

BasePac 7

Installation Manual



GIS

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Start from Windows XP, Vista or Windows 7

As soon as you plugged in the CD in the CD-drive, the menu of the setup assistant will appear on your screen. The setup assistant will guide you through the installation procedure. If your CD-ROM drive doesn't support "autorun", i.e. the installation doesn't start automatically you have to start the "start.exe" program on the CD-ROM.

1. From the Windows Desktop: Start, choose RUN.
2. Type: [Letter from your CD-ROM Drive]:\start.exe
and press ENTER

Remark for Installation

In order to install the GiS BasePac 7 software you have to have the administrator authority!

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The GiS-Software introduces itself

Welcome to the GiS PC-Software for embroidery a well-established and proven software.

All **BasePac** Products by GiS are known for their user-friendliness and easy handling.

Please check the completeness of your software package

The following articles should always be present:

- CD-ROM
- Documentation
- CodeMeter Stick
- Passwords

If one of these articles is missing, please contact GiS or your distributor.

Note: The CodeMeter Stick and the passwords guarantee the protection of the software and thus represent the value of it. Please take care that you don't lose the CodeMeter Stick, because a new one will cost the **full price** of the software.

Can you use the software on your system?

The following list describes the minimum system requirements and optimal configuration in order to work with our software.

Further more you'll get information about the recommended system requirements, which enables you to work more efficiently with PC-programs.



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Hardware-configuration for GiS software

A Windows compatible PC configured similar to the following list has to be used.

As operating system only Microsoft Windows is supported!

Optimal configuration:


Processor:	Intel or AMD 2,0 GHz or higher
Main Memory:	1 GByte or more
Harddisk:	at least 150 MByte free hard disk capacity
Video card:	Super VGA 1280 x 1024 HiColor (65535 colors), Windows accelerator board
Monitor:	20" or higher color monitor or LCD
Interfaces:	at least 1 x USB for the CodeMeter Stick
Operating system:	Windows XP, Vista or 7 (32 & 64 Bit)

Miscellaneous:

- Printer: All Windows compatible printer
- Scanner: All Windows compatible scanner
- Digitizer: All digitizer, which support the Win-Tab driver „A Flexible Tablet interface for MS Windows from LCS telegraphics“ can be connected. For example the digitizer of CalComp, GTCO or WACOM.
- Backup: We recommend saving your data regularly on rechargeable disk, CD's or DVD's.

CodeMeter Stick

The software can only be operated in conjunction with the WIBUKEY CodeMeter Stick, which has to be plugged into the USB interface port on your computer.

Note:  In case of loosing the stick, only GiS are authorized to sell a new one. The **value of the stick** is equivalent to the **value of the software**. Please take care not to loose it.

Password

The password is a software key which works together with the CodeMeter Stick. It has to be entered once after installing the software (see: "Start program").



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You can get additional information and updates of our latest products which is available at the web-sites **<http://www.gis-net.de>**

Please contact us via our E-Mail address if you have any questions or any kind of suggestions concerning our software products. Our E-Mail address is: **basepac@gis-net.de**

Installation of GiS BasePac

As soon as you plugged in the CD in the CD-drive, the menu of the setup assistant will appear on your screen. The setup assistant will guide you through the installation procedure. If your CD-ROM drive doesn't support "autorun", i.e. the installation doesn't start automatically you have to start the "start.exe" program on the CD-ROM.



The window above appears and if you click "Install" the installation will start.




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Getting started with the BasePac

Start the Program

To start the program, please double-click at the Icon **GiS BasePac 7** on the desktop and the software will start.

 **Note:** The CodeMeter Stick must be plugged in the USB interface of your computer; otherwise it will be impossible to start the program.

Note: In order to install the GiS BasePac 7 software you have to have the **administrator authority!**

Enter the Passwords

In general, after installation of the program, you have to input the passwords, which were delivered with your software. A password window is displayed. Please input the passwords at the appropriate position.

Additional installation of options

In case of a subsequent installation of an option, the password window can be accessed via the menu item "standard settings" in the "settings" menu, then select the item "activate options". The password menu window will appear on the screen. In order to enable the option, you have to enter the correct passwords, and confirm the input with the OK button. After that, all options you bought are available to use.

