



GLASS EYE 2000 ENTERPRISE EDITION

User's Guide Supplement

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Getting Started

Thank you for purchasing Glass Eye 2000 Enterprise Edition! This guide covers product features specific to the Enterprise Edition. For a tutorial on the basic product features, see your Glass Eye 2000 User's Guide.

■ Minimum system requirements

The system requirements specific to the Enterprise Edition are:

- Microsoft Windows 98 or later
- 32MB RAM
- 64MB Free Disk Space
- USB port

■ Installation

Please read this entire section before installing the Enterprise Edition.

1. Insert the CD into your CD ROM drive.
2. If installation does not begin automatically, run D:\SETUP.EXE (where D: is the letter of your CD ROM drive).
3. The setup program will guide you through the installation process. Follow the instructions on the screen.
4. Once installation is complete, insert your hardware key (dongle).


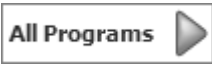


If you have previously installed another version of Glass Eye 2000, you should not uninstall it before installing the Enterprise Edition.

■ Starting Glass Eye 2000

To start Glass Eye 2000, double-click the shortcut item on your desktop.



Another way to start the program is as follows:

1. Click the  button on the Windows taskbar.
2. Choose  from the menu that appears.
3. Choose  from the next menu that appears.
4. Choose  from the next menu that appears.

■ Uninstalling

Should it ever become necessary to remove Glass Eye 2000 from your computer, follow these steps:

1. Open the Windows Control Panel.
2. Double-click the Add/Remove Programs icon.
3. Select "Glass Eye 2000" from the list of software.
4. Click the Change/Remove button.
5. Follow the instructions on the screen.

Please uninstall only if you wish to remove Glass Eye 2000 permanently from your computer.

■ Moving to another computer

You may install Glass Eye 2000 on multiple computers. Always do this by installing from your Enterprise Edition CD; do not attempt to copy files that constitute the Glass Eye 2000 software. When you wish to work on another computer that has the Enterprise Edition installed, take your hardware key with you and place it in a USB port on the other computer before starting Glass Eye 2000.

■ Lost or damaged hardware key

By far the most valuable part of your purchase is the hardware key. It contains your Enterprise Edition license. Please take steps to ensure that the key is not damaged or stolen.

If a hardware key is stolen or destroyed, Dragonfly Software may be able to provide a replacement at a discounted price if a verifiable copy of a police report or insurance claim is provided. Likewise, we may be able to replace a damaged hardware key for a small fee if the original is returned to Dragonfly Software. If a key is lost and no police report or insurance claim is available, the product will have to be purchased again at full price.

Glass Eye 2000 Enterprise Edition

Glass Eye 2000 Enterprise Edition is the top of the line in the family of stained glass design software from Dragonfly Software. It includes all the capabilities of the Professional Plus Edition, but adds the ability to output your designs to plotting and cutting devices. For the sake of simplicity, we will from now on refer to any device that moves a tool across a cutting surface a "plotter" even though we might be talking about a sign cutter, water jet cutter, or other similar device.

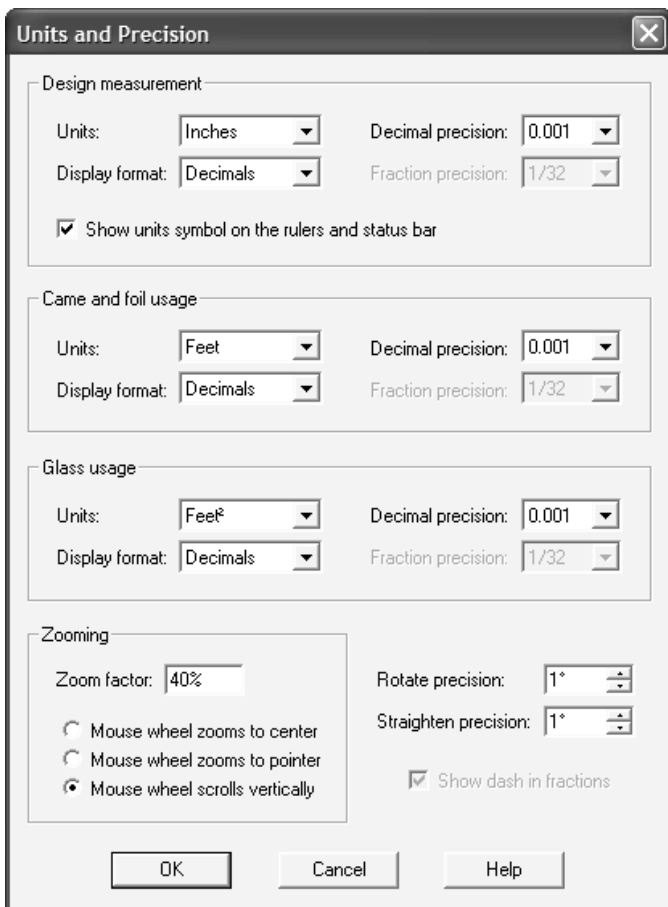
Most plotters do not have Windows printer drivers, a type of software most suited to multi-page paper documents. Nearly all plotters accept control sequences in the HP-GL or DM/PL languages, or in dialects of these languages. To express it in simple terms, the Enterprise Edition adds HP-GL and DM/PL support to Glass Eye 2000 so that your designs can now be sent to devices that understand those languages.

Plotter support goes much further than that, however. For many applications it is first necessary to separate a design into its individual pieces. This is essential, for instance, if sending designs to a water jet cutter, or for cutting overlay film. After separating the design into pieces, the pieces might also have to be grouped by color before sending them to the plotting device.

This tutorial will guide you through the basic steps of using Glass Eye 2000 with your plotter: plotter configuration, piece separation, nesting, and plotting. Along the way we'll learn about other great product features that go beyond the basics. Let's get started!

■ Units and Precision

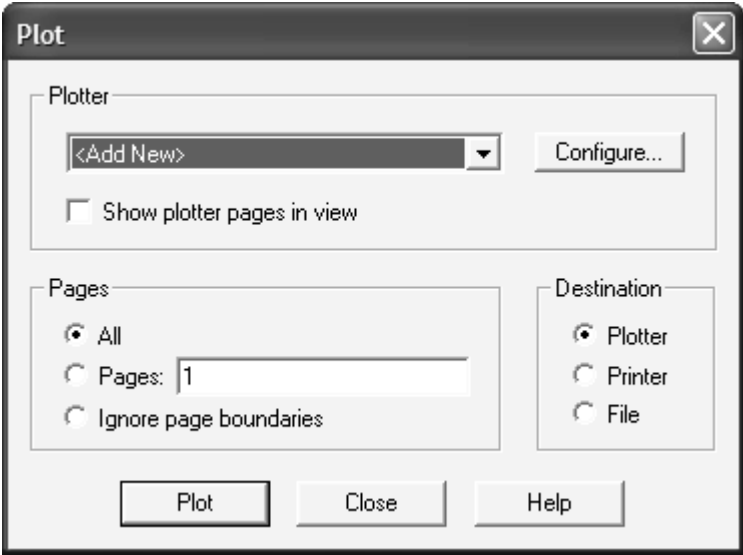
Before we begin the tutorial, use the Units and Precision command on the View menu to bring up this dialog box:



The important setting is the first one. If you typically work in feet and inches, choose "Inches" for your design measurement units. If you use the metric system, choose "Millimeters." Setting the proper units will make it easy to follow the discussions ahead as plotting functions utilize these units.

