

## Introduction

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Thank you for using Rhinestone 2D. Rhinestone 2D is a Windows-based application program for Personal Computers.

What is Rhinestone 2D?

Rhinestone 2D is an application program to draw designs used for various Hotfix textile printings.

Rhinestone 2D helps you draw various designs easily and quickly without any need for using expensive embroidery machines. Hand drawing designs can be inputted to your PC through the scanner to create your own creative designs. Rhinestone 2D is simple and easy but performs the best to help you make your imagination realized.

The R & D team of NCKOREA CO.,LTD. is doing its best to develop the best software programs to help any person use them easily and efficiently at any time. NCKOREA CO.,LTD always cares about users.

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## What's New in Rhinestone 2D

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It also contains Frequently Asked Questions or other useful information.

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## Contents

1. Start.....	7
1-1. Screen Components.....	
2. File(F) Menu.....	11
2-1. New File (N).....	12
2-2. Open (O).....	13
2-3. Background File Open (B).....	15
2-4. Close (C).....	17
2-5. Save (S).....	18
2-6. Save As (A).....	19
2-7. Manage Printer(M).....	20
2-8. Preview (V).....	21
2-9. Print (P).....	22
2-10. Exit (X).....	24
3. Edit (E) Menu.....	25
3-1. Undo (U).....	26
3-2. Cut(T).....	27
3-3. Copy (C).....	28
3-4. Paste (P).....	30
3-5. Delete(D).....	31
3-6. Select All (O).....	32
3-7. Select Block (L).....	34

3-8. Select Object (B) .....	35
4. Zoom (Z) Menu.....	37
4-1. Real Time (R).....	38
4-2. Move Focus (M).....	39
4-3. Window (W).....	40
4-4. Object.....	41
4-5. Previous (P).....	43
5. Tool (T) Menu.....	45
5-1. View Background (B) .....	46
5-2. Image Size.....	48
5-3. Text Style .....	50
5-4. Move (V) .....	51
5-5. Rotation (R).....	53
5-6. Scale (L).....	55
5-7. Mirror Copy (M).....	57
5-8. Option (N).....	59
5-9. Grid.....	61
5-10. Language.....	62
6. Draw (D) Menu .....	63
6-1. Point (O).....	64
6-2. Line (O).....	65
6-3. Poly Line(P) .....	67
6-4. Rectangle(G).....	70
6-5. Polygon (Y) .....	72
6-6. Spline(S) .....	74

6-7. Arc(A).....	76
6-8. Circle (C).....	78
6-9. Ellipse(E) .....	80
6-10. Text (T) .....	82
6-11. Fill (F) .....	83
7. View (V) Menu.....	85
7-1. Toolbox (T).....	86
7-2. Status (S) .....	86
8. Window (V) Menu .....	87
8-1. Window (W).....	88



# 1. Start

## [1-1. Screen Components](#)

## 1-1. Screen Components

Rhinestone 2D is exclusive software for producing various designs that will be used in the Hotfix Setting Machine.

Since produced for different purposes from those of CAD/CAM/Image Editor/Drawing Tools for general office use, its functions are limited. Thus, Rhinestone 2D presents simplified user interfaces allowing anybody to learn how to use it easily.

Rhinestone 2D's drawing method, mouse controlling and other basic functions are similar to those methods in which general CAD programs are operated.

Rhinestone 2D's basic screen is seen in the figure below and a different menu is presented whenever a new window opens,

### Menu Components

Menu when this program is executed

파일(F) 보기(V) 도움말(H)

Menu changed when a new window is created

파일(F) 편집(E) 줌(Z) 도구(T) 그리기(D) 보기(V) 창(W) 도움말(H)

Most of Rhinestone 2D's menus and functions have their own icons.

No need to make a cumbersome effort of accessing to the menu bar to execute functions.

### Icon Components



### Toolbar Components

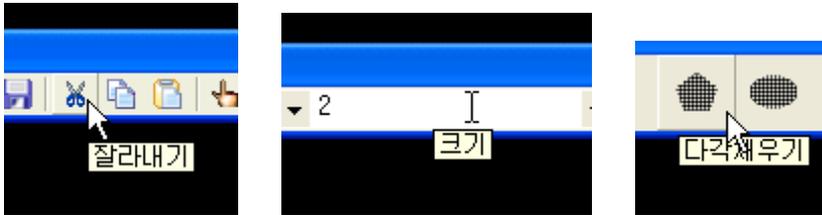


Each icon bar consists of individual windows and it can be rearranged for the user's convenient by dragging it with the mouse.

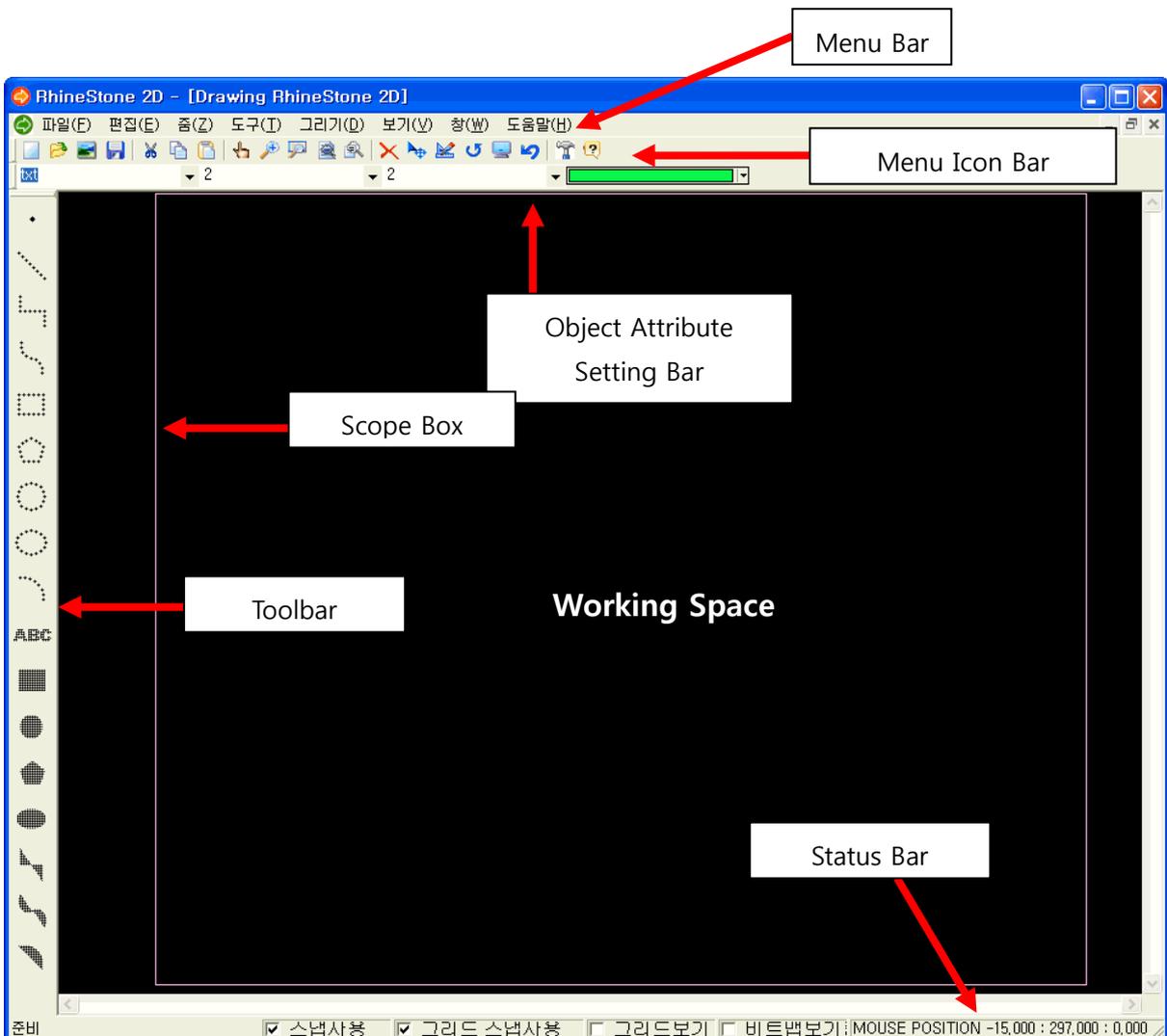




All icons have the pop-up Help function. Place the mouse on a desired icon to see its function.



Description on the window





## 2. File(F) Menu

[2-1. New File \(N\)](#)

[2-2. Open \(O\)](#)

[2-3. Background File Open \(B\)](#)

[2-4. Close \(C\)](#)

[2-5. Save \(S\)](#)

[2-6. Save As\(A\)](#)

[2-7. Manage Printer\(M\)](#)

[2-8. Preview \(V\)](#)

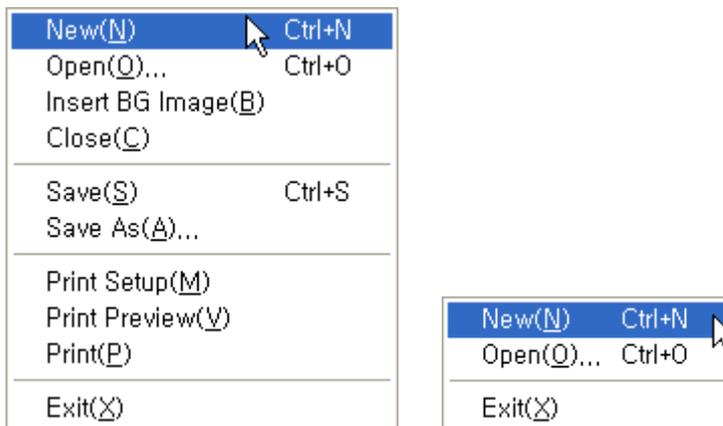
[2-9. Print \(P\)](#)

[2-10. Exit \(X\)](#)

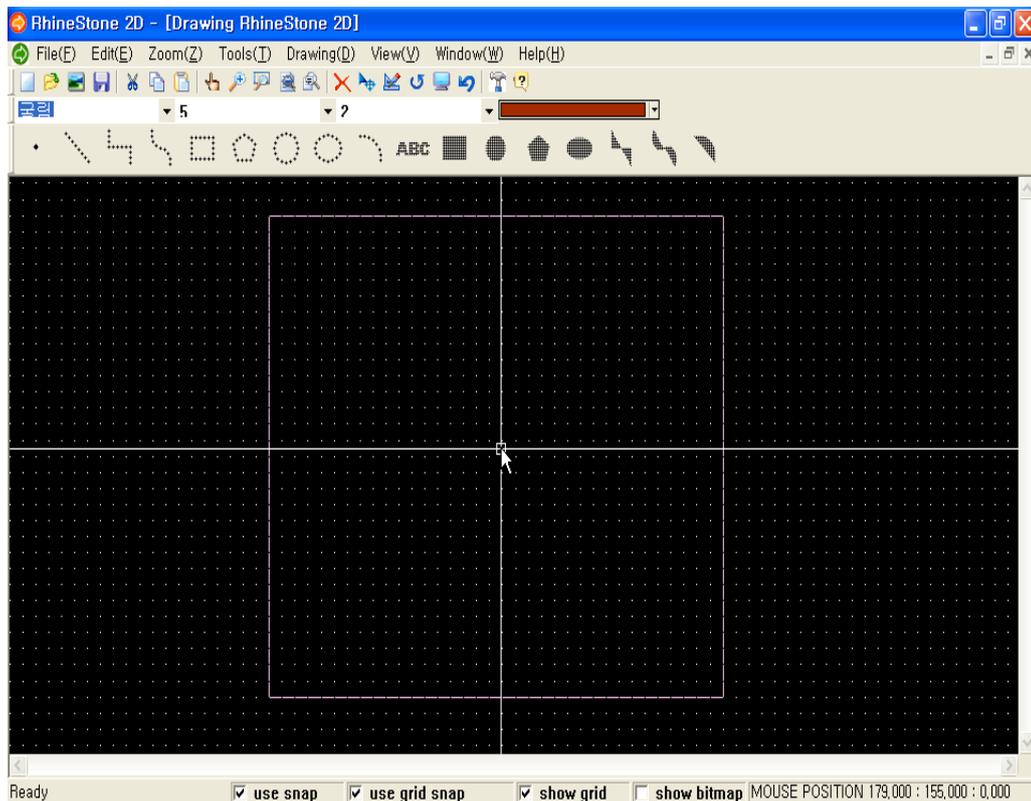
## 2-1. New File (N)

-  Description An empty Drawing Window is created for a new work.
-  Icon 
-  Hot Key **Ctrl+N**
-  >> How to use

1. Select File (F) Menu -> New File (N) Menu.



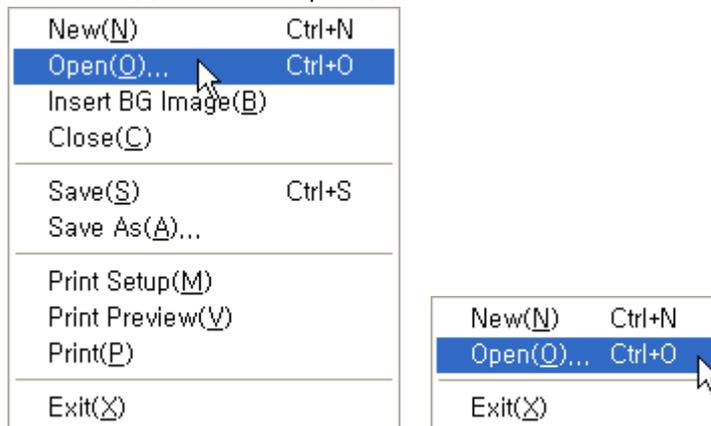
2. A new window is created.



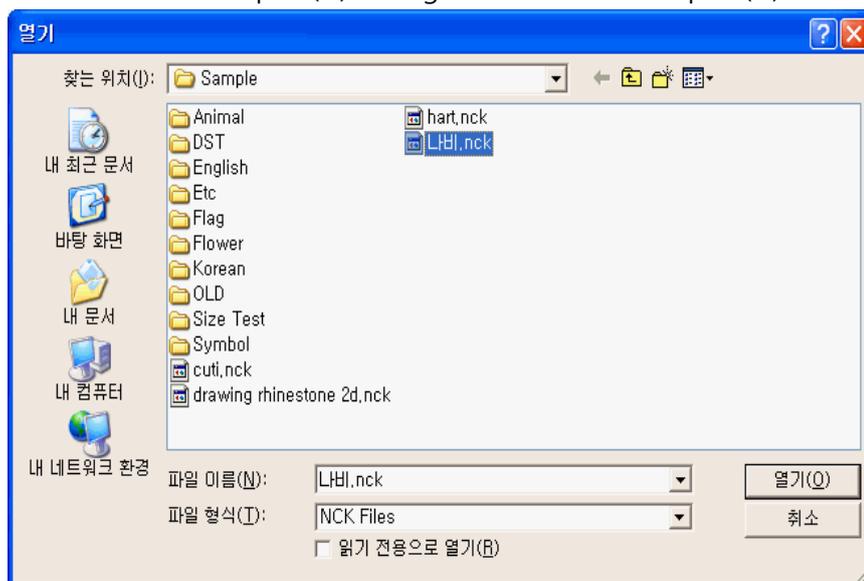
## 2-2. Open (O)

-  Description An existing Drawing file is opened on the new window.
-  Icon 
-  Hot Key **Ctrl+O**
-  >> How to use

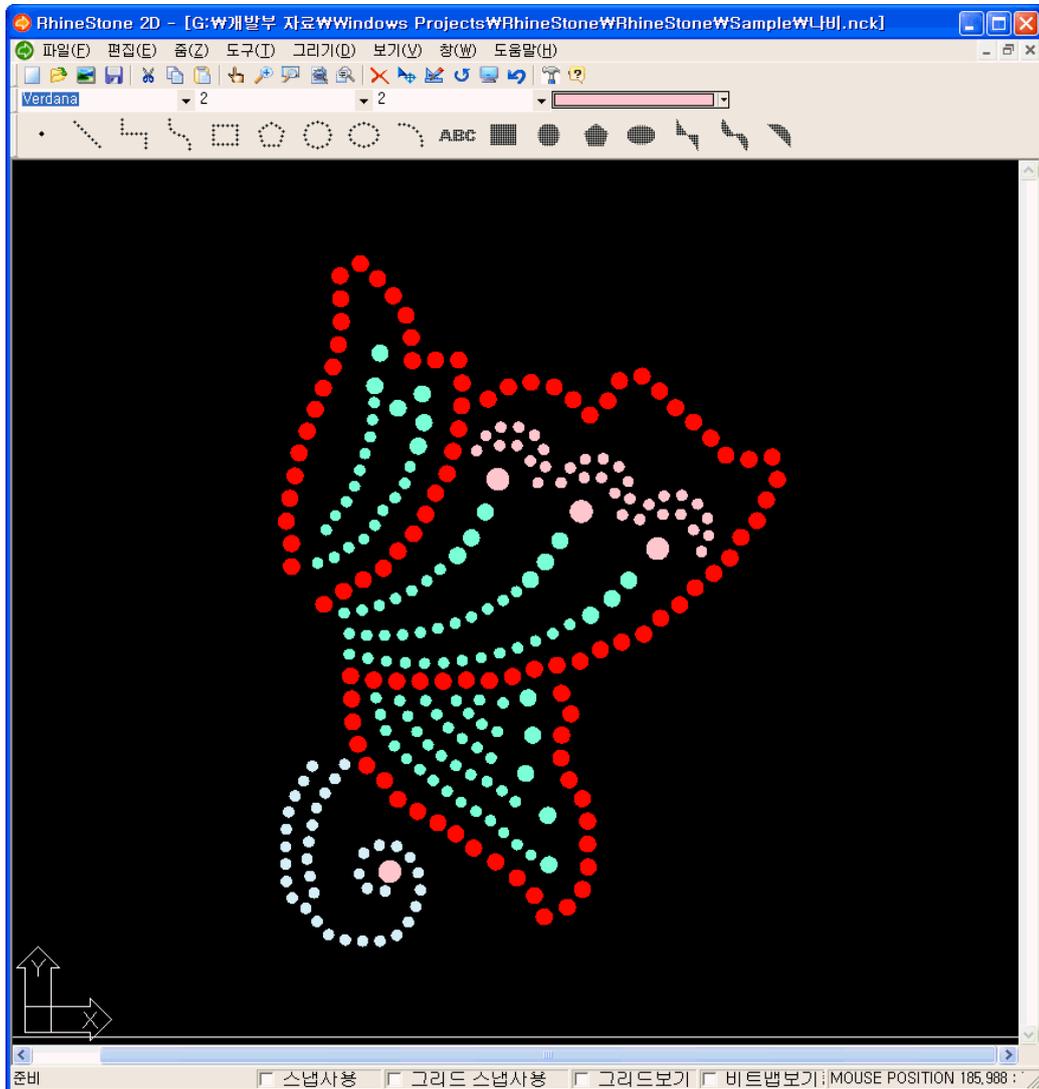
1. Select File (F) Menu -> Open (O) Menu.



2. Select a file in the 'Open (O)' dialog box and click the Open (O) button.



3. A new drawing window will be created and an existing design will appear.



## 2-3. Background File Open (B)

 Description A background image is imported to the current drawing.