Examples of designs, backgrounds and samples

On the CD GiS BasePac 7 some useful files are stored, which contain backgrounds, scanned fabric samples, stitch- and punch-data-designs. More information about these data you can find on the CD in the file „Info for additional files“



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Tutorial software MaGiSter

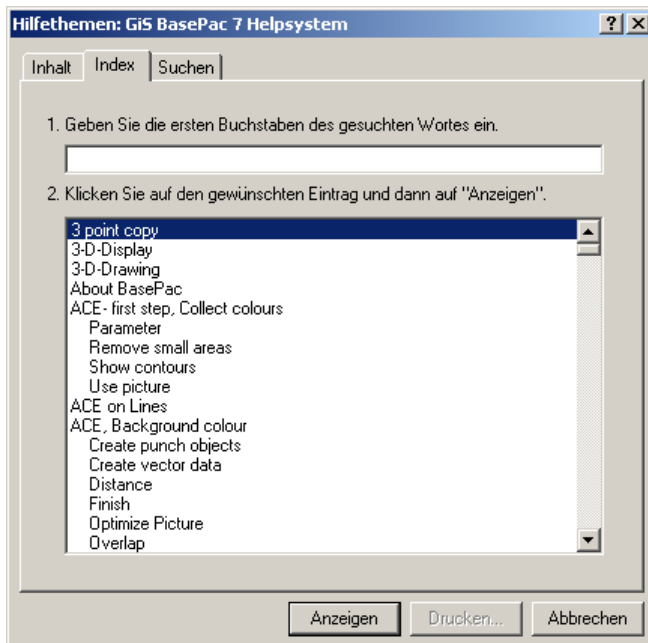
You will find the tutorial software on the Installation CD under the entry “MaGiSter English”. It will help you to learn the contents of the BasePac for your own. For more information refer the chapter “Working with the tutorial software MaGiSter” in this booklet.

Working with the GiS-help system


The GiS-help system offers you the possibility to answer questions on-screen about how to operate the software and to look up the meaning of functions.

Activating the help system

There are several possibilities to enter the help system. In any case the particular GiS-application has to be started. You can call the contents-table of the help system via the help-menu and the entry "index". Another possibility is simply clicking the F1-key. After that, the contents-table appears also. If you want to display the corresponding help text to a special menu-entry, click on the question-mark-cursor. Move that cursor to the menu item and click. The help system will display the corresponding topic.



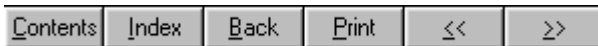


The question mark cursor  is only available while working in the main program level of the GiS programs. If you opened a dialog box and you want to read the corresponding help-text, first press the F1 key. You'll get a similar bitmap of this dialog box on your display. Clicking on an area with the particular function gives you an explanation about it.


Moving within the help system

The movements within the GiS-help system, i.e. the leafing through the different pages, are done by clicking on key-words or with the buttons in the header-line.

Within the text the key-words are underlined with a solid or dashed line or colored, depending on the graphic card of your computer. If you click on one of these key-words, the help system will jump to the specific page (solid underlined) or a text window will open (dashed line) which you can close with another mouse-click. You can move backwards to the previous page by clicking on the button "Back" of the header line.



Sometimes you will see a bitmap of a dialog-window of the program in the GiS-help system. If you click on the buttons or any other entries here, a text window with an explanation or a new page with the next dialog box, which will have been activated by this button-click in the program, will appear.

 **N** : If you have further questions to the help system itself WINDOWS offers you the 'help about help' option. You can activate it by pressing the F1-key within the GiS help system.

First steps with the program

In order to get familiar with the GiS software we recommend reading the examples of the help system first. Please click on the keyword 'Examples' in the contents table of the help system and have a closer look at the examples one by one. Clicking on keywords gives you additional information about some topics.

After you have read one example, you can try to do the described job on your own, for instance copying a design to a disk. You can keep the help-text window open while working with the application by downsizing the help-window and start the application. If you reach a point where you do not know what to do, or you need additional information, please press the F1-key. The help-system will display the page with the corresponding topic.

BasePac5 Help

File Edit Bookmark Options Help

Contents Index Back Print << >>

Example: Write patterns on a disk

The writing of patterns from the hard disc onto a disc with a specific format is done in 3 phases.

1. Selection of the patterns to be written from the source-directory

First the patterns to be written on disc must be marked in the correct source-directory. The menu-point [select files](#) in the main-menu or the respective key on the tool-board have got to be selected. The select-pattern box is displayed.

V5.00 Select Multiple Designs (max. 10000)

Drive: ZSK-USA Künstler Motive

Directory	Designs	Date
Tajima Testmuster von Sprügel	6	8. 02. 1999
Toyota Testmuster von De Gast	2	22. 06. 1994
allgemeines Muster Verzeichnis	114	24. 05. 1993
ZSK-USA Künstler Motive	16	17. 10. 1994
Schaustellermotive Pleines	47	30. 07. 1996
Running Alphabet	5	13. 01. 1997

30074.01 SUNNY SKY SMALL CYRK

Number	Name	Customer	Date	Time	Type	Stitches	Backup
300073.00	A07 SUNNY SKY FU	cyrk	27. 05. 1994	10:02	St	23033	
30118.00	SAX PLAYER	CYRK	13. 06. 1994	14:37	St	14178	
30115.00	SAXSPHONE	CYRK	13. 06. 1994	7:53	St	12615	
30114.00	BRONCO RIDER	CYRK	8. 06. 1994	12:46	St	11590	
30076.02	STEAMBOAT V-2	CYRK	12. 05. 1994	7:25	St	16293	
30076.01	STEAMBOAT V-1	CYRK	12. 05. 1994	7:16	St	12676	
30074.01	SUNNY SKY SMALL	CYRK	17. 10. 1994	11:26	St	6203	
30074.00	SUNNY SKY SMALL	CYRK	17. 10. 1994	11:26	St	6203	



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With this method you will get familiar with all the functions of the software, which were described in the examples.

