

## About eCAL 2

Thank you for choosing Sure Cuts A Lot for eclips (eCAL). eCAL is an extremely easy program that lets you cut your fonts and various shapes using the Sizzix eclips electronic cutting machine. With a combination of fonts, custom artwork, and the ability to edit your own shapes, the possibilities are endless.

## Features

- Create & modify your own designs
- Works with your installed TrueType and OpenType, and Dingbat/Wingding fonts
- Hundreds of free shapes included with thousands more available online
- Import various shape file formats, including SVG, PDF, EPS, WPC
- Import and Modify Image Files - use JPEG, TIFF, BMP, GIF, and PNG Image Files
- Drawing tools to draw and edit shapes
- Weld overlapping letters and shapes together for a single combined shape
- Appearance styles, like Shadow and Blackout, change the look of letters and shapes
- WYSIWYG Interface - What you see is what you cut
- Layers - Show, Hide, Lock and Reorder Shapes
- Auto Tracing - automatically converts images to cut lines
- Boolean operations - exclude, intersect, and separate multiple shapes
- Create rhinestone templates
- Fill your shapes with custom patterns for printing
- Save your design layouts and share them with your friends

## eclips Exclusive Features

- Cut, Score, or Draw with the eclips.
- Print2Cut - print your images and designs on any home printer. 2 or 3 point registration lets you align your eclips to cut what you want, exactly where you want.
- Laser Cut Preview - See what & where you'll cut, before you cut
- Designed specifically for the eclips machine, with full control over eclips settings
- Online Demo Videos and Support

## System Requirements

- (Win) Windows XP/Vista/7/8
- (Win) Intel Pentium or equivalent processor
- (Mac) Mac OSX 10.6 - 10.10
- (Mac) Intel based processor
- 512 MB of RAM or greater
- 50 MB of available hard disk space
- USB Port 1.1 or 2.x
- Sizzix eclips machine

## Installation for Windows

1. Insert the eCAL CD into your computer's CD drive.
2. The eCAL installer should start. If it doesn't start in a few seconds, open the eCAL CD on your desktop or by accessing your CD drive, and double click on the eCAL installer.
3. Follow the installer's prompts to install eCAL to your computer. The installer will then prompt you to install the eclips driver and to start eCAL. Click OK.
4. While starting, you will be prompted to [activate your software](#). Make sure you are connected to the internet and have the serial number handy. The number is on the inside of your CD package. If your software doesn't activate, you can select Activate from the Help menu in eCAL or go to: <http://www.craftededge.com/activation/ecal>
5. After activating and registering, your eCAL software should be ready to cut! Make sure you turn on your eclips after connecting it to your computer using your eclips USB cable.

### Installing the USB driver for Windows (optional method)

Usually the eCAL installer will prompt you to install the driver after you install eCAL. If not, or if you're having trouble with your driver:

### Installing the driver from eCAL

The easiest way is to choose the "USB Driver Install" option under the Help menu in eCAL. This will launch the installer for the driver. Follow the on screen instructions. When you use this method, make sure the eclips is not plugged into your computer, and make sure that there aren't any other drivers controlling the eclips.

## Installation for Mac

1. Insert the eCAL CD into your computer's CD drive.
2. Open the eCAL CD on your desktop or by accessing your CD drive, and double click on the eCAL installer.
3. Follow the installer's prompts to install eCAL to your computer. eCAL will install to your Applications folder. Open the eCAL folder there and double click on the eCAL icon. The program should start.
4. You will be prompted to [activate your software](#). Make sure you are connected to the internet and you have the serial number handy. The number is on the inside of your CD package. If your software doesn't activate, you can select it later from the Help menu in eCAL or go to: <http://www.craftededge.com/activation/ecal>
5. After activating and registering, your eCAL software should be ready to cut! Make sure you turn on your eclips after connecting it to your computer using your eclips USB cable, and connect a printer if you desire to do so

## Activate Licensed Version

The computer you activate the software on does not necessarily require an Internet connection. However the activation process will be easier from a computer that has an Internet connection.

To activate the licensed version, please do the following (Method requires an Internet connection) Install and launch "eCAL" (You can also download the latest version at <http://www.craftededge.com/download>) You will be prompted to activate your copy. If not, choose "Activate" from the "Help" menu.

Enter your name and serial number in the appropriate fields. Click OK and the software will attempt to connect to our servers to activate your software on your computer. If you get an error saying the information is not valid, please note the following: Everything is case sensitive. The name must match exactly how it appears in your confirmation email (if you purchased from our web site) We recommend you copy and paste your serial number to avoid any confusion between certain letters and numbers. Make sure you don't have any firewall/security software blocking "eCAL" from connecting to the Internet. If you do not have an Internet connection, you will need to generate your Activation Code on a computer that has Internet access, by following the directions below.

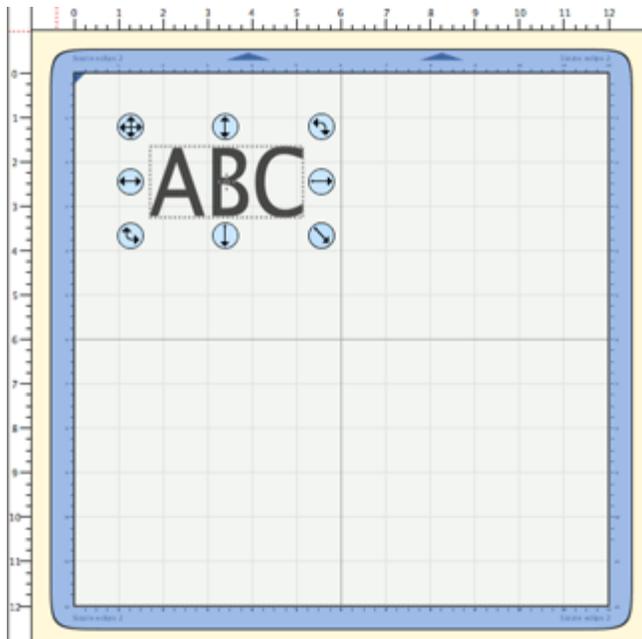
The following are steps are to manually generate your Activation Code. Download, install and launch "eCAL" (You can download the latest version at <http://www.craftededge.com/download>) You will be prompted to activate your copy. If not, choose "Activate" from the "Help" menu. Enter your name and serial number in the appropriate fields. Check the "Activate manually" checkbox. Once checked, you should see the Site Code and Activation Code fields appear.

The Site Code field will already be pre-filled in, and cannot be changed. Visit <http://www.craftededge.com/activation/ecal> on a separate computer if necessary. Enter your name, serial, and site code in the fields provided on the web page. Click the "Generate Activation Code" button, and the Activation Code field should show your activation code. Copy and paste the Activation Code back into the program's activation box and hit ok. If you get an error saying the information is invalid, please note the following: Everything is case sensitive. The name must match exactly how it appears in your confirmation email (if you purchased from our web site) We recommend you copy and paste values to avoid any confusion between certain letters and numbers.

## Cutting Mat

eCAL allows you to create your designs using an on-screen virtual cutting mat as your workspace. The on-screen cutting mat can be set to be 12"x12", 12"x24", or a Custom size.

You can change the size of your mat by choosing the "Mat Size" from the "Cutter" menu, or by choosing the Mat Size in the Document properties tab.



The on-screen mat will prove to be very powerful and useful, as you can visually see all of the shapes laid out on the mat, before cutting anything. Once you have everything laid out the way you want, simply choose "Cut with..." from the "Cutter" menu or click the Cutter toolbar button. For more information on cutting, please see the [Cutting with eclips Cutting Machine section](#).

*Note: Unlike using the eclips controller, if you cut again without actually moving the shapes on your virtual mat, they will cut in the same place they are located.*

The on-screen virtual cutting mat allows you to adjust the properties of each shape laid out on the mat. Simply select a shape on the mat with the [Selection Tool](#) and it will be hilited with 8 blue circular selection handles. These handles will allow you to set the position, size and angle of the shape, just by click and dragging one of the handles.

-  **Free Move** - The handle on the top-left corner of the selection box is used to move your selection anywhere on the mat.
-  **Vertical Move** - The handle in the top-middle of the selection box is used to move your selection up or down on the mat.
-  **Horizontal Move** - The handle in the middle-left of the selection box is used to move your selection left or right on the mat.
-  **Stretch** - The handle in the bottom-right corner of the selection box is used to scale/resize the shape. While scaling with this handle, the shape will retain it's proportions if you hold down the Shift key.
-  **Stretch Vertical** - The handle in the bottom-middle of the selection box is used to scale/resize the height of the shape.
-  **Stretch Horizontal** - The handle in the middle-right of the selection box is used to scale/resize the width of the shape.
- Rotate** - The handle on either the top-right corner of the bottom-left corner of the selection box is used to rotate

 the shape to the desired angle. If the Rotate type in the Properties window is set to "Skew", the top-right and bottom-left corner handles will allow you to rotate along a separate axis.

## Cut With eclips

To begin cutting your design, either choose "Cut with Sizzix eclips" from the "Cutter" menu, or click the Cutter toolbar button above the mat.



Before cutting, make sure you do the following first:

1. Your eclips is connected to your computer. It is recommended you connect the cutter directly to your computer and not to use a USB hub.
2. Your eclips is turned on
3. The cutting mat is loaded in your machine.
4. Your blade or pen holder has the correct settings and is properly mounted.

If you get an error when trying to cut, that the cutting machine could not be found, we recommend you reset the connection before trying to cut again by doing the following:

1. Turn the cutting machine off
2. Unplug the cutter's USB cable from the computer
3. Unplug the Power Source from the cutter
4. Wait 10 seconds and then plug in the Power Source to the cutter
5. Connect the USB cable back into the computer
6. Turn the cutting machine on

## Choosing your Cutting machine

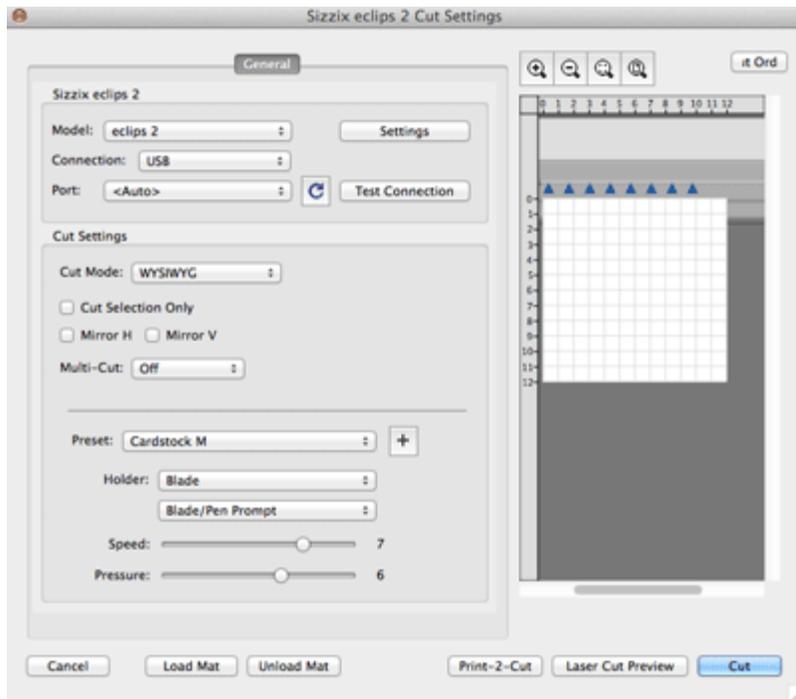
Choose Manage Cutters under the Cutter menu to add the cutting machine model(s) you will be using with the software.

From the Cutter menu, you can then choose the cutting machine you are currently using. That will set the default machine that is to be used whenever you choose to Cut with the software. You can always change the default machine by simply selecting a different machine from the Cutter menu. When you choose a Cutting machine, the on screen mat will change it's appearance to resemble the type of mat used with a particular cutting machine.

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## Cut Settings

The cut settings window is where you can specify settings to be used when cutting your project. Settings may vary depending on the cutting machine model you are using.



## General

The General tab has the basic settings for cutting your project.

**Cut Mode:** where objects will cut relative to the cutting machine's origin.

- **WYSIWYG** - is the what you see is what you get mode, where it will cut the shapes where you place them on the mat relative to the cutter's top, left origin point.
- **Origin Point** - will automatically shift the design so that it starts cutting where the blade is currently positioned.
- **Center Point** - will cut all available shapes on the center point you designate with the eclips laser.

**Cut Selection Only:** you can choose to have only the selected shapes on the mat to be cut instead of everything on the mat.

**Mirror H/V:** Mirror the design horizontally and/or vertically.

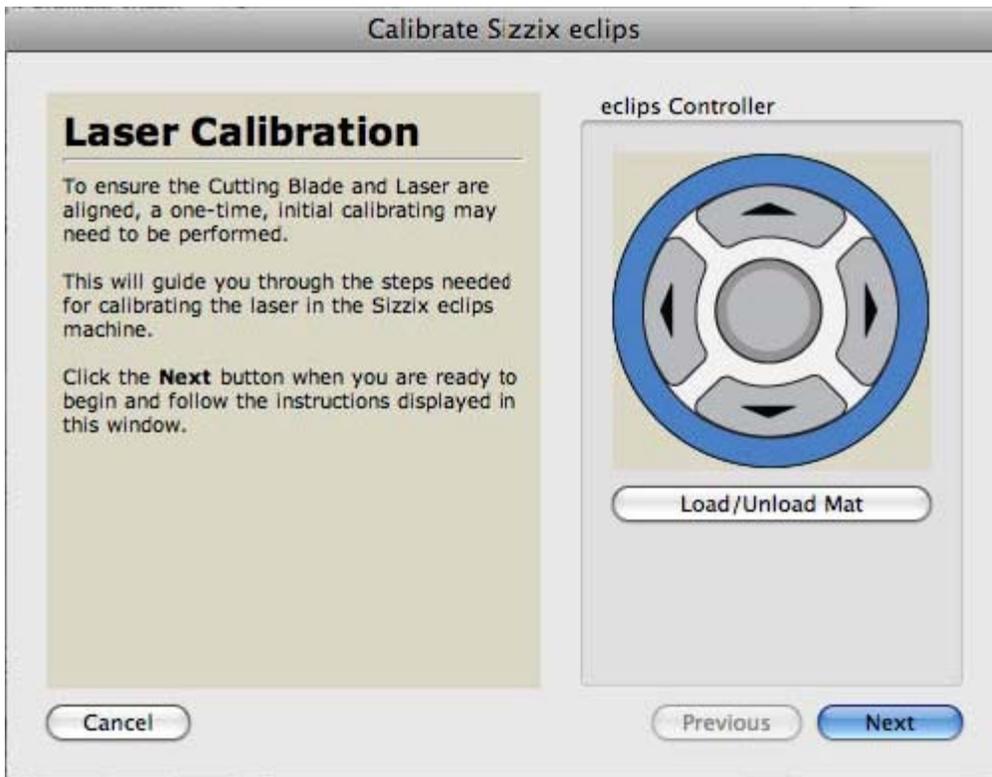
**Preset:** Used to automatically adjust for the material you are using. These can also be manually adjusted using the Speed and Pressure settings.

## Laser Cut Preview

Laser Cut Preview allows you to see, by drawing a preview image on your material with the eclips laser, what and exactly where you are going to cut. To perform a Laser Cut Preview, select "Laser Cut Preview" from the Cutter menu, or click the Laser Cut Preview button and the eclips will begin outlining your shape(s) on your inserted material.

## Laser Calibration

A Laser Calibration can be performed to improve the accuracy of Print2Cut, Center point Mode, Laser Cut Preview, or other features that use the eclips laser.



To perform a Laser Calibration, select "Laser Calibration Setup" from the Cutter menu. This can also be found under the "eclips" tab in eCAL Preferences. This will open the Calibrate Sizzix eclips window.

Press the Next button.

Position the eclips blade holder (or pen) on your material. The eclips will cut a small x in your loaded material as soon as you press the Next button.

Now align the eclips laser with the very center of the x, and press the Finished button.

## Print 2 Cut

Print 2 Cut allows you to print anything you put on your [virtual cutting mat](#) exactly as it appears on- screen, and then cut exactly what you want from it.

