



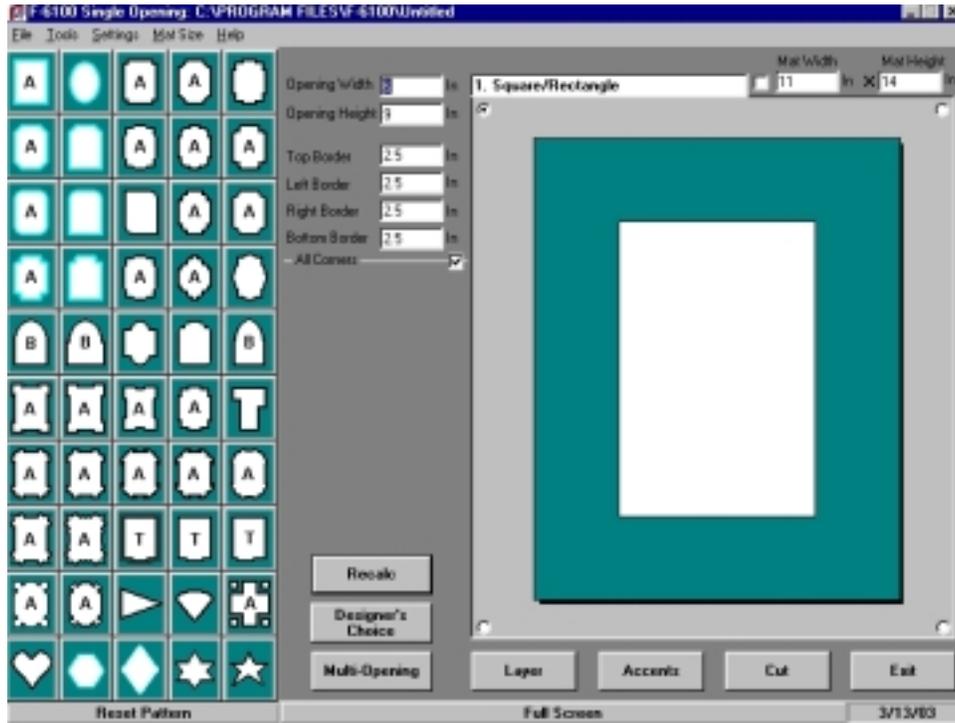
Appendix D

May 29, 2003

Appendix D outlines the new features of the F-6100 version 4.0.2.

1. SINGLE OPENING

The new opening screen for **Single Opening** is shown in Figure 1.



The new patterns are:

- # 30 Newspaper
- # 31 Castle
- # 32 Circuit
- # 33 T-Bird
- # 34 Clover
- # 35 Scallop
- # 36 Imperial
- # 37 Victorian
- # 43 Pennant
- # 44 Fan

Pattern icons #31 through 37 show an "A", meaning any or all of their 4 corners can be modified by copying corners from any other "A" pattern. Patterns #26, 27, and 28 have been changed so the opening width and height are based on the major borders excluding the corner projections.

Figure 1

An **Accent** button has been added to the Main Screen replacing the **V-Groove** button. When you click on **Accents**, a Pop Up menu appears which contains **V-Grooves**, **Title Openings** and **Accents**.

Accents allow you to use **V-Grooves**, **Title Openings**, and **Bridges** on any of the 50 patterns.

Figure 2 shows the **Mat Accents** dialog box. The first tab displays the same **V-Groove** choices as previous software versions. The next tab, **Title Openings** is a new feature, shown in Figure 3. You can now select any of the title openings previously available on specific openings and apply it to any opening.