Looking up explanations of functions

If you want to read the explanation of a specific function, please run through the application-program up to the point where you can start this function. Press the F1-key and the present dialog-box will be displayed once more. If you click with the mouse to the function you want, the explanation text will be displayed. Another click closes the window again.

Another way to use the help system is to activate the search functions. Please enter the name of a function or a word which describes the action of the function, for example 'copy design'. A list of the available topics will be displayed on your screen. Select the line with the function you want to have explained. Clicking on the button 'go to' opens a window with the corresponding help text.

GiS-Online help system in Windows Vista or Windows 7

To use the GiS online help system with *.HLP files in Windows Vista you have to install an update for the windows help system. Please load and install this file which you can find in the link:

<http://support.microsoft.com/kb/917607>

If this is installed, you can use the GiS online help system as described by using the F1 key.

Demo-mode

There is a possibility to get a GiS software package for a limited period of time as a DEMO version. The DEMO version is a complete version of the program, with all available options and with the possibility to save and load designs.

As for normal operation also in DEMO mode the CodeMeter Stick is needed.

To use the DEMO version, the CodeMeter Stick has to be loaded with a specified DEMO duration.

There are several variants to get the CodeMeter Stick loaded with DEMO:

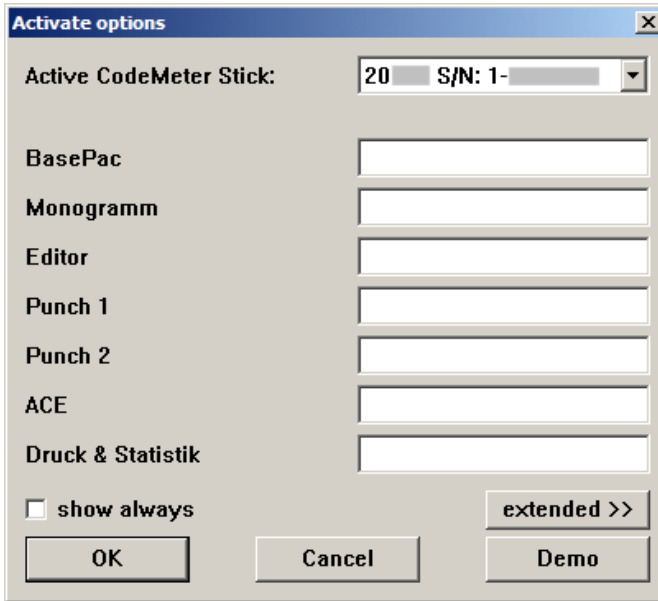
1. You get a prepared CodeMeter Stick together with your demo package. To activate the DEMO, click in passwords dialog to "Demo".
2. You have a CodeMeter Stick and an e-mail connection. You will get an <Dongle number>.GiSCmUpdate file through e-mail to load the demo. With a double click on the <Dongle number>.GiSCmUpdate file the demo duration is loaded to the CodeMeter Stick and BasePac 7 will be prepared for demo. When you start GiS BasePac 7 the next time the "Demo setup" dialog will be opened.

In any case BasePac 7 has to be installed at your PC!

The CodeMeter Stick has to be plugged into the USB interface of your computer.

Important hint: Do never try to make the DEMO period of time longer, for instance by manipulating the system time of your computer. In this case a short warning will appear and if it is ignored, the remaining DEMO time will be set to zero. So you will not have any advantages.

Activate DEMO-Mode

The screenshot shows a dialog box titled "Activate options" with a close button (X) in the top right corner. The dialog contains several input fields and buttons. The first field is labeled "Active CodeMeter Stick:" and contains the value "20" followed by a dropdown menu showing "S/N: 1-". Below this are seven empty text input fields labeled "BasePac", "Monogramm", "Editor", "Punch 1", "Punch 2", "ACE", and "Druck & Statistik". At the bottom left is a checkbox labeled "show always" which is currently unchecked. At the bottom right is a button labeled "extended >>". At the very bottom are three buttons: "OK", "Cancel", and "Demo".