## Registration Marks

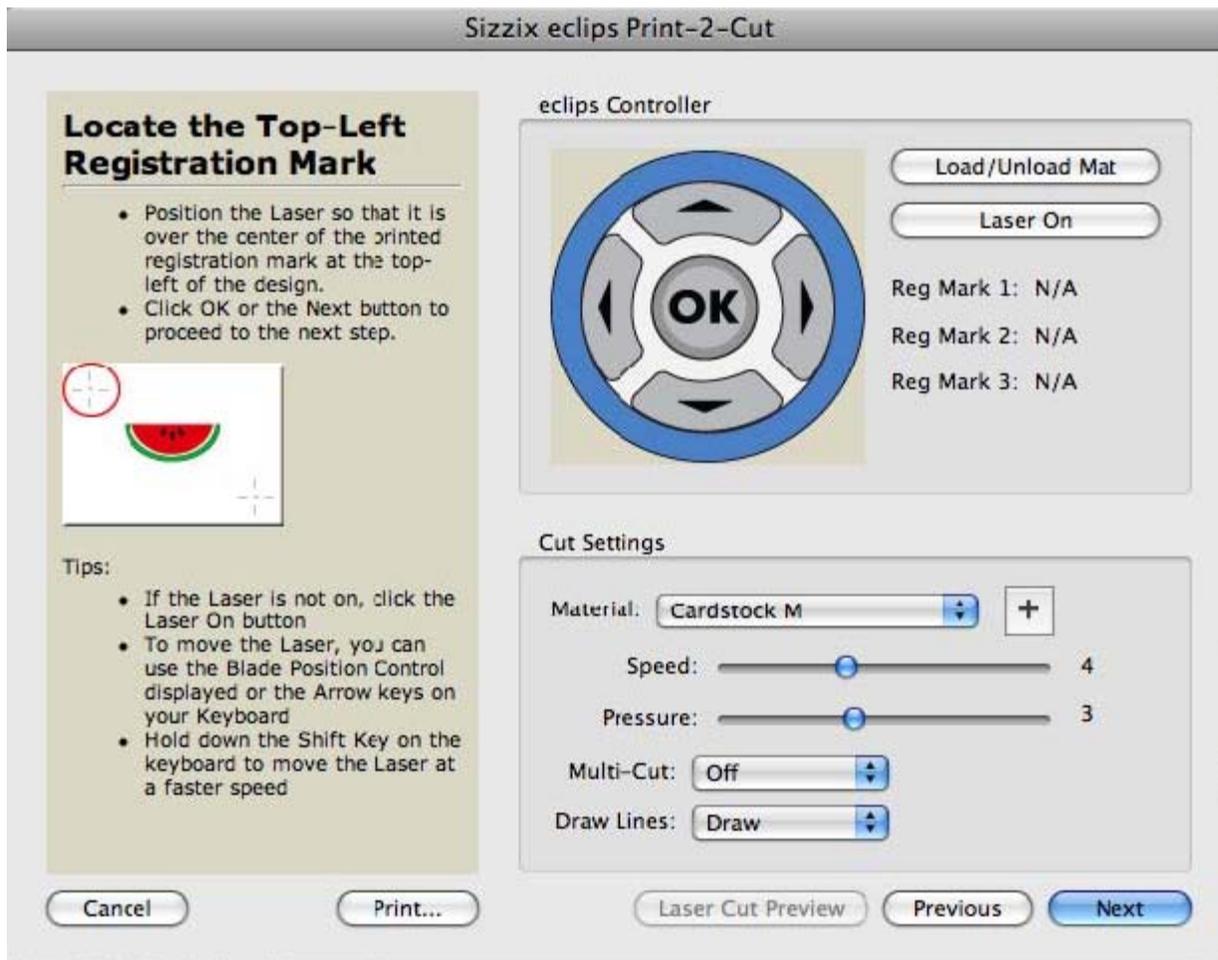
eCAL will add registration marks to the top left and bottom right of your shape(s) which will later be used by the eclips laser and eCAL to coordinate your print with the cut you want to make on it. For example, a color print of your name that you want to easily and accurately cut into individual letters. There are two different registration point methods, accessible under the "eclips" tab in [eCAL Preferences](#):

1. Two-point registration is for most objects that will orient and scale accurately while keeping their proportions. This will generally be your more precise option.
2. Three-point registration is for objects that you also want to adjust for differences in proportion (e.g. stretching on a printer). This will generally be the more accurate option.

*Note: Be sure your printer can print a format large enough to accommodate the shape you're using PLUS about a half inch (1.27cm) on all sides for the registration marks. For example, an 8" wide shape would not leave enough room for registration marks on an 8.5" x 11" (Letter size) piece of paper.*

*Note: eCAL will always print from the top left corner of the virtual mat. Therefore if your printer uses a given size, you will have fit your shapes in an area that size starting from the top left, and always in a vertical format, regardless of mat orientation.*

To perform a Print 2 Cut, select "Print2Cut" from the [Cutter](#) menu.



In the Print2Cut window you will be able to control everything you can in the regular [Cut window](#), with the exception of Cut Mode and Holder options. Make sure to adjust your Material setting (often Copy Paper for Print2Cut) and choose to cut, draw, or ignore any Draw Lines (which can be useful if you want to print any draw lines and cut, draw, or ignore them to cut everything else) To adjust for using a pen, manually adjust the cut settings to mimic those found for the pen presets in the normal Cut window.

## Printing

When everything is set, press the "Print" button at bottom, and this will open your operating system's print dialogue box, where you can adjust your printer's settings and print.

*Note: Depending on your operating system and printer, a Print Preview may be made available at some point during the print dialogue.*

*Note: if nothing prints, this is often due to the shape(s) being outside of the printer bounds at the top left of the virtual mat. Remember to check the Mat Orientation.*

After successfully printing, place your print anywhere on the mat with the same orientation as on the virtual mat. No need to be perfect! Once your material and your cutter are properly set up, return to the [Print2Cut window](#), double check your settings, and press next. The eclips laser will travel to where the shape would be on the virtual mat.

Align the laser with the very center of the top left registration point using the on-screen [eclips Controller](#) buttons or the arrow keys on your computer. Once aligned, press the Next button in the Print2Cut window, or press the (enter) key, and the eclips laser will travel to where the next registration point would be on the virtual mat.

*Tip: The laser will go dim when aligned over the black center of a registration point.*

Align the laser with the second registration point as above.

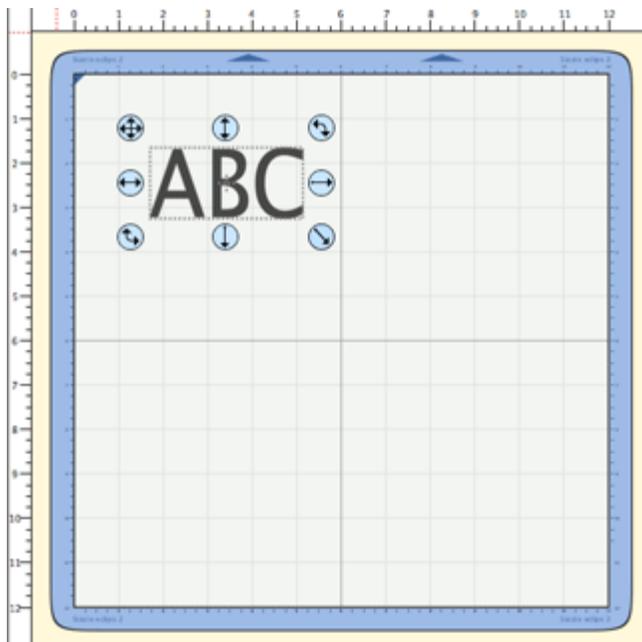
If using three-point registration, align the third registration point.

Press the Cut button or press the (enter) key, and the eclips will begin to cut your registered shape.

## Getting Started With eCAL

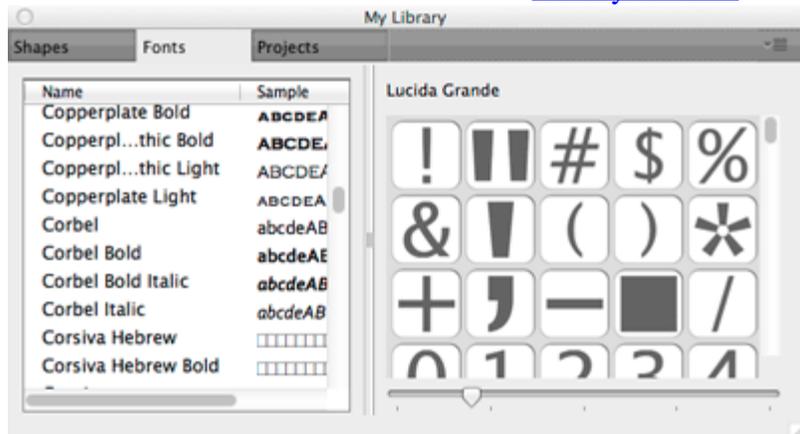
### Starting eCAL

Double click the eCAL application icon. After launching eCAL, you will be presented with the on-screen [Virtual Cutting Mat](#), the [Tools panel](#), the [Toolbar](#), the [Properties panel](#), the [Library](#), and a normal application menu bar. These will provide all of the tools and settings you will need to do the following project.



### Add Characters to the Mat

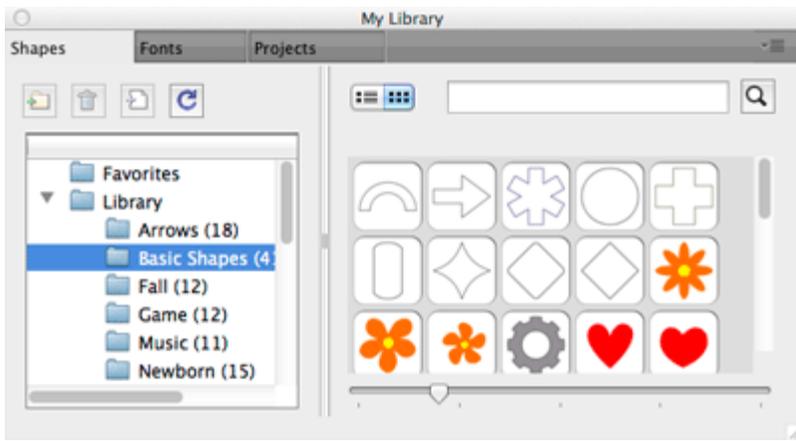
To add characters to the mat, you can choose one of the Type Tools **T** from the [Tools Panel](#) to type text on the mat. You can also use the Fonts tab from the [Library window](#) to click on the characters you wish to add to the mat.



*Note: If you are typing, but nothing shows up on the mat, the on screen mat may not be showing your current workspace, so click somewhere on the virtual cutting mat and start typing, or scroll the virtual mat until you're in the right location.*

### Add Shapes to the Mat

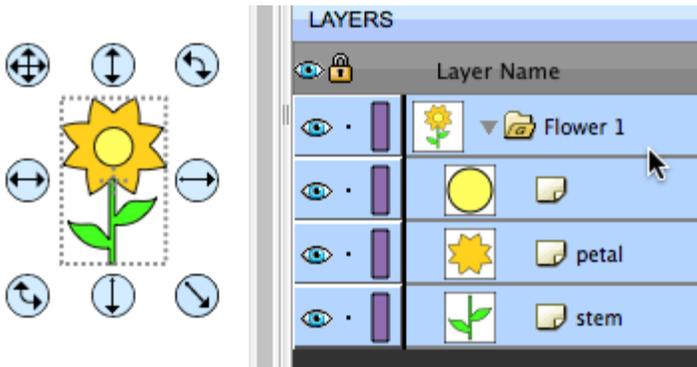
To add shapes to the mat, click on the shapes shown in the Shapes tab of the [Library window](#). Shapes will be added to the center of the visible area of the mat.



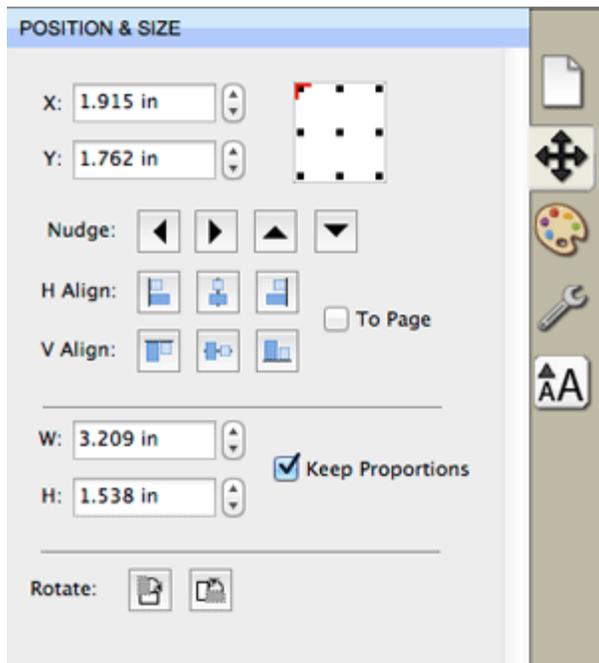
## Changing The Properties of the Placed Objects

Once the objects are added to the mat, you can modify the placement, size and rotation in 2 ways.

1. Choose the Selection Tool  from the [Tools Panel](#) and you can click on the objects on the mat to select them. Once selected, they will then be hilited and will show 8 blue circular handles which can be used to move, resize and change the angle of the selected object.



2. Once an object is selected, you can use the [Properties panel](#) to change attributes, such as position, size, and color. You can type in new values and hit the Enter/Tab key to apply the new values, and the on screen mat should reflect the new changes.



### Preview Your Design

Before cutting your design, you can choose to do a preview to see what outlines will get cut, drawn, printed, or scored.

To do a Preview, choose "**Preview**" from the "**Cutter**" menu or the Magnifying Glass toolbar button . The on screen mat will be redrawn with outlines where the actual cuts will be made. This is useful when "welding" shapes together to see what will get cut. For more information on welding, please see the ["Welding" section](#).

### Cutting Your Design With Your Cutting Machine

When you are ready to cut your design, choose "**Cut with...**" from the "**Cutter**" menu or the Cutter toolbar button

. For more information on cutting, please see the ["Cutting With Cutting Machine" section](#).

### Saving your Design Layout

You can save your project at any time by choosing "**Save**" or "**Save As...**" from the "**File**" menu, or by clicking the "**Save**" toolbar button. This will allow you to save the settings for your design, so you can open it again at a later time for further modifications or for cutting with your machine. The saved project files, will have the file extension (.scut4).

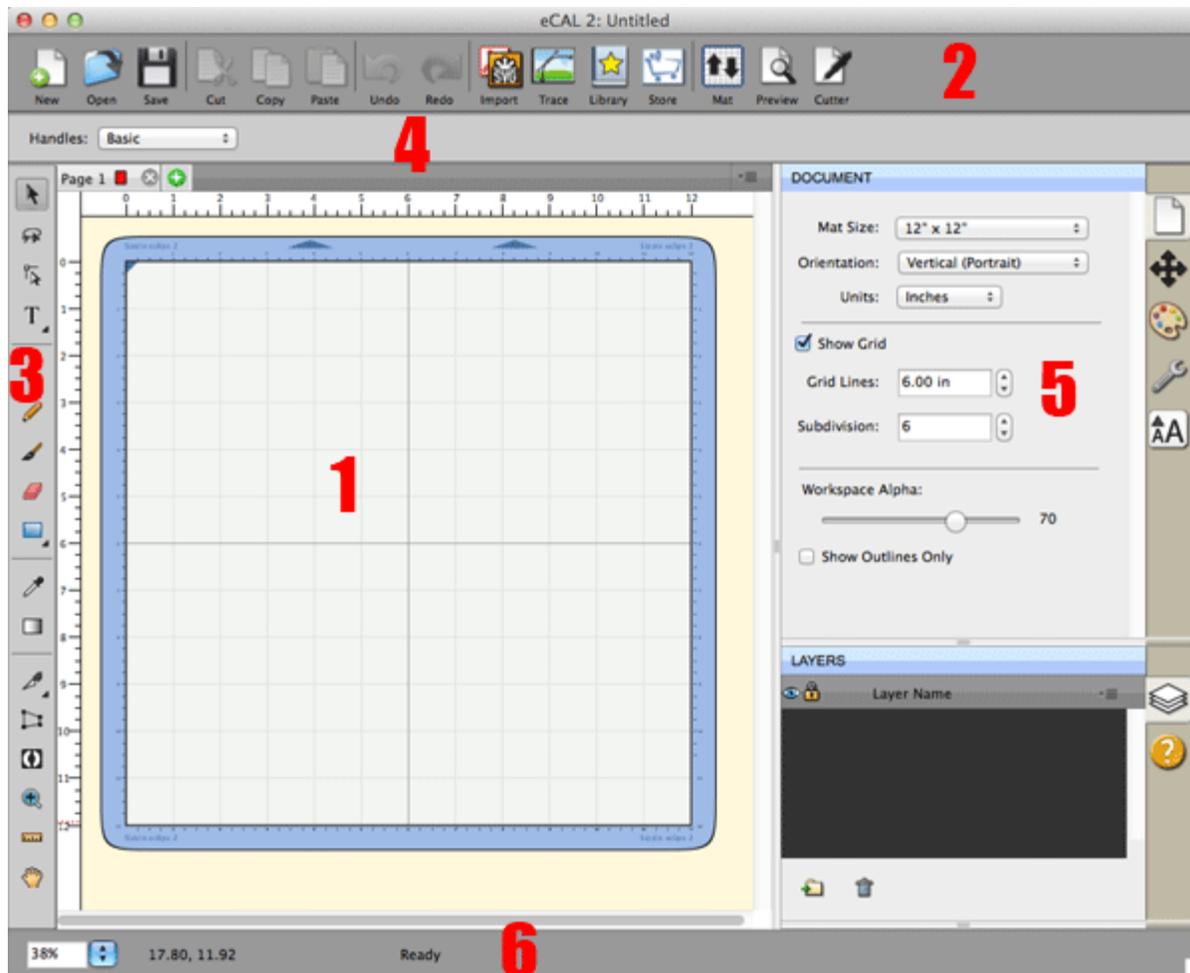
## Workspace

You create and manipulate your designs using various windows and panels. Any arrangement of these windows and panels is called a workspace.

eCAL has two predefined workspaces (Basic and Advanced) which you can choose from the "Window -> Workspace" menu. You also have the option to save your own custom workspace.

### Workspace Overview

Below is a screen shot of the "Advanced" workspace. The "Basic" workspace is the same, but has the "Layers" tab is not separated.



1. [On-screen virtual mat](#): Here you will be able to visually see and manipulate objects added to your design layout.
2. [Toolbar](#): quickly access features in the software.
3. [Tools Panel](#): select tools to create, select and manipulate objects on the mat.
4. [Tool Options](#): shows available options for the current tool chosen in the Tools panel.
5. [Properties Panel](#): change settings for documents, objects, text and layers.
6. [Status Bar](#): change the zoom level and displays various status messages.

### Saving Workspaces

If you want to arrange your windows and panels to your own liking, you can save the layout to your own custom workspace. Go to the "**Window**" menu and under the "**Workspace**" submenu , you can choose "**Save Workspace**". You will be prompted to choose a name for your workspace and it will be added to the "Workspace" submenu.

### **Manage Workspaces**

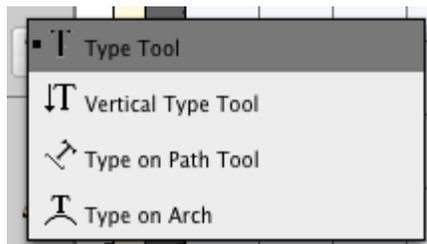
If you want to delete or rename a workspace, you can choose "**Manage Workspaces**" under the Window -> Workspace menu.

## Creating Text

Text can be added by either using one of the Type Tools **T** from the [Tools Panel](#), or by choosing characters in the Fonts tab of the My Library window.

