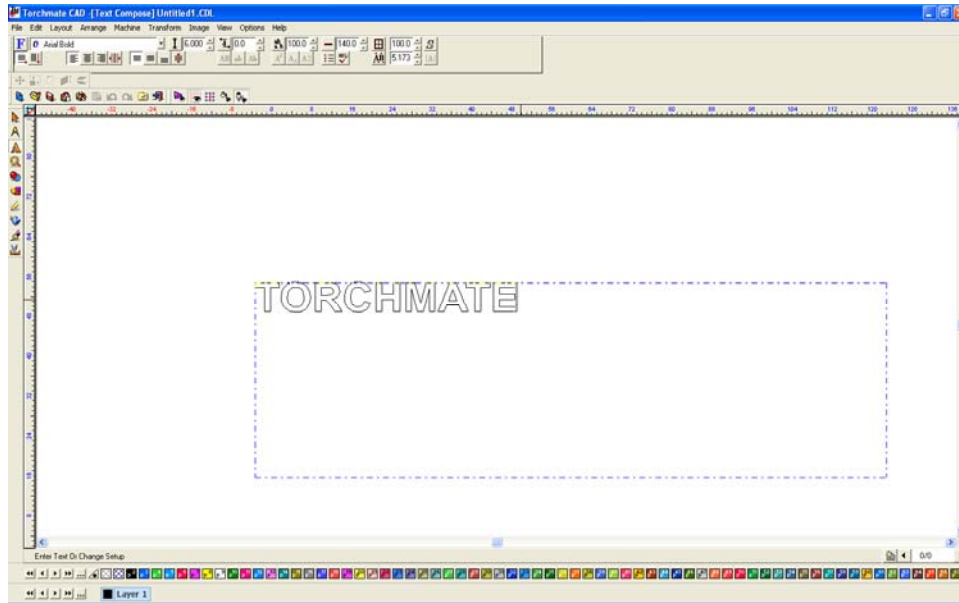


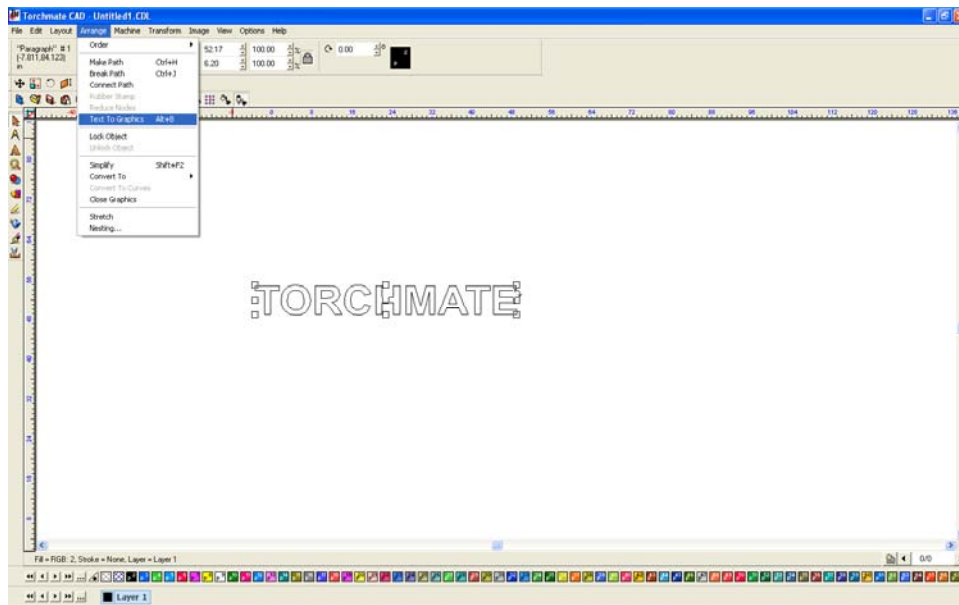
Editing Text:

Torchmate CAD allows various methods of editing text that can be used in conjunction with other tools to create fabulous results.

To start editing text select the text tool from the left toolbar. Select where the text needs to go and click, then type in the desired text.

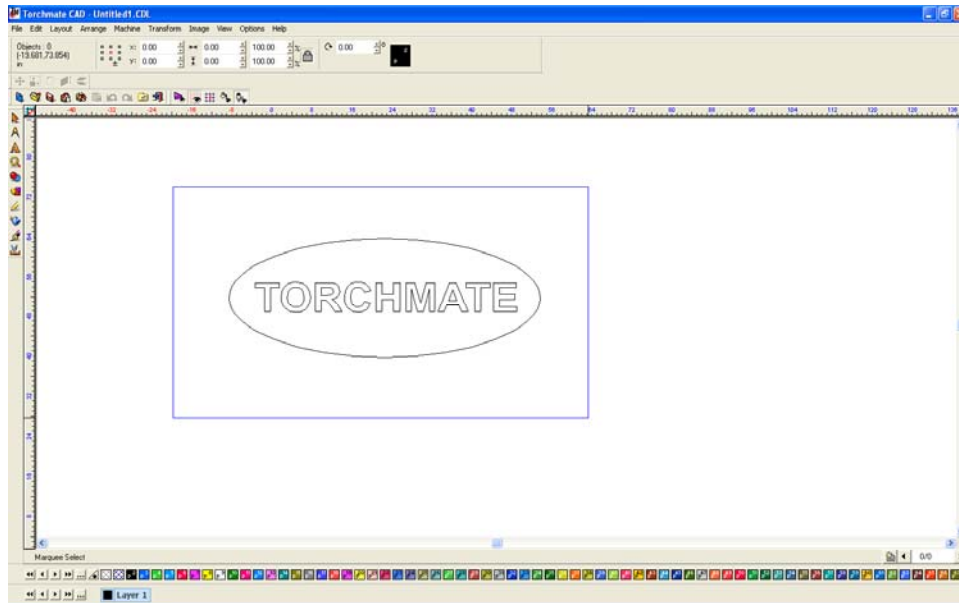


Once satisfied with the text in order to edit the text further it must be converted to a graphic. With the text selected go to 'Arrange' → 'Text to Graphics'. The letters are now individually selectable and can be manipulated as any other drawing. Examples below illustrate some basics of what can be done.