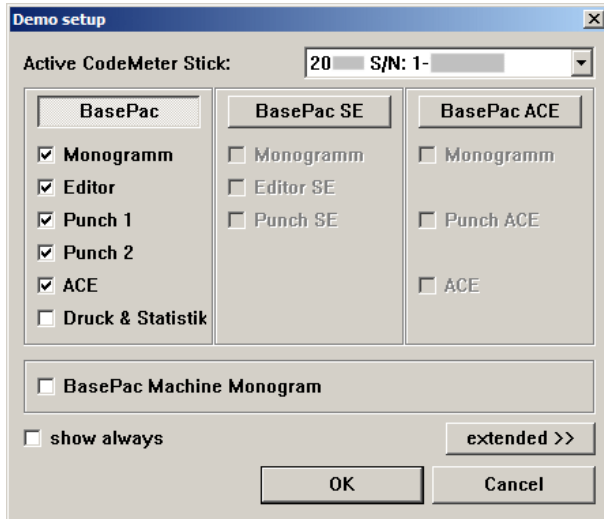
To activate DEMO-Mode, GiS BasePac 7 has to be switched to demo. If no passwords had been entered, you will get the dialog for password input at program start.

To activate demo mode please press "Demo" to open the "Demo setup" dialog.

If the CodeMeter Stick was loaded through the <Dongle number>.GiSCmUpdate file, the "Demo setup" dialog will be opened automatically.

If an existing BasePac 7 installation has to be switched to DEMO mode, this dialog can be found in menu "Settings" submenu "Standard settings" key "activate options". In any case it is necessary to have the CodeMeter Stick loaded with demo days!

DEMO setup



In this window you can activate all desired options. At first, you select the main group.

This can be **BasePac**, **BasePac SE** or **BasePac ACE**.

If **BasePac** is selected, the BasePac *classic* line is activated.

All additional options can be activated separately.

With **BasePac SE** the below displayed options are activated automatically. This package can be extended with options from the *classic* line.

BasePac ACE will be activated the same way.

Selection of **BasePac Machine Monogram** activates exactly the functions of the Machine monogram package. This can not be extended, because an upgrade to a **BasePac** line is needed for extension.

After confirmation of the dialog with "OK" you can work with the GiS BasePac and the selected options. The DEMO time and days are running from the current date. In the headline of your worksheet the remaining days and time is displayed (in the upper left corner).



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Change demo scope in DEMO Mode

If you do not want to have all options in the DEMO mode for any reason, for instance a show, you can switch them off. Start the function "activate options" in the "settings" menu under "standard settings". In Demo mode, the "Demo setup" dialog opens automatically. You can select the preferred options there and confirm them with "OK". The functions of the removed options are not available after that. Of course you can activate the options again at any time.

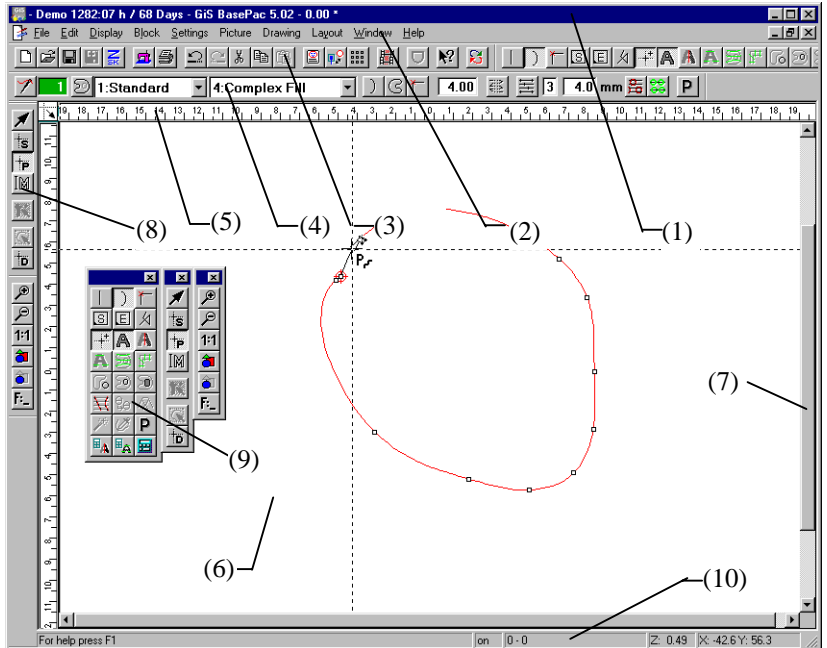
Exit Demo mode

If the demo period is finished, the DEMO mode will be closed automatically. The normal password dialog is shown and all passwords for all purchased options have to be entered.

It is also possible to activate a new demo period as described above.

If you want to finish working with DEMO mode before its actual expiry, you have to deactivate all parts in "Demo setup" dialog and confirm with "OK". With this the DEMO Mode is closed and the passwords dialog is displayed.

