What's New in OMEGA 6.0

3/24/2016

GERBER OMEGA™ 6 Introduction

Gerber OMEGA 6 includes dozens of exciting new features designed to simplify design and production, save time and improve productivity. Plus, OMEGA 6 includes additional BONUS CONTENT clipart and fonts, empowering you to design creative and effective signs and designs faster than ever!

As with other OMEGA upgrades, OMEGA 6 adds important functionality without disrupting your existing workflow. See the table of contents for a quick summary of features, and click on the links for detailed information.

Be sure to check http://www.gspinc.com/learning-center/omega-software for the most up-to-date information.

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Font Match Capability: Find My Font - Gerber Omega Edition

Find My Font Overview Video

Gerber OMEGA 6.0 includes a professional license for "Find My Font Pro– Gerber OMEGA Edition." Find My Font is a program that resides on your computer and matches pictures of unknown fonts to fonts on your computer, or to an online database of more than 130,000 fonts. Find My Font (FMF) can save hours of time by:

- Immediately identifying and using a font instead of attempting to manually identify a font, or
- Spending hours detail editing vectors to rebuild text.

Find My Font is a program that resides on your computer and matches pictures of unknown fonts to two databases:

- Match to Truetype/Opentype fonts loaded on your system.
  - See the FMF Help documentation about creating Font Sets and Indexing Font Sets.
- Match to an online Find My Font database of more than 130,000 free and purchasable fonts. These fonts are purchased directly off the Internet, not from Gerber.
  - To enhance this font matching capability, all traditional Gerber-digitized OMEGA Gerber Soft Fonts (GSF) are included in the Find My Font online database. Once a font is identified as a Gerber font, use Composer to simply use that font. If that particular GSF is a purchasable Gerber font, contact an authorized Gerber Distributor to purchase the Font Pack that includes that font.
- The standard Gerber Soft Fonts that are included with OMEGA 6 are also included with Omega 6 as OpenType Truetype fonts. If these Truetype fonts are installed on your computer they can be matched without an internet connection.
  - This GSF OpenType / Truetype font set includes 280 fonts including the OMEGA base set fonts PLUS Gerber Highway (Clearview and other highway fonts) fonts. EDGE Fonts, engraving fonts,
  - Not included: Edge Fonts, International fonts (Hebrew etc..), non AK fonts are *not* included with these OpenType fonts. See the Bonus Content section of this document for more information about these Truetype fonts included with OMEGA 6.0.
  - All Gerber Soft Fonts that have been converted into Opentype Trutype fonts begin with a "Grb" prefix. Font Revision information is included in the font names. All Autokern or AK references have been removed from the font names since the OpenType fonts all have kerning. The OpenType kerning will be slightly different from default GSF Composer kerning.
  - Not all GSF accented characters are included in the OpenType Grb fonts, just the main upper and lower case character, punctuation, and numbers.

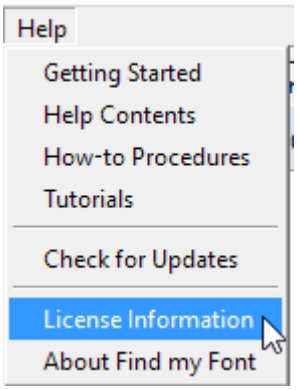
Font pictures can be input into Find My Font by using a screengrab technique, copy/paste, or by loading an image file. If using the screengrab technique, fonts can be matched from any screen on your computer, whether it be a web site, Composer, other design programs, documents, PDF files or anywhere else.

Find My Font – Gerber OMEGA Edition installation and password

Bonus Content Installation Video

Find My Font Pro – Gerber Omega Edition software can be loaded from the OMEGA 6 DVD. Each OMEGA 6.0 software box – except for Plot Station - includes a Find My Font permanent password on a password card. To fully activate Find My Font:

- An internet connection is required
- Go to the HELP Menu, then go to License Information.
- Enter a valid email address
- Enter the license number from the Find My Font Password Card in the OMEGA 6.0 kit.



- Add any additional information as requested or required.
- Click on ACTIVATE! The software will be activated for that PC.
- This same dialog box can be used to move a license file to another PC by de-activating and reactivating.

If the FMF password is not entered, a demonstration version of Find My Font - Gerber Omega Edition will be used. This demo version will expire after 30 days from installation, and has other limited functionality.

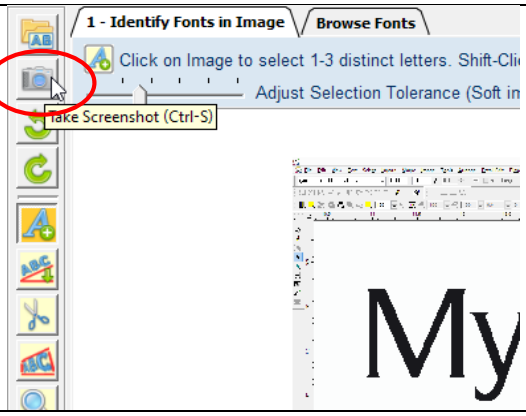
After installing Find My Font – GERBER OMEGA Edition, be sure to check for the latest version by going to Find My Font>HELP>Check for Updates.

Find My Font usage overview

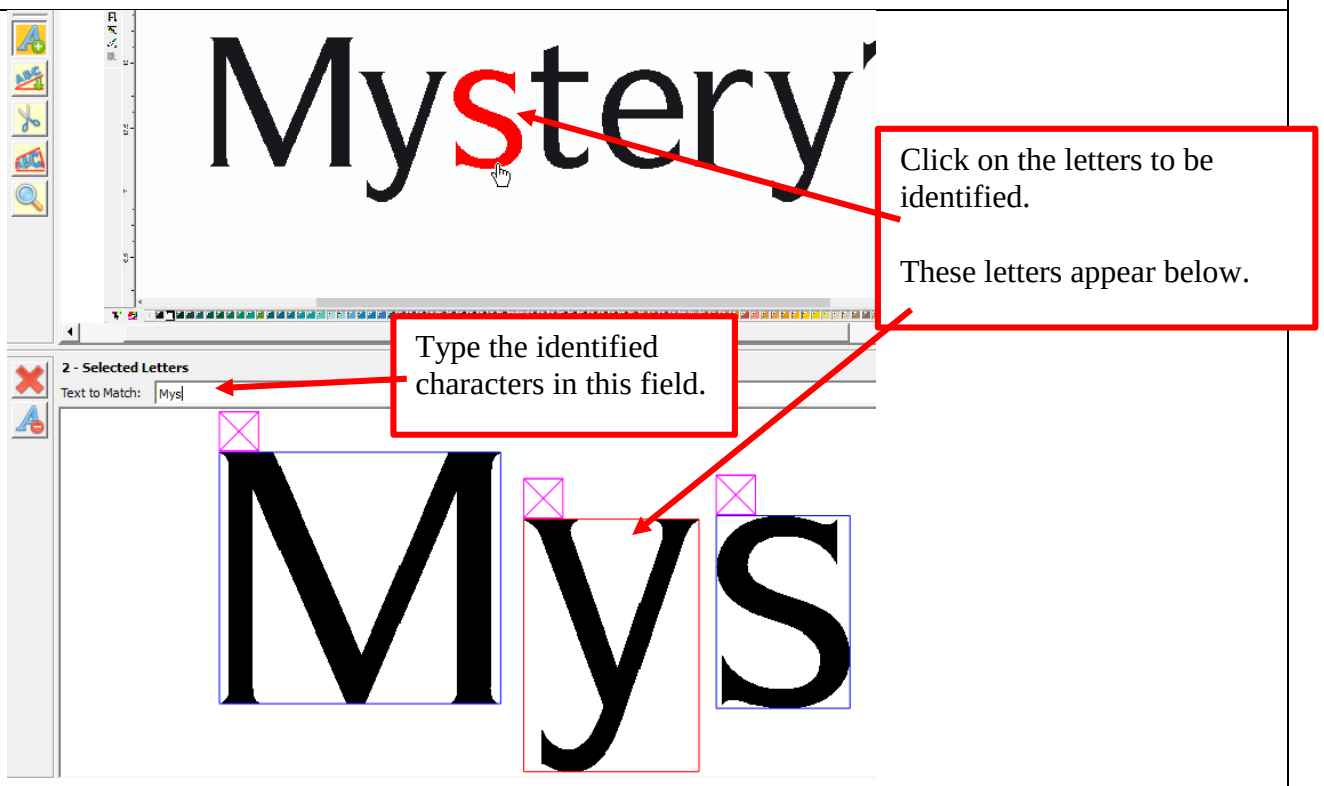
Please note that the FMF help documentation, online forums and videos is excellent and should be reviewed to get the most out of the program. Be sure to review the information about creating Font sets, Indexing Font Sets, rotating letters, slicing apart script text, and adjusting the selection tolerance.

The Find My Font program screen is divided into two main sections. The left side is the input side, and the right side is the matching side

- Start Find My Font Pro – Gerber Omega Edition (FMF)
- Position the FMF program over the screen with the font to be identified. For example, position FMF directly over the Composer screen with the font to be identified in "show filled" and at a comfortable zoom level.

• Click the camera icon in the tool bar. A screenshot of the program with the font will be shown on the FMF screen. • If needed, click on the zoom tool (bottom of the toolbar) and click on the image to zoom in on the text to be identified. Zooming can also be done by holding the CTRL key and scrolling the mouse wheel.	• Click on the Letter Selection Tool and click on the individual characters to be identified. • Characters with 2 detached components (such as lower case "i" or "?") can be added by clicking on the first component, then holding the CTRL key and clicking the second component.
	

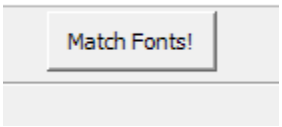
- The selected letters will appear in the lower section of the screen.
- Type the identified letters in the "Text to Match" field in middle of the screen.



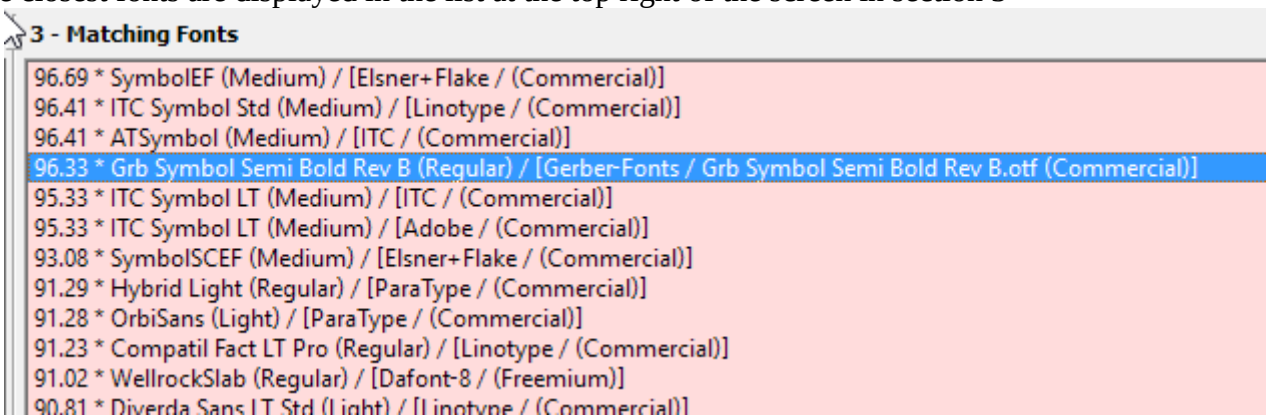
On the right side of the screen,

- Click on the checkboxes to search on the computer only, or to search online.
- Drop down the list next to Online Search to search different online databases.
  - For example, if you only want to search for Gerber fonts, click on that option. Click All Fonts for the most comprehensive search.
  - If you want to also search your computer, be sure to create Font Sets and index the font sets to include the fonts on your system. These functions need to be run when you add more fonts to your system, not every time FMF is run.

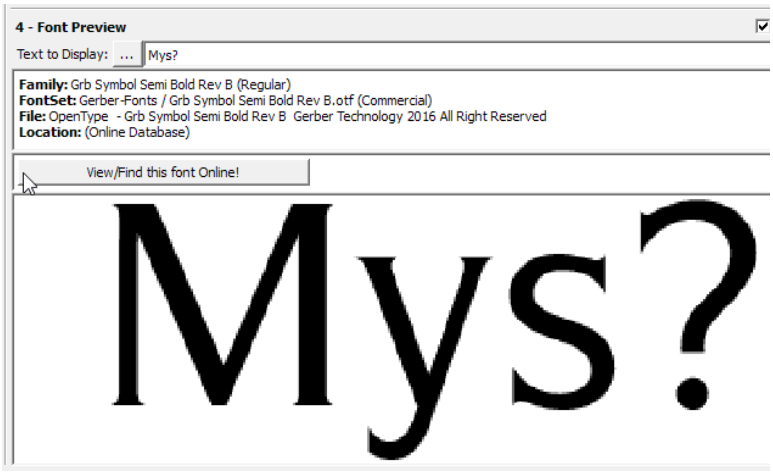
- Click the Match Fonts button.



- The closest fonts are displayed in the list at the top right of the screen in section 3



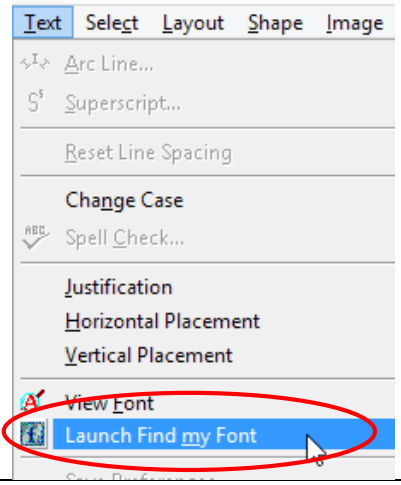
- Click on a font in the Matching Fonts list to show a preview of the text in that font, as well as other font information. Double click on a font to go to a website to procure the font.

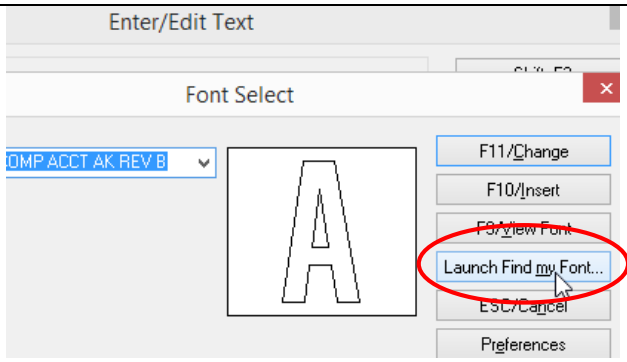


- Gerber Soft Fonts from the Premium Font Pack can be purchased. Contact you authorized Gerber Distributor to purchase these fonts.

Launch Find My Font from the Text Menu and from Text Dialog Box font selection

Find My Font – Gerber Omega Edition can be launched from the Composer Text menu, and from the Text Entry dialog box font selection screen.

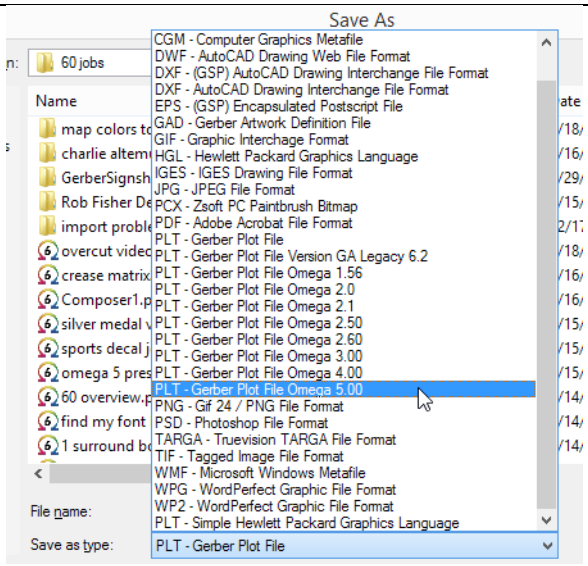




Save To previous Omega PLT file versions to allow for opening in previous Omega releases

OMEGA 6.0 files must be saved to previous OMEGA file versions to be opened in previous versions. Some OMEGA 6.0 features may be lost depending on the version to which the files is saved.