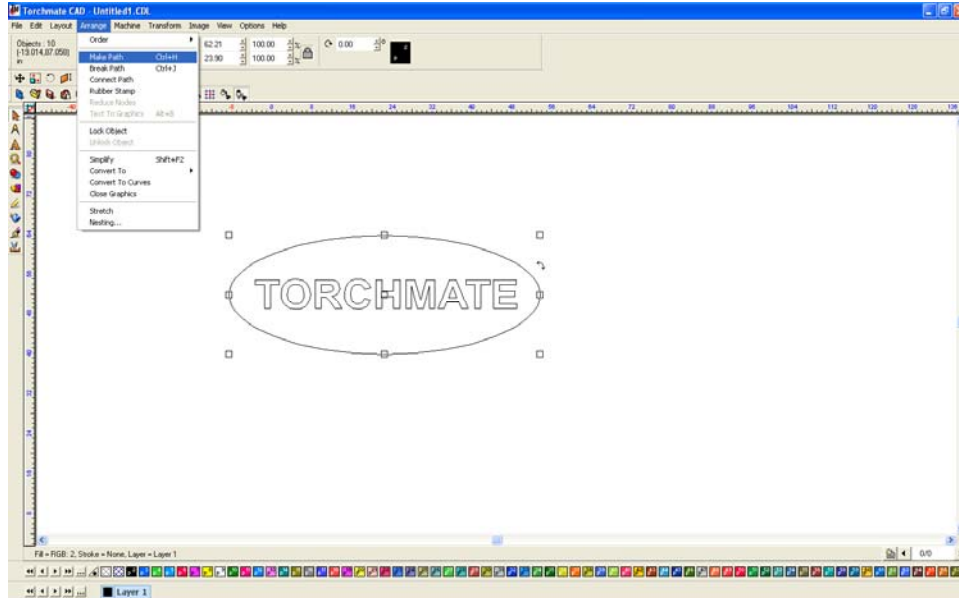


Cutting Text Out of an Existing Shape:

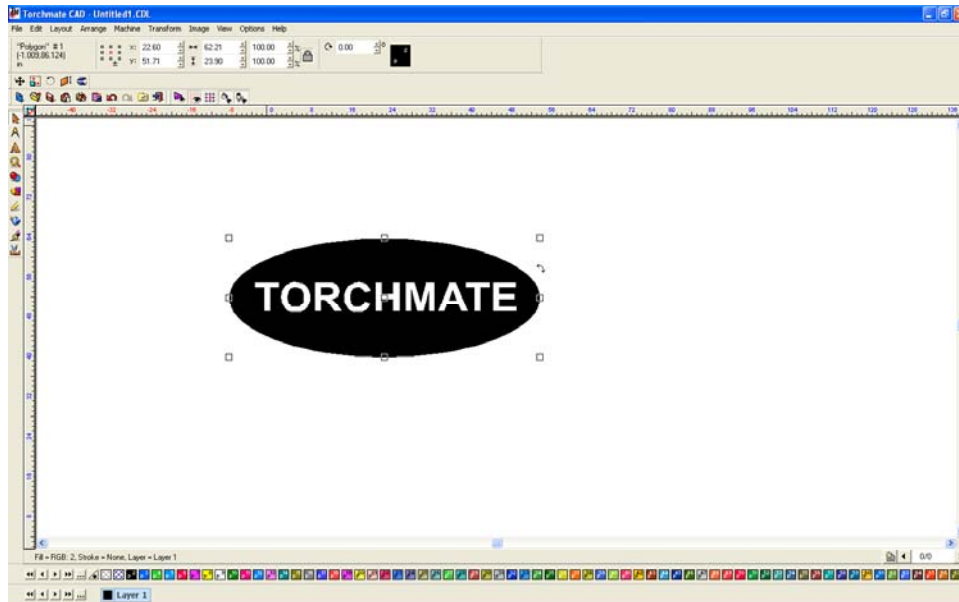
Once the text is created and converted to a graphic position it on the object being cut out of.



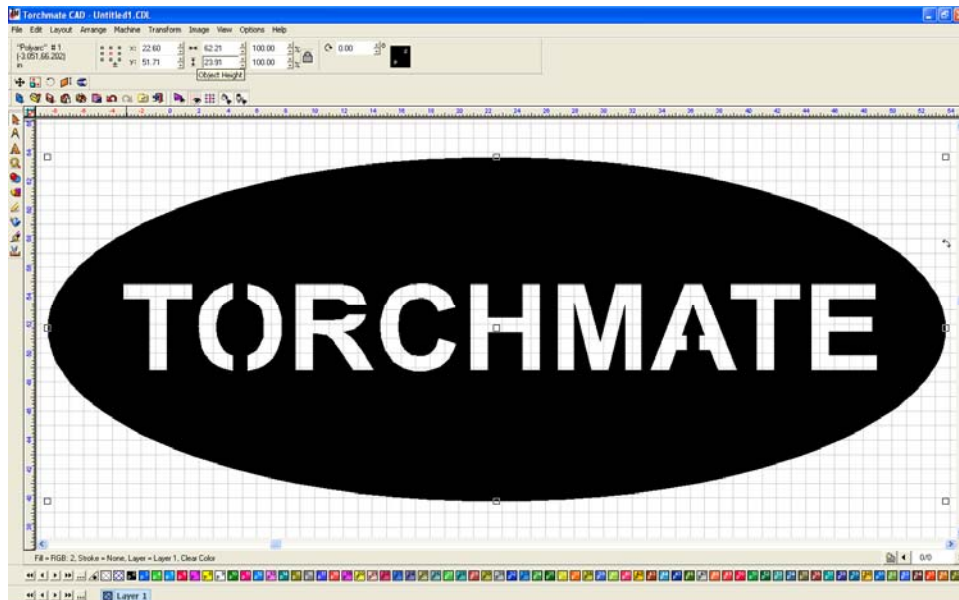
Once positioned go to 'Arrange' → 'Make Path'. What this function does is tell the CAD any overlapping part is a cut out of the main part.



Once a part is done it is always a good idea to go to 'View' → 'Show Fill'. Show fill displays the part as the computer sees it, white space indicating scrap areas. When working with text letters with cutouts like 'O', 'B', 'A', etc. the cutout will fall out if it is not bridged.