### Type Tools

You can add, edit and delete text by using one of the Type Tools from the [Tools Panel](#). The Type tool has 4 different types of type tools (Horizontal Type, Vertical Type, Type on Path, Type on Arch). To access the different types, you will need to click and hold the mouse button over the Type tool and the available types will be available for selection.



### Type Tool

**TEXT**

- Select a Type tool **T**. The pointer will change to an I-beam cursor.
- Click on the mat where you want the text to be added.
- Type the characters you want to add
- When finished entering text, you can click elsewhere on the mat to start a new line of text, or choose the Selection Tool  from the [Tools Panel](#) to select the text for moving, scaling, and rotating.

### Vertical Type Tool

**T  
E  
X  
T**

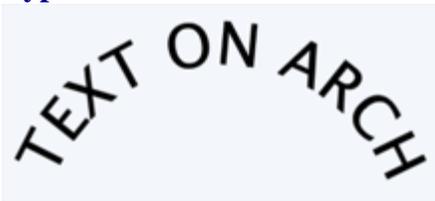
- Select a Type tool . The pointer will change to an I-beam cursor.
- Click on the mat where you want the text to be added.
- Type the characters you want to add
- When finished entering text, you can click elsewhere on the mat to start a new line of text, or choose the Selection Tool  from the [Tools Panel](#) to select the text for moving, scaling, and rotating.

### Type On Path Tool



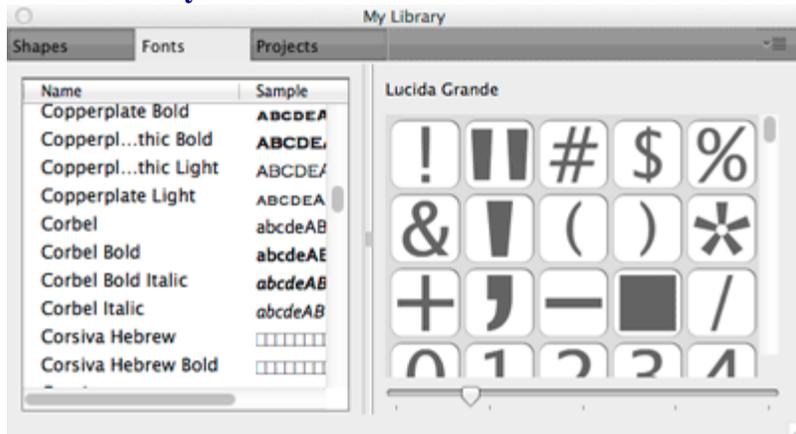
- Select a Type tool . The pointer will change to an I-beam cursor.
- Click on the mat where you want the text to be added.
- Type the characters you want to add
- When finished entering text, you can click elsewhere on the mat to start a new line of text, or choose the Selection Tool  from the [Tools Panel](#) to select the text for moving, scaling, and rotating.

### Type on Arch Tool



- Select a Type tool . The pointer will change to an I-beam cursor.
- Click on the mat where you want the text to be added.
- Type the characters you want to add
- When finished entering text, you can click elsewhere on the mat to start a new line of text, or choose the Selection Tool  from the [Tools Panel](#) to select the text for moving, scaling, and rotating.

### Fonts Library Tab



The Fonts tab in the My Library window will show the available characters for the chosen font. To add characters, you click on the desired character and it will automatically be added to the on-screen virtual mat.

## Welding

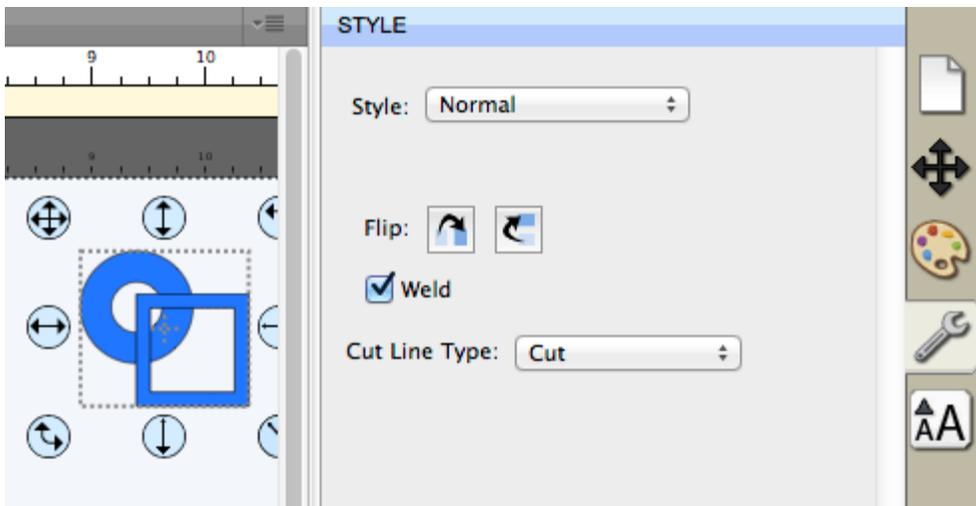
Welding allows you to make overlapping shapes to become a single shape, by joining shapes together wherever an overlap occurs. There are 2 ways to weld overlapping shapes.

### Method 1: Using the Weld Property

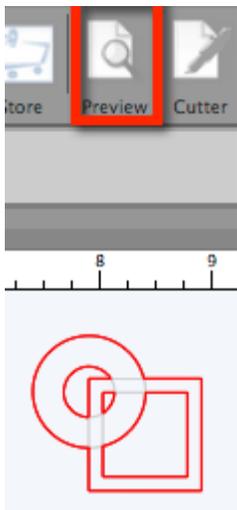
1. Arrange the objects so they overlap



2. Select the objects you want to weld together, and in the [Properties panel](#) in the Style tab, check the **Weld** checkbox.



3. Now if we do a "Preview" by choosing "Preview" from the "Cutter" menu or choosing the Preview toolbar button, you should see which outlines will be cut as indicated by the red outline. You should notice the overlapping areas are removed and will not be cut now.

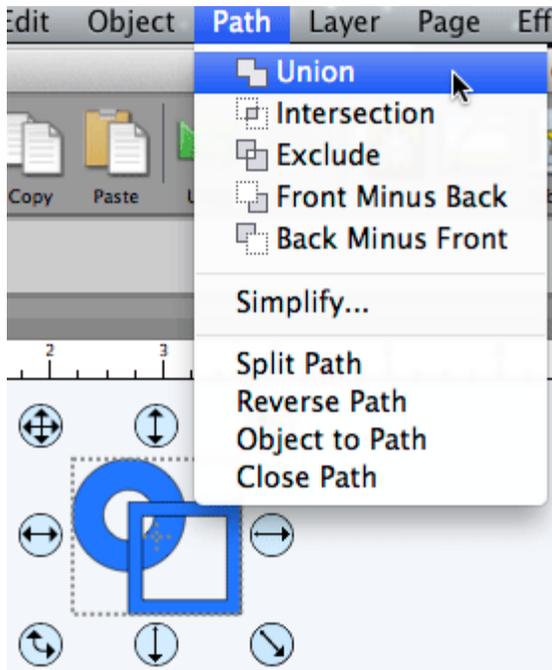


## Method 2: Using Union Path

1. Arrange the objects so they overlap



2. Select the objects you want to weld together, and choose **Union** from the Path menu.



3. This is a permanent weld as it will generate a new shape based on the overlapping shapes, while the Weld checkbox from method 1 is only temporarily welded when you do a Preview or actually cut the project.



## Welding Text

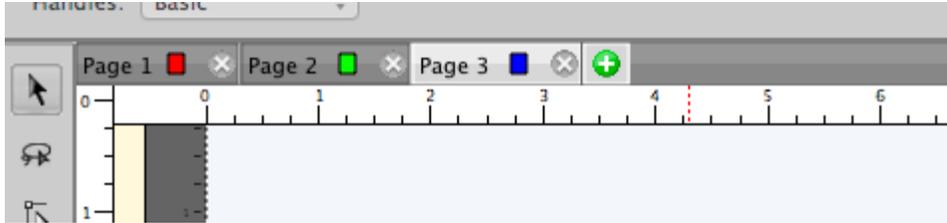
Text is added as a group of letters spaced apart based on the specifications built into the font. To adjust the letters so they overlap, you can do either of the following:

- Decrease the Tracking (Letter Spacing) from the Text tab of the Properties Panel to squeeze the letters closer together.
- Choose Ungroup from the Object menu, which will allow you to freely move/drag the individual letters from the text.

## Pages

Pages represent [virtual cutting mats](#). Each project can have multiple pages. This is useful if your overall design will have multiple layers of paper, so you can layout your designs on multiple pages and preview the overall design.

Each page can be assigned a name and color to help identify each page in your project.



### Add/Remove Pages

You can add pages by choosing "Add Page" from the "Page" menu in the main menu bar or in the menu button  in the page bar.

To remove pages, you can choose "Delete Page" from the "Page" menu in the main menu bar or in the menu button  in the page bar. You can also click the close button  in the page tabs.

### Page Order

The page tabs show the order of the pages, where the left-most page is on top and the right-most page is at the bottom. You can change the order by dragging the page tabs to a new location in the page order. To move a page, click and hold the mouse button in the page tab you wish to move. Then drag (left or right) and release the mouse button at the new location. When dragging, you will see a vertical line indicating where the page will be inserted.

### Previewing Pages

You can do a preview to see what is going to get cut when you decide to cut your design with your Cutting machine.

To preview the current page, choose "Preview" from the Cutter menu or click the Preview toolbar button . You will see the lines that are to be cut, drawn, or printed.

## Import Artwork

eCAL allows you to import vector artwork from SVG, PDF, EPS, AI, WPC and SCUT files, giving you the power to cut your own custom artwork.

There are numerous sites where you can download .svg, .pdf and .scut files. You can also create your own .svg files by using compatible software such as [Adobe Illustrator](#), [Corel Draw](#), or a free program called [Inkscape](#).

"**Import..**" from the ["File"](#) menu or clicking the "Import" toolbar button . This will bring up a dialog to choose the files you wish to import.

"**Place Image**" option from the ["File"](#) menu.

If you want to cut out a Raster/Bitmap image (jpeg, gif, bmp, png), you will need to convert it to vector artwork by tracing the image. You can also use the built-in auto tracing feature by choosing "**Trace Image..**" from the ["File"](#) menu or clicking the "Trace Image" toolbar button. For more information on using the auto trace feature, see the [Trace Image Section](#).

## Export Artwork

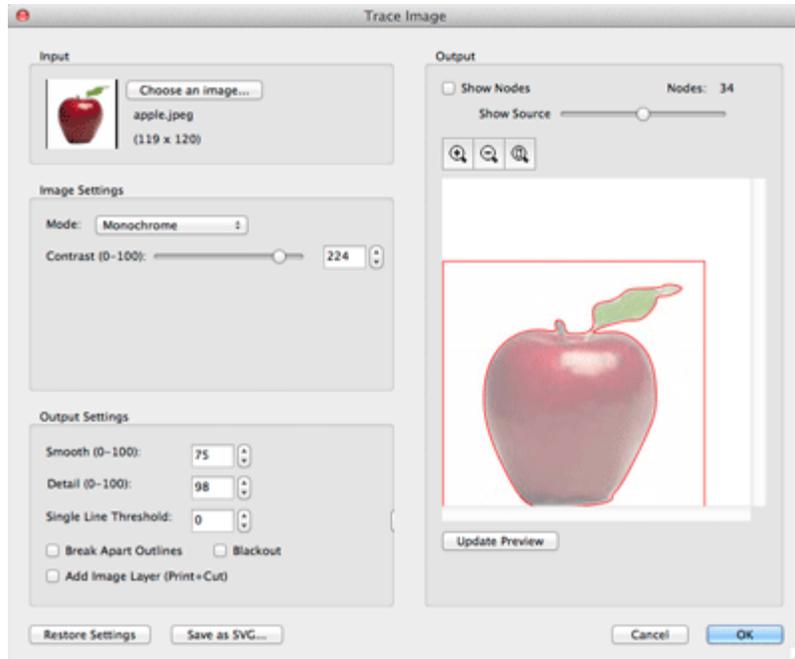
If you want to export your design layout, you can export by choosing the "**Export..**" option from the ["File"](#) menu. You can choose to export as SVG, BMP, JPG, GIF, PNG, TIFF, or FCM.

Please note that exporting shapes downloaded from the [eshape Store](#) may be limited in some export file types.

## Trace Image Files

eCAL allows you to import image files (.bmp, .jpeg, .gif, .png) and will trace the image for cutting. Please note, results may vary depending on the source image file. To trace an image, choose "Trace Image" from the File menu, or click

the Trace toolbar button .



## Input Settings

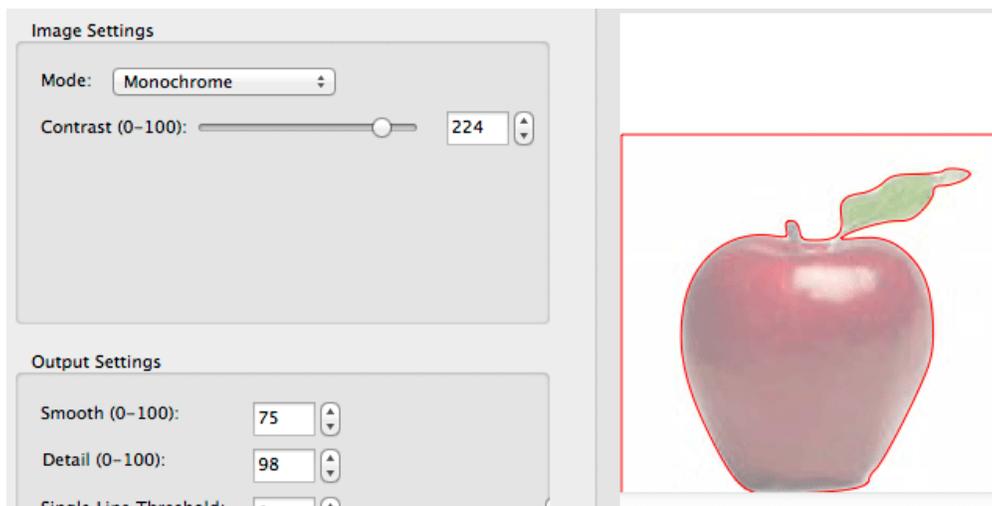
**Choose an Image:** click to choose an image file you would like to trace. The program can accept most .bmp, .gif, .jpg and .png files.

## Image Settings

**Mode:** choose which tracing mode you would like to do.

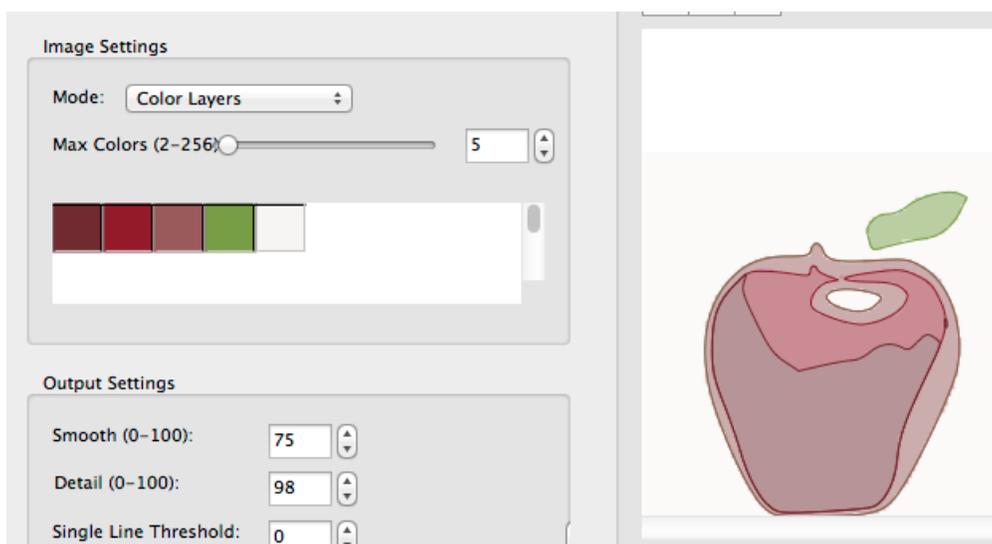
- **Monochrome** - will trace as if the image is a black and white image.

**Contrast:** this value will determine the cutoff to whether parts of the image should be traced. When you adjust the contrast value, the preview will change to a black and white image showing what parts of the image will be traced. To see trace results, click the Update Preview button.



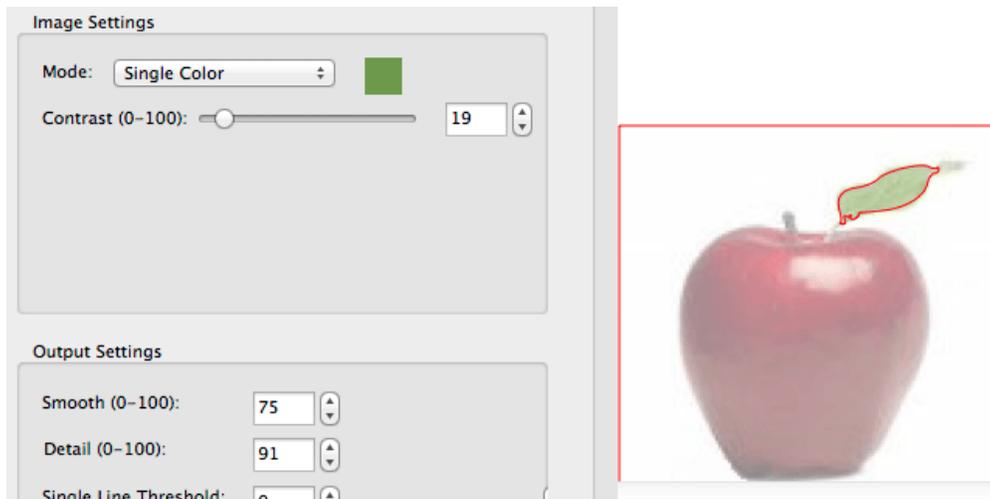
- **Color layers** - will segment the image into the specified number of colors.

**Max Colors:** the maximum number of colors to segment the image in to. You can turn off colors by clicking on the color boxes.



