

About "Sure Cuts A Lot 3 for Apple iPad"

This is a tablet version of our Sure Cuts A Lot 3 software to run on compatible Apple iPad tablets.

Features

- Works with your installed TrueType and OpenType fonts on your computer
- Import various file formats, including SVG, PDF, EPS, WPC
- Drawing tools to draw and edit shapes
- Auto tracing feature to automatically convert images (including jpg, bmp, gif, png) for cutting
- Create rhinestone templates and lattice shapes
- Weld overlapping letters and shapes together
- Select styles, including Shadow and Blackout, to change the look of your letters and shapes
- Cut additional shapes from the "Sure Cuts A Lot" Library
- WYSIWYG Interface - What you see is what you cut

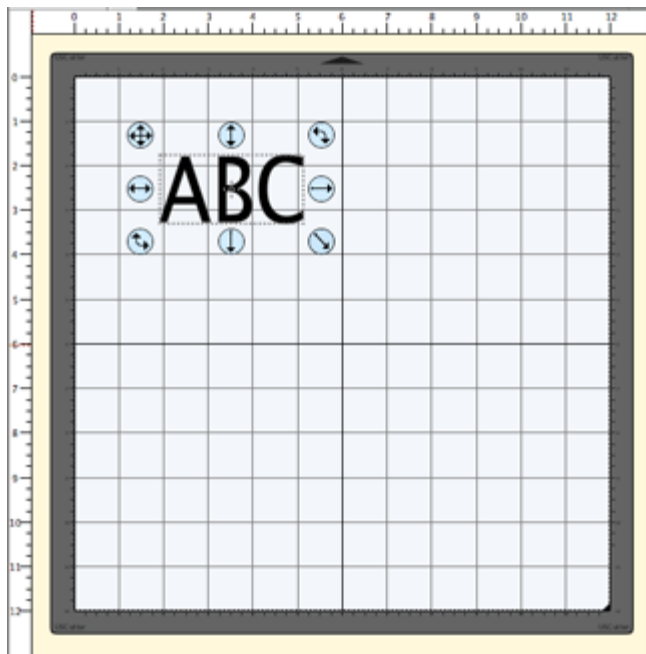
System Requirements

- Apple iPad
- IOS 6 or higher

Cutting Mat








"Sure Cuts A Lot" allows you to create your designs using an on-screen virtual cutting mat as your workspace. The on-screen cutting mat can be set to be 12"x12", 12"x24", 8.5"x11", A3, A4, or a Custom size. The regular version of Sure Cuts A Lot can cut up to 72 inches in length. If you need to cut beyond 72 inches, you will need to use the Pro version of the software.

You can change the size of your mat by choosing the Mat Size in the Document properties tab.



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

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

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

bottom-left corner handles will allow you to rotate along a separate axis.

You can also use the following touch gestures:

- If an object is currently selected, you can pinch to scale the object, or rotate an object.
- If an object is not currently selected, you can pinch to zoom the mat
- Use one finger to move selected objects around on the mat
- Use two fingers to scroll the mat

Cut With Cutting Machine

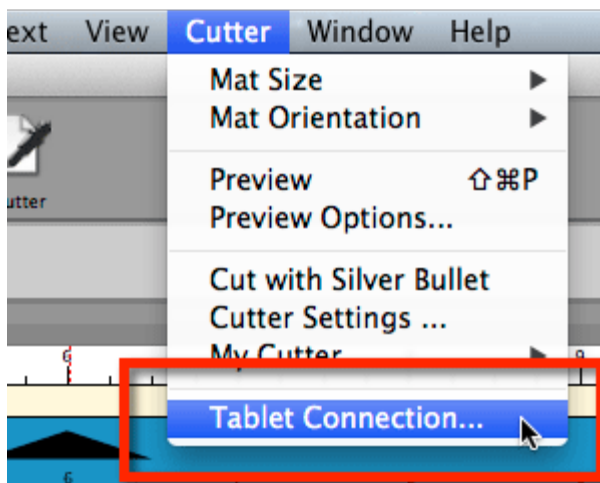
To begin cutting your design, either choose "Cut with.." from the "Cutter" menu, or click the Cutter toolbar button above the mat.



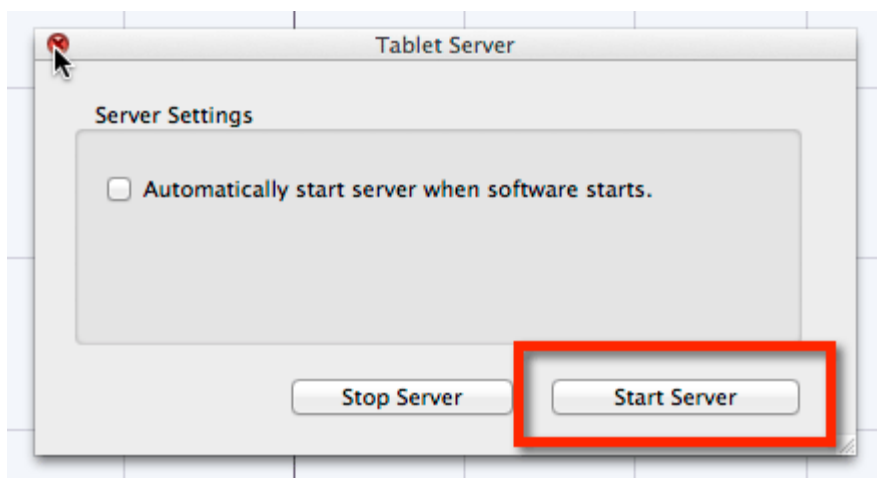
Cutting is done through the Desktop version of Sure Cuts A Lot 3 or higher running on Windows or Mac OSX. For some cutter models, such as the GCC i-Craft, you will be able to cut directly to the cutter if it is connected to an Apple Airport Express.

The Tablet and Desktop versions must both be running on the same local network.

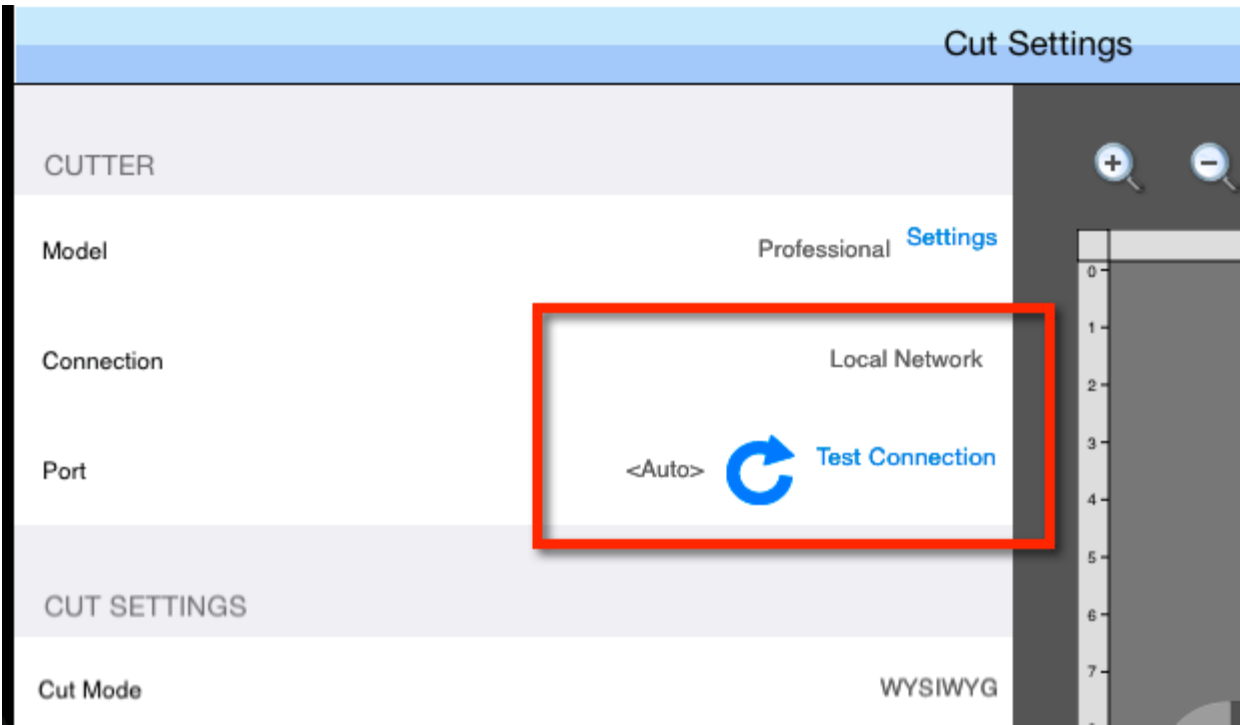
From the Desktop version on Windows or Mac, choose Tablet Connection from the Cutter menu.



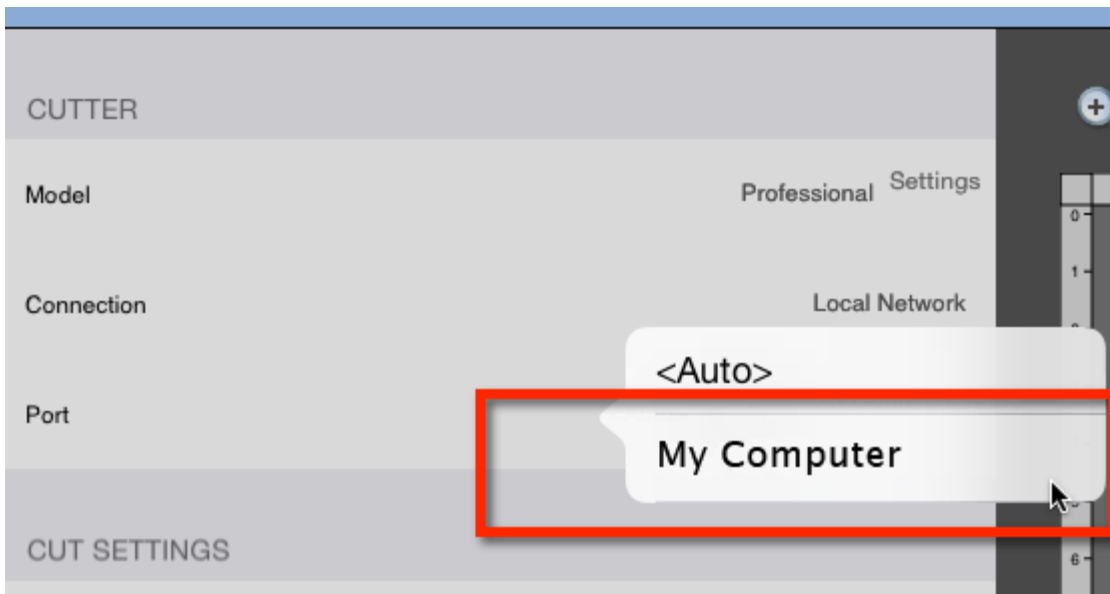
Then click the Start Server button to start the server so the Tablet app will be able to see it running.



From the tablet app, when you chose to Cut, change the connection to Local Network.



Then from the Port dropdown menu, you should see it list the name of your computer that SCAL is running on your Windows or Mac computer. If there is only one computer running the server, you can leave it on <Auto> or choose your computer from the list.



You should now be able to tap the Cut button and it should send the data over to the Windows or Mac computer and begin cutting.

Choosing your Cutting machine

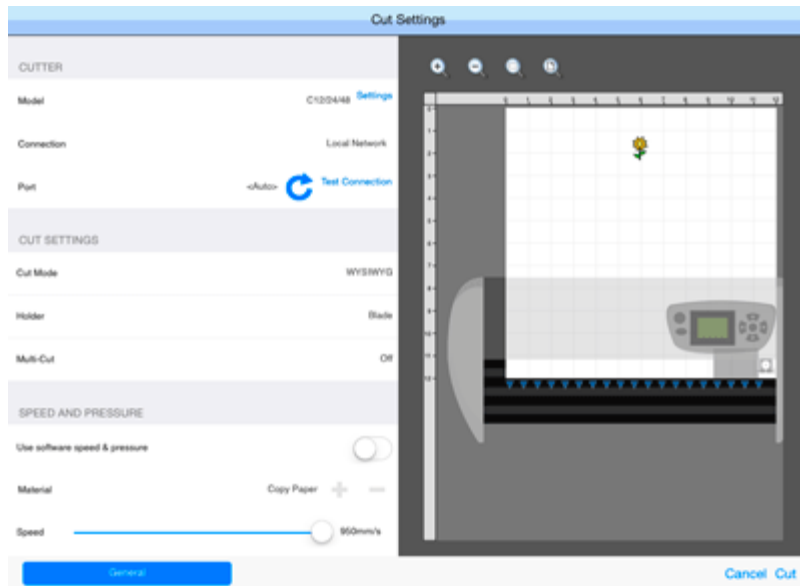
Choose Manage Cutters under the Cutter menu to add the cutting machine model(s) you will be using with the software.

