Fast ARTIST™ - SignLab7.1

Reference Guide

FastARTIST™ is a customized version of a program called SignLab from CADLink Corporation.

This manual is based on the SignLab 7.1 manual and may contain some references to features that are not available, aren't applicable or have been disabled in the FastARTIST™ version.

U.S. Screen Print & Inkjet Technology

Tempe, Arizona USA

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Dear Customer;

I would like to thank you for purchasing FastARTIST™ graphic design and print controller program for the Fast T-Jet™ direct-to-garment printer. FastARTIST™ is an easy-to-use program that is very similar to Corel Draw, and Adobe Illustrator. It also has many features commonly found in Adobe Photoshop. In fact if you know these programs you should have no problem using FastARTIST™.

Not only is this an excellent design program, it has key features for printing to your T-Jet printer including support for printing white ink on dark garments.

Please take time to read the important points of this manual and watch the accompanying DVD tutorials. You will be able to replace most of what you do in Corel, Illustrator or Photoshop with FastARTIST™.

If you are comfortable with the other programs you can easily create artwork in them and import them into FastARTIST™ for output to your Fast T-Jet™.

*Don't be intimidated by the size of this manual! Like all computer graphic software, there are lots of buttons and features and at some time you might need a reference for what everything does. This manual has been designed so the first few chapters may be ALL that you need! The back chapters go into detail about many features that you may or may not use. **Read Chapters 1 – 5 and start doing prints.***

Have fun!

Best Regards,

Scott Fresener
CEO

Table of Contents

CHAPTER 1
GETTING STARTED AND INSTALLATION

WELCOME TO FASTARTIST!

INCLUDED WITH FASTARTIST

Your version of FastARTIST includes this manual, CD/DVDs with the program including clipart and fonts, a White Ink training DVD and a general training CD. This version of FastARTIST will work with a Fast T-Jet Standard and a Fast T-Jet Jumbo. You also should have received a dongle hardware protection key. DO NOT LOSE OR DAMAGE THE DONGLE. Think of the dongle as hardware. Treat it as your computer.

SYSTEM RESOURCES AND REQUIREMENTS

The speed and configuration of the PC can have a huge effect on the performance of the FastARTIST program. With that in mind we make the following recommendations.

A minimum recommendation would be 2 Ghz PC with Min 512mb Ram and a hard disk drive of 10Gb or more free. However more memory is better. As a general rule "Buy the best you can afford" and don't forget, it is better to forego a little speed and have more Ram.

All PC's will need to have a USB port available for the dongle.

FastARTIST will ONLY work with Windows XP and 2000.

USB 1.1 port (high speed 2.0 recommended)

CONTACT INFORMATION

Contact U.S. Screen Print & Inkjet Technology in the US for help or support.

Main Corporate office:	+1-480-929-0640
Support Department:	+1-480-929-2937
Internet Support:	www.screenprinters.net Click on the **Support** link.
Email Support:	support@usscreen.com

Support hours are 7a.m. to 8p.m Monday through Friday, 9a.m. to 3p.m. Saturday. Arizona is on Mountain Standard Time in the US but DOES NOT change times during daylight savings. This means in the summer, Arizona is the same time as California and is three hours earlier than the east coast of the US.

Do not be overwhelmed by the detail in this manual or all the features of the program. Keep in mind the 80/20 principle. You will use 20% of the program 80% of the time. In fact you will find yourself doing the same things over and over and over.

Remember, FastARTIST is a customized version of a very powerful sign and vinyl cutting program called SignLAB. Many unnecessary routines and features of SignLAB have been removed but many still remain for the graphics power user.

Please take time to read the complete T-Jet Manual that came with your printer BEFORE you get too bogged down with FastARTIST. Don't forget you MUST install the Epson driver that came with your T-Jet. It is found on the T-Jet Driver CD that came with the machine. You need the Epson driver to do nozzle checks and maintenance.

Note: This manual is designed to work with FastARTIST/FastRIP for the Standard T-Jet and FastARTIST/FastRIP for the Jumbo T-Jet. Some screen captures and pictures may be slightly different depending on what version you are installing.

INSTALLING FASTARTIST

FastARTIST is very easy to use. In fact if you have experience with Corel, Adobe Illustrator or Photoshop you should have no problem using FastARTIST. It is a vector based program (like Corel and Illustrator) with many Photoshop like bitmap controls.

Insert the FastARTIST Program CD into your CD drive. Most Windows configurations will automatically launch the setup program. If this is not the case, double-click on My Computer and find the CD drive. Double-click on the Setup icon to launch the installer.

Note: due to software upgrades and changes, your installation menus may or may not look exactly like the following images.

You should always close down any Windows applications before starting an installation. DO NOT insert the dongle until FastARTIST is installed.

You will be asked what language you want the installation to use. FastARTIST is ONLY in English although you could choose another language for the installation prompts. The next screen will Welcome you to FastARTIST installation. Click **Next**.

License

You will be asked to approve the license agreement. Check that you **accept** and click **Next**.

Installation Folder

You will be asked to approve the installation folder. For easy use, leave the default to FastARTIST. Check **Next**.

You will then be asked to approve the **Program Folder**. Click **Next**.
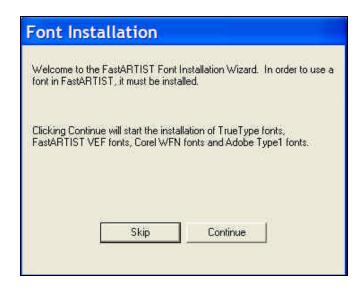

FastRIP Basic Installation

The next screen will show that FastRIP is being installed.

Fonts and Clip Art

You will be asked if you want to install the **Fonts**. Checking **Continue** will install all the fonts that came with FastARTIST. You may be asked to insert the Fonts CD. If the system does not find the fonts, you can copy the Fonts folder from the CD to your FastARTIST directory and install the fonts at a later time.

You may also be asked if you want to install the **ClipART**. This can take a long time and use hard disk space. If you have a large hard disk then it will be easier to install them.

Finish Installation

When the installation is done, check that you want to **restart the computer** and click **Finish**.
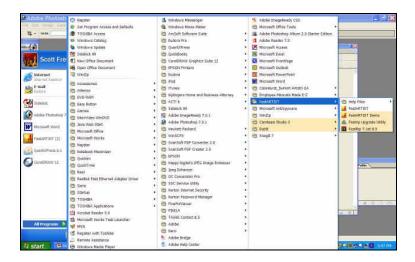
Desktop Icon

You should now have a FastARTIST desktop icon.

If not, go to the Windows **Start** button and then **All Programs**. Find the FastARTIST listing. You may also have TWO **FastARTIST** listings. One says **Demo**. This is for people who try the program before buying it. Ignore this listing. You can right mouse click on the FastARTIST icon and **create a shortcut** to your desktop.

You can double-click on this to launch FastARTIST. But first you must insert the dongle. Please read the following.

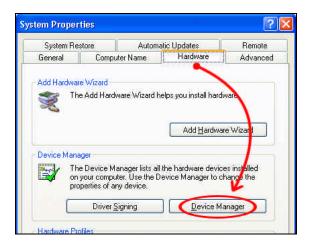# THE FASTARTIST/FASTRIP USB PORT DONGLE

The USB Port Dongle is a sealed plug that is provided with FastARTIST as a means of preventing software piracy. Ideally, the USB dongle should be connected to the workstation after FastARTIST has been installed. Otherwise, there is a risk that Windows will label the dongle as an "unknown USB device," which then requires extra steps to correct.
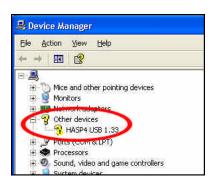

To avoid problems with Windows, connect the USB dongle AFTER FastARTIST is installed!

If Windows has mistakenly labeled the dongle as an "unknown USB device." The technique for correcting this problem is as follows:
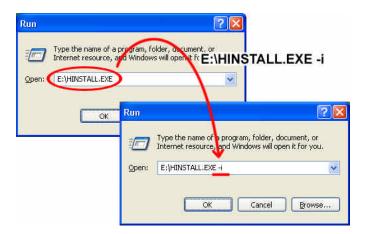
- From the Windows Start menu, open the Control Panel.

- From the Control Panel under Windows 2000 and XP, double-click the System icon.

- From the Hardware tab, click the Device Manager button to display all of the hardware that has been connected to this workstation.

The Device Manager window lists all of the hardware that is connected to the workstation.

1. Within the **Device Manager** window, locate the USB device that is identified as an unknown device, and then choose to uninstall/delete the unknown USB device.

2. Close the **Device Manager** (and if necessary, click **OK** to close the **System Properties** dialog).

3. Disconnect the USB dongle.

4. Place the FastARTIST program CD into the workstation CD-ROM drive. If prompted to choose a language, then click Cancel.

5. From the **Start** menu, choose the **Run** item.

6. From the Run dialog, click **Browse** and locate the file called "HINSTALL.EXE" that is on the CD.

7. After the "HINSTALL.EXE" file has been found, click within the edit field and type " -i" (space-minus-eye) after the filename.

1. Click **OK** to close the Run dialog, and the USB dongle driver software will be reinstalled.

2. After the USB driver software has been reinstalled, reboot Windows.

3. Now that FastARTIST has been installed and Windows restarted, connect the USB dongle. The dongle will be recognized properly and associated as a FastARTIST-related device. If there are any further problems, then please contact Technical Support.

Do Not Lose The Dongle!

The dongle is the only way to secure the program. It is an integral part of your purchase. Think of the dongle as hardware and treat it as such. If you lose the dongle, we cannot simply replace it without charging you for another dongle. Guard and protect the dongle because without it, FastARTIST and FastRIP will not function. The easiest way to protect yourself from loss or theft is to make sure the software AND the "hardware" dongle are covered by your insurance. A replacement Dongle can be purchased. Contact customer service for pricing.

If Dongle Does Not Work

If the Dongle ceases to operate within the 1 year warranty period it will be replaced at no charge AFTER it has been returned to the U.S. Screen Print & Inkjet Technology. Make sure to insure the dongle for at least $750. If the dongle is not under warranty, a replacement dongle can be purchased. Contact U.S. Screen Print for pricing or for details on purchasing or returning a defective dongle. All returns must be shipped in a trackable carrier, insured for $750, and have a return authorization number on the box from the U.S. Screen & Inkjet Technology.

INSTALLING AND CONFIGURING FASTRIP

FastRIP is a print controller that is the heart of the system. It controls how much ink is laid down, how many passes are made by the printing head and how white is printed. FastRIP is a very powerful program that is part of FastARTIST. For more detail about how to use FastRIP read the FastRIP section of *Chapter 12*.