Usage: File>Save As>Choose the needed format>Change the file name if needed>Click Save



Raster to Vector and Decal Cut improvements

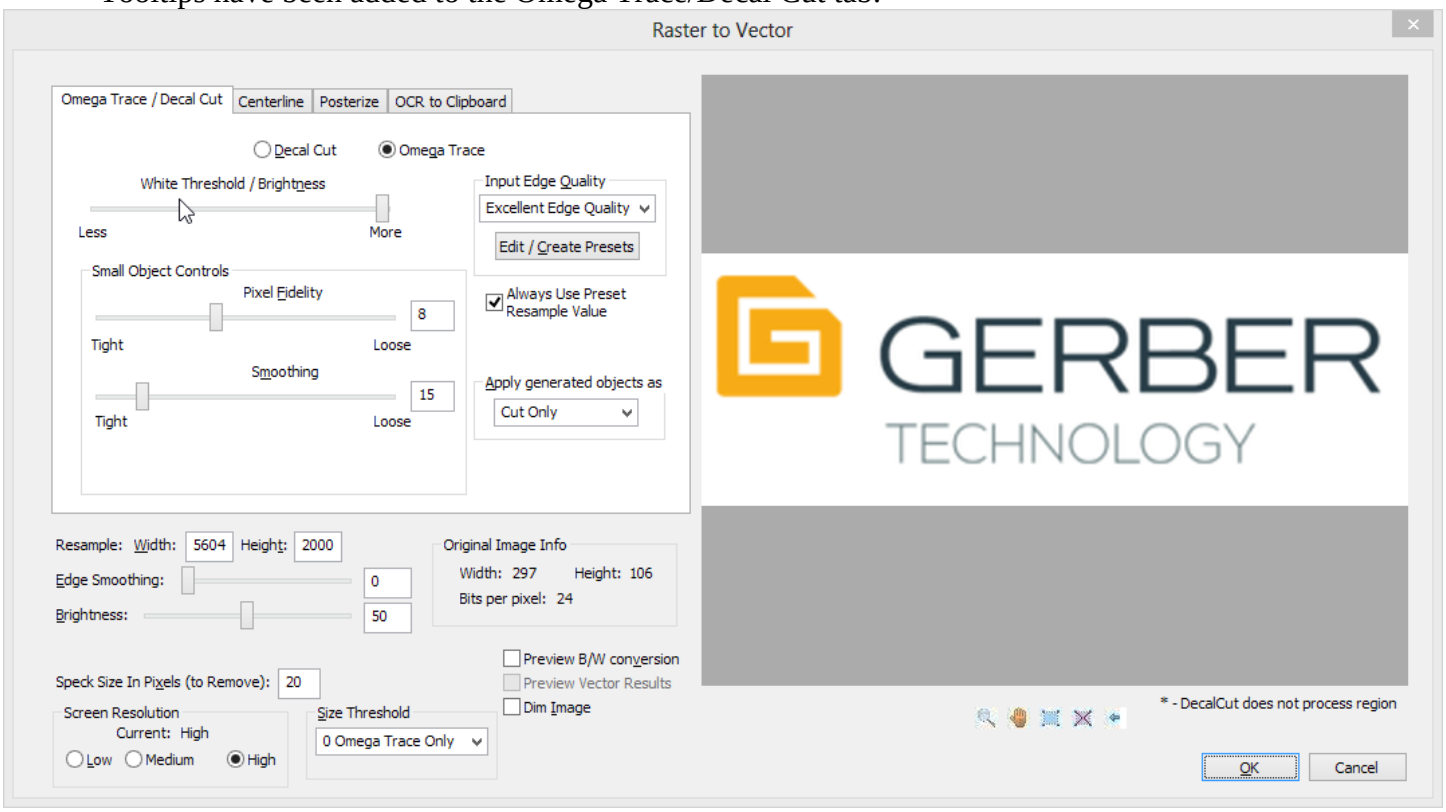
Omega 6.0 Raster to Vector Enhancement Video

Usage: Select an image in Composer>Tools>Raster to Vector or Decal Cut>Choose an **Input Edge Quality** "Preset" based on the quality of the original image>Click Preview B/W Conversion>Click OK.

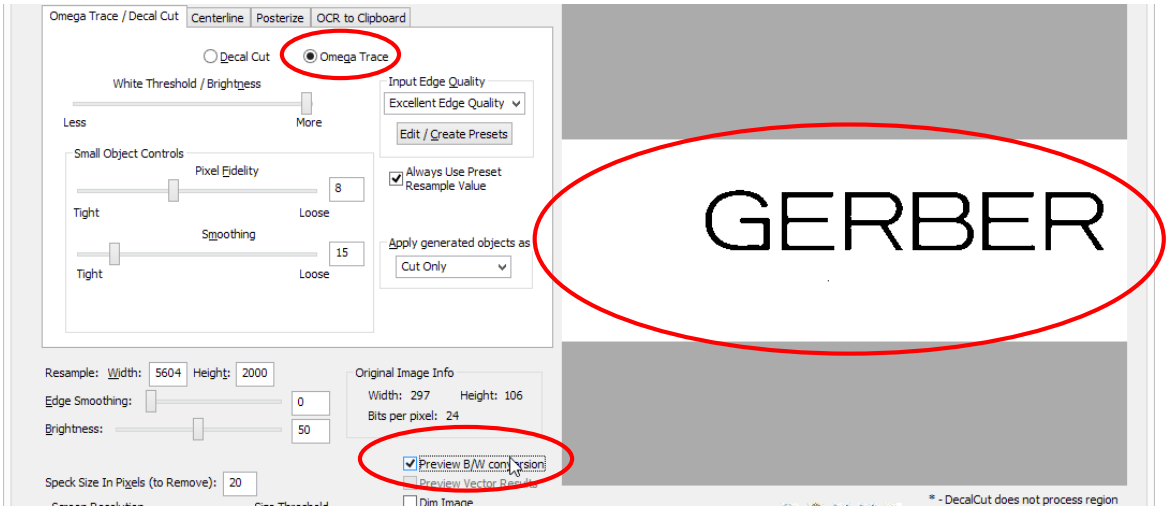
OMEGA 5 introduced a new raster to vector engine that improved quality of small vectorized objects. The following OMEGA 6 Raster to Vector and Decal Cut enhancements further improve vectorized results:

- The Omega Trace and Decal Cut tabs have been simplified, rearranged and consolidated into a single tab. Decal Cut or Omega Trace can be chosen by choosing either option from the Tools menu or by clicking on a radio button in the dialog box.
- Input Edge Quality "Presets" bundle together several settings to make it easier to deal with different-quality images. These Preset settings have been substantially improved:

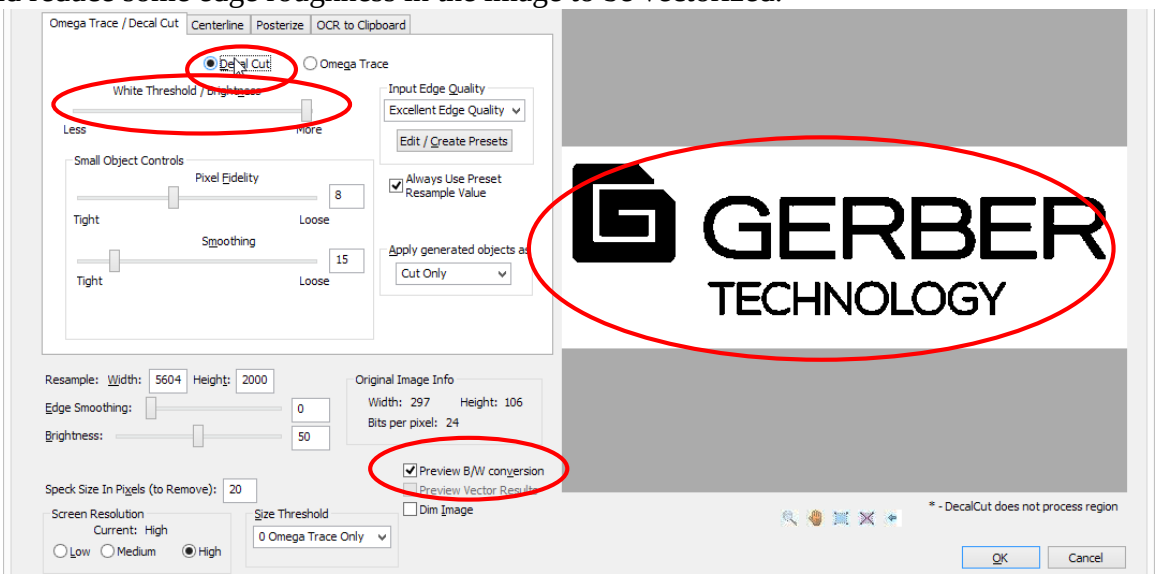
- Presets now include the ability to automatically resample original images to a larger height. In addition to the resampling value, other items included in Presets include pixel fidelity, edge smoothing, and size threshold.
- Additional factory presets provide improved results.
- User "presets" can be created, edited or deleted. Factory Presets cannot be edited or deleted
- Click on "Always Use Preset Resample Value" to apply the selected preset resampling when entering the dialog box. This setting is highly recommended to be on. If this setting if off, the resample values will only be applied when a new Preset is chosen
- Tooltips have been added to the Omega Trace/Decal Cut tab.



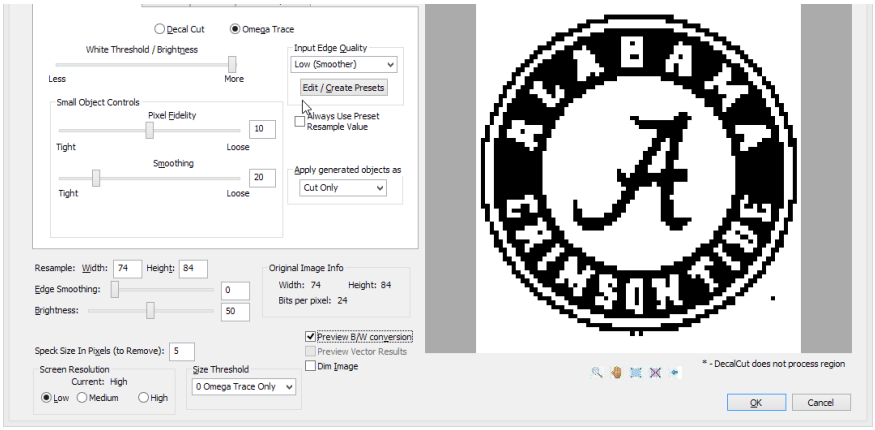
Omega trace typically shows less-bold versions of selected objects, and does not include lighter colored objects in the results.



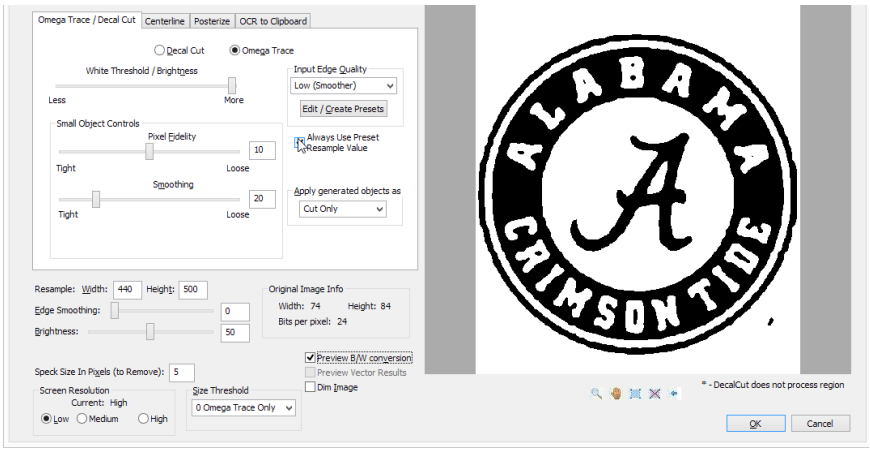
Decal Cut typically shows slightly bolder objects, and includes more light colors in the results.
With Decal Cut, use the White Threshold Slider to lighten the image, eliminate darker colors, eliminate speckles and reduce some edge roughness in the image to be vectorized.



Resampling improves the edge quality of the data being fed into the vectorization engine, thus improving the vectorized results.



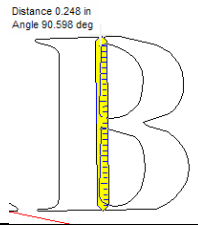
Original image (84 pixels high)



Resampled image (500 pixels high)

Raster to vector is a balancing act between discerning between detail that is needed, and detail that should be filtered out or smoothed. By choosing an Input Edge Quality preset, the user can strike this balance quickly. Based on the quality of the Black White preview and the size of the original image, choose one of the presets from below:

Original Edge Quality Preset		When to use	Example	Vectorized results
Low quality Resample height= 500 pixels Pixel Fidelity=8 Smoothing=15	**Low (Smoother)** Resample height= 500 pixels Pixel Fidelity=10 Smoothing=20	Small logo (<100 to 150 pixel height) taken from a website. Background noise	 Original: 74x84 pixels Resampled: 440x500	
Good quality Resample height=1000 pixels Pixel Fidelity=8 Smoothing=15	**Good quality** Resample height=1000 pixels Pixel Fidelity=10 Smoothing=20	Medium sized artwork with decent edge quality. Original pixel size between 300 and 800 pixels.	 Original:136x106 Resampled: 1283x1000	
Excellent Quality Resample height=2000 pixels Pixel Fidelity=8 Smoothing =15	**Excellent (Smoother)** Resample height=2000 pixels Pixel Fidelity=10 Smoothing =20		 Original:1207x788 Resampled:3013x 2000	
Camera ready 1 Resample height=3000 pixels Pixel Fidelity=10 Smoothing =30		Very high-resolution images to maintain detail.		
Camera Ready 2 Resample height=4000 pixels Pixel Fidelity=15 Smoothing =40		Very high-resolution images to maintain detail.		

12 point text Resample Height=1000 Pixel Fidelity=10 Smoothing=20		Small black and white (1 bpp) text		
Legacy **Uses original Omega R2V engine. No resampling**		Angular artwork with straight lines and rectangles.		

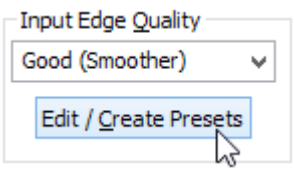
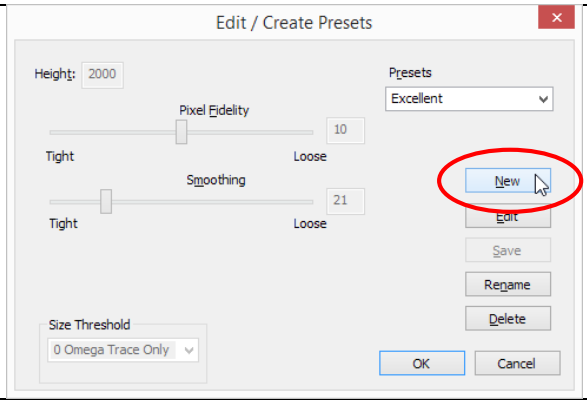
In addition to the new presets shown above, the original presets from OMEGA 5.0 are still in the list. These 5.0 presets do not include any resampling values and have settings to focus on smaller objects.