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

will change its appearance to resemble the type of mat used with a particular cutting machine.

Cut Settings

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



General

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

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

- **WYSIWYG** - is the what you see is what you get mode, where it will cut the shapes where you place them on the mat relative to the cutter's origin point.
- **Origin Point** - will automatically shift the design so that it starts cutting it at the cutter's origin point.

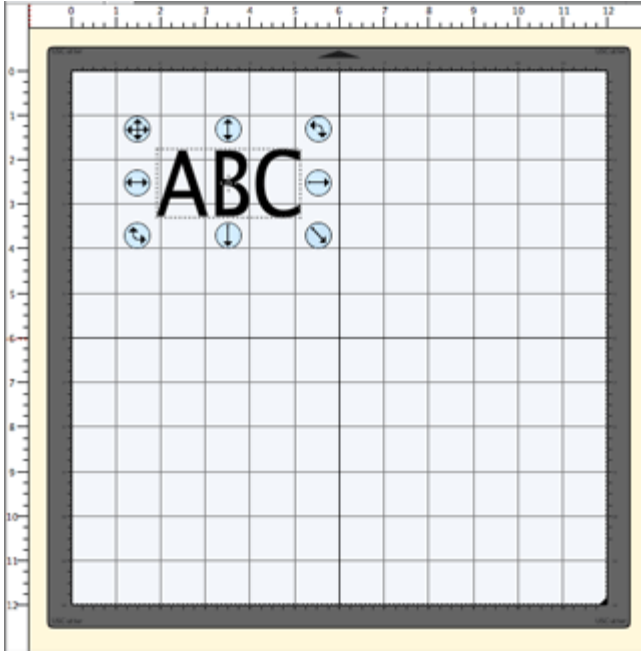
Use software speed & pressure: If your cutting machine has the ability to have the speed and pressure controlled from software, you can enable this option, or set the speed and pressure on the cutting machine itself.

Getting Started

Below is a brief description and steps to get started with "Sure Cuts A Lot".

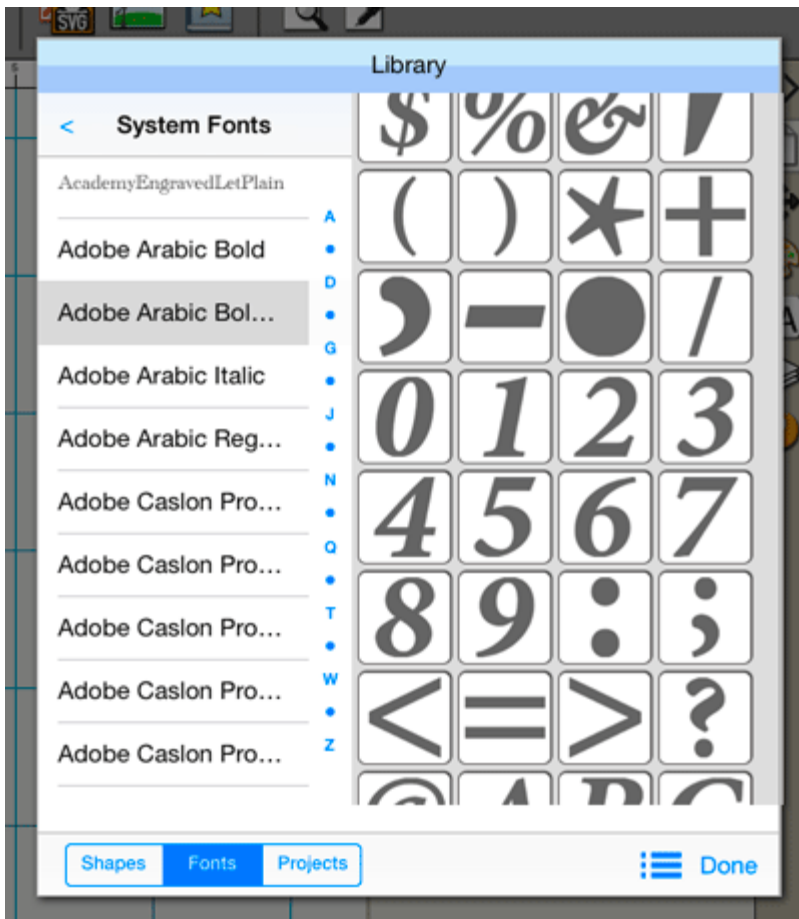
Starting "Sure Cuts A Lot"

After launching "Sure Cuts A Lot", you will be presented with the an on-screen virtual cutting mat. This is where you will add shapes to be cut with your machine. For more information on using the on-screen mat, please see the ["On Screen Virtual Mat" Section](#).



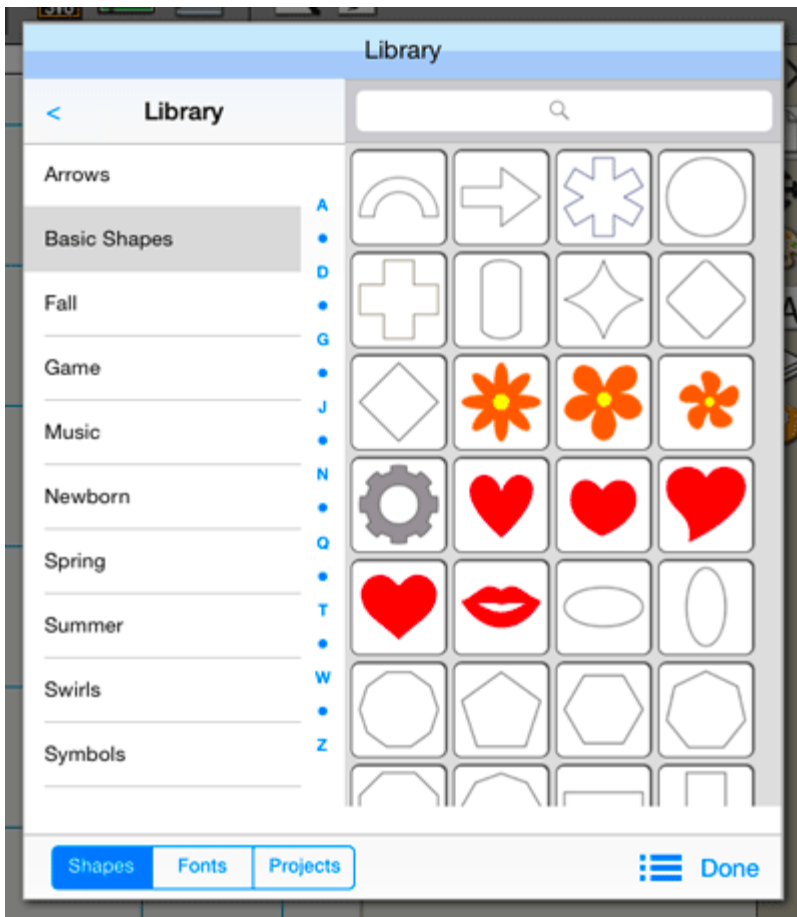
Adding Characters to the Mat

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




Adding Shapes to the Mat

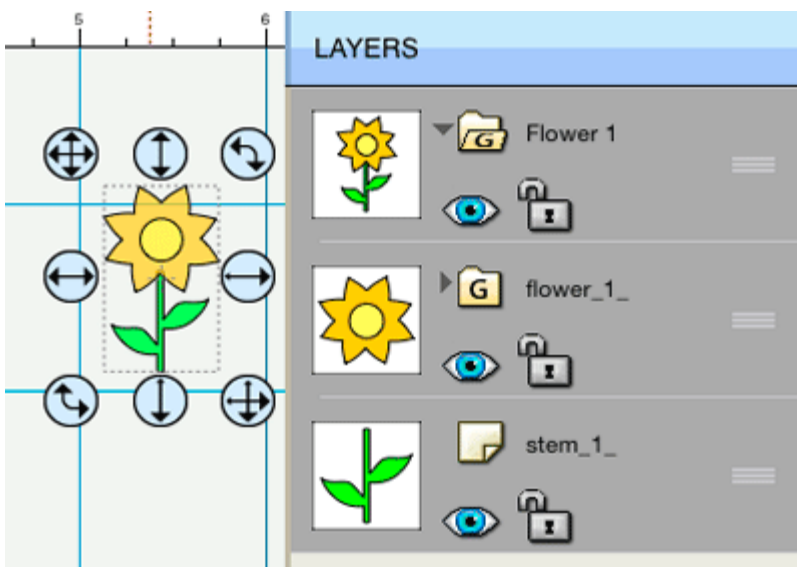
To add shapes to the mat, click on the shapes shown in the Shapes tab of the [My Library](#) window. Shapes will be added to the center of the visible area of the mat.



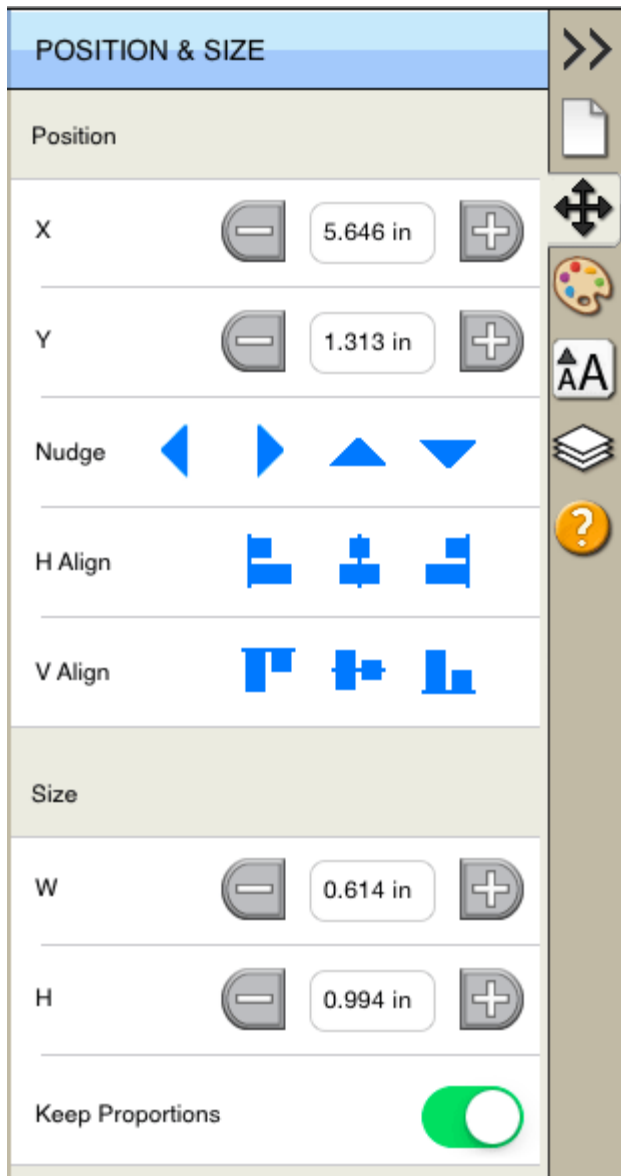
Changing The Properties of the Placed Objects

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

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




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




Preview Your Design

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

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

Cutting Your Design With Your Cutting Machine

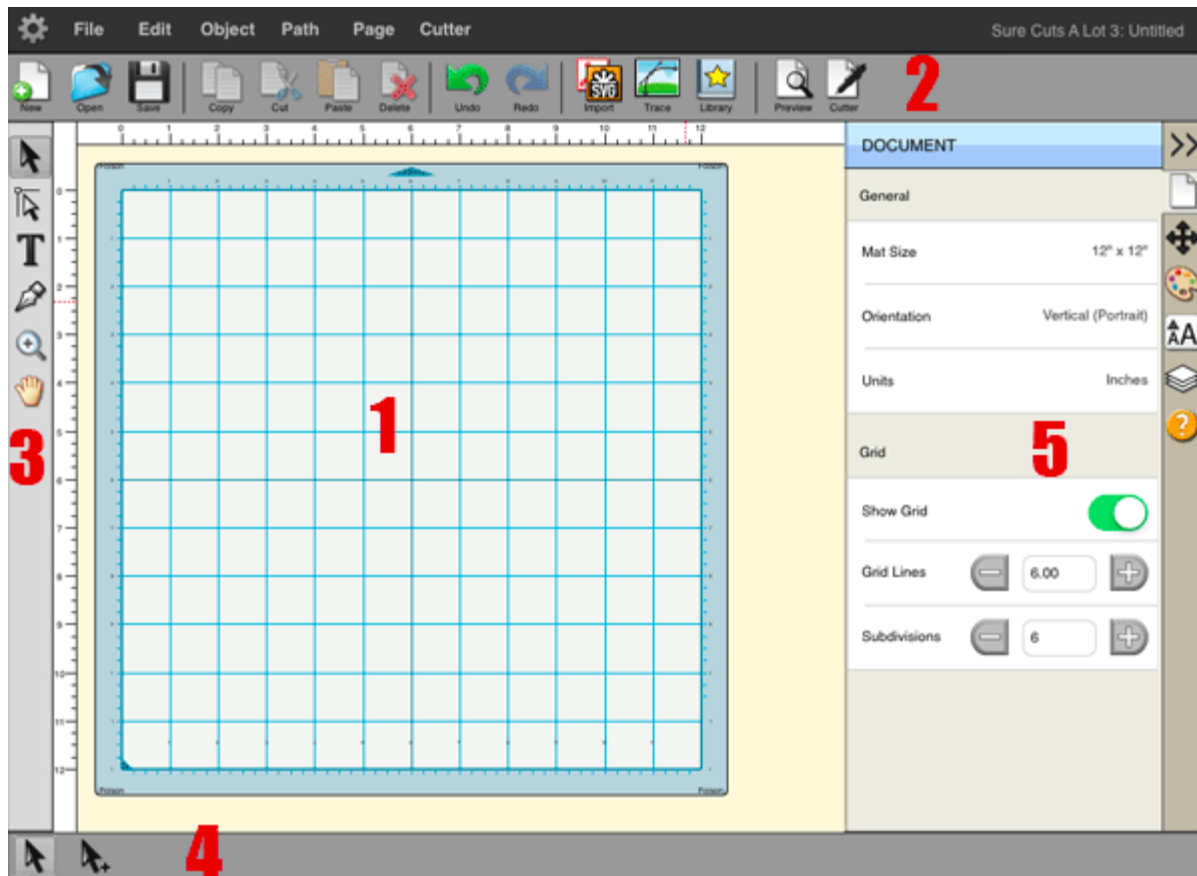
When you are ready to cut your design, choose "**Cut with...**" from the "**Cutter**" menu or the Cutter toolbar button