When the FastARTIST installation is complete the program can be launched by double-clicking on the **FastARTIST** icon. But, FastRIP has not been configured.

More about the Dongle

Very Important! The USB port dongles are sensitive to how they are plugged in.

USB Port Dongle - DO NOT plug in the dongle until AFTER you are finished with the installation. If the dongle is plugged in prior to installation, you may accidentally let Windows install the wrong driver for the dongle. The USB dongle can be plugged while the computer is running because USB ports are hot-pluggable.

Note: In the event that you have a bad dongle or if the dongle driver is not installed correctly by the FastRIP installation routine, FastRIP splash will open. If window states, "Dongle Error. Dongle not found or valid", the Dongle is not recognized by the computer. Refer to Appendix A.

Computer Connection

A computer to printer connection method must be selected. There are a few ways to connect the T-Jet printer - USB to Parallel, Parallel, USB to USB, Firewire

Parallel Cable

--Most Standard Parallel to Parallel Cables will work (IEEE1284).

USB Cables:

--Most standard USB to Parallel or USB to USB cables will work.

--USB 2.0 is recommend up to 10 feet

Firewire

--IEEE 1394 up to 10 feet long

Install Epson Drivers

Install the regular Epson Stylus Photo 2200 driver for your inkjet. The normal driver is for Head Cleanings, Nozzle Checks, Head Alignment, and color output. Turn the Fast T-Jet printer ON.

CONFIGURING FASTRIP

From your windows desktop go to Start – Programs – FastARTIST, after clicking on FastARTIST a drop down menu will open to the right - Click to launch FastRIP. As this is the first time FastRIP has been launched the Configure Printers window will open asking for you to select a printer/s. Select the appropriate T-Jet version.
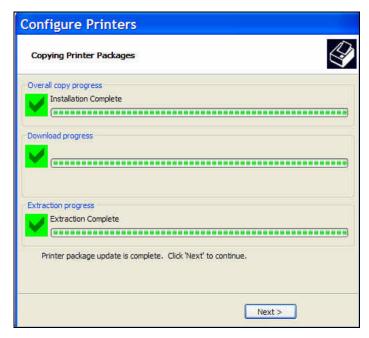
Note: Depending on the version of FastRIP, the image may not look exactly the same as below

The second window will ask for the **printer package**. A printer package contains all of the custom **Print Modes** that tell FastRIP how to print on garments. Your version of FastARTIST may automatically install these print modes and printer packages.

The **printer package** is on the FastARTIST CD. When you get to a Select option "Search for new printer package versions from CD" insert the FastARTIST CD in the CD Drive. Put a check mark by **Search CD-ROM or floppy drive.** Click **Next**. Click **Next**. Click **Finish**.

You will then be asked to tell FastRIP the name of the USB port the printer is attached to. Select the Fast T-Jet, Fast T-Jet2 or Fast T-Jet Jumbo printer and change the Port (the port the T-Jet printer is connected by). The USB cable will look like **Epson Stylus 2200_USB00*, Epson Stylus Pro 4800_USB00*, Epson Stylus 7600, or Epson Stylus Pro 4800_USB00***. The **LPT** cable will look like **LPT*.**
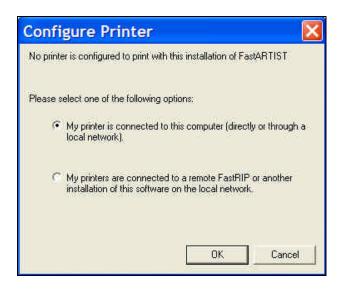
The Output Port depends on the type of printer cable that is connected from the computer to the printer. The ports could be USB, LPT (Parallel cable), or Firewire.

*Note--If connected by USB cable, refer to **Appendix A** for details on how to find the correct USB Port.Click **Finish**.

Configuring FastRIP from within FastARTIST

When in FastARTIST you can also select the **File** menu and then **FastRIP Setup**. This will bring up a different window that will determine how your printer is connected. It will then launch FastRIP and you can do the setup from the FastRIP Setup section of Chapter 4.
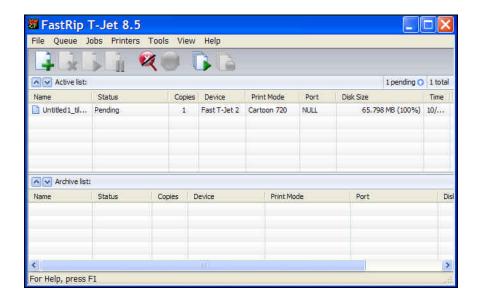

Configuring FastRIP

FastRIP should have opened after the configuration. If not, in FastARTIST go to the **File** menu and **Launch FastRIP**. In the event that you have a bad dongle or if the dongle driver is not installed correctly by the FastRIP installation routine, FastRIP splash will open. If window states, **"Dongle Error. Dongle not found or valid",** the Dongle is not recognized by the computer. Refer to **Appendix A**.
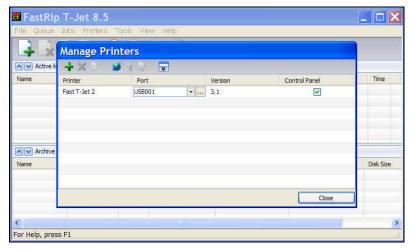
The FastRIP Program Screen or Queue

This is the same window you will see when the RIP is working. The top menu allows you to change many of the settings of the RIP. Do not be confused by all of the options. This window also may be called the FastRIP window or **Queue** window. Refer to **Chapter 4 – Printing CMYK** for instructions on how to use FastRIP.

11

Printer Driver Installation

Open the **Manage Printers** window. Go to **Printers/Manage Printers**. Make sure your T-Jet shows up under printers and that the correct Port is showing. This is where you can troubleshoot and change ports.

Important note: If you want to be able to print DIRECTLY TO FASTRIP from programs like Corel Draw, Illustrator, Photoshop, etc., you MUST put a check under the Control Panel menu. Click Ok. This will add the printer to the Printers Window so that you will be able to print directly from other programs. You can ONLY print from programs other than FastARTIST for CMYK images and not images that contain white ink!

Consult your Fast T-Jet manual for details about printing directly to FastRIP.

Final Configuration and Preferences

You will also need to set the FastRIP **Preferences** and will need to Configure FastRIP in the **FastRIP Setup** window. There are a number of tabs that effect how the RIP works. These are called **Preferences**. For additional information on configuring FastRIP and the FastRIP Setup Preferences menu go to *Chapter 12 – Printing CMYK*. Chapter 12 also details how to run and use FastRIP.

Troubleshooting FastRIP

A typical FastRIP problem is it will not find the dongle.

The error you see when the FastRIP Splash screen opens is ***Dongle Error. Dongle not found or valid.***

Solution:

Windows XP or 2000

1. Put the FastARTIST CD in the CD Drive. Go into My Computer or your Explorer. Right click on the drive the FastARTIST CD is in. Click **Open**. Go into **Dongle Driver HDD32**. Double click on **HDD32.exe**. Click **Next.** Click **Next** again. Click **Finish.**

2. Go back into the contents of the FastARTIST CD. Go into **Dongle Hasp Driver**. Double click on **Drives.bat**.

3. Open FastRIP. If you still get the error, "Dongle Error. Dongle not found or valid" contact the Support Department.

Removing FastARTIST

If for some reason FastARTIST is not operating correctly and you are asked to remove it and reinstall. Run the uninstaller from the control panel **Add / Remove programs**. Make sure to remove BOTH FastARTIST and FastRIP.

Save any artwork you have in the FastARTIST install directory into a back directory and then delete the FastARTIST directory.

CHAPTER 2
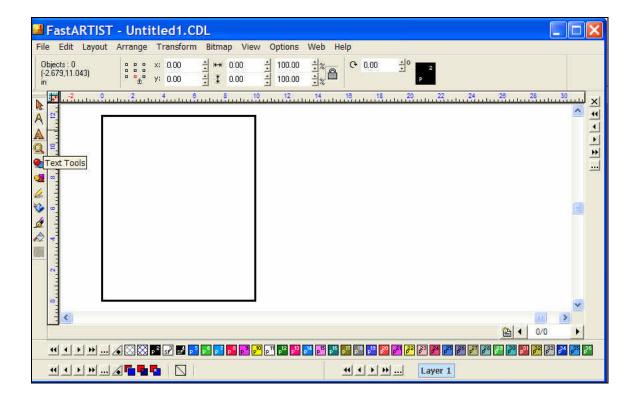# OVERVIEW AND WORKSPACE

PROGRAM OVERVIEW

FastARTIST is very easy to use. In fact if you have experience with Corel, Adobe Illustrator or Photoshop you should have no problem using FastARTIST. It is a vector based program (like Corel and Illustrator) with many Photoshop like bitmap controls.

This section will give you a quick sample of how to use the program. The next section in this manual details the Workspace and tools in the program.
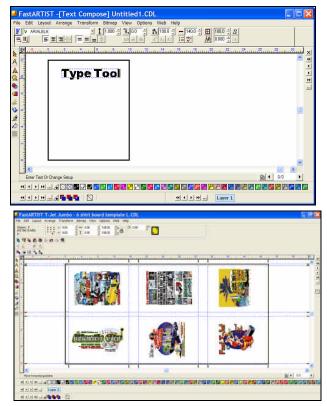
CREATING AN IMAGE IN FASTARTIST/SIGNLAB

Working with Type

To create an image in FastARTIST/SignLab simply click on the **Text Tool** in the Toolbar. Select the **Text Compose** icon. This will bring up a blinking cursor and allow you to type in text
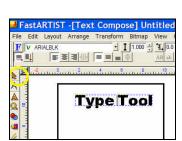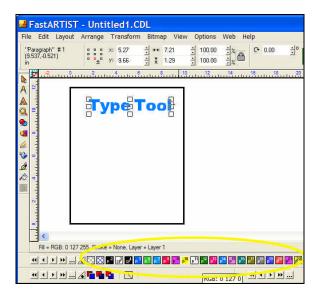
Enter text onto the working page. This page size can be changed to fit the size of page/garment you are using when printing to Fast T-Jet. If you are printing the T-Jet Jumbo you can open **Templates** that are preset for the size of image and shirt bed you are using. The standard bed on the Jumbo has six shirts. You can also change the typeface and other type attributes from the top menus Smart Bar. FastARTIST/SignLab came with hundreds of typeface selections.

You can change the fill color of the type by first changing to the **Select Tool**. Make sure the type is selected by clicking on it and that is has nodes around it (showing that it is the active object that you are going to work with).

