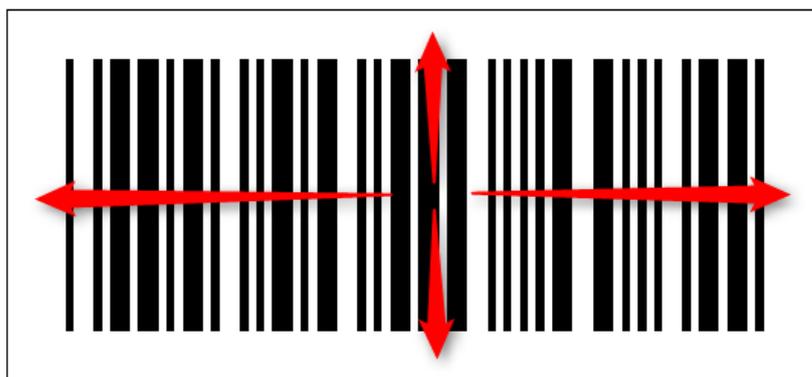
No border:



With a 5 mm border left and right:

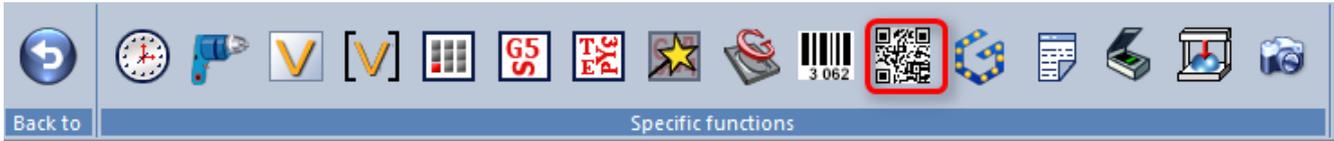


With a 5 mm border left and right and top and bottom:



Click on **Reset all settings** to restore the default settings.

1.7.  2D barcodes

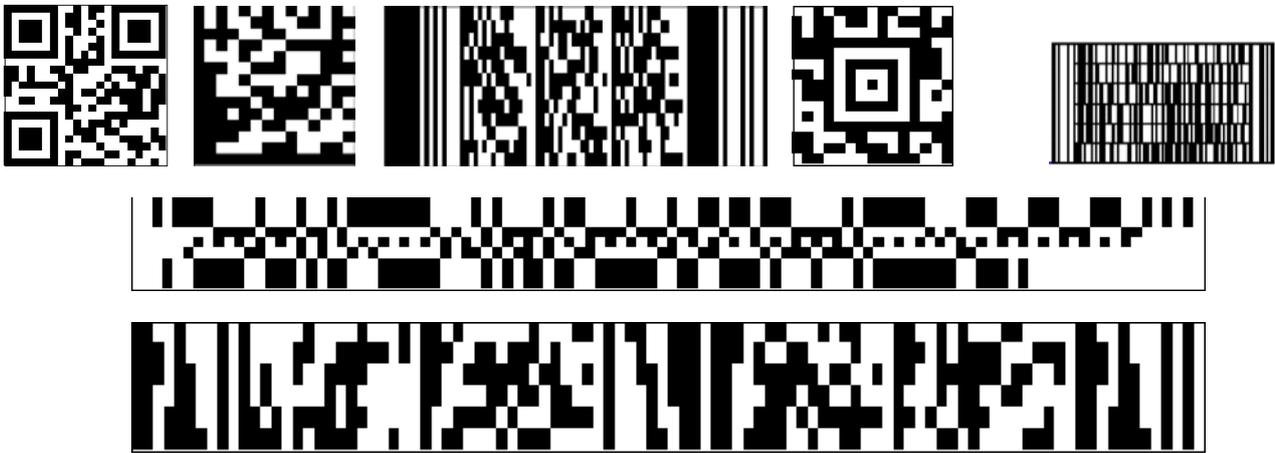


V13 represents a significant evolution in the management of 2D barcodes. 11 types are available.

The four key points to be emphasised:

- The user interface has completely changed, for greater ease of use.
- Numerous settings have been improved or added.
- 11 2D barcodes are available for all users.
- The barcode wizard can always be re-edited.

Examples of 2D barcodes:

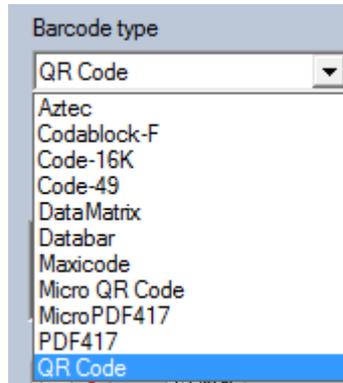


New 2D barcode interface:



2D barcode tab

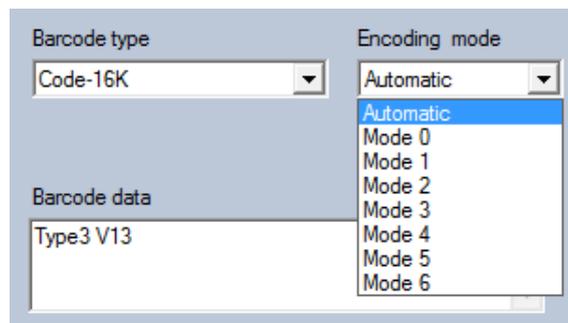
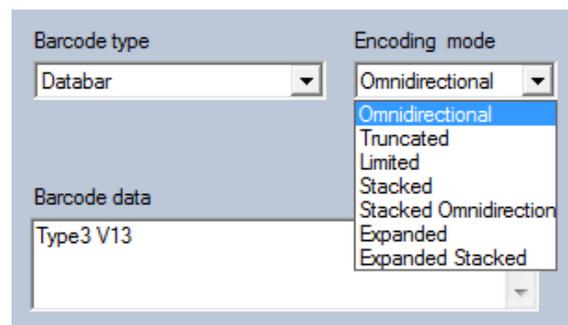
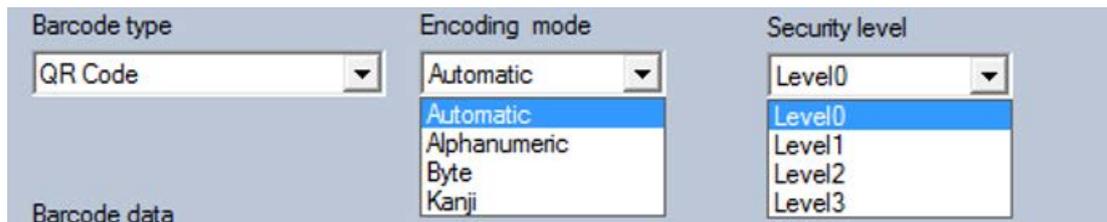
1. **Barcode type:** a dropdown list, in alphabetical order, allows you to select a barcode.



2. **Start-up mode** and **Security level:** depending on the chosen code, there are several **Start-up mode** and **Security level** options. The barcodes will be of differing dimensions.

The **Security level** determines how the standard reduces read errors in the final barcode.

Examples:



- 3. **Barcode data and confirmation:** input the numeric or alphanumeric value of the code.

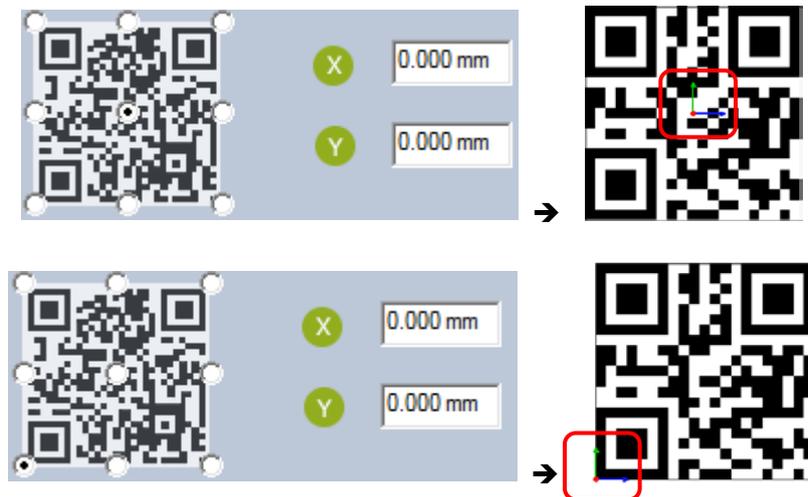


The status of the current code is displayed at the bottom of the window:

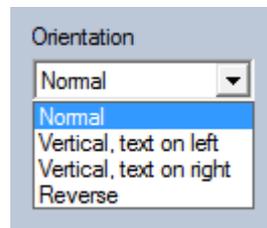


- 4. **Position and reference point of the barcode:** for positioning the barcode very precisely within the work space. The barcode is represented by the 9 points of its bounding box. Determine the strategic point and then its coordinates.

Example of a barcode, generated at the centre $XY = 0$ and the bottom left corner placed at the origin:



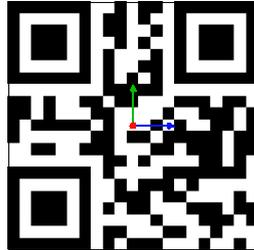
- 5. **Orientation:** orientate the barcode according to positioning and scanning criteria specific to the end product on which it will be placed.