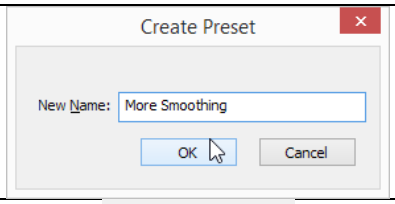
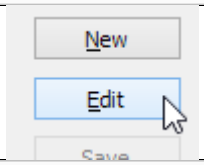
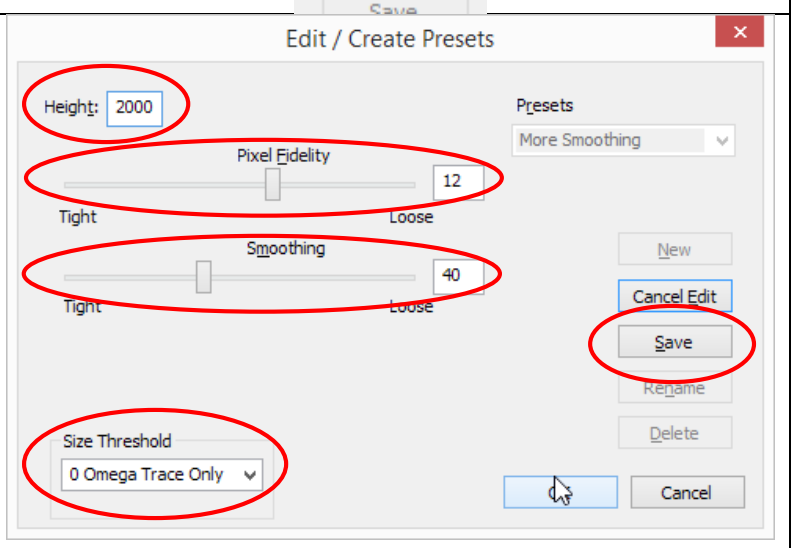
User-Created Raster to Vector Input Edge Quality Presets

Users can create custom presets for vectorization situations that are not covered by the factory presets. User-created input edge quality factory presets include the following settings:

- Pixel fidelity
- Smoothing
- Image Height Resampling
- Small-large size threshold

Usage: Follow these steps to create custom input edge quality presets:

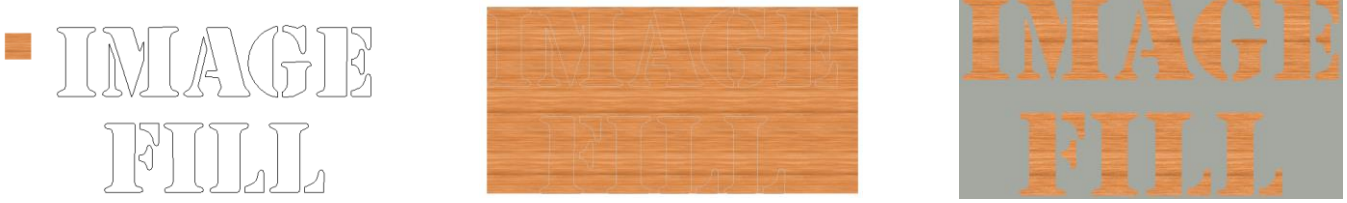
• Select an image	
• Tools>Raster to Vector or Generate Decal Cut	
• Click on the "Edit / Create Presets" button	
• Click on the "New" button. • Note that you can also edit, rename or delete existing user-created presets from this screen.	

Type the name of the new preset. Click OK	
Click the Edit button.	
Choose the settings that become available: • Pixel resample height for the image • Pixel Fidelity determines how closely the vectors match the image pixels. Higher values = smoother results. • Smoothing determines how tight or loose should the curves conform to the original image and also reduces the number of points. Higher values = smoother results. • Size Threshold: this setting combines the use of the Omega Trace R2V engine and the legacy pre-Omega 4.0 R2V engine, based on the size of the objects. The higher the setting, the more the legacy R2V engine will be used.	
• Click Save. • The new preset can now be used in subsequent raster to vector or decal cut operations.	

New Bitmap Fill feature copies images into a matrix, scales the matrix and automatically creates a clipping path

Bitmap Fill Video

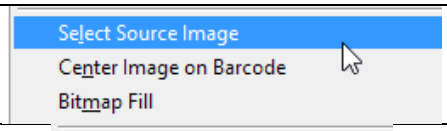
This feature automatically scales and repeats an image to fill selected vectors, and automatically creates a clipping path out of the vectors and the repeated matrix of images.



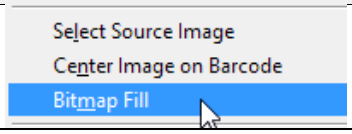
Usage:

Requires 1 image and a collection of vector objects to be filled.	

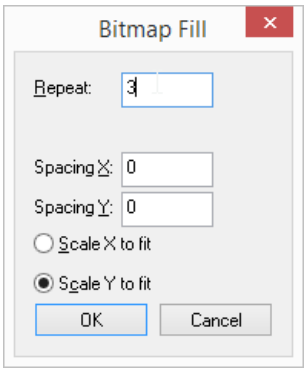
Select an image>Image Menu>Set as Source Image. This sets the image as the object that will be repeated and scaled.



Select the vectors to be filled with the image>Image Menu>Bitmap Fill.

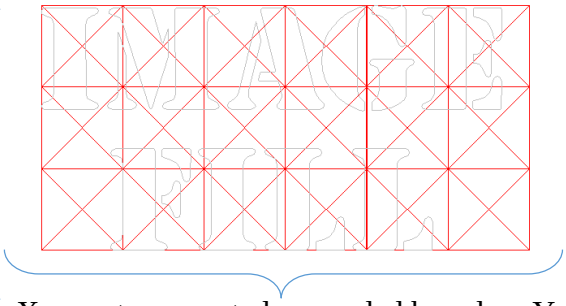


- Set the number of repeats needed in the horizontal or vertical direction.
- Choose the gap between each image. If a solid texture background is needed, set the gap to 0.
- Choose whether to repeat and scale the image in the X (horizontal) or Y (vertical) axis.
  - If you set repeats to 3 and choose "Scale Y to Fit", the original image will be repeated 3 times in Y (vertically), scaled to fit to the vector Y height, and the quantity of horizontal (X) repeats will be generated automatically.
- Click OK. See below for examples

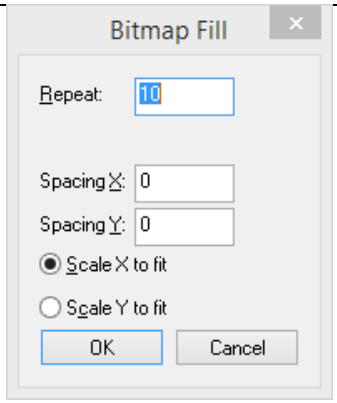


3 repeats set and "Scale to Fit Y" chosen. Therefore, 3 repeats were created in the Y direction, the 3 repeats were scaled to fit in Y direction, the X repeat quantity was generated automatically to fit the vectors, and the vectors were created as a clipping path for the images.

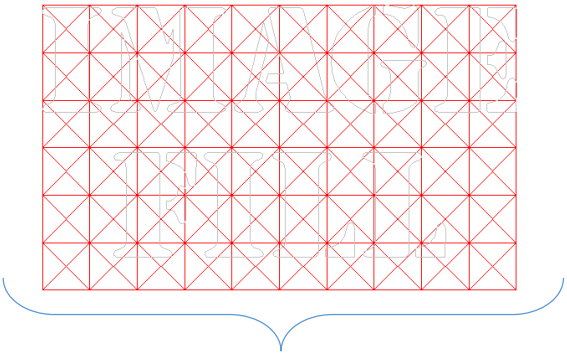
3 repeats set to be scaled to fit in Y



X repeats generated as needed based on Y size



Repeats set to 10 and set to fit the X axis.



Therefore, 10 repeats will be generated in the x-axis (horizontally), scaled to fit the horizontal axis, and the Y repeats will be generated as needed.

Note: OMEGA 6 has sample seamless texture files in c:\jobs\samples, and on the Signshop Helper DVD.

OMEGA rendering with Bitmap Fills

OMEGA has advanced image storage and rendering capabilities to quickly and efficiently render repeated images. Because the same image is repeated multiple times, Plot will render the image one time, then reuse the rendered data for the subsequent repeats. This can save substantial time, especially when rendering large images. PLT files also take a similar approach for storing files with repeated images, thus saving substantial disk space.

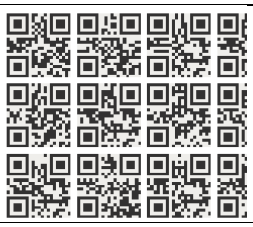
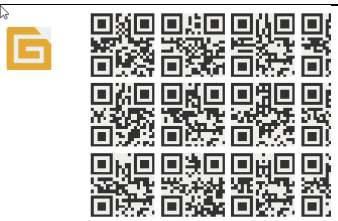
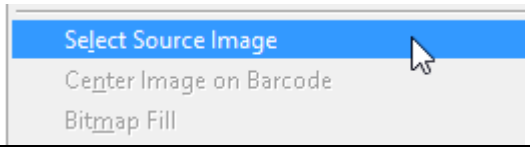
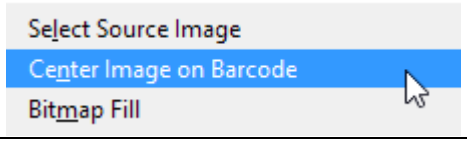
Align Image to Barcode adds logos to QR codes

Align Image to Barcode Video

This feature places an image such as a logo or graphic in the center "safe zone" of a matrix of QR code barcodes that were created in Composer.

Because they have redundant information built into them, QR code 2-dimensional barcodes allow for images and logos to be placed on top of certain areas of the QR code and still be read. This allows for the creation of QR codes with a logo or other message. This feature will automatically scale and place an image in the allowed areas of QR codes created by Composer.

Usage:

• Create a matrix of QR codes using Composer Repeats/Merge. Click here for an overview video of creating barcodes in OMEGA.	
• Select the image to be placed on the QR codes	
• Image menu>Set as Source Image	
• Select the QR codes • Image Menu>Center Image on Barcode.	
• The source image will scaled, repeated and placed into the "safe" areas of the QR codes.	

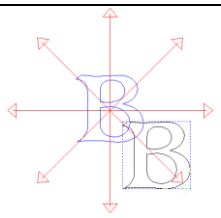
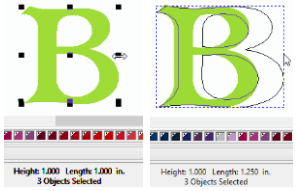
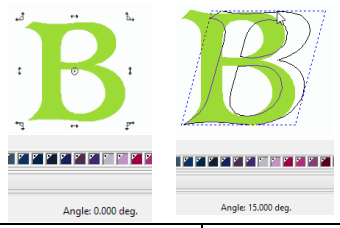
On-Screen Composer constraints for on-screen move, size, rotate and slant

Constraints Video

Movement for certain on-screen graphical edits can be limited or constrained, allowing for quicker, easier, precise control over the final result.

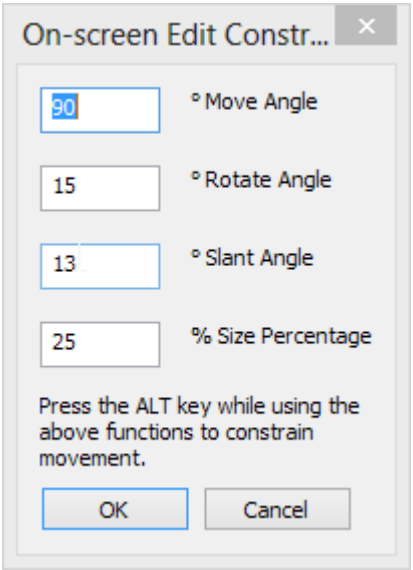
Usage:

- Start one of the following on-screen graphical edit operations: move, size, rotate or slant.
- After the operation has been started, press the ALT key. The movement for these graphical edits will be limited in the following ways:

						
	Original	125% width scale	Original 0 deg.	Rotated 15 deg.	Original 0 degrees	Slanted 15 degrees
Move: movement will be limited to a star-like pattern from the origin at 45 degree increments.	Size: sizing is limited to +/- 25% increments from the original size. This applies to both corner and middle sizing handles.		Rotation is limited to +/-15 degree increments.		Slant is limited to +/-5 degree increments.	

Notes about on-screen constraints:

- The constraint values can be changed by using Layout>Change Constraints. Change the values and click OK.
- These constraints still work in conjunction with the CTRL key to make constrained copies.
- Be sure to start the operation *first*, then hold down the ALT key to constrain the movement
- The ALT key can be pressed or released at any time during the above operations to allow for constrained or free movement.
- If using the ALT key for handle move, press the ALT key to grab the handle, then release the ALT key after the operation has started. This allow for free movement anywhere on the screen.



How to move, size, rotate or slant graphically.

- To move, select objects then click and drag on one of the selected wireframe vectors. Once moving, hold ALT to constrain.
- To size, select objects then click and drag on one of the nine selection handles. Once sizing, hold ALT to constrain.

- To rotate, select objects, then click on the selected vectors a second time. Small arrows will appear. Click and drag on one of the four corner arrows. Once rotating, hold ALT to constrain.
- To slant, select objects, then click on the selected vectors a second time. Small arrows will appear. Click and drag on the top-middle, bottom-middle left-middle or right-middle arrows. Once slanting, hold ALT to constrain.

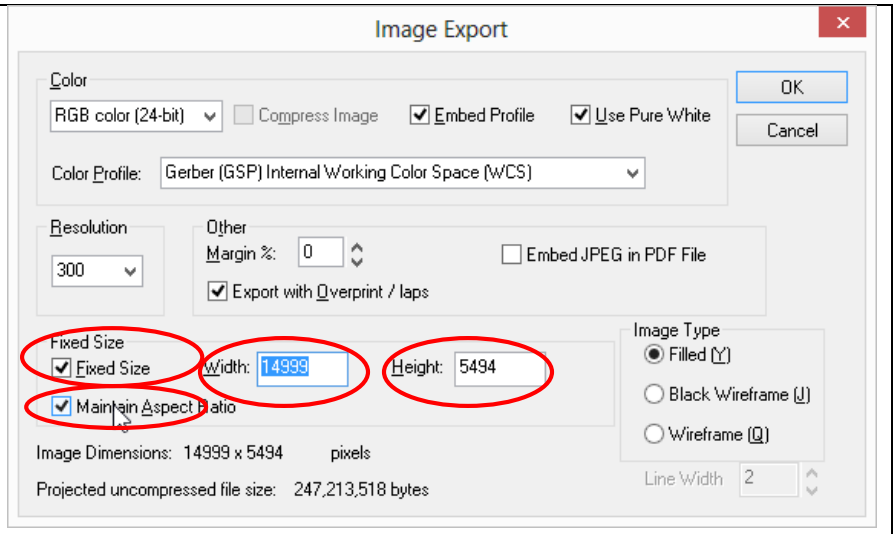
Export Much Larger TIF, JPG and BMP Image files up to 32,000 pixels in the largest dimension

6.0 Import/Export Video

Previous OMEGA versions allowed for images up to 14,000 to be exported or saved. OMEGA 6.0 allows for the creation of images up to 32,000 pixels in the largest dimension.

Usage:

- Composer>File>Export or Save as
- Choose TIF,JPG or BMP for the export format
- Enter filename and click OK.
- The Image Export Options dialog box will appear.
- Enter the needed export pixel dimensions up to 32,000 pixels in the largest dimension.
- Choose other export settings as needed.
  - To enter specific pixel dimensions in the image export dialog box, turn on the Fixed Size checkbox.
  - To maintain the aspect ratio of the original exported objects, turn on the Maintain Aspect Ratio checkbox. The previous size limit was 14,000 pixels.