 Icon 

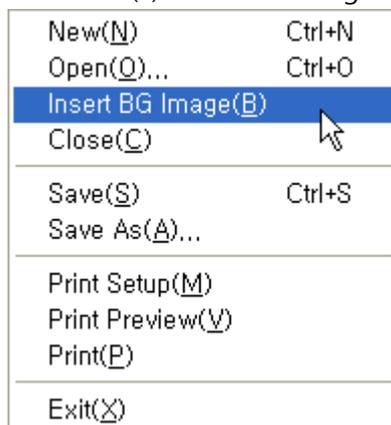
 Hot Key **ALT\_F+B**

Related **Tools- > View BG Image / Image Size / Option**

Menu

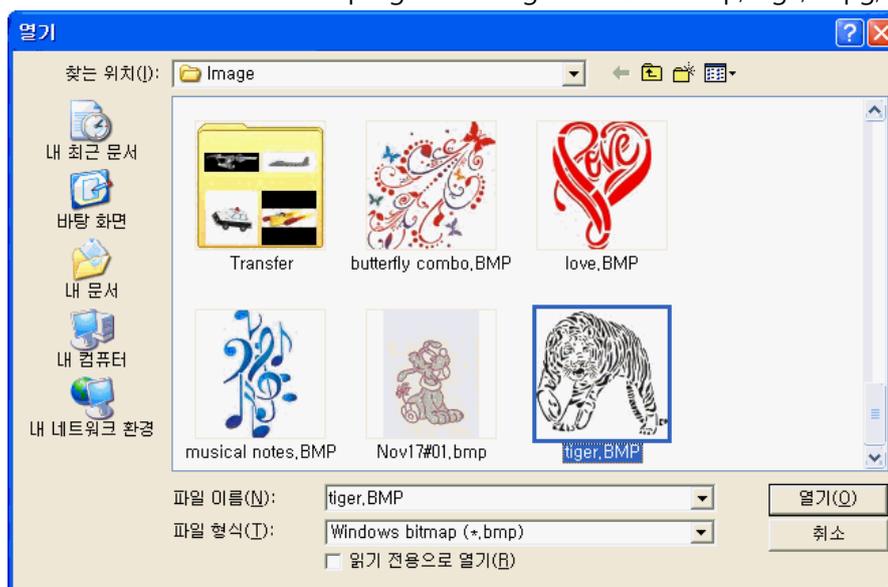
 How to use

1. Select File (F) Menu -> Background File Open (B) Menu.



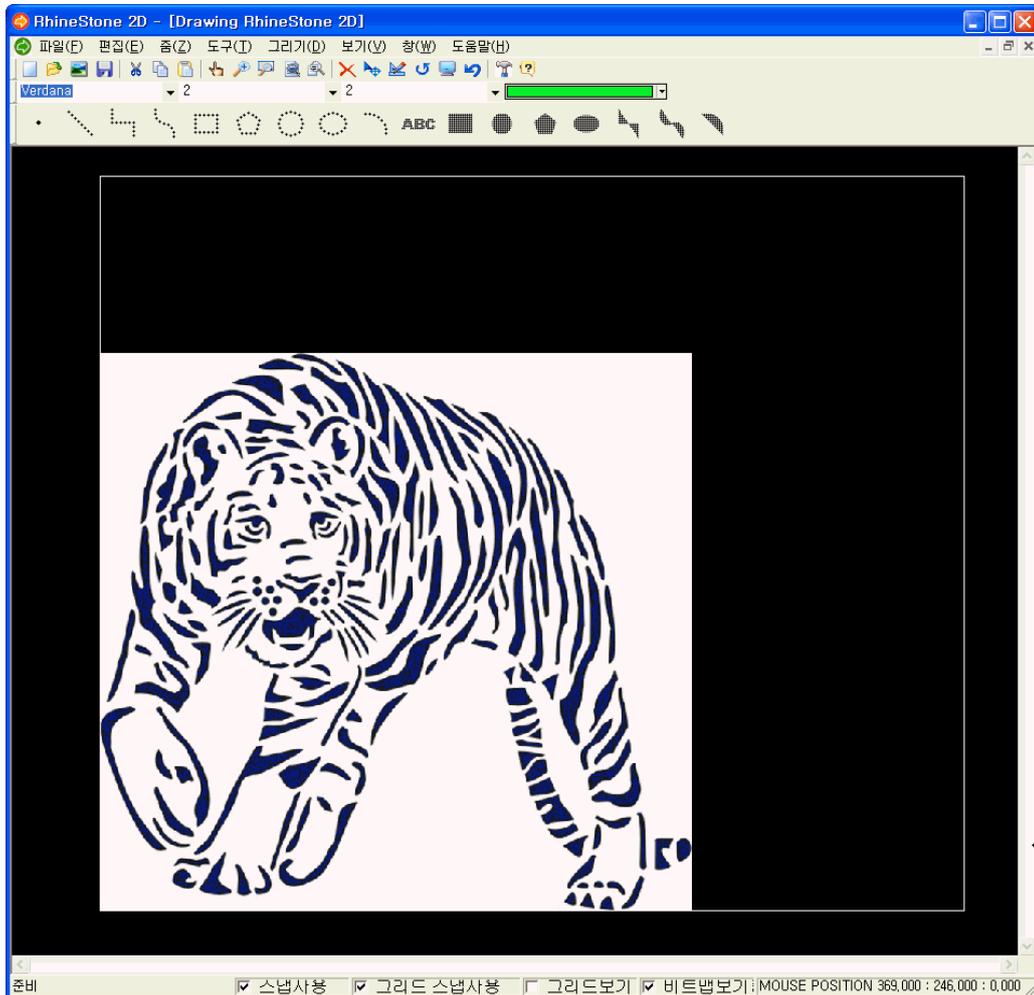
2. Select a file in the 'Open' dialog box and click the Open (O) button.

Available extensions for this program's image files are \*.bmp, \*.gif, \*.Jpg, \*.tif, \*.png.



3. The selected image file will appear as wallpaper.

At this time, adjust the size and location of the background image by selecting Tools->Image Size.



## 2-4. Close (C)

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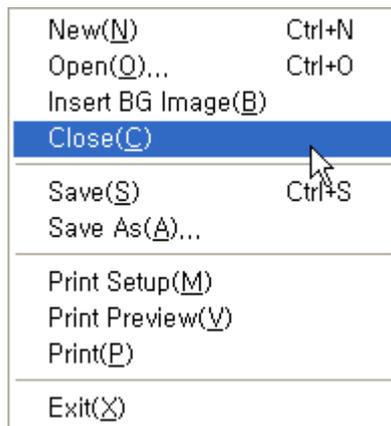
 Description The current drawing file is closed.

 Icon

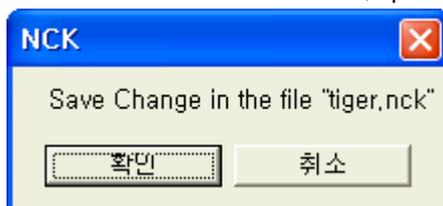
 Hot Key **ALT\_F+C**

 How to use

1. Select File (F) Menu -> Close (C) Menu.



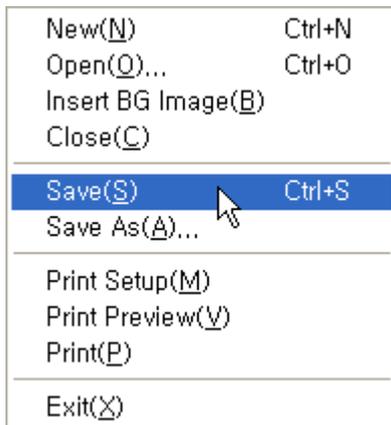
2. A dialog box will be open to ask the user whether any change in the current drawing file is saved or not. To save it, press the OK button. If not, press the Cancel button.



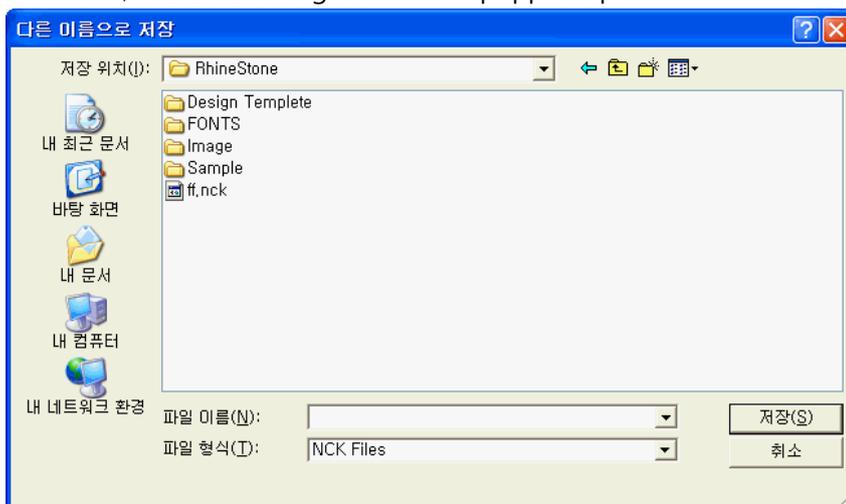
## 2-5. Save (S)

-  Description The current drawing file is saved under the current file name.  
For a new drawing, a dialog box appears to ask its file name.
-  Icon 
-  Hot Key **Ctrl+S**
-  How to use

1. Select File (F) Menu -> Save (S) Menu.



2. If the current drawing file is imported by selecting 'File->Open' Menu, save it on its existing path under its file name. If a new drawing file is created by selecting. 'File->New File' Menu, the Save dialog box will be popped up.



## 2-6. Save As (A)

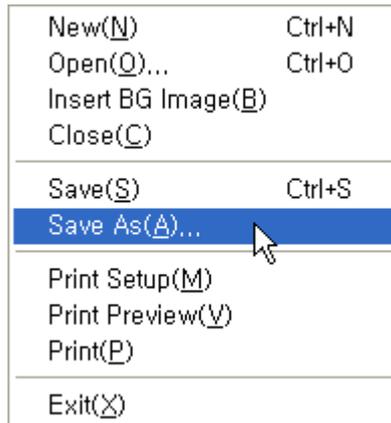
 Description The current drawing file is saved under other file name.

 Icon

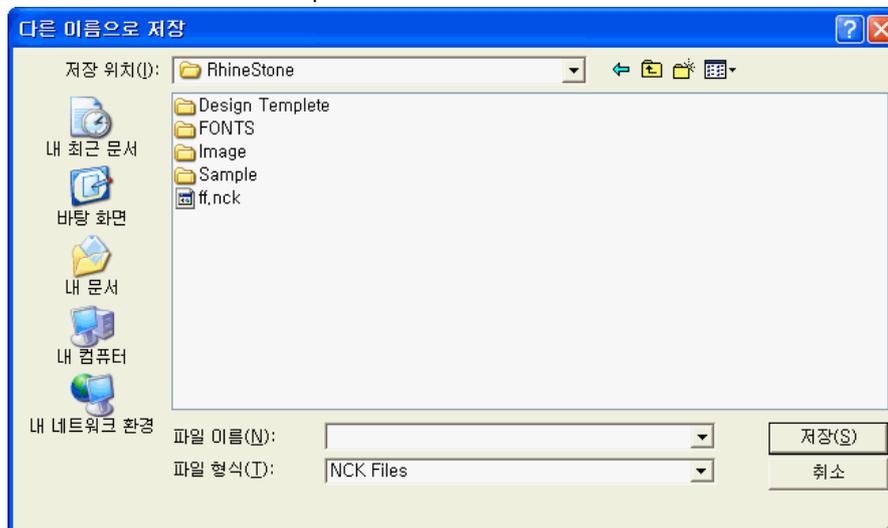
 Hot Key **ALT\_F+A**

 How to use

1. Select File (F) Menu -> Save As (A) Menu.



2. The Save dialog box will be popped up to designate a file path and name. Enter file name and then press the 'Save' button.



## 2-7. Manage Printer (M)

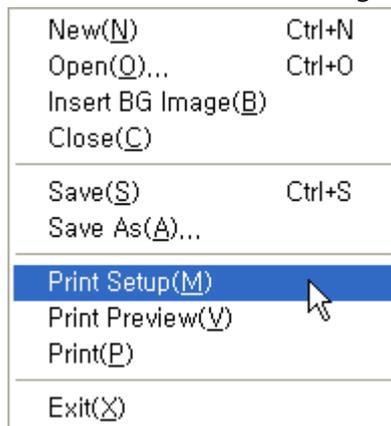
 Description Printers and print options are set up.

 Icon

 Hot Key **ALT\_F+M**

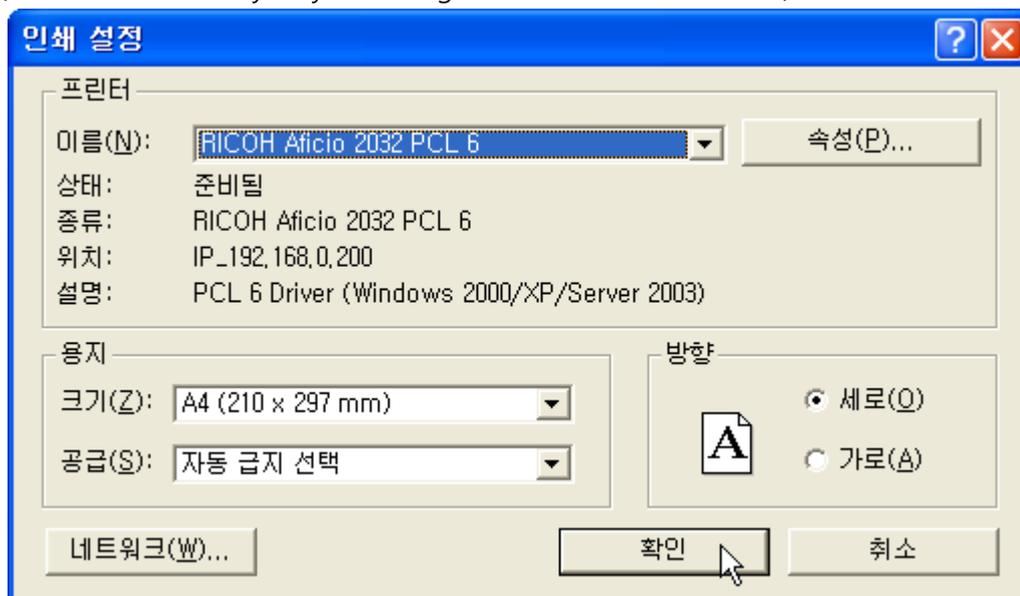
 How to use

1. Select File (F) Menu -> Manage Printer(M) Menu.



2. Press the OK after setting a printer driver, paper size and others.

(\* Printer names may vary according to the user's environment.)



## 2-8. Preview (V)

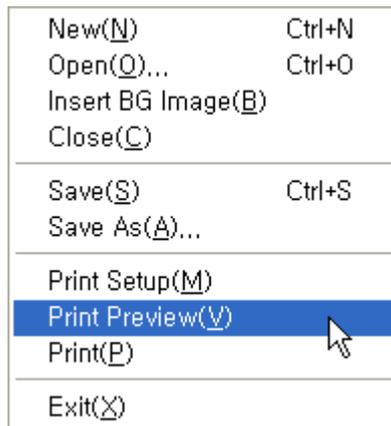
 Description Open the Preview window to check the design to be printed in advance.

 Icon

 Hot Key **ALT\_F+V**

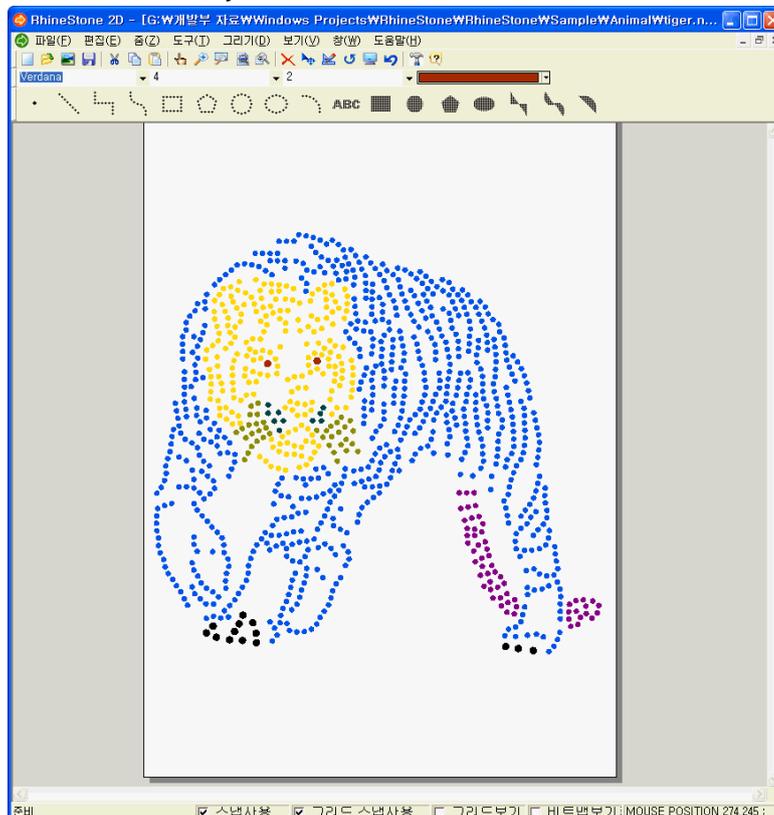
 How to use

1. Select File (F) Menu -> Preview (V) Menu.



2. The design will appear on the screen, scaled to fit to the print paper size.

Press 'ESC' key to return to the current window.



## 2-9. Print (P)

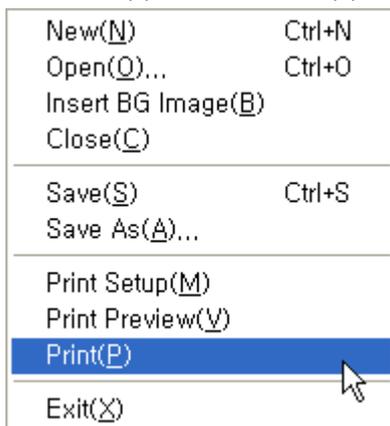
 Description The design on the current window is printed.