You can then select a color from the bottom color palette and simply click on a color to change the fill, or drag a color by holding down the mouse left cursor and dropping the color on the type.
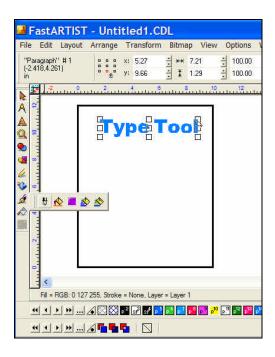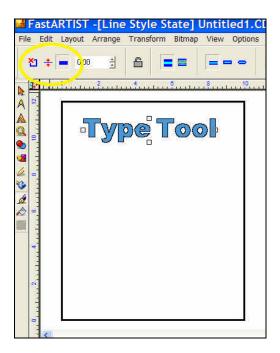

16

You can move type of any object around the page by clicking in the CENTER on the small square and dragging the mouse/object to the new location. You can size any object or type by clicking on one of the edge or corner nodes and again, dragging the item.

And as with other computer graphic programs, you can use the arrow keys on the keyboard to "nudge" items (move slightly), plus you can click-and-drag around the images to select them all and then you can **Group** them (**Control G**) and **Ungroup** them (**Alt G**).

Adding an Outline or Stroke to Type

You can give the type an outline (also called a stroke) by clicking on the **Stroke and Fill Tools** icon. Select the **Line Style** icon. You will see that the top menu Smart Bar has changed and you can select **Hairline** or **Line Thickness** and change this thickness. You can also send the outline behind the fill in this menu.
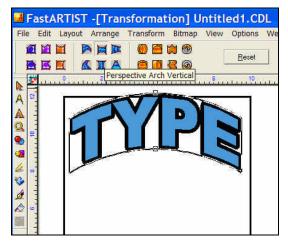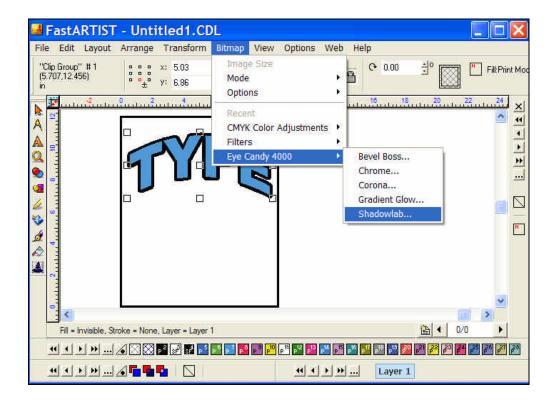
Modifying Type
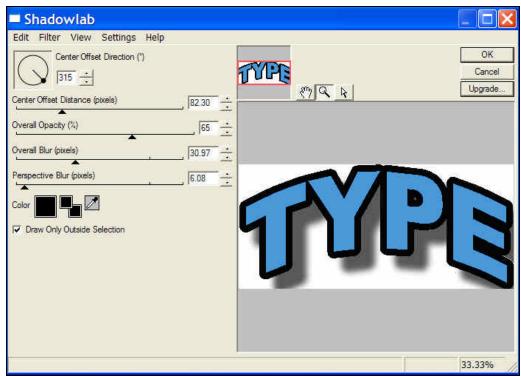
You can modify or **Transform** type by going to the **Transform** drop down menu and clicking on **Transformation**. You will see a new top menu with many selections. You can distort, arc and do dozens of type transformations from this menu.

17
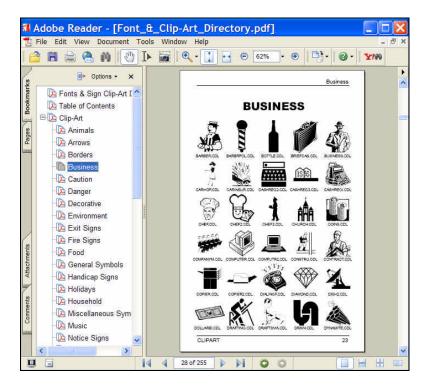
Now is your chance to explore these menus. Be bold. Just start to click and see what happens. You can add very interesting effects called **Eye Candy** to simple type. Click on the **Bitmap** pull down menu (yes, this type is not a bitmap but Eye Candy is a plugin that is under the Bitmap menu). Select an effect and have fun!
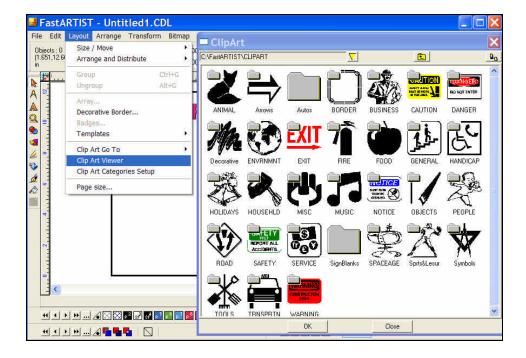
Adding Clipart
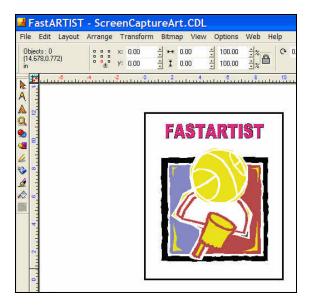
FastARTIST shipped with thousands of clipart images and symbols. You can also use third party clipart images from industry suppliers. Your Clipart CD also includes a PDF catalog of all clipart and fonts for easy reference.

To include a clipart image with your design you can either **Open** or **Import** the clipart from the Clipart folder in the FastARTIST folder – or from any folder on the computer. You can also go to the **Clipart Viewer** from **Layout** menu. This will bring up all the contents of the Clipart Folder (or any graphic folder of your choice) and will let you either click on the image or drag it to the page.
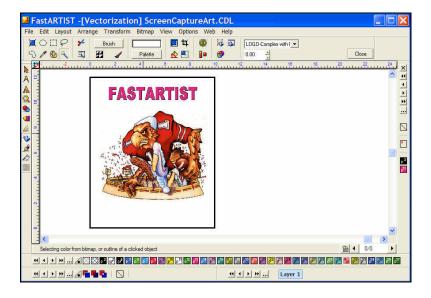
You can now color the clipart or change the outline thickness just like type. You may have to **UnGroup** the clipart (**alt U**) or break the paths – **Arrange/Break Path**.
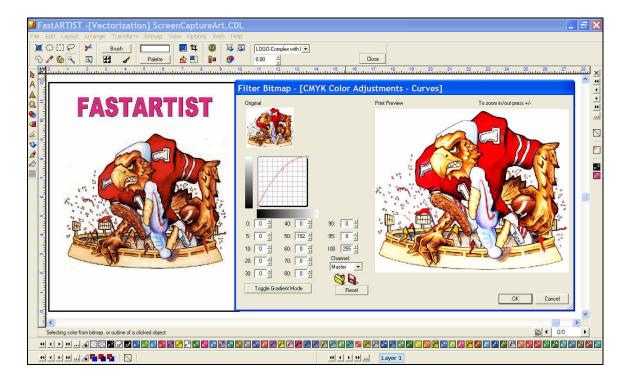
Adding Bitmaps to an Image

So far you have been working with **Vector** objects. These are all "math" to the computer and are high resolution because they print at the resolution of your printer. You can size them up and down without having an effect on the quality. A **bitmap** is an image that is made up of tiny pixels. The number of pixels is called the **Resolution.** The lower the resolution the more jagged the edges will be. Web pages use a resolution of 72 dpi (dots per inch). Scanners typically default to 72dpi for the scan resolution (this can be changed). This is also often the resolution of artwork you get from customers. You should be working with images at the final print size at resolutions of 150 to 250dpi. FastARTIST will allow you to work with bitmap images much like Photoshop. You can increase the resolution, lighten, sharpen, manipulate and more.

To bring a bitmap image into FastARTIST (it can be a JPG, TIF, PSD, EPS and other common graphic formats) you simply **Import** the image from the **File** menu. When you Import an image you get a small "angle" cursor. You can simply click to Import the image at the actual size or you can click-and-drag to size the image as you import it. To modify a bitmap image, make sure it is selected (**Select Tool**) and there are nodes around it. Then, double-click on the image to bring up the bitmap editor on the top of the menu bar.
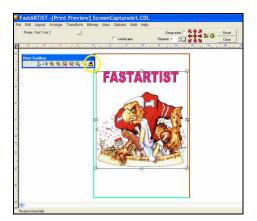
You can now do painting, select certain areas for additional work, or go to the Bitmap pull down menu and then Color Adjustments and Curves to lighten or darken the image and much more. **Most customer supplied artwork needs a little lightening and a little sharpening! Be bold. Tweak their artwork before you print it!**

Printing a File
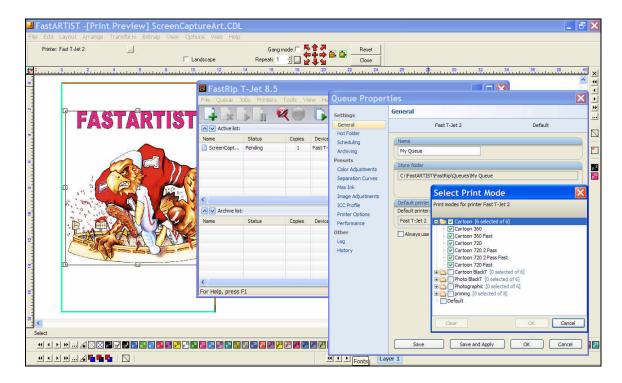
Once the image is the way you like it you are ready to print to your Fast T-Jet. From the **File** menu click on **Print** to **FastRIP**. The next window will let you verify and adjust the image position on the printing page (a page or shirtboard size you already setup in **FastRIP** setup). If printing to the T-Jet Jumbo you can see how all the images will print on the printing bed. Next, you simply press the small **Print** icon on the toolbar.