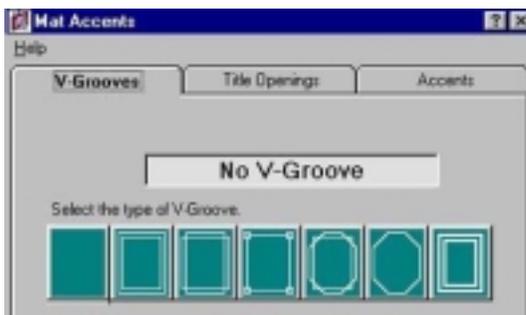


Figure 2

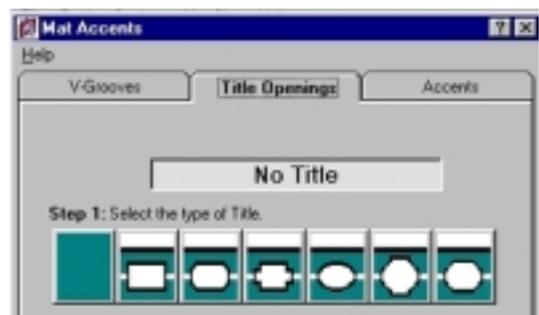


Figure 3

The third tab, **Accents**, gives you the opportunity to apply either of the **Bridge** designs to any opening. (Figure 4).

Detailed dimensions of **V-Grooves**, **Titles**, and **Bridges** can be entered when you select the desired icon.

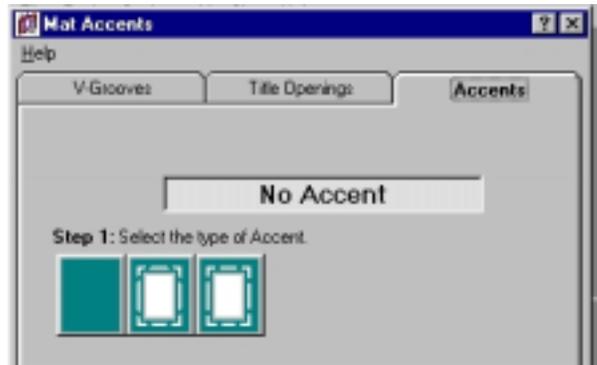
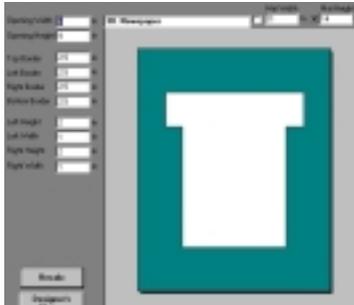
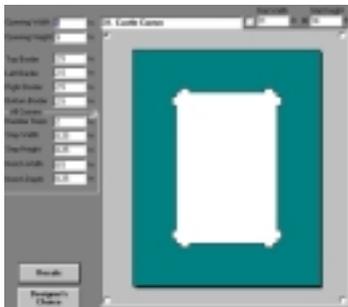


Figure 4

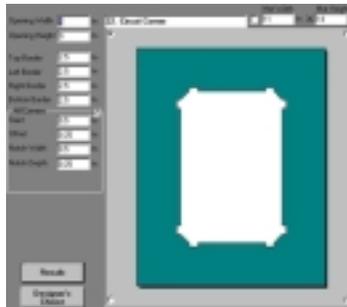


30 Newspaper

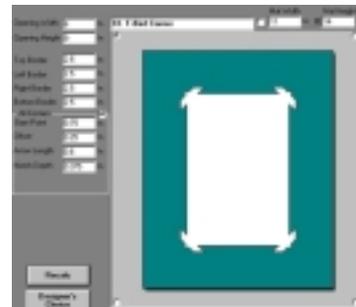
Following are the shapes of the new openings. The specific shape of the corners can be altered by entering dimensions in the adjoining boxes as in previous software versions.