 Icon

 Hot Key **Ctrl+P**

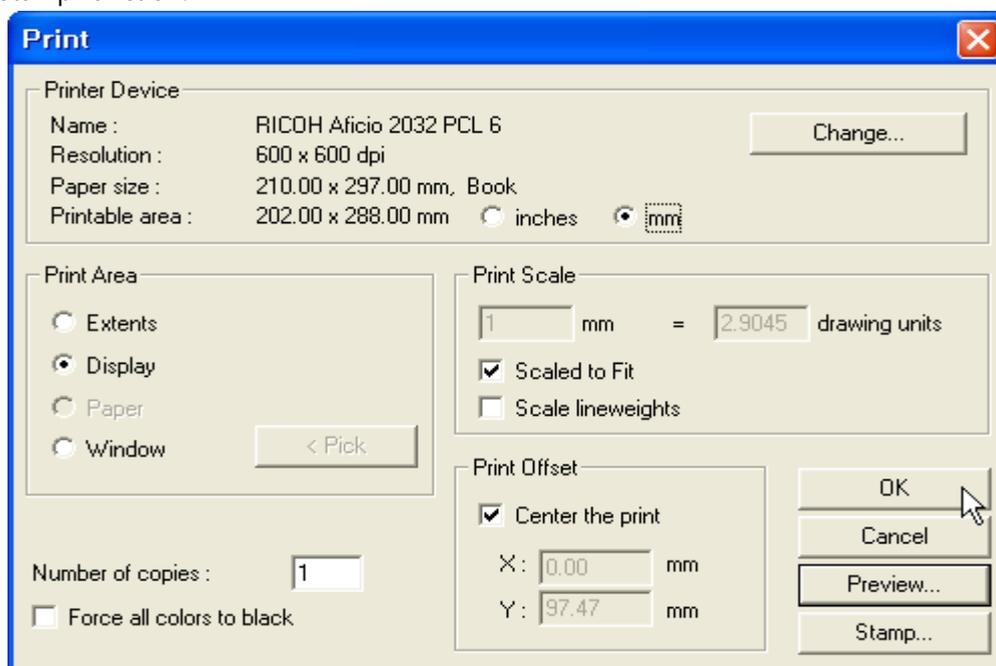
 How to use

1. Select File(F) Menu-> Print(P) Menu.



2. The 'Print' dialog box will appear.

Decide a printer type, design size or scale and print information on the drawing with its stamp function.



➔ Print Area

Extents : The scope of the drawing window is automatically adjusted and printed

to fit to the print paper.

Display : Only the displayed part on the screen is printed.

Window : The selected area on the screen is printed.

➔ Print Scale

Scale to fit : The print scale is automatically increased/decreased to fit to the print paper.

Scale Lineweights : The print scale is set by the user.

➔ Print Offset

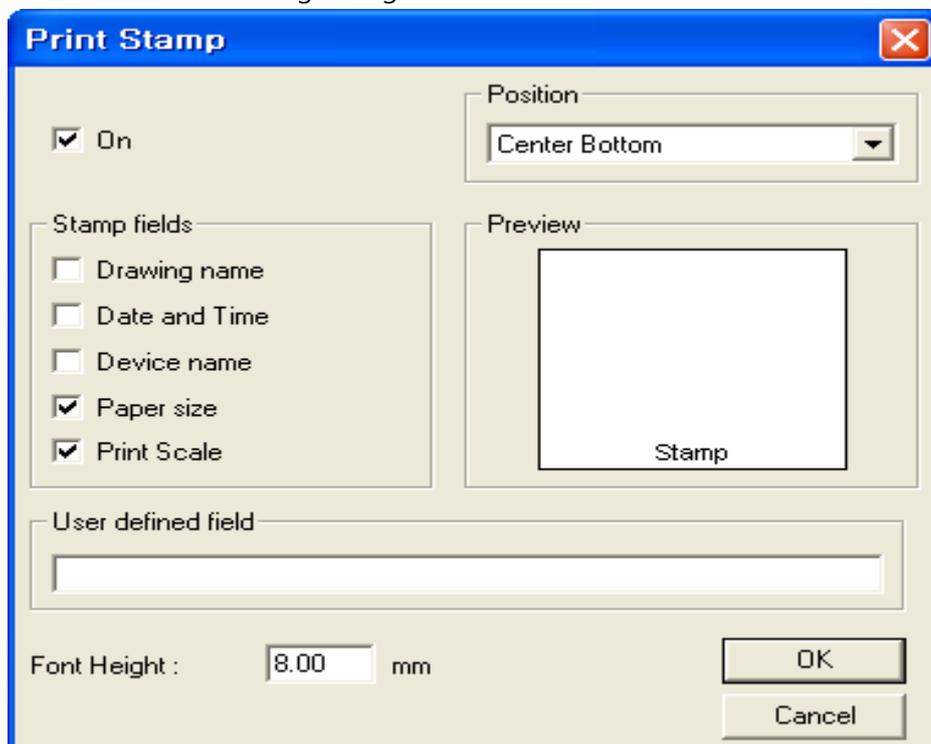
Center the print : The print area is allocated on the center of the print paper.

3. Preview...

If this menu is executed after setting/changing print options, the actual image of the design on the print paper will appear on the screen.

4. Stamp...

Drawing name/date and time/print paper/user's description can be printed along with the design. Select a location where the information above will be printed under the 'Position' in the following dialog box.



## 2-10. Exit (X)

 Description The current window is closed and the program is ended.

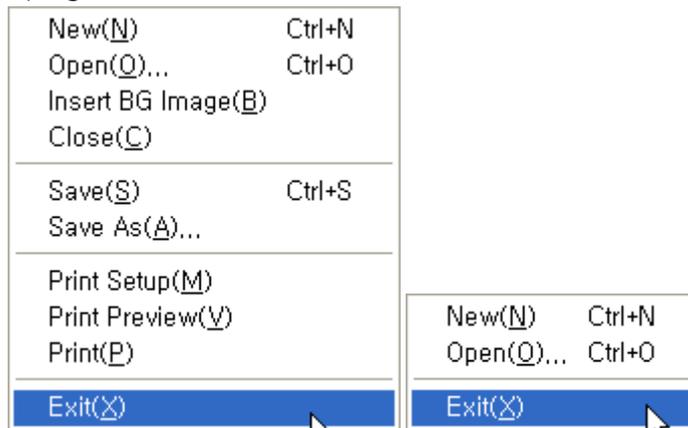
 Icon

 Hot Key **ALT\_F+X**

 How to use

1. Select File (F) Menu -> Exit (X) Menu.

The program will be ended.



# 3. Edit (E) Menu

[3-1. Undo \(U\)](#)

[3-2. Cut\(T\)](#)

[3-3. Copy \(C\)](#)

[3-4. Paste \(P\)](#)

[3-5. Delete\(D\)](#)

[3-6. Select All \(O\)](#)

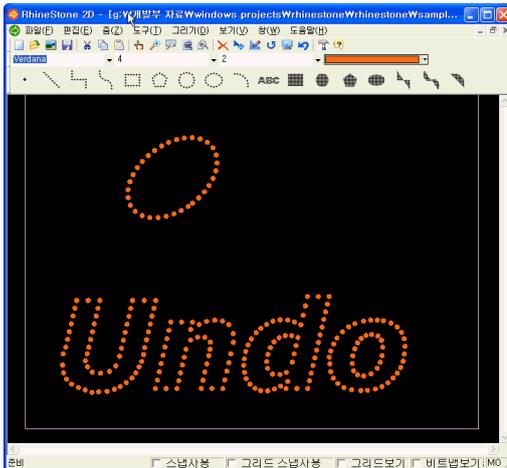
[3-7. Select Block \(L\)](#)

[3-8. Select Object \(B\)](#)

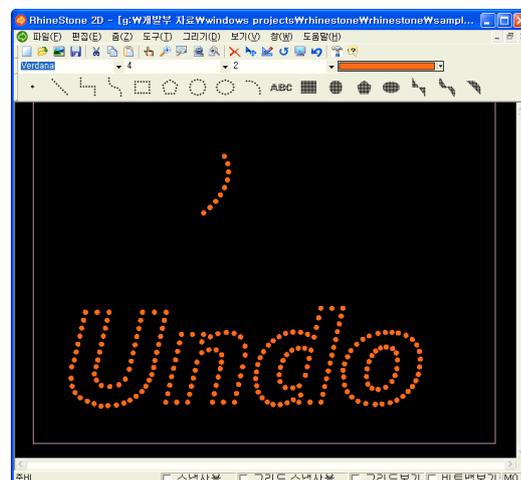
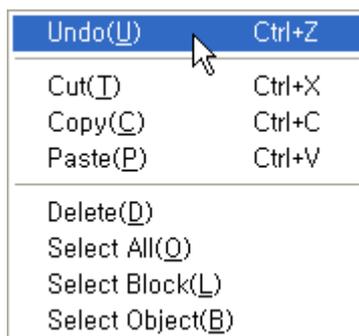
## 3-1. Undo (U)

-  Description The previously executed commands are cancelled.
-  Icon 
-  Hot Key **ALT\_E+U or Ctrl+Z**
-  How to use

1. Command 'Undo' is a command to cancel the previously executed commands such as Draw/Copy/Symmetry/Delete.
2. Draw up a design.



3. Select Edit(E) Menu -> Undo (U) Menu or press Hot Key(Ctrl+Z) to make the commands used in drawing the design cancelled in reverse order.

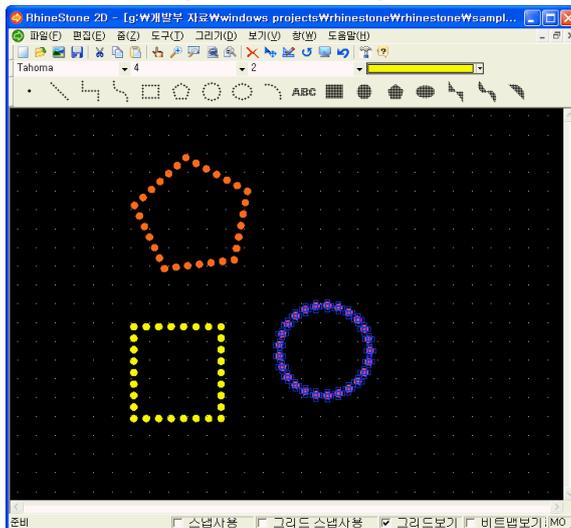


If Command Undo is executed after an object is created, its creation will be cancelled one by one regardless of its unit. Execute Command Undo after selecting an object and deleting it in order to make all of the selected/deleted objects reappeared.

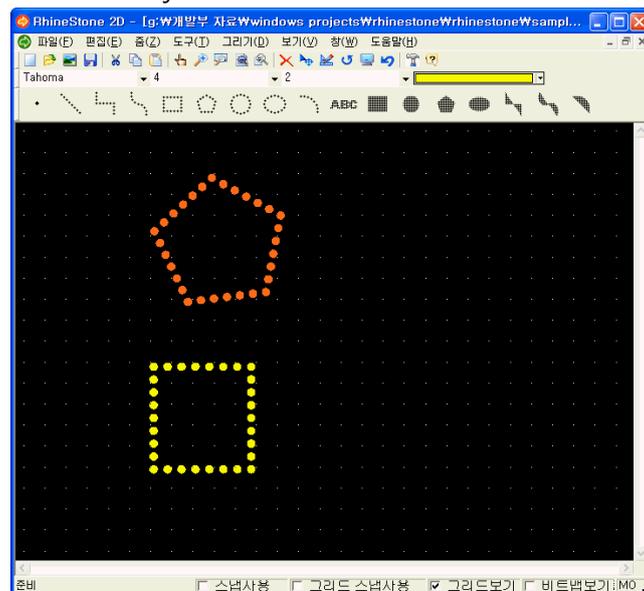
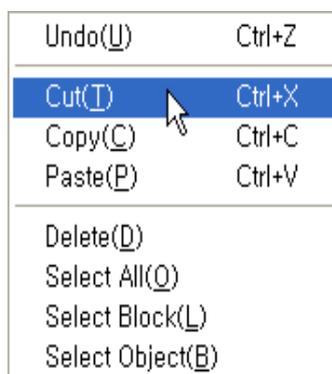
## 3-2. Cut(T)

-  Description A selected object is cut and moved to the clip board.
-  Icon 
-  Hot Key **ALT\_E+T or Ctrl+X**
- Related **Paste (P)**
- Menu
- » How to use

1. 'Cut' Command is used to cut part of the created objects.
2. Draw up a design. Select an object to be cut.



3. Select Edit(E) Menu -> Cut(T) Menu or press Hot Key(Ctrl+X) to copy the selected object to the clip board. After that, the selected object will be deleted from the screen.



## 3-3. Copy (C)

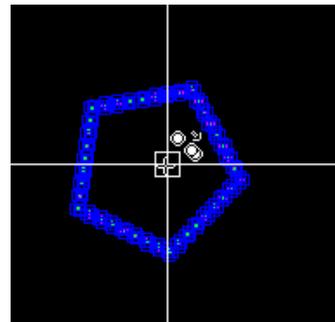
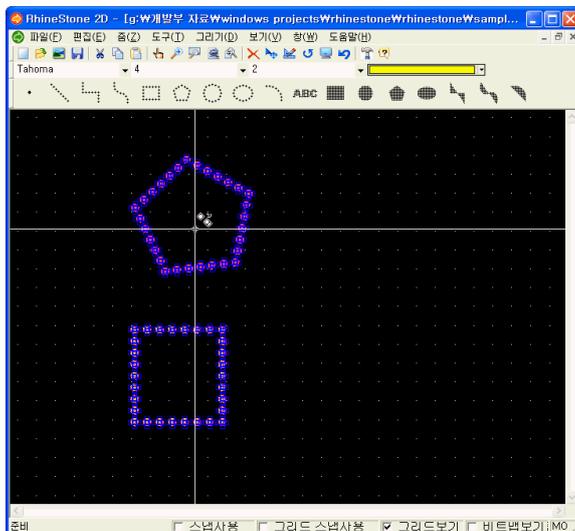
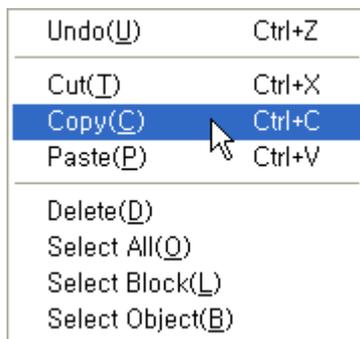
 Description A selected object is copied.

 Icon 

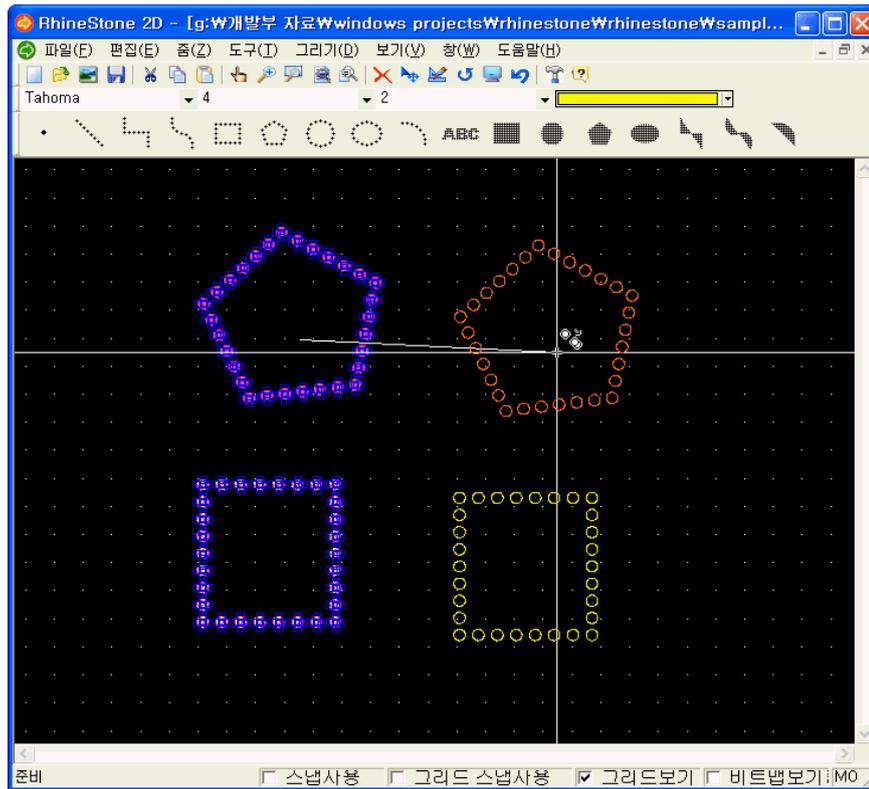
 Hot Key **ALT\_E+C or Ctrl+C**

 How to use

1. Select an object to be copied on the screen.
2. Select Edit(E) Menu -> Copy (C) Menu or press Hot Key(Ctrl+C) to shift the image of the mouse cursor to the one as seen in the figure.



3. At this time, move the mouse and click the offset location of the object to be copied. Then, the outline of the object to be copied will be created and a line connecting from the offset point to the mouse location will appear while moving along with the mouse cursor.

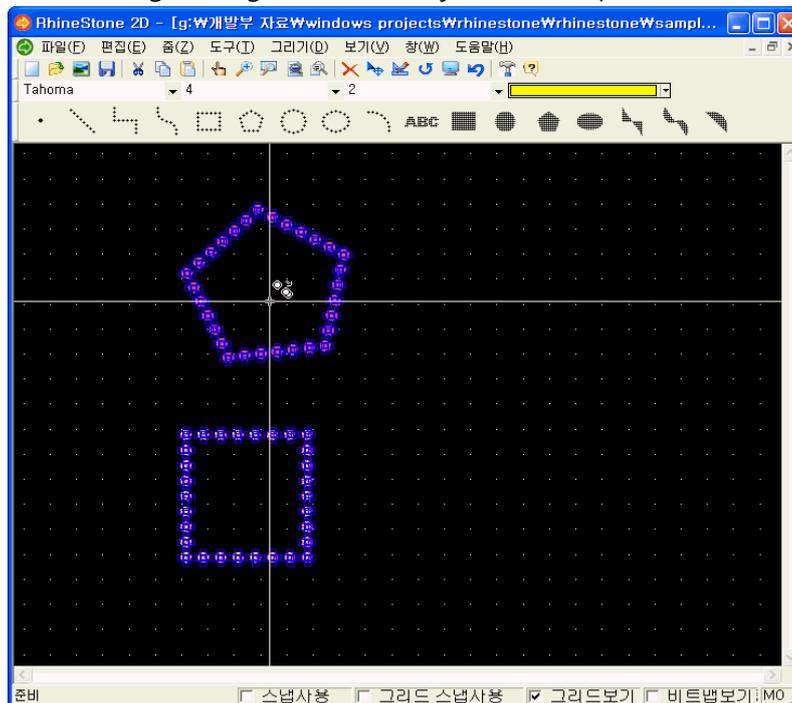


4. After dragging the object to be copied to a desired location, click the mouse to copy it to the selected space.

## 3-4. Paste (P)

-  Description A copied object is imported on the drawing from the clip board by using 'Cut(T)' Menu
-  Icon 
-  Hot Key **ALT\_E+P or Ctrl+V**
-  How to use

1. After drawing a design, select an object to be copied.



2. Select Edit(E) Menu -> Paste (C) Menu or Press Hot Key(Ctrl+V) to copy the selected one from the most recently copied objects in the clip board to the designated location

Undo(U)	Ctrl+Z
Cut(I)	Ctrl+X
Copy(C)	Ctrl+C
Paste(P)	Ctrl+V
Delete(D)	
Select All(O)	
Select Block(L)	
Select Object(B)	

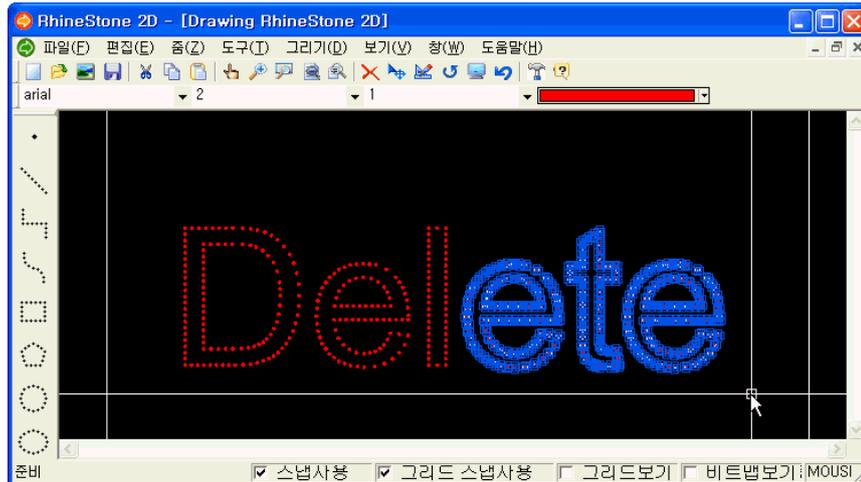


'Paste (P)' can be executed only after 'Cut(T)' is executed at least one time. If there is no object in the clipboard, the message above will be displayed.