- **Single Color** - choose a specific color from the image to trace. To choose a color, click the color button, and then click on the preview image to choose a color.

**Contrast:** this value will determine the cutoff to whether parts of the image should be traced. When you adjust the contrast value, the preview will change to a black and white image showing what parts of the image will be traced. To see trace results, click the Update Preview button.



---

## Output Settings

**Smooth:** higher values will result in a smoother trace.

**Detail:** lower values will remove smaller shapes

**Single Line Threshold:** this can be used if you are tracing images that have outlines shapes that are not filled solid to prevent having double lines.

**Break Apart Outlines:** if checked, the trace result will be saved as separate layers for each outline created.

**Blackout:** removes internal outlines.

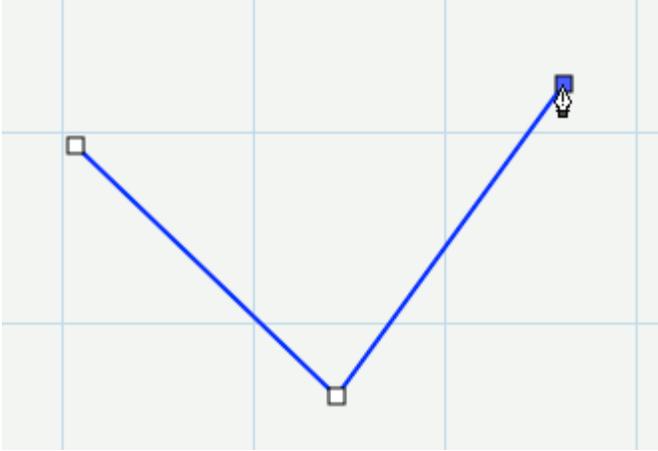
**Add Image Layer (Print+Cut):** adds the source image as a layer under the traced outline, and sets the traced outline layer to "Print+Cut Cut" so that it will only be cut and not printed.

## Drawing

Using the drawing tool  you can draw your own shapes directly on the mat. You can draw both curves and straight lines.

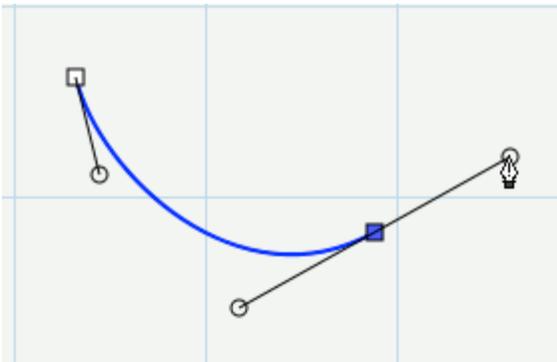
### Drawing Straight Lines

Click on the mat to add the first starting point, then click where you want to end the line segment. You can continue to add end points to continue off the existing shape.



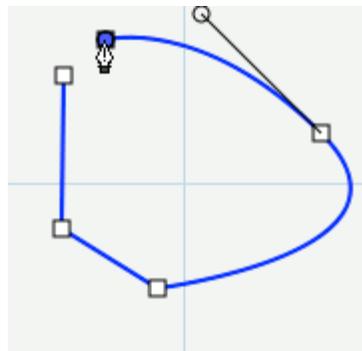
### Drawing Curves

To make a curve, you will need to click and drag the mouse. As you drag the mouse with the mouse button down, a tangent line will appear (line with two circles at each end) which you can move around, which determines the shape of the curve.

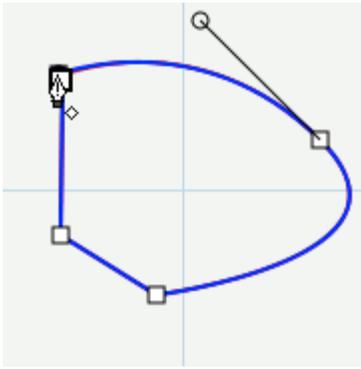


### Closing the Shape

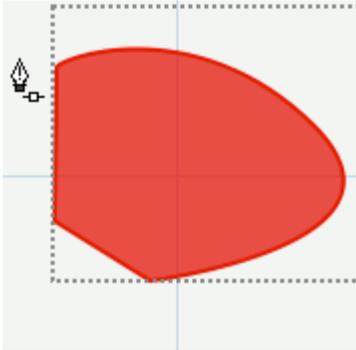
To finish a closed shape, you will need to add the last end point on top of the starting point.



To close the shape, move the mouse over the starting point



Once you are over the starting point, the cursor will change showing a little diamond in the bottom right corner under the drawing tool cursor



Click to add the last point and the shape will automatically close and end the path

### Open Paths

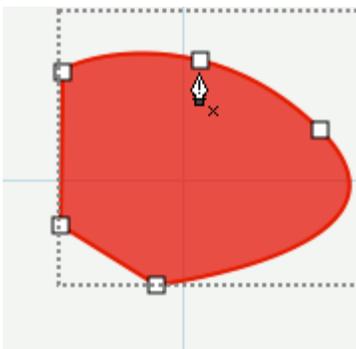
If you want an open path (not closed), you can hit the Enter or Escape key on the keyboard to end the current shape you are drawing

### Adding Points

You can add additional points along an existing line or curve



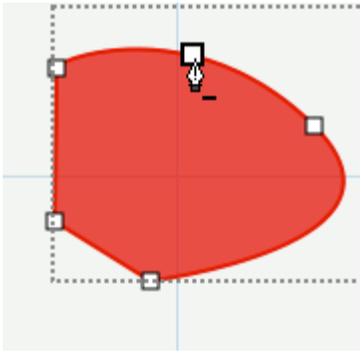
Move the cursor over the edge of the shape. Once you are over the edge, the cursor will change showing a + (plus sign) in the bottom right corner under the drawing tool cursor



You can then click to add a point at that particular spot along the edge

### Deleting Points

You can remove points by clicking over an existing point

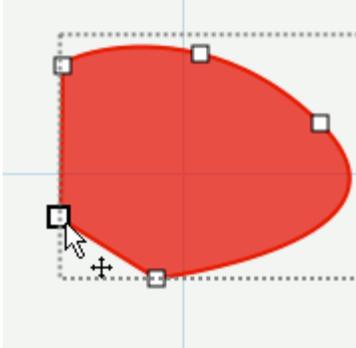


Move the cursor over one of the existing points and the cursor will change showing a - (minus sign). You can then click to remove that particular point from the shape.

## Edit Shapes

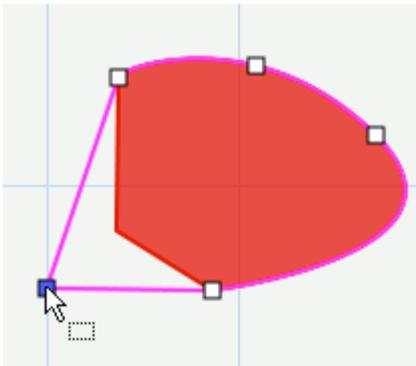
By using the edit tool .you can move and delete points in a shape

### Editing a Line

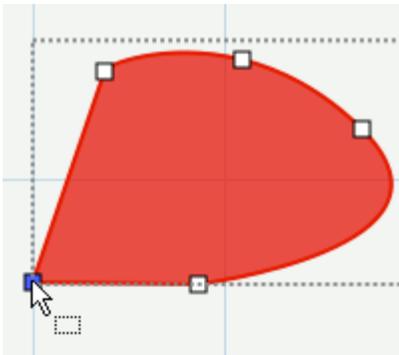


Move the cursor over an existing point of a straight line. The cursor will change showing a arrow cross.

You can also click and drag to hilite several points at once

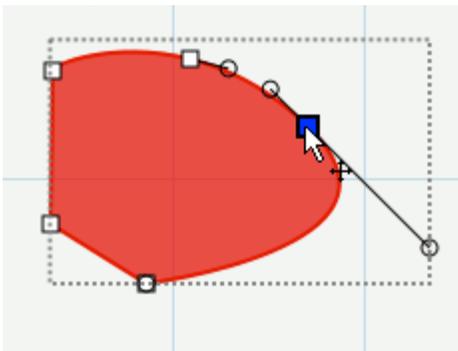


Click and drag to move the point



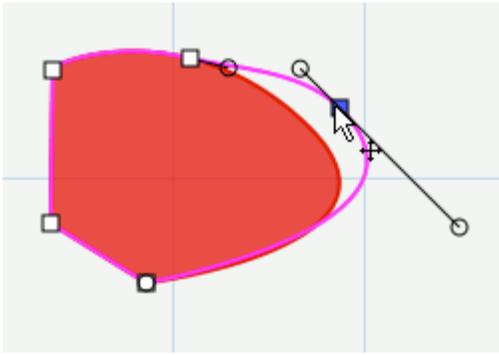
Release and you will have the resulting shape appear

### Editing a Curve

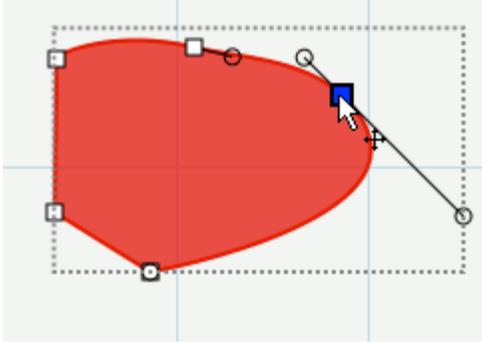


Move the cursor over an existing point of a curve. The cursor will change showing a arrow cross.

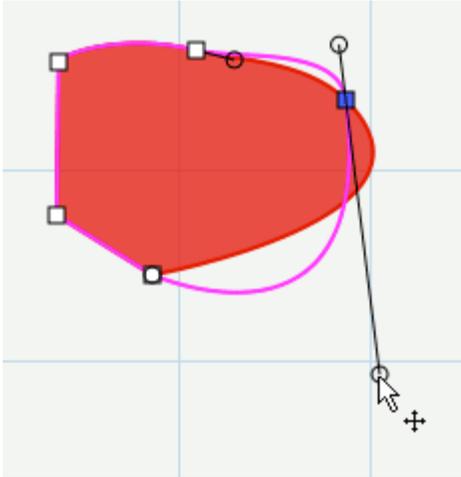
You can also click and drag to select several points at once



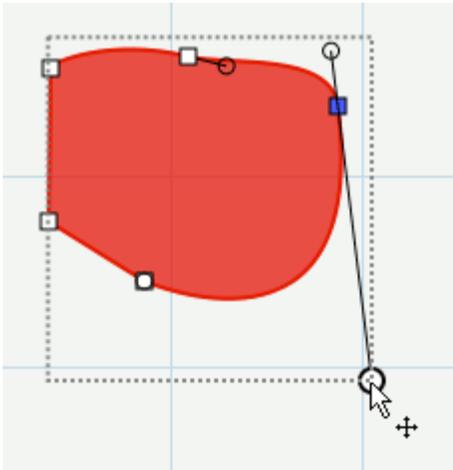
Click and drag to move the point



Release and you will have the resulting shape appear

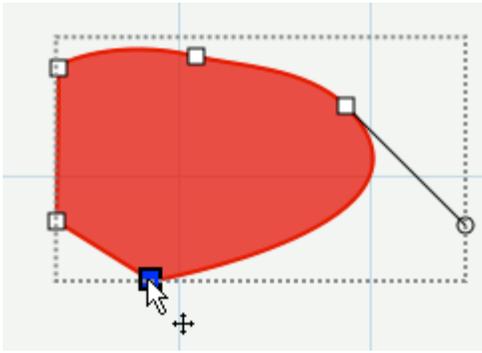


You can also alter a curve by adjusting the circular points along the tangent line

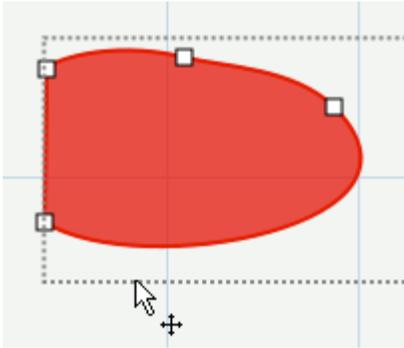


Release and you will have the resulting shape appear

## Deleting a Point



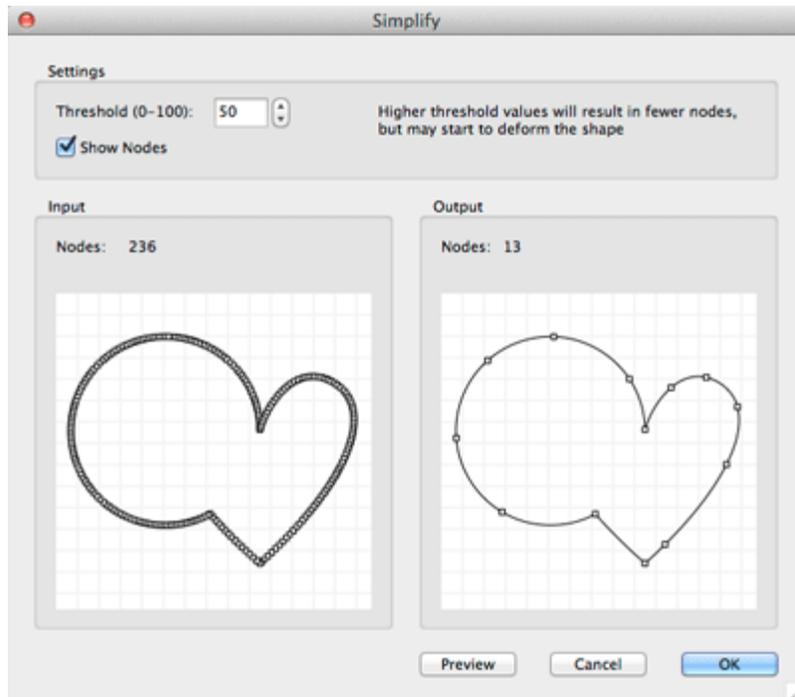
Click on a point you wish to remove. You can also click and drag to make a selection box to hilite several nodes at once



Once the nodes are selected (shown in blue), you can hit the Delete key on the keyboard to remove them from the shape.

## Simplify

The simplify feature is useful for trying to reduce the number of nodes/points in a shape.



**Threshold:** this can be a value between 0 and 100, where higher values will typically result in fewer nodes but eventually may start to deform the shape.

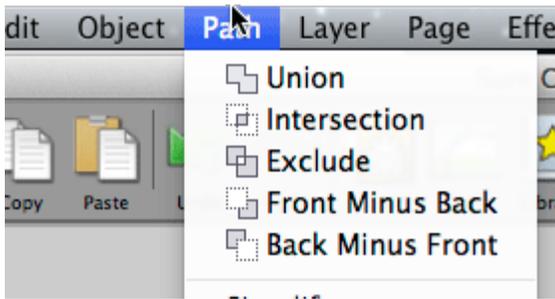
**Show Nodes:** if enabled, it will show the nodes in the Input and Output preview boxes

**Input:** display the number of nodes in the original shape and a preview of what the original looks like to compare to the output.

**Output:** displays the number of nodes after the simplification with the specified threshold and will display a preview of what the result will look like

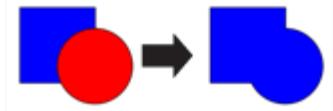
## Path Boolean Operations

Under the Path menu are boolean operations which can be applied on two shapes to create a new shape based on the combination of the two shapes and the operations chosen.



### Union

The union boolean operation will combine two or more overlapping shapes into a single larger shape. This is similar to the "weld" option in the Appearance properties section. The difference is this is a permanent weld as it generates a new shape based on the overlapping shapes, while the "weld" option in the Appearance properties is only temporarily generated when you do a Preview or actually Cut the project.



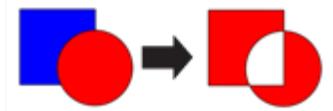
### Intersection

The intersection boolean operation will operate on two overlapping shapes, keeping only the areas that are overlapping.



### Exclude

The exclude boolean operation will operate on two shapes, removing any areas that are overlapping between the two shapes.



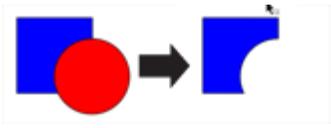
### Front Minus Back

The front minus back boolean operation will operate on two shapes, removing any overlapping areas from the shape on top or in front. In the example below, the circle object is in front/on top of the heart shape.



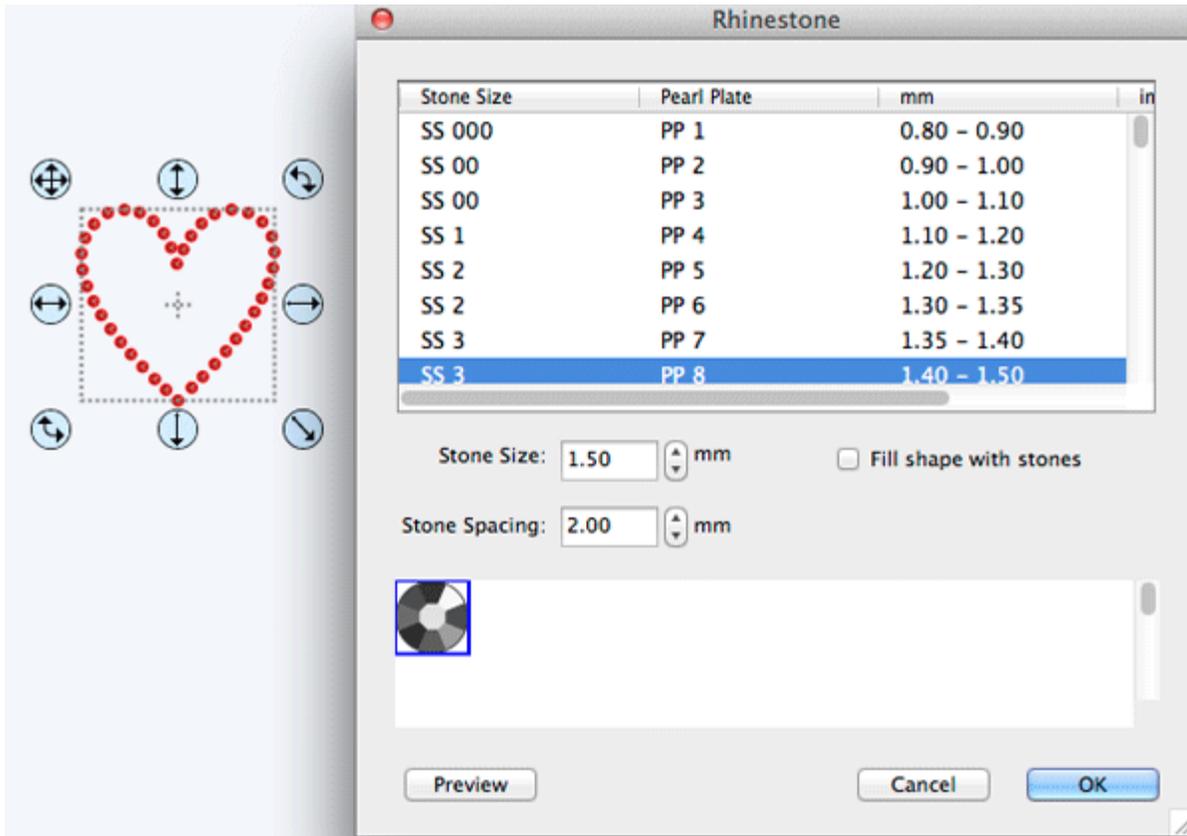
### Back Minus Front

The back minus front boolean operation will operate on two shapes, removing any overlapping areas from the shape on the bottom or in the back. In the example below, the heart object is behind the circle shape.