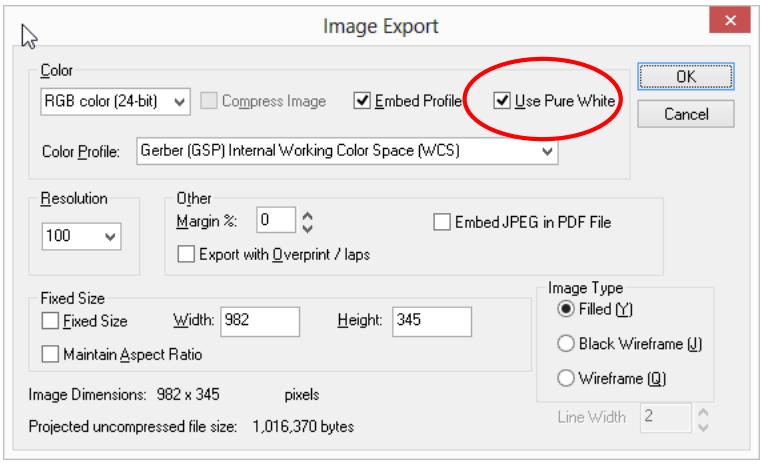
Use Pure White when exporting white vinyl colors

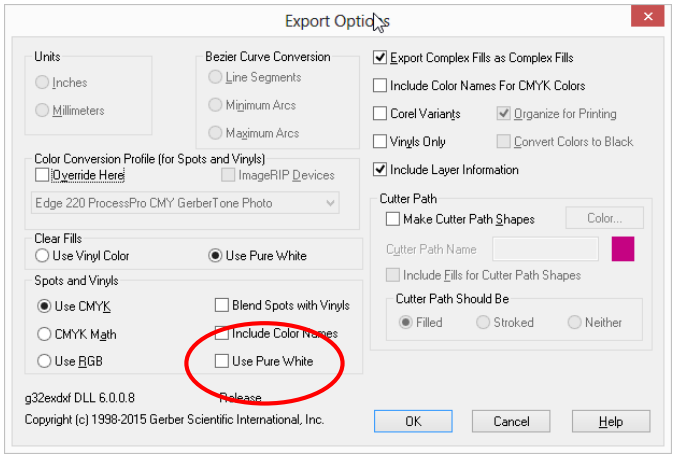
6.0 Import/Export Video

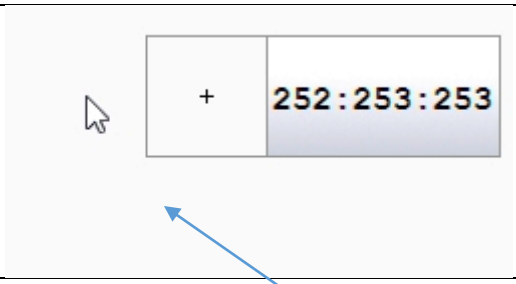
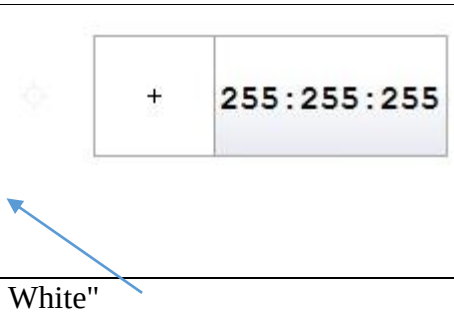
Any vinyl objects designed in Composer that have a vinyl color named "White" will be forced to pure white (RGB 255,255,255) in results exported as JPG, BMP, TIF, EPS, or AI. This checkbox will make white vinyl objects pure white even if the Black/White threshold settings in the color management dialog box are turned off. Without this "pure white" setting, white vinyl colors are exported as a very light grey, which then gets rendered as light grey in RIPS and image editing programs.

Usage:

- Composer>File > Export or Save As>Choose JPG, BMP, TIF or EPS or AI for the export type.
- Click "Use Pure White"

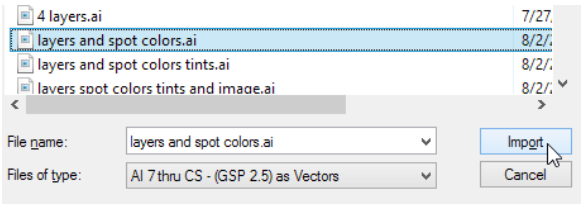
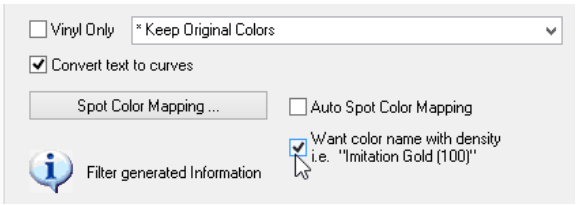




	
Without "Pure White"	With "Pure White"

Import named colors with or without spot color tint percentages

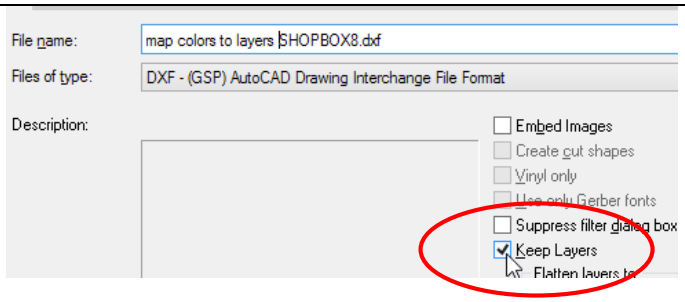
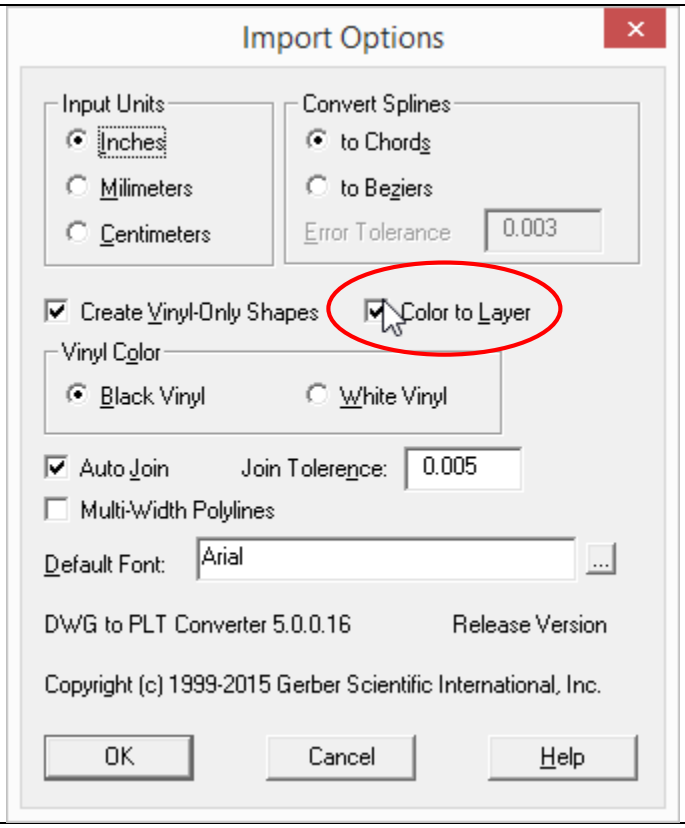
If importing AI, EPS or PDF files with named spot colors, a selection is offered to append the named spot colors the percentage tint for the colors. This tint used to always be added to the name, which made the spot color names inconsistent when re-exporting these colors to other formats. This tint percentage would make the named colors invalid when using look up tables in RIPs because the names were different.

Usage: Choose an AI, EPS or PDF file to open or import. Choose the OMEGA 2.5 version of the import filter. Click Open or Import.	
Click the checkbox on or off for "Want Color Name with Density." Click OK to import.	

DXF import into ART Path, DieWorks and Composer can map colors to layers

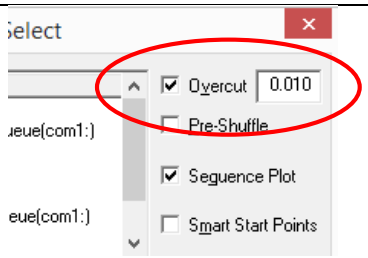
If a DXF file has colors assigned, these colors can be used to create layers in ART Path or DieWorks.

•

Usage: • Start ART Path, DieWorks or Composer>File Open or Import • Choose a DXF file with colors assigned • Click on KEEP LAYERS in the Open or Import Dialog Box • Click OPEN	
• A DXF Options dialog box will appear. In the DXF Options dialog box, click Color to Layers • Click OK • The file will open with each color assigned to a different layer.	

Plot: Overcut feature helps assure closed shapes on thick or hard materials

Overcut Video

Usage: Plot>Setup Menu>Device Select (F7)>Turn on Overcut>Set the overcut value between .001" and .05". This feature extends the cut path of shapes past the usual start/end point by the set amount.	

Apply Button allows for contextual viewing of Composer design features

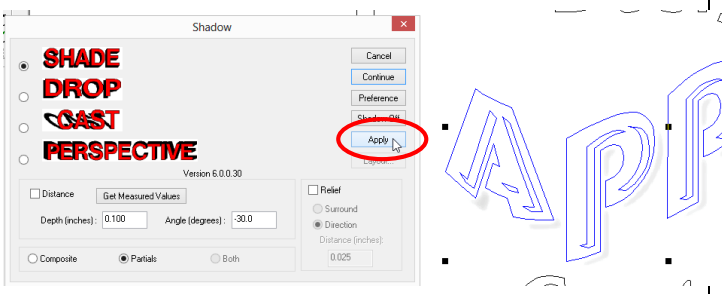
Contextual Design Apply Button Video

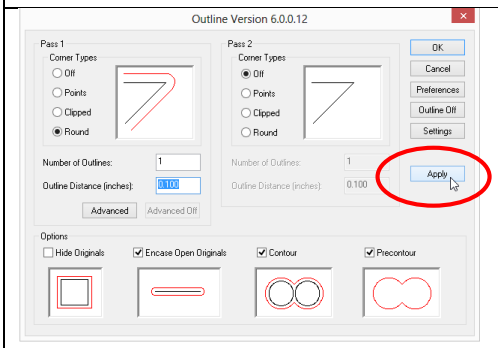
An "Apply" button has been added to several dialog boxes to allow for a graphical display of effects on the Composer worksurface without leaving the dialog box. This makes it much easier to quickly try different settings to achieve the desired graphic effect. Once the desired effect is achieved, click the OK button to exit the dialog box with the effect applied. Use UNDO to revert to the original graphic.

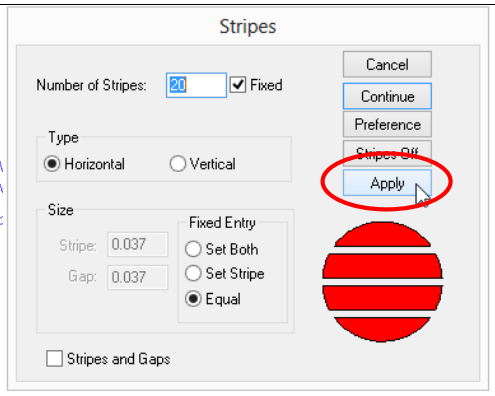
Usage: Select Objects>Choose a feature from the list below from the Tools Menu>Change Settings>Click Apply instead of OK. Once the desired effect is achieved, click OK to return to Composer. If an effect is part of a ReAction tree, select the desired effect, change the settings and click apply. All ReAction effects are applied. Use UNDO to revert to the original design if needed.

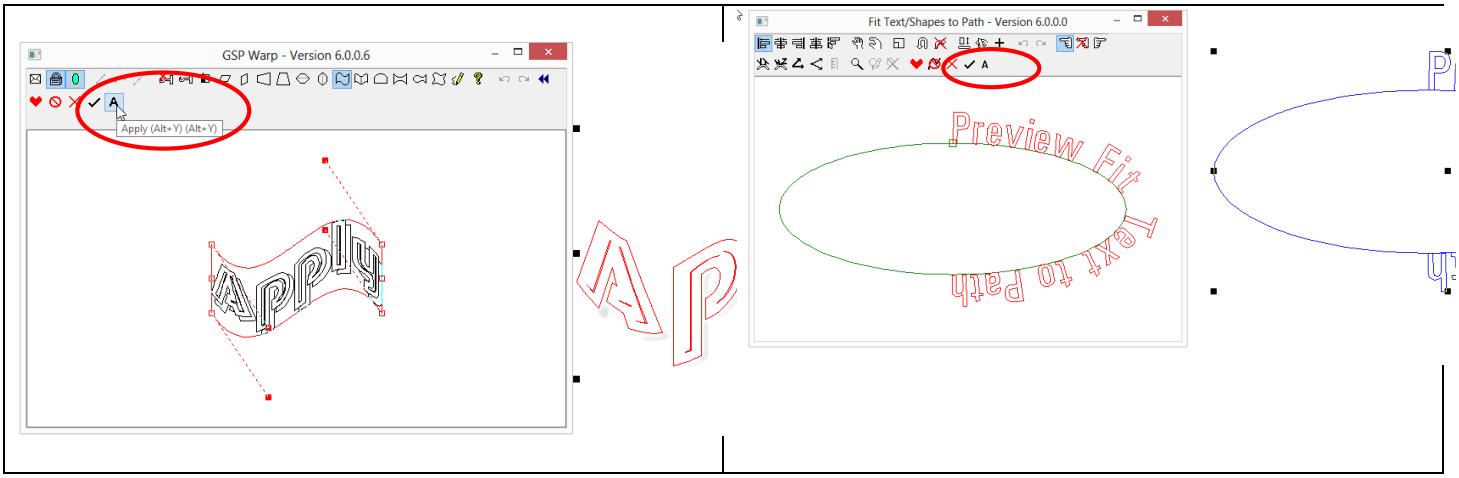
The Apply button has been added to the following dialog boxes:

- Outline
- Distortion
- Warp
- Shadow
- Effects
- Fit Text to Path
- Fillet Corner
- Thin
- Convert to Image





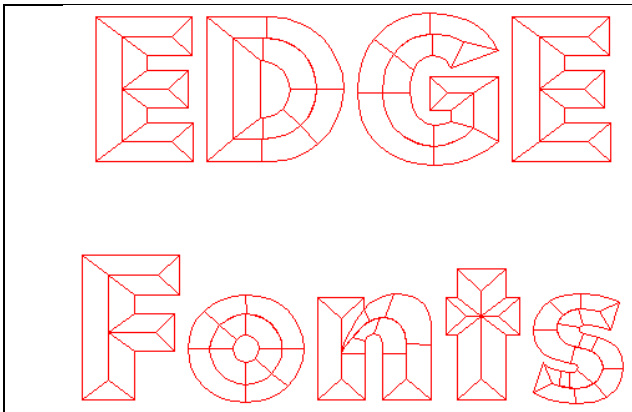
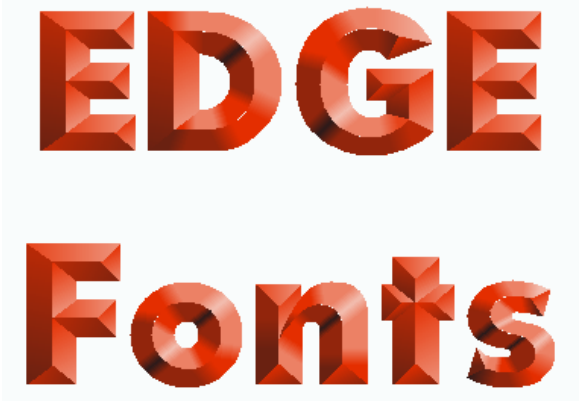




Bonus Content: Gerber Library Pack GCA files and EDGE Fonts are included with OMEGA 6.0

- All Gerber Clipart Libraries can be loaded and used with OMEGA 6.0. This Clipart Option is valued at $495. Previous versions of OMEGA, as well as OMEGA 6.0, included some sample libraries and Gerber Sign Libraries. To install these libraries:
  - Insert the OMEGA 6.0 DVD
  - From the install menu click Install products, then click on Install Libraries. Click OK when a message appears that all Libraries can be installed.
  - Click here for a preview of included libraries.

- All Gerber EDGE Fonts can be loaded and used. GERBER EDGE Fonts have colors and special effects built into them, and are entered in Composer as Gerber text. This EDGE Font option is valued at $495.
- To install these EDGE Fonts and Highway Fonts:
  - Insert the OMEGA 6.0 DVD
  - From the install menu click Install products, then click on Install Fonts. Font Manager will start. Click on the required uninstalled fonts on the right side of the screen, then click on INSTALL. Those fonts will be available for use.
  - Click here for a preview of included EDGE fonts.

	
Wireframe view of the Edge Font "Beta"	Filled mode of Beta. This EDGE Font includes black and white printing. The vinyl color has been set to orange.

