Option de menu "Remplissage objets et Dimension Outils" (Alt + D)

Cette option vous permet de remplir des objets qui sont uniquement composés de contours. Ces objets peuvent être:

- des polices de caractère TrueType
- des images Bitmap et Vectorielles

Fonctionnement

1. Quand vous vous trouvez dans l'écran principal Symmetry, créez ou ouvrez un travail qui contient une ou plusieurs lignes de texte qui contiennent des polices TrueType Fonts ou des images bitmap ou vectorielles.
2. Faites en sorte que votre curseur se trouve dans la ligne de texte qui contient l'objet (texte ou image) que vous voulez remplir.
3. Sélectionnez l'option Remplissage objets et Dimension Outils, soit en cliquant le raccourci, en sélectionnant l'option de menu dans le menu Ligne, ou avec la combinaison de touches [Alt] + [D].
4. Introduisez la valeur désirée pour la **Largeur outil**, et encochez ou décochez les options **Garder les contours originaux**, et **Lier les chemins de fraisage**.

Details



- **Introduisez la largeur de pointe que vous voulez appliquer pour le remplissage:**
  - **Cutter Width**:
    You can freely choose the width of your cutter tip. With a finer tip width, more details of the original image will be kept intact. However, the finer the tip, the longer the machine will need to execute jobs, especially the larger surfaces. The larger the tip, the more details will be lost in the engraving process, but the faster the engraving will be executed.
  - **Keep Source Outline**
    When first imported the image or TrueType font, the outline only will be visualised. When keeping this original outline when filling it, you should be aware that the end result, will be slightly “thicker” or “bigger” than the original, since the cutter width will be added to the size of the outline.
    A simple example to illustrate this: if your original outline is a circle of 1.0 mm diameter and you apply a cutter of 0.4 mm, when you keep the source outline, the end result will be a 1.4 mm circle. Hence the **Keep Source Outline** checkbox is standard set to off.
  - **Join Paths**
    With the island fill option, parallel contours are created from the outside inward. In order to avoid that each of these contours are engraved separately, with the spindle and cutter moving up after each contour and down when starting the next, the spindle will remain down moving from one contour to the next, strongly reducing the up-down movements and in doing so, also reducing the total engraving time.
- **Select the fill pattern to apply**: At this time, only one fill pattern is available:

    - **Island fill**: The shape that you require to be filled out, is filled with a series of parallel engraving paths, starting from the outside, each a little smaller than the inside. The distance between each two paths is determined by the cutter width that was selected. By selecting the fill pattern, you will close the window and the selected object fill parameters will be applied.

- **Delete** will wipe an already existing fill, allowing you to restart and change the fill settings.
- **Cancel** will have you leave the window without any change being applied.

Notes

- The **Object Fill and Tool Dimension** cannot be used on **CFF fonts**, even when they are outlines.
- Once the Fill option has been applied to any object, in order to change the cutter width that you applied, you need to first **Delete** the applied fill, then recreate a fill with the desired cutter width. However, toggling between the **Keep Source Outline** On and Off will work without deleting the existing fill first.

Access through...

- the **[Alt] + [D]** key combination
- the **Line fill** shortcut  in the **Main screen**
- the **Line menu** - **Object fill and tool dimension** menu option

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