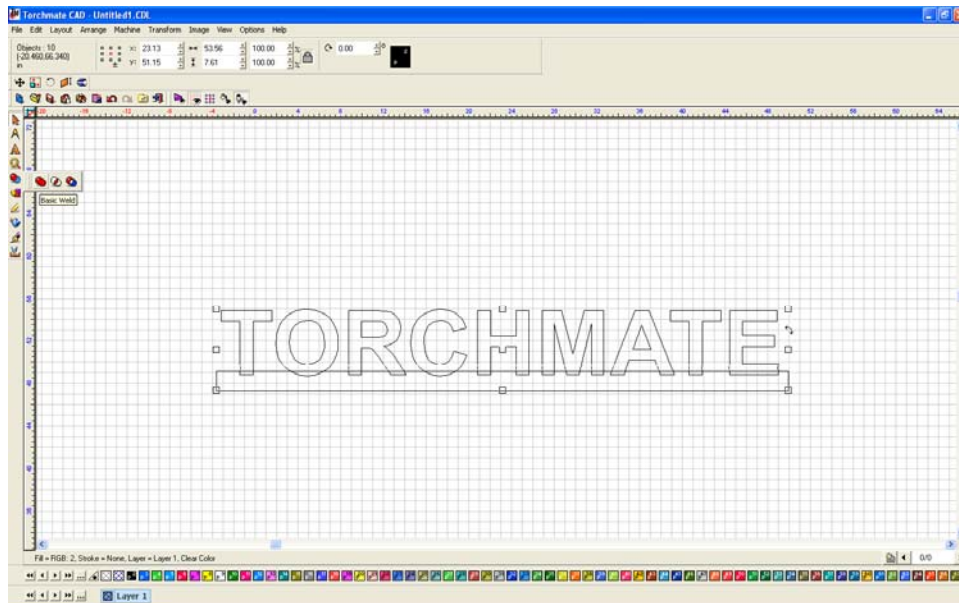


To bridge a letter simply draw a small rectangle over the area wanted to be bridged and complete a 'Basic Weld' from the weld menu on the left hand toolbar.

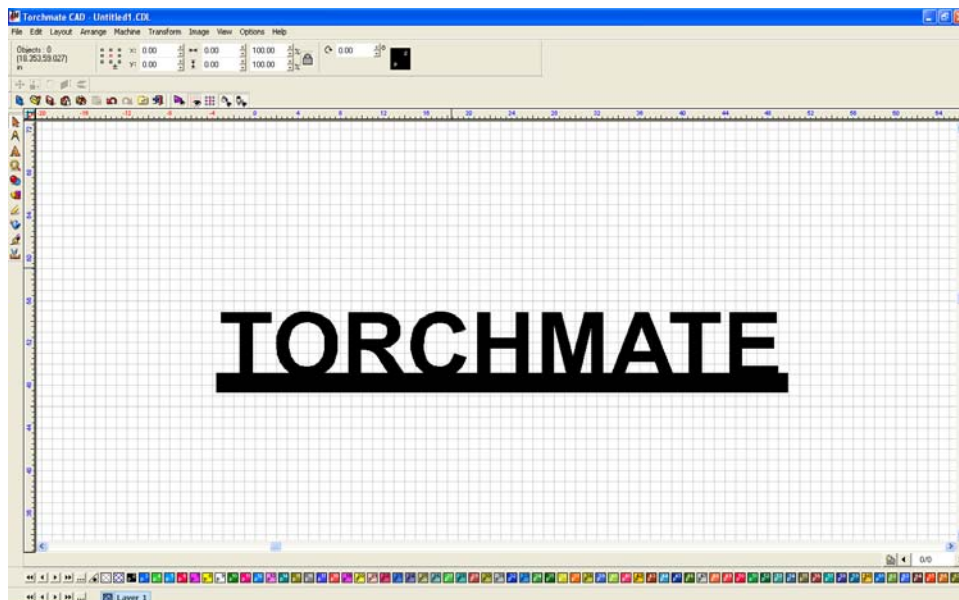


Welding Text to Objects:

Text can be attached to simple or complex objects. Once the text is converted to graphics be sure that the object slightly overlaps the text. Select all objects and text being joined and go to the weld tools menu. A 'Basic Weld' will merge all overlapping objects and text together.

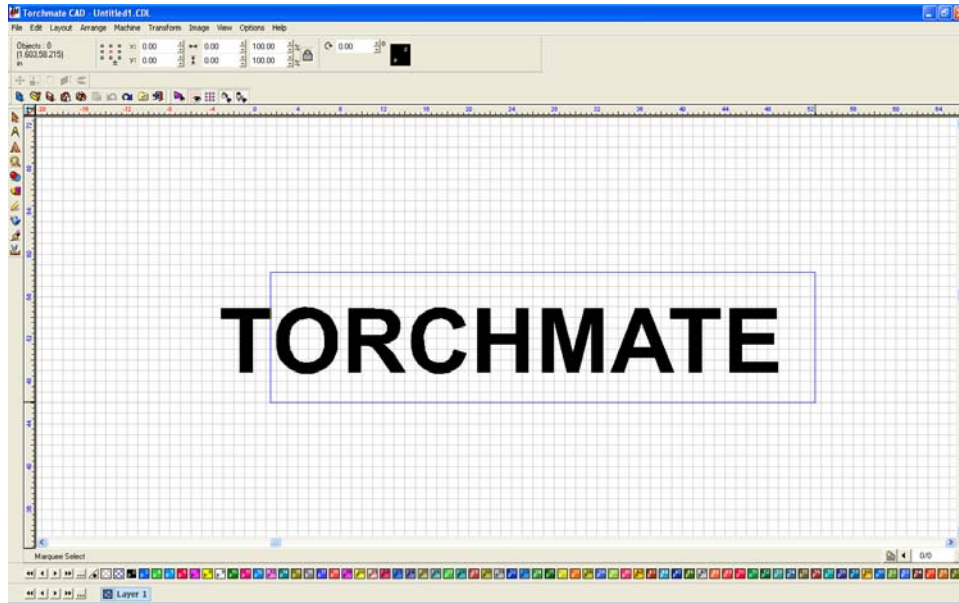


Be sure to turn on show fill once all editing is done to ensure that the CAD software is interpreting the drawing as it should be cut.

