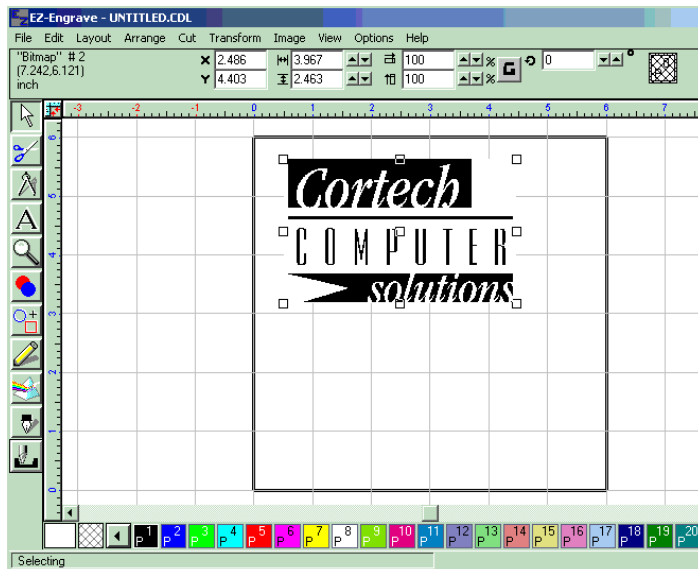


Tracing a Monochrome Bitmap in EZ-Engrave

April 16, 2001

Note that this document assumes that the monochrome bitmap has been copied to the same directory that EZ-Engrave is installed in. The file being traced is called CORTECH.TIF.

1. From the **File** menu, select **Import**.
2. In the **Import File** window, use the **Look in:** drop down menu to locate the EZ-Engrave folder.
3. Select **TIFF Image Files (*.tif)** from the **Files of type:** drop down menu.
4. Single click on **Cortech.tif** and then single click on **Import**. Note that your mouse cursor is now an inverted "L".
5. Single click on the Blank or working area on screen. The bitmap should now display on screen. Your screen should look as follows.



6. Single click on the **Scan Tools** button.



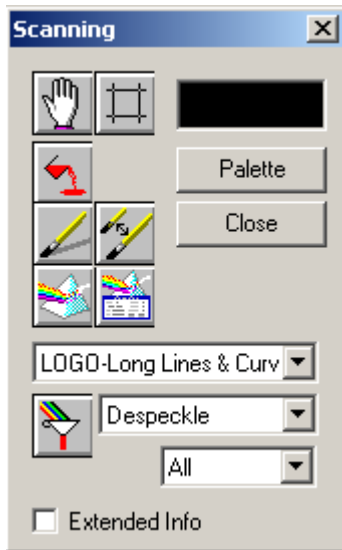
7. A flyout menu should appear.



8. Single click on the **Accuscan** button.



9. The **Scanning** window should display on screen. . The **Scanning** window should look as follows:



10. Single click on the following icon in the **Scanning** window.



11. Once the bitmap to vector conversion is complete, single click on the **Close** button in the **Scanning** window.

12. Notice the status bar in the bottom section of the top title bar provides the area to view (and edit) object location, size, scale, rotation and color. The first information listed in the Status Bar is the **Objects Selected** information. It should state, "Polygon" Selected: 23. This means that there are 23 vector objects that have been generated from the bitmap to vector conversion. For engraving purposes, we need to first select the original bitmap and then delete it.

13. Select **Inverse Select** from the **Edit** menu. The **Objects Selected** information should state, "Bitmap" Selected: 2.

14. Select **Clear** from the **Edit** menu. This deletes the original bitmap and now leaves only the vector object to work with.

15. To apply an engraving fill to this image, you must make sure that all vector objects are selected. The Hot Key to **Select All** is **F3**. Next select **Make Path** from the **Arrange** menu. This converts all the selected vector objects to one path. When an engraving fill is applied to this object, all inside objects will be recognized as part of the outside shapes and a proper engraving fill will occur.