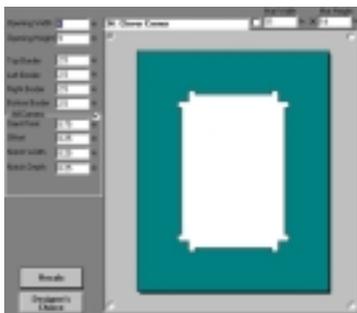
31 Castle Corner



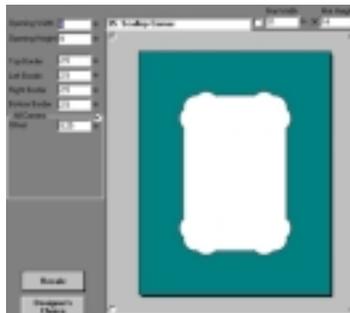
#32 Circuit Corner



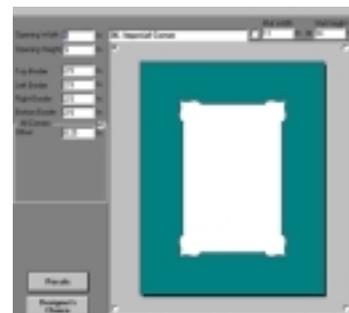
#33 T-Bird Corner



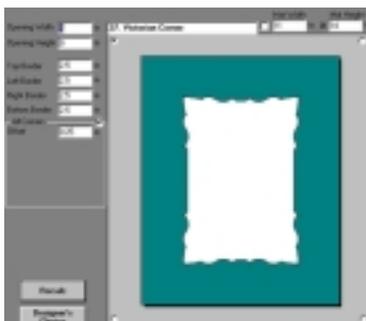
34 Clover Corner



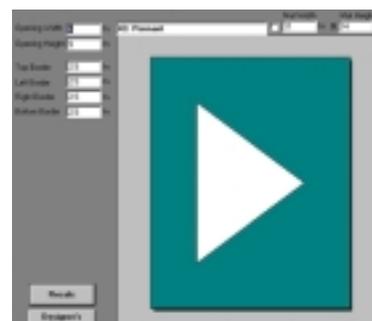
35 Scallop Corner



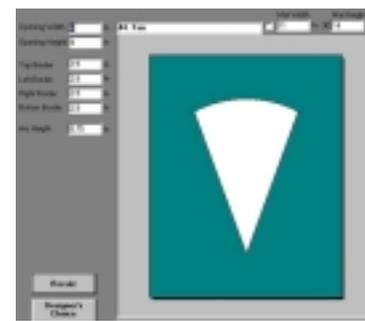
36 Imperial Corner



37 Victorian Corner



43 Pennant



44 Fan

Choosing **Layer** from the **Single Opening** screen displays the options shown in Figure 5. After specifying the number of mats, you can identify each and enter its exposure. If you include a fillet, (available only with rectangles), enter its width which is the exposed portion of the fillet and **Reverse Bevel** will automatically be selected, and can not be over-riden. Enter the **Fillet P/N** for informational purposes. Fillets will be shown in gold when you return to the main screen.



Figure 5

If you use a POS system with certain data base information, entering the **Fillet P/N** will place the appropriate dimension in the **Width** column, select **Reverse Bevel**, and enter the description of the fillet. Verify the width is the visual part only.

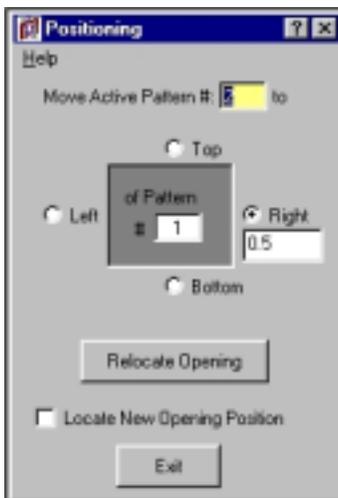


Figure 6

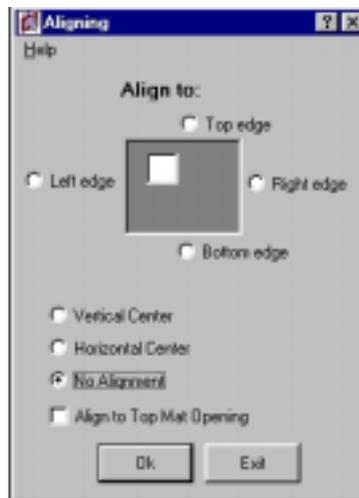


Figure 7

The area in the upper right of this menu is provided for reference information, however, the opening can be changed. Place the cursor over the **Opening Width** or **Height** dimension, click the left mouse button and depress the **Up** or **Down** key. The dimension will change by the incremental amount specified in Setup.

Mat Borders are listed for the top mat only.