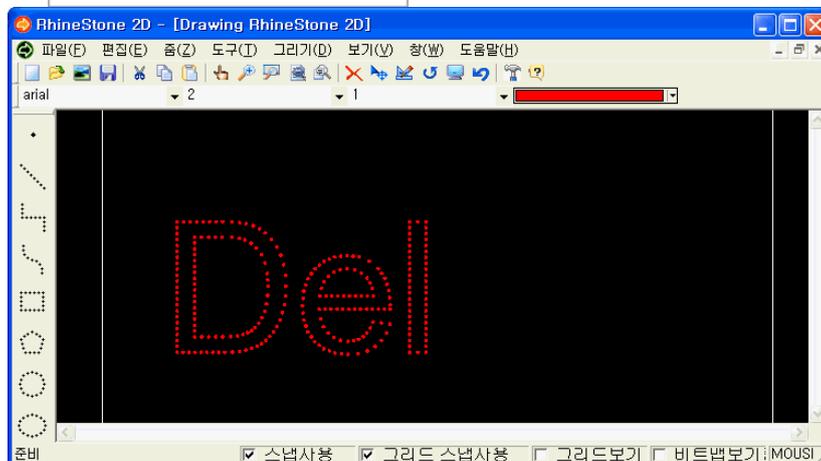
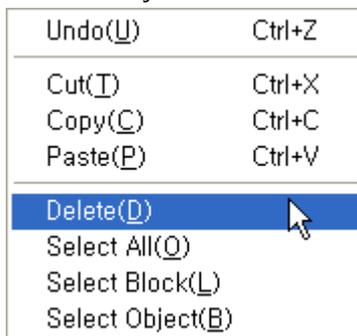
## 3-5. Delete (D)

-  Description The selected objects are deleted.
-  Icon 
-  Hot Key **ALT\_E+D or Popup Menu->Delete**
-  >> How to use

1. Select objects to be deleted from the design.



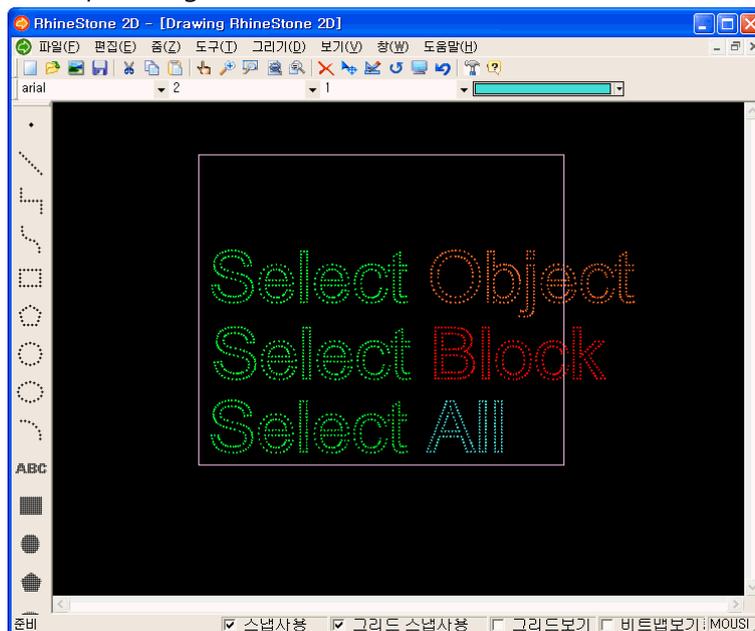
2. Select Edit(E) Menu -> Delete(D) Menu or select 'Delete' from the Popup Menu to make the selected objects deleted.



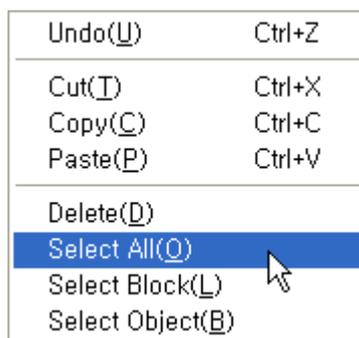
## 3-6. Select All (O)

-  Description All objects drawn on the screen are selected.
-  Icon
-  Hot Key **ALT\_E+O**
-  How to use

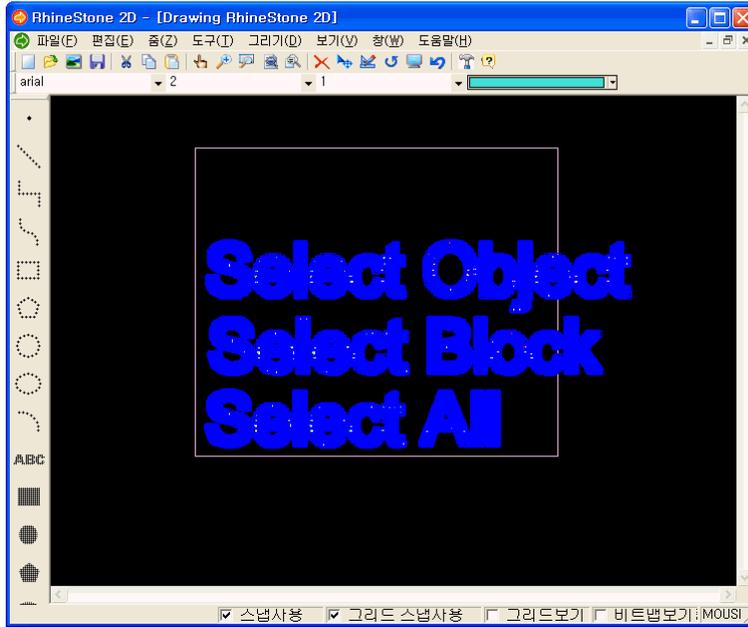
1. Draw up a design.



2. Select Edit(E) Menu -> Select All (O) Menu.



3. All objects on the drawing will be selected.



## 3-7. Select Block (L)

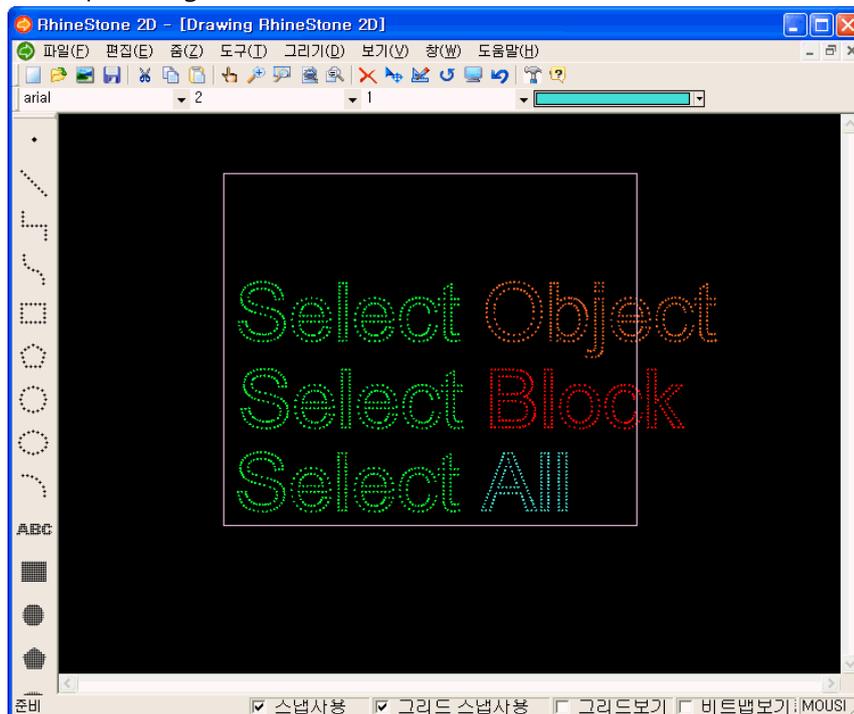
- Description All of the objects in the same size and color are selected.  
The objects in the same size and color are recognized as the ones in the same block.

- Icon

- Hot Key **ALT\_E+L**

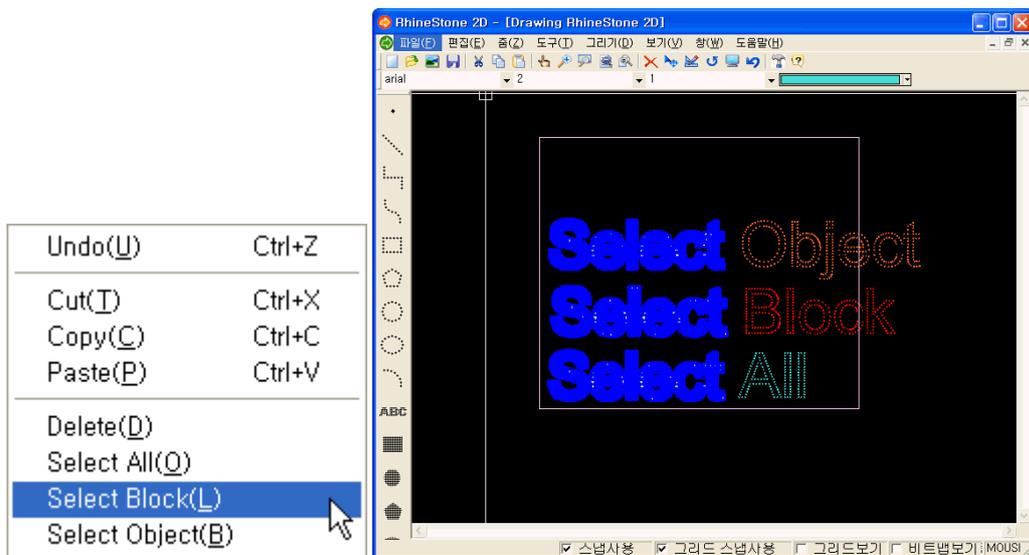
- >> How to use

1. Draw up a design.



2. Select Edit(E) Menu -> Select Block (L) Menu.

Select one from all objects on the drawing and click it with the mouse to make the objects in the same size and color selected.

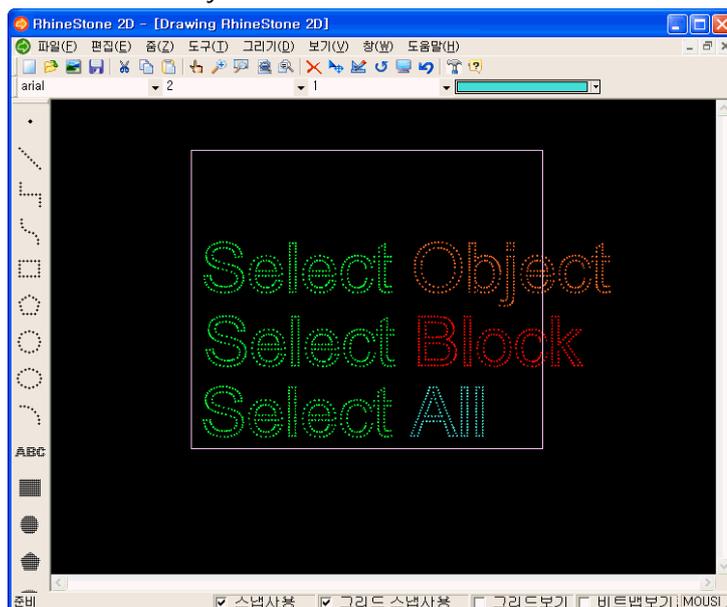


### 3-8. Select Object (B)

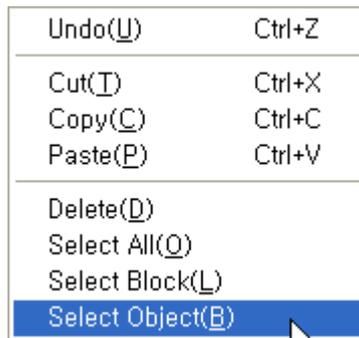
-  Description The objects that are created at the same time after Draw Menu is executed are selected.
-  Icon
-  Hot Key **ALT\_E+B**
-  How to use
  1. Draw up various designs.

Ex) Input texts according to the sequence in the figure.

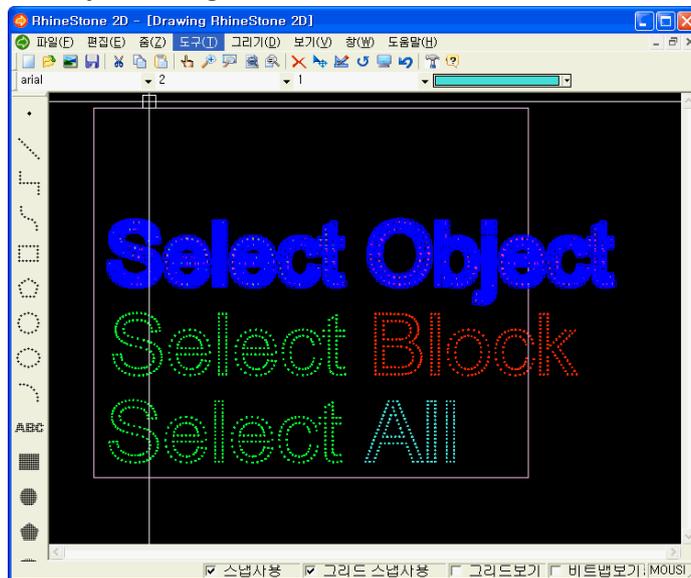
-> Select Object Select Block Select All



2. Select Edit(E) Menu -> Select Object (B) Menu.



3. Select one from all objects on the drawing and click it with the mouse to make the newly created objects along with the selected one selected at the same time.



- Zoom (Z) Menu

[4-1. Real Time \(\)](#)

[4-2. Move Focus \(O\)](#)

[4-3. Window \(B\)](#)

[4-4. Object \(C\)](#)

[4-5. Previous \(S\)](#)

## 4-1. Real Time (R)

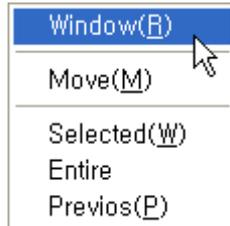
 Description The image is enlarged or reduced with the mouse cursor on the screen.

 Icon 

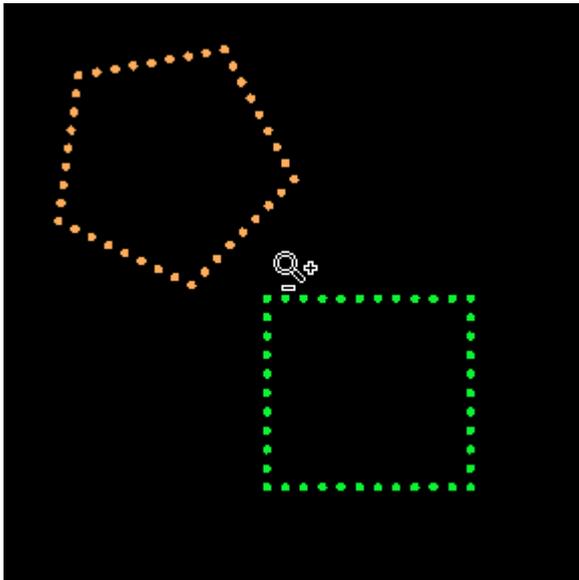
 Hot Key **ALT\_Z+R**

 How to use

1. Select Zoom (Z) Menu-> Real Time (R) Menu.



2. Once Real Time (R) Menu is selected the mouse cursor will be shifted as seen in the figure. To zoon in/out, place the mouse cursor on the center and press and hold the left button of the mouse and drag it up/down. The image will be enlarged or reduced in real time.



## 4-2. Move Focus (M)

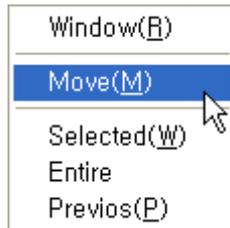
 Description The image is moved to the center with mouse cursor.

 Icon 

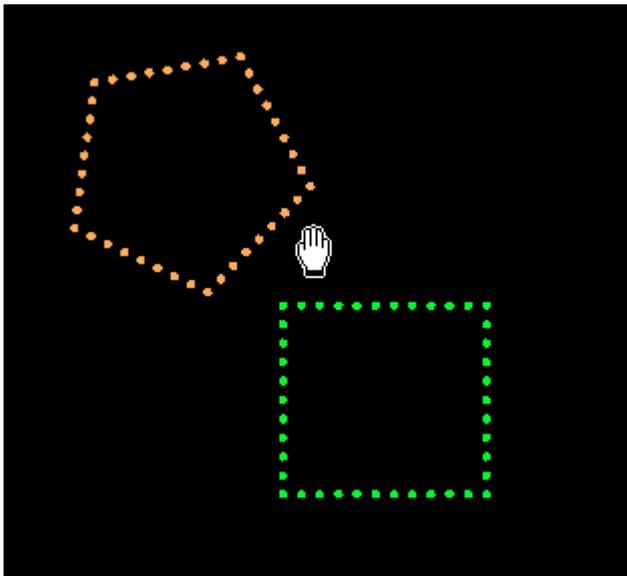
 Hot Key **ALT\_Z+M**

 How to use

1. Select Zoom (Z) Menu -> Move Focus (M) Menu.



2. Once Move Focus (M) Menu is selected, the mouse cursor will be shifted as seen in the figure. To move the image, place the mouse cursor on the center and press and hold the left button of the mouse and drag it. The image will be moved in real time.



### 4-3. Window (W)

---

 Description An area selected with the mouse is enlarged on the screen.

 Icon 

 Hot Key **ALT\_F+W**

 How to use

1. Select Zoom (Z) Menu -> Window (W) Menu.



2. Click the left top of the scope to be enlarged and drag it and then release the mouse on the right bottom of the scope. The selected scope will be enlarged.

## 4-4. Object

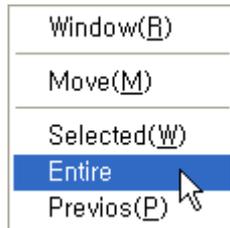
- Description The screen is enlarged or reduced to allow all objects in the drawing to be seen.