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

Saving your Design Layout

You can save your project at any time by choosing "**Save**" or "**Save As...**" from the "**File**" menu, or by clicking the "**Save**" toolbar button. This will allow you to save the settings for your design, so you can open it again at a later time for further modifications or for cutting with your machine. The saved project files, will have the file extension (.scut3).

Workspace




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

Creating Text

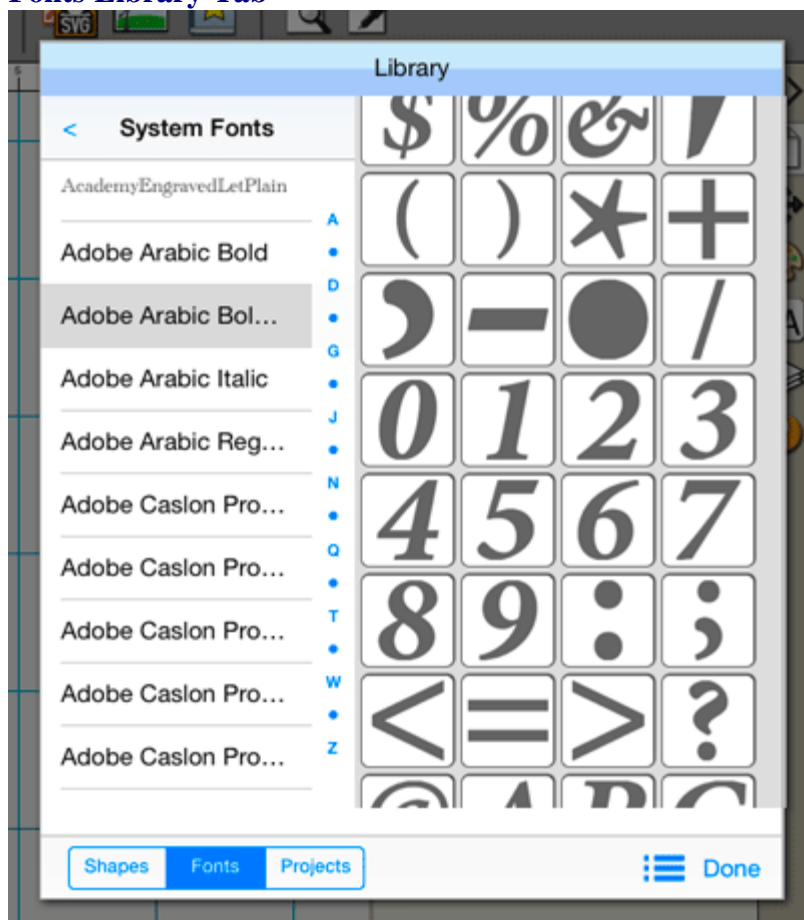
Text can be added by either using one of the Type Tools **T** from the [Tools Panel](#), or by choosing characters in the Fonts tab of the My Library window.

Type Tool

TEXT

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

Fonts Library Tab



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

Welding

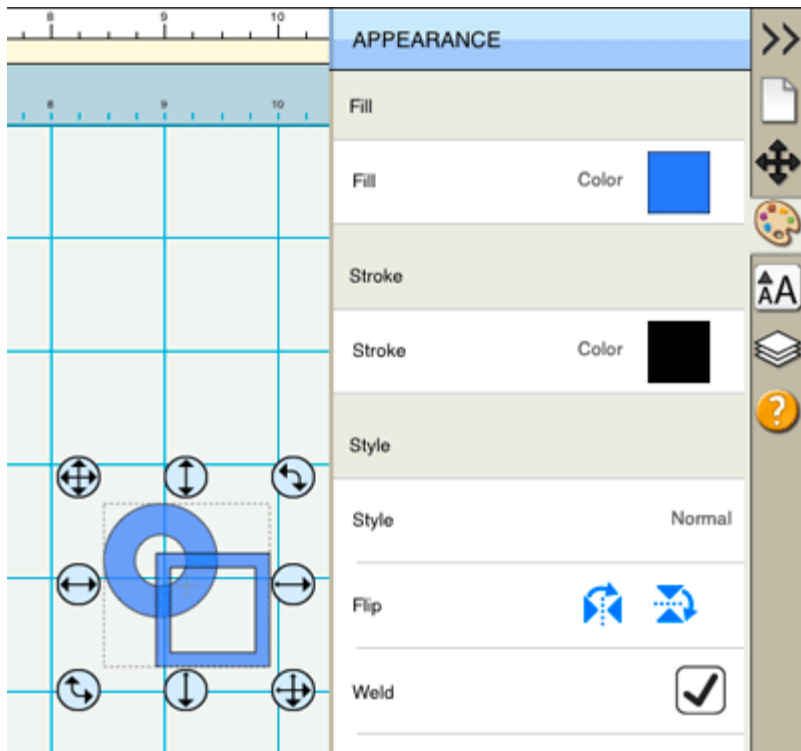
Welding allows you to make overlapping shapes to become a single shape, by joining shapes together wherever an overlap occurs. There are 2 ways to weld overlapping shapes.

Method 1: Using the Weld Property

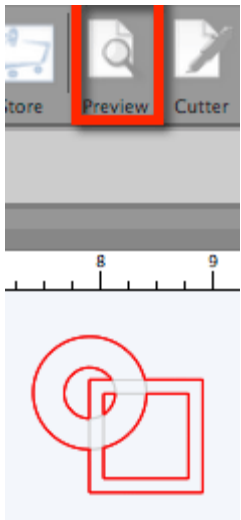
1. Arrange the objects so they overlap



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



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

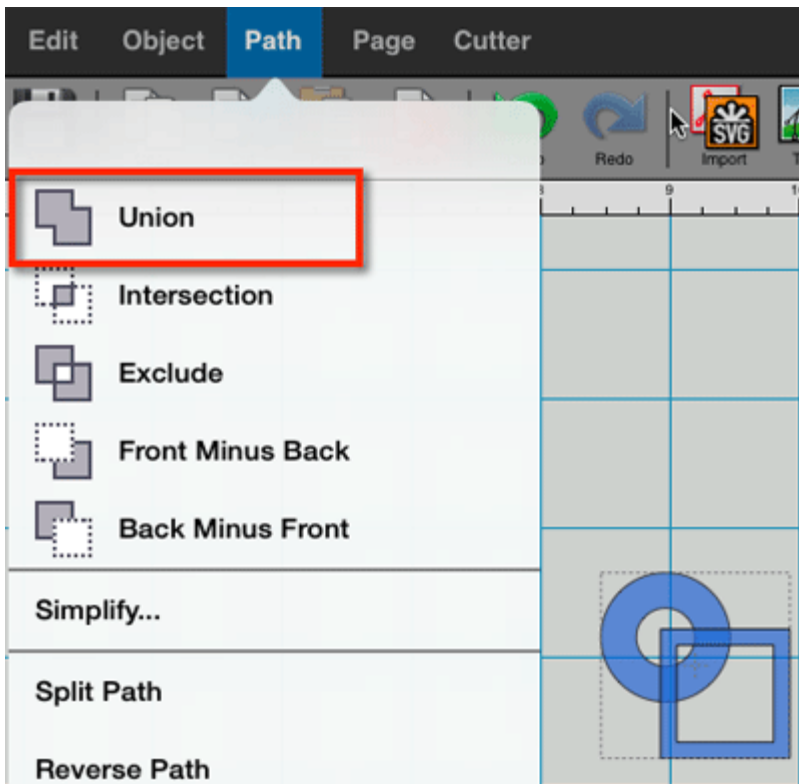


Method 2: Using Union Path

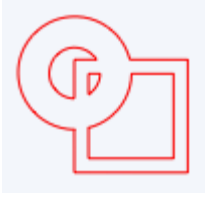
1. Arrange the objects so they overlap



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



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



Welding Text

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

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

Pages

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

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


Add/Remove Pages

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

To remove pages, you can choose "Delete Page" from the "Page" menu in the main menu bar.

Previewing Pages

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

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

Import Artwork

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

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



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

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

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


Export Artwork

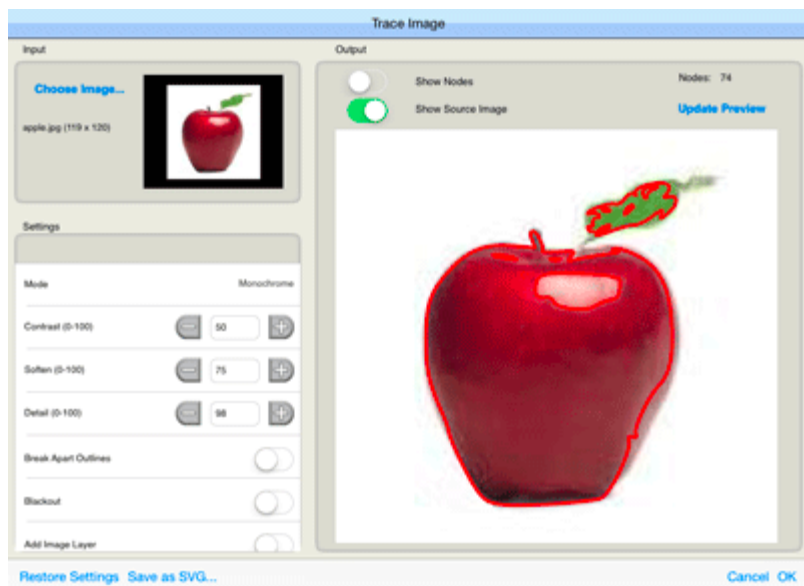
If you want to export your design layout, you can export by choosing the **"Export.."** option from the ["File"](#) menu. You can choose to export as SVG, BMP, JPG, GIF, PNG, TIFF.

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

Trace Image Files

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

menu, or click the Trace toolbar button .



Input Settings

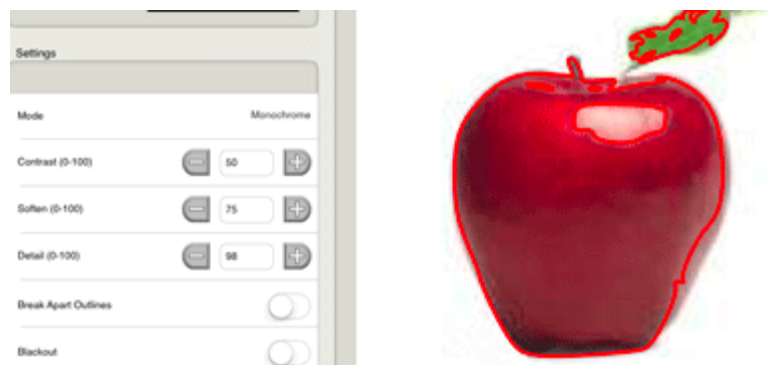
Choose an Image: click to choose an image file you would like to trace. The program can accept most .bmp, .gif, .jpg and .png files.

Image Settings

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

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

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



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

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

the color boxes.



Output Settings

Smooth: higher values will result in a smoother trace.


Detail: lower values will remove smaller shapes

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

Blackout: removes internal outlines.