## Rhinestones

"Sure Cuts A Lot" can create rhinestone templates. You will need to select an object on the mat, and then choose "Rhinestones" from under the "Object" menu to bring up the Rhinestone window shown below.



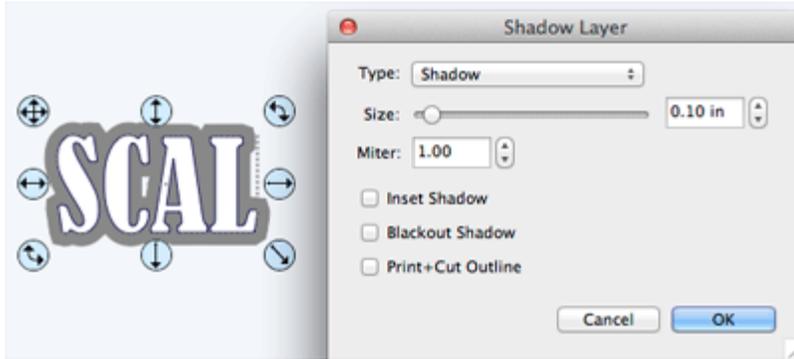
**Stone Size:** Either manually enter the size of the stones you intend to use, or select from the standard values in the table above.

**Stone Spacing:** You can enter the amount of spacing between each stone.

**Fill shape with stones:** If checked, it will fill the object with stones, otherwise, it will only place stones along the outline of the object.

## Shadow Layer (Contour Cut)

The Shadow Layer option will add a layer that generates an outline around the selected object. To add a shadow layer, choose **Shadow Layer** from the [Effects menu](#).



**Type:** Choose the type of shadow to generate.

- **Shadow** - standard shadow
- **Shadow (Rounded)** - shadow with rounded corners
- **Shadow (Straight)** - shadow with beveled corners

**Size:** How far to offset the shadow outline from the shape.

**Miter:** If you are using the standard Shadow type, this controls when a corner is changed from pointed to beveled.

**Inset Shadow:** If checked, the shadow will offset into the shape.

**Blackout Shadow:** Removes inner outlines.

**Print+Cut Outlines:** This will set the generated shadow layer to have cut line type of "Print+Cut Cut" and will set the original shape to "Print+Cut Print". This way the original shape will be used for printing only and the new shadow layer is only cut.

## Tools Panel

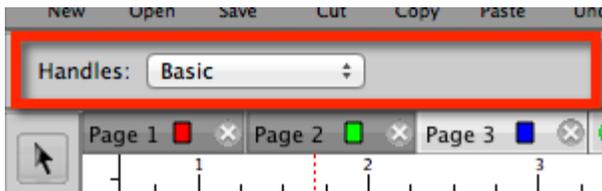
The Tools panel, by default, appears at the left side of the screen. You use the tools in the Tools panel to create, select and manipulate objects on the on screen mat.

Some tools have a small triangle at the lower-right corner of the tool icon, indicating there are additional hidden tools beneath it. To see the hidden tools, click and hold down the mouse button over the tool icon and the hidden tools will appear.



## Tool Options

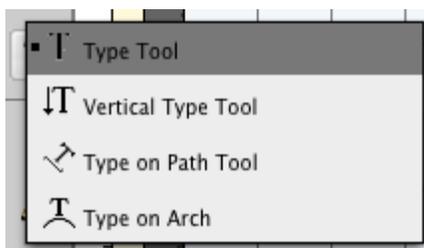
Some Tools will have options which will be displayed in the horizontal area above the Tools panel and Mat area. Below shows options displayed when the Selection Tool is selected.



## Select A Tool

You can select a tool by doing one of the following:

- Click a tool in the Tools panel.
- If there is a small black triangle at the tool's lower right corner , you can hold down the mouse button to view the hidden tools, and then click the tool you want to select. Below is an example of the Type tool options that are available under the Type tool.



## Tools

Below is a overview of the available tools in Sure Cuts A Lot.

### Selection Tool



The selection tool is used to select objects on the mat. Once selected, you can move, scale, rotate the selected objects. If you click and drag to make a selection box, the selection box must completely enclose the objects you want to select unless you hold down the Shift key. The [Tool Options](#) will allow you to choose between 2 different styles of selection handles to move/scale/rotate objects.

### **Selection Lasso Tool**



The selection lasso tool is used to make an arbitrary selection area on the mat. Once selected, you can move, scale, rotate the selected objects. The selection area must completely enclose the objects you want to select unless you hold down the Shift key.

### **Edit Tool**



The edit tool allows you to modify shapes on the mat by moving and deleting nodes/points in outlines.

### **Type Tool**



The type tool is for adding/editing characters on the mat.

### **Vertical Type Tool**



The vertical type tool adds characters vertically (from top to bottom).

### **Type on Path Tool**



The type on path tool is for adding characters to flow along a given path/outline.

### **Type on Arch Tool**



The type on arch tool is for adding characters to flow along an arch

### **Draw Tool**



The drawing tool allows you to draw lines and curves on the mat to create your own shapes.

### **Freehand Draw Tool**



Draw freely using a single line thickness. The [Tool Options](#) will allow you to choose how much to smooth the line.

### **Brush Tool**



Draw using a specified brush thickness. The [Tool Options](#) will allow you to choose the size of the brush.

### **Eraser Tool**



Erase parts of shapes. The [Tool Options](#) will allow you to choose the shape and size of the eraser.

### **Draw Shape Tool**



Create rectangles, rounded rectangles, circles, triangles, stars, and polygons.

### **Color Picker Tool**



Copy fill and stroke between objects. With an object already selected that you want to change the fill and stroke on, use the color picker tool to click on another object that you want to copy the fill and stroke from. The [Tool Options](#) will allow you to choose to copy the Fill, Stroke, or both Fill & Stroke.

### **Gradient Tool**



If an object is filled with a gradient, you can click and drag to change the start and end positions of the gradient fill.



### **Knife Tool**

Click and drag to create a cut line where an object will be separated into separate segments.



### **Crop Tool**

Click and drag to create a crop box area. Anything outside the crop box will be removed.



### **Distort Tool**

Select an object and move any of the 4 corners of the distort box to distort the object.



### **Stencil Tool**

Click and drag to create a stencil bridge

### **Zoom In Tool**



The zoom in tool increases the view magnification of the mat. You can click on the mat to zoom in, or click and drag to create an area to zoom in. The [Tool Options](#) will display additional options to zoom out, zoom to selection, zoom to fit.



### **Ruler Tool**

Click and drag to measure distance and angle as displayed in the [Tool Options](#) area.

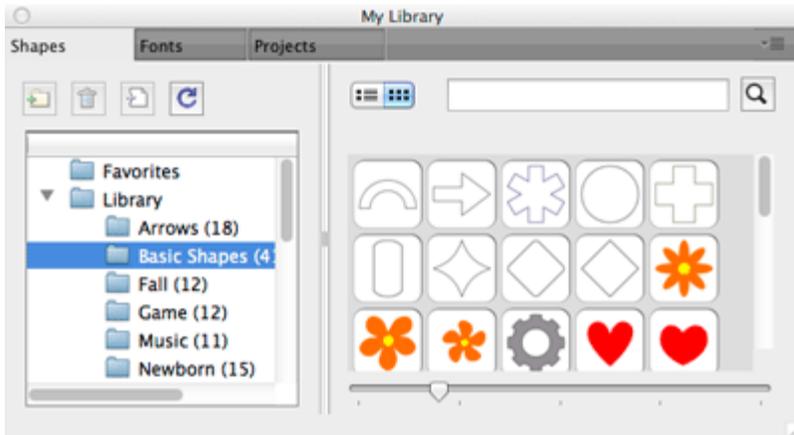


### **Hand Tool**

The hand tool allows you to move the mat within the workspace window.

## Library

The Library window allows you to choose additional pre-made shapes, fonts, or projects to add to the on-screen virtual mat.



## Shapes

The shapes tab is where you can choose pre-made shapes to add to the mat and is organized into the following folders.

- **Favorites** - from the thumbnail view, you can right click on a shape and choose to add it to the Favorites folder.
- **Library** - shapes that come pre-installed with Sure Cuts A Lot
- **My Designs** - here is where you can organize your own files.
- **My Downloads** - files downloaded from the [eshape Store](#) will be placed here.
- **Recent Downloads** - files you have recently downloaded from the [eshape Store](#) will be placed here.

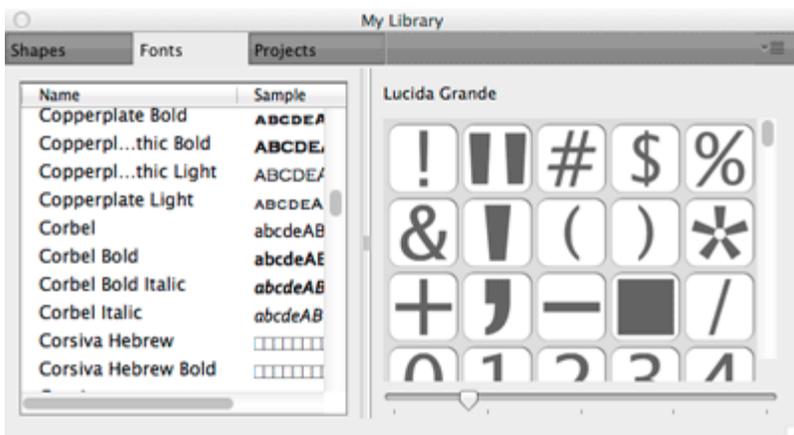
To add a shape from the Library to the on screen virtual mat, you can do one of the following:

- Click on the desired shape. This will automatically add the shape to the center of the visible on-screen mat area.
- Click and hold down the mouse button, to drag the shape to the desired location on the mat and then release the mouse button to place the shape.

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## Fonts

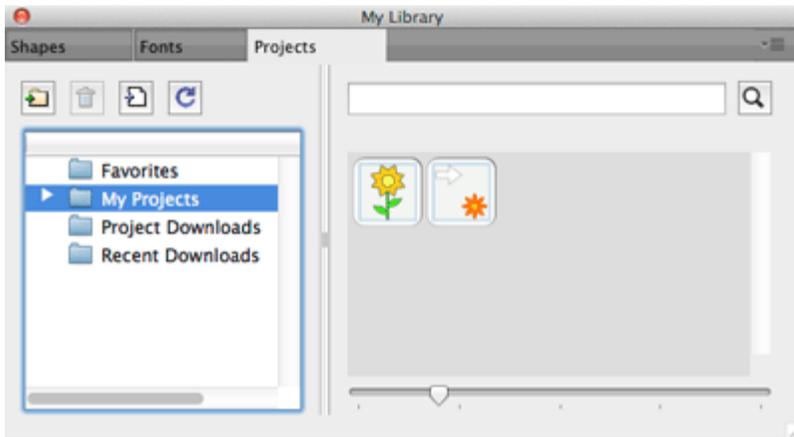
The fonts tab is where you can see the available fonts and characters for each font.



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## Projects

The projects tab is where you can see projects you have saved or downloaded.

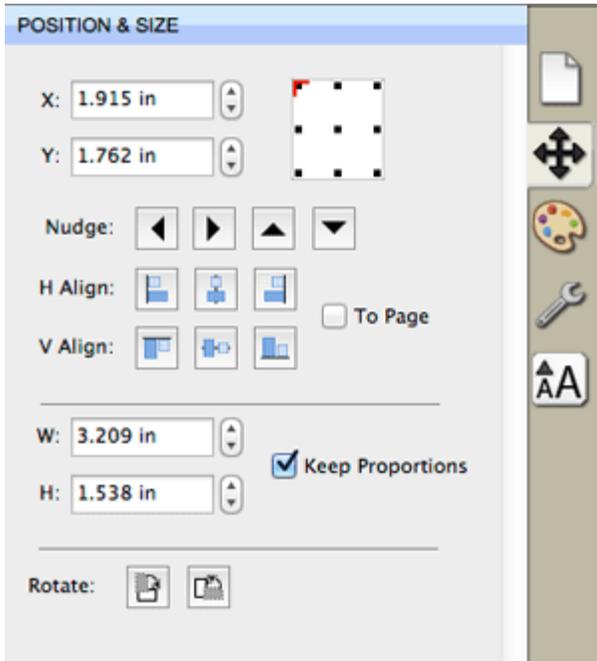


The projects are organized into the following folders:

- **Favorites** - from the thumbnail view, you can right click on a project and choose to add it to the Favorites folder.
- **My Projects** - projects you have saved by choosing Save Project from the [File menu](#).
- **Project Downloads** - projects you have downloaded from the [eshape Store](#) will be placed here.
- **Recent Downloads** - projects you have recently downloaded from the [eshape Store](#) will be placed here.

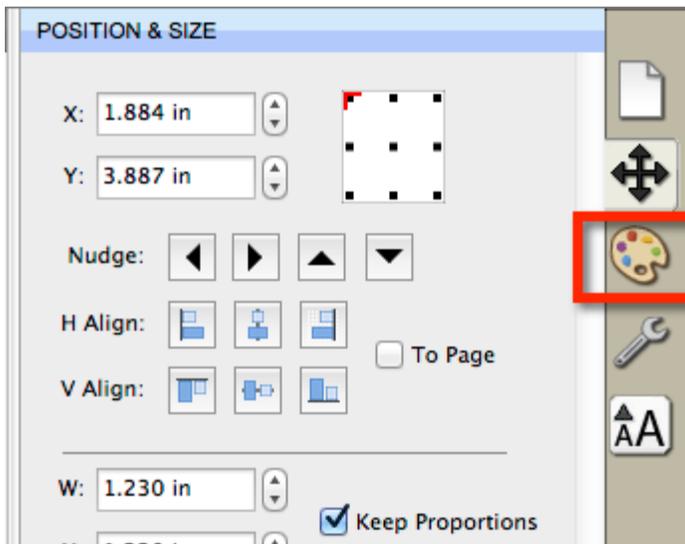
## Properties Panel

The Properties Panel allows you to change the settings for the virtual mat and any objects placed on the mat.

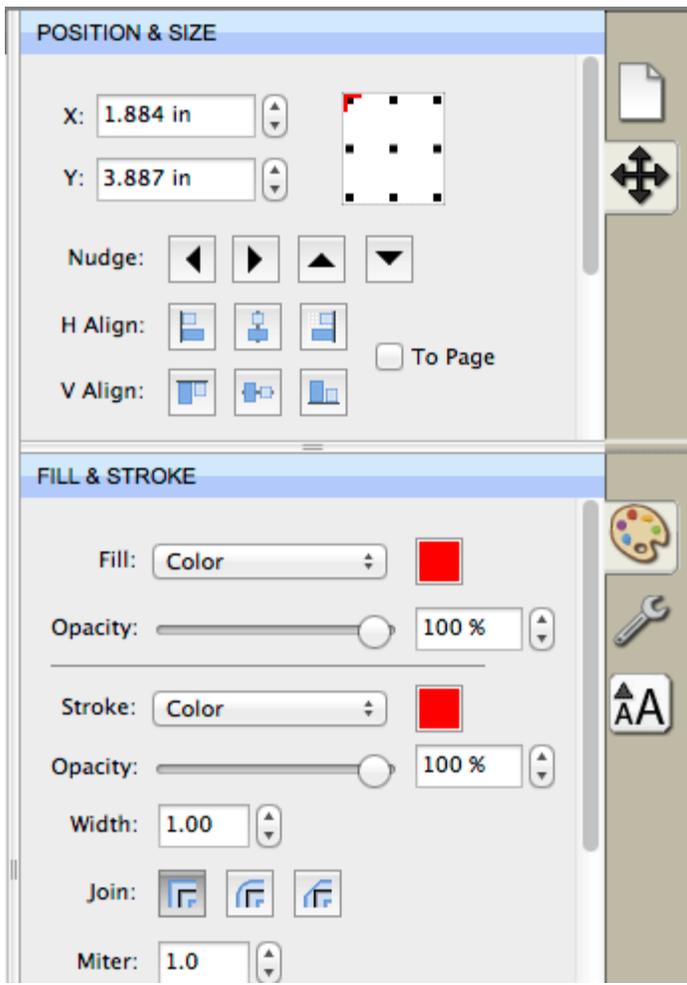


## Show/Hide Property Settings

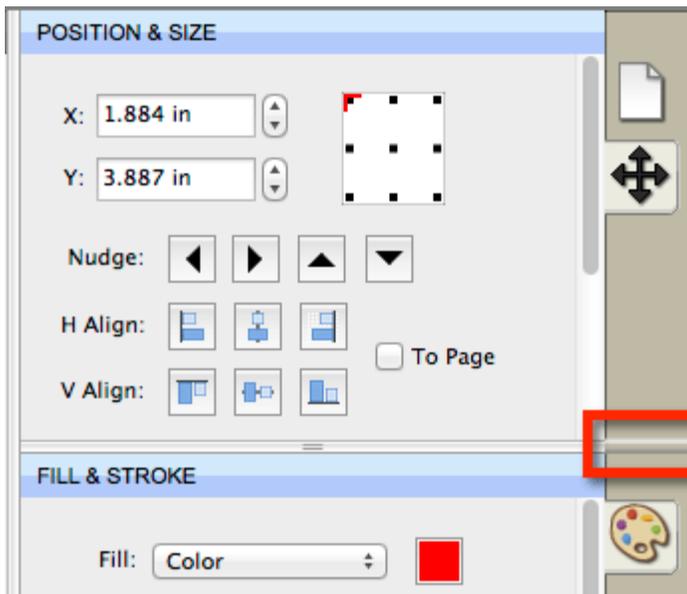
The different Properties settings can be shown by clicking on the icon tabs on the right side. If you want to display multiple tabs you can double click on a tab icon.