■ Plotter Configuration

The first step in preparing the Enterprise Edition for use is to set up your plotter. Because plotter configuration isn't performed very often, there is no menu item for it. Instead, you get to it using the Plot command on the File menu. Later we'll explore the Plot command in more detail, but for now just invoke the Plot command to show the Plot dialog box:



The dropdown control at the top shows you a list of plotters that have been configured as well as the choice "<Add New>". Most likely this will be your only choice because no plotters have yet been configured, but Glass Eye 2000 might detect plotter definitions previously established by other software. For now, select "<Add New>" from this list and click the "Configure..." button to begin plotter configuration.

Plotter configuration consists of four tabbed pages. Here is a brief summary of the attributes you can set on those pages:

General: Name, manufacturer, port, and resolution

Media: Page size, page overlap, gap between pages, leading edge

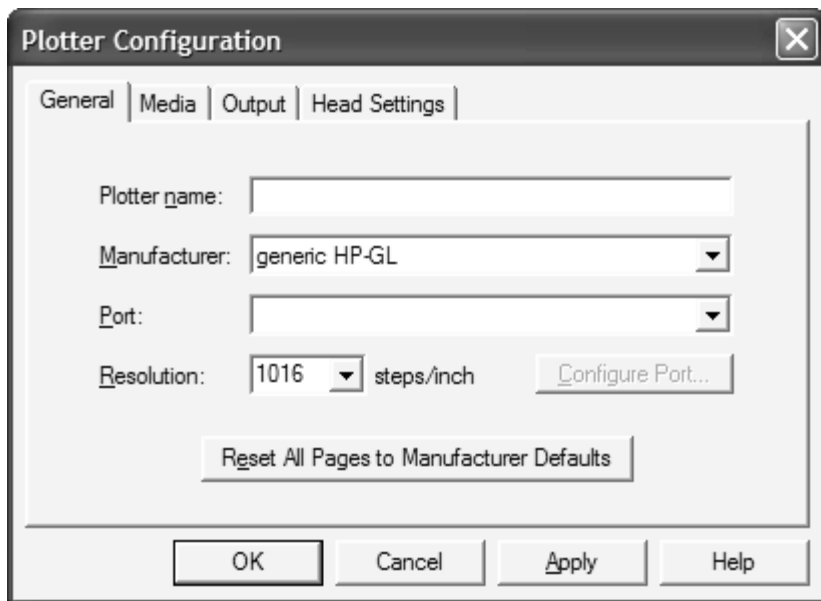
Output: Language, initialization/termination characters, plotting options

Head Settings: Advanced control over printing head attributes

Some of these terms might be new to you. In the pages ahead we'll describe each of them in detail. Many of these settings are optional and their current values usually work just fine.

General

The "General" plotter configuration page looks like this:



Start by entering a plotter name of your choice. You can name it whatever you wish. You'll be able to change it later if you need to.

Now choose the plotter manufacturer from the list, which sometimes includes a specific model as well as a manufacturer. If you don't see an exact match, a close match will probably work fine. If you don't find even a close match then choose either "generic HP-GL" or "generic DM/PL" depending on which language is acceptable to your plotter. Consult your plotter documentation for the right choice.

The port is the connection point on your computer where your plotter communications cable plugs in. Glass Eye 2000 cannot determine the port automatically; you will need to select the correct port from the dropdown list. If you've used the plotter successfully with other software but can't recall the correct port setting, you might try running that software to see what port setting it has. Plotting over a network is possible by selecting the desired network port from the list. Notice that you can configure that port if you need to. Chances are that the default settings will work fine, but consult your plotter documentation to see if you need to change these settings.

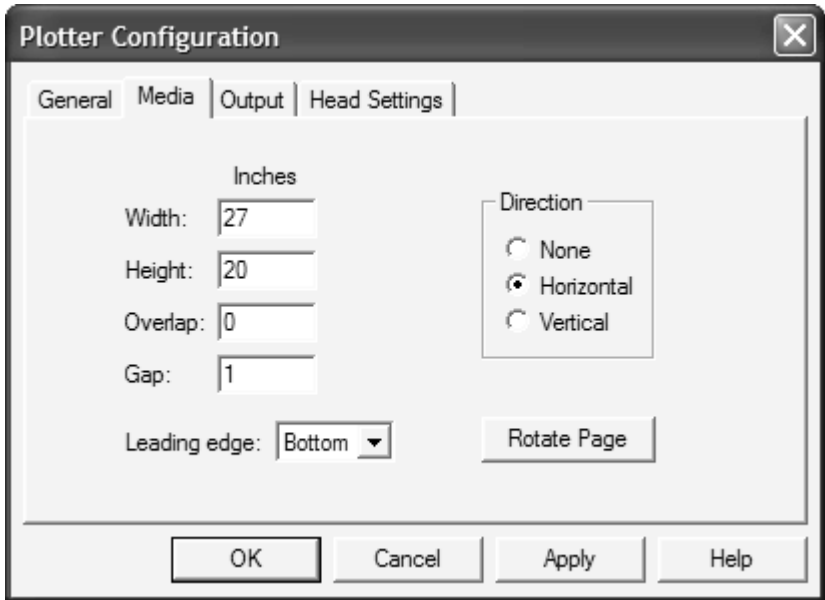
The resolution value determines the size of the smallest possible plotter movement. This value is always in steps/inch even if you are using the metric system. **You should not adjust the resolution value unless advised to by a technical support technician.**

If you ever need to return to the manufacturer's recommended settings for your plotter, the button at the bottom of the page will accomplish this. The reset will apply to all four pages of plotter configuration settings.

Media

Click the tab labeled "Media" to move to the next page. On this page you describe the media to which your plotter pages are sent. The simplest setting is the size of the media, which you enter in terms of width and height. It doesn't matter much which dimension you enter as the width and which as the height, as these values are easily exchanged if they need to be. For the purposes of this tutorial, set the width to 27 and the height to 20 (or 660mm width and 460mm height if metric).