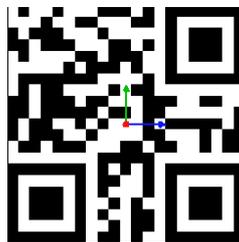
Four **Orientation** options are offered.

Examples:

- **Normal**



- **Vertical, text on the right**



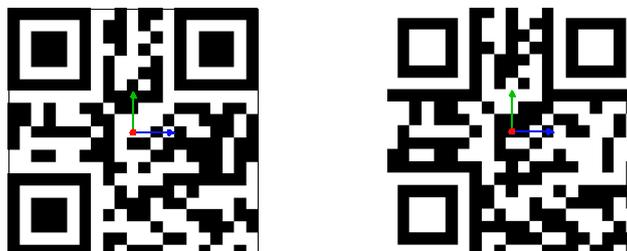
6. **Variables:** In addition, it is always possible to use variables to generate barcodes.



You can thus encode serial numbers generated by incrementation or by a list of names.

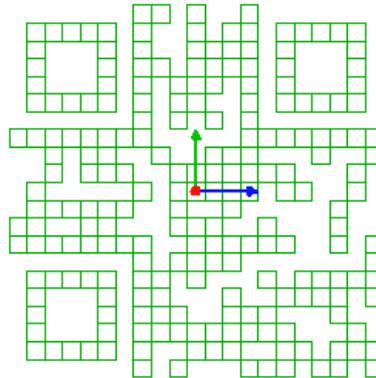
To select the variable to be inserted, click on its name in the dropdown list **Use a text variable** (VAR1 by default). The name of the variable is displayed under **Barcode data**.

7. **Invert colour:** the barcode is displayed as a negative. 



8. **Vectorial:** the barcode generated is no longer an image, but vectors .

You can then define a colour and proceed to machining.



Options tab

The settings in this tab vary according to the chosen barcode.

Example with the **QR Code** barcode selected in the **2D barcode** tab:



The details of each setting:

1. **Border width:** Enter a distance in mm representing the border around the code. The size of the barcode increases as a result.

Border set to 0 mm

at 2 mm

at 4 mm



2. **Tile width/Total width:** the reference size for the 2D barcode is a square. The setting **Tile width** gives the basic size. The **Total width** of the barcode is modified as a result. If you tick **Total width** and enter a value, this will be the width of the barcode. The **Tile width** value will be modified. The **Total height** of the barcode is also modified as a result.

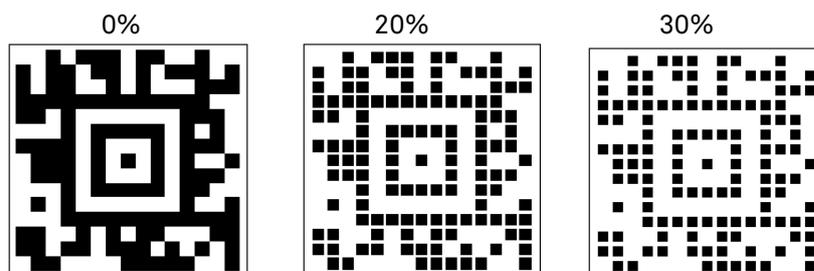
Modification by altering the **Tile width**:

X	<input checked="" type="radio"/> Bearer width	<input type="text" value="1.000 mm"/>	<input type="radio"/> Safe width	<input type="text" value="21.210 mm"/>
Y	Multiplier	<input type="text" value="20"/>	Safe height	<input type="text" value="21.210 mm"/>

Modification by altering the **Total width** of the barcode:

X	<input type="radio"/> Bearer width	<input type="text" value="2.000 mm"/>	<input checked="" type="radio"/> Safe width	<input type="text" value="42.000 mm"/>
Y	Multiplier	<input type="text" value="20"/>	Safe height	<input type="text" value="42.000 mm"/>

3. **Multiplier/Total height:** gives the associated **Multiplier** and **Total height** when the **Tile width** or **Total width** is modified.
4. **Bar reduction:** when set to 0%, the square is of standard size. By increasing the value, the size of the black squares is reduced, as shown in the figures below:

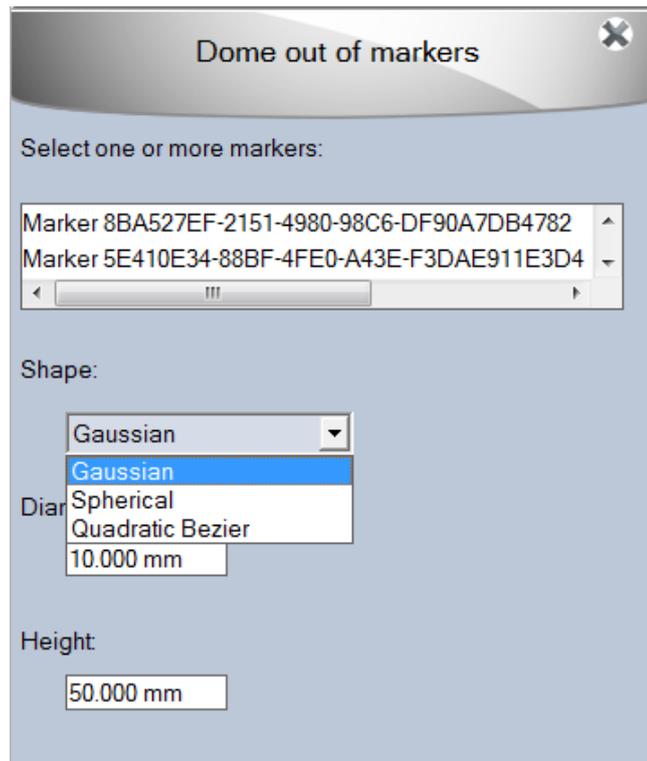


1.8. Predefined dome on markers



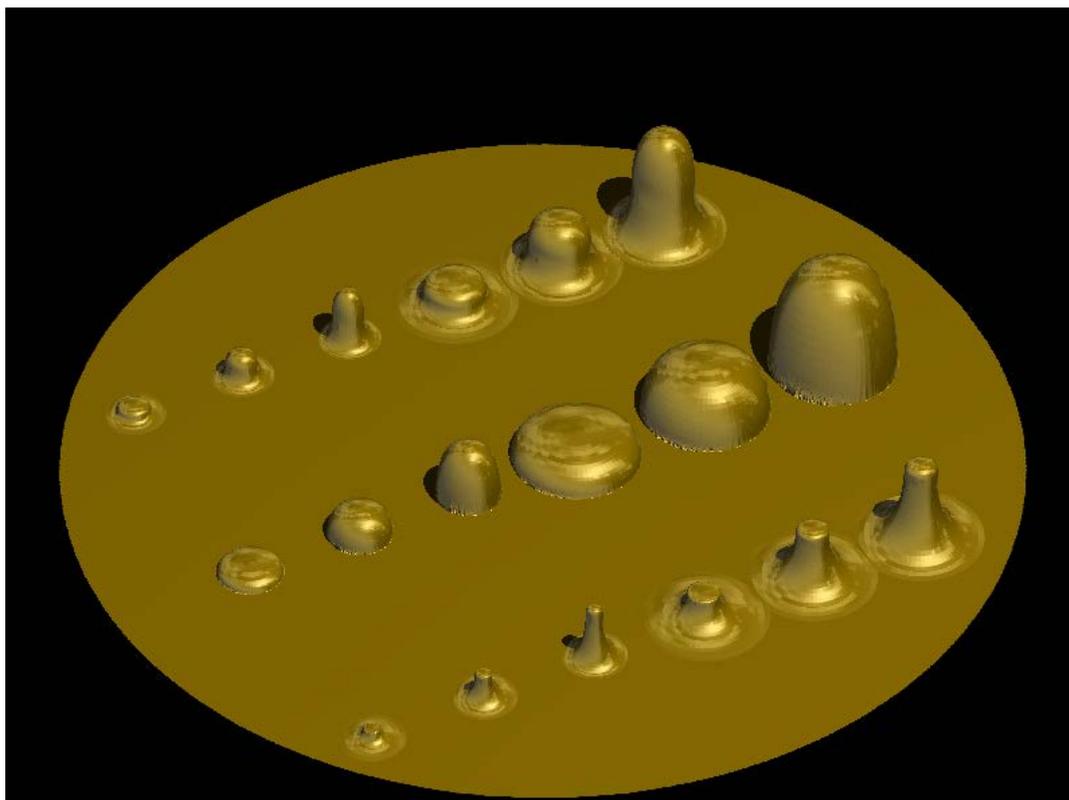
This new TypeArt function allows you to create domes on the basis of the position of the markers. There are three possible types of **Shape: Gaussian, Spherical or Quadratic Bézier**.

Select the marker(s) and then click on the  icon. A wizard appears on the right of the screen:



- The list of markers appears in the wizard. The position of the marker is the centre of the dome created. They can all be deleted or deselected by right-clicking.
- Chose the **Shape** by clicking on an option in the dropdown list:
 - **Gaussian**
 - **Spherical**
 - **Quadratic Bézier**
- For each strategy, defined two settings:
 - The **Diameter** represents the footprint of the dome at its base.
 - The **Height** corresponds to the final value along the positive Z axis of the dome.