Bonus Content: Gerber Highway Font Pack is included with OMEGA 6.0

- All Gerber Highway fonts from the Highway Font Pack can be loaded. This font pack has a $595 value. See below for a list of fonts included in the Gerber Highway Font Pack:

• HIGHWAY GOTHIC "B" FED KERN REVA	• HIWAY GOTHIC MOD.B FED KERN REVA
• HIGHWAY GOTHIC "C" FED KERN REVA	• HIWAY GOTHIC MOD.C FED KERN REVA
• HIGHWAY GOTHIC "D" FED KERN REVA	• HIWAY GOTHIC MOD.D FED KERN REVA
• HIGHWAY GOTHIC E FED KERN REVA	• HIWAY GOTHIC MOD.F FED KERN REVA
• HIGHWAY GOTHIC E/M FED KERN REVA	• HIWAYGOTHC MOD E/M FED KERN REVA
• HIGHWAY GOTHIC F FED. KERN REV.A	

Bonus Content: Base Set Gerber fonts are available as OpenType fonts

All Geber OMEGA CP base-set fonts can be loaded as OpenType fonts. These fonts do NOT get installed in the Windows Fonts folder; they get copied into c:\jobs\Gerber OpenType folder. They can be installed by right clicking on selected fonts, then clicking install.

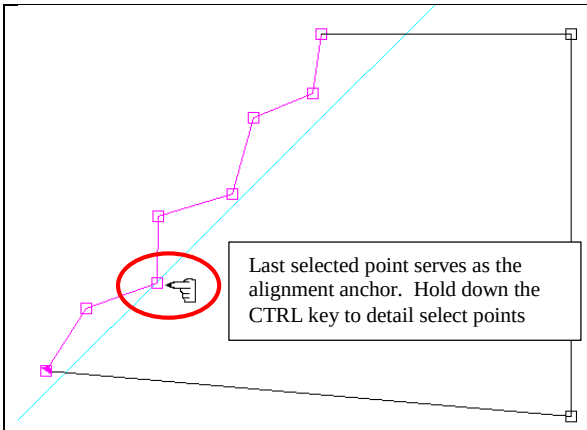
These Gerber Opentype Fonts can be used with Find My Font to match Gerber Fonts on a local PC. See the Find My Font section of this document for more information.

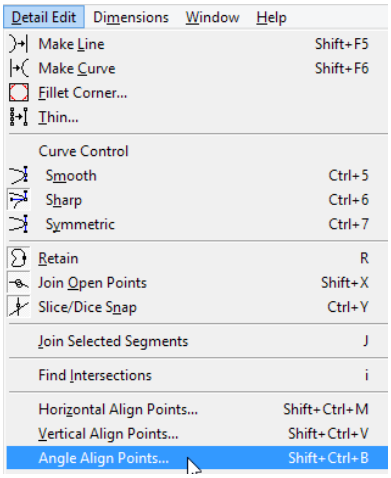
These fonts can also be used as small text in Composer or in other Windows programs. The use of small text provides improved edge-quality when printing to the GERBER EDGE, even at 300 dpi.

Detail Edit Align Points to Angle

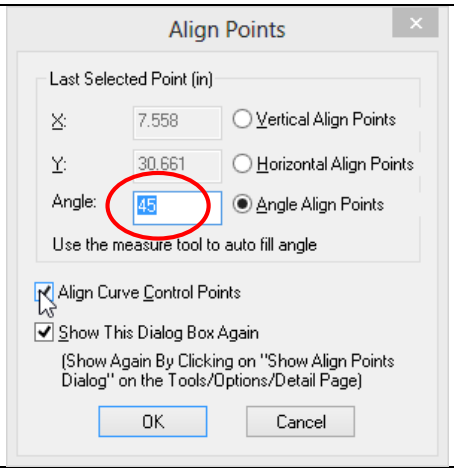
Align Points to Angle Video

This new detail edit feature aligns detail-selected points (or nodes) to a specific angle.



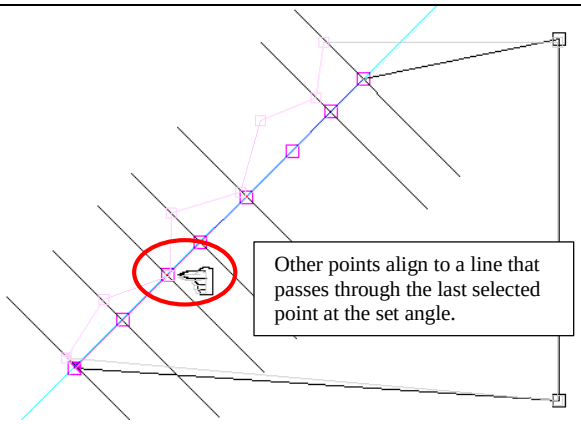


Use the detail selection pointer to detail select points that require alignment to a certain angle. The last selected point serves as the alignment anchor to which the other points will align. NOTE: Hold down the CTRL key while using the detail selection pointer to select points.	Detail Edit Menu>Angle Align Points (Ctrl+Shift+B)



Enter angle for alignment>OK

Use Measure Tool for angle: As an alternative to typing in an angle value, use the Measure tool (CTRL+M) to determine the angle, then detail select the points and go into the align angle dialog box. The angle value from the measure tool will be automatically placed in the angle field.



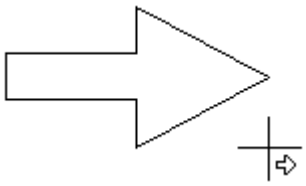
All detail-selected points will align to an imaginary line through the last-selected point at the set angle. The points move at a 90 degree angle from their original location to their new location.

New Arrow Tool

Spiral and Arrow Tool Video

This tool creates arrow shapes in Composer.

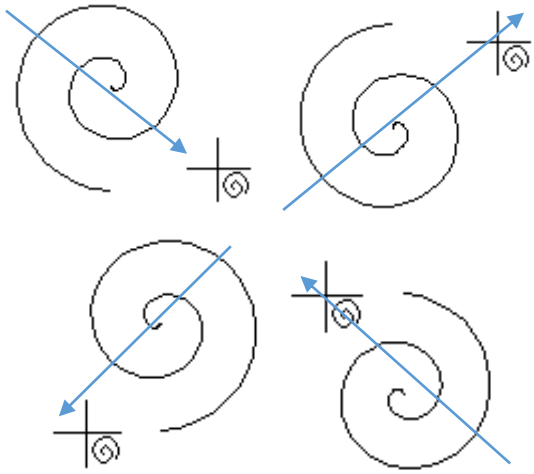
- Usage: Click and hold on the box icon in the main toolbar until the shape creation flyout appears>click on the Arrow tool.



- Click and drag in the Composer screen to create the arrow at the proper height and width.
- Click and drag to the left or right to create a left or right-facing arrow.
- Hold down the CTRL key while clicking/dragging to create an arrow with the same height and width.
- Hold down the SHIFT key while clicking/dragging to create an arrow that expands from the center.

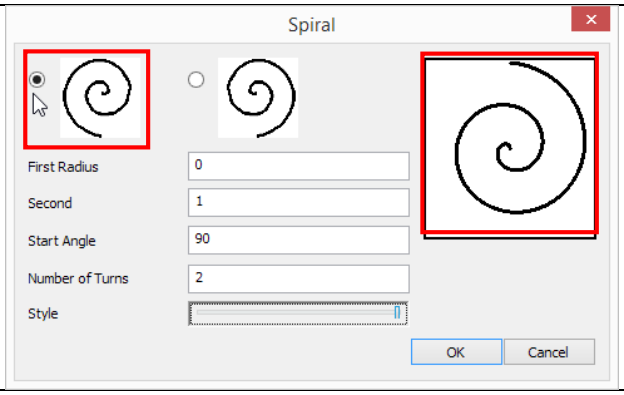
New Spiral Tool

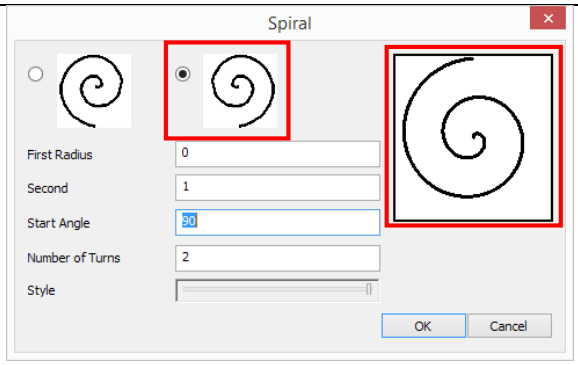
This tool creates spiral shapes very quickly and easily.

Usage: Click and hold on the box icon in the main toolbar until the shape creation flyout appears>Click on the Spiral tool	• The direction of the click and drag determines the orientation of the spiral as shown. • The size of the click and drag determines the size of the spiral. • Hold down the shift key to create a spiral that expands from the center.
	

After the click and drag, the spiral dialog box will appear. Press enter or click OK to accept the defaults. Additional spiral formatting options are also available as follows:

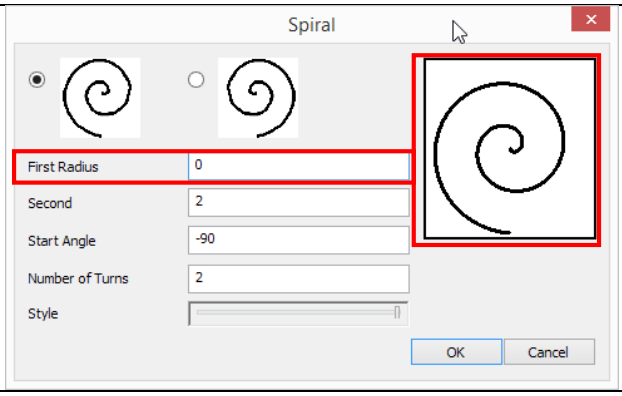
- Click on the horizontal direction button to orient the spiral opening left or right.



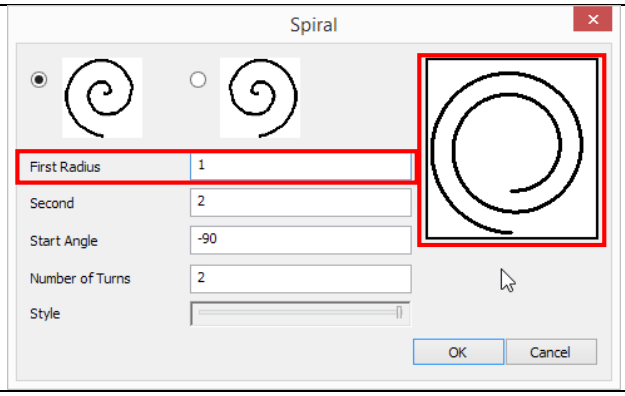


- Enter the value for the first radius, which is a positive offset from the center of the spiral. As the value of the first radius is increased to be greater than 0 and gets closer to the second radius, the spiral gets tighter. For example, if R1=1 and R2=2, the spiral will be tighter than if R1=0.

- The second radius is the location of the outermost point. This value is automatically determined by click/drag size on the worksurface and can also be changed in the dialog box. The value for the second radius determines:
  1. The overall size of the spiral based on the absolute number and
  2. If Radius 1 is greater than 0, changing radius 2 controls the tightness of the spiral based on the difference from the radius of the first spiral, and the number of turns. The smaller the difference, and the greater the turns, the tighter the spiral.
  3. Note that the first radius can be smaller or larger than the second radius.

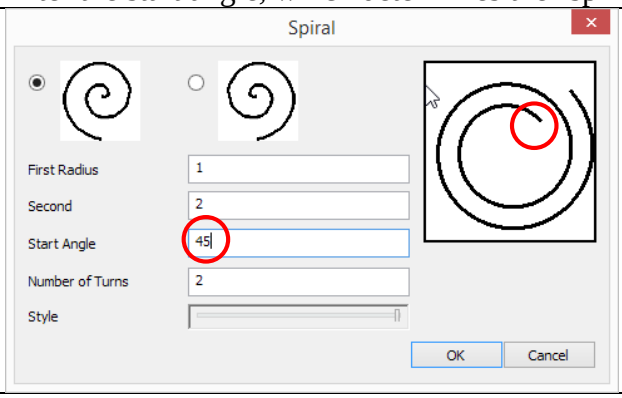


R1=0
R2=2

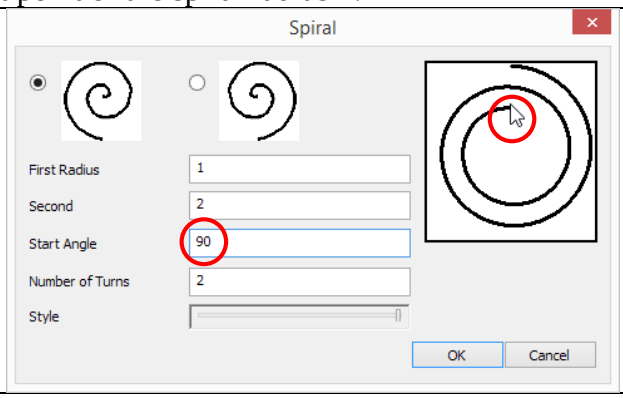


R1=1
R2=2

- Enter the start angle, which determines the "spin" start point of the spiral radius 1.

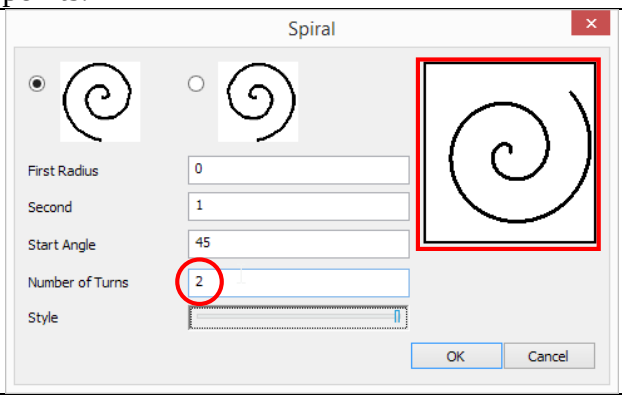


Start angle = 45

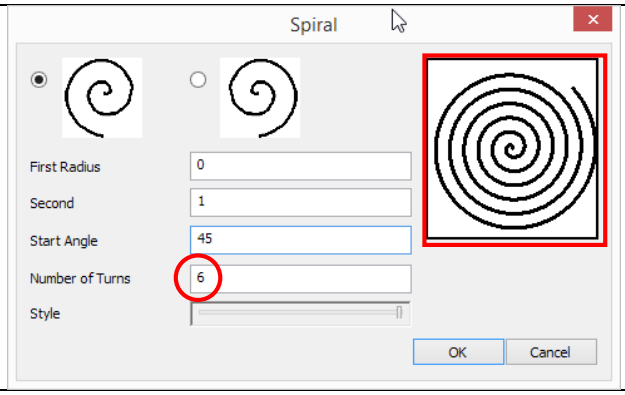


Start angle = 90

- Enter the number of turns to increase or decrease the number of spiral lines between the inner and outer points.

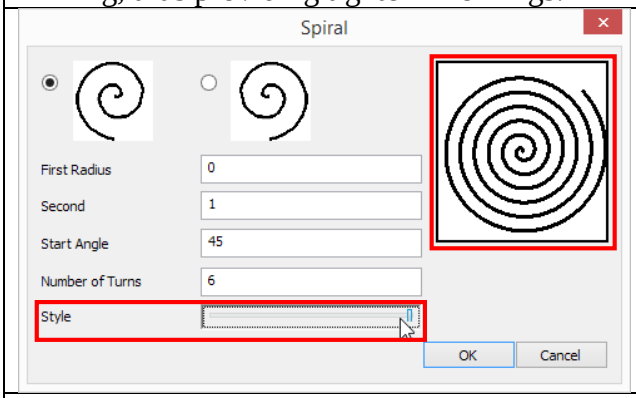


# of Turns = 2

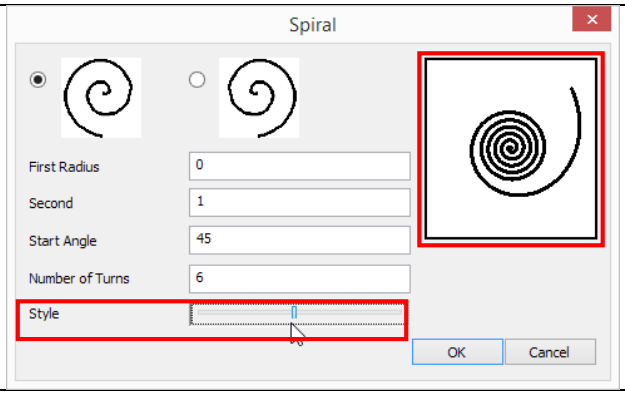


# of Turns = 6

- Click and drag the slider bar in the Style section to increase or decrease the spread of the spiral lines between the innermost and outermost points. The right hand position provides even spacing between each ring. Moving to the left increases the space between the outermost position and the next-closest ring, thus providing tighter inner rings.