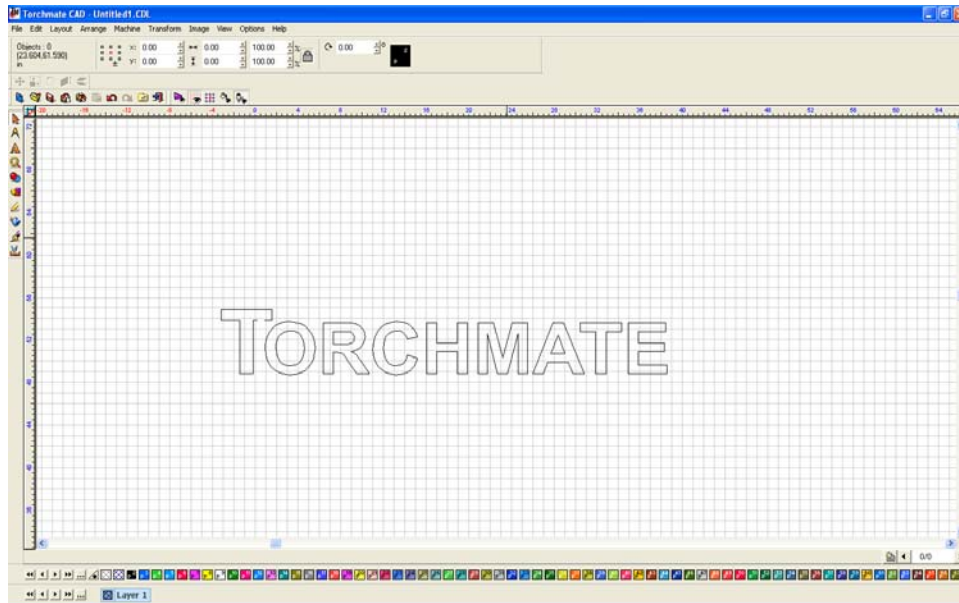


Resizing Text:

Text made in Torchmate CAD can be resized after it is converted to graphics. Simply select the letters needing to be resized. The letters can be resized like any other object, (using the corner tabs when selected or adjusting the scale from the top menu).

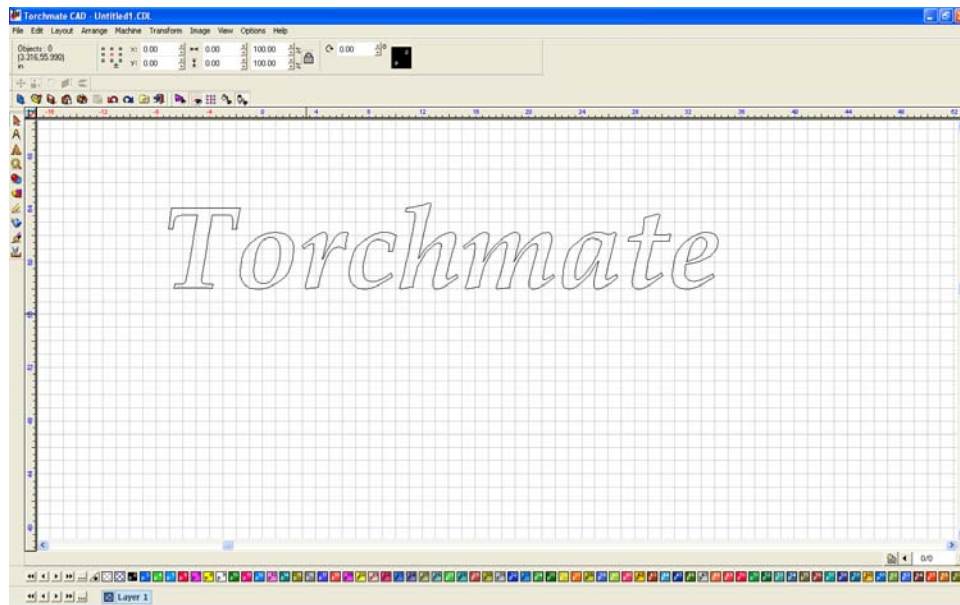


Once the letters are resized they can be manipulated any way normal letters can.

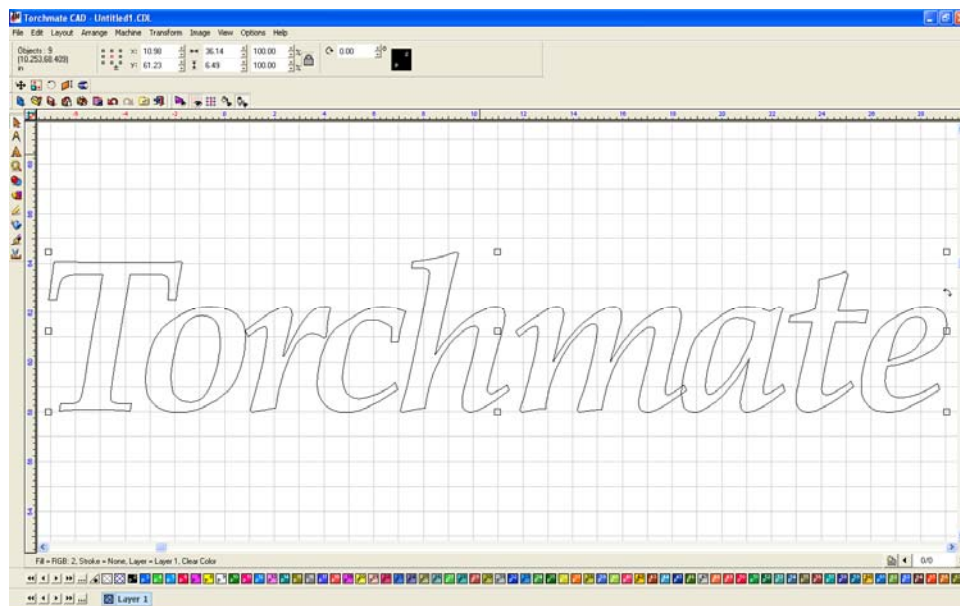


Joining Script Text:

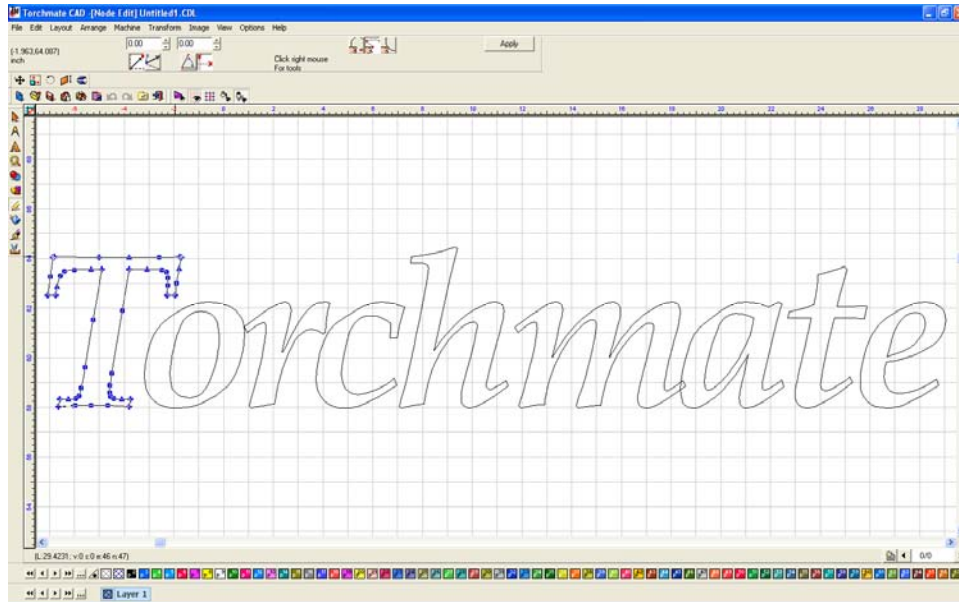
Node editing can be used to join script style text together to make a single cut for an entire word.



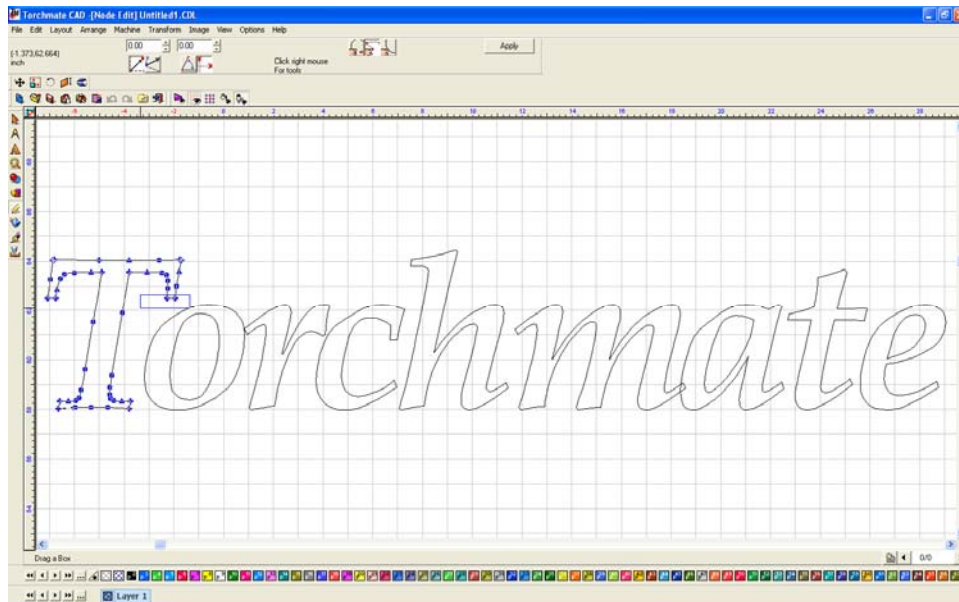
To start convert the text to graphics, then move each letter close together so that they can be joined.



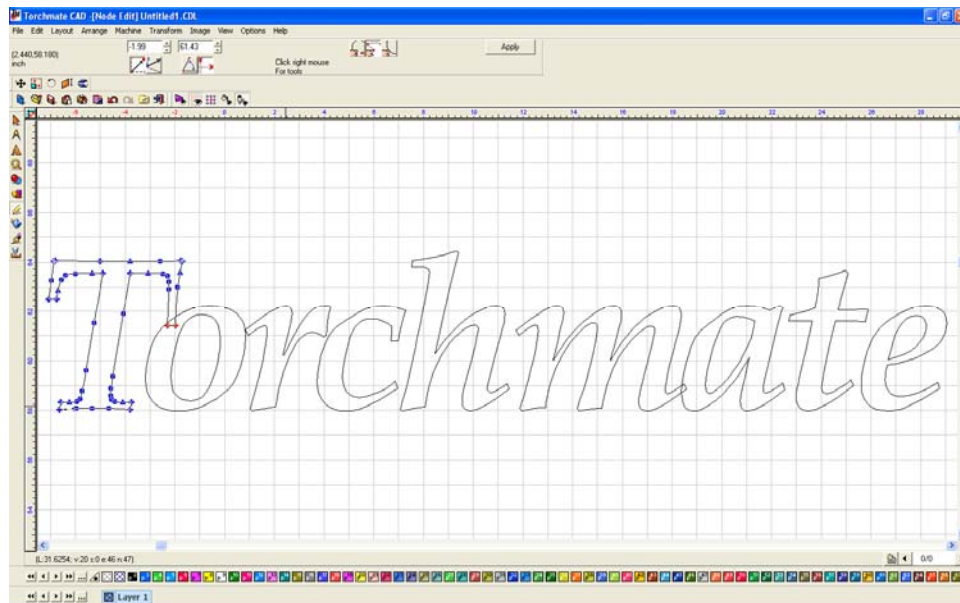
Double clicking on a letter will open node editing. With node editing the letter can be manipulated to any shape that is needed.



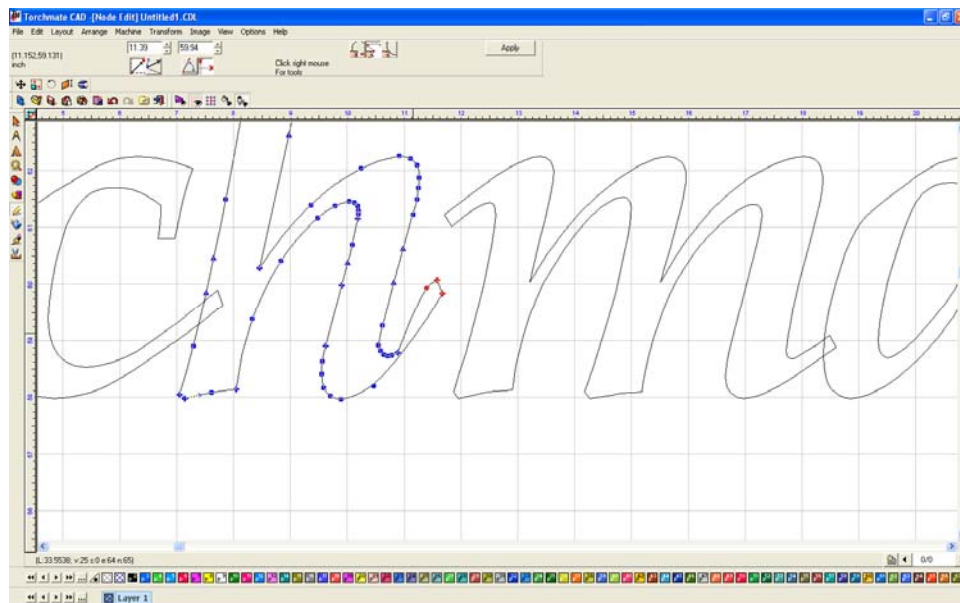
Unselected nodes are blue in color while a selected node will be red. To select a node click on it, or drag a selection box around a group of nodes. With a node or nodes selected they can be moved around.