If you want your plots to extend beyond the page boundaries, you may enter an overlap value. Some people use this to help align plots that span multiple pages. For now, leave this value at zero to indicate that you don't want your plotting to extend beyond the page boundaries.



When printing multiple pages consecutively, such as to a paper roll, the "Gap" represents the space between pages. Leave this value unchanged.

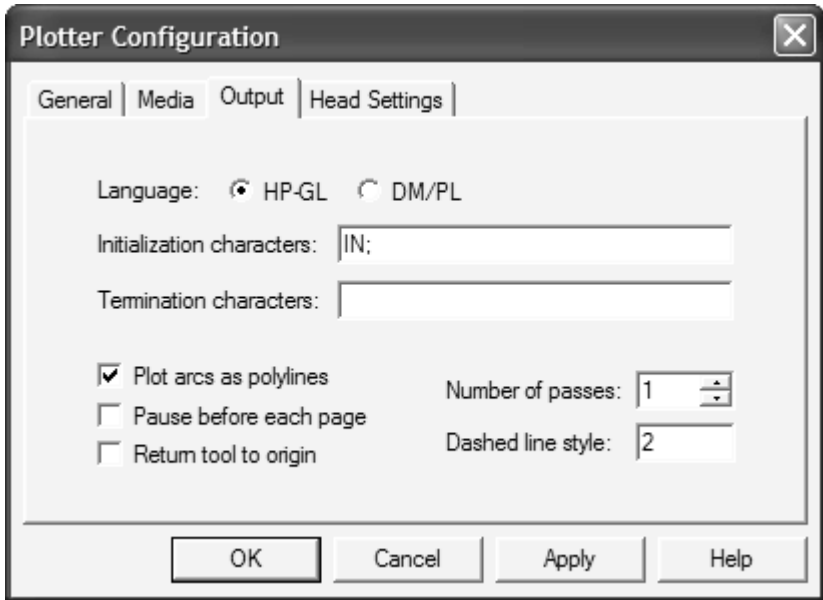
The "Leading edge" specifies which edge of the medium will be sent through your plotter first. Set it to "Bottom" for now and we'll discuss this setting more when we do our first plot.

"Direction" specifies the apparent flow of any pattern on the medium. This setting comes into play when positioning pieces on the medium during an Explode operation. In this example, with sheets that are 27" wide and 20" high, the pattern flows left to right so we indicate a horizontal direction.

The "Rotate Page" button gives you a quick means of swapping width and height, moving the leading edge 90° clockwise, and changing direction.

Output

The settings on this page are more advanced than we've seen so far, but the good news is that we're not going to change any of the default settings. We'll describe these options, but you can jump ahead if you want to skip this section.



The "Language" is either HP-GL or DM/PL, which are the two languages that Glass Eye 2000 uses to communicate with your plotter. The default setting is determined by your choice of manufacturer on the General page. You can override this setting if you wish, but it is not recommended.

The initialization characters are the set of codes that are sent to your plotter at the beginning of plotting. Changing these codes requires knowing either the HP-GL or DM/PL languages, and unless you have a specific technical need you should not alter these characters. Likewise, the termination codes are the codes sent to your plotter at the conclusion of plotting.

The remaining options, which we won't change for now, are:

Plot arcs as polylines

Some plotters can understand a command for drawing an arc, and others cannot. Generally arcs appear smoother when drawn in this fashion, but if you have this option enabled and arcs are not appearing then you will probably need to disable it. When this option is disabled, an arc is approximated by drawing it as a series of very small straight-line segments, known as a polyline.

Pause before each page

Enable this option if you want Glass Eye 2000 to wait for a confirmation before printing a page.

Return tool to origin

The "tool" is the instrument that moves across your media, such as a pen or blade. By enabling this option the tool is returned to the point from which it started after a page is plotted.

Number of passes

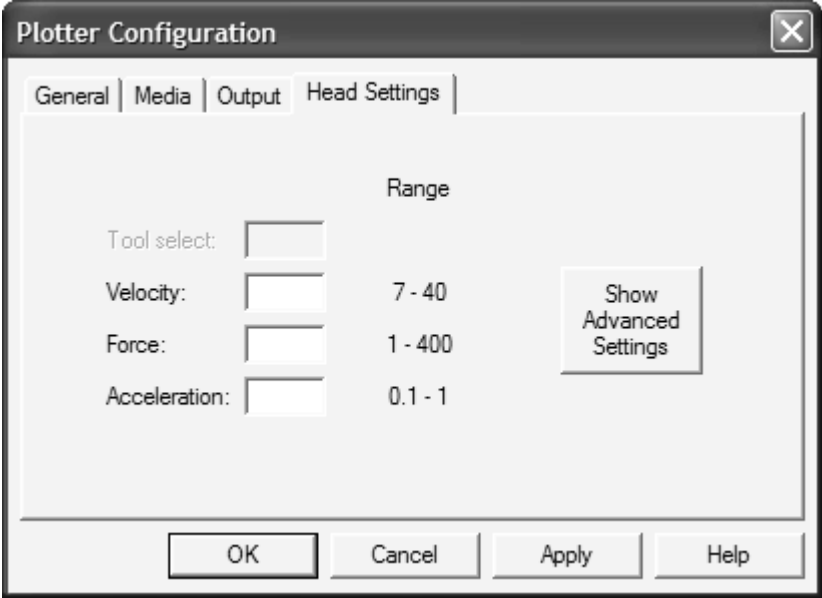
When cutting a tough material, a second or third cutting pass is sometimes helpful. You normally leave this value at 1, but you may increase it if you want multiple passes.

Dashed line style

Most plotters can handle a variety of dashed line patterns, but one plotter's patterns are often different from another's. If you are plotting dashed lines, consult your plotter documentation to find the best setting, or experiment with a few different values. Usually the default setting will provide good results.

Head Settings

On this page you can define extra control codes that will be sent to your plotter each time you plot. If you don't enter any values then no extra codes are sent and that's what we want for now. You should adjust these values only if instructed to by your plotter documentation. Even if you want to adjust some of these values, you might prefer to adjust these settings using the control panel on the plotter itself.



The four codes that you can adjust are:

Tool select: This indicates which plotting tool is to be used, assuming that your plotter can choose from a set of available tools. A "tool" in this case refers to the plotting instrument, generally a pen or a blade.