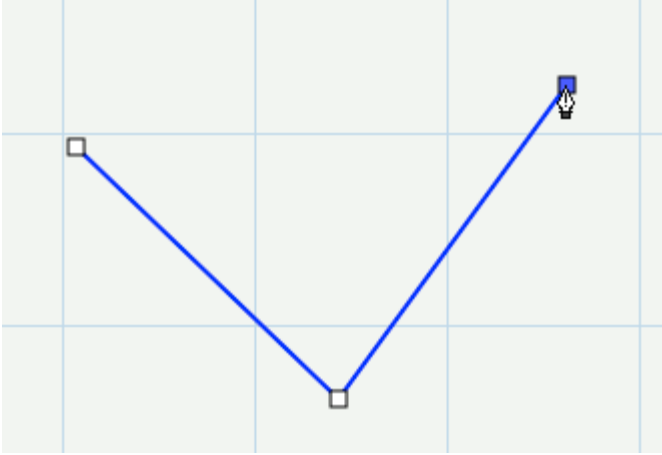
Add Image Layer (Print+Cut): adds the source image as a layer under the traced outline, and sets the traced outline layer to "Print+Cut Cut" so that it will only be cut and not printed.

Drawing

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

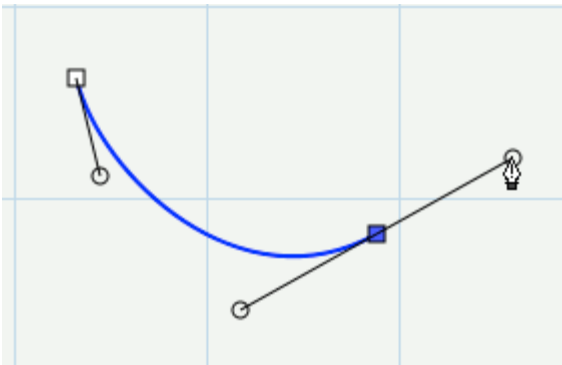
Drawing Straight Lines

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



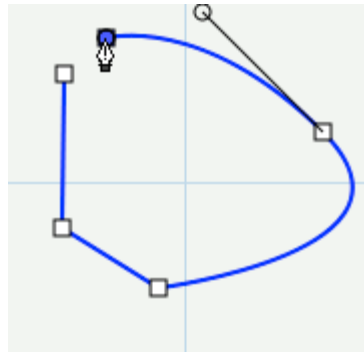
Drawing Curves

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

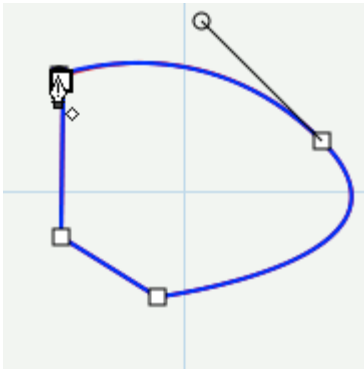


Closing the Shape

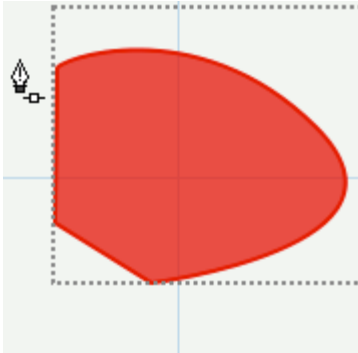
To finish a closed shape, you will need to add the last end point on top of the starting point.



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



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



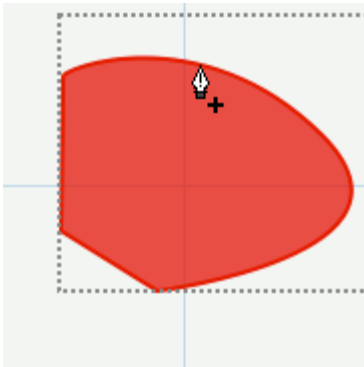
Click to add the last point and the shape will automatically close and end the path

Open Paths

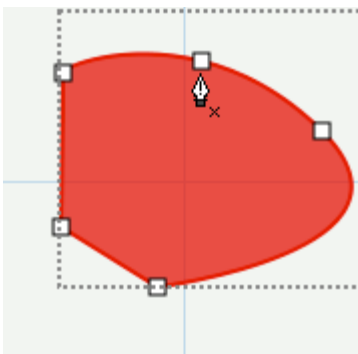
If you want an open path (not closed), you can hit the Enter or Escape key on the keyboard to end the current shape you are drawing

Adding Points

You can add additional points along an existing line or curve



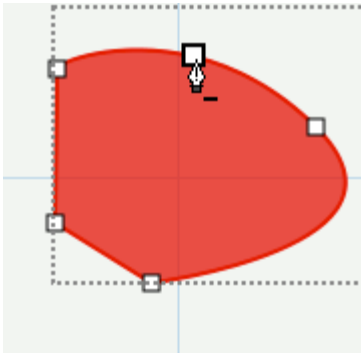
Move the cursor over the edge of the shape. Once you are over the edge, the cursor will change showing a + (plus sign) in the bottom right corner under the drawing tool cursor



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


Deleting Points

You can remove points by clicking over an existing point

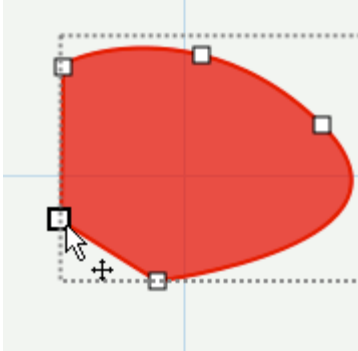


Move the cursor over one of the existing points and the cursor will change showing a - (minus sign). You can then click to remove that particular point from the shape.

Edit Shapes

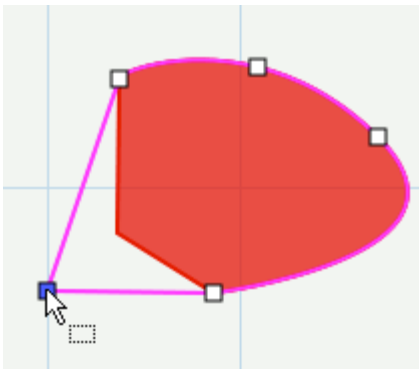
By using the edit tool  you can move and delete points in a shape

Editing a Line

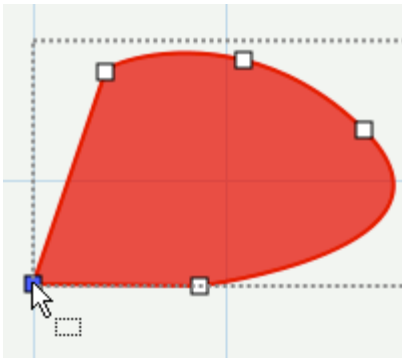


Move the cursor over an existing point of a straight line. The cursor will change showing a arrow cross.

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

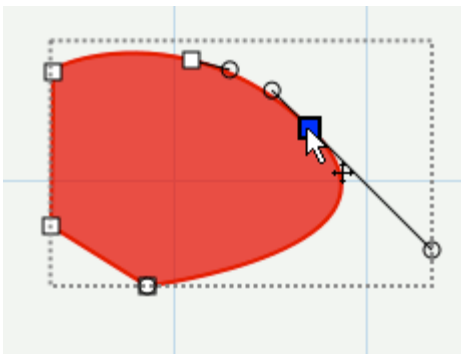


Click and drag to move the point



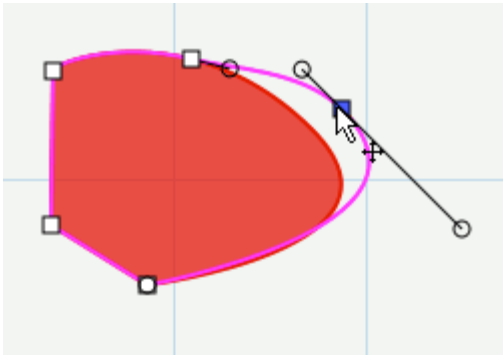
Release and you will have the resulting shape appear

Editing a Curve

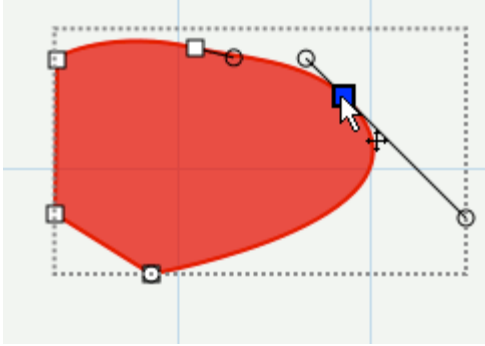


Move the cursor over an existing point of a curve. The cursor will change showing a arrow cross.

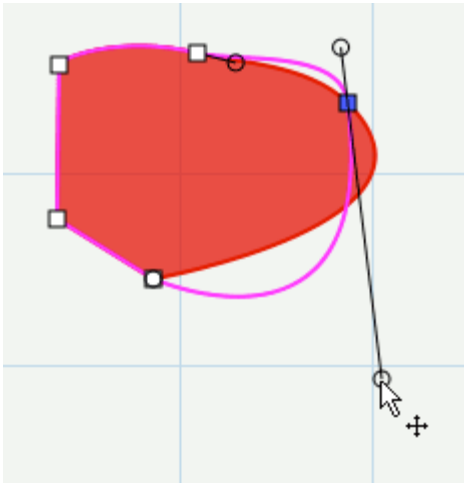
You can also click and drag to select several points at once



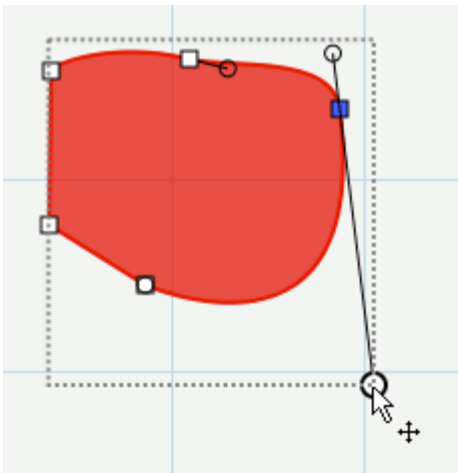
Click and drag to move the point



Release and you will have the resulting shape appear

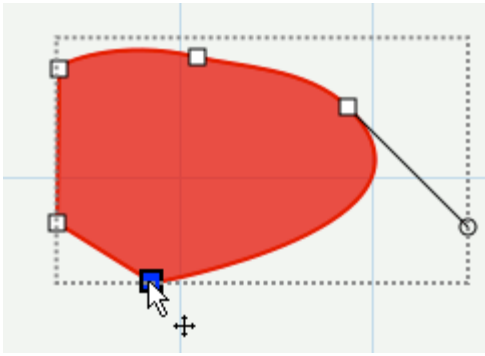


You can also alter a curve by adjusting the circular points along the tangent line

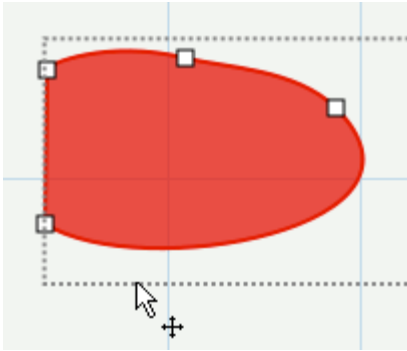


Release and you will have the resulting shape appear

Deleting a Point



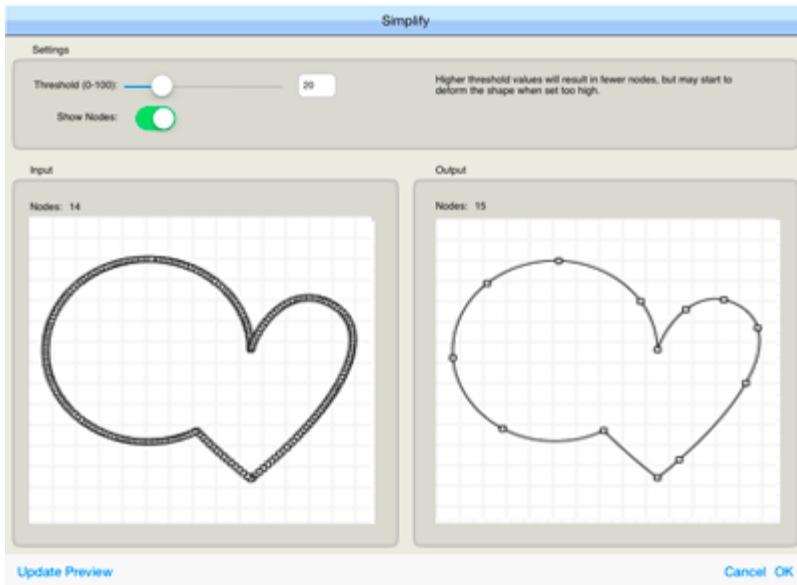
Click on a point you wish to remove. You can also click and drag to make a selection box to hilite several nodes at once