User interface of the GiS work sheet



(1) Title Bar

In the title bar the name and the version of the program is displayed. Also the design number of the current design is shown there, provided only one design window is open, otherwise the design number is outlined in the title bar of the corresponding window.

(2) Menu Bar

All the available menus are listed here. You can open them by simply clicking on the menu names. A pull down menu appears where you can select the desired function.



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(3) Tool Bar

The most important functions of the menus are represented here with the matching button. Clicking on these buttons activates it and gives you a quick access to the functions.

(4) Parameter Bar

The content of this bar changes with the selected mode. It consists of buttons and edit boxes, where you can enter and adjust parameters, for example needle color, density or font style.

(5) Rulers

The system allows you to display also rulers at the upper and left margin of the work sheet. They inform you directly about the design size in cm.

(6) Working Area

In this area you can create or modify your designs. The actual space for the design is much bigger (dependent from the maximum zoom factor), since the working area shown on the screen is only a part of your work sheet. Moving to the other parts of your work sheet can be done by using the scroll bars (7) or by scrolling with the right mouse key pressed.

(7) Scroll Bar

With the scroll bar you can move the visible area of your work sheet. If the auto scroll-feature has been switched on (Settings menu), it is also scrolled when your cursor is positioned on the rulers.

(8) Tool Palette

Here you can switch between the different working modes. Also the zoom function, the calculate button and the button to switch between insert and overwrite mode is available in the tool palette. By a double click the tool palette is combined with the popup-menu (9) and so the working area is enlarged.

(9) **Popup-Menu**

This menu contains the most important functions depending on the mode to guarantee a quick and easy way of punching. Pressing the right mouse button places this popup menu to the current mouse position, a click on any function let it jump back to the original position. This enables you to work quickly and efficiently.

(10) **Status Bar**

The status bar shows the help text for most of the available functions when placing the cursor at that function. At the right, the zoom factor and the current cursor position is displayed. Besides there are shown additional information dependent on the working mode :

In module mode: The extensions and total number of stitches

In all other modes: The number of the selected stitch and the total number of stitches.

Additionally in editor mode: The needle state (on or off).

Most of the above described bars can be switched on or off in the **Layout**-menu.



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Working with the tutorial software MaGiSter

On the program-CD you will find besides the Installation tool the tutorial software MaGiSter. You will get familiar with the most important functions by working through this course. The functions are explained using a realistic example.

To start the MaGiSter, please click in GiS BasePac under “help” at “MaGister english“. The front page of the Tutorial software is displayed.

For each option you will find the most important functions described by examples.

You can rework the described examples for your own with the GiS BasePac and control yourself watching a film.





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Using the GiS BasePac software in a network

Basics

In general the GiS BasePac software can be used in all kinds of networks which allow connections using drive letters (all WINDOWS versions). The software supports only the access with drive letters and not the UNC (Uniform Naming Convention) names.

A network consists always of many participants which are connected using a bus system. Depending on their assigned job and function they are called server or client. The server is a PC, which offers the resources, i.e. hard disk drives, printers, etc. to the network.

A client is a PC which makes use of the resources (hard-disk capacity, ...) of the server.

In smaller networks, for example with 2 participants, a PC can be server and client simultaneously. In larger networks pure server solutions are standard that means one or more PC work as a server which administer all the data centrally.

In network operation there is to distinguish between two usage scopes:

- Common usage of data on multiple workstations is described in chapter A:
- Common usage of program licenses on multiple workstations is described in chapters B: - D:



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A: Access from multiple GiS BasePac Systems to common data

Example: We have 2 PC's – PC "A" is used for punching and with PC "B" the designs are to be sent.

The whole data administration should be stored on PC „A“, and client „B“ should be able to access to the design data stored on "A". On PC "A" the GiS BasePac and the Punching options and on PC "B" just the GiS BasePac is installed. Both computers need their own CodeMeter Stick.

To allow PC "B" the access to the GiS BasePac data administration on PC "A", a network drive connection between the computers has to be established. First you have to create a network share on the drive where the data is stored on PC "A". In Windows you can do it in the "MS-Explorer" clicking the right mouse key on the drives entry and select "sharing" and "sharing as". After that you can connect at PC "B" the drive you shared at "A" with the function "Map network drive" in the "Tools" menu. You can select the drive you defined that way in the BasePac administration like any local drive and so it can be used for the access to PC "A".

Please notice that each client who wants to access to the GiS data administration on a server needs an own license for the GiS BasePac and also his own, local CodeMeter Stick. (See chapter B: to D: for using network licenses)

If the server is exclusively used for data administration and the access is just done over the network, you need **no** GiS BasePac and no CodeMeter Stick at this server. If you install this kind of server solution, you can follow the steps described in the example; the drive on the server has to be mapped with every client. In most cases it makes sense to choose the letter of the drive in a way, that all clients can use the same letter.