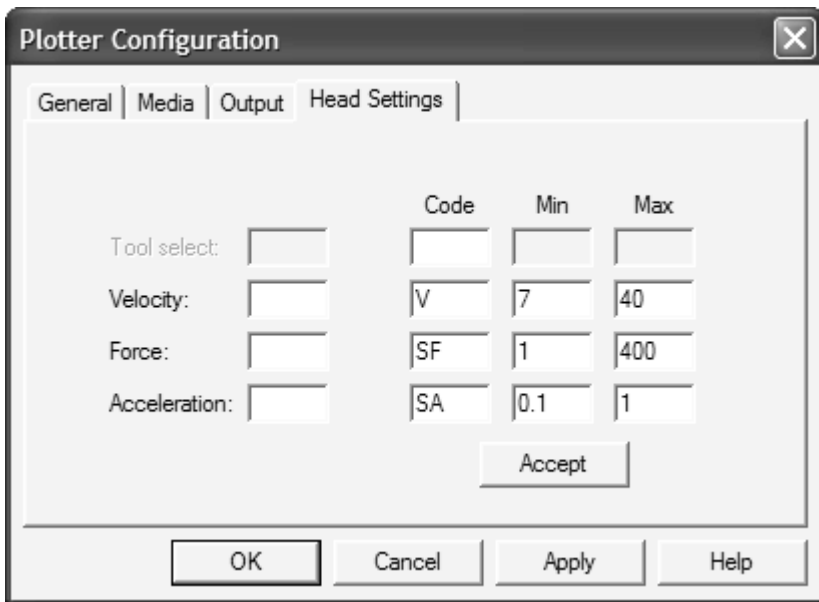
Velocity: The speed at which the plotting is done.

Force: The amount of downward pressure applied to the tool when plotting.

Acceleration: The rate at which the tool reaches full speed when starting or ending a line.

You'll see the range of acceptable values displayed next to each field. Each value is sent to your plotter as a code and a number. You may edit the codes and the range of acceptable numbers by clicking the "Show Advanced Settings" button and entering in your new values. The original values are derived from the manufacturer's specifications and you should change them only if you are absolutely sure they are incorrect.

In the example shown here, this plotter does not have multiple tools so the tool select option is unavailable. Velocity must fall in the range 7 to 40, and uses the code "V" for this option; force and acceleration values work in a similar way.

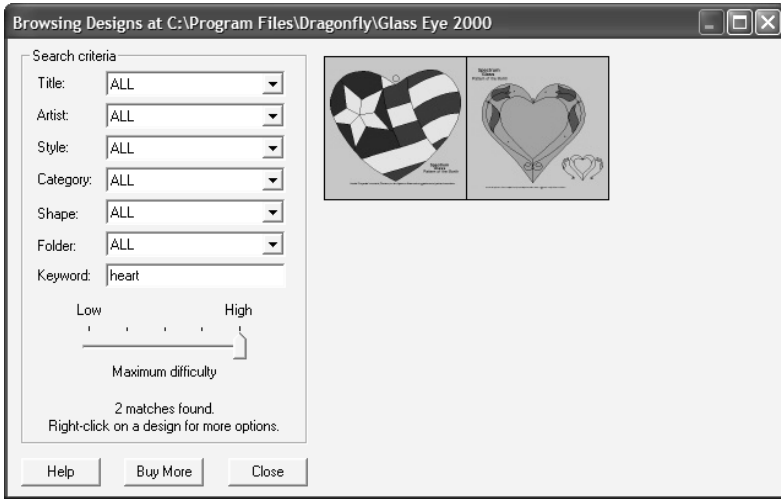


Now click the OK button to conclude plotter configuration and you'll be back at the Plot dialog box. Click the Close button there to return to Glass Eye 2000.

■ Plot



Now that your plotter is defined we're ready to use it. Let's do a test using the "Heart of America" pattern by Lisa Vogt. This design is part of the standard Glass Eye 2000 library, which you can see using the Browse Designs toolbar button. To find the design quickly, type in a keyword of "heart" and you're likely to see only two designs:



"Heart of America" is the one that looks like a flag in the shape of a heart. Double-click that image to open it in Glass Eye 2000.

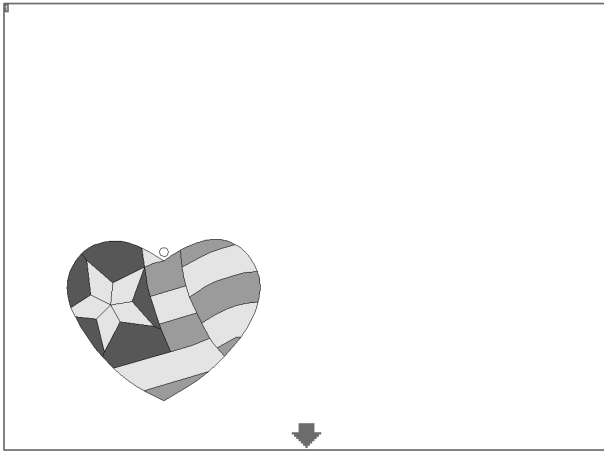
If you wanted to print (as opposed to plot) this design, you'd use the Print command and let the program figure out how to center it on the paper. But plotting is a little different, and you almost always want to have control over the placement of the design on the plotting medium.

To help you achieve this control, Glass Eye 2000 can show you the plotter pages right in your design so that you can see exactly where your design will be placed. Let's try this now.



Use the toolbar button shown here to invoke the Plot command. Check the "Show plotter pages in view" option and then click the Close button. You probably won't see the effect yet because the

change has happened outside of your view, but press the Enter key to "Zoom All" and you'll see a rectangular box surrounding your design.



This rectangle represents the page boundary at the size we specified on the Media page, and as the design fits easily on a page only one page appears. When we plot this design the heart will appear on the page in exactly the position shown.

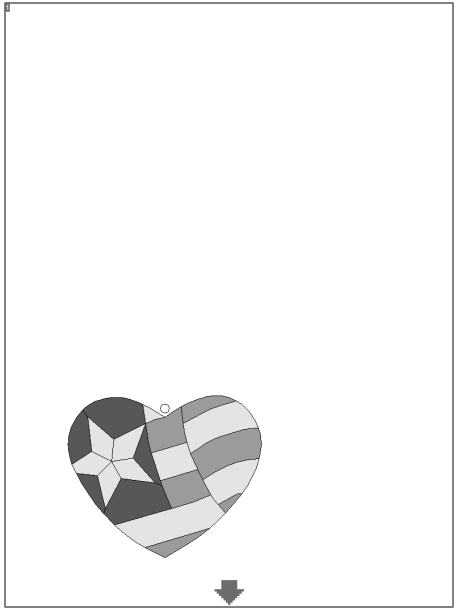
Before we plot, however, we'll need to get the page oriented correctly. You have four edges on a rectangular page, and the placement of the design clearly will depend on which edge of the medium goes through the plotter first. In other words, by putting the short edge of the medium through the plotter first, you'll get a different placement than if you put the long end through first.

This is where the concept of the "leading edge" comes into play. When we configured our plotter we specified that the bottom edge was the leading edge. Glass Eye 2000 takes this choice into account as it generates the plotter output. For your plot to look as it's shown on your screen, you'll have to feed the long end of your page through the plotter first. This is because the long edge, as we can see, is the bottom edge.