Pressing the **Printer** icon starts **FastRIP**. FastRIP is a special printer driver designed to work with your Fast T-Jet. It has **Print Modes** for various types of artwork and print speeds. FastARTIST and FastRIP are the magic when printing to your T-Jet. You can now print dozens of the same image on your T-Jet using the colors of CMYK.
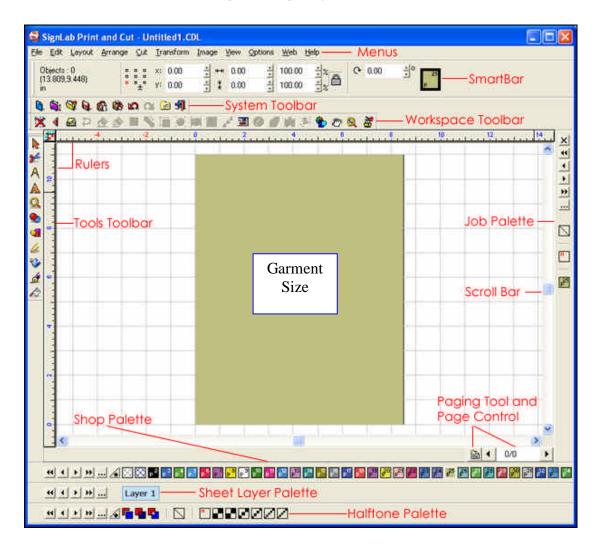
If the image is going on a dark shirt color where white ink is needed, there are additional steps covered in the Printing With White Ink chapter. If printing to the T-Jet Jumbo you can actually mix light and dark shirts and create underbases for dark shirts and just print the colors of CMYK on light shirts.

This has been a quick tutorial on using FastARTIST. The following section goes into great detail about the program.

WORKSPACE ELEMENTS

The FastARTIST - FastARTIST/SignLab workspace is arranged to simulate a working area, where the **Page Size** can be set as a visual cue of the available space for the printing area.

The basic display of workspace objects may be modified from the **View** menu.

The **View** menu items are summarized as follows:

Show Page Size	Show an outline that visually represents the page size.
Show Substrate	Set the sign page size according to the substrate color, as indicated by the currently selected Sheet Layer plate. When the **Show Substrate** option becomes disabled, the sign page color will be reset to white.
Show Fill	Toggle the use of wireframes to improve the screen refresh time.
Show Bitmap Outlines	Display outlines in place of bitmaps in order to improve the screen refresh time.
Link Show Fill and Bitmap Outlines	When **Show Fill** is toggled, also causes wire frames to be shown instead of bitmap image.

Show Line Style	Toggle the display of line styles for workspace objects.
Show Overprint and Overlap	Toggle the display of the crosshatch and diagonal patterns that are used to indicate that a shape will be printed with the **Overprint** or **Overlap** property.
Show Rulers	Toggle the display of workspace rulers.
Show Bitmaps Only	Hide all objects that are not bitmaps.
Show Reduced Bitmaps	For display purposes only, reduce the color depth and resolution of bitmaps. This will improve the screen refresh time.
Show Grid	Toggle the display of grid lines.
Show Guide Labels	Toggle the display of guideline labels.
Palettes	Choose the color palettes that are visible.
Toolbars	Choose the custom toolbars that are visible.
Show InstantReplay	Show the InstantReplay window.
Show Storage Bin	Show the Storage Bin window.

MULTIPLE DOCUMENT WINDOWS

To have more than one FastARTIST/SignLab window open at the same time, enable the **Multiple Instance** option under the **Options** menu. To help manage these windows, there will be two additional commands under the **File** menu: **Close** and **Close All**.

- **Close** – Close the current FastARTIST/SignLab window (prompt to save)
- **Close All** – Close all of the FastARTIST/SignLab windows

Having extra FastARTIST/SignLab windows allows components of the design to be edited separately and then combined.

- To move a selected object between FastARTIST/SignLab windows, use the **Copy** and **Paste** commands.
- Objects can also be drag-and-dropped between FastARTIST/SignLab windows.

WORKSPACE COLORS

Select **Options | Workspace Colors**.

The **Workspace Colors** dialog is used to customize the basic appearance of the workspace.

- The **Background Color** refers to the area around the sign blank.
- The **Grid Color** refers to the grid lines on the workspace.
- The **Guideline Color** refers to the guides.
- The **Page Color** refers to the edge of the sign blank.

The color within the sign blank is set within the *Current Selection* of the **Page Size** dialog (**Layout** menu).
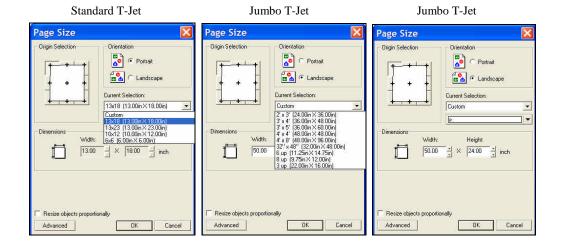
REFRESH SCREEN

To refresh the workspace, select **Edit | Redraw**.

Page Size Area

The page size is a visual representation of the area that is available for printing and/or cutting. The **Page Size** dialog is used to customize the dimensions and orientation of the page. In this fashion, the spatial arrangement of workspace objects may be verified prior to beginning a print a job.

The **Page Size** dialog is accessed by choosing **Page Size** under the **Layout** menu.

If you are printing to the T-Jet Standard, you will find Page Sizes that correspond to the standard shirt holders. If you are printing to a T-Jet Jumbo you can either choose one of the Template sizes if you want to create a single piece of artwork that will fit within a template, or you can choose the entire printing bed size of 50" x 24" if you laying out custom size items. For the Jumbo, you can also simple Open a Template from the Template folder. Templates automatically change the Page Size.

Standard T-Jet	Jumbo T-Jet	Jumbo T-Jet

Origin Selection

The **Origin Selection** is used to indicate the zero position of the page size. By default, the zero position is set to the lower-left corner of the page.

Orientation

The **Orientation** refers to the rotation of the page size (i.e., the document orientation). This **Orientation** is independent of the page size orientation that is used when printing.

Current Selection

The **Current Selection** drop-list is used to choose the size (width by height) of the page size. If the **Custom** size is chosen, then the **Width** and **Height** fields may be entered.

Below the drop-list is the default color of the page size. When a new workspace is created, the page will default to this color.
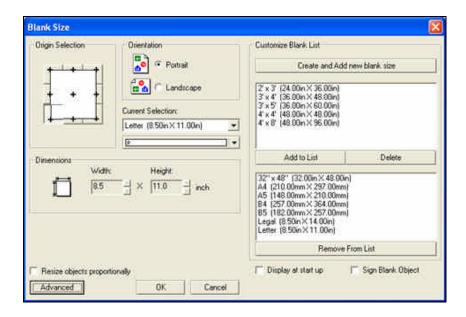
Dimensions

The Dimensions section of the *Page Size* dialog displays the current dimensions of the page. If the **Landscape** option is enabled, then these values will be swapped (i.e., height by width).

Advanced Settings

Click the **Advanced** button to toggle the display of advanced blank size controls. These controls are used to create a blank/page size that can be added to the **Current Selection** drop-list.
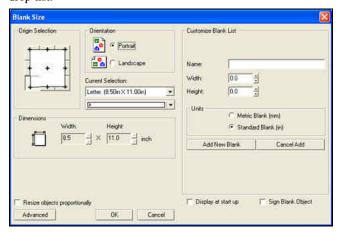
The advanced controls have two lists of blank sizes. The top list contains blank sizes that have yet to be added to the **Current Selection** drop-list. The bottom list contains blank sizes that are available in the **Current Selection** drop-list.

Create and Add New Blank/Page Size

If the **Create and add new blank/page size** button is clicked, then the advanced blank size controls will be temporarily replaced with controls for entering the new blank size.

After entering the **Name**, **Width**, **Height**, and **Units** for the new blank size, click the **Add New Blank** button. The blank size will be added to the bottom list of blank sizes (i.e., it will be available from the **Current Selection** drop-list.

Add to List

For a selected blank size in the top list, click the **Add to List** button to include the blank size in the bottom list (i.e., add the blank size to the **Current Selection** drop-list).

Delete

For a selected blank size in the top list, click the **Delete** button to remove the blank size.

Remove From List

For a selected blank size in the bottom list, click the **Remove From List** button to remove the blank size (i.e., remove it from the **Current Selection** drop-list). However, the blank size will remain available in the top list.

Display at Start Up
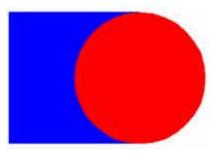
If the **Display at start up** option is enabled, then the **Blank Size** dialog will open when a new workspace is created.

ORDER OF WORKSPACE OBJECTS
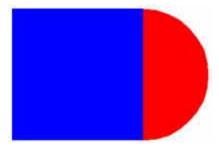
Select **Arrange | Order**.

Though objects are usually edited in terms of their width and height, workspace objects also have a layering order that determines whether an object will appear to be on top of another object. The order of individual objects may be modified using the following commands from the **Arrange | Order** menu.

To Front	[Ctrl + F]	Position the selected object before all other objects
To Back	[Ctrl + B]	Position the selected object behind all other objects
Forward	[Ctrl + U]	Increase the relative position of the object
Backward	[Ctrl + L]	Decrease the relative position of the object
To Position		Enter the order or layer number of the position you want the object placed in.
Reverse	[Ctrl + M]	Invert the relative order for a group of selected objects

Circle has a **higher** layer order than the square

Circle has a **lower** layer order than the square

Toolbars

There are several toolbars available in FastARTIST/SignLab.

- [System](#)
- [Operation](#)
- [Workspace](#)
- [Tools](#) (including [Zoom Tools](#))

To toggle the toolbars on or off, select **View | Toolbars**.

To customize the toolbars select **View | Toolbars | Customize.**

Custom Toolbars

The **System**, **Operation**, **Workspace**, and **Tools** toolbars are available by default. Toolbars may also be customized by right-clicking any of the toolbars. These customize controls are also available from the **Toolbars** flyout (**View** menu).
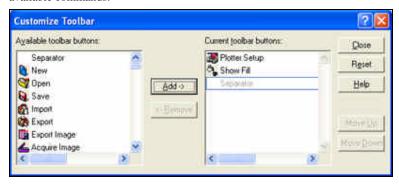
Customize

When a new toolbar has been created, the **Customize Toolbar** dialog is used to add, remove and rearrange the available commands.

The **Customize Toolbar** controls are described as follows:
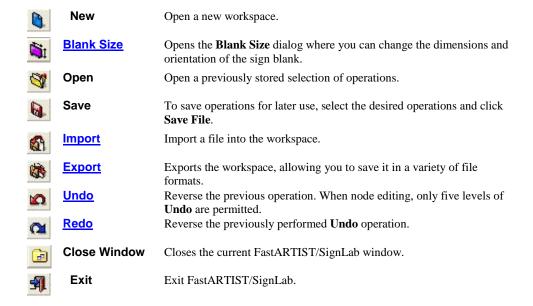
Available Toolbar Buttons	This list displays the buttons that are not currently on the **Customizable Tool Palette**. To add a button to the palette, first select the button from this list, and then click the **Add** button.
Add	To add a button to the Customizable Tool Palette, select a button from the *Available toolbar buttons* list, and then click the **Add** button.
Current Toolbar Buttons	This list displays the buttons that are currently on the Customizable Tool Palette. To remove a button from this list, first select the button from this list, and then click the **Remove** button.
Remove	To remove a button from the **Customizable Tool Palette**, select a button from the *Current toolbar buttons* list, and then click the **Remove** button.
Close	Click the **Close** button to exit the **Customize Toolbar** dialog.
Reset	The Reset button returns the **Customizable Tool Palette** to the settings that were in effect when the **Customize Toolbar** dialog was opened.
Help	Press the **Help** button to access the On-line Help.
Move Up	To increase the priority of a button, first select that button in the *Current toolbar buttons* list, and then click the **Move Up** button.
Move Down	To decrease the priority of a button, first select that button in the *Current toolbar buttons* list, and then click the **Move Down** button.