2. MULTIPLE OPENING

The **Position** and **Aligning** dialog boxes, Figures 6 and 7, have been changed to improve clarity.

The **Multi-Opening Layer** dialog box (Figure 8), shows the number of layers has been increased from 4 to 6.

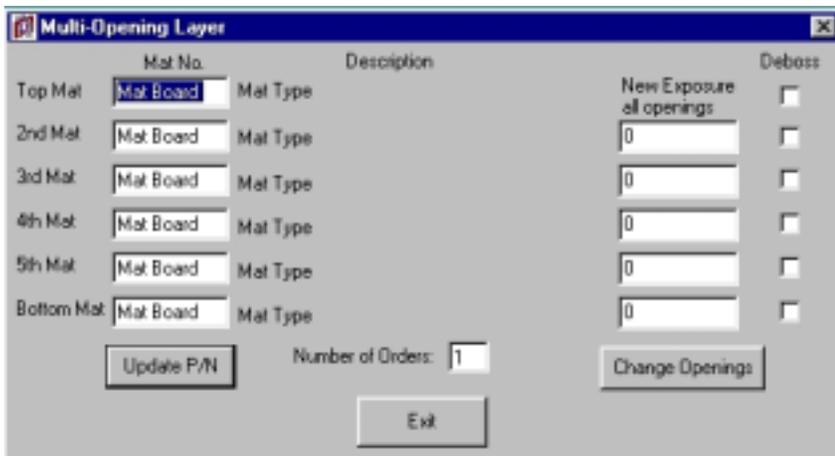


Figure 8

The **Number of Orders** box has been added for informational purposes when multiple pieces of the same design are required.

An **Update P/N** box is now available. When a new mat board P/N is entered, click the **Update P/N** button or press **Enter** to accept the new or modified P/N.

The number of openings available in **Multi-Opening** has been increased by permitting the use of any of the **Single Opening** patterns in a **Multi-opening** design. The following example shows how this is done. Choose a **Square** shape then click on **Opening Features**. The resulting screen shows a large square along with the patterns for Single Openings and the Dialog box usually provided to define an opening. See Figure 9.

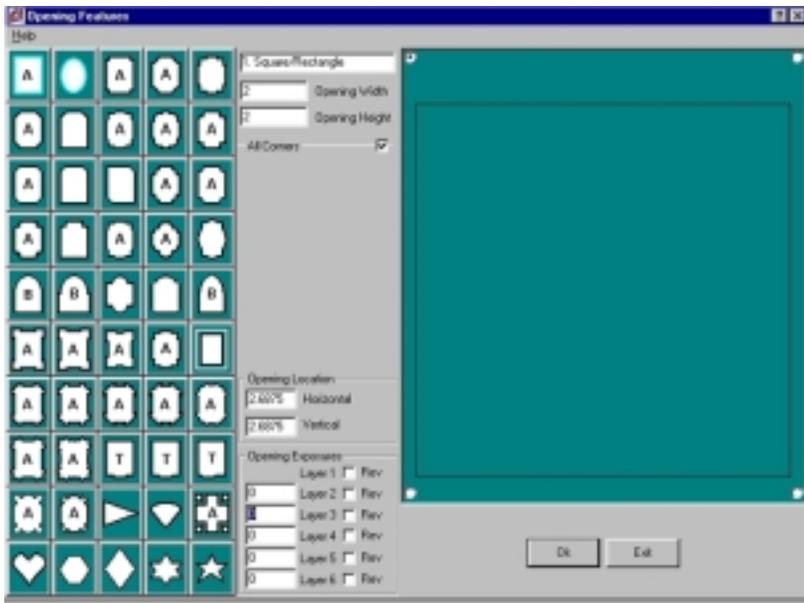


Figure 9

Continuing the example, enter 3/16 in the exposure box for **Layer 2**; change the opening to 4 X 6; click on any pattern you want, in this case **Double Slant Notch**. Then choose **OK**. The result is shown in Figure 10.