Various shapes obtained according to the settings and strategies applied are shown below:



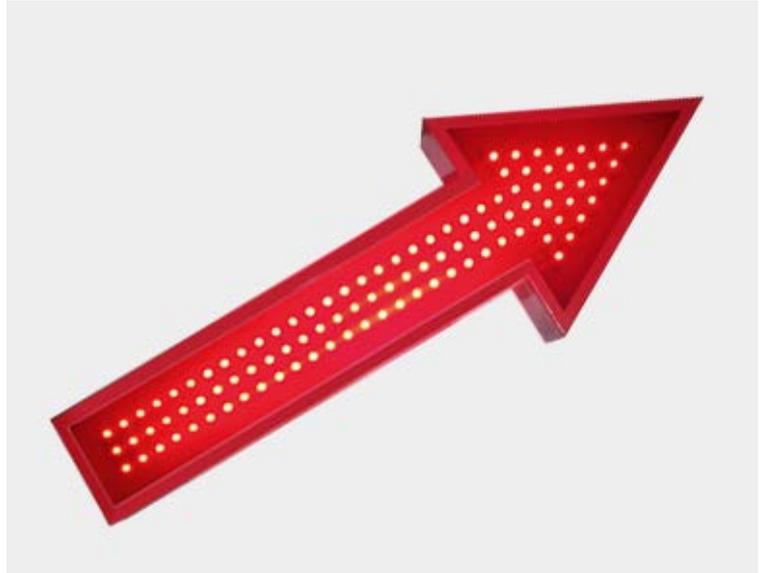
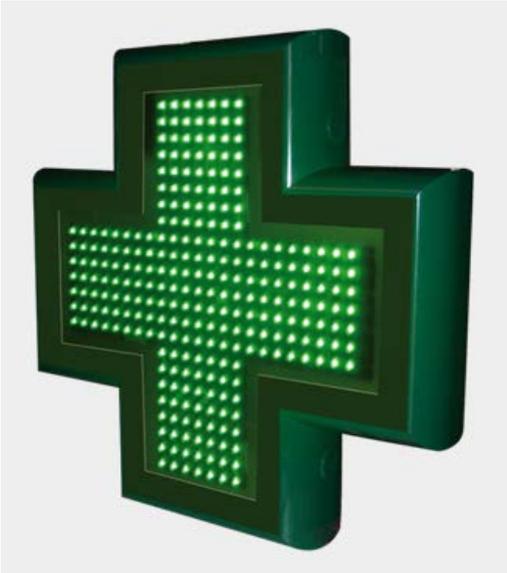
Improved tools

2.1. LED with matrix filling

The LED function was introduced with the version V12 and so it has already been possible to position LEDs along the contours with numerous adjustment options, such as management of the distance between elements, precise positioning on angles etc.

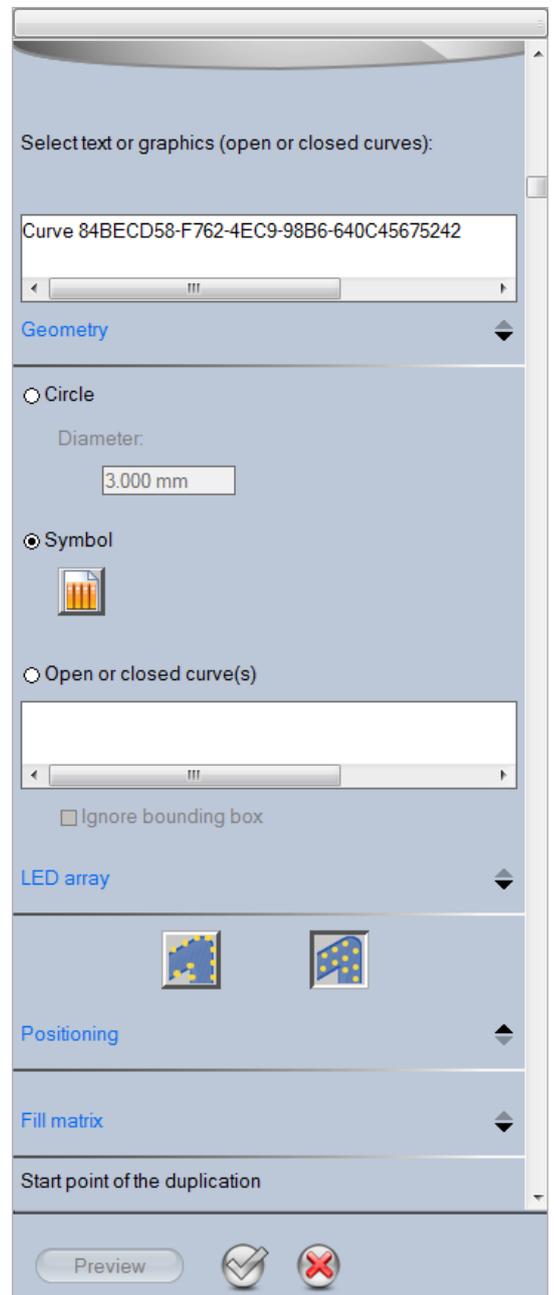
V13 improves the LED function by integrating matrix filling.

Its applications are shown in the examples below:



The first part of the wizard remains unchanged:

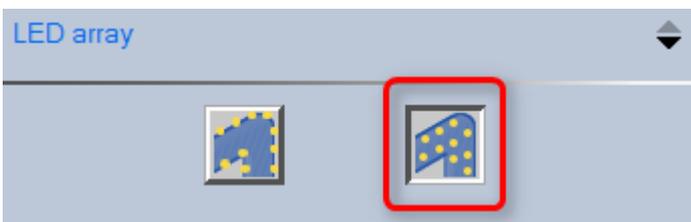
- Choice of the start contours or text
- Choice of the basic shape of the LEDs:
 - Circle
 - Symbol
 - Selected object



An additional option has now been introduced, in

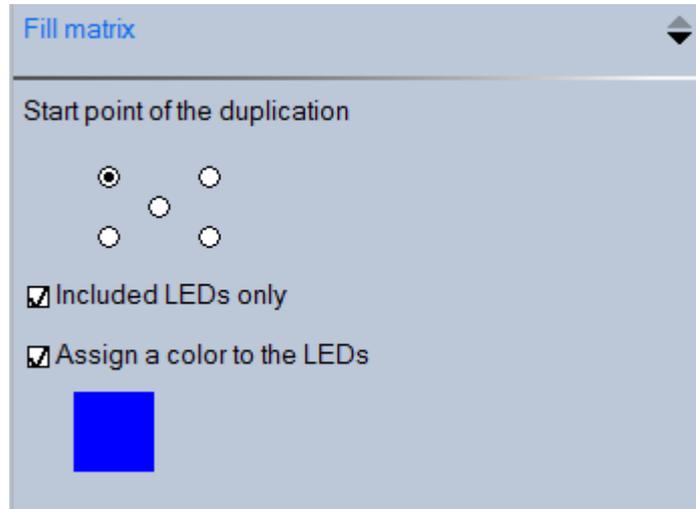


Arrangement of LEDs when you click on



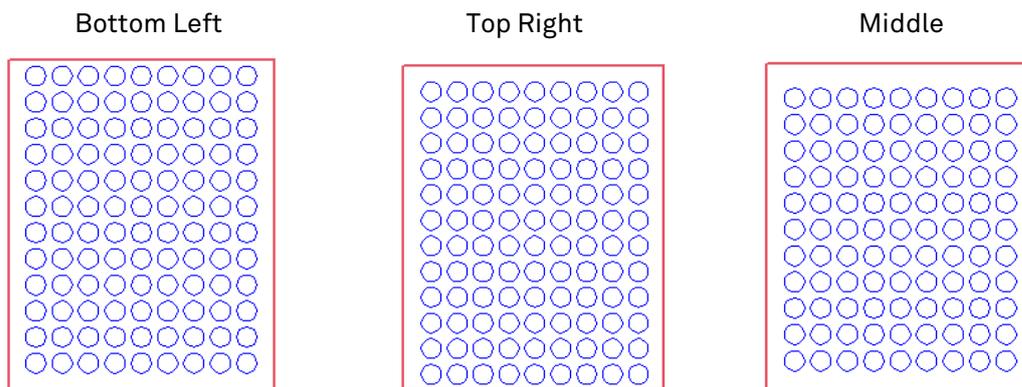
Click on  to the right of **Matrix filling**.

The wizard and the associated available settings are shown below:



- **Duplication start point**

This is the reference for starting the duplication. In this example, in which the LEDs are illustrated by a circle, the result is displayed according to the selected start point.