Style to the far right



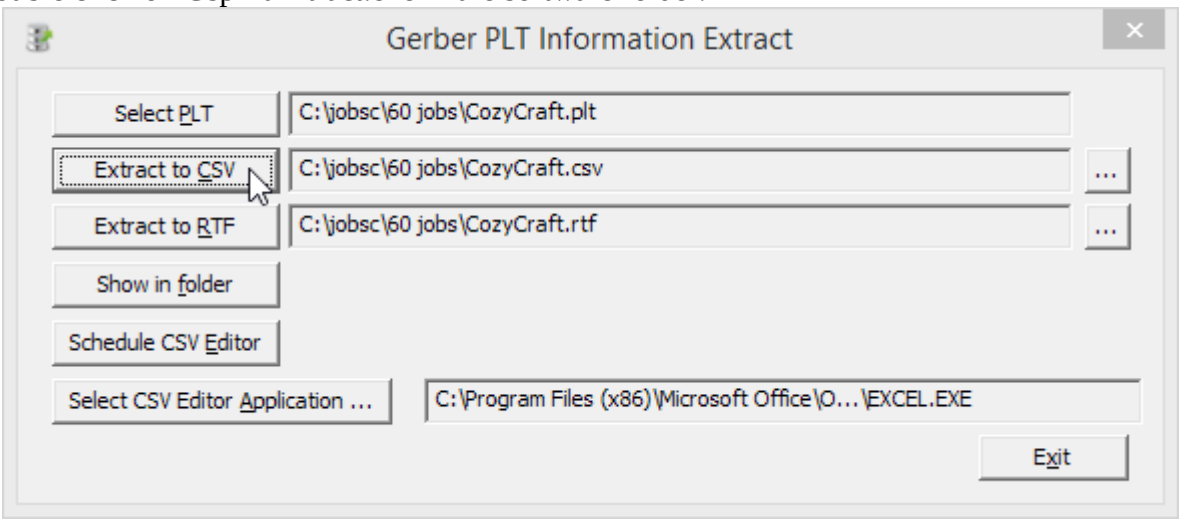
Style to the middle

New PLT file information extraction tool

PLT Extractor Video

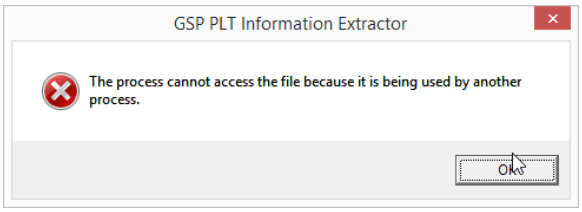
This tool extracts design and production information from PLT and PRM files and makes it available in a CSV or RTF file. Once the information is extracted, it can be used for reporting about material usage, design time, fonts, images and other features used in the PLT file or other business metrics.

Usage: Double click on GspPltExtract.exe in the software folder.



- Select the PLT file that requires the data extraction. Click Open.
- Click on Extract to CSV to create a CSV file that can be opened in Notepad, Excel or Google Sheets. A CSV file is created with the same base name as the PLT file, and resides in the same folder as the original PLT file.
- Click on Extract to RTF to create a Rich Text Format file that can be opened in word processors such as MS Word. The data is created in a RTF file with the same base name of the PLT file that resides in the same folder as the original PLT file.
  - The RTF files include a picture of the PLT file at the end of the document and are about 7 MB each.
- To change the name of the CSV or RTF file that will be saved, click on the button to the right of the Extract fields and type a new name, then click on Extract.

- Click on Show in Folder to open the folder and highlight the jut-generated file where the CSV or RTF files are saved.
- Click on Select CSV Editor Application to browse to the EXE file for a notepad, word processing or spreadsheet program on your computer. Once this program is selected, click OK to extract the data, then click SCHEDULE EDITOR to open the CSV file in that program.
- NOTE: the same file cannot be extracted if a previous version is open in Excel. You will get an error message as follows:



The extracted file takes data from the PLT file AND from a OMEGAPlot PRM file that contains output information (if the PRM file exists). No PRM data is included in there is no PRM file.

Each file has different data sections that are uniquely labled within the file, but each CSV file has the same sections. Because the data is consistently arranged witht eh same sections, a database program or Excel can search for a particular field and number of items in that field.

The file is structured with summary data at the top, and additional details further down in the file.

$FULLNAME	C:\jobsc\60 jobs\CozyCraft.plt						
$CREATEDATE	Wednesday	February	17	2016	13	19	30
$MODIFYDATE	Wednesday	February	17	2016	14	7	52
$FILESIZE	314762						
$PLTVERSION	288	120					
$SIGNATURE	6.0.0.38						
$PROCESS	Yes						
$SPECTRATONE	No						
$PANTONE	No						

Sections are named the same for every extracted file.

- Each section has a $ before the name, such as $FULLNAME, $FILESIZE or $PLTVERSION
- Sections with multiple or variable rows of data (such as vinyls in a job, or layers in a job) are named with $$ to start the section and finish with the same name with a single $.
- Sections with variable rows of data include the number of fields for that PLT file next to the section name.
- For example, the section called $$Composermaterials provides a list and size of all the vinyls and foils in the PLT file as saved in Composer.
- The section starts as $$Composermaterials and has a 10 in the next cell, denoting that there are 10 rows of data for that section for this particular PLT file.
- The mateirla name (vinyls), material colors, foil names, foil colors and width / height for each color are listed in the next 10 rows.
- The section finishes with $Composer materials.

$$COMPOSERMATERIALS	10					
$COMMENT	layer name	material name	material color	foil name	width	height
$D0		Gerber 220 Vinyl	Sky Blue		7.597	1.336
$D1		Gerber 220 Vinyl	Apple Green		8.532	1.339
$D2		Gerber 220 Vinyl	White		19.58	9.927
$D3				Black GCS-012	13.605	7.774
$D4				Process	5.653	3.653
$D5				Aqua GCS-176	5.261	1.04
$D6				Violet Purple GCS-628	5.529	1.049
$D7				Raspberry GCS-133	4.663	1.488
$D8				Pink GCS-643	3.949	1.807
$D9				Trans Tomato Red GCT-013	4.787	2.155

$$COMPOSERMATERIALS Process color foils are listed as a single entry, but include CMYK. Therefore, PROCESS foil usage in this $$COMPOSEMATERIALS section should be multiplied by 4

If PRM data from Plot is available, it includes the amount of vinyl used, as well as the foil used as the job is output. CMYK is broken out as with separate usage. Many additional output items are also included, such as cutter speed, double print, repeats, scale factor, etc.

Here is an example of PRM foil usage:

$$PLOTFOILUSAGE	10	
$F0	Black GCS-012	25.913
$F1	ProcessPro - Yellow GCP-805	9.653
$F2	ProcessPro - Magenta GCP-873	9.653
$F3	ProcessPro - Cyan GCP-807	9.653
$F4	ProcessPro - Black GCP-812	3.3
$F5	Aqua GCS-176	9.26
$F6	Violet Purple GCS-628	9.53
$F7	Raspberry GCS-133	8.663
$F8	Pink GCS-643	7.95
$F9	Trans Tomato Red GCT-013	8.787
$PLOTFOILUSAGE$		

When taken together, this extracted data can provide a good representation of material usage for quoting purposes or to reconcile production costs with job pricing.

The following fields are included in extracted results. Note: The list below only shows the field names without data.

$GSPPLTEXTRACT	Program name	$GLOBALPRIME	Yes or No
$FULLNAME	PLT file name	$SOLIDPRIME	Yes or no
$CREATEDATE	Date PLT file created	$CUTSPEED	Speed% Speed IPS, Force, accel, offset
$MODIFYDATE	Date PLT file modified	$DESCRIPTION	PLT Save as description field
$FILESIZE	PLT file size in bytes	$CUSTOMER	PLT Save as customer field

$PLTVERSION	PLT internal version (not release version)	$KEYWORDS	PLT Save as keyword field
$SIGNATURE	Internal format information	$DESIGNTIME	Composer design time value
$PROCESS	Is process color used?	$COMMENT	Column names for # of Layers # of Objects # of hidden Objects # of shapes # of small text # of images # of options
$SPECTRATONE	Is Spectratone used?	$NUMBERS	Values for above headers
$PANTONE	Is Pantone used?	$COMMENT	Column names for object data: perimeter all perimeter print perimeter print/cut perimeter cut
$$COMPOSERMATERIALS	# of vinyls and foils in PLT file. Varies by file	$PERIMETERS	Values for above columns
$COMMENT	layer name; material name; material color; foil name; width; height	$COMMENT	Column names for area all area print area print/cut area cut
$D0	Vinyl 1	$AREAS	Values for above columns
$D1	Info about next vinyl or foil	$$SYSTEMFONTS	# of Small text fonts used
$D2	Info about next vinyl or foil	$T0	Small text font names
$D3	Info about next vinyl or foil	$SYSTEMFONTS$	End small text section
$D4	Info about next vinyl or foil	$$GERBERFONTS	# of Gerber Fonts used. Varies by job.
$D5	Info about next vinyl or foil	$COMMENT	Column names for Gerber font info: font title; font file; font ID; EDGE font?; Connected Font?; Gerber font names
$D6	Info about next vinyl or foil	$G0	Font Data for above columns
$D7	Info about next vinyl or foil	$G1	Font Data for above columns
$D8	Info about next vinyl or foil	$G2	Font Data for above columns
$D9	Info about next vinyl or foil	$G3	Font Data for above columns
$COMPOSERMATERIALS$	End of Composer materials section	$GERBERFONTS$	End Gerberfonts section
$COMMENT	Is PLOT prm file data used? If no then Plot job data is omitted in the next section.	$$LAYERS	# layers Begin PLT layer info sections
$PLOTTER	Plot plotter name	$COMMENT	Column names for layers: name; visible; locked, #shapes, #small text, #images, perimeter all; perimeter print; perimeter print/cut; perimeter cut; area all; area print; area print/cut; area cut; notes
$VPRINTER	Plot EDGE name	$L0	Layer data for above columns
$PLOTVINYLUSED	Length of job	$L1	Layer data for above columns
$PLOTSCALAR	Plot scale factor in x and y	$L2	Layer data for above columns
$SPACING	Spacing between plot repeats	$LAYERS$	End layers section

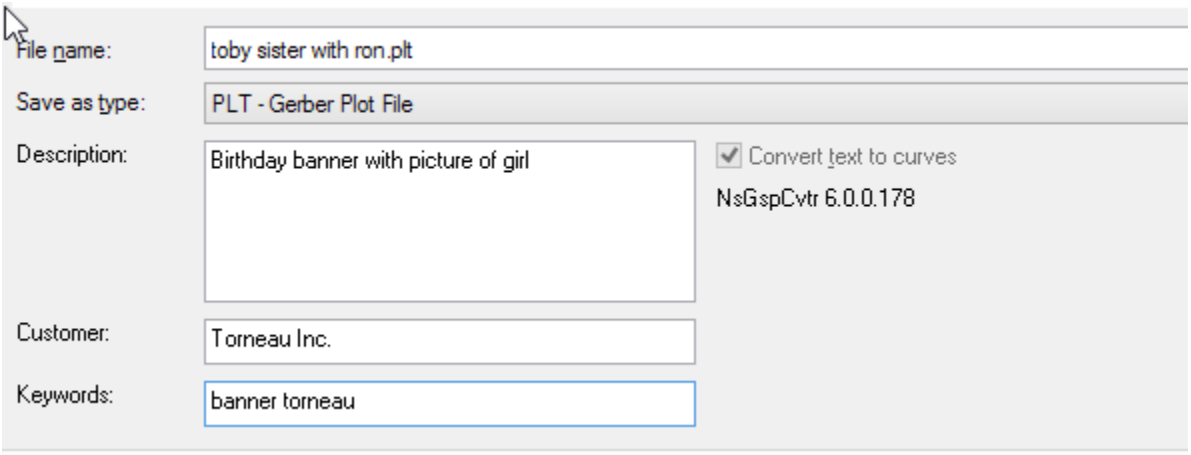
$$PLOTFOILUSAGE	# of EDGE foils. Varies by job.	$$IMAGES	# of images in file. Varies by job.
$F0	Foil #1 name and qty used	$COMMENT	Column names for image data: type; file; profile; embedded; original exist
$F1	Next foil name and qty used	$I0	Data for above image columns
$F2	Next foil name and qty used	$IMAGES$	End images section
$F3	Next foil name and qty used	$$OPTIONS	# of options used (Outline shadow etc)
$F4	Next foil name and qty used	$COMMENT	Column names for options: Option Name; #used
$F5	Next foil name and qty used	$S0	Data for above option columns
$F6	Next foil name and qty used	$S1	Data for above option columns
$F7	Next foil name and qty used	$S2	Data for above option columns
$F8	Next foil name and qty used	$S3	Data for above option columns
$F9	Next foil name and qty used	$S4	Data for above option columns
$PLOTFOILUSAGE$	End of Foilusage section	$OPTIONS$	End otions section
$REPEATS	Repeats X and Y	$GSPPLTEXTRACT$	End of file
$PRINTASPROCESS	Yes or no		
$RENDERTIME	Seconds to render		
$DOUBLECUT	Yes or no		
$PRINTRESOLUTION	EDGE print resolution dpi		
$FINISHCOAT	Yes or no		
$BACKINGWHITE	Yes or no		

Add additional PLT file descriptive "keyword" information in Composer File>Save As

Search for PLT files with keywords with new search tool

Video about Composer Keywords and Search

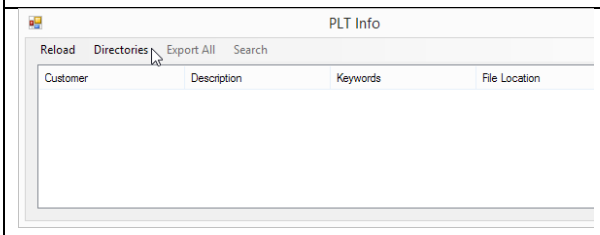
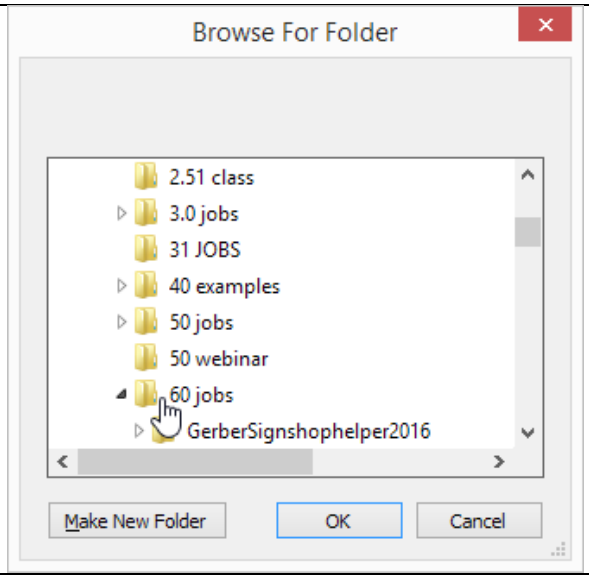
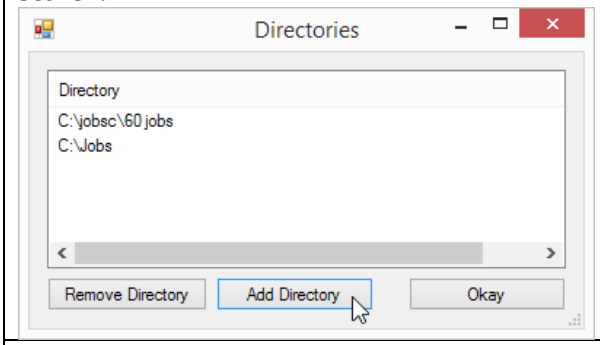
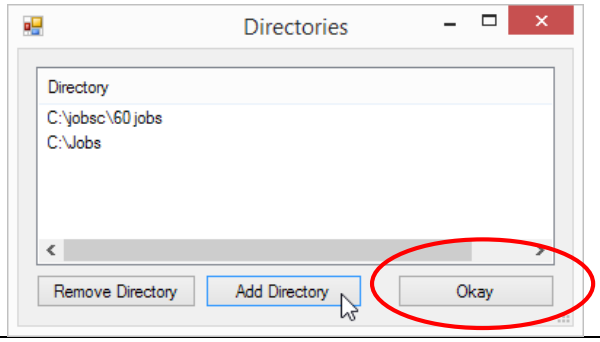
In addition to the descriptive text that can be added to Composer in the Save as dialog box, additional customer information and keywords can be added. The Description field can hold 255 characters. The Customer field can hold 128 characters. The keywords field can hold 128 characters.