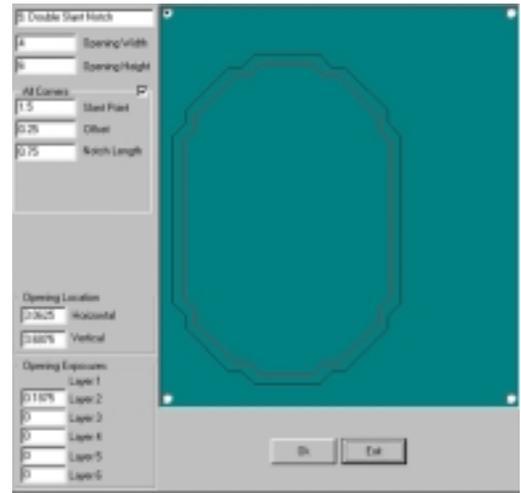


Figure 10

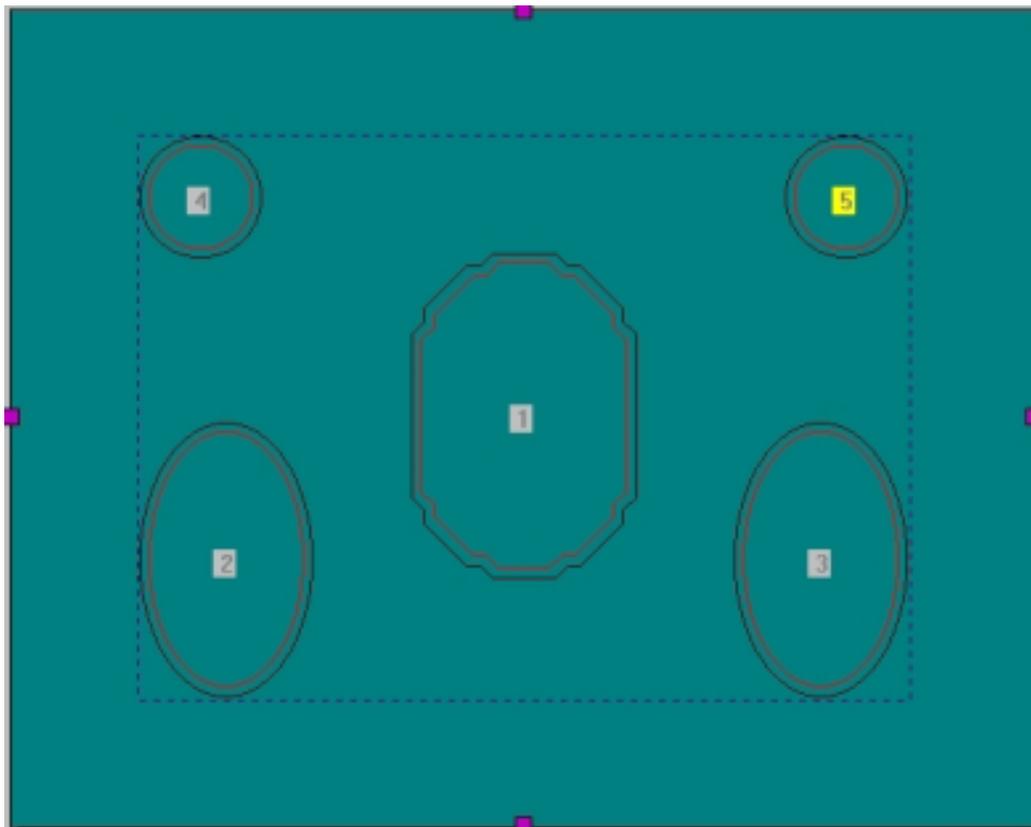


Figure 11

Press **Exit** to return to **Multiple Openings** where the **Double Slant Notch** pattern appears. You can locate it and add additional shapes to complete a multiple opening design such as the one shown in Figure 11. Any of the single opening patterns can be used this way.

Symbol Categories, Figure 12, and **Symbols** have been added to **Multiple Openings** and increased by adding 226 symbols to **Baby** 14, **Birds** 21, **Buildings** 8, **Christmas** 27, **People** 37, **Plants** 25, **Sorcerer** 30, **States** 50, and **Western** 14. An additional category, **User**, has been added to provide for special symbols created by the user. **Symbols** may be scaled and rotated in **Opening Features**.