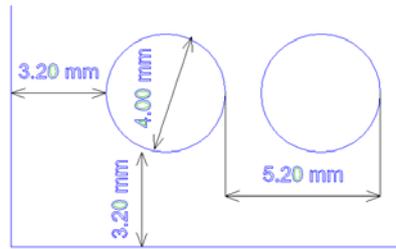


Specifically, in the Bottom Left scenario, if the following settings are applied:

- **Circle** with a **Diameter** of 4 mm
- Centre distance of 5.2 mm along **X** and **Y**

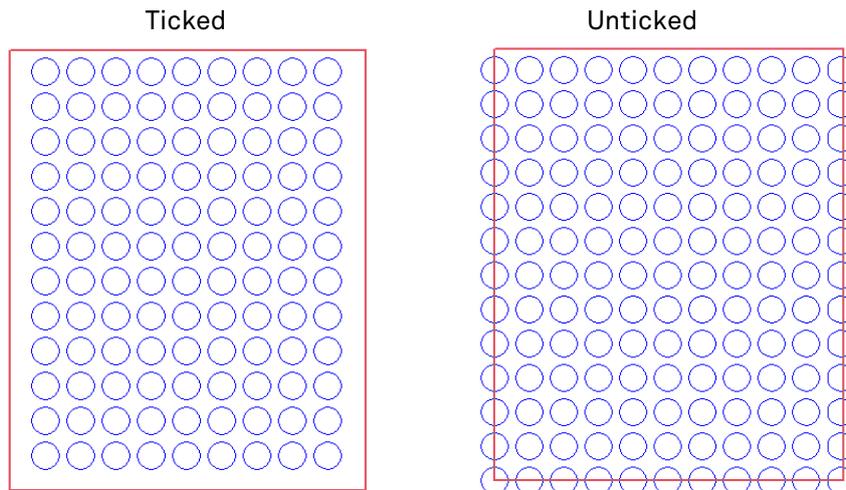
Then the first circle will be positioned as follows:

The first distance between the edge and the object is equal to: Radius of the circle (2 mm) + distance between two LEDs (5.2 mm - 2 mm), which is 3.2 mm..



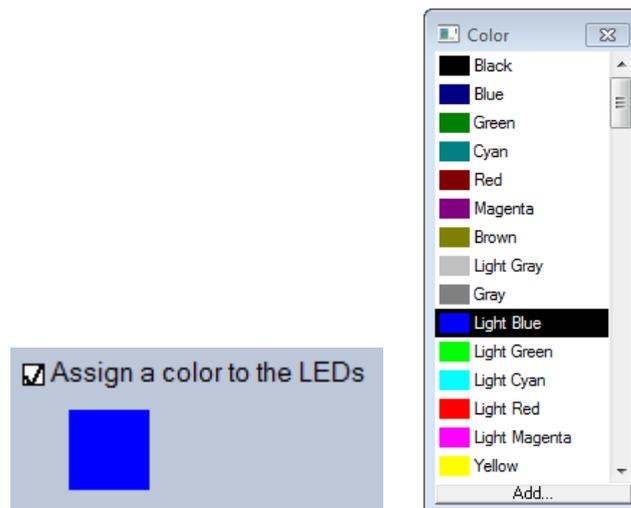
- **Only LEDs included**

By ticking this box, the result will only take account of the LEDs inside the selected contours. These contours represent boundaries which cannot be exceeded.

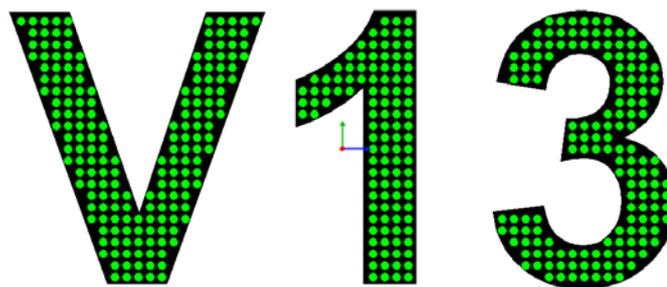


- **Choose a colour**

This setting allows you to assign a colour to the result, in preparation for machining according to the colours of the contours. The colour list window appears if you click on the coloured square:

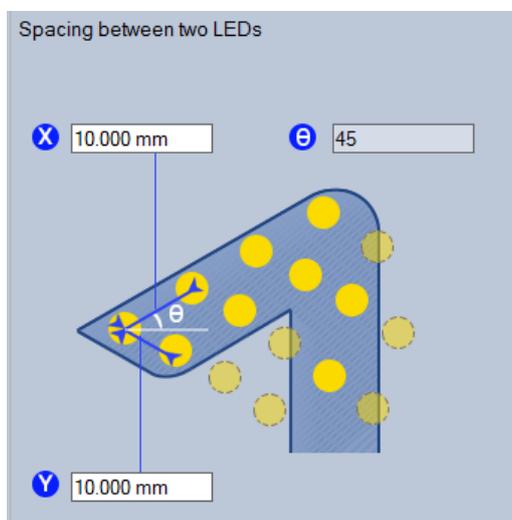


Example with the colour green and with the fill colour display option selected:



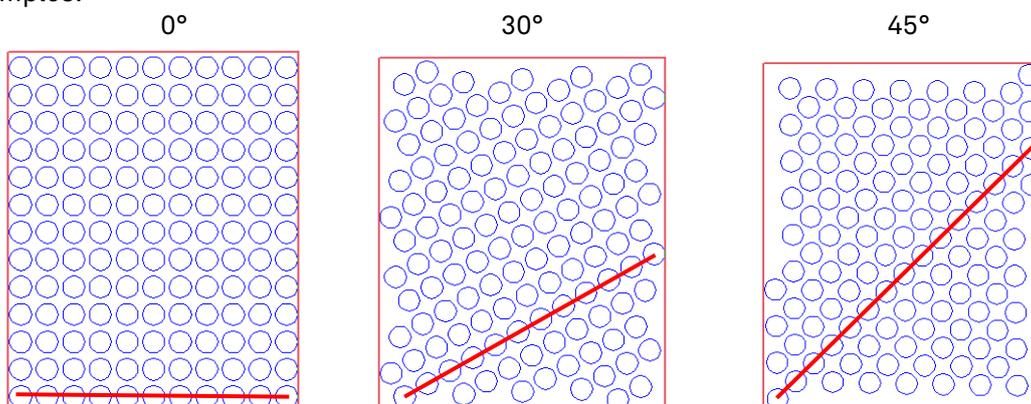
- **Spacing between two LEDs** and duplication angle

The distance between LEDs along **X** and **Y** is the centre distance. It must be greater than the diameter of the LEDs.



To apply an effect to the arrangement of the LEDs, it is possible to orientate them at an angle.

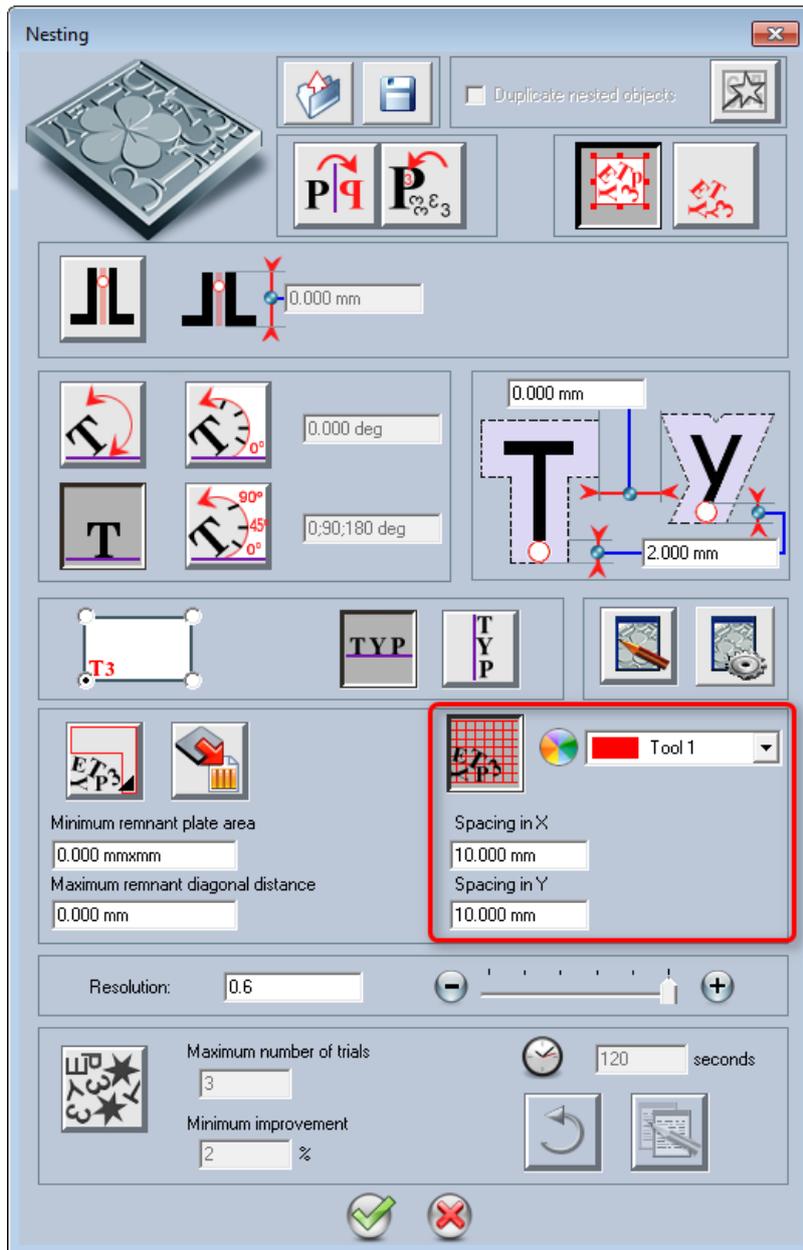
Examples:



Some results of these variants:



2.2.  Automatic matrix cutting of offcuts generated from nesting

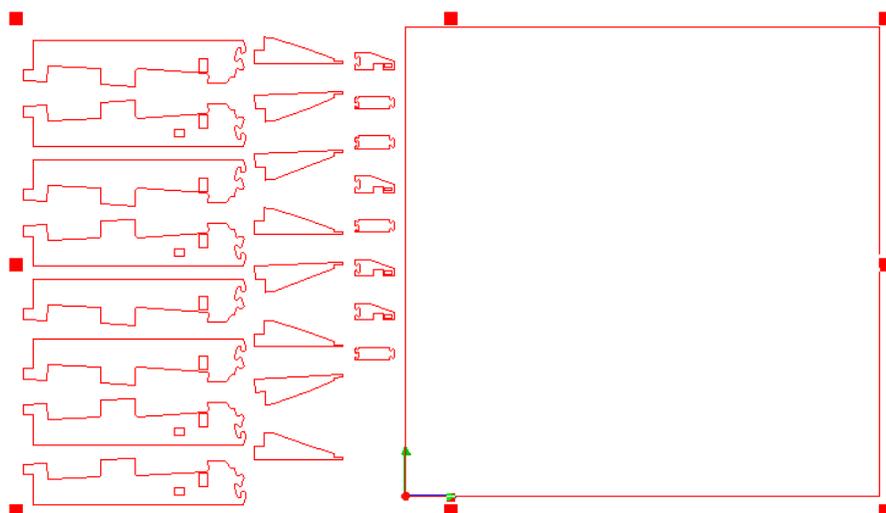


In the version V12, it was already possible to retrieve the shape of the offcut and save it in a symbols library in order to reuse the offcut at a later date. The user thus economised on raw material.

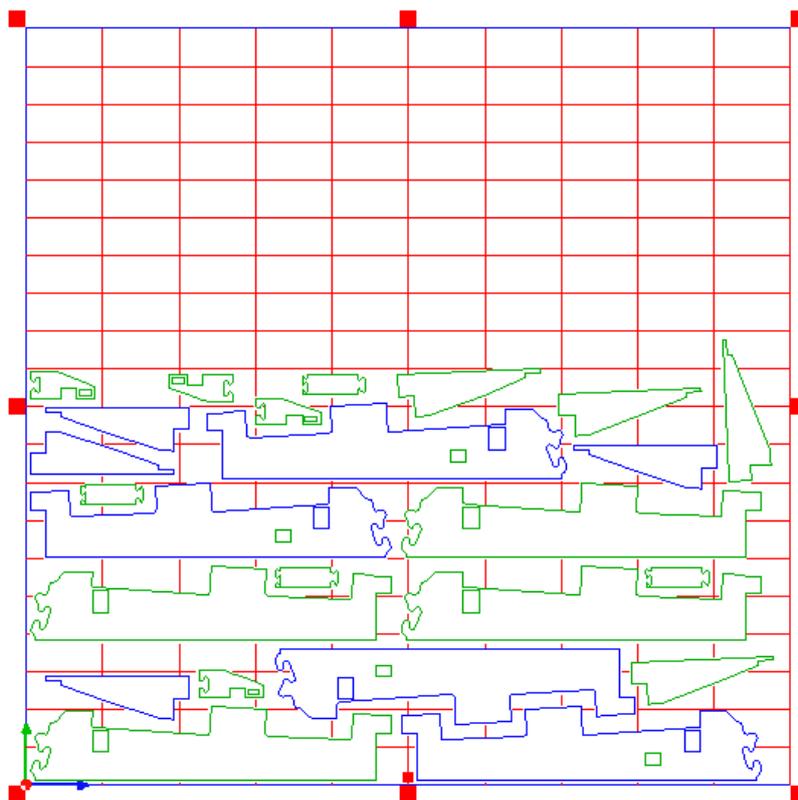
With V13, a new functionality allows you to manage the removal of offcuts. For cutting "heavy" material such as metal, removing the offcut can sometimes present considerable problems: shapes remaining undefined, not easy to handle, too heavy, sharp etc. Here, the idea is simple. Upon completion of nesting, the user will be able automatically to launch the creation of matrix cutting lines associated with colour machining.

He or she must define the matrices representing the **Spacing along X** and **along Y**.

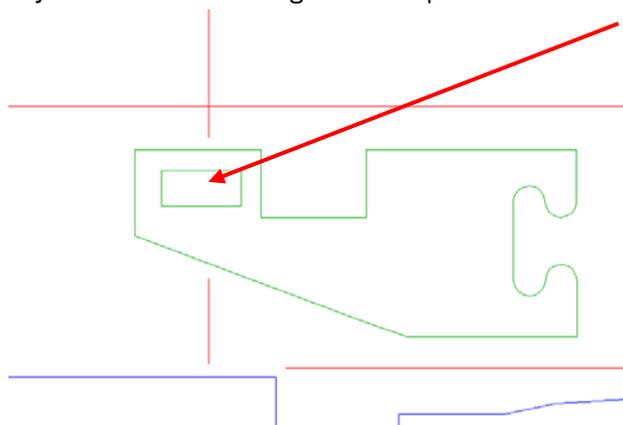
Example involving a nesting of objects inside a square:



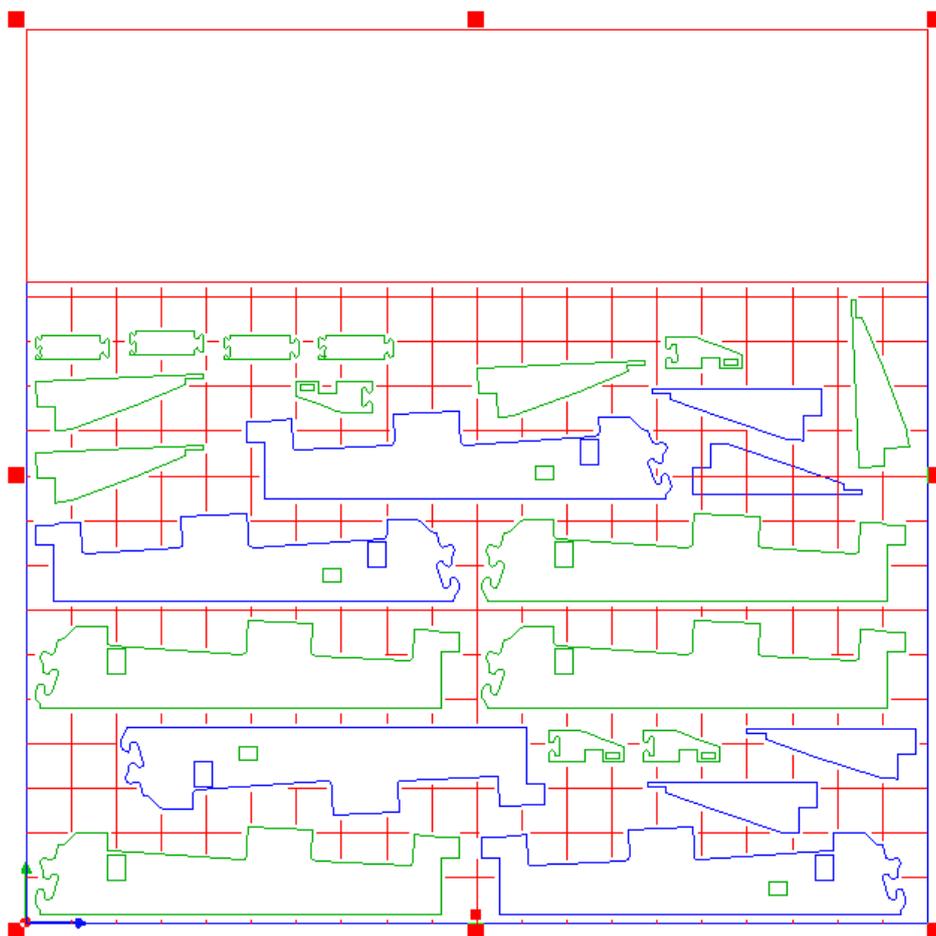
Result of the cutting lines:



The distance separating the objects from the cutting lines is equal to the diameter of the tool.