Icon 

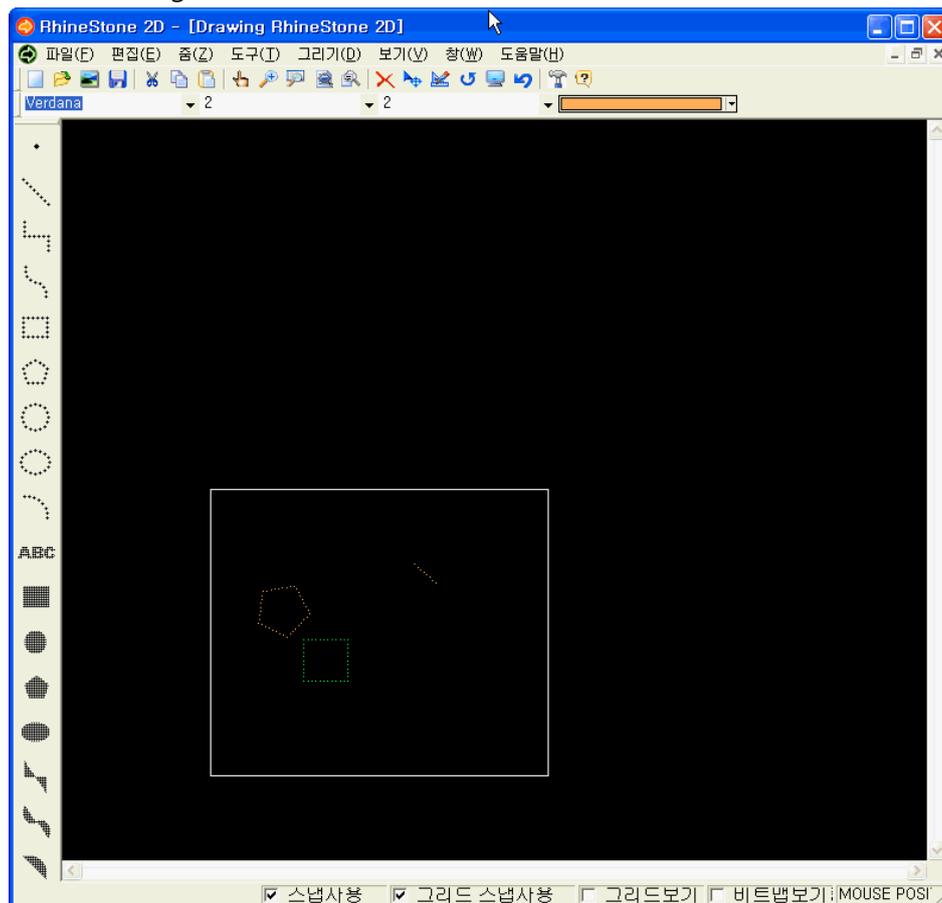
Hot Key

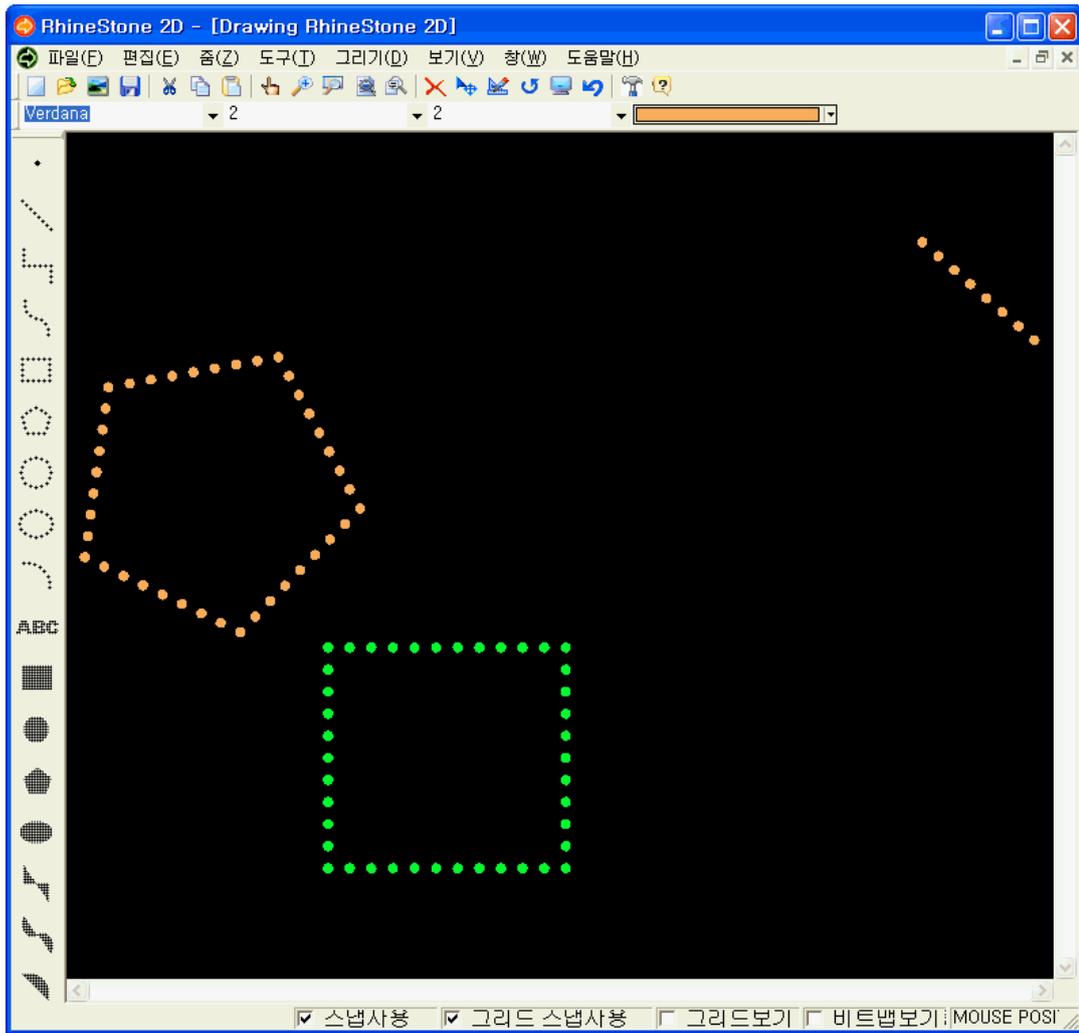
>> How to use

1. Zoom (Z) Menu -> Object Menu.



2. The screen ratio will be automatically adjusted to allow all objects in the following figure and the drawing to be seen in their maximum size on the screen.





## 4-5. Previous (P)

 Description It returns to the previous ratio before the current zoom mode is executed.

 Icon 

 Hot Key **ALT\_F+P**

 How to use

1. Select Zoom (Z) Menu -> Previous (P) Menu.



2. It will return to the previous screen before the latest command is executed.



# 5. Tool (T) Menu

5-1. View Background (B)

5-2. Image

5-3. Text Style

5-4. Move (V)

5-5. Rotation (R)

5-6. Scale (L)

5-7. Mirror Copy (M)

5-8. Option (N)

5-9. Grid

5-10. Language (L)

## 5-1. View Background (B)

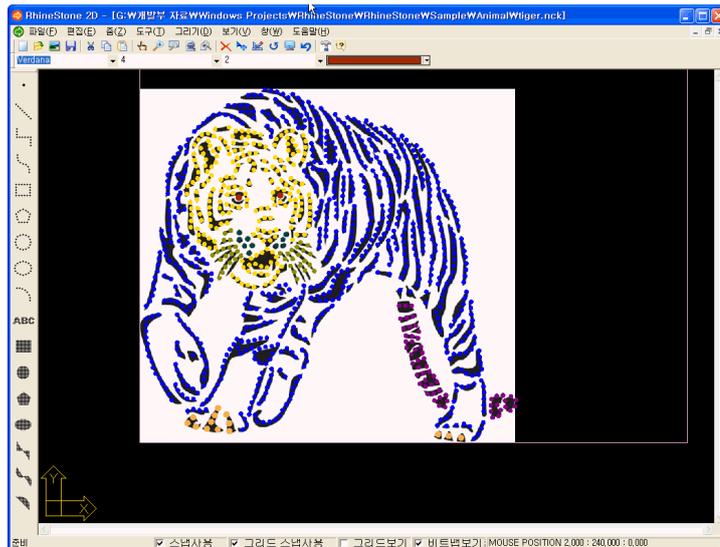
 **Description** This command is used to make the background image imported during the work disappear or appear.

 **Icon**

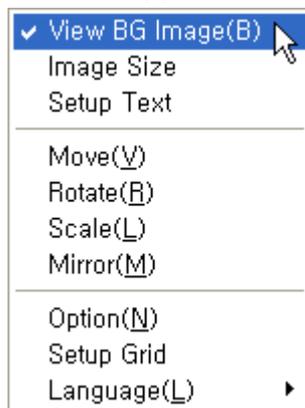
 **Hot Key** **ALT\_T+B**

 **How to use**

1. After importing an image file, draw up a design.

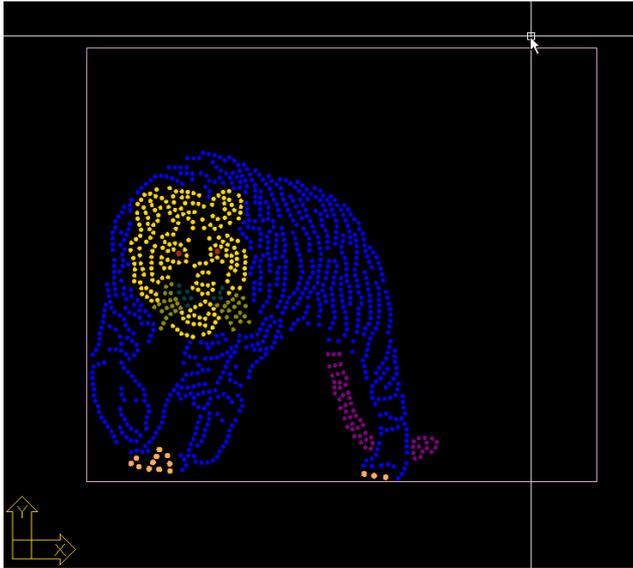


2. Select Tool (T) Menu -> View Background (B) Menu.



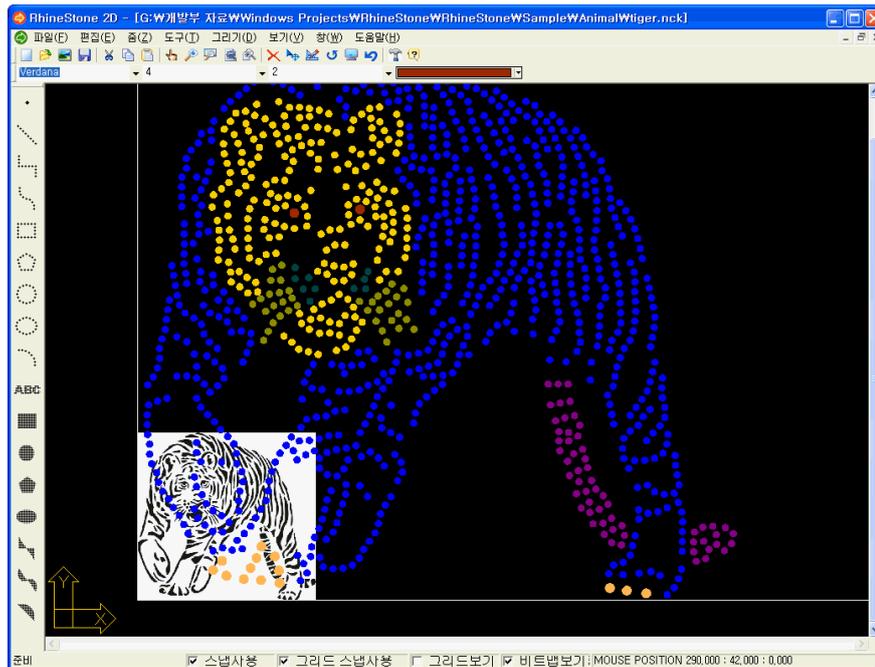
3. The background image will disappear on the screen.

Click 'View Background (B)' Menu or Status on the bottom of the screen, the check box will be reversed and the background will disappear or appear.

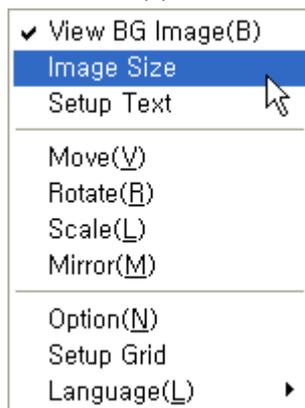


## 5-2. Image Size

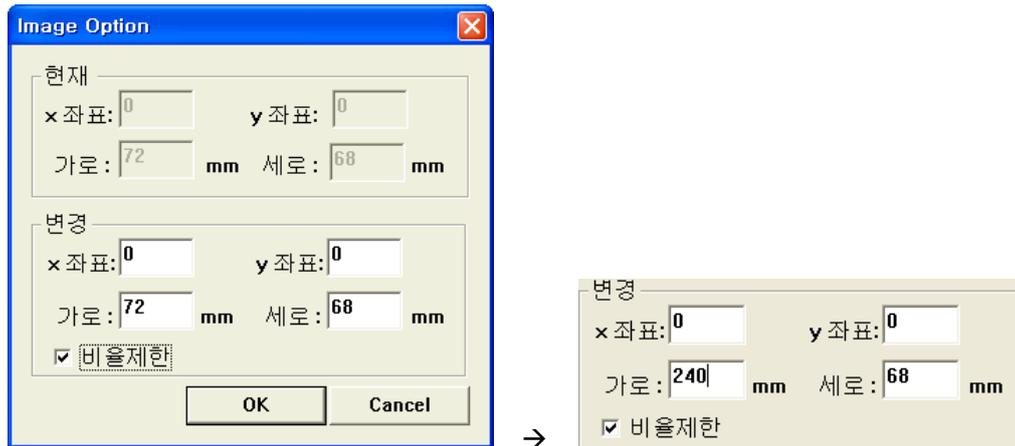
-  Description The size of the image imported as a background can be adjusted to fit to the design and its location can be also shifted.
  -  Icon
  -  Hot Key
  -  How to use
1. Import an image file.



2. Select Tool (T) Menu -> 'Image Size Menu.



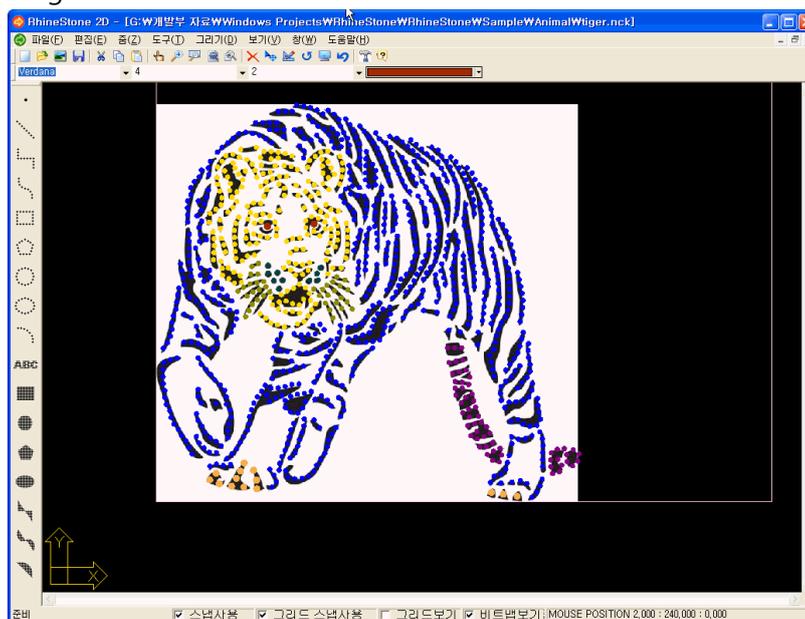
3. The 'Image Option' dialog box will be open.



The image's current size (Unit: mm) and location on the screen are displayed in the dialog box. Input a new size and location that fit to the design and press the OK button.

\*) Scale Limit: When enlarging/reducing the image in the same ratio horizontally and vertically, check this and input its horizontal value only.

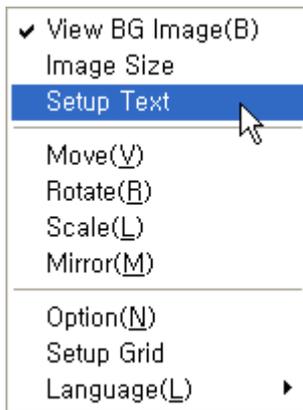
- The image as seen in the figure will appear again after its size is adjusted to fit to the design.



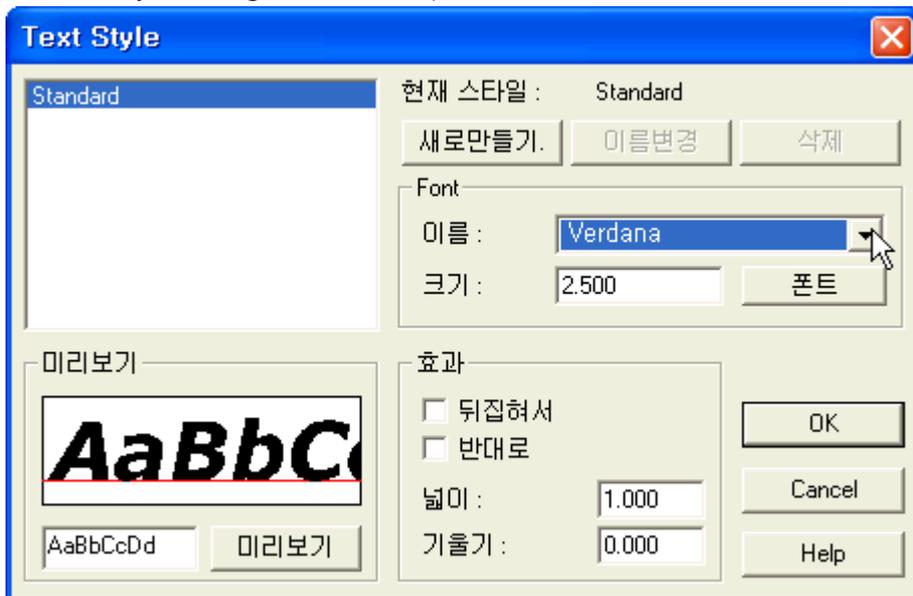
## 5-3. Text Style

- Description A font type of the text to be inputted is set.
- ☞ Icon
- ☞ Hot Key
- ☞ How to use

1. Select Tool (T) Menu -> 'Text Style' Menu.



2. The 'Text Style' dialog box will be open.



→  
If a font is selected, the dialog box shows the preview image of the selected font on its Preview Window automatically. After checking its preview image, press the OK button to confirm.

3. The text written in the design will form an object along with the outline of the select font.

## 5-4. Move (V)

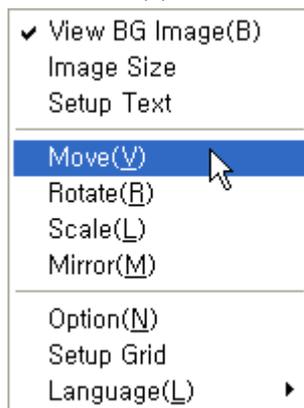
 Description A select object is moved to a new location.