After double clicking the icon, that tab should be visible with a new splitter bar added above.



If you want to collapse the tab, double click on the splitter bar above the icon of the tab you want to collapse.



### Property Tabs

Different settings will appear depending on what tool is currently selected from the Tools panel and what is currently selected on the virtual mat.



[Document](#) - Change the view settings for the mat (mat size, measurement units, zoom level, etc.)



- [Position & Size](#) - Change the position and size of the objects on the mat



- [Fill & Stroke](#) - Change how the objects are filled (color, pattern, gradient)



- [Style](#) - Change object styles (shadow, weld, cut line type)



- [Text](#) - Change settings for text added to the mat (font, size, spacing)



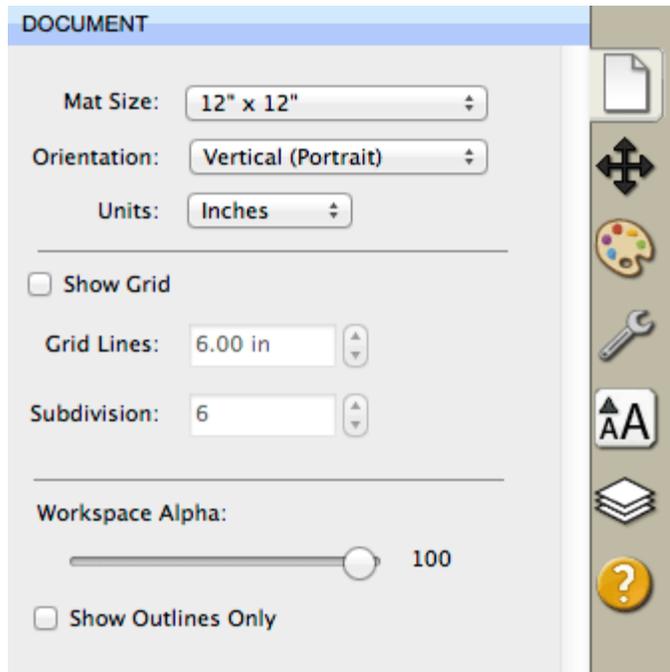
- [Layers](#) - Organize the display order of objects



- [Hints](#) - Shows quick help/tips. For full help documentation, please see the Help file accessible from the Help menu.

## Document Settings

The Document settings allows you to change settings for the on screen virtual mat.



**Mat Size:** Choose the size of your mat. This will correspond to the physical size of the cutting mat or material you will be using in the cutting machine.

**Orientation:** Choose whether the mat should be displayed Vertical (Portrait) or Horizontal (Landscape).

**Units:** Choose the unit of measurement (Inch, cm, mm) to use for manipulating objects on the mat.

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**Show Grid:** Check if you want grid lines to be displayed

**Grid Lines:** The distance between each major grid line.

**Subdivision:** The number of divisions between each major grid line. These grid lines will appear slightly lighter in color than the major grid lines.

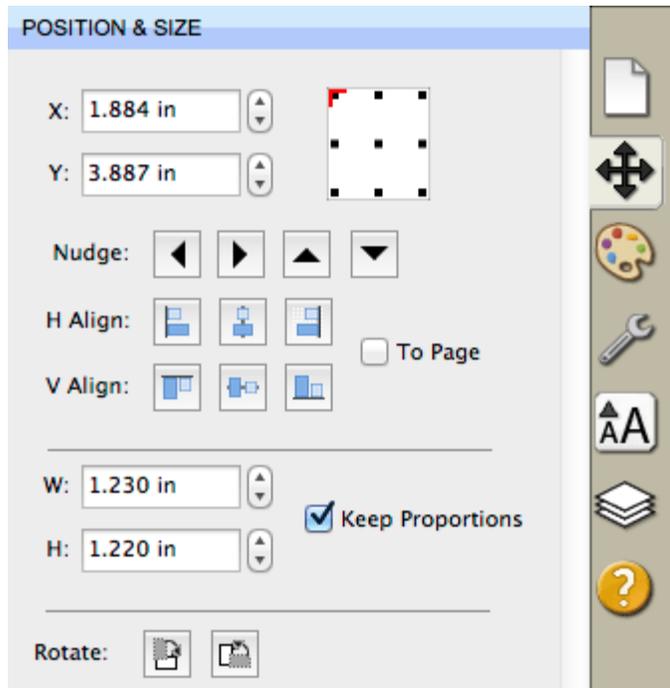
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**Workspace Alpha:** This will allow you to specify if you want the objects to appear semi transparent so you can see what is underneath.

**Show Outlines Only:** If checked the objects will not be filled when displayed on the mat.

## Position & Size Settings

The Position & Size settings allows you to change the position and size of objects on the mat.



**X:** The horizontal position of the object.

**Y:** The vertical position of the object.

**Nudge:** Slightly shift the object Left, Right, Up or Down on the mat.

**H Align:** Horizontally align the object to the Left, Center, Right side of the mat

**V Align:** Vertically align the object to the Top, Center, Bottom side of the mat.

**To Page:** If checked the alignment will be aligned to the mat area. If not checked, the alignment will be aligned to the selected objects.

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**W:** The width of the object.

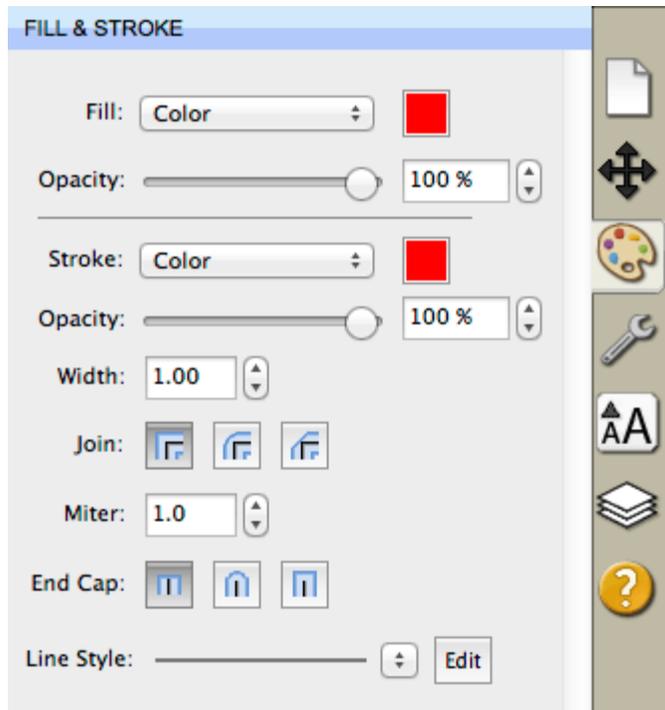
**H:** The height of the object.

**Keep Proportions:** If checked, it will keep the current aspect ratio of the object when re sizing it.

---

**Rotate:** Rotate the object clockwise or counter-clockwise.

## Fill & Stroke Settings



**Fill** : Choose to have no fill, color, pattern, or gradient.

**Fill Opacity**: Choose a transparency for the fill. A value of 100% will be completely opaque.

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**Stroke**: Choose to have no stroke, color or pen color.

**Stroke Opacity**: Choose a transparency for the stroke. A value of 100% will be completely opaque.

**Width**: Thickness of the stroke.

**Join**: How corners will be drawn on the screen.

-  **Miter** - stroke with pointed corners. If the length of the pointed corner exceeds the Miter threshold, the corner will be changed to a beveled corner.
-  **Round** - stroke with rounded corners.
-  **Bevel** - stroke with squared corners.

**Miter**: If the Join is set to Miter, this controls when the stroke will change a corner from a pointed corner to a beveled corner.

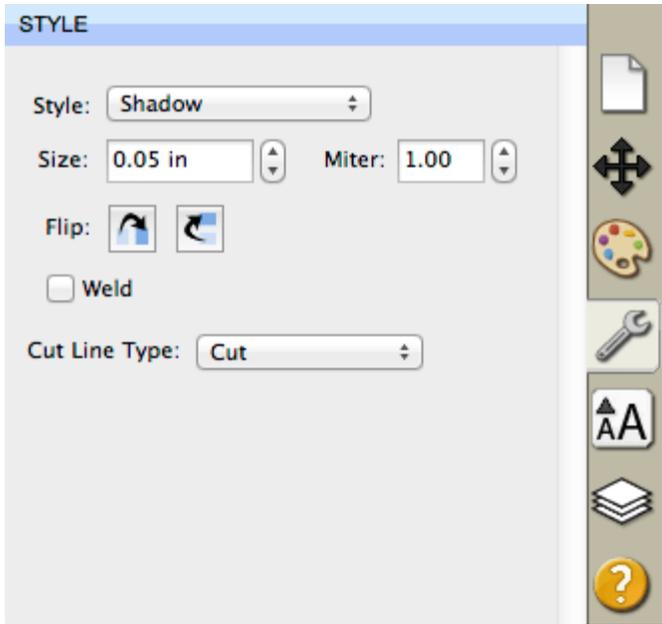
**End Cap**: If the path is an open path, this determines how the ends of the stroke are displayed.

-  **Butt** - stroke with squared ends
-  **Round** - stroke with semicircular ends
-  **Square** - stroke with squared ends that extend half the line width beyond the end of the line

**Line Style**: Choose between a solid or dashed (perforated line). You can also click the Edit button to create your own custom dashed line.



## Style Settings



**Style:** Choose how you wish the objects to appear.

**Normal:** Original look



**Shadow:** Expands the outlines



**Blackout:** Removes interior outlines



**Shadow Blackout:** Combination of both the Shadow and Blackout styles



**Flip:** Flip the objects horizontally or vertically.

**Flip Horizontally:**  Flips the selected object along the Y axis



**Flip Vertically:**  Flips the selected object along the X axis



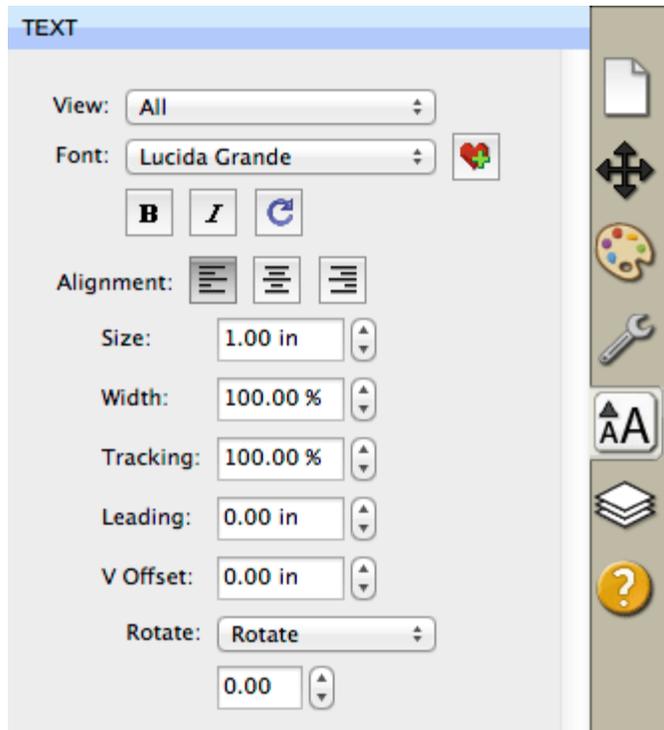
**Weld:** Check to enable welding to combine overlapping edges. For more information, please see the [Welding section](#).

**Cut Line Style:** Choose how the outline is to be treated when cutting.

- **Cut** - normal cut line to be cut with the cutting blade.
- **Draw** - line to be drawn with a pen instead of cut with the blade.
- **Print+Cut Cut** - When doing a Print+Cut, this will be cut but not printed.
- **Print+Cut Print** - When doing a Print+Cut, this will be printed but not cut.
- **Color Layer Alignment** (PRO Version) - When doing a Cut by Color, this will be cut in all colors to be used a key to align the different color layers.

## Text Settings

The Text settings allows you to change settings for adding or editing text on the mat..



**Font** : This drop down list shows the available fonts to choose from. It will show the name of the font and a sample of the font on the right hand side. "Sure Cuts A Lot" can only use vector based fonts (TrueType) and not raster/bitmap based fonts. The program will load the fonts that are loaded in your system.

**Bold**: Change the font style to Bold if available for the specified font.

**Italic**: Change the font style to Italic if available for the specified font.

**Reload**: Reload the font list.

**Alignment**: Choose to justify text to the left, right, or center.

**Size**: Enter the font size (height).

**Width**: You can change the width of the individual characters. This is entered as a percentage relative to it's normal width.

**Tracking**: You can change the tracking (spacing between the letters) of the individual characters. This is entered as a percentage relative to it's normal spacing.

**Leading**: If you have text with multiple lines, the Leading will change the spacing between the lines of text.

**V Offset** : You can change the vertical offset of the individual characters to raise or lower the character from the base line of the text.

**Rotate**: Rotate the individual characters.

## Organizing Fonts

From the "View" drop down menu, you can choose how to view the list of available fonts.

- All: shows all of the available fonts
- Favorites: shows the list of fonts that you tagged as a favorite. You can add/remove a font from the favorites list by clicking the Add/Remove Favorite button 
- Project: shows the list of fonts that are being used in your current design project

## Adding Additional Fonts

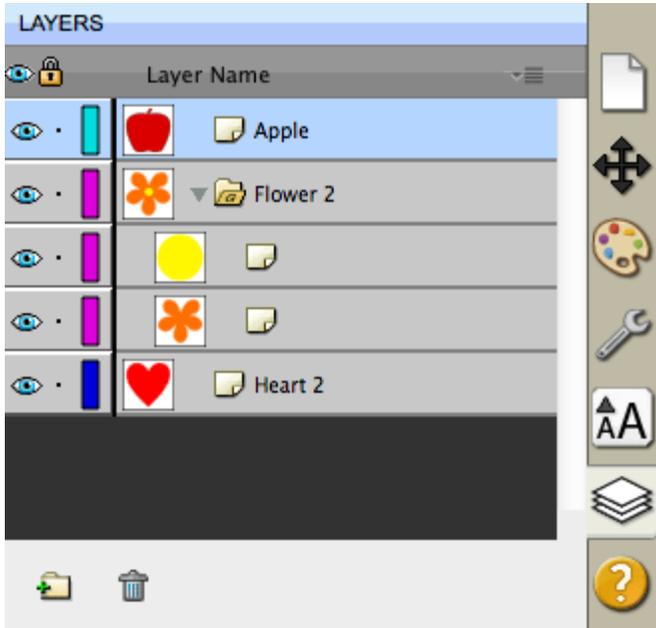
"Sure Cuts A Lot" loads the fonts that are installed in your system. Fonts can be downloaded from the internet and installed in your system via the Fonts control panel.

## Layers Panel

The Layers panel is used for organizing objects in your design layout. Each object is added as a new layer and you can see a preview of the contents of each layer.

There are two types of Folders in the Layers window. The first is a normal folder which can be added via the Add folder icon button on the bottom of the Layers window. This will add a folder where you can add layers to for organizational purposes.

The second type of folder is a "Group folder" which are automatically added when you [group objects together](#) via the Group option under the Object menu.



### Visibility

Indicates whether objects in the layer are visible or hidden. The visible icon  indicates that the layer is visible. If objects are hidden, they will not be visible in the Preview and will not be cut when cutting with the machine.

### Lock

Indicates whether objects in the layer are locked or unlocked. The lock icon  indicates that the layer is locked and cannot be edited.

### Color

Color of the layer. This color will determine the display color for all objects added to the layer. To change the color, you can choose "Layer Properties" from the "Layer" menu or double click on the layer to change in the Layers Panel.

### Name

Name of the layer. You can name the layers to help identify each layer. To change the name, you can choose "Layer Properties" from the "Layer" menu or double click on the layer to change in the Layers Panel.

### Create A New Layer Folder

Layer folder can be used to help organize/group layers together. New layer folders will be added above the current selected layer.

To add a new layer folder, do one of the following

- Click the New Layer Folder Button  in the Layers panel.

- Choose New Layer Folder from the Layers menu button  in the Layers panel.
- Choose Insert Layer Folder from the Layers menu from the main menu bar.

## Delete A Layer

You can delete the current selected layer by doing one of the following:

- Click the Delete Layer Button  in the Layers panel.
- Choose Delete Layer from the Layers menu button  in the Layers panel.
- Choose Delete Layer from the Layers menu from the main menu bar.

## Moving Layers

The order of the layers in the Layers panel determines the hierarchy of the objects on the page. Layers at the top will appear on top of layers beneath it. By creating multiple layers in your page, you can control how overlapping objects are displayed.

You can rearrange the order of the layers by dragging them within the Layers panel. You can only move a single layer at a time. To move a layer, click and hold the mouse button in the layer you wish to move. Then drag and release the mouse button at the new location. When dragging, you will see a horizontal line indicating where the layer will be inserted.