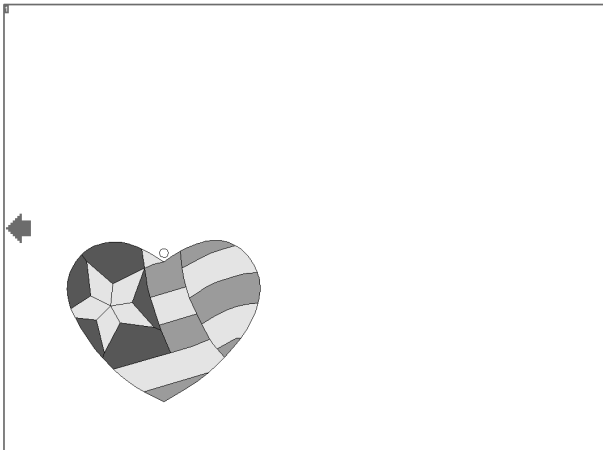
On your screen you'll see a green arrow indicating the leading edge. If you like, you can think of the arrow as pointing in the direction of travel of the

media through the plotter. In our diagrams here we've enlarged the arrow size to make it easier to see; the arrows you see will appear smaller.

It might be that your plotter is not wide enough to accommodate the long edge of a page, and that you'll have to send the short side through first. There are two ways to handle this. First, you could use the Plotter Configuration command to turn the page by swapping the width and the height but keeping the bottom as the leading edge. As a result you would see something like what you see above.



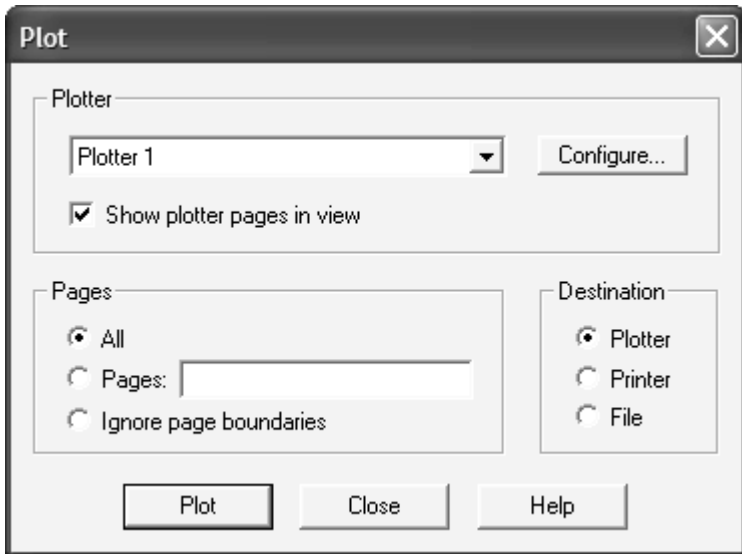
The other solution would be to leave the width and height untouched but make the left or right the leading edge. Making it the left would give you this:



Notice that each of the changes results in a different position of the heart on the plotter page. Choose whatever works for you.

For the remainder of this guide we'll assume that you can plot on pages configured as we described earlier. If your media requirements are different, you may have to adapt these lessons a little to compensate.

Load the medium into your plotter according to your manufacturer's directions, and then invoke the Plot command again. Your Plot dialog box should look like what you see below, although your plotter name will be whatever you declared it to be.



We've discussed the top half of the box, so now let's look at the lower half. On the left you can select the pages you want to plot. Our current design fits on a single page, and choosing "All" will send that one page to the plotter. On the right we can choose to send our plotter output to a plotter, to a printer, or to a file. We'll try these other options later, but for now just be sure that your destination is a plotter. Turn on your plotter, position the tool to the desired starting point, and click the Plot button on your screen.

If everything is configured properly, your design should now appear on your plotter. Because this is the first time you've tried plotting with Glass Eye

2000, there's always a chance that your first attempt will fail. If your design did not plot, here are some possible explanations and solutions.

- Plotter not in the "ready" state. Plotters often have a switch to toggle between online and offline positions. Be sure your plotter is online.
- Wrong port. It is not uncommon to have this setting incorrect when first trying to plot. Use the diagnostic software that was supplied with your plotter to figure out what the correct port is, and then choose that on the General page of the plotter configuration.
- Wrong port configuration. The "Configure Port" button on the General page allows you to set port options such as bits/second, data bits, parity, stop bits, and flow control. The default settings often work well, but you should consult your plotter documentation to learn the proper settings. When these settings are wrong, plotter output is highly unpredictable.
- Port is locked. If you have other software that is actively accessing the designated port, Windows may not allow communication between Glass Eye 2000 and your plotter.

If you have another program that communicates successfully with your plotter, check its port settings and try to match those in Glass Eye 2000.

If none of these ideas solves your problem, please contact Dragonfly Software technical support and we will assist you in configuring your plotter. Please have your plotter documentation handy when you call. Remember that the problem might be something specific to your brand of plotter, and since we don't have all details on every brand of plotting device we might ask you to contact your plotter manufacturer for additional assistance.

If your plot has appeared correctly on your plotter, then congratulations! You can now use your plotter just like a big printer, and if that's all you require then you have everything you need to be productive. But there's much more available to you, so let's continue our discussion with a look at piece separation.

■ Explode

A typical Glass Eye 2000 design has all its pieces joined, and without the features of the Enterprise Edition it's very difficult to separate out the individual pieces. For many plotting applications (water jet cutting, for example) it is essential to plot the individual contours of the pieces.

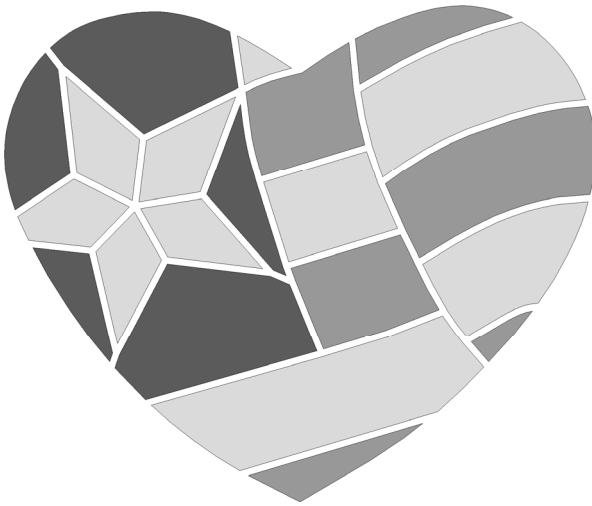
The Explode command performs this function, which is sometimes known as "bursting." Not only will the pieces be separated but they can each shrink or grow during the process. Let's try it now.