System Toolbar

The **System** toolbar includes the tools for file operations.

To toggle the toolbar on or off, select **View | Toolbars**.

	New	Open a new workspace.
	Blank Size	Opens the **Blank Size** dialog where you can change the dimensions and orientation of the sign blank.
	Open	Open a previously stored selection of operations.
	Save	To save operations for later use, select the desired operations and click **Save File**.
	Import	Import a file into the workspace.
	Export	Exports the workspace, allowing you to save it in a variety of file formats.
	Undo	Reverse the previous operation. When node editing, only five levels of **Undo** are permitted.
	Redo	Reverse the previously performed **Undo** operation.
	Close Window	Closes the current FastARTIST/SignLab window.
	Exit	Exit FastARTIST/SignLab.

To customize the toolbar select **View | Toolbars | Customize**.

Operation Toolbar

- To toggle the toolbar on or off, select **View | Toolbars | Operation**.
- To customize the toolbar select **View | Toolbars | Customize**.

Workspace Toolbar

	Remove All Guides
	InstantReplay
	Show Storage Bin
	Simplify
	Gradient Fills
	MultiSpot Gradient Fills
	Pattern Fills

Metamorphosis

Render to Bitmap

Clipping

Clipping Clear

Contour Cut

Array

Alignment

Outline

Shadows

Transformation

Fit Text to Path

Sort Colors - By All Objects

Pan State

Percent Zoom

Print and Cut

Tools Toolbar
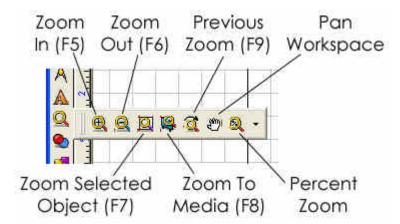
	Select	The **Select** tool is used to select objects.
	Cut	The **Cut** button opens *Cut Preview* mode, which displays workspace shapes as they will be cut on the material.
	Measure	The **Measure** tools are used to label workspace dimensions, and to place notes about workspace objects.
	Text	The **Text** tools are used for creating text on the workspace.
	Zoom	The **Zoom** tools are used to zoom in and out to view the sign blank.
	Weld	The **Weld** tools are used to bond overlapping shapes into a combined object.
	Shape	Basic shapes are available from the **Shapes** toolbar.
	Graphics Edit	The **Graphics Edit** tools are available for node, free, and arc editing.
	Scan	The **Scan** tools include AccuScan, Photo Machine, and Center Line Tracing.
	Stroke and Fill	Line Style, Gradient and Pattern Fills are available from the **Stroke and Fill** toolbar
	Ginsu Knife	**Open** and **Close Path** tools are available from the **Ginsu Knife** toolbar.

Click on the links for more detailed information about the tools listed above.
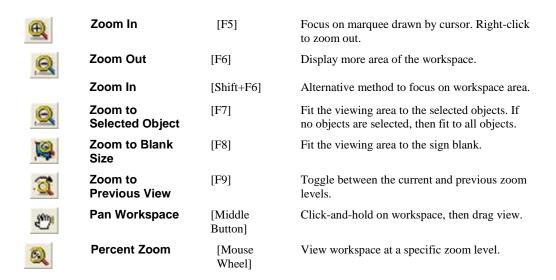
To customize the toolbar select **View | Toolbars | Customize**.

Zoom Tools

As a tip, pressing the **F8** function key will return the view to the sign blank, which is equivalent to 100% zoom.
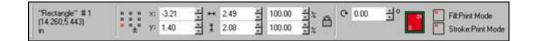

The zoom functions are summarized as follows:

Zoom In	[F5]	Focus on marquee drawn by cursor. Right-click to zoom out.
Zoom Out	[F6]	Display more area of the workspace.
Zoom In	[Shift+F6]	Alternative method to focus on workspace area.
Zoom to Selected Object	[F7]	Fit the viewing area to the selected objects. If no objects are selected, then fit to all objects.
Zoom to Blank Size	[F8]	Fit the viewing area to the sign blank.
Zoom to Previous View	[F9]	Toggle between the current and previous zoom levels.
Pan Workspace	[Middle Button]	Click-and-hold on workspace, then drag view.
Percent Zoom	[Mouse Wheel]	View workspace at a specific zoom level.

SmartBar Controls

The SmartBar is a special toolbar in FastARTIST/SignLab that provides context-sensitive controls according to the type of operation that is being edited. When a shape is selected, the SmartBar displays information such the shape size and position.

If for some reason you undock or close the Smart Bar there is no "button" to push to "find" or restore the Smart Bar. If you do not have a Smart Bar please call technical support for help restoring it.
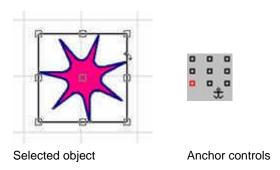
Fast ARTIST - SignLab7.1

Objects Selected

The shape type is listed at the far-left of the SmartBar. Next to the shape type, the number indicates the database order of the shape. When pressing **[TAB]** to advance between different shapes, the **[TAB]** order is the same as the database order.

Current Nub

Selecting a shape will reveal its bounding-box, which as nine square nubs that are used for moving, scaling and resizing the shape. Within the SmartBar, the anchor controls indicate the current nub. When the SmartBar is used to move or resize a shape, the current nub is used as the reference. For example, clicking the lower-left nub in the SmartBar will indicate that shapes should be resized with respect to their lower-left bounding box.

Selected object   Anchor controls

If the anchor nub is clicked in the SmartBar, then a small, "anchor" icon will appear within the bounding box. To use the anchor nub, position the anchor over a specific part of the shape. Then, type new X and Y coordinates in the SmartBar. The anchor will be moved to the new coordinates, and the shape will be moved with the anchor.

X & Y Coordinates of Mouse/Cursor

Below the Objects Selected field, the **X** and **Y** coordinates of the cursor are displayed, as well as the current units of measurement that are being used on the workspace.

Object Coordinates

The **X** and **Y** fields display the coordinates of the selected object.

These coordinates may be changed by either dragging the object with the mouse, or by entering a new value in one of the fields. If entering new data in a field, then the data will not be accepted until the [**Enter**] key is pressed.
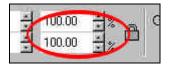
Object Width and Height

The **Width** and **Height** fields display the size of the selected object.

These dimensions may be changed by either resizing the object with the mouse, or by entering a new value in one of the fields. If entering new data in a field, then the data will not be accepted until the [**Enter**] key is pressed.

Object Scale

The **Object Scale** fields are used to resize the object as a percentage of its original dimensions.

The **Object Scale** arrows will resize the object in 5% increments. Alternatively, the scale may be changed by entering a new value in one of the fields. If entering new data in a field, then the data will not be accepted until the [**Enter**] key is pressed.
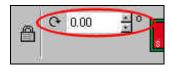
Aspect Ratio

When an object is either resized or scaled, the **Aspect Ratio** button may be maintained by activating this button:

Rotation

The **Rotation** field indicates the degrees through which the object will be rotated.

The **Rotation** arrows will rotate the object in 15 degree increments. Alternatively, the rotation may be changed by entering a new value in the field. If entering new data in the field, then the data will not be accepted until the [**Enter**] key is pressed.

Object Color

At the far-right of the SmartBar, the fill and stroke color for the selected object is displayed. If no object is selected, then the default fill and stroke colors are displayed.

Fill Primer

The **Fill Primer** indicates the primer color that has been applied to the object fill. If no object is selected, then the **Fill Primer** will not be displayed.
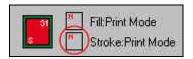
Note: For more information see Primer Color, in the *Spot Colors and Thermal Printin*g, Halftone P*alette* section.

Stroke Primer

The **Stroke Primer** indicates the primer color that has been applied to the object stroke. If no object is selected, then the **Stoke Primer** will not be displayed.
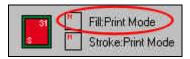
Note: For more information see Primer Color, in the *Spot Colors and Thermal Printing*, *Halftone Palette* section.

Fill Halftone

The **Fill Halftone** indicates the halftone that has been applied to the object fill color. If no object is selected, then the **Fill Halftone** will not be displayed.
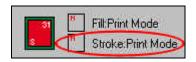
Note: For more information about Halftones, see the *Spot Colors and Thermal Printing*,**Halftone** *Palette* section.

Stroke Halftone

The **Stroke Halftone** indicates the halftone that has been applied to the object stroke color. If no object is selected, then the **Stroke Halftone** will not be displayed.

Note: For more information about Halftones, see the *Spot Colors and Thermal Printing*, *Halftone Palette* section.

SCROLLING AND PANNING

The scroll bars along the vertical edge and along the bottom of the screen allow for viewing sections of the graphic not currently in the viewing window.

Vertical/Horizontal Scroll Bars

Scroll Bars are used to scroll the current viewing window to view another part of the image on-screen. This is very useful when using a zoomed-in view of the image.

Scroll Bar Arrows

Clicking on a scroll arrow causes the viewing window to move in the direction indicated by the arrow. This will have the appearance of moving the graphic in the opposite direction a short distance. This distance is approximately 1/10 the width or height of the view screen, depending on whether you are moving the view screen vertically or horizontally.

Keyboard Shortcut: Press the **[Control]** key and the appropriate arrow key to move the view screen as a scroll arrow was pressed.

Scroll Bar Elevators

Clicking on a Scroll Elevator causes the viewing window to move in the appropriate direction a large distance. The distance moved is approximately equal to 1/3 the width or height of your view screen, depending on whether you are moving your view vertically or horizontally.

Keyboard Shortcut: Press the **[Control + Shift]** keys, and the appropriate arrow key simultaneously to cause the view screen to behave as if a scroll arrow was pressed.