 Icon 

 Hot Key **ALT\_T+V**

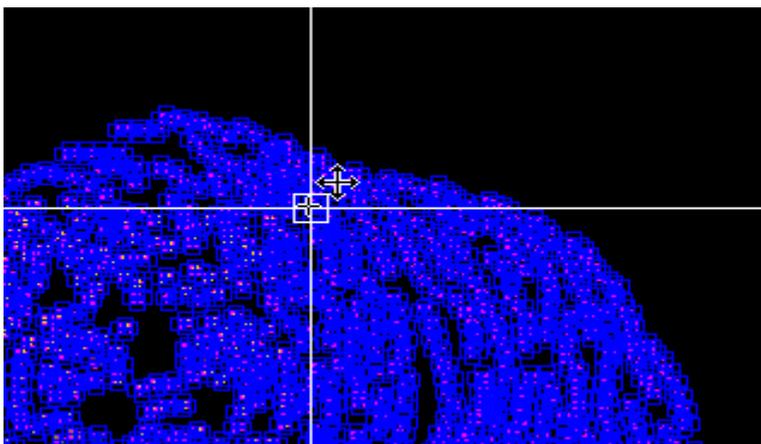
 How to use

1. First select an object to be moved in the screen.
2. Select Tool (T) Menu -> Move (V) Menu.

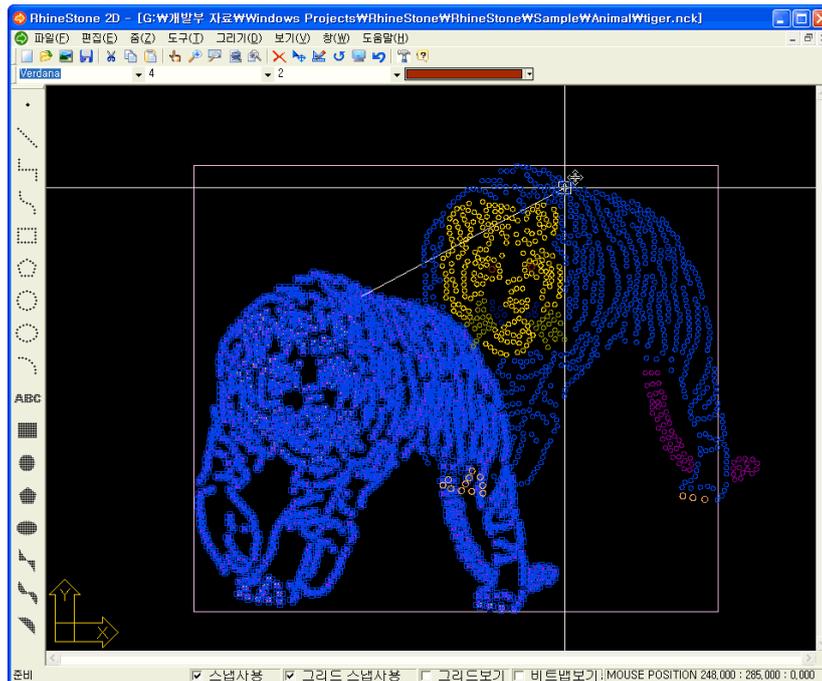


Caution) If this menu is selected without selecting any object, a different shape of the mouse cursor will appear. Drag it and select an object and then press the right button of the mouse to move on to the next process.

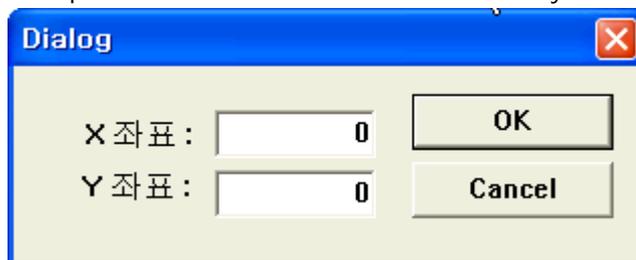
3. The mouse cursor will be shifted as in the following figure.  
Click the reference point of the selected object to be moved. Then, execute Process No. 4 or 5.



4. If the mouse is dragged, a line will appear from the reference point and the original object to be moved will be displayed along with the movement of the mouse in real-time. Move the mouse cursor to a new location of the reference point and click it. The selected object will be moved to the location.



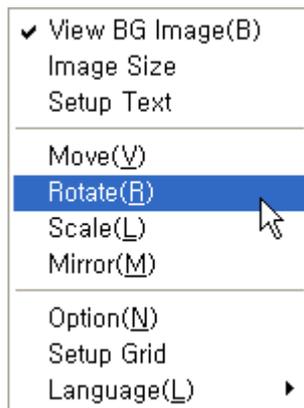
5. After executing No.3 above, drag the mouse and press '**Ctrl+T**' if a line appears. If the dialog box below appears, input the coordinates of the reference point to be moved and press the Ok button. The reference point will be moved to the location with the inputted coordinates and the selected object will be also moved along with it.



## 5-5. Rotation (R)

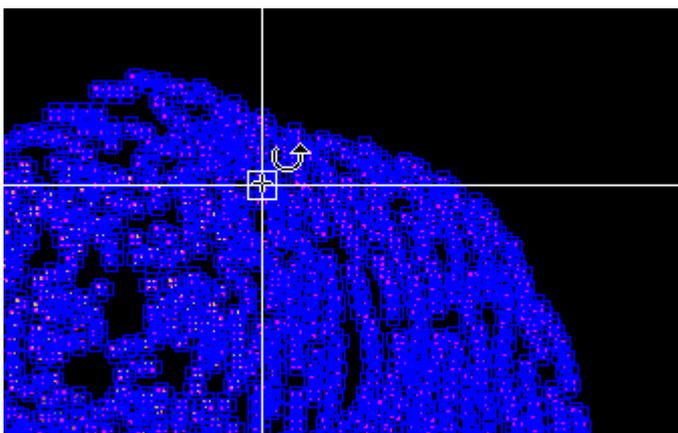
-  Description A selected object is rotated.
-  Icon 
-  Hot Key **ALT\_T+R**
-  How to use

1. First, select an object to be rotated.
2. Select Tool (T) Menu -> Rotation (R) Menu.

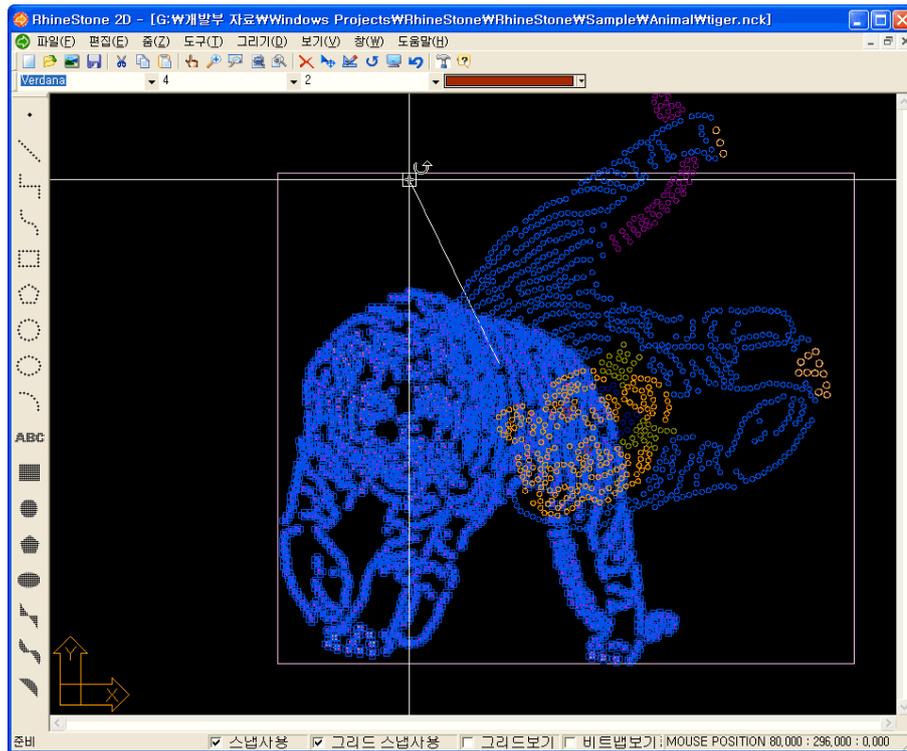


Caution) If this menu is selected without selecting any object, a different shape of the mouse cursor will appear. Drag it and select an object and then press the right button of the mouse to move on to the next process.

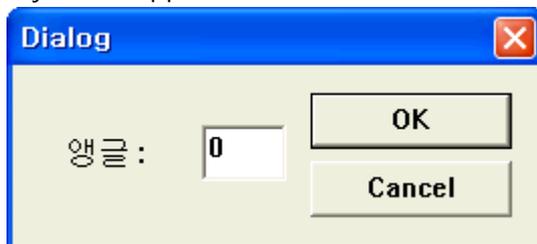
3. The mouse cursor will be shifted as seen in the figure.  
Click the reference point of the selected object to be rotated. Then, execute Process No. 4 or 5.



4. If the mouse is dragged, a line will appear from the reference point and the original object to be rotated will be displayed along with the movement of the mouse in real-time. The line displayed along with the movement of the mouse will be a rotation angle from the reference point. Therefore, set a rotation angle with the mouse and click it.



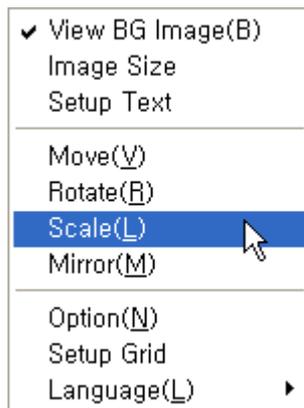
5. After executing No.3 above, drag the mouse and press '**Ctrl+T**' if a line appears. If the dialog box below appears, input the rotation angle and press the Ok button. The rotated object will appear.



## 5-6. Scale (L)

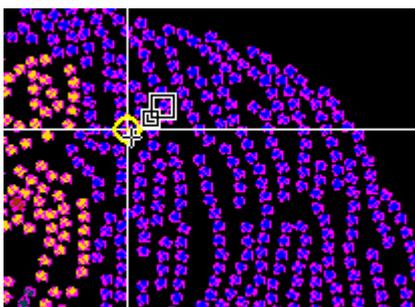
-  Description A location of the selected object is enlarged/reduced and moved.
-  Icon 
-  Hot Key **ALT\_T+L**
-  How to use

1. First, select an object subjected to this Scale command.
2. Select Tool (T) Menu -> Scale (L) Menu.

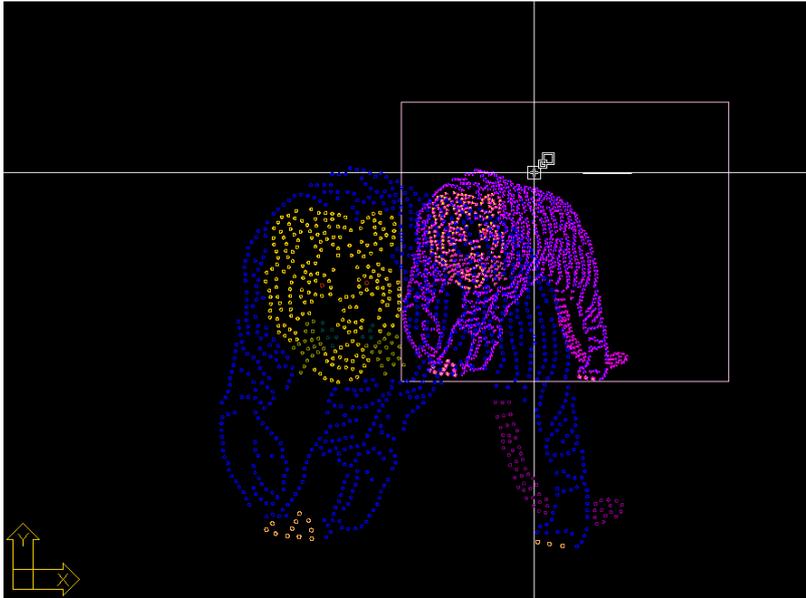


Caution) If this menu is selected without selecting any object, a different shape of the mouse cursor will appear. Drag it and select an object and then press the right button of the mouse to move on to the next process.

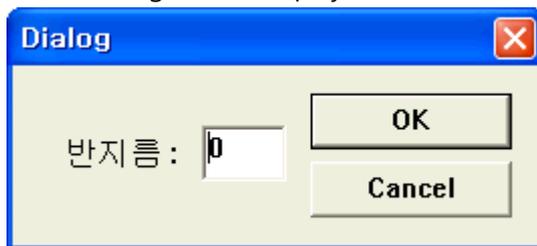
3. The mouse cursor will be shifted as seen in the figure.  
Click the reference point of the selected object to be enlarged/reduced. Then, execute Process No. 4 or 5.



4. If the mouse is dragged, a line will appear from the reference point and the original object to be moved will be displayed along with the movement of the mouse in real-time. The line displayed along with the movement of the mouse will be a ratio from the reference point that will be scaled. Therefore, set a ratio and click the mouse. At this time, the changed factor is the distance between each object and the reference. The size or color of the object will not be changed.



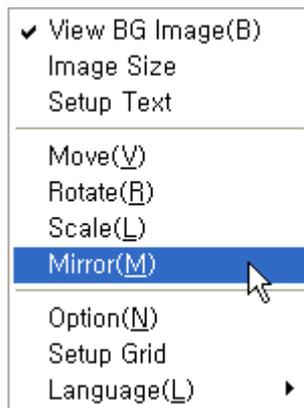
5. After executing No.3 above, drag the mouse and press '**Ctrl+T**' if a line appears. If the dialog box below appears, input radius and press the Ok button. The size of the object will be changed and displayed on the screen. Its size or distance will not be changed.



## 5-7. Mirror Copy (M)

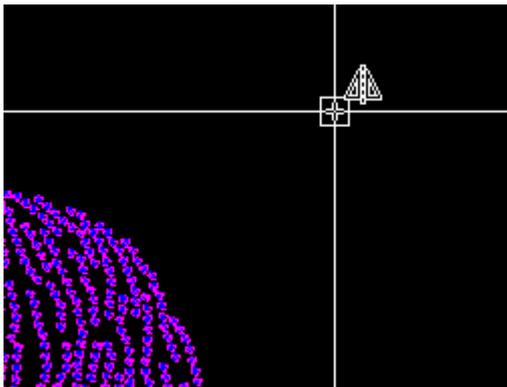
-  Description The location of the selected object is reversed.
-  Icon 
-  Hot Key **ALT\_T+M**
-  How to use

1. First, select an object subjected to the 'Mirror Copy' command.
2. select Tool (T) Menu -> Mirror Copy (M) Menu.

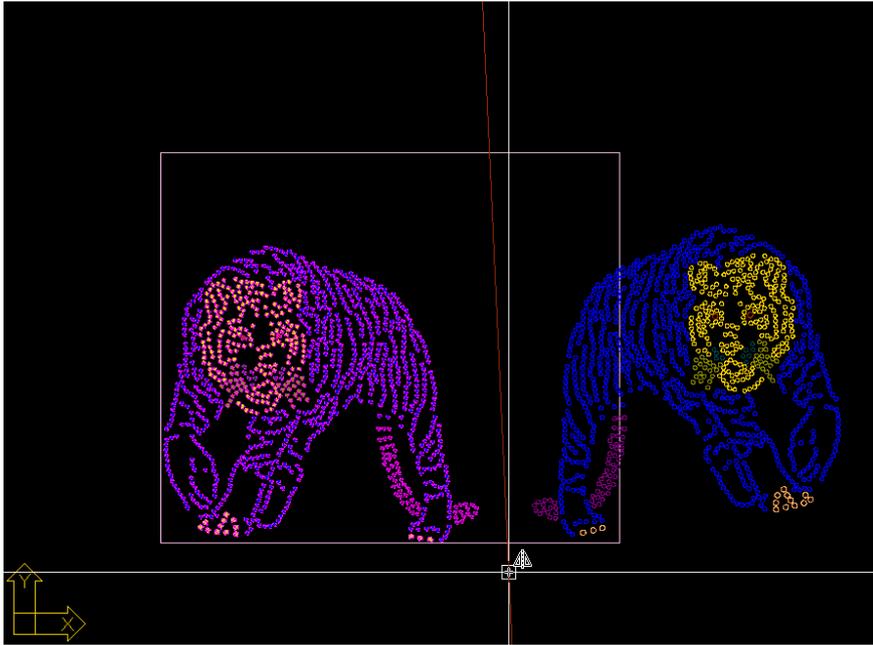


Caution) If this menu is selected without selecting any object, a different shape of the mouse cursor will appear. Drag it and select an object and then press the right button of the mouse to move on to the next process.

3. The mouse cursor will be shifted as seen in the figure.  
Click the reference point of the selected object to be reversed.



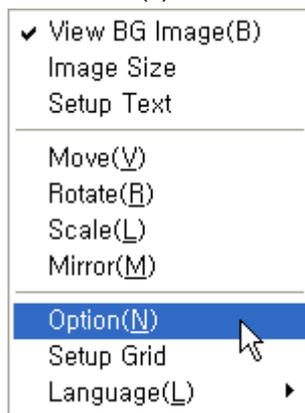
4. If the mouse is dragged, a line will appear from the reference point and the original object to be moved will be displayed along with the movement of the mouse in real-time. The line displayed along with the movement of the mouse will be a distance from the reference point to be reversed and a reverse angle. Therefore, set a distance and reverse angle with the mouse and click it.



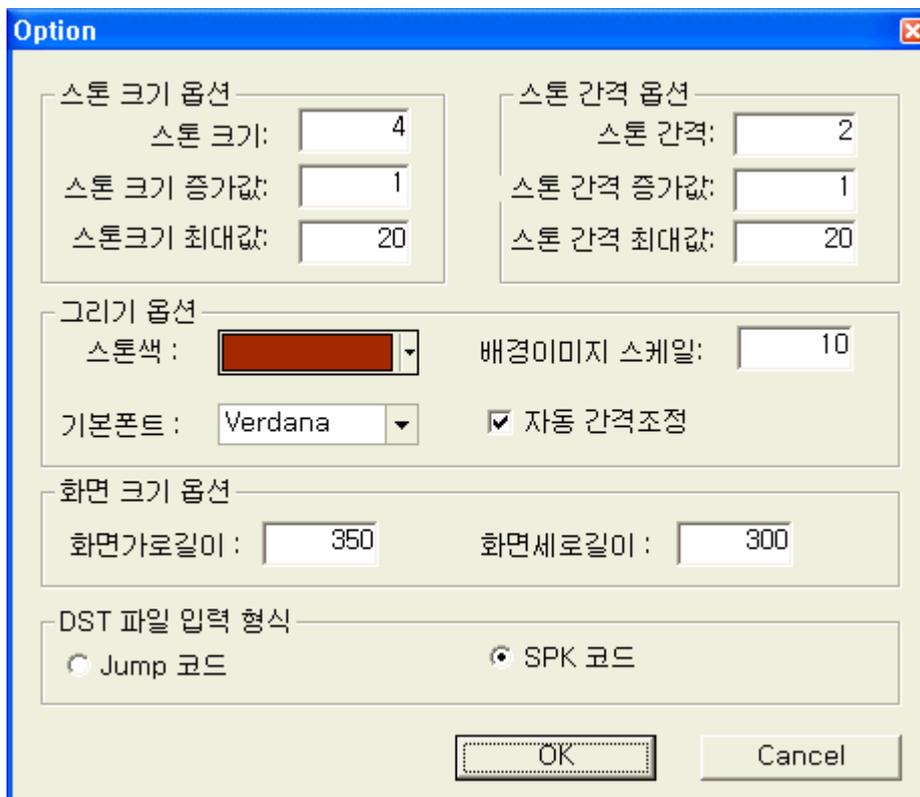
## 5-8. Option (N)

-  Description Basic information is set which will be used during the design work.
-  Icon 
-  Hot Key **ALT\_T+N**
-  >> How to use

5. Select Tool (T) Menu -> Option (N) Menu.



6. The 'Option' dialog box will be open and basic setting values of the current window will be displayed. Any changed value in this dialog box will be applied when a new file menu is executed.