If it's not already visible on your screen, open the "Heart of America" design that we worked with already. Now invoke the Explode command using the toolbar button shown here. Doing so will bring up the Explode dialog box:



Before we explain all the options, let's give Explode a try. Select your options to match the ones shown on the previous page. Most likely you'll have to change only the "Channel between pieces" to a value of 0.1" (2.5mm for metric). When you've got the settings right, press the OK button. You'll now see a new design that looks like this:





As you can see, this design matches your original design except that each of the pieces has an independent contour. The gap between the pieces is the value of 0.1" that you provided. If you have a cutting device attached to your computer, you could now plot this design and the pieces would be independently cut into the plotting medium. The page boundaries lines that you see indicate, as we discussed earlier, how your design will appear on the plotting medium.

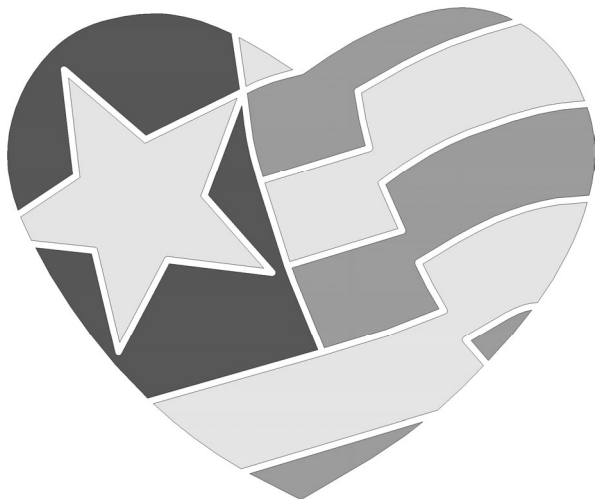
If you have labels on your pieces, the Explode command will preserve those labels on the pieces in your exploded design.

What happened to your original design? It's still there, untouched by the Explode command. Glass Eye 2000 can hold multiple designs at one time,

and these designs are listed on the Window menu. The original design will have the name FlagHeart.eye and the exploded one will have the name FlagHeart exploded.eye. You can use the Window menu to switch back to your original design, but return to the exploded version before you continue.

Now close the exploded design using either the Close command on the File menu or by clicking the  icon in the top right corner of the view. Don't confuse this with the larger  icon above it that closes Glass Eye 2000! You should now be back to your original design.

Use the Explode command once more, and this time check the box that turns on the option called "Merge neighboring pieces of the same color." Click OK to explode your design again. This time you'll see a different result:




Notice that some pieces have been combined. What the option you checked did was to merge pieces of the same color that were separated by only a line in the original design. This option has great applicability when laying lead strip on top of cut film, for example, as its easier to deal with a single piece than to have to position a collection of pieces.

The last piece separation option is the join method. The default value is "Round" and it's unlikely that you would ever need to change this. Rather than

explain this option now, let's postpone this issue until we discuss the Offset command later in this supplement. That command also has a join method option, and the discussion there applies equally well to the Explode command.

■ Piece Picker

You might have noticed that after exploding a design your mouse pointer takes on an unusual shape  that looks something like a piece of a jigsaw puzzle. This shape indicates that you are in Piece Picker mode.

In this mode it is very easy to move and rotate individual pieces. Simply place the pointer inside one of the pieces, then hold down your left mouse button and drag it to another location. You might also notice that the Sticky feature is disabled in an exploded design, so even if you drag one piece on top of another the software will not attempt to join those pieces.

If your mouse has a wheel (and you'd be well served to get one) then try placing the pointer inside a piece and turning the wheel. You'll find that each small turn of the wheel will rotate your piece by 5°. Using a combination of dragging and rotating, you have a very easy method of positioning your pieces anywhere you want them.

If you don't have a mouse wheel, piece rotation is still possible. Place the pointer inside a piece and click with the mouse pointer. The entire piece will be shown as selected. Now use the Rotate command on the Modify menu to rotate your selection as you learned about in Lesson 16 of the User's Guide.



You may still use Pick mode on an exploded design. Click on the Pick toolbar button to do so. You can move pieces in this mode, but it's more difficult. Click on a line bordering a piece and notice that the entire piece is selected. This is because you had enabled the "Make each exploded piece a group" option in the Explode dialog box. If you don't want the lines of an exploded piece to form a group, leave that option unchecked.



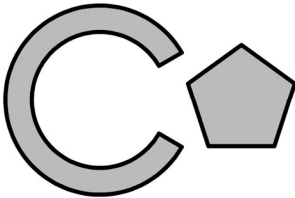
If you've entered Pick mode or some other mode and wish to return to Piece Picker mode, click the toolbar button shown here.

This mode is available in any design, although if your pieces aren't separated then you have to select a piece before you can drag or rotate it.

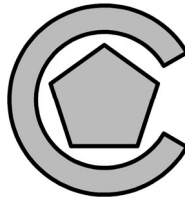
■ Explode (with nesting)

Until now we've ignored the bottom half of the Explode dialog box. There you'll find the nesting options, which allow you to group your separated pieces onto plotter pages. Glass Eye 2000 will cluster your pieces in close proximity onto pages, with each page containing pieces of the same color.

Before we try this, let's look at the two types of nesting available: loose nesting and tight nesting. The diagram below demonstrates the difference. In loose nesting, one piece is never placed inside another piece; with tight nesting this is allowed. Loose nesting is provided as an option but you might never need it as tight nesting makes better use of the plotting medium. We'll use tight nesting in all our discussions here.



Loose nesting



Tight nesting

Do another Explode, but this time remove the "Merge neighboring pieces of the same color" option and enable the "Tight nesting" option. Click OK, and the exploded design should look something like what you see on the next page.

Here you see the 21 pieces of the design collected onto three pages: 5 blue pieces on the first page, 6 red pieces on the second, and 10 white pieces on

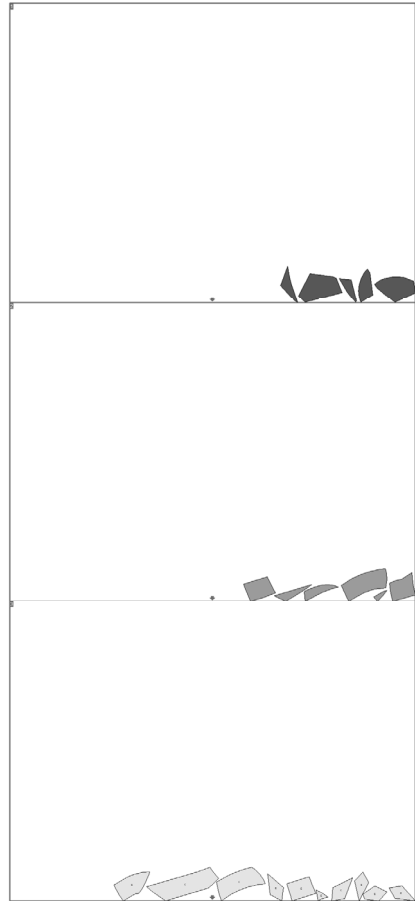
the third. You could now plot the first page onto blue material, the second onto red material, and the third onto white material.