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

Simplify

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



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

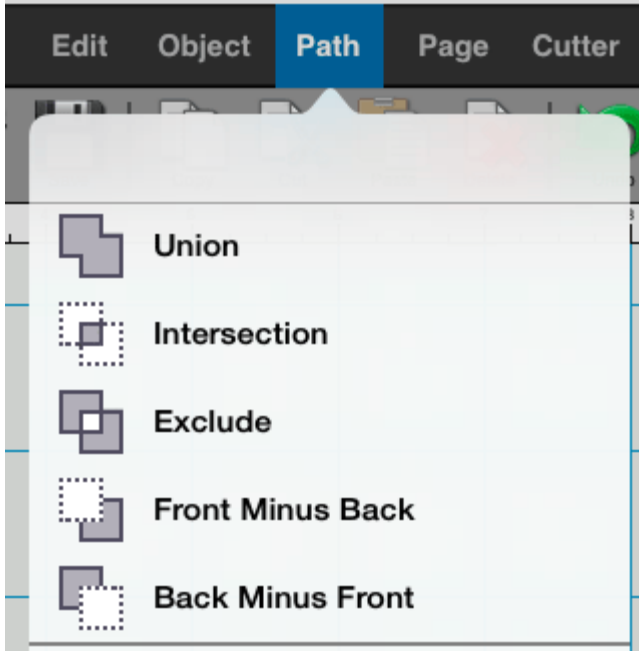
Show Nodes: if enabled, it will show the nodes in the Input and Output preview boxes

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

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

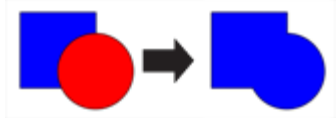
Path Boolean Operations

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



Union

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



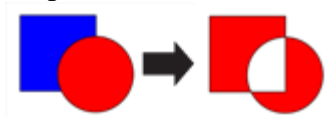
Intersection

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



Exclude

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



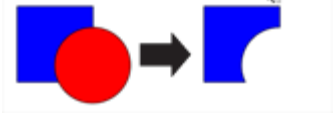
Front Minus Back

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



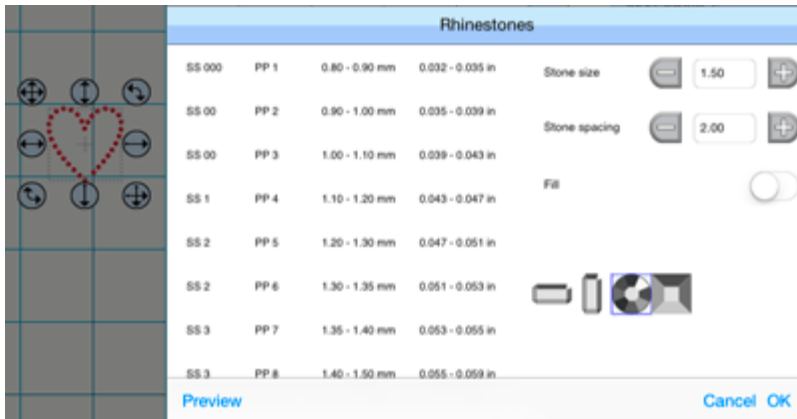
Back Minus Front

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



Rhinestones

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



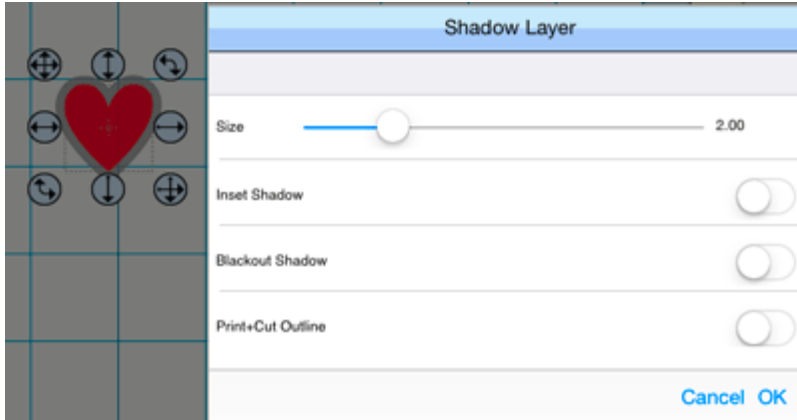
Stone Size: Either manually enter the size of the stones you intend to use, or select from the standard values in the table above.

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

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

Shadow Layer (Contour Cut)

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



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

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

Blackout Shadow: Removes inner outlines.

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

Tools Panel

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

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



Tool Options

Some Tools will have options which will be displayed in the horizontal area at the bottom of the screen. *Below shows options displayed when the Selection Tool is selected, where you have the standard selection tool and the selection with the plus (which is the multi selection tool)*



Select A Tool

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

- Touch a tool in the Tools panel.

Tools

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

Selection Tool



The selection tool is used to select objects on the mat. Once selected, you can move, scale, rotate the selected objects. If you touch and drag to make a selection box, the selection box must completely enclose the objects you want to select.



Edit Tool

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



Type Tool

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



Draw Tool

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



Zoom In Tool

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

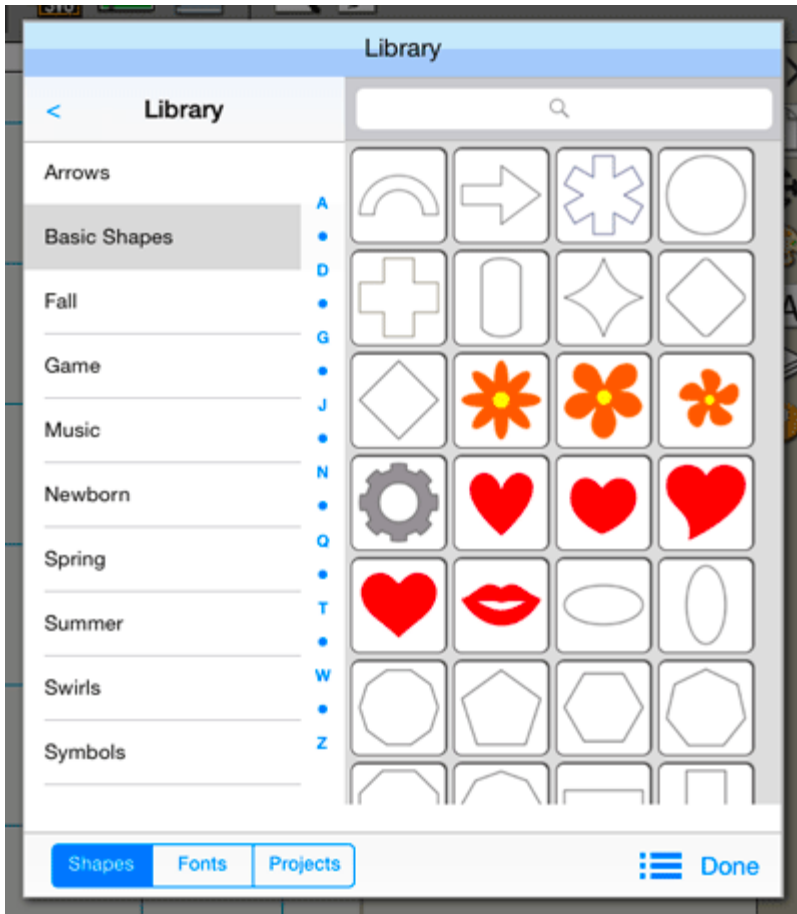


Hand Tool

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

Library

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



Shapes

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

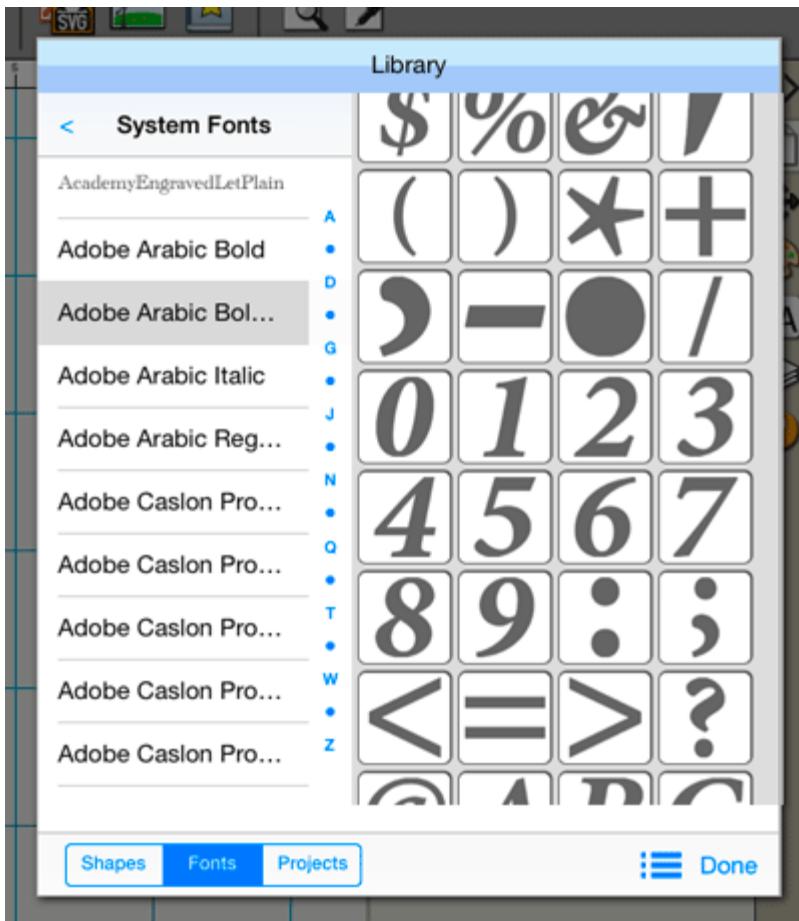
- **Favorites** - from the thumbnail view, you can right click on a shape and choose to add it to the Favorites folder.
- **Library** - shapes that come pre-installed with Sure Cuts A Lot
- **My Designs** - here is where you can organize your own files.
- **My Downloads** - files downloaded from the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

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

- Touch the desired shape. This will automatically add the shape to the center of the visible on-screen mat area.