➔ Auto Distance Adjustment : It is used to arrange objects in a certain interval according to

their shapes when creating objects. If this function is off, the size of the created objects may be smaller than expected.

➔ DST File Input Type :

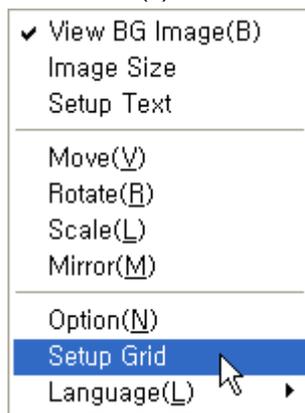
Jump : Jump code is used for inputting objects.

SPK : Spangle (Sequin ) code is used for inputting objects.

## 5-9. Grid

-  Description The Grid distance and Snap scope displayed on the screen can be adjusted.
-  Icon
-  Hot Key
-  How to use

1. Select Tool (T) Menu -> 'Grid' Menu.



2. The 'Drafting Aids' dialog box will be open and the Grid and Snap setting values of the current window will be displayed.

Any changed value in this dialog box will be applied when a new file menu is executed. In case of the setting values below, the Grid distance will be 1mm and bold dots will be displayed every 10mm.



## 5-10. Language

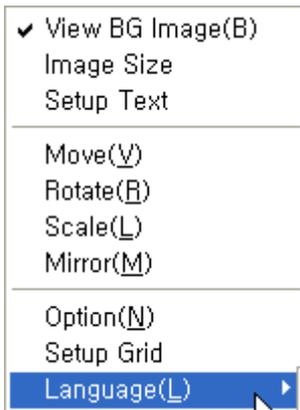
 Description Language to be used for this program is selected.

 Icon

 Hot Key **ALT\_T+L+K(or U)**

 How to use

1. Select Tool (T) Menu -> Language (L) Menu.



2. If a Popup Menu appears, set a language.

But, the program needs to be restarted after selecting a language and ending the program.



# 6. Draw (D) Menu

- 6-1. Point (O)
- 6-2. Line (L)
- 6-3. Poly Line(P)
- 6-4. Rectangle(G)
- 6-5. Polygon (Y)
- 6-6. Spline(S)
- 6-7. Arc (A)
- 6-8. Circle (C)
- 6-9. Ellipse (E)
- 6-10. Text (T)
- 6-11. Fill (F)

## 6-1. Point (O)

 Description Objects are created one by one.

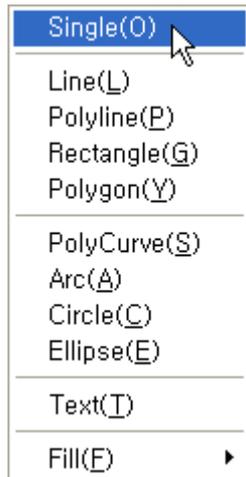
 Icon



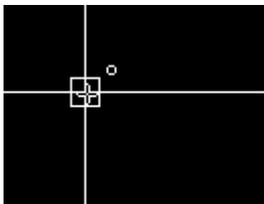
 Hot Key **ALT\_D+O**

 How to use

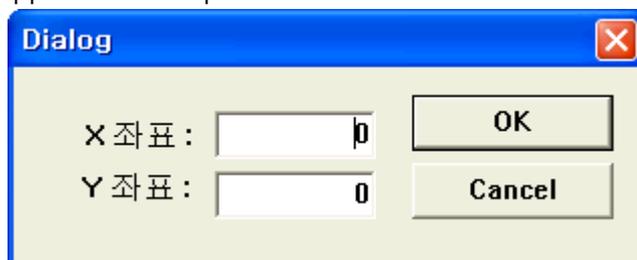
1. Select Draw (D) Menu -> Point (O) Menu.



2. The shape of the mouse cursor will be changed.



3. Place the cursor on a desired location of the drawing and click the mouse. Or, press 'Ctrl+T' to make the dialog box below appear. If coordinates are inputted, one object will appear on the inputted coordinates.



## 6-2. Line (O)

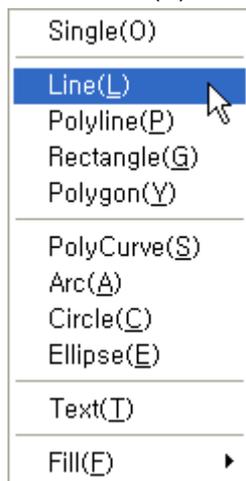
-  Description Several objects are created along with a straight line on the drawing. The number of those objects is automatically adjusted according to their size and distance between them.



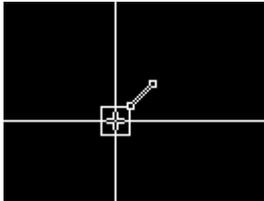
-  Hot Key **ALT\_D+L**

-  How to use

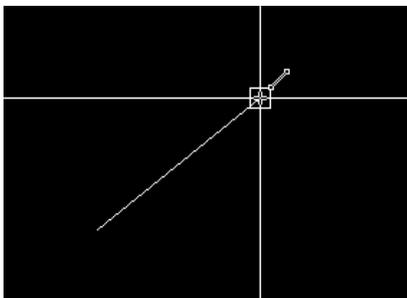
1. Select Draw (D) Menu -> Line (L) Menu.



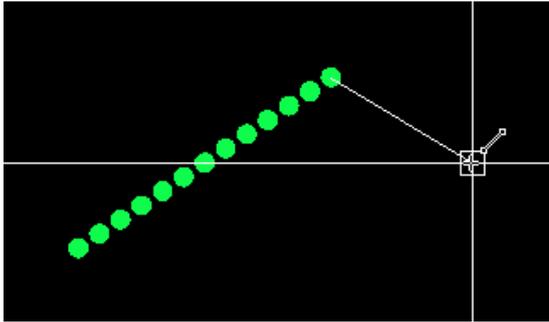
2. The shape of the mouse cursor will be changed.



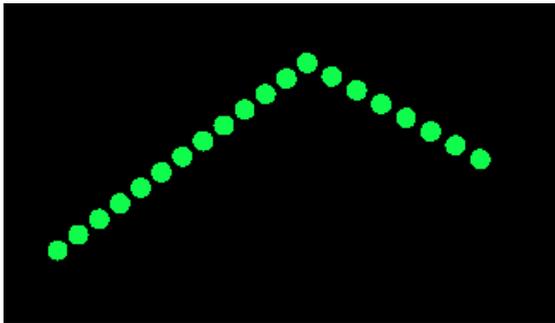
3. Place the cursor on a desired location of the drawing and click the mouse. The starting point of the line will be decided.



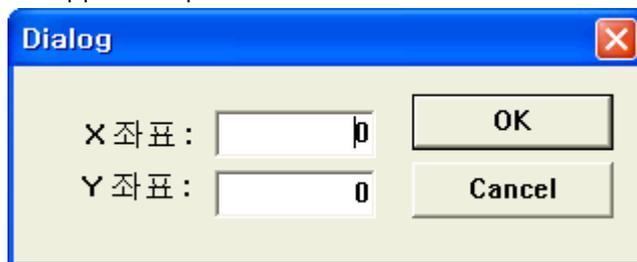
4. If the mouse is clicked on the ending point of the line, objects will be created and a new line will start on the current point.



5. Repeat the process of No. 4 and click the right button of the mouse to end this line work.



6. To set the starting or ending point accurately, execute '**Ctrl+T**'. Once the following dialog box appears, input coordinates.



## 6-3. Poly Line (P)

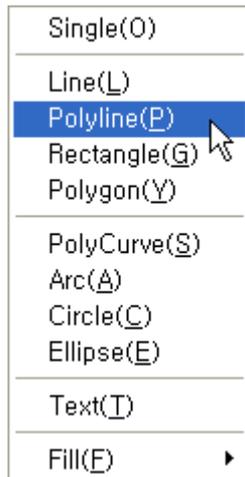
 Description Lines and curved objects are continuously drawn while creating closed or open shapes.

 Icon 

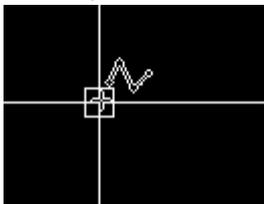
 Hot Key **ALT\_D+P**

 How to use

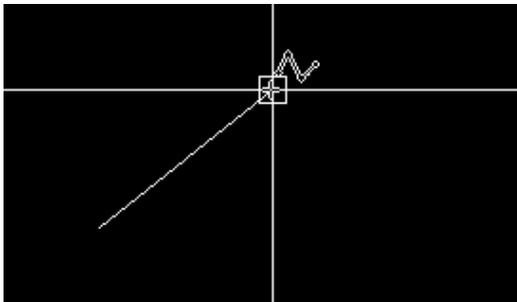
1. Select Draw (D) Menu -> Poly Line(L) Menu.



2. The shape of the mouse cursor will be changed.

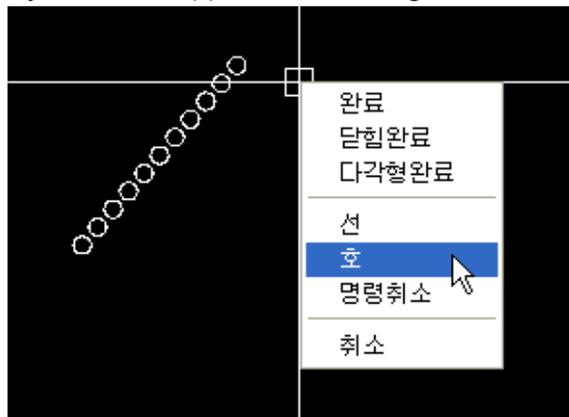


3. Place the cursor on a desired location of the drawing and click the mouse to set the starting point.

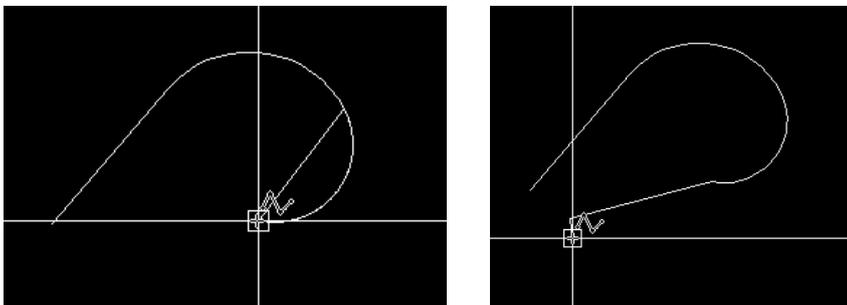


4. If the mouse is clicked on the ending point of the line, objects will be created and a new line or arc will start on the current point. Click the right button of the mouse to make a dialog box appear. At this time, select Continuous Work. If it is selected, the outline of

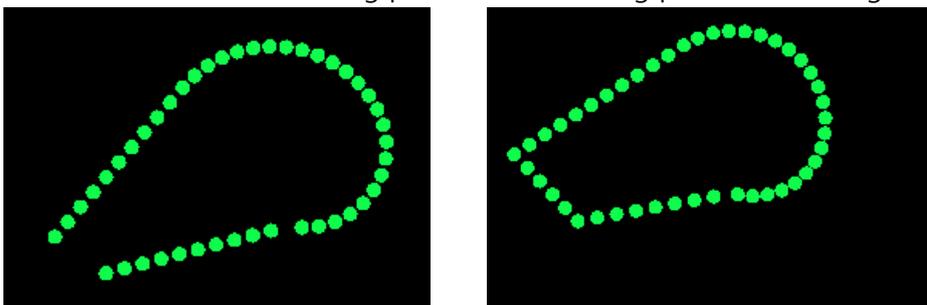
objects will disappear and drawing will be done with lines.



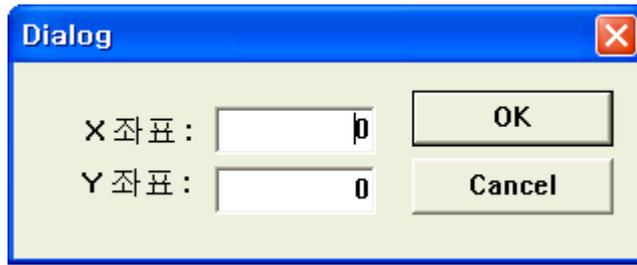
5. The following figure shows the continuous work by selecting arcs. Two arcs are selected twice in series and then lines are created.



6. Once creating a shape is completed, click the right button of the mouse once again to execute the completion command in the dialog box. The following figure shows the screen after the completion command is executed. The right figure shows the image which executes the closed completion command. For this, connect between the starting point and the ending point with a straight line.



7. To set the starting or ending point accurately, execute 'Ctrl+T'. Once the following dialog box appears, input coordinates. But, in case of the Arc Work, any dialog box is not displayed.



## 6-4. Rectangle (G)

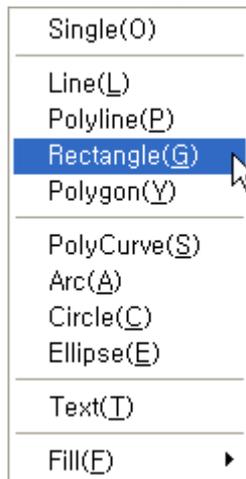
 Description A rectangle is created on the drawing.

 Icon 

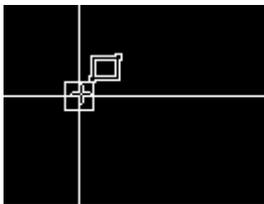
 Hot Key **ALT\_D+G**

 How to use

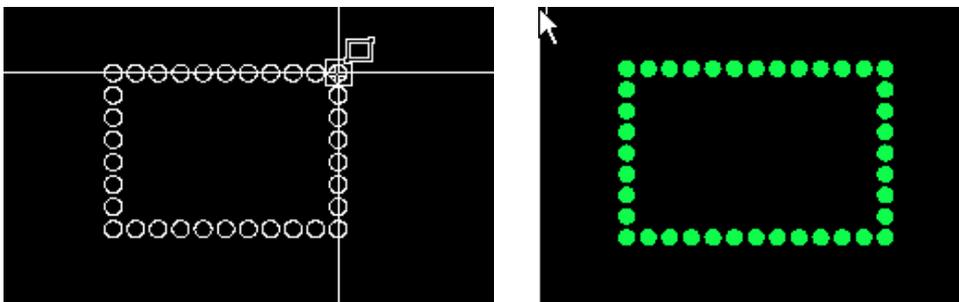
1. Select Draw (D) Menu -> Rectangle(G) Menu.



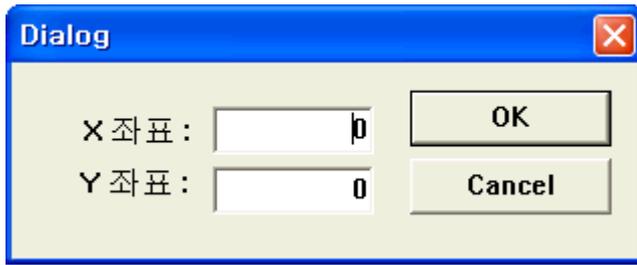
2. The shape of the mouse cursor will be changed.



3. Place the cursor on a desired location of the drawing and click the mouse to make the location one of the corners. Drag the mouse and click the opposite angle. A rectangle will be created.



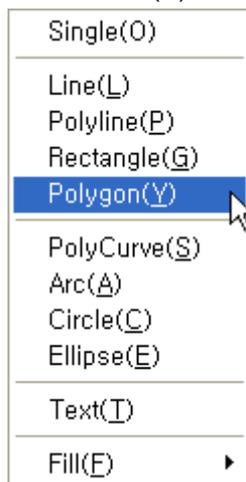
4. To set two corner points accurately, execute 'Ctrl+T'. Once the following dialog box appears, input coordinates. Once the following dialog box appears, input coordinates.



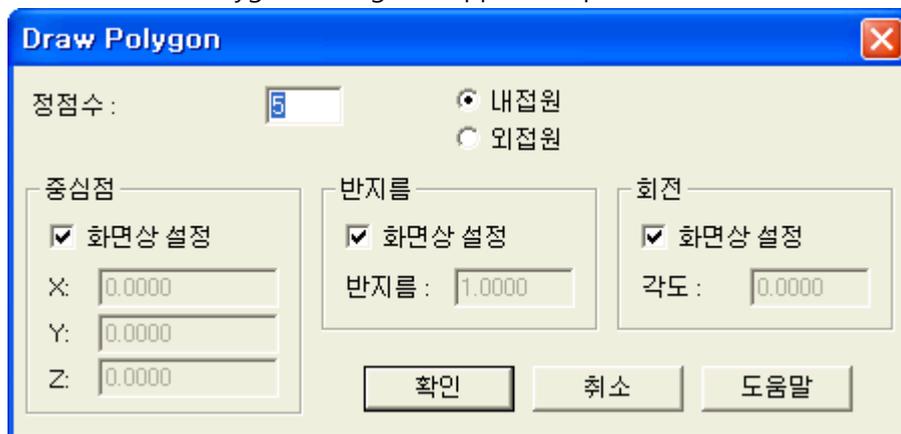
## 6-5. Polygon (Y)

-  Description A polygon is created on the drawing.
-  Icon
-  Hot Key **ALT\_D+Y**
-  How to use

5. Select Draw (D) Menu -> Polygon (Y) Menu.



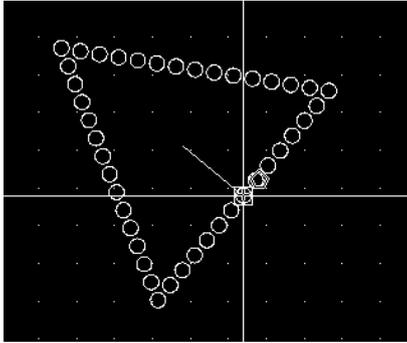
6. Once the 'Draw Polygon' dialog box appears, input the number of corners.



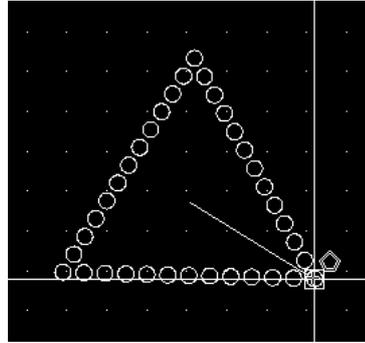
- ➔ Control Point Count: Input the number of corners. The number needs to be at least higher than 3.
- ➔ Center Point : Set the center point of the polygon. If the input window is not active, set it by dragging with the mouse.
- ➔ Radius : Set the radius of the inscribed circle/circumscribed circle from the polygon's center point. If the input window is not active, set it by dragging with the mouse.
- ➔ Rotation : Set the angle of the polygon. If the input window is not active, set it by dragging with the mouse.
- ➔ Inscribed circle/circumscribed circle : A factor that decides the size of the polygon.