Text Fonts have been added to **Multiple Openings** and the number increased by 8 fonts for a total of 16. The new fonts are: **FUTURE**, **GREEK**, **SORCERER**, **STENCIL**, **STONEAGE**, **WESTERN**, **LGALIEN**, and **LGDIGITAL**. They are accessed by selecting **Tools\Text** from the **Tool Bar**.

Selected **Text** and **Symbols** can be dragged within the mat area or can be moved by depressing arrow keys which will move the entity by the amount chosen in **Setup\Defaults\Unit Increment**. In addition, the **Aligning**, **Positioning**, and **Centering** buttons can be used for both selected **Text** and **Symbols**.

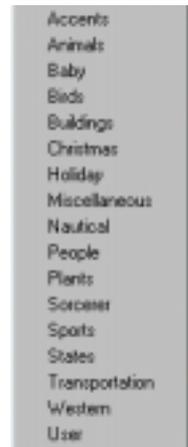


Figure 12

82 unique **Templates** have been added to **Multiple Openings** and are accessed from the **Tool Bar**. There are 5 categories as follows: **Flags** 23, **Holiday** 27, **Misc** 15, **Oval Designs** 17, and **User** 0. The **User** category is available for special patterns that are designed by the user.

The **Multi-Opening** file extension has been changed from **“.Mul** to **“.mfmm**. **Multi-Opening** files created in previous versions of software will open in version 4.0.

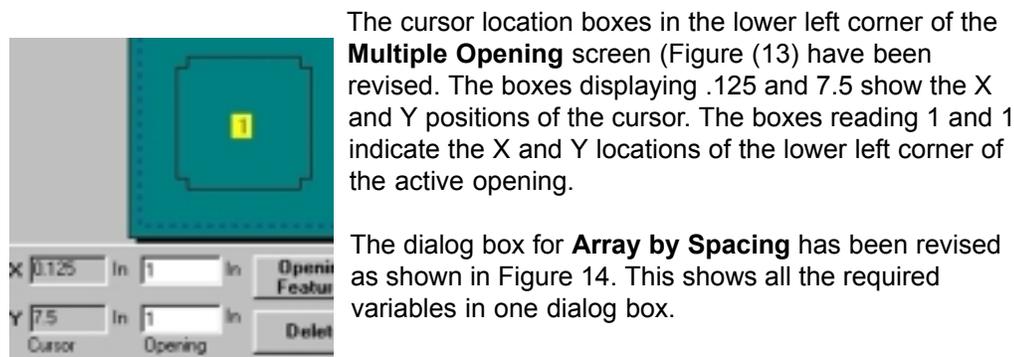


Figure 13

The cursor location boxes in the lower left corner of the **Multiple Opening** screen (Figure (13)) have been revised. The boxes displaying .125 and 7.5 show the X and Y positions of the cursor. The boxes reading 1 and 1 indicate the X and Y locations of the lower left corner of the active opening.

The dialog box for **Array by Spacing** has been revised as shown in Figure 14. This shows all the required variables in one dialog box.



Figure 14

3. DESIGNERS CHOICE

It is now easy to determine the exact location of an entity. Set the cursor arrow on a control box, end point, or center box of an entity and the X, Y coordinates of its position will be displayed. This is a convenient feature when adding or moving entities or complete designs.

The **Text**, **Symbols**, and **Templates** described above are also available in **Designers Choice**, and you can create your own **Symbol** or **Template** by following the procedures below.

Create a new Symbol in Designers Choice:

- A. Set a mat size large enough to design your symbol to scale. Using the default 11 X 14 is acceptable. Be sure the borders are 1/4".
- B. Design your symbol.
- C. Move the symbol to the lower left corner with the left most part of the symbol touching the left border and the bottom most point of the symbol touching the bottom border.

- D. Reduce the size of the mat so the top and right borders touch the upper most and right most points of the symbol.
- E. With your symbol now enclosed within the borders of the mat you can save the file.
- F. Select “Save As” from the **File** menu.
- G. Save your file in the following directory C:\Program Files\F-6100\Symbols\User\ with your choice of a symbol name.
- H. Your symbol now resides under the **Users** category in the **Symbols** directory in both **Multiple Openings** and **Designers Choice** as a clip art item.
- I. You can use this symbol as you would with symbols in all other categories. (The control box Location will be at the lower left corner of the borders).