Scroll Bar Thumb

Dragging a scroll bar thumb within the scroll bar causes the viewing window to move in the direction of the thumb in very large movements. How far the view screen actually moves depends on how far the thumb is moved within the scroll bars. When deciding how far to drag the scroll thumb, be aware that the ends of the scroll bar represent the outer edges of the file on screen.
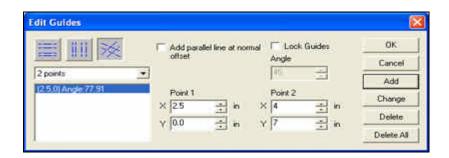
GUIDELINES

A guide is a vertical or horizontal reference that is used for placing objects. To create a guideline, right-click on the desired ruler location. Objects will then "snap" to the location as they pass over the guideline.

Note: As many as sixty guidelines in either direction can be displayed on the screen.

Guidelines may be edited by either right-clicking the workspace, or accessing the **Guides** flyout (**Options** menu).

As an example, the following steps will create a guideline between two points:

1. Right-click the workspace to open the **Edit Guides** dialog.

2. Set the guideline orientation to diagonal.

3. Choose **2 points** from the drop-down list.

4. Set the coordinates for both **Point 1** and **Point 2.**

5. Click the **Add** button. The resulting guideline will pass through the indicated points.

Guideline functionality is summarized as follows:

- Right-click a ruler to create a guide

- For a selected object, press **[Shift]** and right-click the object handles to create guides (not when editing a parametric shape)

- To add guides when node editing, press **[Shift]** and right-click the node

- Open the **Edit Guides** dialog by right-clicking on workspace (when there are no objects selected)

- Open the **Edit Guides** dialog by **Options | Guides | Edit Guides**

- When dragging the position of a guide, press **[Shift]** to constrain guideline to nearest ruler increment

- To remove a guide, press **[Shift]** and right-click the guide (when there are no objects selected)

ALIGN PALETTE

Holding the **[Control]** key while right-clicking on the workspace will display the **Align Palette**, which provides tools for aligning objects with respect to the grid lines. Typically, these tools are applied to an object nub, though they may also be used when node editing.

|		
	Set Origin	Set the grid origin to selected location.
	Resize grid	Resize the grid increments based on the distance between the selected location and the grid origin.
	Snap to Grid Intersection	Move the object, such that the nub is at the nearest grid intersection.
	Snap Vertically	Move the object, such that the nub is at the nearest horizontal grid line.
	Snap Horizontally	Move the object, such that the nub is at the nearest vertical grid line.
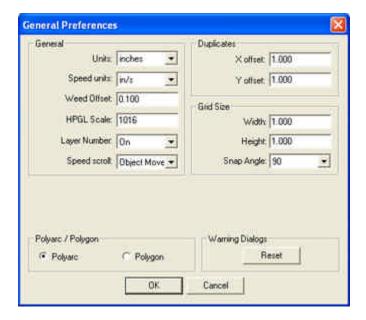
If necessary, the origin may be reset by choosing **Reset Origin** from the **Options** menu.

Workspace Options

All the preferences settings for the FastARTIST/SignLab workspace are available from the **Options** menu, and most are available under **FastARTIST/SignLab Setup**.

General Preferences

The **General Preferences** dialog contains basic workspace settings that are generally common to all features. Select the **Options** menu | **FastARTIST/SignLab Setup** | **General Preferences** to access the **General Preferences** dialog.

Units

Unless otherwise specified, the **Units** set from the **Options | FastARTIST/SignLab Setup | General Preferences** dialog, will be used throughout the FastARTIST/SignLab workspace and features. Clicking on the workspace rulers may also be used to change the units.

Speed Units

If the **Engraving** module is installed, then the **Speed Units** are used to specify feed and plunge rates for tool paths.

Weed Offset

The **Weed Offset** value is the distance that will be maintained between objects and the weed border.

HPGL Scale

Set the **HPGL Scale** to the desired plotter resolution. In the majority of cases, the required setting will be **1016**. However, consult the manufacturer specifications to verify the required value.

Layer Number

The **Layer Number** toggles the display of color plate numbers.

Speed Scroll

If **Speed Scroll** is active, then dragging over the workspace edges will scroll the workspace.

Off	Disable speed scrolling
Object Move	Only perform speed scrolling when dragging an object.
Full	Perform speed scrolling when dragging an object, or when dragging a marquee.

Duplicates

When using the **Duplicate** command (**Edit** menu), the **Offsets** specified here will be used to place the new object with respect to the original.
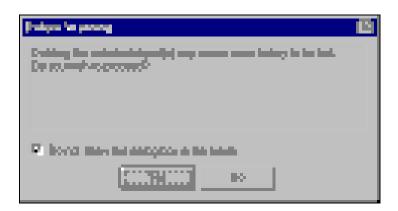
Grid Size

The grid dimensions are set in the *General Preferences* dialog. The **Snap Angle** is used when the **[Control]** is held during certain operations, such as when editing line segments and corners.

Polyarc / Polygon

The **Polyarc/Polygon** setting indicates the type of shape that is produced by certain features, such as welds, shadows, or outlines

Warning Dialogs

Throughout FastARTIST/SignLab, warning dialogs are used to allow a new user to consider pertinent details before continuing with an operation. As a user becomes more proficient with a given operation, that user may choose to disregard further warning dialog for that operation. A warning dialog may be disregarded by clicking its **Do not show this dialog box in the future** option. However, if another new user begins to use FastARTIST/SignLab, the **Reset** button will force all warning dialogs to be shown during operations.

Other Options and Preferences

The following sections describe other options and preferences.
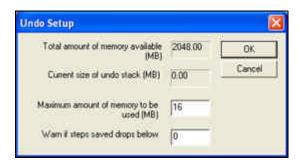
Export Error Tolerance

When exporting a file from FastARTIST/SignLab, the file sometimes contains a very large number of nodes. This is especially true of artwork that was originally imported from another software. As a solution, FastARTIST/SignLab files can be exported using a certain tolerance level. This will make the exported artwork smoother, as well as substantially reduce the number of required nodes.

The **Error Tolerance** is specified in the current workspace units. We caution against a high **Error Tolerance** value, since this may introduce distortions of the exported objects. Generally, the default values (0.001 or 1/1,000 of an inch) will work very well with most files.

Undo Setup

The **Undo Setup** dialog (**Options** menu, **FastARTIST/SignLab Setup**)is used to limit the resources that are used for storing Undo operations. Limiting the resources can prevent the loss of system performance that could occur when large quantities of image data are on the Undo stack.

See for more information on the **Undo** operation.

Dialog Box Font Setup

The **Font Settings** dialog is used to specify the font type and point size that are used in FastARTIST/SignLab dialog boxes.

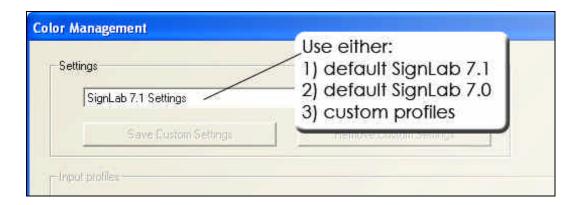|	
Use Default	Indicates that the standard Windows font should be used.
Automatic	Chooses the most appropriate font to be used.
Select	Enables the dialog font to be chosen.

Color Management

Monitors and printers are sometimes referred to by the quality of their *gamuts*, where a gamut represents the entire range of colors that the device is capable of reproducing. Though not possible for a given device, a perfect gamut would be all the colors that the human eye is capable of perceiving. Compared to large format printers, monitors have a smaller gamut. Further, printers and monitors have overlapping gamuts, such that some printer colors are not reproducible on a monitor, and vice-versa.

The **Color Management** dialog settings can be accessed through the **Options** menu, **Setup** flyout. These settings indicate the input and output profiles that will be used when:
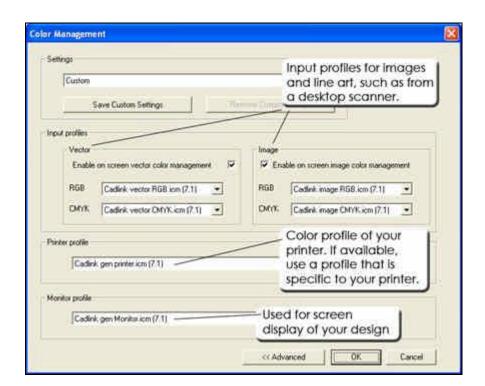
1. Using a device (i.e., a scanner) to import an image or line art
2. Using a monitor to display the artwork while editing

> 3. Printing to a specific model of printer with specific media and loaded inks

When FastARTIST/SignLab is installed, the FastARTIST/SignLab 7.1 settings are used as the default profiles. For previous FastARTIST/SignLab users, the FastARTIST/SignLab 7.0 profiles are available if needed. Alternatively, choose **Custom** and click **Advanced** to select the specific profiles that are needed.

Despite the lack of correspondence between printer and monitor gamuts, FastARTIST/SignLab provides screen proofing as a means of previewing screens colors as they will appear when printed. This is a **Color Management** feature that attempts to reconcile the printer colors with that of the monitor (though this is not always possible).
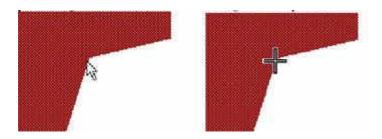
Selection Tool Settings

The **Selection Settings** determine the workspace behavior when shapes are selected and moved using the cursor.

Use live cursor

The **Use live cursor** will recognize when it passes over an object. Note that FastARTIST/SignLab must be restarted for changes to this option to take effect.

Use live cursor (off)   **Use live cursor turned (on)**

Use Filled Region to Select

By default, clicking within the filled region of a shape will cause that shape to become selected. However, this may not be desirable where a complex workspace has multiple overlapping shapes. If the **Use Filled Region to Select** option is disabled, then a shape may then only be selected by clicking the edge of that shape.

Use default snapping range

The **Snapping Range** determines how close a mouse click must be before it snaps to the nearest grid or line. The default range is three pixels, though a custom range may be set.

Highlight selected objects

The **Highlight selected objects** option is used to draw a highlight border around selected objects. The **Highlight size** field may be used to make the highlight more prominent.

Shapes that are on a **Cut Only** layer will be given a **red** highlight. For shapes that are on a **Print and Cut** layer, you can select the color for the highlight. These highlights are intended as a quick visual cue to confirm the nature of a given shape.

To enable or disable these highlights, select the **Options** menu | **FastARTIST/SignLab Setup | Selection Tool Settings** and check or uncheck the **Highlight selected objects** option. Select a color from the **Color Picker** for the **Print and Cut** layer highlights.