If you'd like to try that now, load your plotter with a page of the appropriate media and use the Plot command to plot one of the pages. How you load your media into your plotter will depend on the type of plotting device you have, but be sure to set the origin point to the place on the medium where you want the lower right hand corner of the page to appear. To print a single page only, enter that page number in the "Pages" field and click the Plot button. Your plot will appear on the page.

Sometimes you want to plot just a single piece or a small number of pieces, and you want the plot to begin at the plotter's origin point.

Try this now by selecting a single piece from your exploded design. This is easily done by clicking inside a piece while in Piece Picker mode. Because there is a selection, only that selection will be sent to your plotter when you use the Plot command. Do so now and notice that the choice for the Pages option is "Ignore page boundaries." This means that the plot will begin as close to the plotter origin as possible, and that the plot will be done without regard to page boundaries. You may try this now, or click Cancel to abort.

As you can see, pieces are nested tightly on each page, starting in the lower right corner, which is the starting corner for nesting when the leading edge is at the bottom of the page. Our nesting is performed without rotating pieces,



only by moving them from their original positions, even if a tighter nest could be formed by allowing such rotations. Allowing rotations to improve nesting efficiency is not currently possible in Glass Eye 2000 but is an improvement we will consider for future versions.

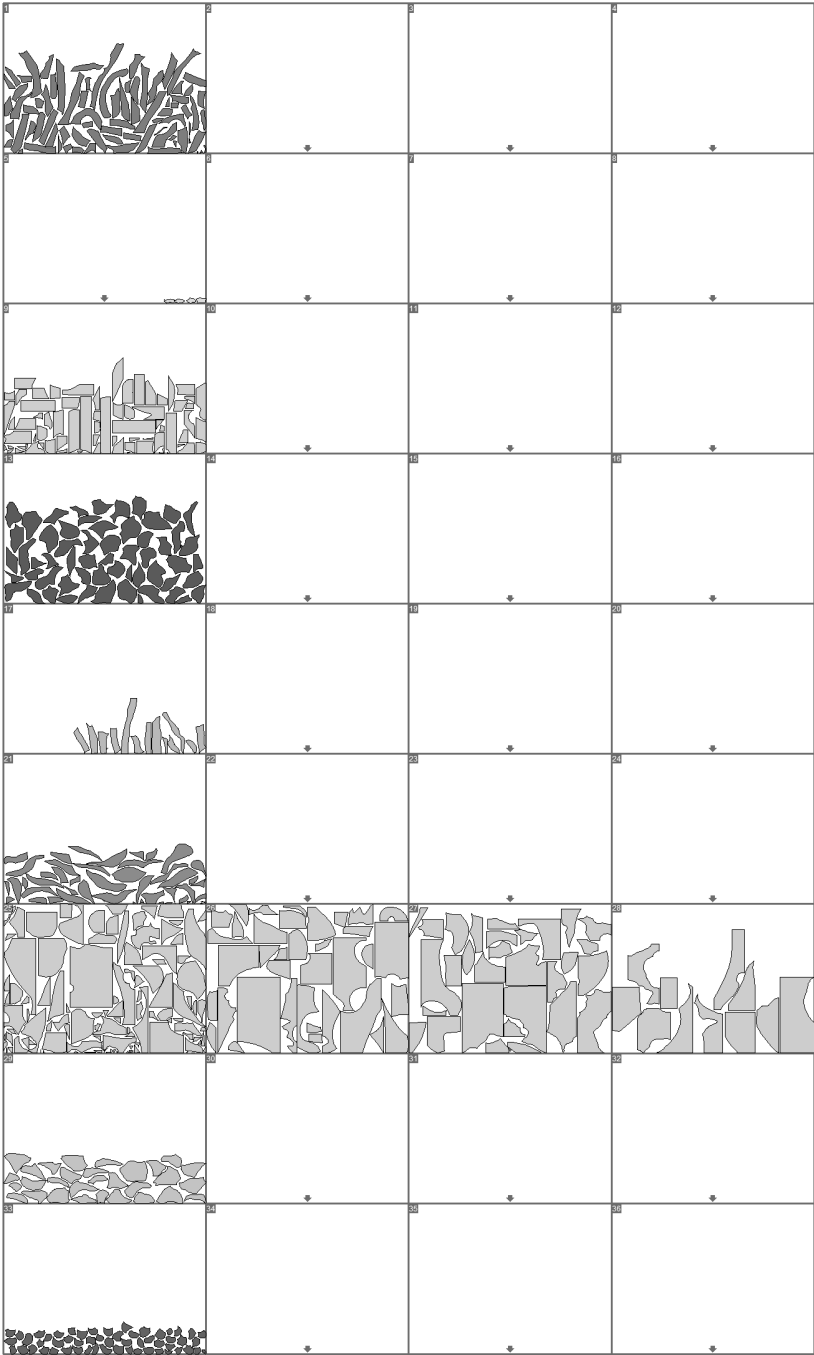
Glass Eye 2000 allows for glass images to be rotated by 90°, so when plotting you might want have some pieces rotated by 90° as well so that the plotted pieces have their glass directions aligned. This is the purpose of the "Rotate pieces to align glass direction" option. We won't experiment with that option now, but you may apply this setting at any time.

Our flag design contains only 21 pieces, which is perfect for now, but eventually you'll want to explode designs of greater complexity. We don't need to experiment with this now, but look at the diagram on the next page. This shows the result of exploding a design containing over 500 pieces. Notice that when the nesting fills one page that the nesting continues on a page to the right of that page. In this example, all the pieces of a color fit onto a single page, except for one color with nearly 200 pieces spanning four plotter pages.

When nesting, Glass Eye 2000 places the pieces very close together, and sometimes the pieces almost touch. If you wish to have more room between pieces, increase the "Proximity" value. This value represents the minimum distance between pieces. By default this value is zero, meaning to nest as closely as possible, but you may set it to any value you like.

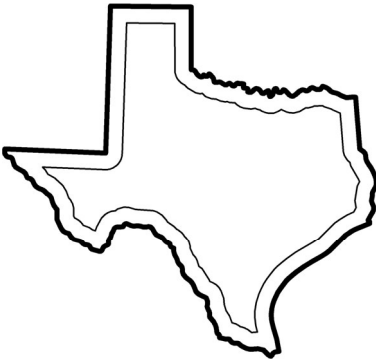
Similarly, nesting is also done closely against the edges of the pages. If you'd like a margin around the page, input its size in the "Page margin" field. For example, if you specify a margin of 1" then you'll have a 1" margin around your page with no pieces placed there.