***B: Access from multiple GiS BasePac Systems
to one CodeMeter Stick***

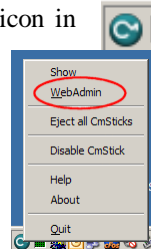
Example: You want to run GiS BasePac on multiple PC's, but only one license (one CodeMeter Stick) is available. This is principally possible, but you can run the program only on **one** PC at a time.

To have this, please do the following steps:

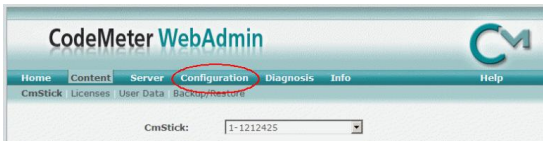
1. You install GiS BasePac on all PC's where you want to use it.
2. Share your drives the same way as described in the example above.
3. Define one PC as server and connect the CodeMeter Stick to this PC. If the CodeMeter Stick is installed to a separate server which does not need the BasePac software, only the CodeMeter driver has to be installed. You can find the CodeMeter driver on the installation CD in "Tools", "WibuKey CodeMeter".

- On the Server PC the CodeMeter Stick is shared for network usage. Click with the right mouse button to the CM icon in the taskbar.

The menu on the right, where you select WebAdmin, appears.

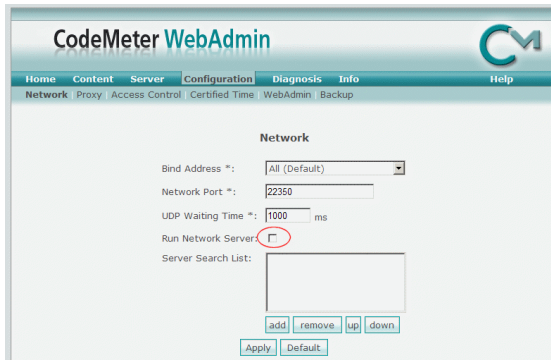


You Web-browser opens an you can see the following



page:

Select Configuration and activate "Run Network Server" on the dis-



played page.

After this, click to "Apply".

- Now you can run GiS BasePac on each PC, of course only at one computer simultaneously, and enter your passwords or DEMO's and start working.

C: Access from multiple GiS BasePac Systems to one CodeMeter Stick with multiple licenses

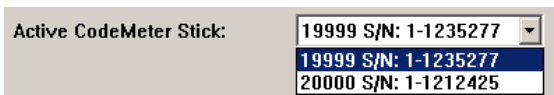
Example: You want to use GiS BasePac on 4 different PC's, but only at 2 PC's simultaneously. Every user has the same function level. The CodeMeter Stick can be loaded with multiple equal licenses. The procedure is as described in **B:**. Because two licenses are stored on the stick, two users can work at once. If a third user tries to open GiS BasePac he will get a corresponding error message.

D: Access from multiple GiS BasePac Systems to CodeMeter Sticks with different licenses

Example: You want to use GiS BasePac on different PC's. In the punching department the punch option is used, in the embroidery department only lettering is used. To optimize designs, the puncher shall be enabled to use his punch option also at the embroidery departments PC.

To get such a functionality again the programs are installed as described in **B:**. In this case two CodeMeter Sticks are existent, one with punch option activated, the other with monogram activated. At the CodeMeter server both CodeMeter Sticks are plugged in. So both license packages are callable at all computers.

You can switch very easily between the licenses in the "Activate options" dialog.



The given passwords are kept. Optionally the "Activate options" dialog can be shown at each program startup to choose the desired license. Of course also at this point it is checked that no more licenses are activated at a time as available. In the above example the puncher has to have the GiS BasePac closed in the punching department before opening is in the embroidery department.



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Assignments to short-cuts in BasePac

1. Keyboard in all modes

Ctrl + B	Display block film
Ctrl + J	Fade in or out horizontal or vertical auxiliary lines
Ctrl + L	Ruler function
Ctrl + N	Open new design with standard values
Ctrl + O	Open design administration
Ctrl + R	Display Rapport on/off
Ctrl + S	Save current design (overwrite)
Ctrl + W	Redraw complete design (show everything)
Ctrl + Y	Display order of embroidery
Ctrl + Z	Redraw design
F1	Activate help system
F2	Fade out stitches
F3	Fade out coordinates
F4	Open dialogue to fade out needles
F6	Display next window
F10	Start transmission to machine
F11	Fade in/out picture
F12	Fade out/in background picture
Ctrl + F1	Store design in ZSK-memory
Ctrl + F2	Store design in ring buffer
Ctrl + F5	Activate VOMAG check
Shift + F6	Open previous window
Alt + Home	Zoom to display all blocks
PgDn	Zoom up one step
Alt + PgDn	Choose largest possible zoom factor
PgUp	Zoom down one step
Alt + PgUp	Zoom to 1:1
Alt + End	Edit box zoom factor
Esc	Cancel current function