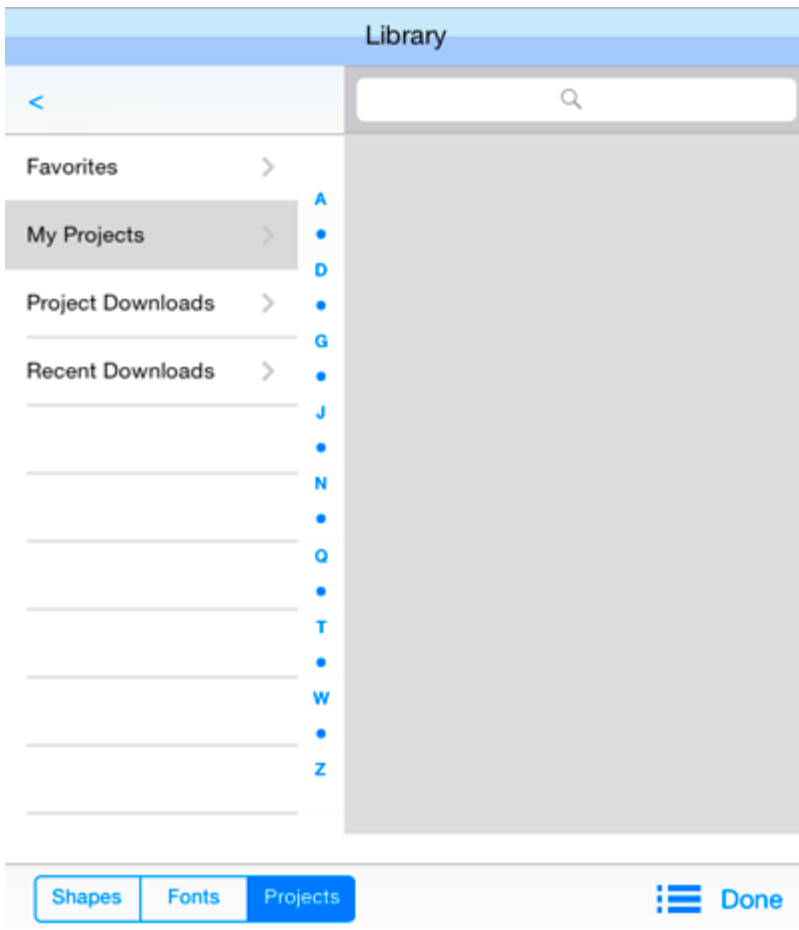
Fonts

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



Projects

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

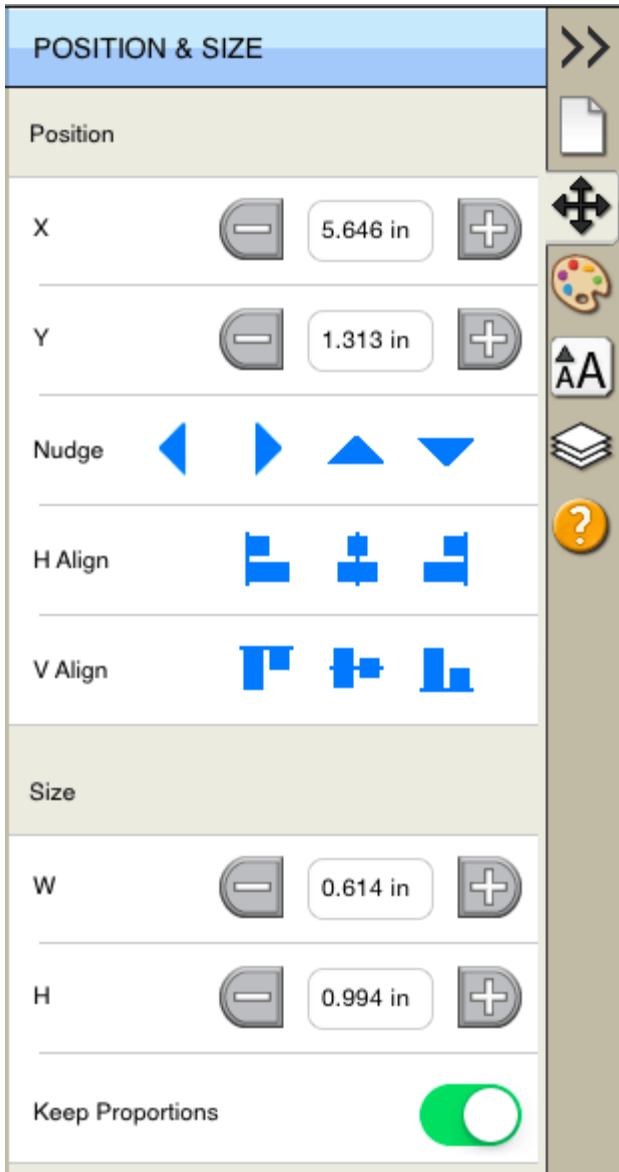


The projects are organized into the following folders:

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







Properties Panel

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



Property Tabs

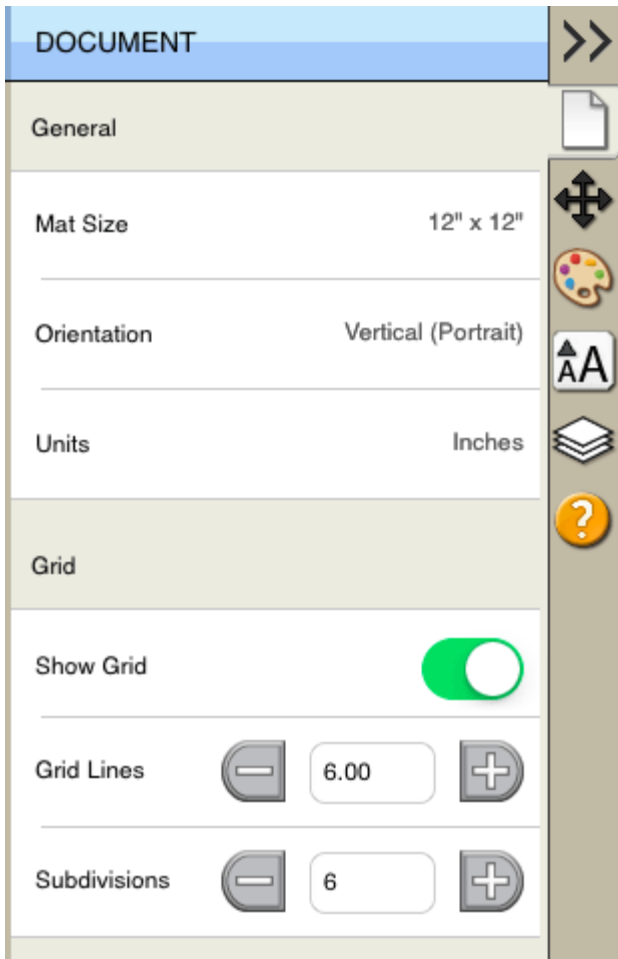
Different settings will appear depending on what tool is currently selected from the Tools panel and what is currently selected on the virtual mat.

-  [Document](#) - Change the view settings for the mat (mat size, measurement units, zoom level, etc.)
-  [Position & Size](#) - Change the position and size of the objects on the mat
-  [Appearance](#) - Change how the objects are filled (color, pattern)
-  [Text](#) - Change settings for text added to the mat (font, size, spacing)
-  [Layers](#) - Organize the display order of objects
- 

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

Document Settings

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



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

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

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

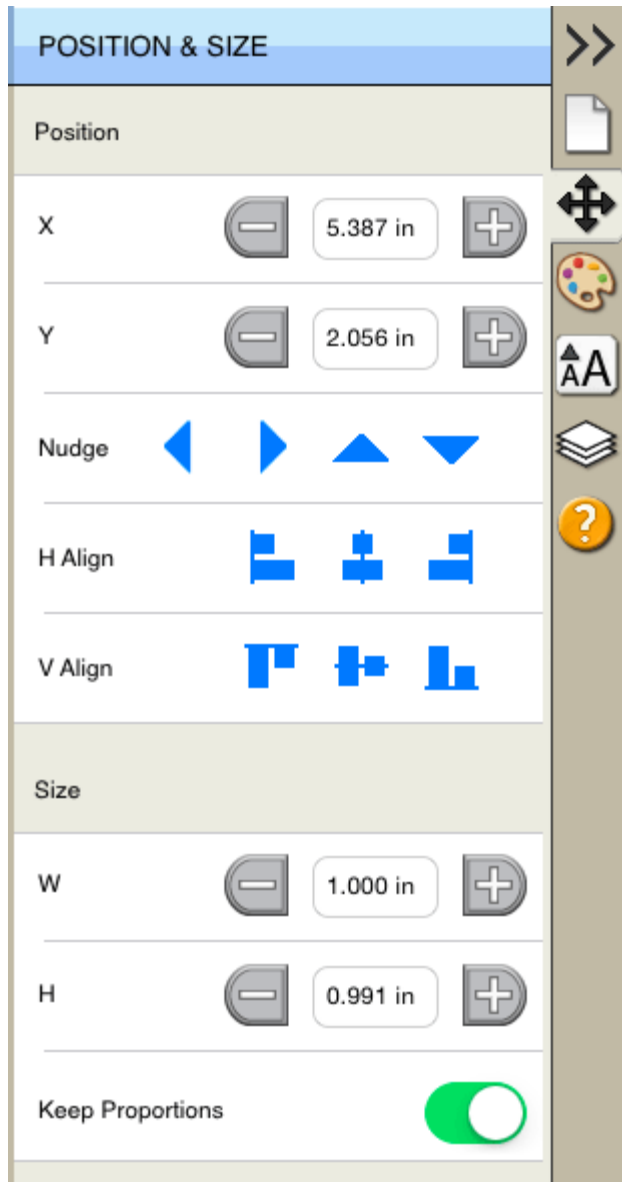
Show Grid: Check if you want grid lines to be displayed

Grid Lines: The distance between each major grid line.

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

Position & Size Settings

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



X: The horizontal position of the object.

Y: The vertical position of the object.

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

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

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

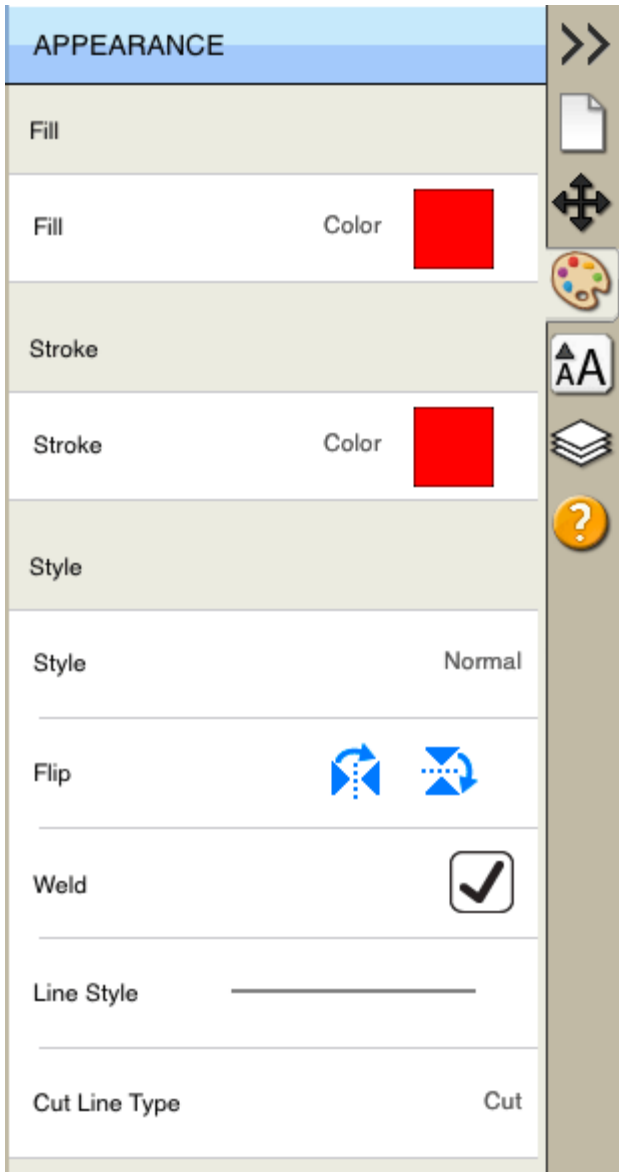
W: The width of the object.

H: The height of the object.

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

Rotate: Rotate the object clockwise or counter-clockwise.

Appearance Settings

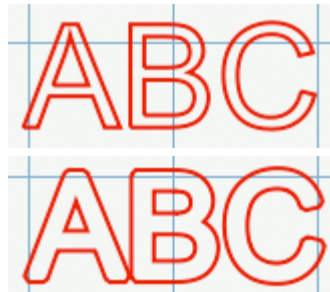


Fill : Choose to have no fill, color, pattern.

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

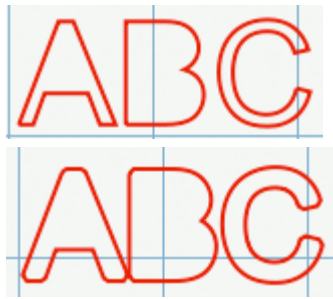
Style: Choose how you wish the objects to appear.

Normal: Original look



Shadow: Expands the outlines

Blackout: Removes interior outlines



Shadow Blackout: Combination of both the Shadow and Blackout styles

Flip: Flip the objects horizontally or vertically.

Flip Horizontally:  Flips the selected object along the Y axis



Flip Vertically:  Flips the selected object along the X axis



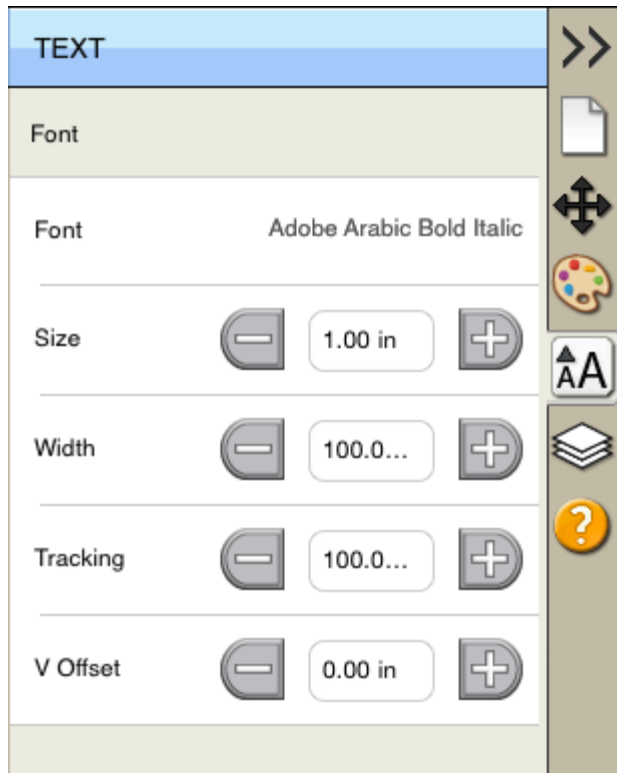
Weld: Check to enable welding to combine overlapping edges. For more information, please see the [Welding section](#).

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

- **Cut** - normal cut line to be cut with the cutting blade.
- **Draw** - line to be drawn with a pen instead of cut with the blade.
- **Print+Cut Cut** - When doing a Print+Cut, this will be cut but not printed.
- **Print+Cut Print** - When doing a Print+Cut, this will be printed but not cut.

Text Settings

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



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

Size: Enter the font size (height).