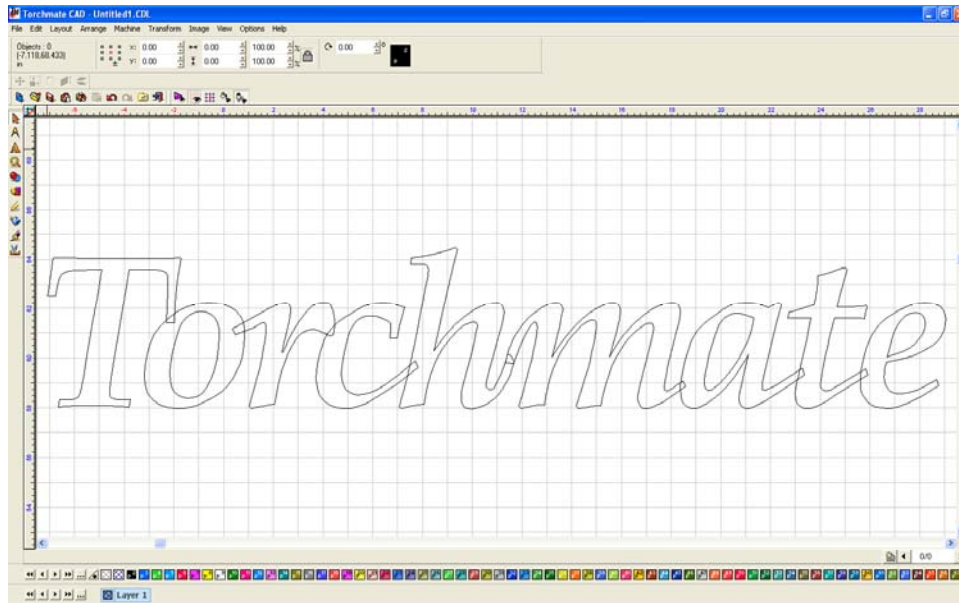
To join a script text together the goal is to overlap all letters and then weld the individual letters together.



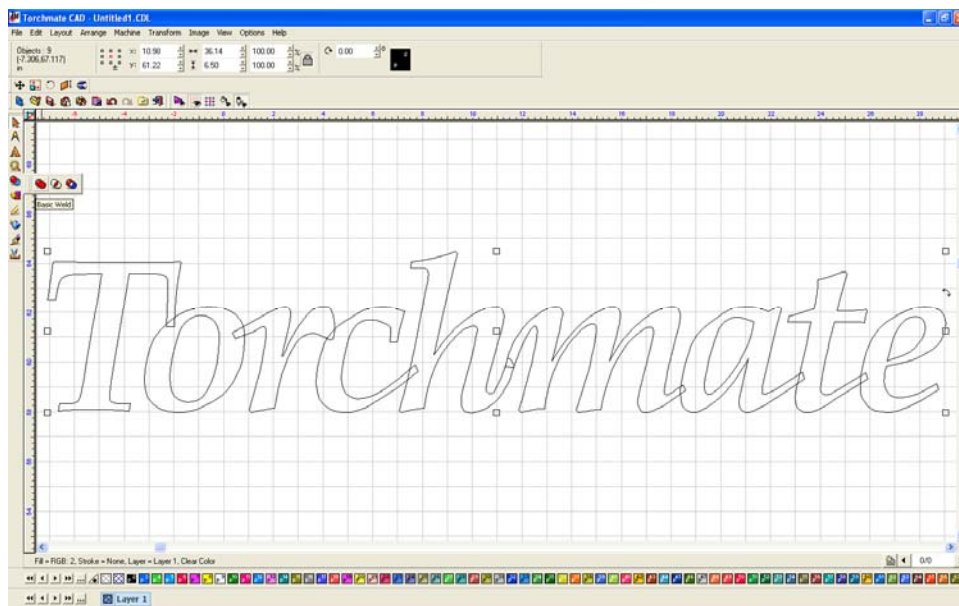
Be sure to overlap all script areas, so that welding can be done later.



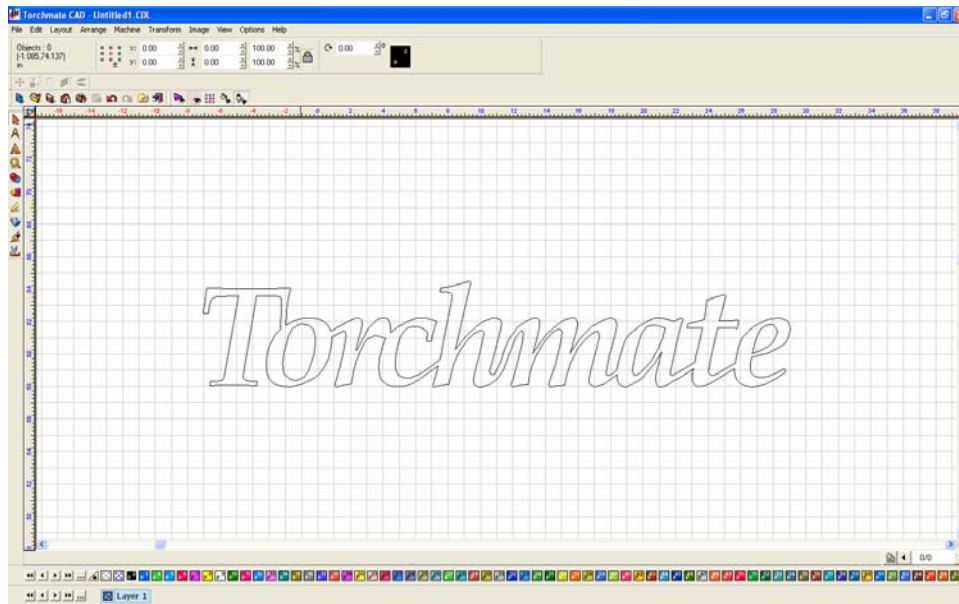
Once all letters overlap the text is ready for welding.