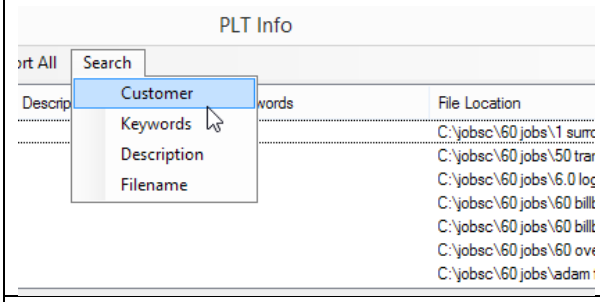
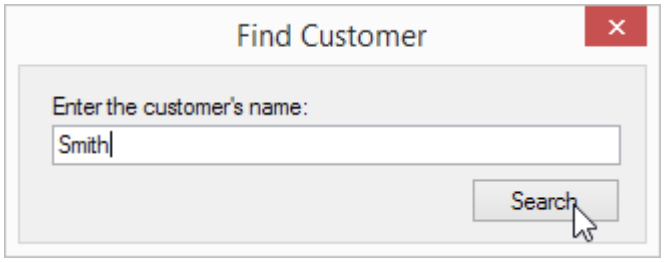


A new search tool called Omega Plt Info can search for PLT files based on:

- File name
- Description, customer or keywords as entered in the Save/Save As dialog box.

Usage:

Start Omega Plt Info and click on the Directories menu	Select the folder to search
	
Click on Add Directory to add additional folders to search.	Click OK when all the folders have been added.
	
A list of files from the chosen folders is displayed.	Enter the term to be searched and click OK.

Click on the Search menu and choose the field to be searched. 	
All the files with that word in that field are displayed.	Double click on the filename to open it, or click on export to export a list of all files included in the search.
If files have been added or removed, click the Reload menu to refresh the display of the contents of the searched folders.	

Find Gerber Text

New Composer shape selection and shape search video

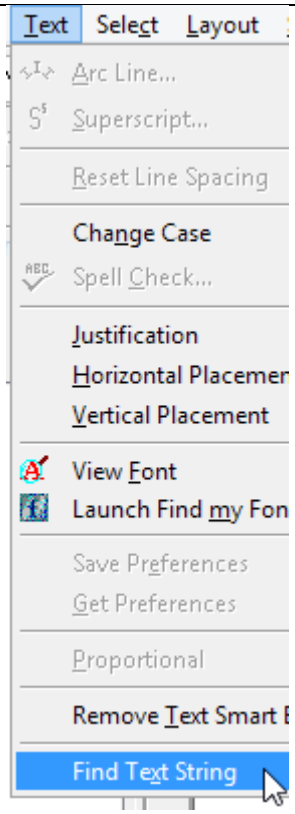
This feature will select any Omega vector text. There is already a feature to select small text in Composer.
Usage: Select Menu>Gerber Text. Selects all Gerber vector-based text in the job.

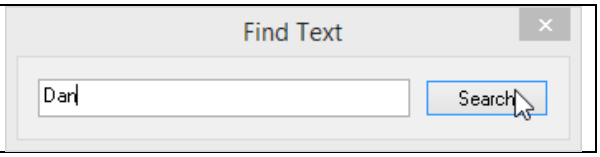
Find Text String to search for text strings in a PLT file

This feature finds Gerber text or small text in Composer that includes user-entered characters.

Usage: Text Menu>Find All Text>Enter the text string to be found>All Gerber text and small text that begins with the search letters will be selected.

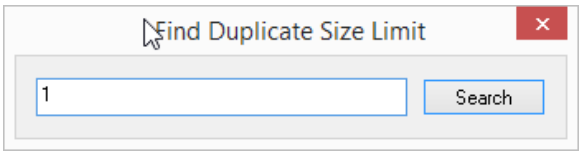
- Letters at the start of words must be used. Individual characters in the middle of words will not be found.
- The search text is not case sensitive.
- If the first letter of a line of text is entered, all text with that letter will be selected.
- Example: If a PLT file has the words Dance, Dante, Dark and Distance:
  - Search for the letter D to find all words (not case sensitive)
  - Search for Da to select Dance, Dante, and Dark
  - Search for Dan to find Dance and Dante
  - Search for Di to find Distance
- A search for "an" or "ar" will not find anything because these letters are in the interior of the words.
- Wildcards are not supported.



Find Duplicates

Usage: Select Menu>Find Duplicates>Enter duplicate distance.



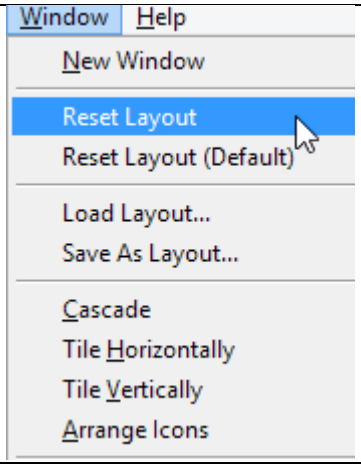
If identical shapes are within the distance setting for this feature, the duplicate(s) that are in back of the original will be selected. This feature can be especially useful if objects are imported or designed and placed directly on top of each other. Duplicate objects on top of each other will make the objects disappear in show filled mode. Set this value to 0 to find objects on top of each other.

Layout of Composer Toolbars: Reset to Previous, Reset to Default, Save Layout, Load Layout

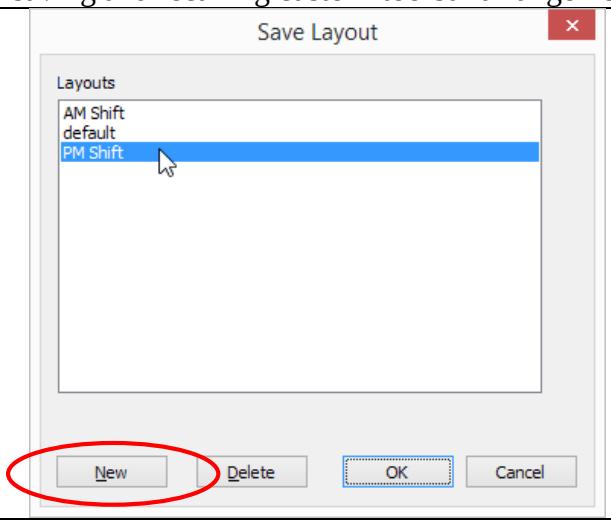
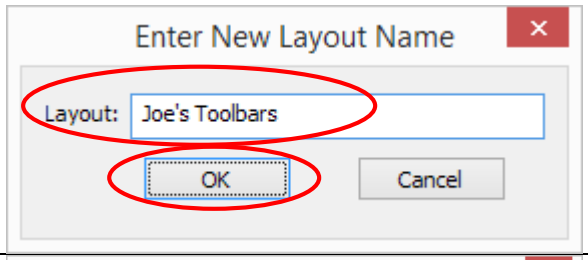
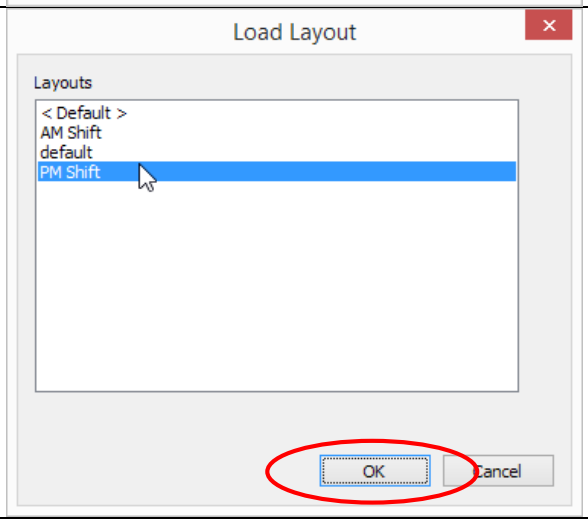
Toolbar Layout Video

These functions provide more control over how toolbars are set up in Composer. Additionally, when sizing the Composer screen, the Composer toolbars would sometimes rearrange their positions. The toolbars would then have to be manually re-arranged. These functions allow for the toolbar positions to be restored to previous or pre-set positions.

Usage:

Reset Layout: • Composer>Window>Reset Layout. • Resets toolbars to the positions when Composer was last closed.	
Reset Layout (Default): • Composer>Window>Reset Layout (Default). • Resets toolbar positions to the factory default.	

Save as Layout and Load Layout: These functions allow for saving and recalling custom-toolbar arrangement.

Save As Layout: Allows the current Composer toolbar layout to be saved as a reusable name. • Turn on and move Composer toolbars as desired • Composer Window menu>Save As Layout • Click on the New button.	
• Type the name of the toolbar layout. • Click OK. • To use the new layout, click Composer>Window>Load Layout and choose that layout.	
Load Layout: Allows a saved toolbar layout to be applied to Composer.	

Composer and Composer Dialog Boxes "Remember" their last position

If Composer and Composer Dialog boxes are moved to allow for items to be viewed on screen, they will open at the moved location when used at a later time. This also applies if Composer or dialog boxes are moved to a second monitor.

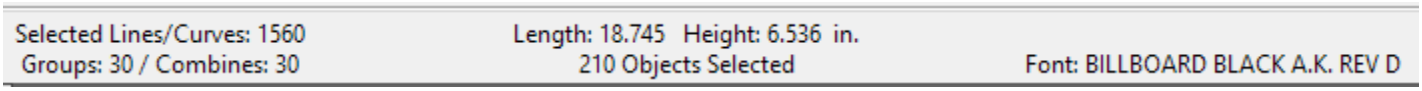
For dual monitors, if Composer or dialog boxes are moved a second monitor, they will open at the same position on the second monitor when reopened. If a laptop or PC is disconnected from the second monitor, Composer and dialog boxes will automatically move to the primary display. This feature can be useful when used with the new APPLY button that has been added to certain dialog boxes. You can move the dialog boxes to allow for better viewing of the on-screen graphic results, and the dialog boxes will automatically appear in the new location when used next.

More information is displayed in the Composer status bar

Video about additional OMEGA 6.0 Features

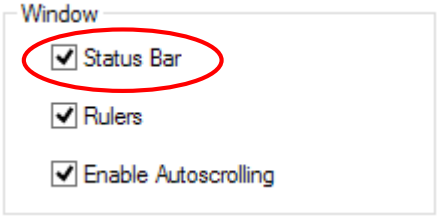
The following informational items are displayed to the Composer status bar.

- Number of selected lines and curves as if in detail edit mode.
- The font name of the last-selected text



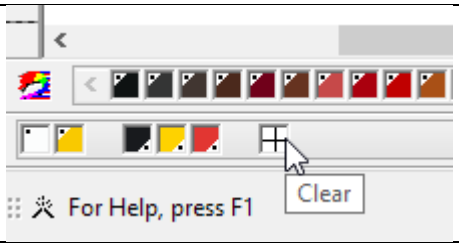
Usage:

- To turn on the status bar: Tools>Options>View Tab>Click on Status Bar.
- Click on Preferences to keep the status bar on or off.



Clear Fills Get Added to Composer Job Palette

If clear fills are assigned to shapes in a job, a clear fill swatch will be added to the job palette. The clear fill can then be used for reference or for assignment to other objects.

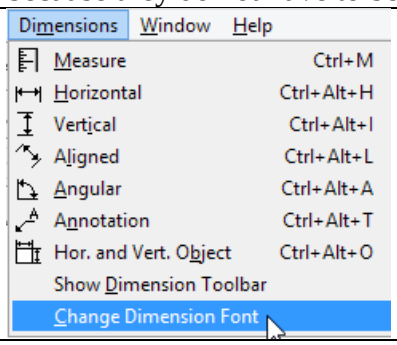


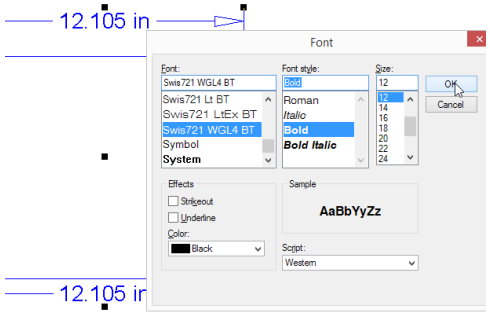
Dimension Fonts can be changed at the same time

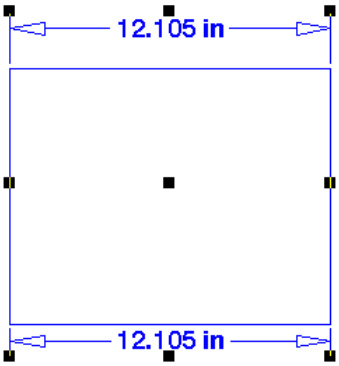
Fonts on different dimensioning objects can be changed at the same time. This can save time if changing fonts on a job with many dimension objects because they do not have to be changed one at a time.

Usage:

- Select dimension objects that require the fonts to be changed
- Dimensions Menu>Change Dimensions Font
- Choose the needed font and click OK





• All the fonts in the selection are changed at the same time. Note: this feature changes the font style, not the font size.	

Color Pointer is now Teal

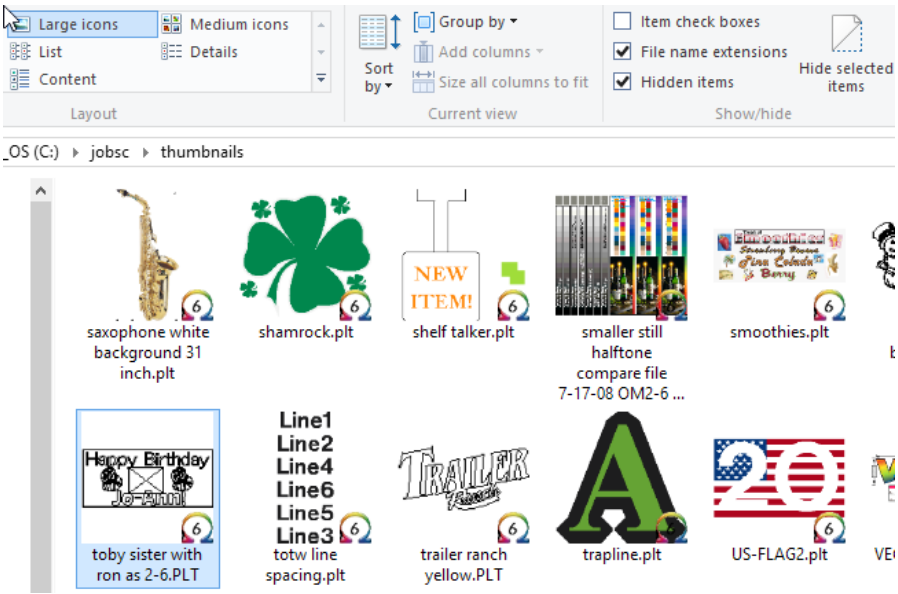
To help distinguish between pointers, the color pointer is now teal in color. The shape pointer remains white.

Thumbnails in Explorer

PLT files in Windows Explorer can be viewed as small, medium large or extra large icons or thumbnails. This makes it easier to determine the contents of files when opening.

This feature does not have to be installed separately. It loads automatically.

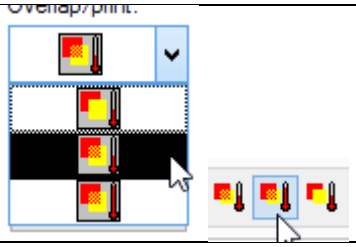
Usage: Windows Explorer>browse to a folder with PLT files>View Tab> Click on small, medium large or extra large thumbnails. Any Composer PLT files will display the contents of their files.