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2. Keyboard in module mode

Ctrl + A	Select all
Ctrl + C	Copy selected blocks (into the Clipboard)
Ctrl + D	Duplicate selected blocks
Ctrl + G	Group selected blocks
Ctrl + P	Set start- and endpoint
Ctrl + V	Insert a copied block.
Ctrl + W	Redraw whole design
Ctrl + X	Cut selected blocks (into the Clipboard)
Ctrl + Z	Redraw
Alt + Z	Redraw block
Ctrl + PgUp	Set block one step forward
Ctrl + PgDn	Set block one step backward
Shift + PgUp	Set block to the front
Shift + PgDn	Set block to the back
Shift + Ins	Insert a copied block.
Ctrl + Ins	Copy selected blocks (into the Clipboard)
Shift + Del	Delete selected blocks and store into the Clipboard
Alt + Z	Center
1	Text on curve: Adjustment by size
2	Text on curve: Adjustment by width
3	Text on curve: Adjustment by distance
Blank	Scrolling the selected block in the center of the screen

3. Keyboard in text mode

Ctrl + C	Copy selected letters in the Windows clipboard
Ctrl + V	Insert letters of the Windows clipboard
Ctrl + X	Cut selected letters and copy in the Windows clipboard
Ctrl + Ins	Copy selected letters in the Windows clipboard
Shift + Ins	Insert letters of the Windows clipboard
Shift + del	Delete the text and copy into the clipboard
Ctrl + F12	Display all letters of a font
Ctrl + Blank	Scrolling the selected block in the center of the screen

4. Keyboard in the drawing mode

Delete	
Backspace	deletes the current point or the current graphical figure
C	Switch to closed curve
G	Switch to straight line
K	Switch to curve
V	Vectorizing with Auto Trace function
Blank	Scrolling the selected coordinate or the selected graphical figure in the center of the screen

5. Keyboard in coordinate and stitch mode

Enter	In automatic mode: Calculate the automatic and then switch to stitch mode. In stitch mode: Switch to the most recently selected type of automatic.
Del (delete)	
Backspace	Delete the current point.
Ins (insert)	Switch between insert and overwrite mode.
End	Jump to the end of the automatic or next special function.
Home	Jump to start of automatic or previous special function.



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Page up	next size down zoom level (zoom out).
Page down	next size up zoom level (zoom in).
A	Automatic mode activate contour.
B	Width for centre line input digitizing (Only for centre line input mode). Finally 2 points must be digitized to give the width of line.
C	Switch to closed curve (Only in automatic mode).
D	Select stitch density input field.(Only in area input).
D	Cut selected stitch in the middle (Only in manual mode)
E	Divide (Design partitioning) (Only in manual mode)
E	Shift end point (Only in automatic mode).
F	Call Macro
G	Switch to straight line input (only in automatic mode).
H	New hole (Only in area input)
I	New Island (Only in area input)
K	Switch to curves (Only in automatic mode)
L	Select stitch length input field (Only in automatic mode).
M	Automatic mode activate centre line.
N	Select needle number input field.
O	Switch needle on/off (Only in manual mode).
P	Activate pair wise input in automatic mode.
Q	Recalculate the automatic.
R	Activate line (Running) (not for contour input)
S	Stop function (Only in manual mode).
S	Select type of stitch (Only in automatic mode) the type of stitch is selected by inputting its identifier (1-9 and a-z)
T	Thread trimming (Only in manual mode).
T	New division line (Only in automatic mode)

U	Switch to input of stitch direction (Outer contour input)
V	Vectorizing with Auto Trace function
W	New stitch direction (Only in contour input mode)
X	Use Drawing line in punch mode
Z	Switch to branch input (Only in segmented input or running lines input)
Ctrl + C	Copy the block which belongs to the current stitch into the internal memory
Ctrl + E	Insert double stitch
Ctrl + F	Search for machine function
Ctrl + L	Ruler function
Ctrl + M	Insert block in 3 point mode
Ctrl + Q	Fade in/out alphanumerical stitch display
Ctrl + V	Insert the copied block with dialogue for size and number
F5	Display next error (Check VOMAG)
Shift + F5	Display previous error (Check VOMAG)
F9	Switch between mouse and digitizer mode
Shift + Ins	Insert the copied block with dialogue for size and number
Ctrl + Ins	Copy the block which belongs to the current stitch into the internal memory
Ctrl + Del	Delete all reference data of the detected automatic
Ctrl + 0	Insert zero-stitch
1	If key is pressed, the actual line is moved in 15°-steps. (Reference is previous point)
2	If key is pressed, the actual line is moved in 15°-steps. (Reference is next point)
Blank	Scrolling the selected coordinate in the center of the screen



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6. Mouse

left button	Punching points
Double-click	Sets a corner in automatic mode
left	Insert a sequin if sequin mode is activated
	Switch needle in/out in manual punching mode
right button	Display popup menu at current mouse position. and shifting out of the window scrolls
middle button	Switch from mouse mode to digitizer mode.