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

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

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

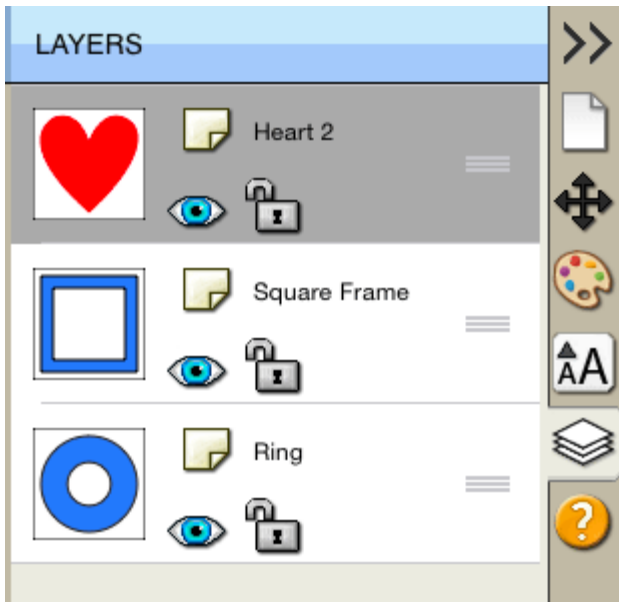
Rotate: Rotate the individual characters.

Layers Panel


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

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


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



Visibility

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

Lock

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

Color

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

Name

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

Create A New Layer Folder

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

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

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

Delete A Layer

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

- Click the Delete Layer Button  in the Layers panel.

Moving Layers

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

You can rearrange the order of the layers by dragging them within the Layers panel. You can only move a single layer at a time. To move a layer, touch and drag the layer you wish to move.

Lock/Unlock Layers

Locking layers prevents you from selecting and editing them.

Hide/Show Layers

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

File Menu

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

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

Save Project: save your current project in it's current state. The project will be saved a Sure Cuts a Lot 3 project file (.scut3) which can later be re-opened by choosing Open Project. If you already working no an existing file you opened, it will save the new settings to that same file, otherwise it will prompt you to create a new file.

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

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

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

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

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

Sync Library: download shape you have purchased from the eshape store.

Edit Menu

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

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

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

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

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

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

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

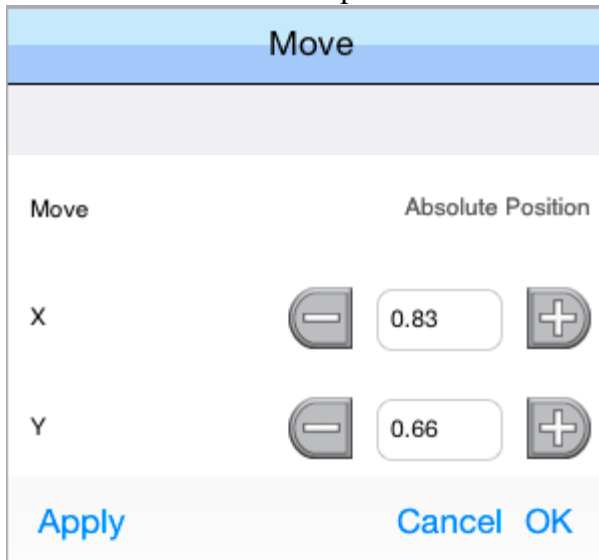
Select All: selects all the objects on the mat, which will surround all the objects with a bounding box and the blue handles to allow you to move, rotate and stretch the objects.

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

Object Menu

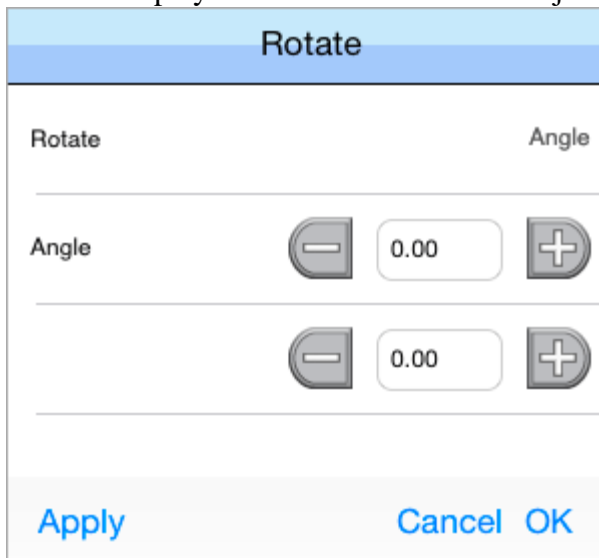
Transform

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



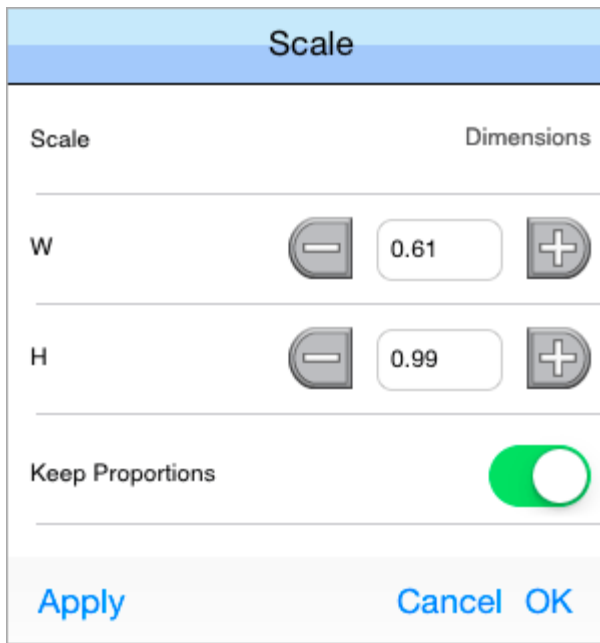
The screenshot shows a dialog box titled "Move". At the top, there is a header bar with the word "Move". Below the header, there are two radio buttons: "Move" (selected) and "Absolute Position". Under the "Move" radio button, there are two rows of controls. The first row is for the X-axis, with a minus button, a text input field containing "0.83", and a plus button. The second row is for the Y-axis, with a minus button, a text input field containing "0.66", and a plus button. At the bottom of the dialog, there are three buttons: "Apply", "Cancel", and "OK".

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



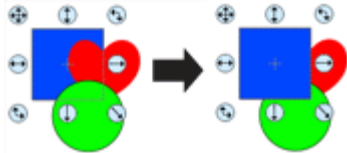
The screenshot shows a dialog box titled "Rotate". At the top, there is a header bar with the word "Rotate". Below the header, there are two radio buttons: "Rotate" (selected) and "Angle". Under the "Rotate" radio button, there are two rows of controls. The first row is for the Angle, with a minus button, a text input field containing "0.00", and a plus button. The second row is for another parameter, with a minus button, a text input field containing "0.00", and a plus button. At the bottom of the dialog, there are three buttons: "Apply", "Cancel", and "OK".

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

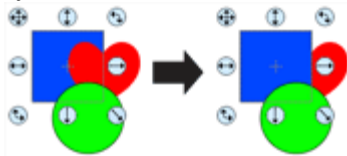


Arrange

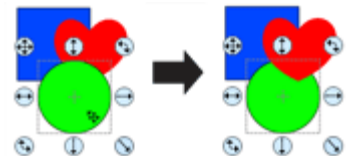
- **Bring To Front:** moves the current selection to the top/front in the layering order. *Example - Blue square is moved in front of the heart and circle.*



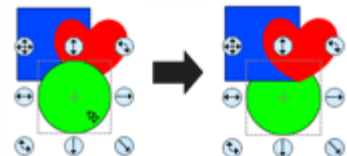
- **Bring Forward:** moves the current selection up in the layering order. *Example - Blue square is moved in front of the heart.*



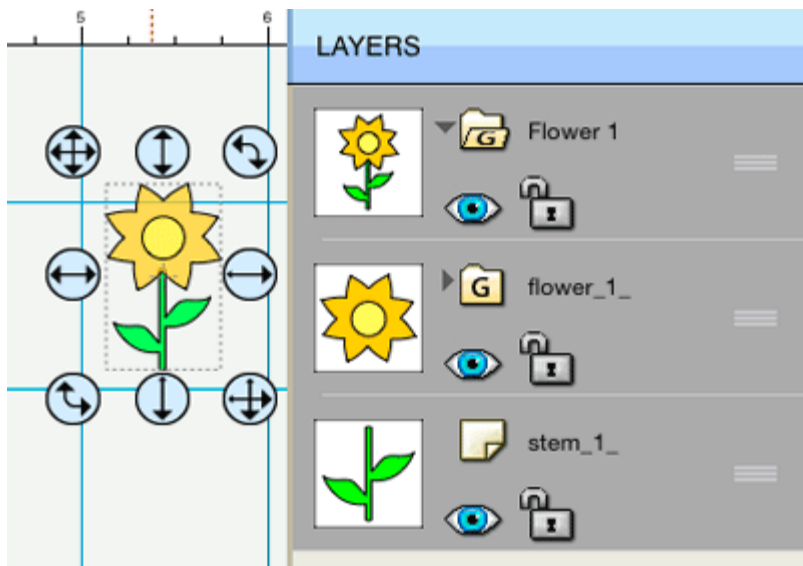
- **Send Backward:** moves the current selection down in the layering order. *Example - Green circle is moved behind the heart.*



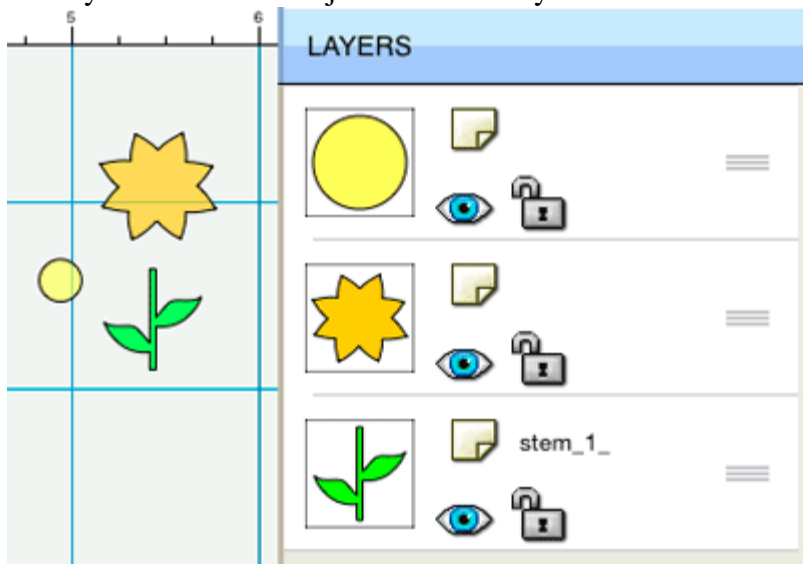
- **Send To Back:** moves the current selection to the bottom/back of the layering order. *Example - Green circle is moved behind the heart and blue square.*



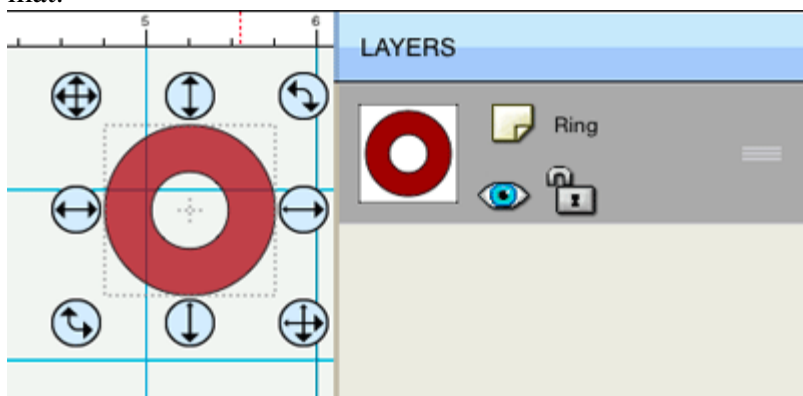
Group: combines the selected objects into a group object, so that when you select the group, and try to move, scale, or rotate, it will modify everything in the group together. In the Layers window, a group will be shown as a folder with the letter G on it.



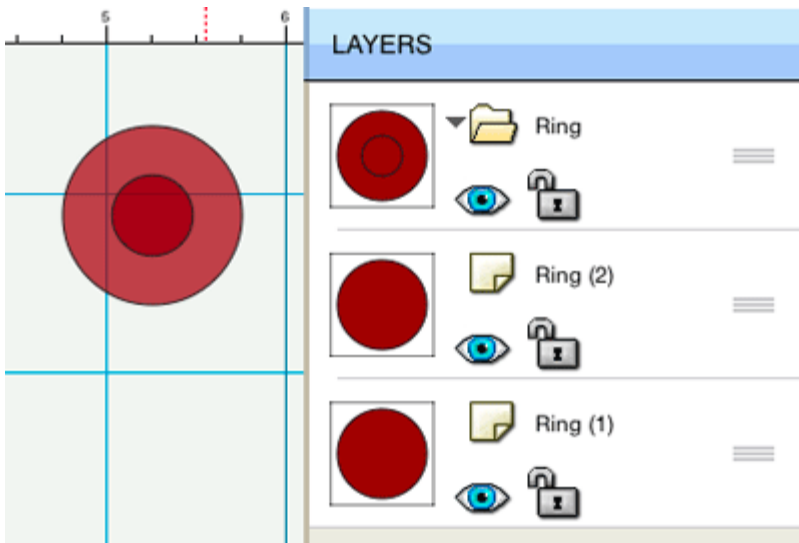
Ungroup: this will take the objects in the selected group object, and remove them from the group so that you can modify the individual objects individually.