Lastly, notice the "Plotter" button. This button gives you quick access to the media page of your current plotter definition, in case you want to change the media size or rotate the page. Using the button is the same as getting to the plotter configuration through the Plot command, but faster if you're already showing the Explode dialog box.

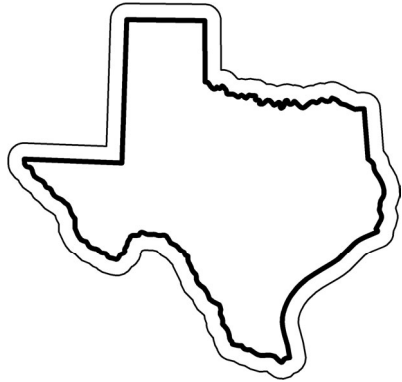


■ Offset

When you use the Explode command to separate a design into pieces, by specifying a value for the "Channel between pieces" you are effectively shrinking each piece by a small amount to create that channel. This process is known as "offsetting" and you can apply it to individual shapes without exploding by using the Offset command. This command will draw a contour along the inside or outside border of a shape, as the following diagram illustrates.



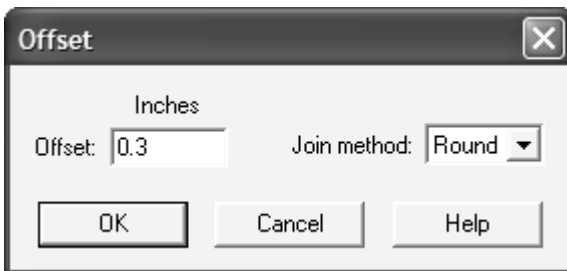
Texas with inner offset




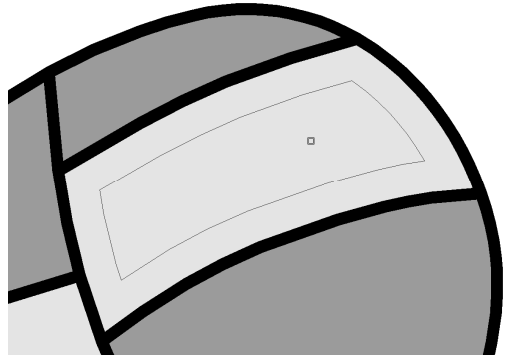
Texas with outer offset

The thick line represents the original shape, and the thin line represents the offset.

Let's try the Offset command now. Go back to the original, unexploded "Heart of America" design and select the Offset command from the Draw menu. Doing so will bring up the Offset dialog box:



The only options are the size of the offset and a "Join method." Choose 0.3" (8mm for metric) and a join method of "Round" and click OK. You'll see your mouse pointer change to a  shape indicating that you are in Offset mode. Now place the mouse pointer inside a piece without clicking, and you'll see a line showing you the offset contour for that piece. The value you input as the offset is the distance between the offset contour and the piece.



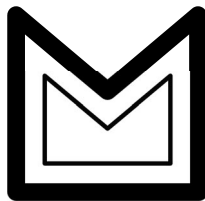
The offset highlight can sometimes be difficult to see if you have glass images visible in your design. You might wish to use the Show Colors command to hide the colors before using the Offset command.

To get an outer offset around the heart, just move the mouse pointer to a position near the heart but just outside. Then click the left mouse button to draw the indicated offset contour.

If there is a sharp angle in your offset then the "Join method" option determines how that angle is traversed. The diagram below demonstrates the three options:



Bevel



Miter



Round

A right click while using the Offset command returns you to the Offset dialog so that you can easily change your options.

■ Odds and Ends

Before we conclude our tutorial, let's look at a last few important features of Glass Eye 2000 Enterprise Edition.

Multiple plotter configurations

It's likely that you have only one plotter, and consequently only one plotter configuration is necessary. But let's say that you commonly use two types of plotter media. Rather than manually switching the media settings each time you switch media, you could define two plotter configurations that have identical manufacturers but different media settings. You could add a second configuration in the Plot dialog box by choosing "<Add New>" and clicking the Configure button. You could then switch between the two media types by using the dropdown control in the Plot dialog box.

Showing plotter pages quickly

If you often need to turn plotter pages on and off in your design view, there's a faster way than always having to go through the Plot command. Use the "Customize Menus and Hot Keys" command and assign "Show Plotter Pages in View" to a hot key, or place it on the menu that appears when no design elements are selected. Now, turning the page boundary display on or off is only a keystroke (or two clicks) away.

Moving the page boundaries

If your design does not appear in the desired position within the plotter pages, you can drag your design to another position. As an alternative, you can move the boundary lines by dragging them around using your mouse. Just place your mouse pointer over one of the green lines, hold down your left mouse button, and drag the boundary lines to another location.

Negative channel size

As you know, you specify a channel size between pieces when using the Explode command. This causes each piece to be trimmed all around by half that amount so that the total channel between all pieces equals your channel value. The value that you provide for the channel is allowed to be zero or even negative. If negative, then each exploded piece is enlarged all around by half the channel amount.

Plotting text

Glass Eye 2000 can send text to your plotter, but plotters typically don't handle fonts. They simply render text in a simple pen-stroke character set. Your text will appear in the correct place, but the lettering will be of a different style than what you see in Glass Eye 2000. If you want your text to be drawn by your plotter in the correct font, first convert your text into lines using the AutoTrace Text command.

If you have text visible when you plot, you'll be given the choice to plot just the text in your design, just the lines in your design, or both.

Plotting to a printer or a file

The same pages that you send to your plotter can also be sent to your printer. As a possible use for this, let's say you are sending pieces to a cutter but want to know the label for each cut piece. You surely don't want the cutter to cut the piece number, so when asked about text when using the Plot command you would specify "Plot lines only." You could then do a second plot to your printer by changing the Destination choice in the Plot dialog box. When plotting in this way, you would specify "Plot lines and text" and that printout would constitute a guide for labeling the cut pieces.

If you wish to generate a plot file but don't have the plotter available through a port on your computer, you may plot to a file by choosing "File" as the destination. Upon plotting you will be asked for a filename, and then the commands normally sent to your plotter will be stored in that file. You can then transfer that file by email or other means to another computer.

■ Conclusion

This concludes our tutorial. We've covered all the major features specific to the Enterprise Edition, but there's even more information available to you by using the Help system within Glass Eye 2000. Look for the "Help" buttons on dialog boxes, or search in the Help system for topics that interest you.

We at Dragonfly Software thank you for purchasing Glass Eye 2000 Enterprise Edition, and for letting us be a part of your creative process.