Start by selecting all the letters, and then choose a basic weld.



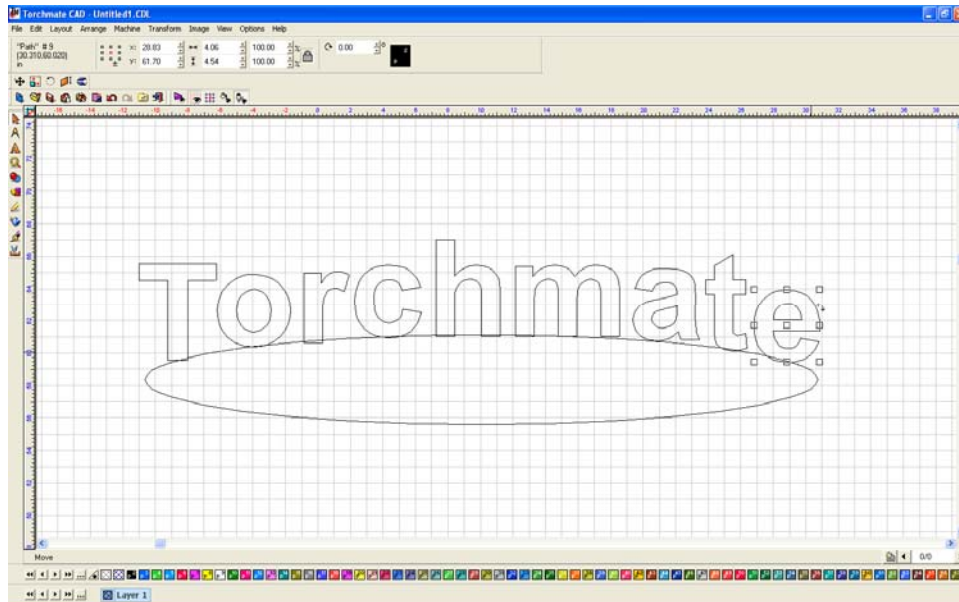
The letters are now all once piece and ready to be cut out. One thing to keep in mind is the thickness of the bridges, if they are too thin when cut out they may bend or break.



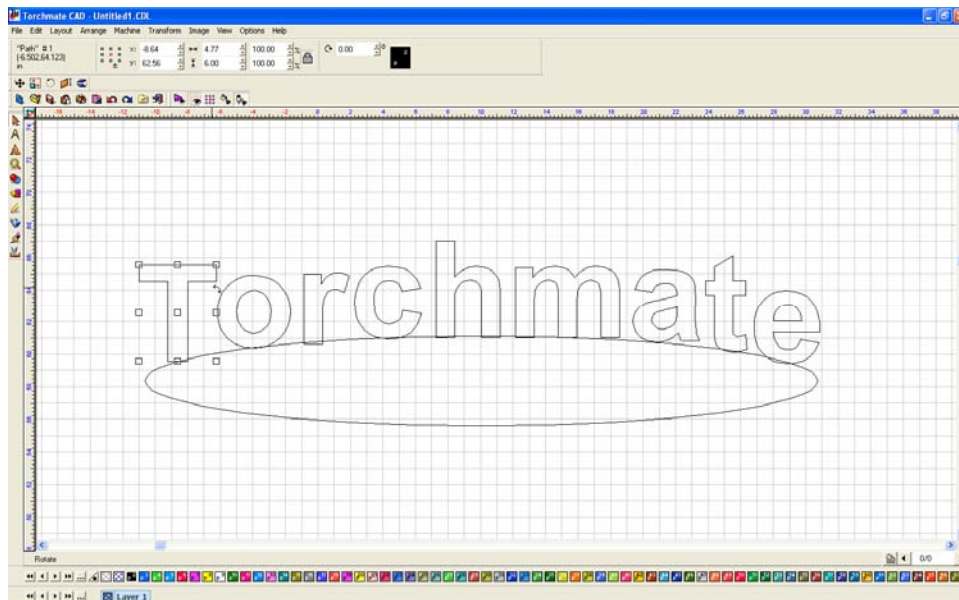
Fitting Text to an Arc:

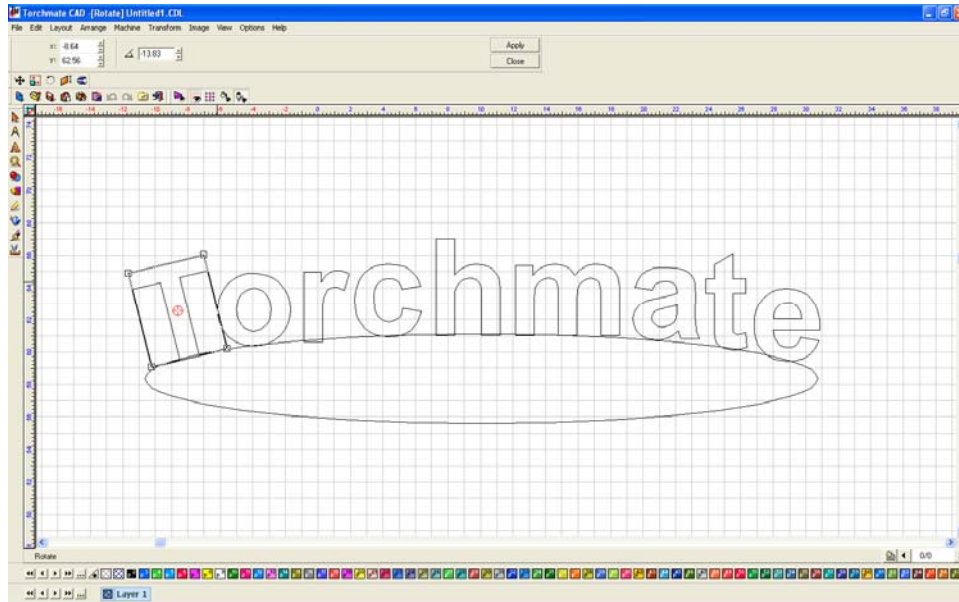
Text can be aligned to an arc to create arches or to follow a specific curve. These features are automatically done with the optional 'Pro Text' module. The instructions below show how to do this function without the additional module.