Double clicking a PLT file no longer launches multiple versions of Composer or Plot

When double clicking on a PLT file in Windows Explorer, multiple versions of Composer or Plot would sometimes launch. This no longer occurs.

Overprint and Overlap Icons have been changed to be more consistent

Composer icons for Overlap, Overprint and Overlap/Overprint off have been made to be consistent and descriptive. The icons and thermometer are used consistently for fills and strokes in all locations.	

Pantone®+ Solid-Coated-V3 sample files have been updated to the latest versions.

The following Pantone sample files reside in C:\Jobs\Samples\Pantone

PANTONE®+ Solid Coated-V3 EDGE CMYK.plt	Original Pantone solid coated device independent color values converted to GERBER EDGE CMYK
PANTONE®+ Solid Coated-V3 Original CMYK.plt	Original Pantone-provided CMYK representations of the solid-coated colors.
PANTONE®+ Solid Coated-V3 as Vinyl.plt	Original Pantone-provided RGB colors displayed as RGB vinyl colors.

These Pantone files include 1,880 colors. These listings consolidate all the previous solid coated colors, and have additional colors added.

Pantone®+ Solid-Coated-V3 CMYK palettes have been updated to the latest versions.

The following Pantone CMYK palettes are available in the Composer Fill Dialog Box:

EDGE PANTONE®+ Solid Coated-V3	Original Pantone solid coated device independent color values converted to GERBER EDGE CMYK
Original PANTONE®+ Solid Coated-V3	Original Pantone-provided CMYK representations of the solid-coated colors.

To use these palettes:

- Select a shape>Go into the Fill Dialog>Select Process>Select Choose from the following Pantone Palettes

Gerber is a licensee of these Pantone products.

Disable CTRL+Copy

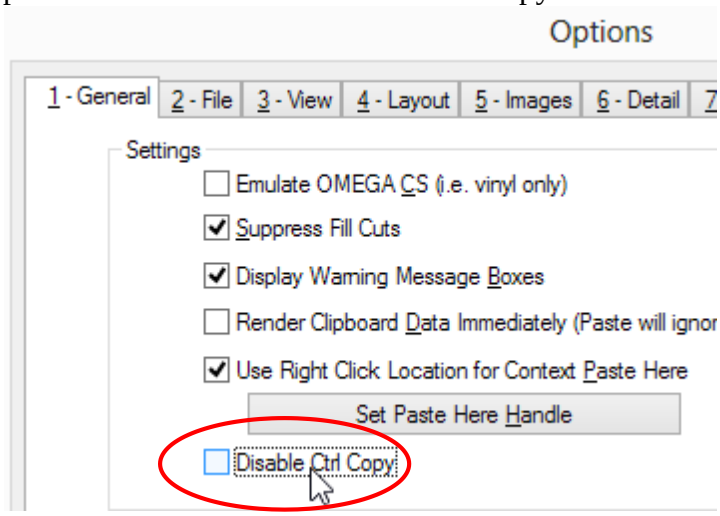
Ctrl+clicking on objects allows for the selection of individual elements of groups or combines.

Another OMEGA feature makes copies of shapes if the CTRL key is held down while performing worksurface edits (move, slant, flip, rotate, size).

Some users would hold the CTRL key to select, then inadvertently keep the CTRL key held down while performing worksurface edit, thus making copies of objects.

This CTRL+copying can now be enabled or disabled so users can control whether objects are copied while holding down the CTRL key.

Usage: Composer>Tools>Options>General Tab>Disable CTRL+Copy

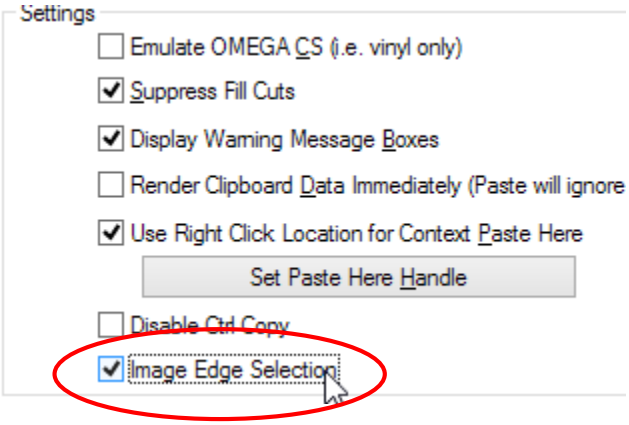


Select Images by clicking on the edge of the image instead of the middle of images

Usage: Composer Tools>Options>General Tab>Turn Image Edge Selection on or off>Click Preferences

Composer selection of images can be set so they are only selected when clicking on the outside perimeter of the image. If this is not used, images are selected by clicking anywhere within an image.

This setting makes it easier to select text and other objects that are positioned inside of images.



Nesting no longer changes the size of certain nested objects

Nesting complete the nesting process for jobs with conflicting nest-size settings

- Nesting operations will no longer change the size of some objects.

- Nesting will successfully complete operations where the nesting size in invalid. The size of the final nest may be different from the settings to allow for the operation to complete.

OMEGA CS now allows for Combines to be selected and created.

By allowing combines to be selected and created, OMEGA CS users can create knocked out cut-only characters.
Usage: Select the color pointer, select multiple objects, Arrange>Combine

Enter and Tab Keys in Distortion Execute the Distortion Instead of Resetting to Defaults

In the second distortion dialog box where parameters are selected, pressing the tab and or enter keys defaults to executing the distortion instead of "resetting to default."

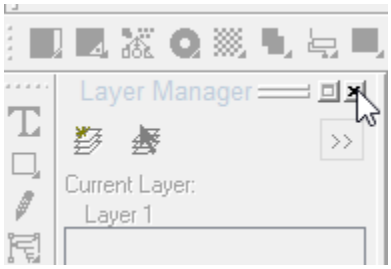
Fit Text to Path Dialog Box Selects All Objects to allow for immediate usage of tools

Fit text to path functions in the dialog box can be used without first selecting objects in the dialog box because they are selected by default when entering the dialog box.

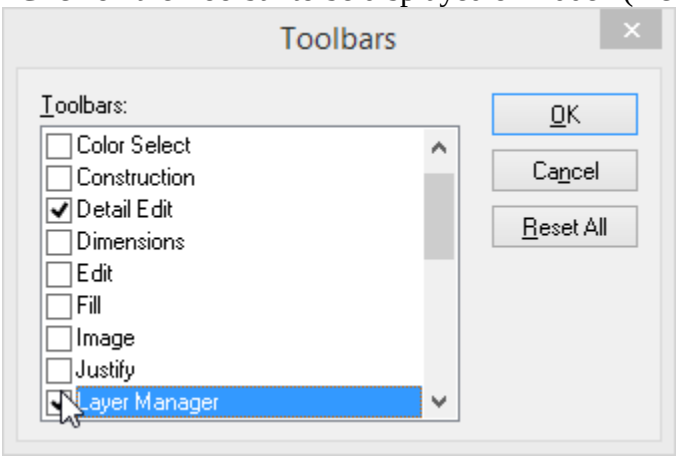
Layer Manager can be closed without having a job open.

Layer Manager can be opened or closed when Composer starts without an open file or without a blank canvas.

- Start Composer
- If the layer tree is open, click on the Layer Manager X in the corner to close it.



- Alternatively, any toolbar can be displayed or hidden without an open file:
  - View Menu>Toolbars>Click on the Toolbar to be displayed or hidden (including Layer Manager).



Composer View Menu commands will remain on or off based on the user settings

Some Composer View menu items would not remain off after being turned off. The following items will now remain on or off as set in the View menu:

- Composer View Menu
  - Show Spectratone II Colors; Show Overprints; Show Imaging Proof Colors or Show Smooth Drawing.

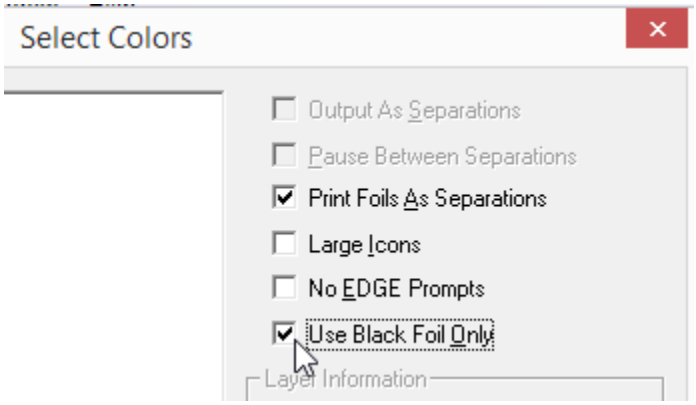
Additionally, the above Composer View menu items can now be successfully preferenced on or off in the Composer Tools Menu>Options>View Tab.

- Composer Tools Menu>Options>View Tab>Turn the items on or off>Click Preferences>Click Save Current Page>Click OK

When Printing Separations to the GERBER EDGE FX using black only, the job will now properly complete and not generate an error.

When printing files as separations to the GERBER EDGE FX, and printing with 1 color such as black, the EDGE FX will successfully accept and complete the job.

Usage: OmegaPlot>Open file with multiple EDGE foils>Setup menu>Select Colors>Click Print Foils as Separations>Click Use Black Foil Only>Print to the GERBER EDGE FX



Images Copied from Chrome and Pasted into Composer No Longer Shift the Pixels

Images copied and pasted from Chrome used to have a row of pixels shifted from the right side to the left side. This no longer occurs.

Added a new method to search for USB ports for the installation of 3rd party USB plotters.

USB plotters should install more successfully due to this additional port discovery technique.

OMEGA Plot: "Use Darkest Target" will be used when selected.

Plot will use the darkest color foil in a print cut job when this checkbox is selected.

- OMEGAPlot>Setup menu>Print Options>Targets>Click on Print targets using the darkest foil in the job

ART Path: Move a selected tool to the top of the tool order with a single click

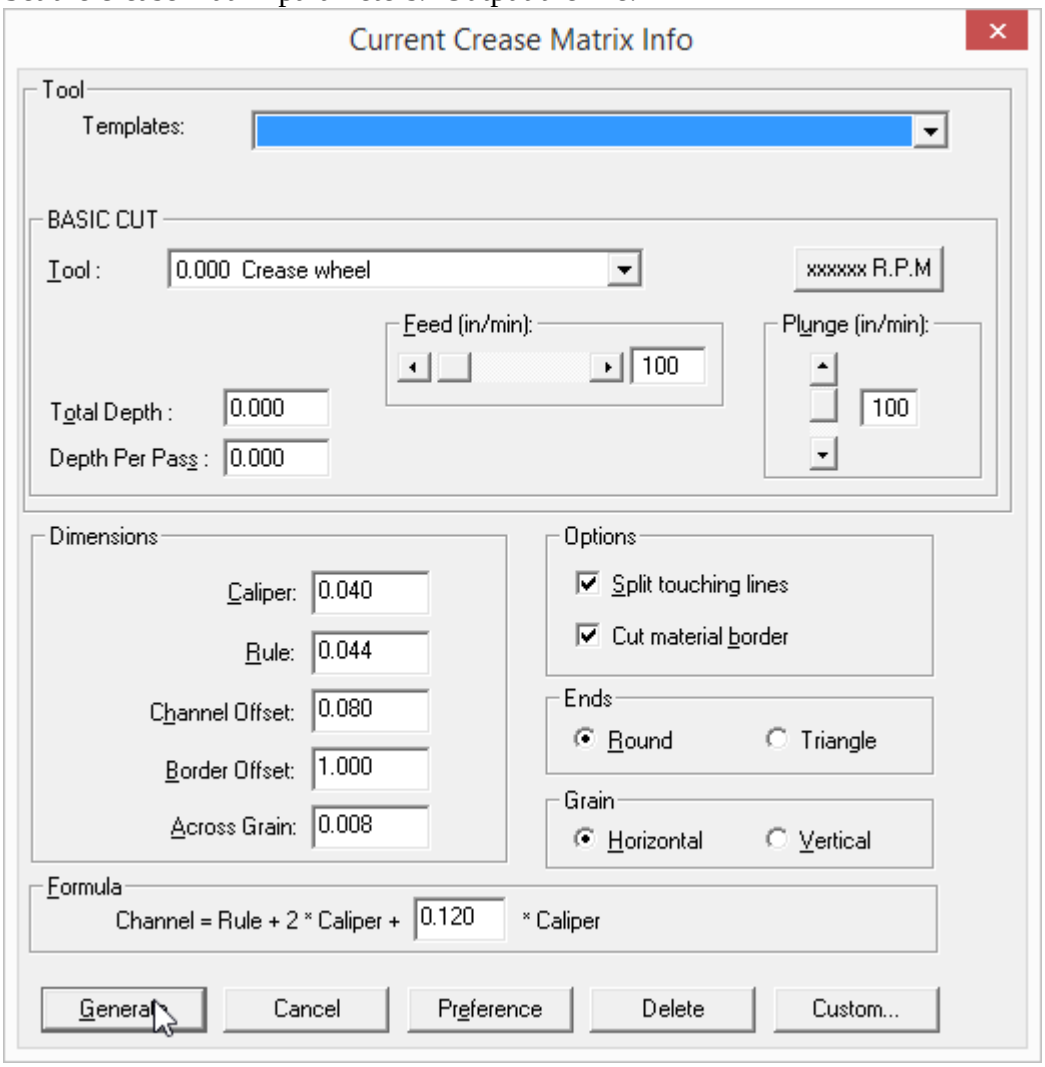
In ART Path, This feature makes it easier to move a particular tool to the top of the tool order. This is especially useful if a job has many tools in the list.
Usage: ART Path> Within the rearrange Tool Order dialog select any tool info and then click "Move to Top."

ART Path: Crease Matrix feature for M-Series creasing

A crease matrix is a technique to make crease paths more prominent in packing products. This is done by

- Creating a cut path shape in a layer of packaging material that goes underneath the layer of material that is to be creased.
- The cut path shape is removed from the bottom material and placed directly under the crease material so the removed area is directly under the crease path.
- The crease toolpaths are output, and the crease is more prominent because the crease wheel pushes the creased material into the area of the missing material.
  Usage: ART Path>Open a job that requires a crease matrix. Generate toolpaths as needed. Select the objects that require the crease matrix>Toolpath Menu>Crease matrix.

  Set the crease matrix parameters. Output the file.

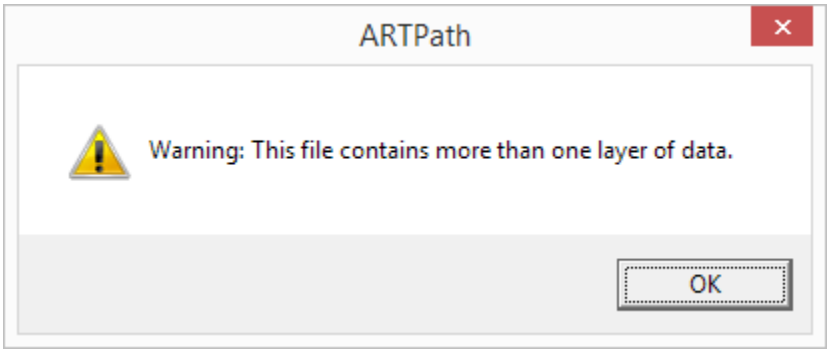


ART Path: More accelerator keys have been added

ART Path includes more accelerator keys allowing for faster access to commonly used functions.

ART Path: Warning Message If a PLT or other imported file contains more than one layer

If a file with multiple layers is opened in ART Path, the message shown below will appear. This helps to alert the user to edit objects on all the layers of the job. This message will appear if Map Colors to Layers is used, or if any file has multiple layers.



ART Path: The end position for a router will not change when the start position is changed.

ART Path: M-Series jobs with pneumatic tools (not a router) will properly output pressure commands if tool order is rearranged.

Program names and icons have changed to reflect new Gerber branding.

The new-style Gerber G is used; GSP Plot is now OmegaPlot, GSPTray is now OMEGA Tray; GSP Kern is now Omega Kern.

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