Circumscribed circle creates a polygon that includes a circle with the inputted radius (or set with the mouse)

Inscribed circle creates a polygon with the maximum size inside the circle with the inputted radius (or set with the mouse)



Circumscribed Circle



Inscribed Circle

## 6-6. Spline (S)

 Description A parametric curve is created on the drawing.

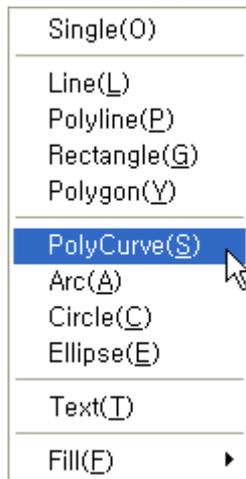
 Icon



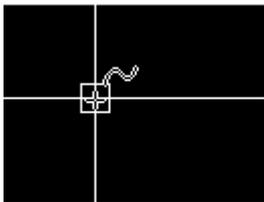
 Hot Key **ALT\_D+S**

 How to use

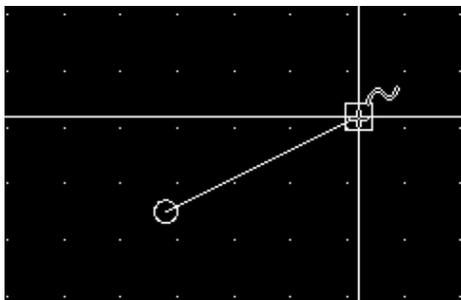
1. Select Draw (D) Menu -> Spline(S) Menu.

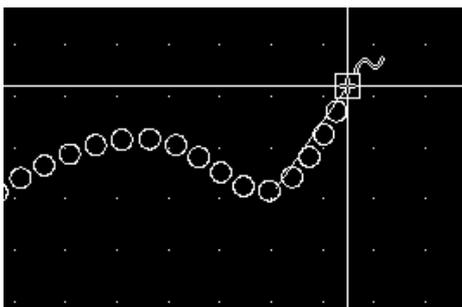
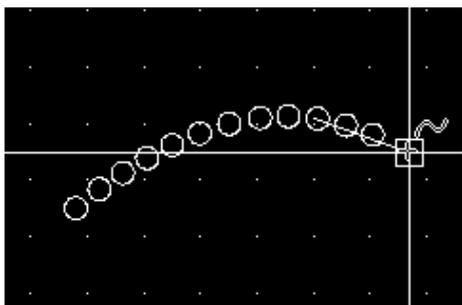


2. The shape of the mouse cursor will be changed.



3. Move the mouse and click the starting point of the parametric curve. Move the mouse again and click the second point. If any point of a curve is clicked, a parametric curve will be created based on the distance and angle between the clicked points.





## 6-7. Arc (A)

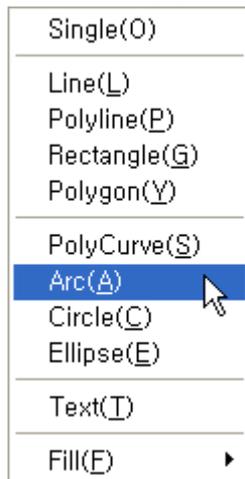
 Description An arc is created on the drawing.

 Icon 

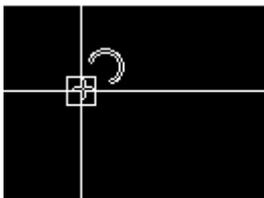
 Hot Key **ALT\_D+A**

 How to use

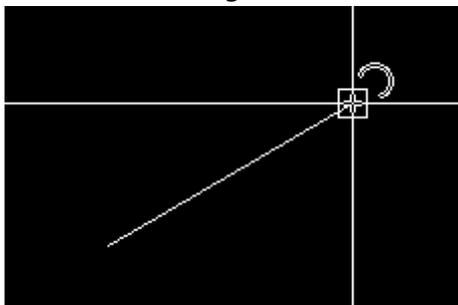
1. Select Draw (D) Menu -> Arc (A) Menu.



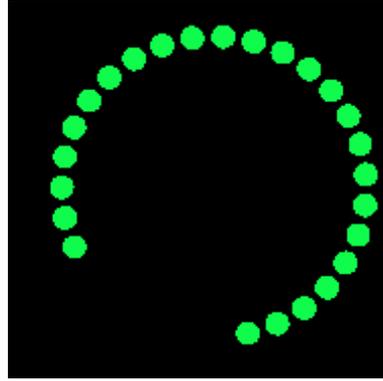
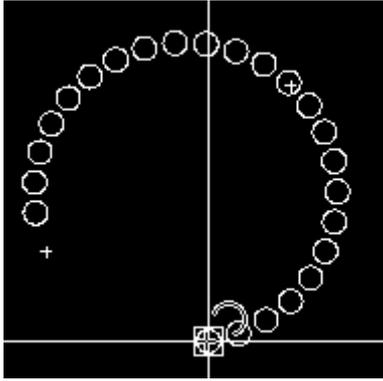
2. The shape of the mouse cursor will be changed.  
Move the mouse and click the starting point of the arc.



3. Move the mouse again and click the second point of the arc.



4. Select the third point and click the mouse. An arc is created in a three-point way.



## 6-8. Circle (C)

 Description A circle is created on the drawing.

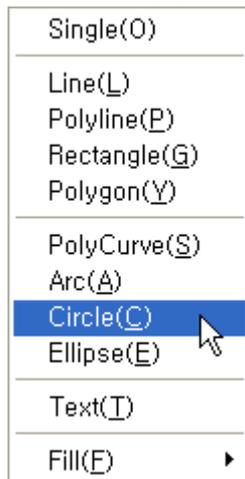
 Icon



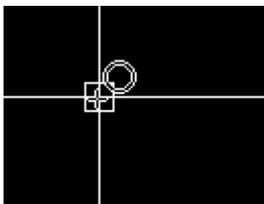
 Hot Key **ALT\_D+C**

 How to use

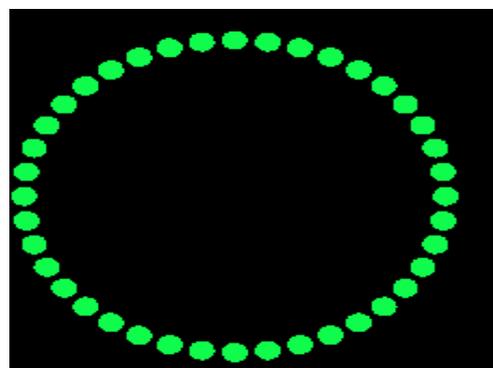
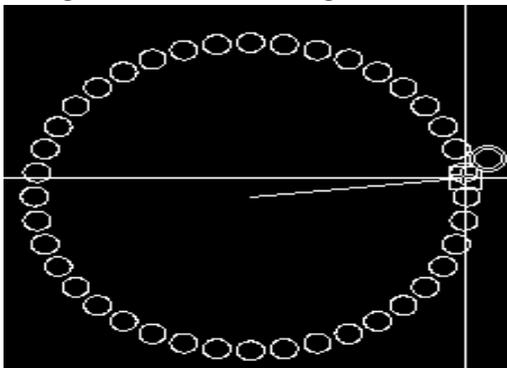
1. Select Draw (D) Menu -> Circle (C) Menu.



2. The shape of the mouse cursor will be changed.  
Move the mouse and click the center point of the circle.

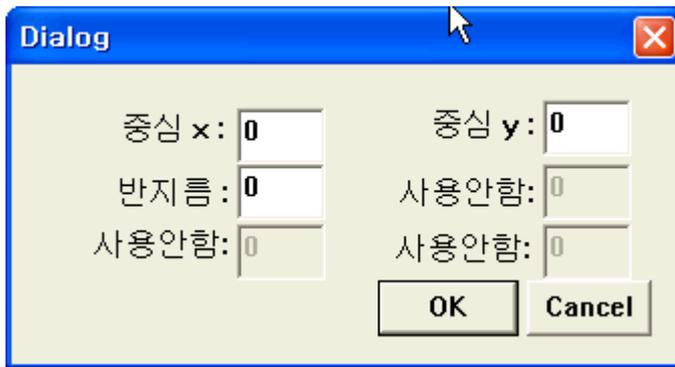


3. If the mouse is dragged, a radius line from the center point will be displayed. After setting a radius and clicking, a circle will be created.



4. To draw a circle on an accurate location, execute 'Ctrl+T'. Once the following dialog box appears, input the center coordinates and radius and click the Ok button. A circle will be

created.



## 6-9. Ellipse (E)

 Description An ellipse is created on the drawing.

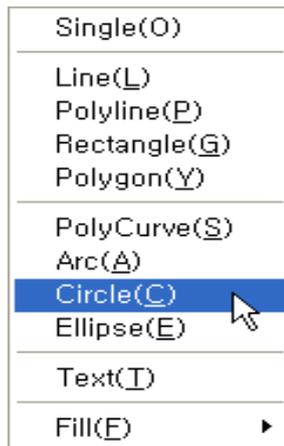
 Icon



 Hot Key **ALT\_D+E**

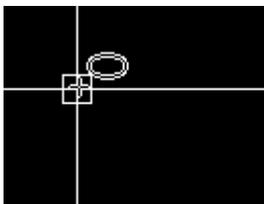
 How to use

1. Select Draw (D) Menu -> Ellipse(E) Menu.

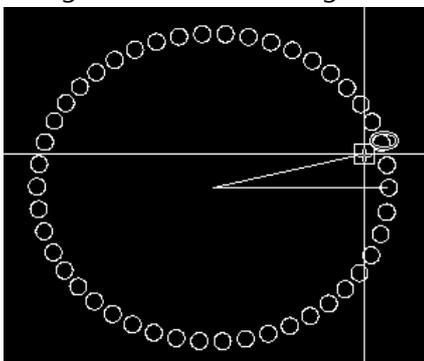


2. The shape of the mouse cursor will be changed.

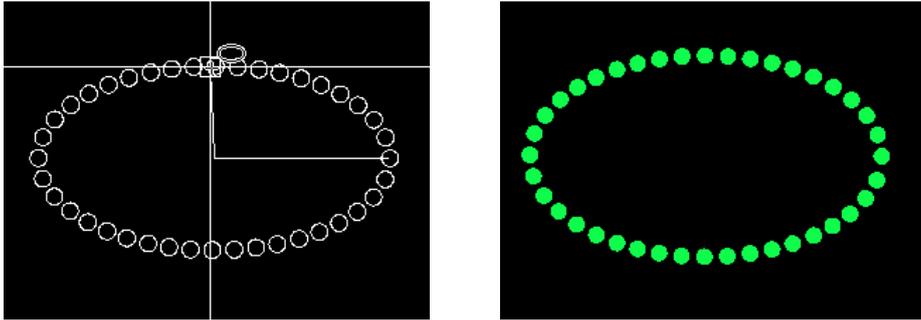
Move the mouse and click the center point of the ellipse.



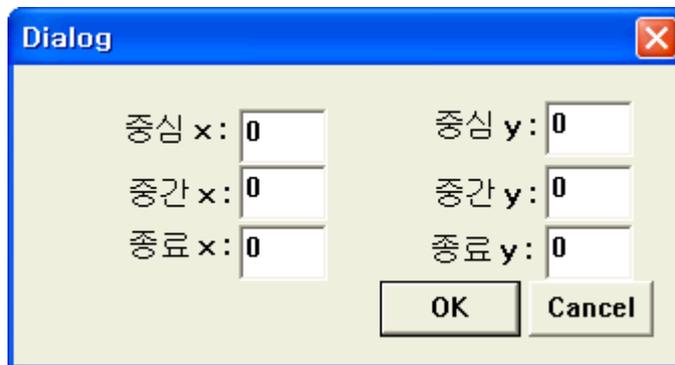
3. If the mouse is dragged, a radius line from the center point will be displayed. After setting a radius and clicking, a circle will be created.



4. Drag the mouse again to set the second radius and click the mouse. An ellipse will be created.



5. To draw an ellipse on an accurate location, execute 'Ctrl+T'. Once the following dialog box appears, input the center, middle and ending coordinates and click the Ok button. An ellipse will be created.



## 6-10. Text (T)

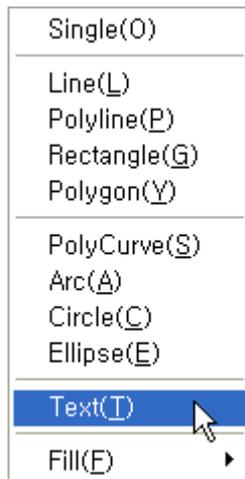
 Description An object in a text shape is created.

 Icon 

 Hot Key **ALT\_D+T**

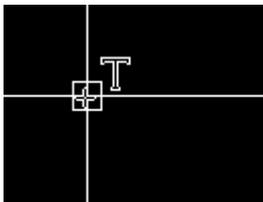
 How to use

1. Select Draw (D) Menu -> Text (T) Menu.

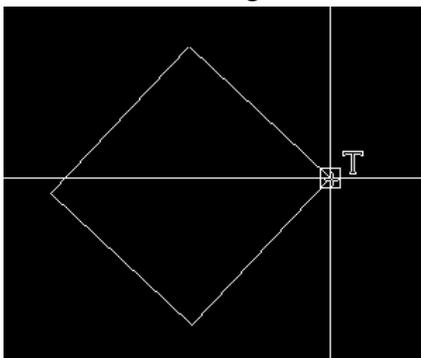


2. The shape of the mouse cursor will be changed.

Move the mouse and click the starting point of the text box (on the left/bottom of the text box).



3. A line will appear when the mouse is dragged and it will move along with the mouse cursor. The distance from the starting point of the text box becomes the height of the text. Adjust the line length to set the height and then click the mouse. A box will appear with the decided height.

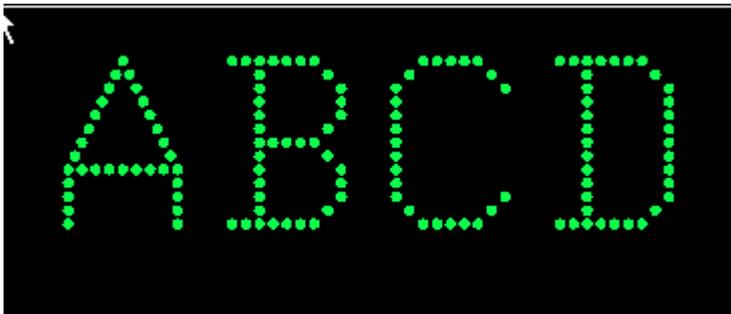


4. Drag the mouse to set the box width and angle and click the mouse. Once a dialog box appears, input a text to be created and set its attributes. Designate its arrangement location and style. The vertical size and rotation value are set by the current user. If needed, modify the values to change the setting.

Once the setting is completed and the 'OK' button is pressed, the inputted text will be shifted to an object.

To change text fonts, select 'Tool(T)->Text Style(T)' Menu or use the Tool bar.

When changing fonts, the objects created before will not be changed.



#### 6-11. Fill (F)

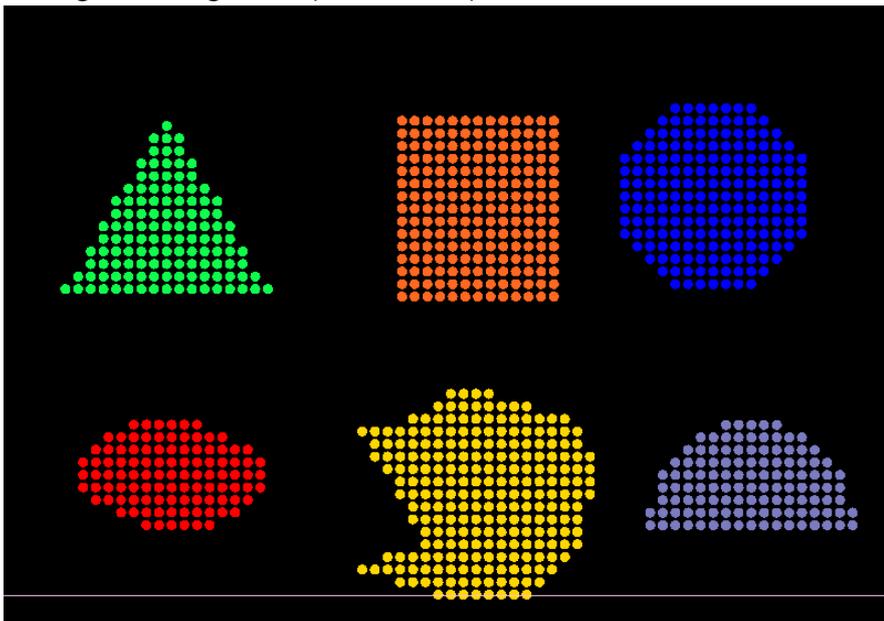
-  Description A shape in a form of looped curve is created and the inside of the shape is filled in a designated interval.
-  Icon 
-  Hot Key **ALT\_D+F -> R/Y/C/E/P/S**
-  How to use

1. Select Draw (D) Menu -> Fill (F) Menu.

Submenu will appear on the right. Select a shape to be filled.



2. Draw a shape to be filled in the same way as described in the previous chapter. Once drawing and filling is completed, a shape whose inside is filled will be created.



# 7 • View (V) Menu

7-1. Toolbox (T)

7-2. Status (S)

## 7-1. Toolbox (T)

 Description The Icon box is hidden or displayed on the window.

 Icon

 Hot Key **ALT\_V+T**

 How to use

1. Select View (V) Menu -> Toolbox (T) Menu.



2. The toolbox will appear or disappear on the screen.



## 7-2. Status (S)

 Description The Status bar is hidden or displayed on the bottom.

 Icon

 Hot Key **ALT\_V+S**

 How to use

1. Select View (V) Menu -> Status (S) Menu.



2. The status bar will appear or disappear on the bottom of the screen



## 8. Window (W) Menu

### 8-1. Window (W)

## 8-1. Window (W)

 Description When several windows are open at the same time, this command makes them arranged in a certain rule.

 Icon

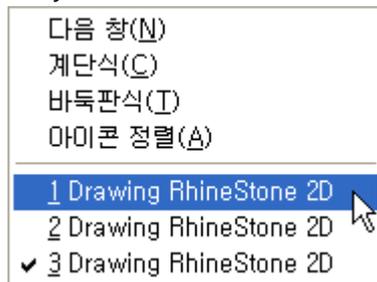
 Hot Key **ALT\_W+N/C/T/A**

 How to use

1. Select Window (W) Menu -> Arrange Menu (Next Window/Cascade/Checker work).

A new file is added to the Window (W) Menu whenever a new window is open.

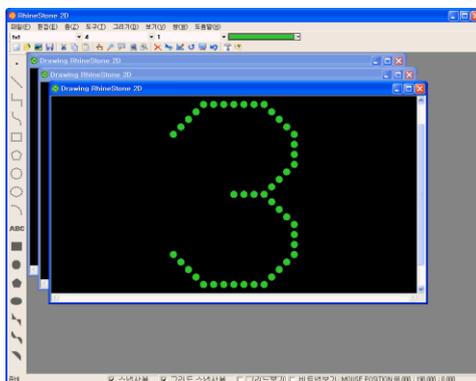
If any file name is clicked, the file will be activated on the window.



2. When several windows are open,

→ Next Window : Activate the window under the current file name on the bottom of the Window (W) Menu.

→ Cascade: Several windows will be arranged in order.



→ Checker work: Several windows will be resized under the same size and displayed on the main window in a form of partition.