The first step is to draw a circle or oval that the text needs to be fit around. Once the text is converted to graphics each letter can be moved. Start by positioning the letters around the arc.

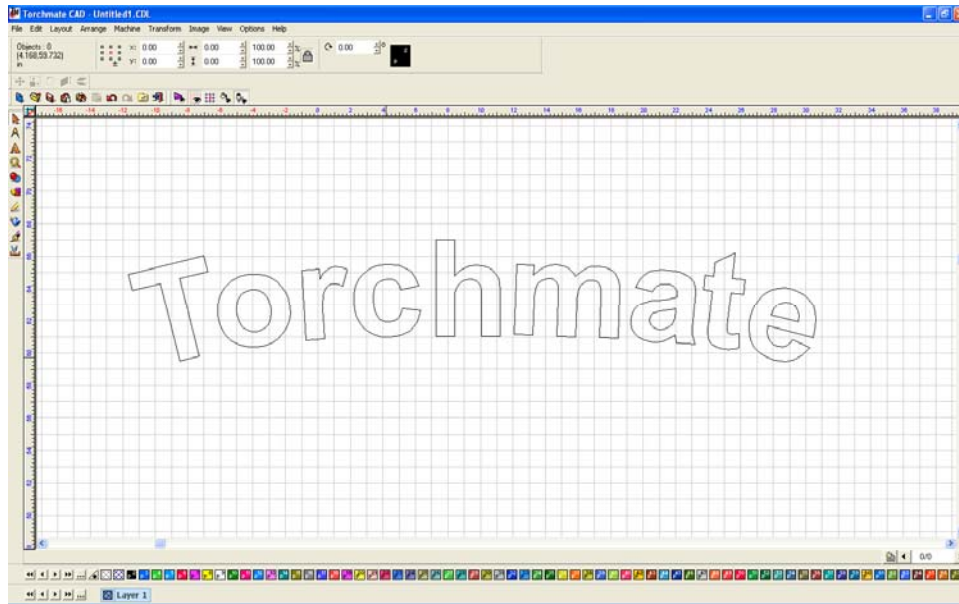


The next step is to rotate each letter. When a letter is selected there are nine boxes around the part as well as a small rotate tab, click on that and as the mouse is moved the letter will rotate.



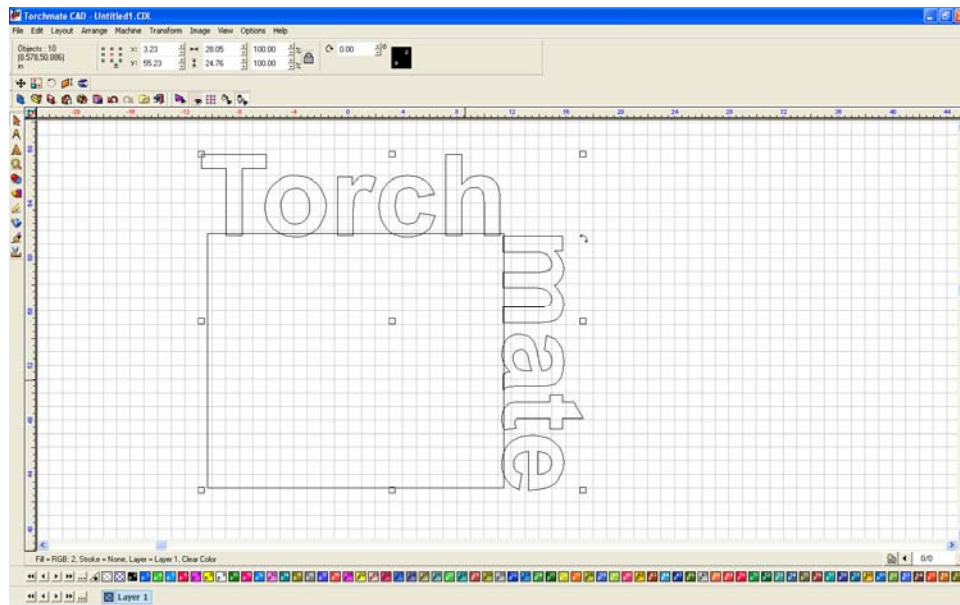


Once all the letters are rotated, delete the arc if it is not needed. This process can be done with shapes as well as arcs, or any shape desired.

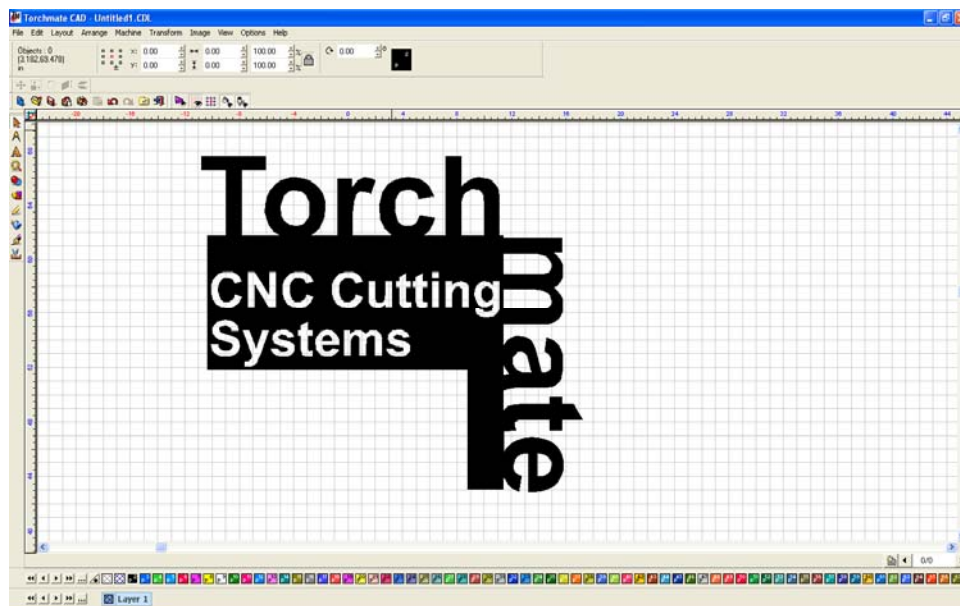


Text Techniques:

The techniques can be combined to create various effects.



Here is a combination of manipulating text along a path and cutting out text.



Combining text editing with other skills in Torchmate CAD can allow for creative use of text and plasma cutting.