## Lock/Unlock Layers

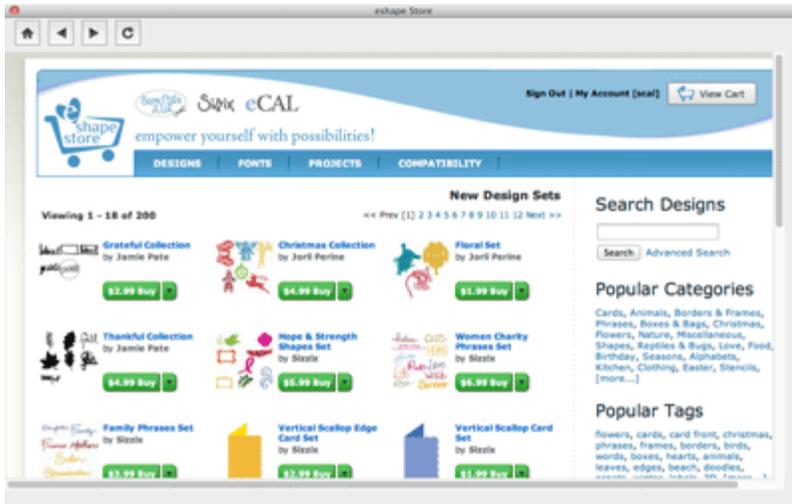
Locking layers prevents you from selecting and editing them.

## Hide/Show Layers

Hiding layers prevents them from being displayed on the mat. Hidden layers/objects will not appear in the Preview and will not be cut when cutting the page with the cutting machine.

## eshape Store

Browse, purchase and download digital shapes from the eshape Store. The eshape store can be accessed by choosing "eshape Store" from the [File menu](#) or by clicking the Store icon  from the toolbar.

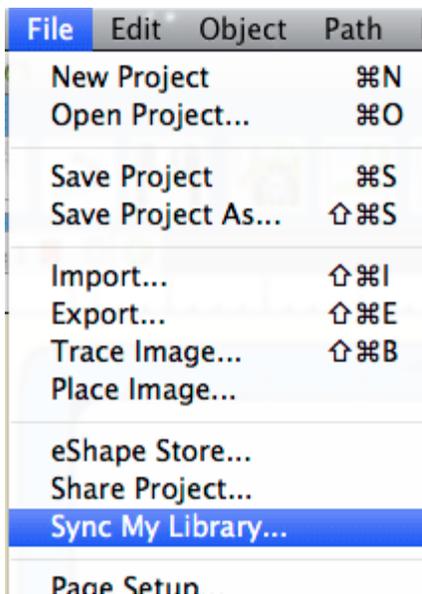


## How To Download Your Purchases

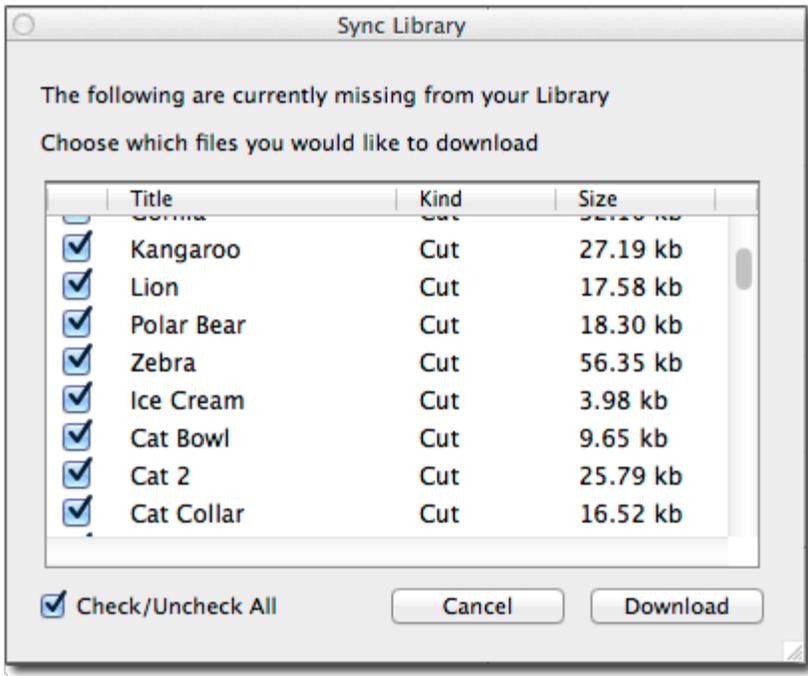
There are a few different ways to download your purchased files.

### Method 1: Download from within eCAL

1. From the [File menu](#), choose the "Sync My Library" option.

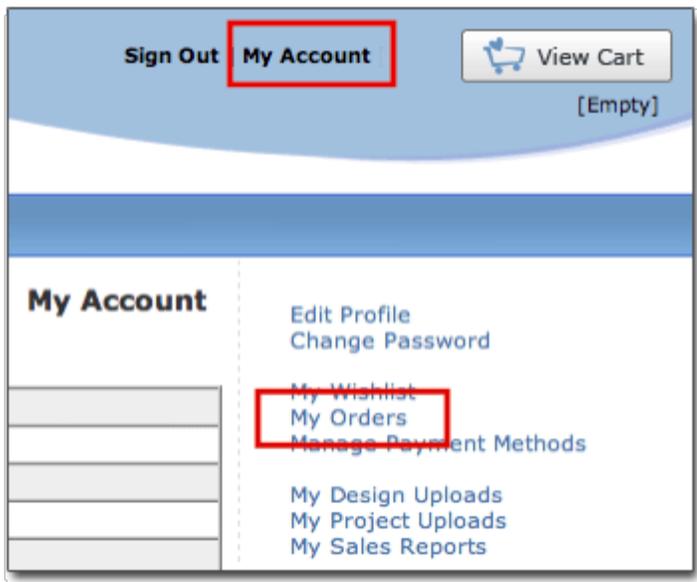


2. You will now see the **Sync Library window** where you can see the items that you purchased that are not currently found in your Library in the software. You can download all of the files, or select individual items to download. Click the **Download button** to start downloading the selected items.



## Method 2: Download from the Store within eCAL

1. From the File menu, choose the "eshape Store" option or click the eshape store toolbar button to open the eshape Store window. In the Store, choose "**My Account**" and then "**My Orders**".



2. Here you can see your previously placed orders. Click the "**Download Order File**" to download all items from that particular order, or you can also download individual items from an order.

DESIGNS | FONTS | PROJECTS | ECLIPS | COMPATIBILITY

My Account

Order Date: Last 30 days ▾ Choose if you want to search particular dates

10/3/2013 11/2/2013

Show Orders

You have 5 orders placed between: 10/3/2013 - 11/2/2013

Viewing 1 - 5 of 5

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Order Number: ECAL100142  
Order Date: 2013-11-02 15:42:15  
Order Total: \$5.74  
Total Items: 10

[Download Order Files](#)

 **Summer Set**  
Price: \$5.74  
[Download](#) ▾

 **Adirondack**  
Price: \$0.00  
[Download](#) ▾

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### Method 3: Download from a regular web browser (Internet Explorer, Safari, Firefox, Chrome)

If you download files from a regular web browser outside of eCAL, it will download a .scalorder file. After downloading the .scalorder file, you can drag and drop it onto the main window in eCAL and it will begin to download the files for that order.

## **File Menu**

**New Project:** start a new project with a new blank mat

**Open Project:** open an existing project that was previously saved (.scut files)

**Save Project:** save your current project in it's current state. The project will be saved a Sure Cuts a Lot 4 project file (.scut4) which can later be re-opened by choosing Open Project. If you already working no an existing file you opened, it will save the new settings to that same file, otherwise it will prompt you to create a new file.

**Save Project As...:** same as Save Project but allows you to specify a new filename to save it to

**Import...:** display a file choose dialog to allow you to choose supported file formats (svg, eps, pdf, scut, ai, wpc, fcm) for importing files to the mat.

**Export...:** export the contents of the current page to various file formats (svg, png, bmp, jpg, tiff)

**Trace Image...:** displays the [Trace Image window](#) for choosing images files to convert for cutting

**Place Image...:** adds an image to the mat (for printing).

**Print Setup...:** setup printer properties

**Print:** print the current page to a printer

**Recent Projects:** submenu will show the recent project files used.

**Exit:** quit the program

## Edit Menu

**Undo:** undo the last modification made to objects on the mat

**Redo:** this can be used if you did an Undo and want to go back to the state before you did that Undo action.

**Cut:** this will remove the current selection from the mat and save it to the clipboard to allow you to Paste it onto the mat

**Copy:** copies the current selection to the clipboard to allow you to Paste it

**Paste:** this is enabled if you did a Cut or Copy operation on a selection and will place the cut or copied objects onto the mat. The pasted object will be slightly offset from the original cut or copied objects location.

**Paste in Place:** same as Paste but pasted the objects in the exact same spot on the mat from which it was cut or copied from.

**Paste (Auto Fill):** this will fill the mat with whatever was cut or copied

**Select All:** selects all the objects on the mat, which will surround all the objects with a bounding box and the blue handles to allow you to move, rotate and stretch the objects.

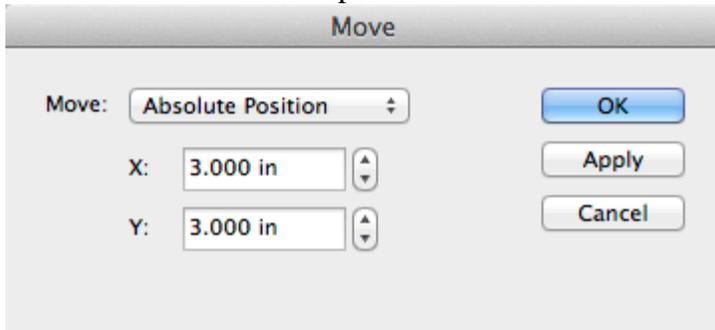
**Deselect All:** if something is selected on the mat, it will de-select it.

**Preferences:** opens the Preference window to set settings for "Sure Cuts A Lot 4"

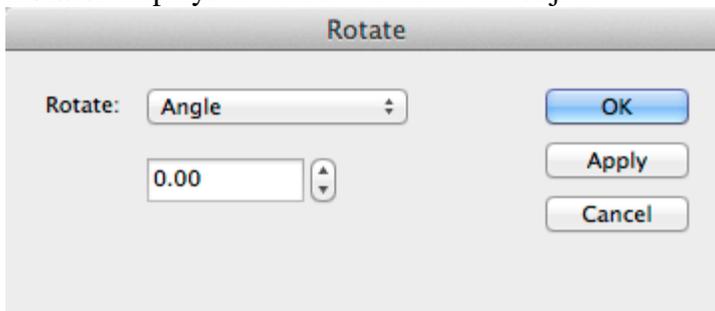
## Object Menu

### Transform

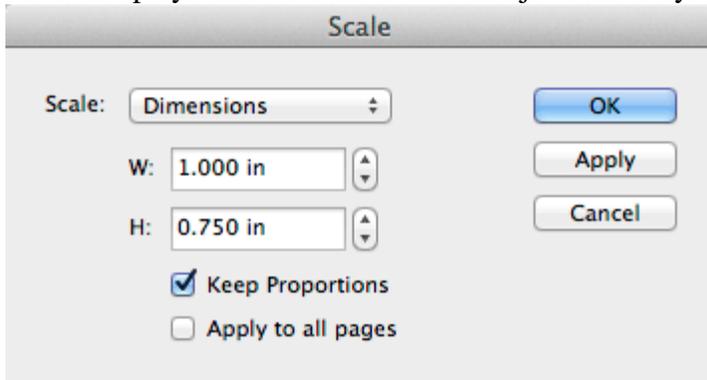
- **Move:** displays a window to move an object. Choose to move the selection to an Absolute Position on the mat, or Relative to the current position.



- **Rotate:** displays a window to rotate an object

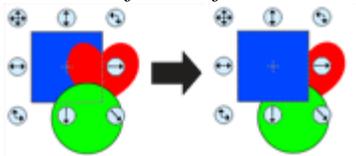


- **Scale:** displays a window to scale an object either by Dimensions or a Percentage.

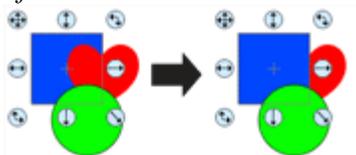


### Arrange

- **Bring To Front:** moves the current selection to the top/front in the layering order. *Example - Blue square is moved in front of the heart and circle.*

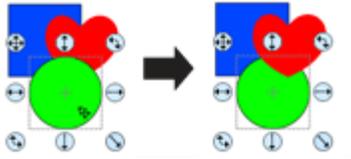


- **Bring Forward:** moves the current selection up in the layering order. *Example - Blue square is moved in front of the heart.*

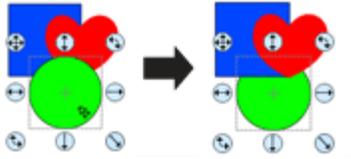


- **Send Backward:** moves the current selection down in the layering order. *Example - Green circle is moved*

behind the heart.



- **Send To Back:** moves the current selection to the bottom/back of the layering order. *Example - Green circle is moved behind the heart and blue square.*



## Align

- **Align Left:** aligns the left side of all selected objects.



- **Align Right:** aligns the right side of all selected objects.



- **Align Top:** aligns the top side of all selected objects.



- **Align Bottom:** aligns the bottom side of all selected objects.



- **Align Centers:** aligns to the center of all selected objects.



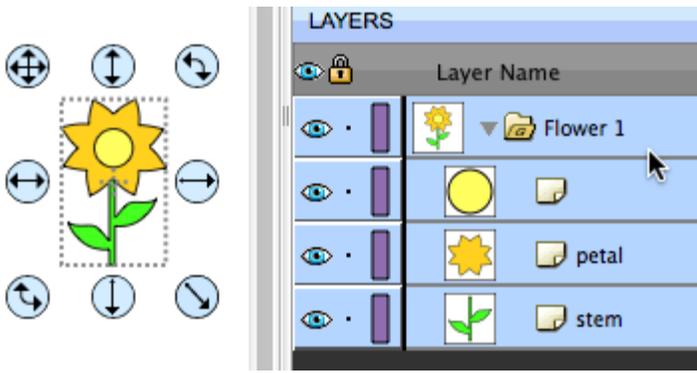
- **Align Horizontal Center:** aligns to the horizontal center of all selected objects.



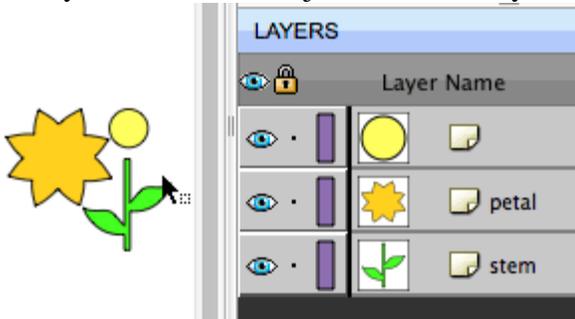
- **Align Vertical Center:** aligns to the vertical center of all selected objects.



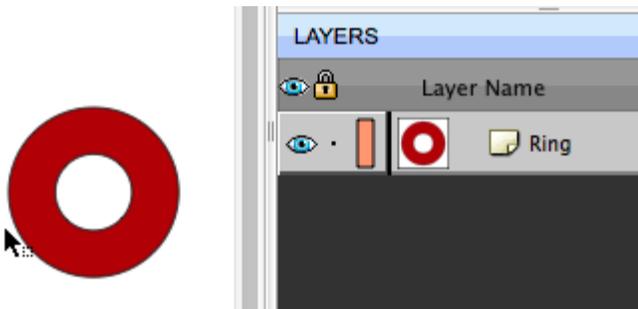
**Group:** combines the selected objects into a group object, so that when you select the group, and try to move, scale, or rotate, it will modify everything in the group together. In the Layers window, a group will be shown as a folder with the letter G on it.



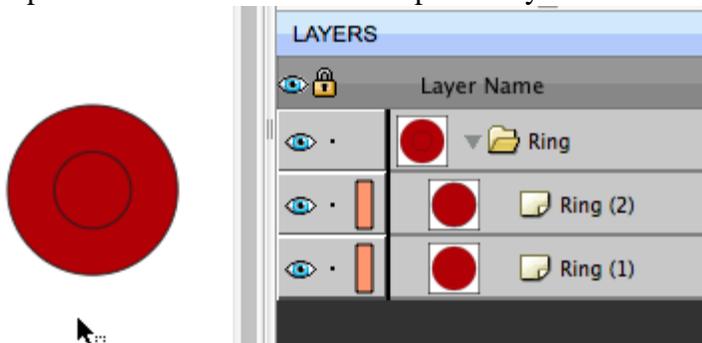
**Ungroup:** this will take the objects in the selected group object, and remove them from the group so that you can modify the individual objects individually.



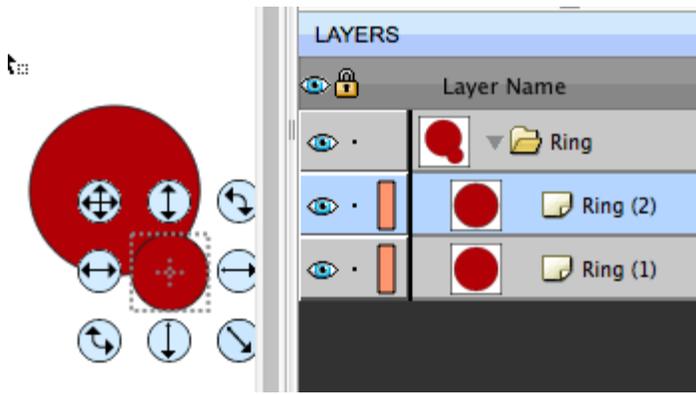
**Break Apart:** if an object has multiple outlines in the shape, you can break it apart. The following example is breaking apart the Ring shape from the Basic Shapes Library. First select the object on the mat.