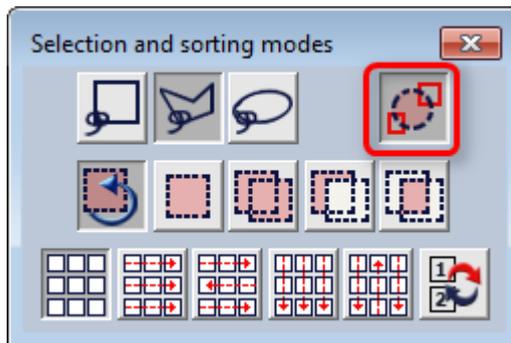
You can combine both and have this result : cutting line and remnant material



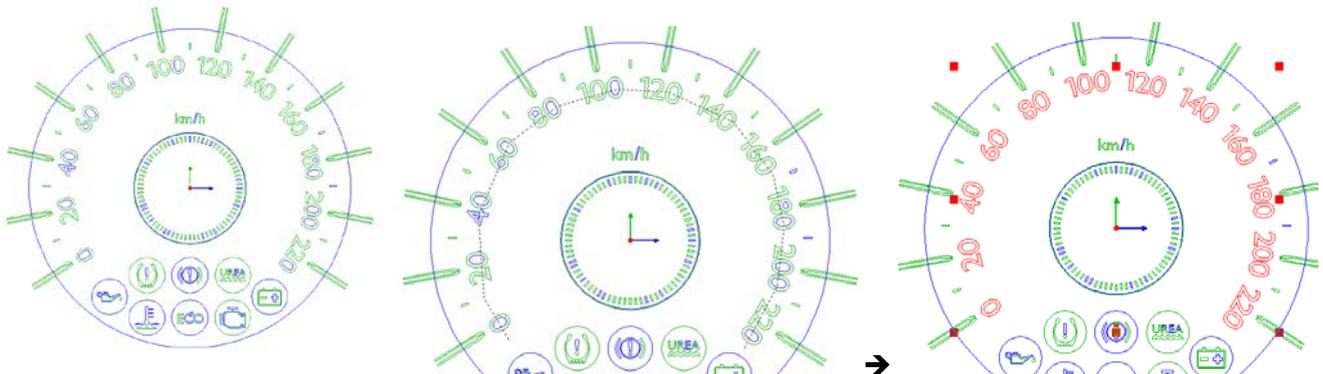
2.3. Selection by touch

With V13, object selection is even simpler on circular contours. Now curves need only be "touched" in order to be automatically selected.

In the **Edit** menu, click on the  **Selection and classification modes** icon, and then click on the  **Selection by touch** icon. The icon  is displayed. The  **Selection by Polygonal Lasso** mode is enabled. Then, simply create lines or curves that pass through the objects to be selected. Double-click to complete the selection.



Example: Selecting only the figures of a counter dial.

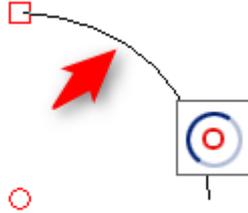


The dotted selection curve "touches" the objects, thereby confirming the selection. Subsequently, the machining sequence will be identical to the selection sequence. The toolpath will be optimal.

Note: the keyboard shortcut **CTRL+T** brings up the order of execution of the machining process.

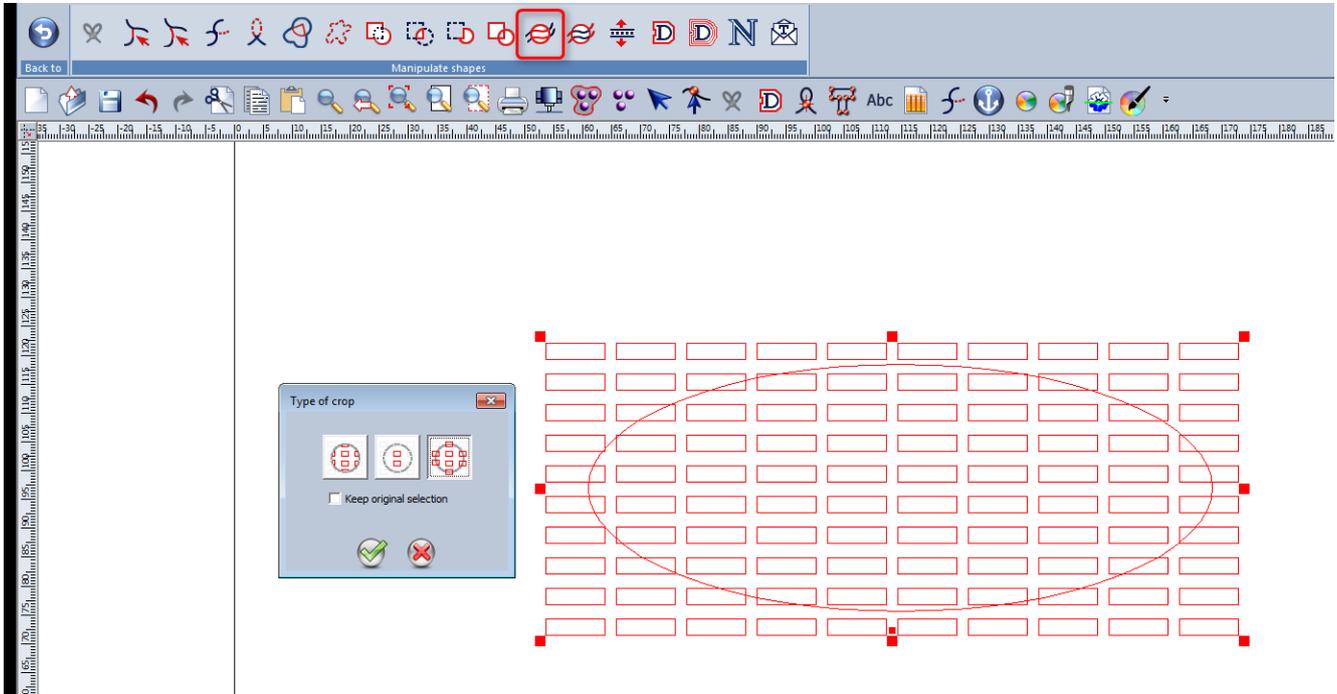
2.4.   Arc Centre Snap mode (F3)

If you click on  and then on , when your mouse pointer enters the arc, it snaps the center of the arc.



2.5. Type of cropping

Holding the Ctrl key down, click on . The **Type of cropping** dialogue box appears.



Click on **Standard cropping** to keep only those open or closed curves that are within the first curve selected, and portions of open or closed curves "touching" the first closed curve selected.



Click on **Remove elements touching the frame** to keep only those open or closed curves that are within the first curve selected. Open or closed curves "touching" the first closed curve selected are deleted.

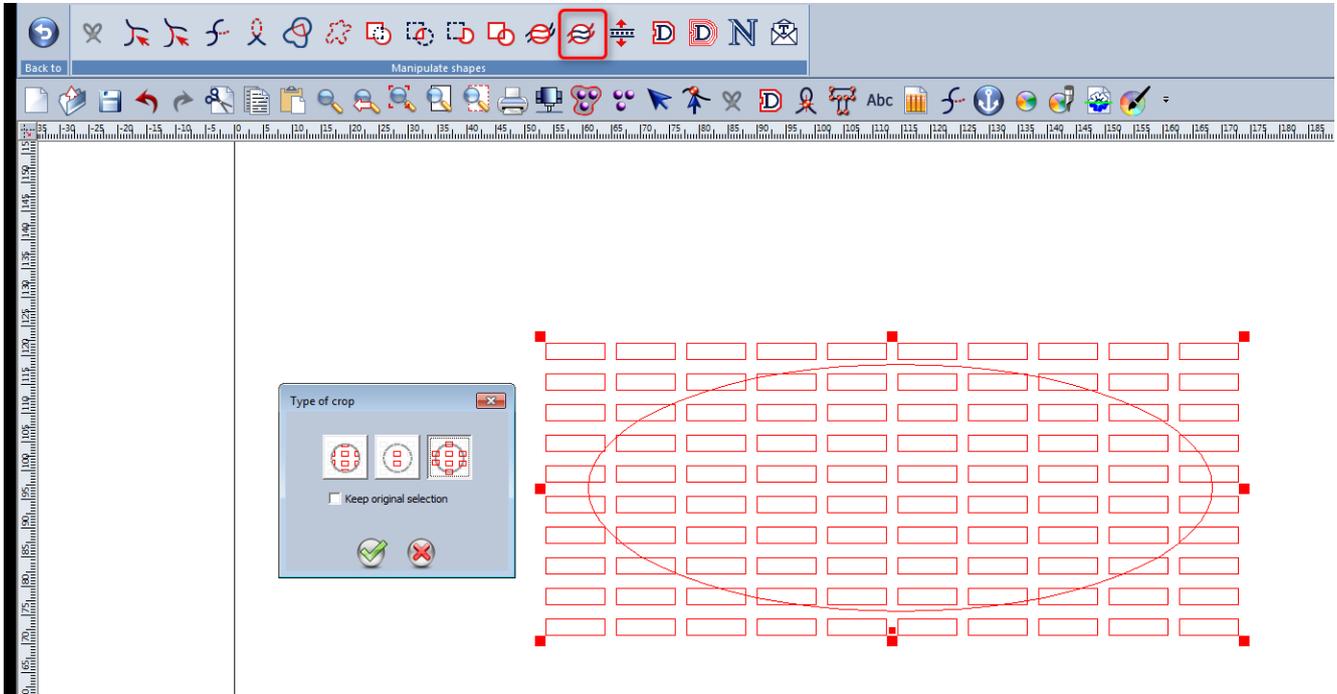


Click on **Keep elements touching the frame** to keep only those open or closed curves that are within the first curve selected, and the open or closed curves "touching" the first curve selected.

Enable the **Keep the selection** option to keep the first closed curve selected.

2.6. Type of perforation

Holding the Ctrl key down, click on   . The **Type of perforation** dialogue box appears.



Click on  **Standard perforation** to keep only those open or closed curves that are outside the first curve selected, and portions of open or closed curves "touching" the first closed curve selected.