Speed Scrolling

If **Speed Scrolling** is active, then dragging off the edges of the workspace will cause the workspace to scroll.
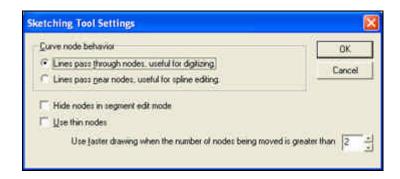
Preview Smoothing

When a workspace object is being dragged, an image or "ghost" of the object is typically shown. In cases where the object is extraordinarily large or complex, only the bounding box for the object will be shown.
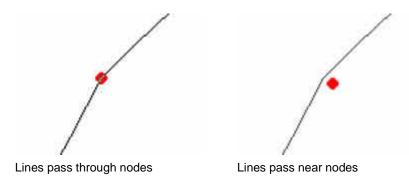
The **Preview Smoothing** option may be used to modify whether bounding boxes or ghost preview are shown. However, note that creating a ghost preview for large objects may impact the responsiveness when dragging the object.

Sketching Tool Settings

The **Sketch Tool Settings** are used with the Graphic Creation tools, as well as for editing vector graphics.

Lines pass through nodes as stated will cause the lines to pass directly through the center of a given node. Lines pass near nodes will cause the line to pass near but not touching or over the node. Note that FastARTIST/SignLab must be restarted for changes to take effect.

Lines pass through nodes   Lines pass near nodes

Import Bitmap Setup

When importing a monochrome bitmap, the **Bitmap Import Color Settings** dialog will specify the **Foreground** and **Background** colors of the bitmap. Select **Options | FastARTIST/SignLab Setup | Import Bitmap Setup** to open the *Bitmap Import Color Settings* dialog.
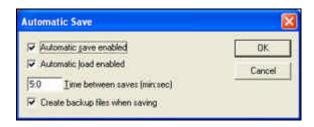
Display Units Dialog

The **Unit Properties** dialog specifies the units and precision that are displayed for workspace controls. Select **Options | FastARTIST/SignLab Setup | Display Units** to access the *Unit Properties* dialog.

Automatic Saves

The **Automatic Save** feature (**Options** menu) is used to store the current workspace at preset intervals. This protects against the loss of work due to system failure, such as Microsoft Windows generating an unrecoverable error.

The preferred settings are to select **Automatic save enabled** and set the **Time between saves** to a reasonable value. By doing so, the work will be saved periodically in event of a system failure.
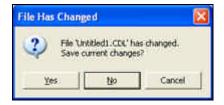

If a system failure does occur, then restarting FastARTIST/SignLab will restore the workspace.

The amount of work recovered will depend on the **Time Between Saves** setting. If the time interval is too large, then a significant amount of work could be potentially lost when a system failure occurs. However, setting a time interval that is too small will cause FastARTIST/SignLab to frequently interrupt your work when performing automatic saves.

Automatic Load Enabled

Automatic Load is only valid when the **Automatic save enabled** is checked. When active, restarting FastARTIST/SignLab will automatically restore the last workspace that had been stored by the **Automatic save enabled** option.

This feature is useful where FastARTIST/SignLab has been shut down using the **File | Exit** command, but the user neglected to save the workspace.

When prompted to save, **No** was clicked, and several minutes of editing were lost. However, if **Automatic load enabled** is checked, then the lost work will be reloaded when FastARTIST/SignLab is restarted. At this point, the workspace should be immediately saved to ensure that the data is not lost.

As discussed with **Automatic save enabled**, the amount of data recovered depends upon the **Time between saves** setting.

Create Backup Files When Saving

When the **Save** or **Save As** commands are used, the backup (.BAK) file will also be created. The backup file will have the same preface name as the workspace (.CDL) file, and it will be stored in the same directory.

Note: Back up files are a good safety measure against losing work. However, old backup files must be periodically purged from the system, since they can potentially consume tremendous amounts of hard disk space.

Snap To Sign Blank

Selecting the **Snap to Sign Blank** option (**Options** menu) causes objects to snap to the edges of the sign blank if placed within six pixels of it. Selected objects will snap to the sign blank at their outer edges, and at their vertical and horizontal centers. A small check mark beside this option indicates that it is selected.
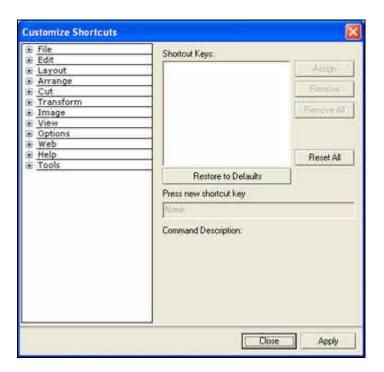
Ruler Positions

- To change the ruler positions on the workspace, select **Options | Ruler Positions**.
- Select **View | Show Rulers** to toggle the rulers on or off.

Hot Keys Summary

Hot Key Summary

The following is a summary of the hot keys that are available within FastARTIST/SignLab. These shortcuts can be modified by choosing **Customize Shortcuts** from the **Options** menu.

Generic Hot Keys

These **Hot Keys** have general application within FastARTIST/SignLab:

Nudge selected object by *one* pixel	[Arrow key]
Nudge selected object by *five* pixels	[Shift+arrow key]
Change current focus to *next* object in sequence	[Tab]
Change current focus to *previous* object in sequence	[Shift+Tab]
Move/Draw/Edit/Select with horizontal and vertical constraint	[Ctrl+Select tool]

Alignment Hot Keys

These **Hot Keys** apply alignment to the currently selected objects:

Horizontally align objects along *left*-edge of bounds	[Alt+1]
Horizontally *center* objects within bounds	[Alt+2]
Horizontally align objects along *right*-edge of bounds	[Alt+3]
Vertically align objects along *top*-edge of bounds	[Alt+4]
Vertically *center* objects within bounds	[Alt+5]
Vertically align objects along *bottom*-edge of bounds	[Alt+6]
Center objects both horizontally and vertically	[Alt+7]

Note: The bounds refer to the rectangular outline of each object.

File Menu Hot Keys

New workspace	[Ctrl+N]
Open workspace	[Ctrl+O]
Save workspace	[Ctrl+S]
Print workspace objects	[Ctrl+P]

Edit Menu Hot Keys

Undo last command	[Ctrl+Z] or [Alt+Bksp]
Redo last command	[Ctrl+Y] or [Ctrl+Bksp]
Repeat last command	[Ctrl+R]
Cut selected object	[Ctrl+X] or [Shift+Del]
Copy selected object	[Ctrl+C] or [Ctrl+Insert]
Paste object	[Ctrl+V] or [Shift+Insert]
Delete selected object	[Del]
Duplicate selected object	[Ctrl+D]
Edit selected object	[Ctrl+E]

Edit font of selected text	[Ctrl+I]

Select all objects on workspace	[F3] or [Ctrl+A]
Deselect all objects	[Shift+F3]
Inverse the selection of objects	[Alt+F3]

Refresh the workspace display	[F4] or [Alt+D]

Layout Menu Hot Keys

Activate the *Alignment* feature	[Alt+K]
Apply the current *Alignment* dialog *settings*	[Ctrl+K]
Group the selected objects	[Ctrl+G]
Ungroup the selected objects	[Alt+G]

Arrange Menu Hot Keys

Move the selected object to the *top* layer	[Ctrl+F]
Move the selected object to the *bottom* layer	[Ctrl+B]
Move the selected object up *one* layer	[Ctrl+U]
Move the selected object *down* one layer	[Ctrl+L]
Reverse the layer order of the selected objects	[Ctrl+M]
Create a common *path* from the selected objects	[Ctrl+H]
Reverse the common path that was applied to a group of selected objects	[Ctrl+J]
Convert the selected *text to graphic* objects	[Alt+B]
*Simplify t*he selected object	[Shift+F2]
Create a *clipping shape* from the current selection	[Alt+C]
Remove the clipping that was created	[Alt+U]

Cut Menu Hot Keys

Open the *Cut Preview* plotting controls	[Alt+P]

View Menu Hot Keys

Toggle the display of object *fills*	[Alt+S]
Toggle the display of *bitmaps*	[Alt+M]
Toggle the display of the *line style*	[Alt+N]
Toggle the display of the *rulers*	[Alt+R]
Toggle the display of the *InstantReplay* window	[Alt+I]

Options Menu Hot Keys

Snap to *grid*	[Ctrl+W]
Use *guides*	[Alt+W]

Functions Keys

The function keys in FastARTIST/SignLab operate as follows:

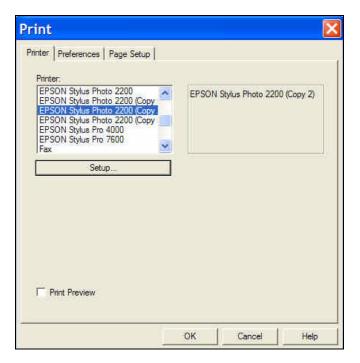|	
Help	[F1]
Disable all Shop Palette colors except the current target color	[F2]
Select all objects	[F3]
Refresh the workspace	[F4]
Activate the *Zoom In* tool	[F5]
Zoom *out*	[F6]
Zoom *in*	[Shift+F6]
Zoom to *selected object*	[F7]
Zoom to *Sign Blank*	[F8]
Toggle between *current and previous zoom* levels	[F9]
Select the *menu bar*	[F10]
Pan workspace toward current mouse position	[F11]

CHAPTER 3
PRINTING TO PAPER FROM FASTARTIST

PRINTING DRAFTS AND PROOFS

In this chapter, we will explain the **File | Print** command, which is used to print jobs to a Windows printer driver. Please note that the **File | Print to FastRIP** command is the preferred method for printing to your T-Jet printer while the **File | Print** command is used to print paper proofs, signs and other printed matter that you normally would print to an inkjet or laser printer.

Using the **File | Print** command requires that the destination printer has a Windows printer driver in the Windows **Control Panel**. Typically, printing in this manner is reserved for desktop printers, and it relies upon Microsoft's color management and the desktop printer "print driver" to control the print layout, quality, and color integrity of the printed image. However, please note that the **File | Print** can be useful for when printing a draft or proof for FAX'ing to the customer.

The **File | Print** opens the **Print** dialog, which is used to confirm the printer settings. Clicking the **OK** button will send the job, which will also preview the job if the **Preview** option is checked.