Create a Symbol using a CAD program:

- A. Create a design using the above rules.
- B. Save it as a DXF file.
- C. Import it into **Designers Choice**.
- D. Save your file in C:\Program Files\F-6100\Symbols\User\ and give your symbol a name.

Create a new Template:

- A. A design can be created in **Single Opening, Multi-Opening, Designers Choice, or CAD**.
- B. If the design is created in a program other than **Designers Choice**, it must be transferred to **Designers Choice**.
- C. Once in **Designers Choice**, the borders must be set to 1/4”.
- D. Save the file by using “File/Save As”.
- E. Save your design in C:\Program Files\F-6100\Symbols\User\ and give your template a name.
- F. The new template is now available in **Multi-Openings** or **Designers Choice** under the **Template** menu in the **User** category.

4. SETUP



Figure 15

The **Operations** tab, (Figure 15), now has a check box “**Fillets and Exposures Affect Mat Size**” . When checked, the Top Mat borders will be retained as initially entered. Overall mat size will change as the number of layers and/or Fillets are added or changed.

Point of Sale - System now includes FrameReady as an integration option. If you already have FrameReady you may contact them for the necessary software updates in order to integrate with the F-6100 software.

A **POS Data Base Directory** field has been added to the **Drive/Directories** option to allow the F-6100 program to access the appropriate POS data base as needed and when available.

The **Under/Overcuts** menu has been changed to improve clarity. Function remains the same.

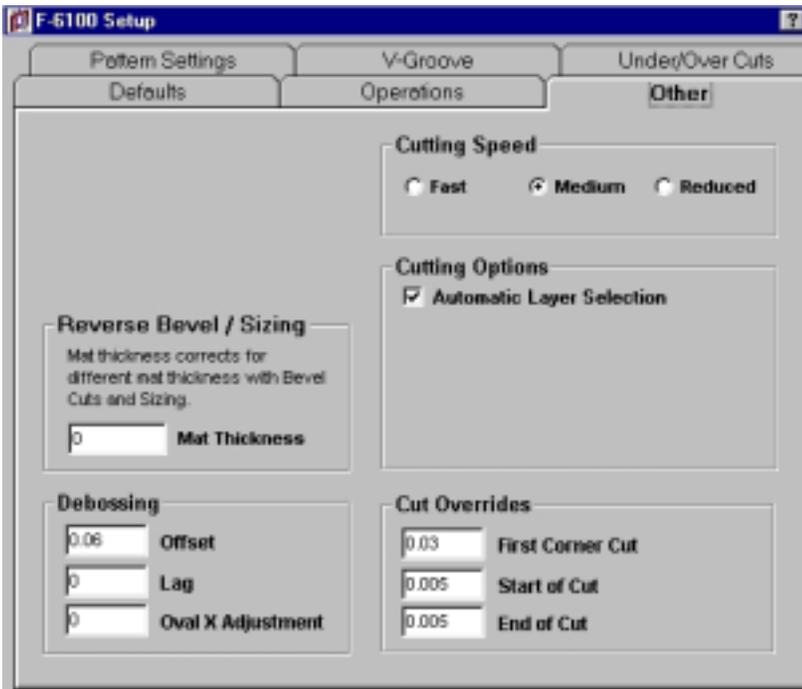


Figure 16

A **Cut Overrides** feature containing three new fields has been added to the **Operations** tab. **First Corner Cut** allows you to add or subtract to the first cut with obtuse and acute angle cuts on all openings. If you are cutting acute openings you will want an adder for the first cut. If you are cutting obtuse angles you want a detracter (smaller number or even negative number) on your first cut. A default setting of 0.03" is already loaded in the software, which should be acceptable for most acute cuts.

The other two fields, **Start of Cut** and **End of Cut** can be modified from this screen. Changes in these fields affect all start and end of cuts. A default setting of 0.005" is loaded in the software.