If the right mouse button is pressed and the cursor is moved out of the screen, scrolling will be done automatically.

Working with the digitizer

It is also possible to connect a digitizer tablet to the GiS Punching system and use it for punching. You can use all digitizers which support the „Win tab“- standard. The first step is to connect the digitizer to your computer. Then install the windows driver for the digitizer. The driver is delivered with the digitizer.



Note: Please pay attention, that you're only allowed to use 32 bit Win tab drivers.

After or while installation of the driver software, a program starts or have to be executed in order to set the parameters of the digitizer. The program either starts automatically or there is an icon for the digitizer in the control panel. Execute the program by double clicking on the icon. Alternatively, another program group, which includes all necessary digitizer programs has been created while installation process.

The program sets the buttons of the digitizer cursor for the mouse mode. It's either a 4 or a 16 button hand held cursor.

Make sure the assignment of the cursor buttons are as follows:

button 1	left click
button 2	----
button 3	middle click important!
button 4	right click

With button 3 you can switch the digitizer cursor from mouse mode and the absolute mode and vice versa. The cursor always is in the mouse mode after starting the punching program.

Once the buttons are assigned correctly, you can leave the digitizer setup program and start the GiS BasePac program. However some adjustments to the digitizer can be done also in our GiS BasePac program. Therefore you have to choose settings in the menu bar, then select the 'standard settings' item and then 'tablet'.



Working with the digitizer tablet was made in such a way, that the cursor usually remains in absolute mode. All the settings for the automatic programs and their parameters can be done via the keyboard and the keys 4 to 16 on the digitizer mouse. We highly recommend to use a 16 button mouse.

Digitizing a pattern in two parts

If you want to digitize a design with a digitizer tablet, and the design pattern is too large to fit to the size of the tablet, you have to shift the design pattern after doing the first punching session. This can be obtained with the following steps:

1. Digitize first part of your design
2. shift the design pattern
3. Input of the new reference axis (adjusting the horizontal axis, if the design is not placed exactly horizontal on the tablet board)
4. Be sure you're in the tablet mode: In punch mode the tablet is active; the cursor should be displayed as a crosshair cursor with a tablet symbol. Select the last digitized point of punch session 1 or any striking punching point (which of course has to be punched previously), and place the cursor mouse there.
5. Now use the serial mouse of your computer (not the cursor mouse of the digitizer) and place a horizontally and a vertically auxiliary line in that way on your screen, that they are exactly on top of the also visible crosshair cursor of your digitizer mouse.
6. Select all modules in the module mode (should it be necessary you can group them together). Now move all modules in such a way, that the striking point of step 4 is matching with the position where the 2 auxiliary lines cross each other.
7. Afterwards you can continue punching in the normal manner.

Keys of the Digitizer cursor (in digitizing mode)

- | | |
|------------|--|
| 1 | Punching of points (as with left mouse button) (also double click) |
| 2 | Punching of jump stitches |
| 3 (F9) | Switch from digitizing mode to mouse mode (as with middle mouse button). |
| 4 | Same as right mouse button (without displaying menu) |
| 5 (S) | Stop function (Only in manual mode). |
| 5 (B) | Digitize width of centre line (Only in centre line input mode).
Finally 2 points must be digitized to give the width of line. |
| 6 (T) | Thread trimming (Only in manual mode). |
| 6 (T) | New division line (Only in automatic mode). |
| 7 (C) | Switch to closed curve (Only in automatic mode). |
| 8 (Del) | Deletion of the current point. |
| 9 (G) | Switch to straight line (Only in automatic mode). |
| 9 (R) | Activate line input mode (Running) (not for contour input) |
| 10 (K) | Switch to curve (Only in automatic mode). |
| 10 (A) | Automatic mode activate contour input (Only in manual mode). |
| 11 (H) | New hole (Only for area input) |
| 11 (M) | Automatic mode activate centre line input (Only in manual mode). |
| 12 (P) | Automatic mode activate pair wise input (Only in manual mode). |
| 12 (W) | New stitch direction (only for contour input) |
| 12 (P/M) | Switch between pair wise/centre line input(Only in segmented mode). |
| 13 (Ins) | Switch between insert/overwrite mode. |
| 14 | |
| 15 (E) | Divide (Design partitioning) (Only in manual mode) |
| 15 (E) | Shift end point (Only in automatic mode). |
| 16 (Enter) | In automatic mode calculate the automatics and then switch to stitch mode.
In stitch mode switch to the most recently selected type of automatic. |



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