PRINTER TAB

Within the **Printer** tab are options to select the Printer, Preview, and Setup.
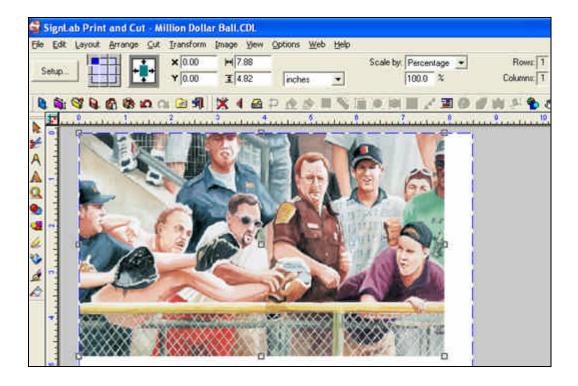
Printer

The current printer selected will be shown directly under the title of the **Select Printer Options** dialog. A list of available printers is shown inside the **Printer** list box, which correspond to the drivers that have been currently set up using the Control Panel. Click on the required printer to select it.
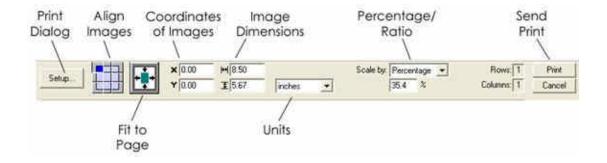
Note: If a printer is not displayed in the printer list, the printer driver must be loaded using the Windows Control Panel.

Preview

When the **Preview** option is checked and **OK** is selected from the **Printer** tab, the *Print Preview* screen appears. The objects to be printed are displayed on screen along with the default tiling lines in place. Adjust the tiles where necessary, and select **Print** to begin printing. Select **Cancel** to abort the print job

Note: On the *Preferences* tab of the *Print* dialog, if the print mode is set to **Page Size**, then the preview will identify the page size as the object to be printed. This can be disconcerting when scaling because the nubs will be arranged about the page instead of the image. During print preview, the SmartBar is used to adjust the preview settings.

Clicking the **Setup** button will return to the *Print* dialog. In addition, information is displayed about the image and/or tiles of the image, including:

- The position of the object relative to the edge of the page

- The size of the selected objects to be printed

- The unit of measurement of scale for relative sizing on screen

- The percentage or ratio by which to scale the objects

- The number of tile rows and columns (for reference only)

Align Images tool

Use the **Align Images** tool to adjust the placement of the image upon the page, such as centering the image.

> *Note*: If the image is larger than the sign blank area, then the align images tool will appear as shown below.
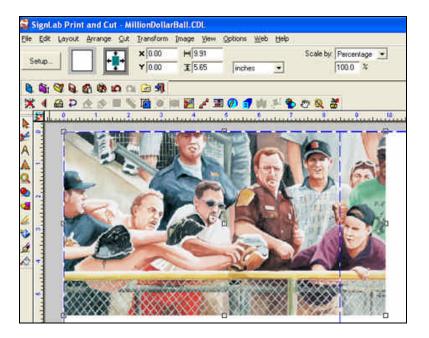

Fit to Page tool

The **Fit To Page** tool will recalculate the image size, so as to maximize the image upon the page. The aspect ratio of the image will be preserved.

Zoom tools

The only other active tools available within the *Print Preview* window are the **Zoom** tools. They function in the same manner as upon the SignLab workspace.

Moving Objects Within the Tiles

Objects can be moved to avoid breaking up intricate work (e.g., small text) by simply dragging the objects up or down with the cursor. However, there is a maximum tile size based on the paper size used by the printer. If the paper size is exceeded, a new tile automatically appears where required.
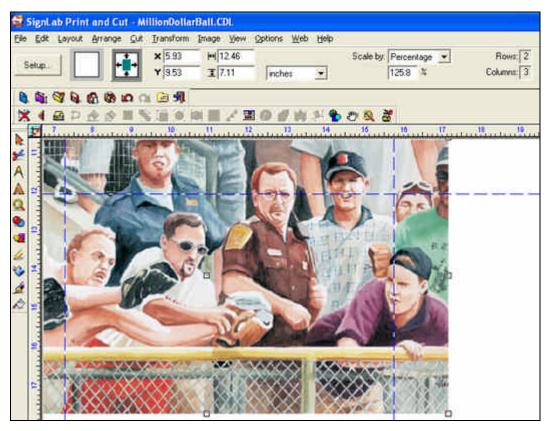
Scaling the Objects to be Printed

The objects in the *Preview* screen can be scaled up or down in size to adjust the number of tiles required to print the entire image. To resize the objects:
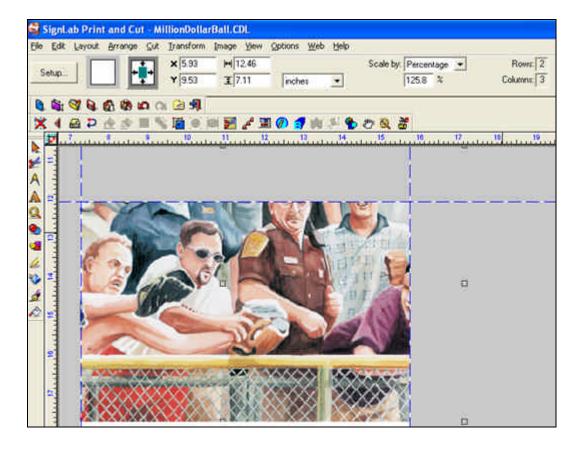
1. **Pass the cursor over one of the corner nubs**

2. **When the cursor changes to a bi-directional arrow, click and drag the nub to either enlarge or reduce the size of the objects**

When objects are resized in this manner, then all of the tiles are re-activated.

Activating and De-Activating Tiles

Once the objects have been positioned, any of the resulting tiles may be printed. Only activated tiles are printed. Tiles that are de-activated are set to gray, though a blue outline will remain to signify the inactive tile boundaries. Clicking within the tile boundary re-activates the tile.

About activating tiles:

- Overlapping sections are displayed, but cannot be selected.

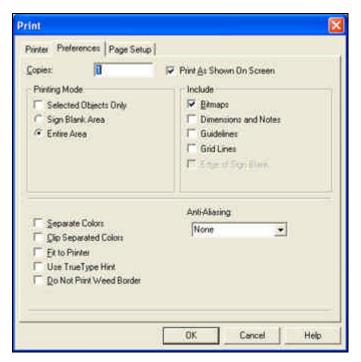- Right-clicking within a tile will display the outer region of the tile.

Setup

From the **Printer** tab on the *Print* dialog, clicking the **Setup** button will open the **Properties** dialog for the selected printer. The layout of the **Properties** dialog will depend upon the version of Microsoft Windows being used.

Changes made to the **Properties** dialog, as well as all controls that are accessed though the **Properties** dialog, are system-wide. All changes will be applied to the Windows Print Driver for the selected printer. Therefore, changes made here will be in effect for other Windows applications.
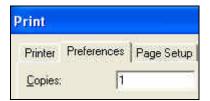
PREFERENCES TAB

Within the **Preferences** tab are various options, including selecting the number of **Copies**, as well as the option to **Fit to Printer**.

Copies

This entry box is used to specify the number of copies to be printed. This box is edited by sweep-selecting the entry and typing in a new number. By default, the entry in this box is "1".

Print As Shown On Screen

Enabling this option causes shapes or images to be printed as they appear on the workspace. For example:

- If the **Show Fill** option (**View** menu) is turned off, then workspace shapes will be printed as wire frames (no fills)

- If the **Show Line Style** option (**View** menu) is turned off, then shapes will be printed without thick lines or strokes

Printing Mode

Specify the images to be printed according to the following options:

Selected Objects Only	Print only those objects that are currently selected.
Sign Blank Area	Print everything that is within the confines of the sign blank. Any objects outside the sign blank are not printed. Note that objects that are partially on the sign blank will be printed accordingly.
Entire Area	Print everything within the open workspace, which comprises all objects both inside and outside the confines of the sign blank.

Include Bitmaps

Select this option to print bitmap files from SignLab (i.e., *.BMP, *.PCX, or *.TIF files).

Include Dimensions and Notes

This option prints any dimensions created in the file. Dimensions include any size notations or notes generated using the **Dimension** tools from the **Measure Tools** in the tool bar.

Include Guidelines

With this option selected any **Guides** placed on screen will be printed along with the **Guide Labels**. The **Guides** must be set as visible in order to be printed.

Include Grid Lines

With this option selected, the Grid placed on the screen will be printed. The **Grid** must be set as visible in order to be printed, and will be printed as set to view (i.e., the **Show Grid as Lines** option).

Separate Colors

Enabling this option will cause each color in the design to print as a separate print job.

Clip Separated Colors

This option clips the separate colors when cutting.

Fit to Printer

For the currently loaded printer sheet, this option will adjust the image to fill the sheet.

Use TrueType Hinting

TrueType Hinting is a font technology that allows small text sizes to be legible on low resolution devices. In addition, **TrueType Hinting** improves the results from scaling and rotating the text.

Avoid Printing Weed Border

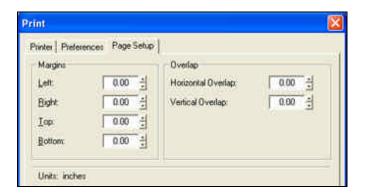Check the **Do Not Print Weed Border** option to prevent the weed border from being printed.

Anti-Aliasing

Anti-Aliasing is the smoothing of the jagged, "stair stepping" appearance that can appear in low-resolution drafts. Anti-aliasing is achieved by blurring the color of adjoining pixels to improve the transition between light and dark pixels.

The available Anti-Aliasing options are **None**, **Coarse**, **Medium**, and **Fine**. A setting of **Fine** will produce the highest quality smoothing, though this will incur slower printing.

Note: **Anti-Aliasing** should be used for dye-sublimation printing only – NOT wax, resin, or wax/resin.

PAGE SETUP TAB

Margins

Some printer drivers do not account for the non-printable areas, or margins of the page. In those cases, SignLab provides for the margin settings, by accessing the **Margins** tab. Enter margin specifications in the entry boxes in this dialog box as required.

Overlap

The *Overlap* options permit establishing settings for tiling large printed images. If the file to be printed is too large for the printable area, use the *Overlap* options to set the **Horizontal** and **Vertical Overlaps**.

Horizontal and Vertical Overlap

These options specify the amount of overprint each tile will contain. Each tile actually ends with the beginning portion of the next tile. For example, if an overlap of a half-inch is set the last half-inch of a given tile will be identical to the first half inch of the proceeding tile. This function is useful for particularly intricate graphics, as it provides a guide for laying the pieces of the printed file together. Each of the **Horizontal** and **Vertical** options can be set individually.

Units

The **Units** of measurement are displayed for reference only, the unit of measurement cannot be changed from the *Print* window. See **Options | SignLab Setup | Display Units** to change the units of measurement.