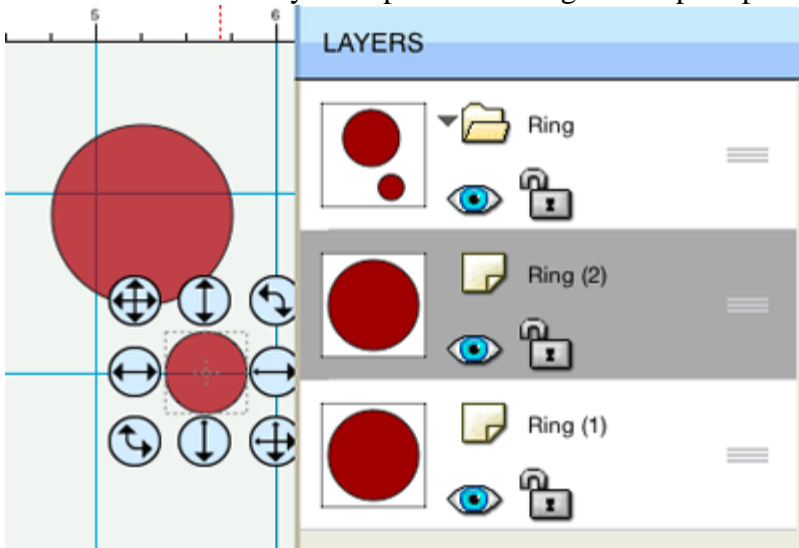
Break Apart: if an object has multiple outlines in the shape, you can break it apart. The following example is breaking apart the Ring shape from the Basic Shapes Library. First select the object on the mat.



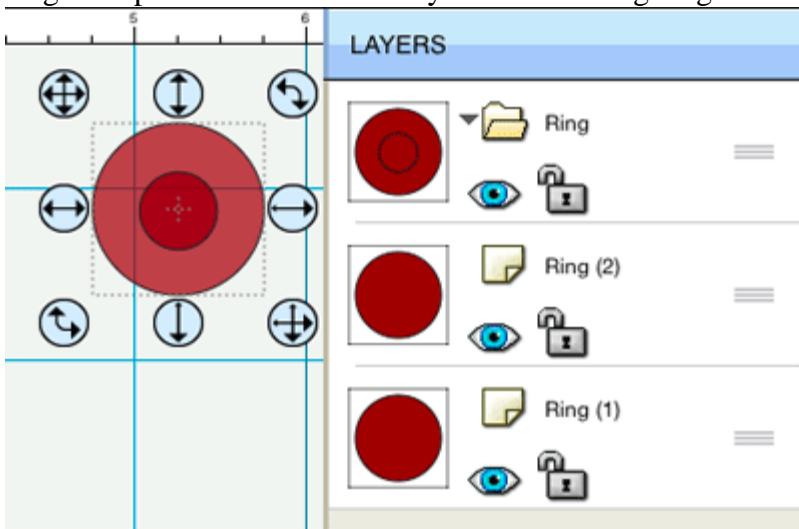
Then choose Break Apart from the Object menu and it will spilt the outer circle and the inner circle into separate shapes and can also be seen as separate layers in the Layers window.



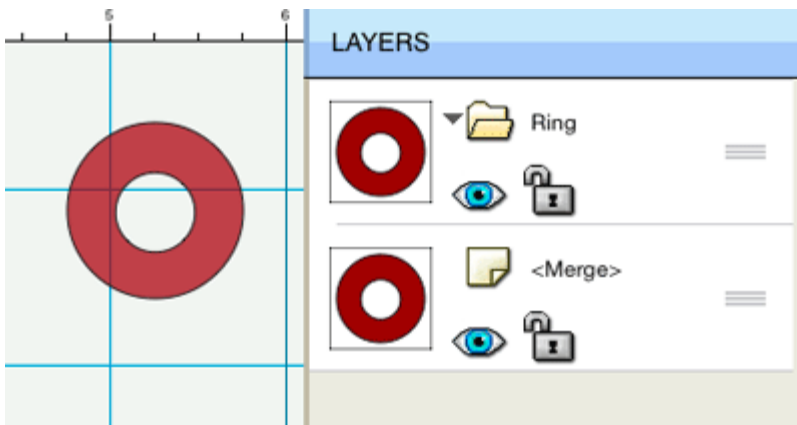
You could then modify each part of the original shape separately



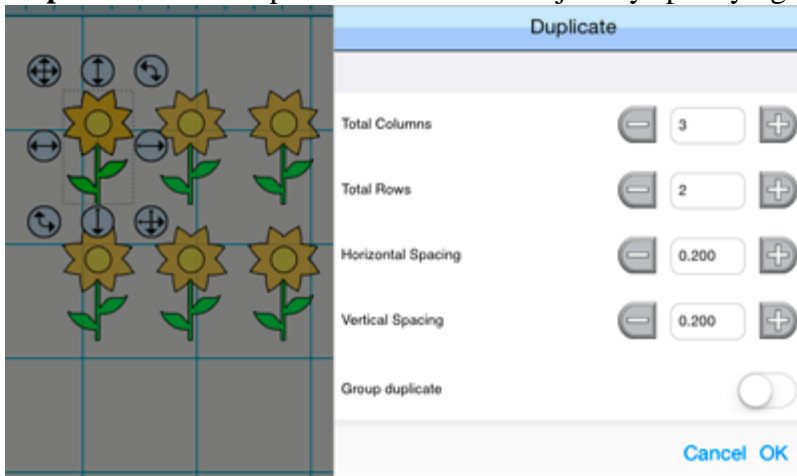
Merge: merging is the opposite of Break Apart, where it will take separate outlines and combine them back into a single shape. Select the outlines you wish to merge together.



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



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



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

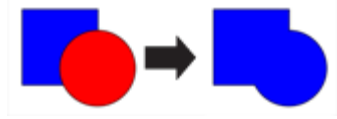
Show All: makes all objects on the mat visible.

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

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

Path Menu

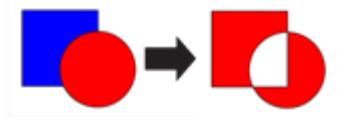
Union : combine multiple objects into a single object.



Intersection : retain the areas that are overlapping between two shapes



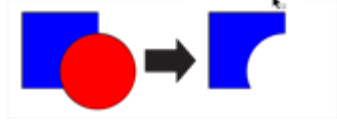
Exclude: retain the areas that are not overlapping between two shapes



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



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



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

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



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

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

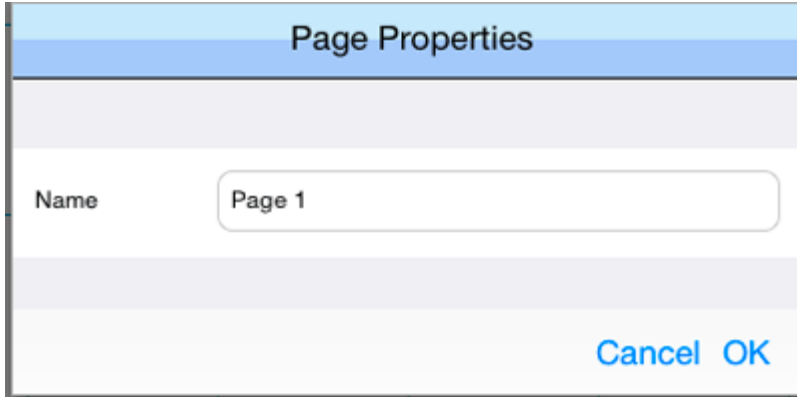
Close Path: If the outline is an open path (Start and End points do not meet), it will automatically close it.

Page Menu

Add Page: adds a new page to the current project

Delete Page: removes the current page from the current project

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



The image shows a dialog box titled "Page Properties". It has a light blue header bar with the title. Below the header is a light gray bar. The main area is white and contains a label "Name" on the left and a text input field on the right containing the text "Page 1". At the bottom right of the dialog box, there are two buttons: "Cancel" and "OK", both in blue text.

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

Cutter Menu

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

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

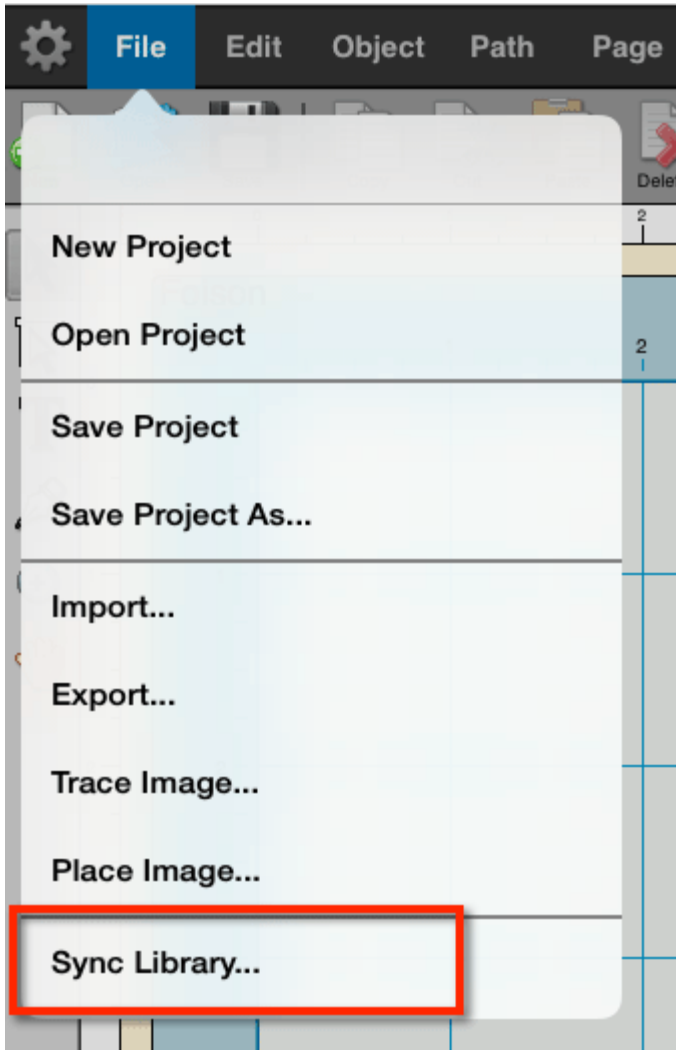
My Cutter : From here you can choose your default cutting machine to be used or choose Manage Cutters to add a new cutting machine model to the list.

eshape Store

The iPad version does not have the ability to browse and purchase files from the eshape store. You will need to use the Desktop version for Windows or Mac to browse and purchase files from the eshape store. You can use the iPad version to download files you have purchased to use within the iPad version.

How To Download Your Purchases

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



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

Sync Library


The following are currently missing from your Library.
Choose which files you would like to download.

<input checked="" type="checkbox"/>	Party Hat	Cut	14.43 kb
<input checked="" type="checkbox"/>	Luau	Cut	22.92 kb
<input checked="" type="checkbox"/>	Daffodil	Cut	7.96 kb
<input checked="" type="checkbox"/>	Bird & Flowers Card Front - A6	Cut	51.91 kb
<input checked="" type="checkbox"/>	Bag with Flower	Cut	13.08 kb
<input checked="" type="checkbox"/>	Three of Hearts	Cut	24.53 kb

Selecting And Arranging Objects

"Sure Cuts A Lot" allows you to select and position objects. You can also group objects so that they are treated as single object, and selectively lock or hide objects.

Selecting Objects


To select an object you first need to select the Selection Tool  from the [Tools Panel](#). Then you can tap on an object on the on-screen virtual mat. If an object is selected, you will see blue circular handles around the object allowing you to move, resize and rotate the selected object. You will also be able to change the properties for the selected object in the [Properties Panel](#).

To select multiple objects, you can tap and drag over the objects you wish to select. The area will be shown as a dotted blue rectangle, where any objects that are within that area will be selected.



Grouping Objects

You can combine several objects into a group so that the objects are treated as a single object. You can then move or transform the objects within the group without affecting their attributes or relative positions.

To group objects, use the Selection Tool  to select the objects you wish to group. Then choose "Group" from the "Object" menu. You can ungroup groups by selecting the group and choosing "Ungroup" from the "Object" menu.

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