Click on  **Delete perforation elements** to keep only those open or closed curves that are outside the first curve selected. Open or closed curves "touching" the first closed curve selected are deleted..

Click on  **Keep perforation elements** to keep only those open or closed curves that are outside the first curve selected, and the open or closed curves "touching" the first curve selected.

Enable the **Keep the selection** option to keep the first closed curve selected.

2.7.  **Optimisation of 3D curves in projection and mapping**

TypeEdit possesses unique know-how in the field of projections and mapping of shapes on simple or complex surfaces or on bas-relief. The algorithms prevent excessive deformations. The wizards help to position the expected engraving result precisely.

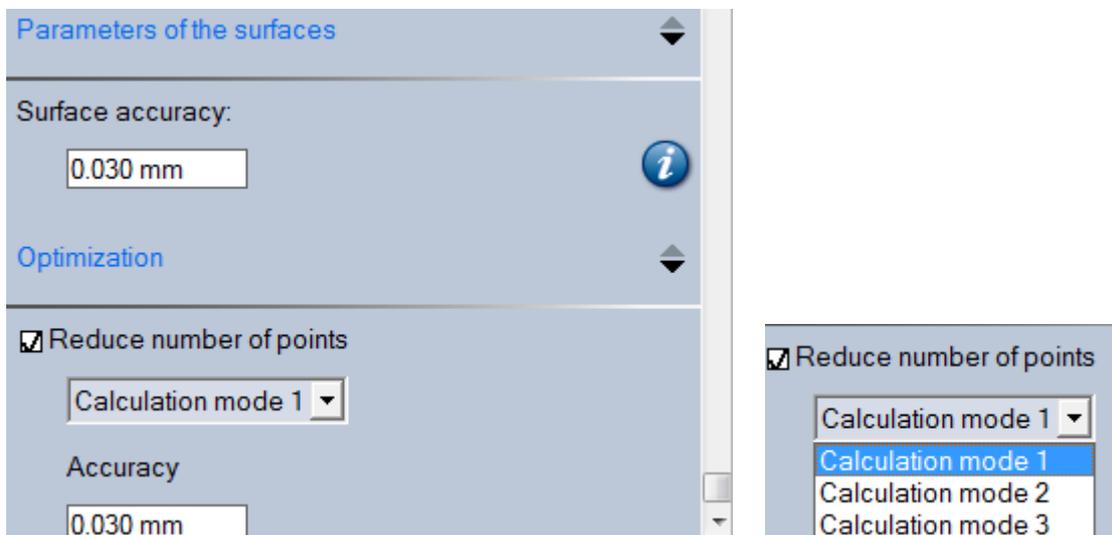
TypeEdit guarantees a considerable saving in machining time in the moulding trades.

In TypeEdit, all the projection and winding wizards offer access to the following settings:

Reduce the number of points

If this setting is enabled, select:

- a **Calculation mode** for optimisation from among three choices
- a calculation **Precision**, corresponding to the discrepancy observed between the projected/mapped curve and the 3D optimised curve

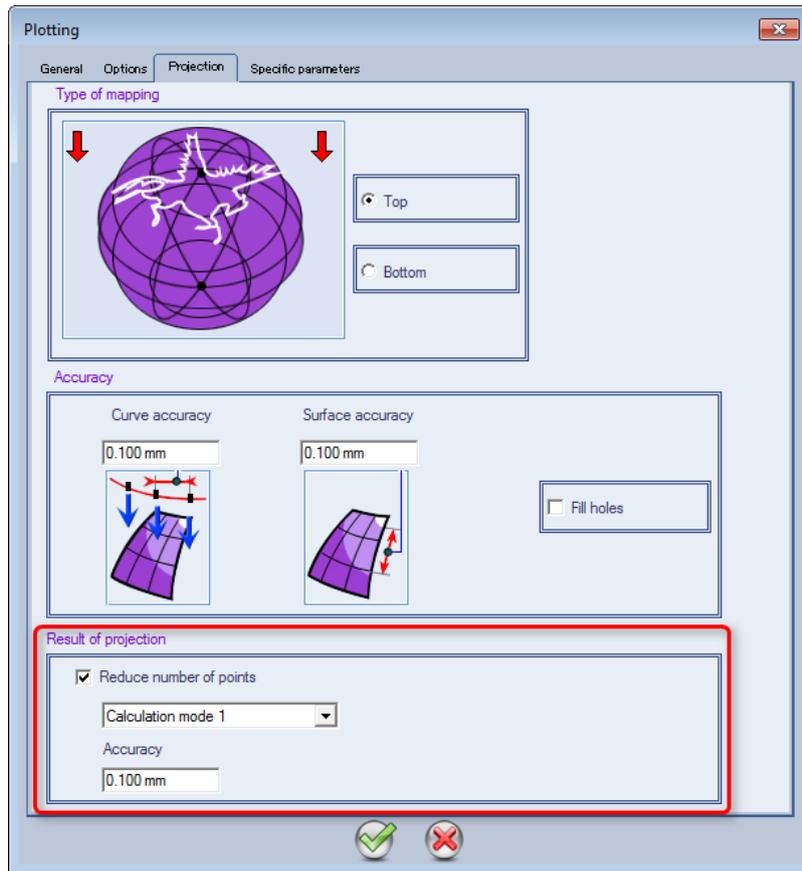


The **Calculation mode 1** gives excellent results with a **Precision** of 0.02 mm. You can change the **Precision** according to the size of the model and the final quality required.

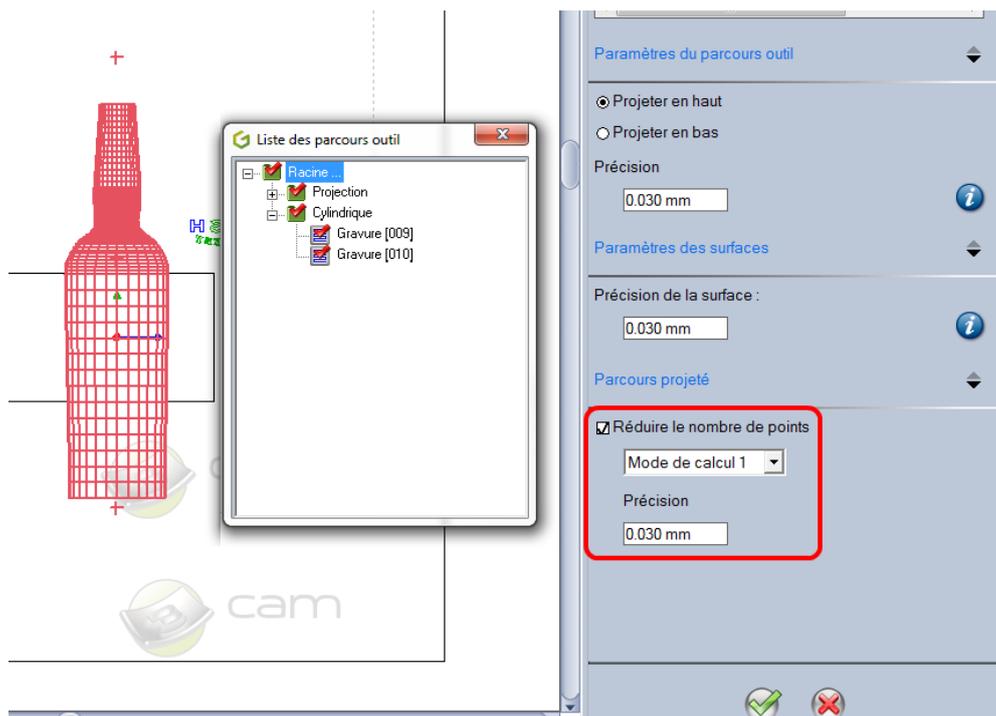
Note: For engravings with small dimensions, it is not recommended to **Reduce the number of points**.

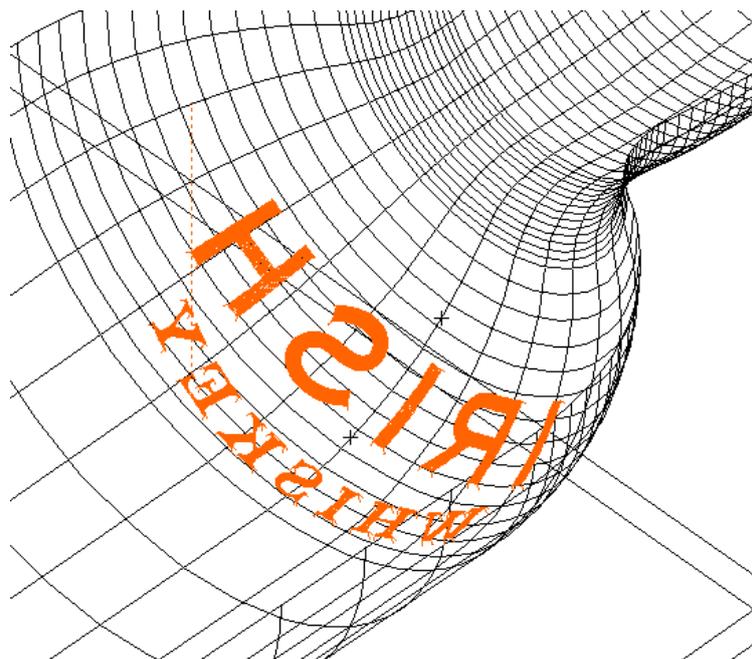
The settings are available in the **CAM** tab, now not only via wizards but also:

- in the toolpaths windows, in the **Projection** tab (example with the **Plot** toolpath is shown below), or



- in the mapping wizards, which can be enabled by double-clicking on the toolpath:





In this example of mapping located on the shoulder of a bottle, the table below summarises the number of points sent to the machine, according to the optimisation mode chosen:

The **Precision** applied is 0.1 mm:

No optimisation	With optimisation Mode 1	With optimisation Mode 2	With optimisation Mode 3
57,008 points	47,498 points	54,154 points	48,525 points

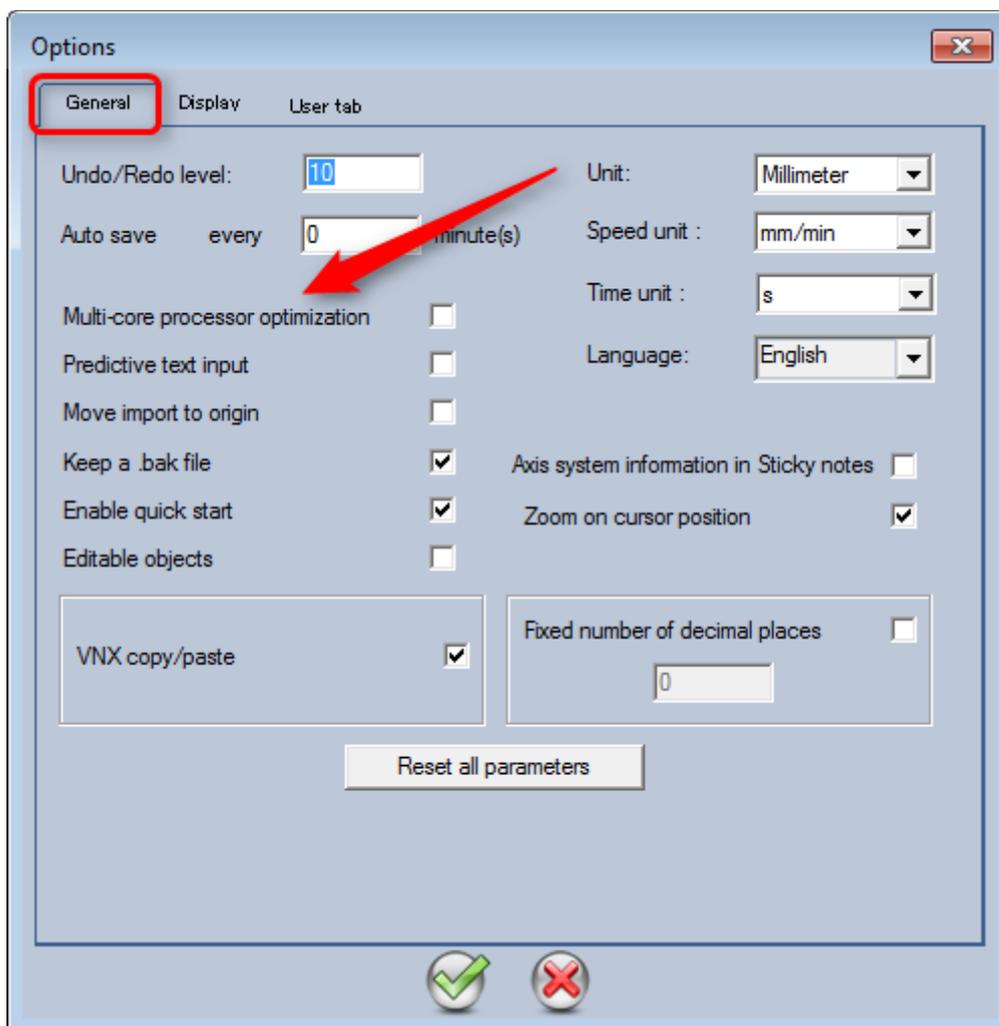
2.8. RAM memory optimisation and use of multicore processors

These new versions of TypeEdit and LaserType offer two significant improvements:

- Enhanced management of RAM memory: up to 3 gigabytes, which is up to three times more than previous versions.
- Use of multicore architectures, reducing the **Engraving** tool path calculation times in the **CAM** tab and also in the **TypeArt** tab, for the calculation of symmetrical curves for example.

The version V13 manages significantly more curves in 2D imports, during multi-copy calculations, wherever there is a large number of vectors and points. The management of several microprocessors provides a real time saving in the calculation of displays and renderings.

You can use this new option if your microprocessor has at least two cores (Core 2 Duo, Quad Core, etc.), by ticking in **Options (F10)\General\Multicore processor optimisation**:



2.9. Networked tool database

For businesses with several users of TypeEdit and/or LaserType who wish to control the use of tools on their CNC machines, it is essential to have just one tool database.

Up to now, the tool databases were installed by default locally on each workstation. The files were named "**LtToolDataBase.Dbt**" and "**TeToolDataBase.Dbt**". They are located in the \\CONFIG\ installation directory.

With V13, it is now possible to define a shared location on a corporate network which is, for example, accessible to all employees.

Example with TypeEdit:

To enable sharing, edit the file "**TypeEdit.ini**", which is also found in \\CINFIG\. Locate the **[Path]** section:

[Path]

```
Symbols=C:\TypeEdit_V13-LaserType_V13\SYMBOLS\ARROWS
Marker=C:\TypeEdit_V13-LaserType_V13\SYMBOLS\MARKERS
Import=C:\Users\ETT\Desktop
Export=C:\TypeEdit_V13-LaserType_V13\DRAWWS
Doc=D:\NEW_VERSION\TYPE3\V13\TEST V13\LED Matrix
VNA=C:\TypeEdit_V13-LaserType_V13\Rtrace\BumpMaps
BatchProcess=C:\TypeEdit_V13-LaserType_V13\DRAWWS\CabinetDesign
FontTtf=C:\TypeEdit_V13-LaserType_V13\FONTS\TTF
FontGii=C:\TypeEdit_V13-LaserType_V13\FONTS\GII
FontVision=C:\TypeEdit_V13-LaserType_V13\FONTS\VISION
Model=C:\TypeEdit_V13-LaserType_V13\MODELS
RunDataKitConvertor=C:\TypeEdit_V13-LaserType_V13\DATAKIT\detk.exe
FontSureGrave=
```

At the end of this list of paths, add the following line:

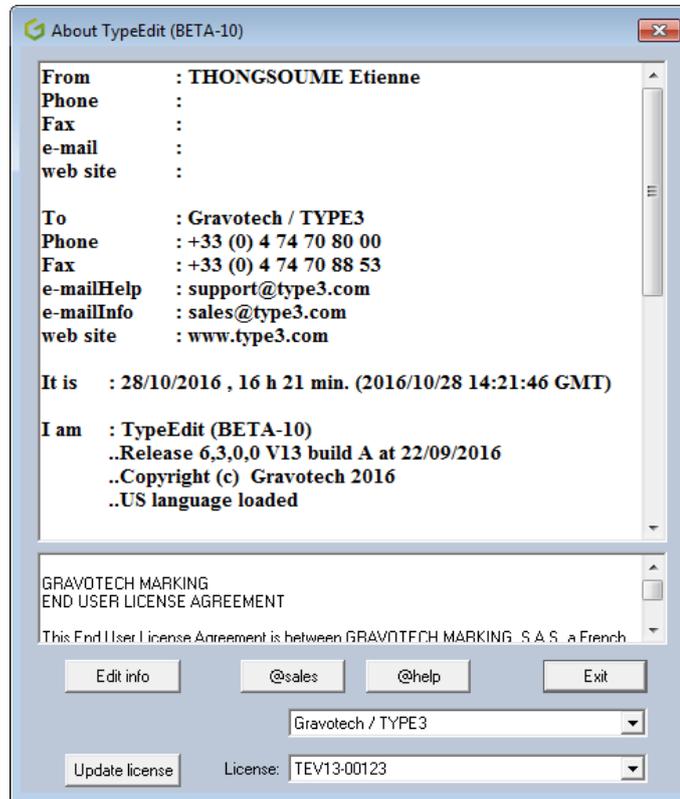
ToolDatabase=X:\Share\MyToolDatabase

X defines the shared network hard drive.

Note: It is necessary to copy the file to be shared, **ToolDataBase.dbt**, into this directory.

2.10. Licence, key and driver update

In order to further simplify licence updating from the **About** window, a button has been added: **Licence update**. A functioning internet connection is required in order to be able to activate a new licence. The application automatically downloads the new file *.lic and copies it into the directory Users\[User Name]\.gravotech\licence.



As a reminder:

1. The licence is updated when there is:
 - a change of version (V11 to V12 or V12 to V13)
 - a change of options (addition of a new functionality, a new module, an additional machine, an expiry date etc.)
2. The key is updated when there is:
 - a change of firmware
 - a request for customisation
3. The key driver is updated when there is:
 - a change of operating system
 - a change of station

Link for downloading the latest driver:

<http://www.safenet-inc.com/sentinel/downloads/?s=&c=End+User&p=Sentinel+LDK&o=Windows&t=Runtime+%26+Device+Driver&l=all>