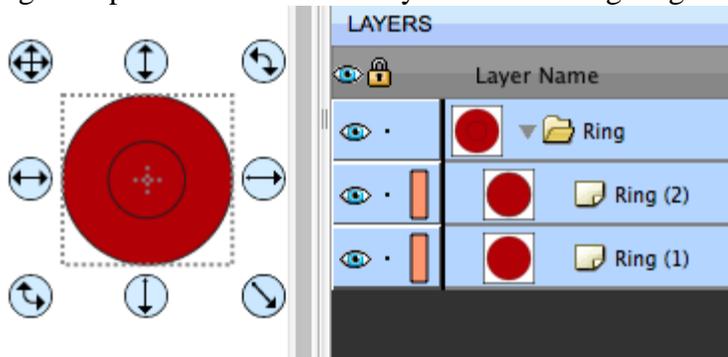
Then choose Break Apart from the Object menu and it will spilt the outer circle and the inner circle into separate shapes and can also be seen as separate layers in the Layers window.



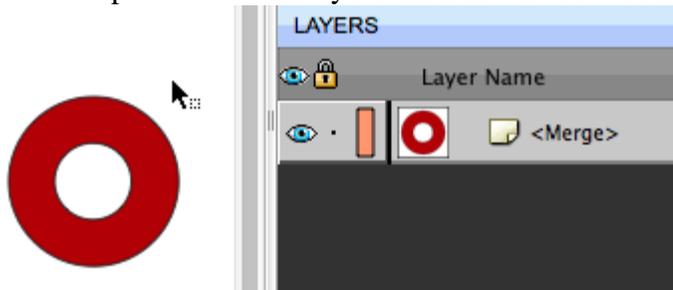
You could then modify each part of the original shape separately



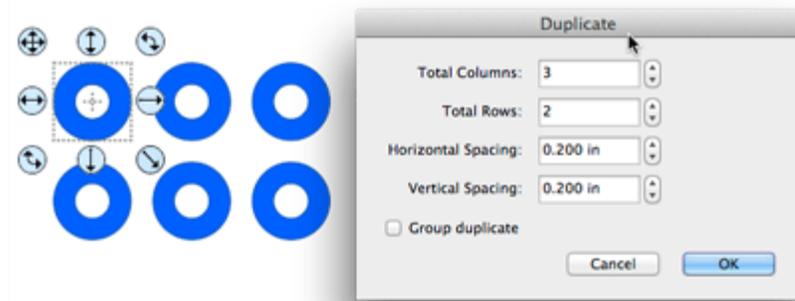
**Merge:** merging is the opposite of Break Apart, where it will take separate outlines and combine them back into a single shape. Select the outlines you wish to merge together.



Choose Merge from the Object menu and it will take the outlines and make a new combined shape. You can see that the two separate outlines/layers were combined into a new single shape and layer.

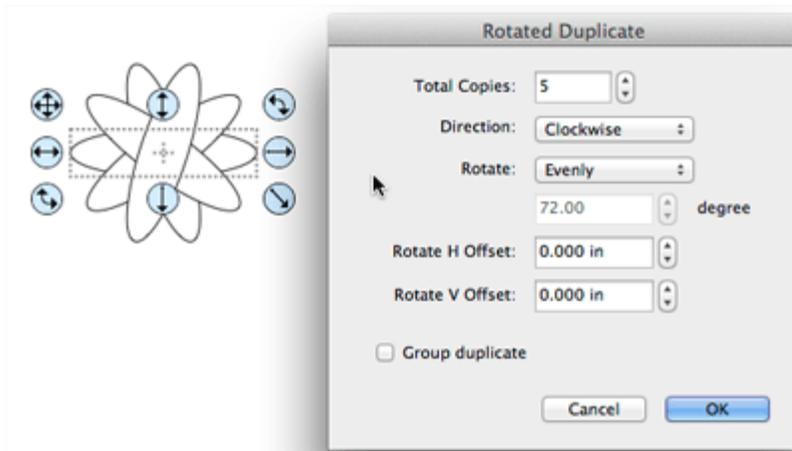


**Duplicate:** Make copies of the selected object by specifying the number of rows and columns.

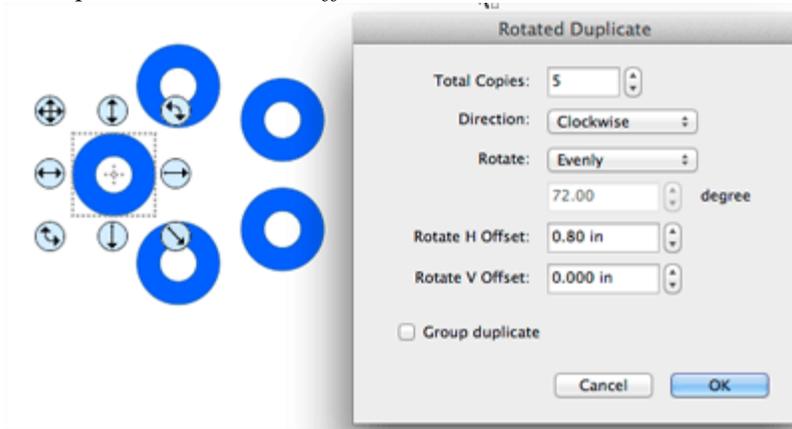


**Duplicate Rotated:** Make copies of the selected object while rotating each copy.

*Example 1 - with the Offset value set to 0, it will rotate the duplicate copies around the center.*



*Example 2- with the H Offset value set*



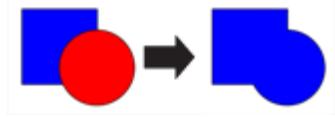
**Hide:** makes the current selected objects not visible on the mat. When it is hidden it will not cut.  
**Show All:** makes all objects on the mat visible.

**Lock:** makes the current selected objects locked so that it cannot be modified.

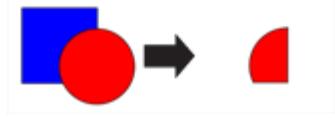
**Unlock All:** unlocks all objects on the mat so they can be modified again if desired.

## Path Menu

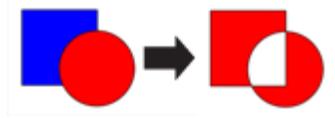
**Union** : combine multiple objects into a single object.



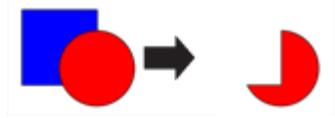
**Intersection** : retain the areas that are overlapping between two shapes



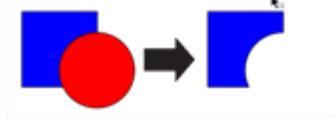
**Exclude**: retain the areas that are not overlapping between two shapes



**Front Minus Back**: removes areas where the object on top is overlapping the object underneath it

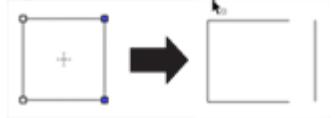


**Back Minus front**: removes the areas where the object underneath is overlapping the object on top



**Simplify**: displays the [Simplify window](#) to help reduce the number of nodes/points in a shape while trying to maintain the original shape without distortion.

**Split Path**: Select 2 nodes on an outline to split the outline into 2 separate paths.



**Reverse Path** : reverses the node/point order so that the first/starting point becomes the end point and the end point becomes the starting point.

**Object to Path**: Takes the current selected object and commits any effects (including Rhinestone, Lattice, Shadow). Can also be used to take text and convert it to paths where it will no longer be edited as text, but can then be edited using the node tools.

**Close Path**: If the outline is an open path (Start and End points do not meet), it will automatically close it.

## Layer Menu

**Add Layer Folder:** adds a new Layer Folder to the Layers window.

**Duplicate Current Layer:** adds a copy of the current layer.

**Delete Current Layer:** delete the current layer and the objects in that layer.

### Arrange:

- **Raise Layer:** moves the layer up, so that the objects in the current layer will be on top of whatever objects are in the layer above it in the Layers window
- **Lower Layer:** moves the layer down, so that the objects in the current layer will be underneath whatever objects are in the layer below it in the Layers window.
- **Layer to Top:** moves the layer to the top so that it is above all other layers
- **Layer to Bottom:** moves the layer to the bottom so that it underneath all other layers.

### Show/Hide:

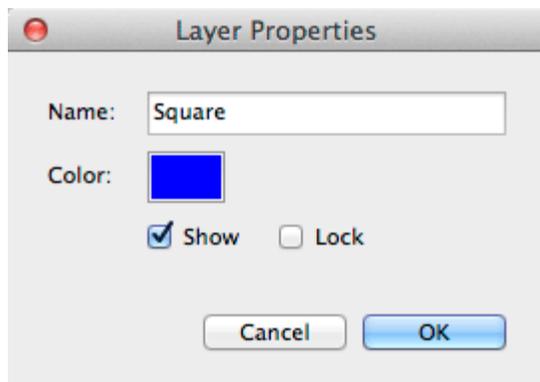
- **Show All Layers:** makes all layers visible
- **Hide All Layers:** makes all layers not visible
- **Toggle All Layers:** if a layer is visible, it will make it hidden and vice versa

### Lock/Unlock:

- **Lock All Layers:** makes all layers locked to prevent them from being edited
- **Unlock All Layers:** makes all layers unlocked so you can edit them.
- **Toggle All Layers:** if a layers is locked, it will make it unlocked and vice versa

**Send Layer to Page...:** allows you to move the layer to a different page in your project

**Layer Properties... :** allows you to change the various properties of the chosen layer

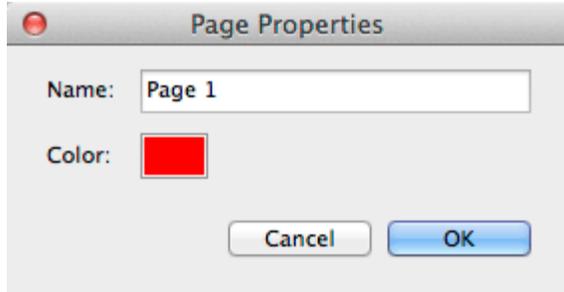


## Page Menu

**Add Page:** adds a new page to the current project

**Delete Page:** removes the current page from the current project

**Page Properties :** allows you to change the name and color for the current page



For further information on using pages, see the [Pages Section](#).

## Effects Menu

**3D Rotate:** rotate the shape along the X, Y and Z axis.



**Bulge:** offset any of the four sides of the shape



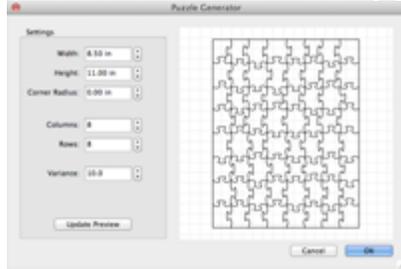
**Canned:** effect to make the object appear it is wrapping around a cylinder.



**Lattice:** give your shape a lattice appearance.



**Puzzle Generator:** create a jigsaw puzzle



**Rhinestones:** specify stone size and spacing to make a rhinestone template



**Shadow Layer (Contour Cut):** create a shape layer with a specified offset.



**Title Crawl:** make the object appear as if it is vanishing off into the distance.



**Wave:** wave distortion with specified number of cycles and amplitude.

**SCAL**

**Wrapper:** transform shapes so that it can be wrapped around a conical object (cone, cup, tumbler, cupcake wrapper, etc.)



## View Menu

**Show Outlines Only:** when enabled, it will only display the outlines of the shapes on the mat. If disabled, it will fill in any closed shapes for viewing purposes only.

**Zoom In:** increase the zoom level of the on screen mat

**Zoom Out:** decrease the zoom level of the on screen mat

**Zoom Selection:** Zoom to whatever objects are currently selected

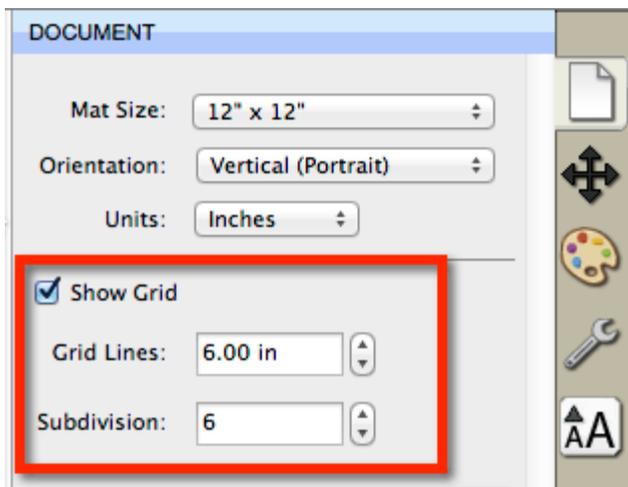
**Fit to Window:** changes zoom level so that the entire mat is visible on the screen

**Actual Size:** changes the zoom level to 100%

**Snap To:**

- **Grid:** if enabled, when moving objects, it will automatically keep the objects aligned to the closes grid line
- **Objects (Bounds):** snap the selected object to the closest outside edge of another object.
- **Objects (Center):** snap the selected object to the closest center of another object.
- **Objects (Sub Layers):** allow to snap to child layers within a group. If not checked, it will ignore the edges of objects within a group and only snap to the outside edges of a group.

**Show Grid:** add horizontal and vertical grid lines to the workspace. The spacing of the grid lines can be customized in the [Document tab](#) of the [Properties window](#).



**Show Mat Cake Circle:** adds circles to the the mat grid.

**Ruler Units:** choose between inches, cm, and mm for the ruler units on the mat.

## **Text Menu**

**Font:** choose a font to use. The font can also be changed from the Library window in the Fonts tab, or the Properties window in the Text tab.

**Size:** choose a font size to use.

**Convert Text to Outlines :** converts the selected text to outlines so that is treated as shapes/paths and can no longer be edited as text using the Type tool or Text options in the Properties window.

**Load Font File:** temporarily load a font file (.ttf, .otf) to be used in Sure Cuts a Lot until you quit the program.

## Cutter Menu

**Mat Size:** choose the mat size you plan to use with your cutting machine. You can choose from one of the predefined sizes or choose Custom Size to enter your own size.

**Mat Orientation:** choose between Vertical (Portrait) or Horizontal (Landscape).

**Preview:** this will display the lines of the current page that will be cut, drawn, or printed if you chose to cut or print the design. This can be useful if you are using the "[weld](#)" option so you can see what the welded objects will look like before they are actually cut.

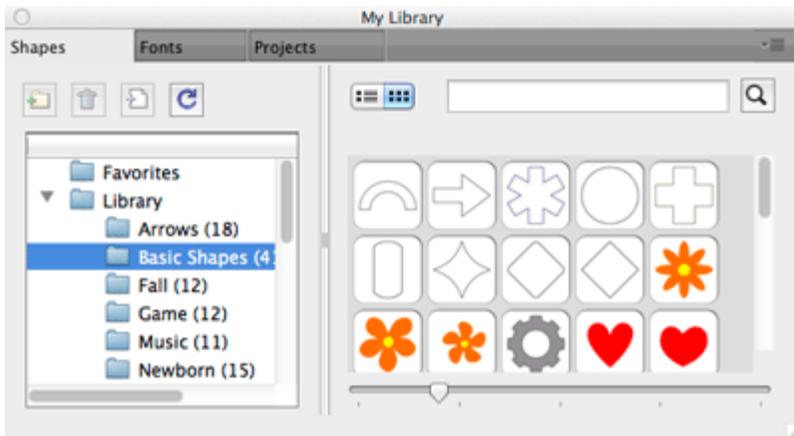
**Cut with...:** choose when you are ready to cut your design with your specified machine to bring up the [Cut Window](#).

**My Cutter :** From here you can choose your default cutting machine to be used or choose Manage Cutters to add a new cutting machine model to the list.

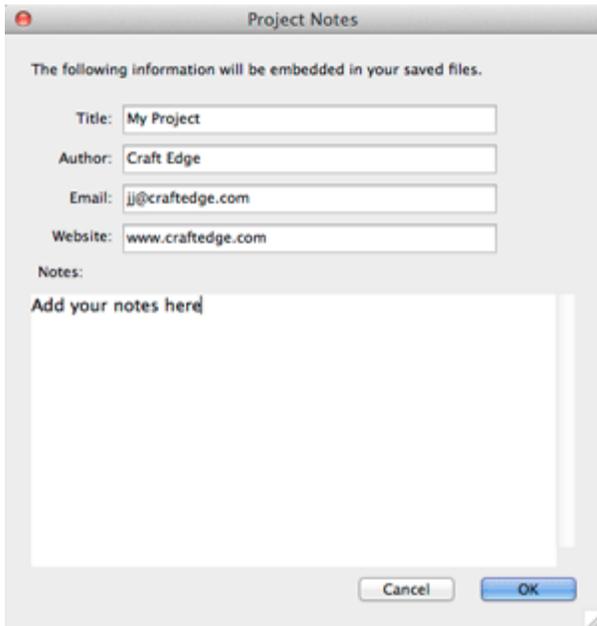
**Tablet Connection:** When enabled, you will be able to use the tablet version (for Apple iPad and Android tablets) to send data from the tablet to the desktop version of the software for cutting.

## Window Menu

**My Library:** show the My Library window where you can choose Shapes, Fonts, and Projects



**Project Notes:** add your own notes which will be embedded into the project when saved.



**Workspace:** you can customize size and positioning of the windows and save it to a Workspace preset.

- **Basic:** automatically arranges the windows to the basic configuration where the Properties bar is not split.
- **Advanced:** automatically arranges the windows to the advanced configuration where the Properties bar is split at the Layers tab.
- **Save Workspace...:** You can save the current layout of your windows to your own custom workspace which will be added to the Workspace menu.
- **Manage Workspaces:** allows you to rename and delete any custom workspaces you saved.

## Help Menu

**Online Forums:** opens up our forums (<http://forums.surecutsalot.com>) in your web browser, where you can find additional help, tips & tricks, and several files shared by our customers.

**Online Video Tutorials:** view our [video tutorials](#) in your web browser for help.

**Install Driver:** option to install or uninstall the USB driver needed for various cutting machines. For further information on installing the driver, see the [Installing the Driver section](#).

**Register Product:** registering is optional, but will enable you to receive tech support, news, updates, special offers and other benefits. Registering will also help you to retrieve your serial number for your software if you lost it. You can register at <http://www.craftedge.com/register>

**Check for Updates:** check to see if a newer version of the software is available which will have new features and/or bug fixes.

**Deactivate:** If you purchased a license and used your serial to activate the software on your computer, you can choose this option to deactivate the installation to allow you to install the software on a different computer you are using. This process requires an Internet connection.