

Webinar and Instructions for Creating Back Cut Decals with the EDGE and OMEGA 3.0 .....	2
Get Federal MUTCD Highway Signs for FREE from Uncle Sam .....	3
Recording Available: "Reverse Printing and Backing White" Webinar .....	4
Assign EDGE Spot Colors and Cuts in AI, Import into Composer .....	5
Webinar: Reverse Printing & Backing White Decals; Material Focus on LexEDGE and White Foils .....	7
Quickly Fix Text Line Spacing When Inserting Lines of Text.....	8
Design with Style to Save Time .....	9
Measure Up with the OMEGA Dimensioning Tools.....	9
Move Multiple Points and Segments with the Hook Tool.....	12
REGFIXER.EXE OMEGA® 3.0 Utility Can Help EDGE Color-to-Color Registration .....	13
Adjusting Curves with the Hook Tool and SMOOTH, SHARP and SYMMETRIC .....	15
Remove Picture Backgrounds with Clipping Paths .....	16
Introducing Gerber OMEGA 3.0!.....	17
Fit Text to Path should be Called Fit Text and SHAPES to Path .....	18
Whip Text into Shape with Fit Text to Path .....	19
Thin Your Way to Fewer Points .....	20
Import Continuous.....	21
Back Up Your Files!.....	22
Be a perfect square, or a circle! .....	23
In Front Of and In Back Of.....	24
Converting TrueType Fonts for Multiple Systems .....	25
Select Vectors that are close to each other.....	26
Omega Tip of the Week.....	27
Become a Software Beta Tester! .....	28
Change Source Profiles for Better Looking Images .....	29
Hidden Accelerator Keys in Justify and Spacing Dialog Boxes.....	30
Close Script Fonts Automatically from the Text Entry Dialog Box.....	31
View Spool Files for Preflight.....	32
Save Rendering Time, Output Exact Same Results Using Spool Files .....	33
GSPLOT Wireframe Colors .....	34
How to Match or Compare Colors in OMEGA .....	35
GSPPlot Preflight Tools .....	36
Embed Images to Avoid Losing Them .....	37
Print Better Looking CMYK Pictures .....	38
Tools Menu Accelerators:.....	39
Make Object Copies instantly with the Edit>Duplicate command:.....	40
Freeform Pencil Tool:.....	41
Rotate and Flip Images: .....	42
Assigning Fills and Strokes to objects from the onscreen Palettes:.....	43
Pasting from Composer into MS Word: .....	44
Quick Accelerator Keys:.....	45
The Font CD (Pre-OMEGA 3.0*) is PACKED with ... Fonts!.....	46
Copy and Paste from Other Programs into Composer:.....	47
Maximize your Number of Undos and Redos: .....	48
A quick way to clear fill and stroke colors from selected objects: .....	49
Select Parts of a Group or Combine: .....	50

## ***Webinar and Instructions for Creating Back Cut Decals with the EDGE and OMEGA 3.0***

One of the hottest topics with OMEGA 3.0 is the ability to create decals that have a traditional front cut, PLUS a backcut through the liner that allows for a decal to literally fall out of the liner once the job is weeded.

A complete PDF file set of instructions can be found at [www.gspinc.com/mtssandbox/](http://www.gspinc.com/mtssandbox/) Look under Tip of the Week Files and Videos.

Additionally, a webinar on this topic will occur on October 13, 2009

Topic: Backcut EDGE Decals with OMEGA 3.0

Date: Tuesday, October 13, 2009

Time: 11:00 am, Eastern Daylight Time (GMT -04:00, New York)

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For assistance  
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1. Go to <https://gerberscientificinc.webex.com/gerberscientificinc/mc>
2. On the left navigation bar, click "Support".

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OMEGA Tip Squad  
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See time-saving and helpful new features in OMEGA 3.0 at <http://www.gspinc.com/omega/>

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See the latest Gerber news and products at <http://www.gspinc.com/>.

You may cancel your subscription at anytime by clicking the following link: [Unsubscribe]

## ***Get Federal MUTCD Highway Signs for FREE from Uncle Sam***

MUTCD stands for Manual on Uniform Traffic Control Devices. This is the bible of Federal highway signs, pavement markings, traffic signs and more.

The government web site for MUTCD is <http://mutcd.fhwa.dot.gov/index.htm>

This site contains all the regulations, as well as vector-based PDF files of all the MUTCD signs. These PDF files can be downloaded, and the signs can be used for proofs and potentially for actual production. Always be sure to get approval of these types of jobs from your government client.

The site even includes all the regulations and even some traffic sign quizzes designed to make the site fun and informative!

The following web page includes the entire PDF file (11.2 MB) as well as individual parts and chapters. Download the individual parts and chapters and import an individual page into OMEGA 2.5 (or later) to prevent your system from bogging down. It takes a little longer to download multiple files, but you will make up the time when importing the smaller files instead of 1 big file.

[http://mutcd.fhwa.dot.gov/pdfs/2003r1r2/pdf\\_index.htm](http://mutcd.fhwa.dot.gov/pdfs/2003r1r2/pdf_index.htm)

There is also a technical contact link on the above web site that might be able to offer additional guidance or file suggestions.

See you next week!

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See the latest Gerber news and products at <http://www.gspinc.com/>

## ***Recording Available: "Reverse Printing and Backing White" Webinar***

If you attended the recent "Reverse Printing and Backing White" Webinar, thank you very much!

If you did not attend because your dog ate your calendar (or maybe you had work to do...how dare you!), you can view the recording of the webinar at your leisure in the MTS Sandbox. Go to this link and look under "Webinars and Presentations" to view the webinar and to download a zip file with the presentation.

<http://www.gspinc.com/default.asp?contentID=316>

Have a great weekend, and see you next week!

The OMEGA Tip Squad

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See the latest Gerber news and products at <http://www.gspinc.com/>.

## ***Assign EDGE Spot Colors and Cuts in AI, Import into Composer***

Click on the following link to view a video of this topic (sorry that the ending is cut off slightly!):

<http://www.gspinc.com/downloads/video/OMEGA/Import-spot-colors-from-adobe-into-composer/Import-spot-colors-from-adobe-into-composer.html>

Click on the following link to download EDGE and vinyl palettes for use in Adobe Illustrator:

[http://www.gspinc.com/downloads/files/Adobe\\_Illustrator\\_Palettes.zip](http://www.gspinc.com/downloads/files/Adobe_Illustrator_Palettes.zip)

Many users are familiar with Adobe® Illustrator™. GSP makes it easy to streamline the AI to OMEGA production process by assigning EDGE spot colors and cut attributes in Illustrator, then simply import into OMEGA and print with the same spot colors and fills.

You can also assign Gerber Vinyl Colors in AI and have these colors import as cut only vinyl shapes.

In Illustrator...

Open an EDGE Spot Palette in Illustrator (the link to these palettes is provided above, and they are on OMEGA 2.6-3.0 disks in the MISC folder)

Assign fills and strokes using the EDGE or vinyl colors from these palettes

Create a new layer for CUT objects. The layer name can be called anything, but as a suggestion, begin the layer name with the word CUT.

Put cut objects on the CUT layer

Save as PDF from Illustrator

In Composer...

Import into Composer using "All Files"

In Import dialog box, choose Cut layer and turn on checkbox

The assigned spot colors and cuts will be present in Composer.

See you next week!

OMEGA Tip (and Sandbox) Squad

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See the latest Gerber news and products at <http://www.gspinc.com/>.

## ***A New OMEGA 3.0 PLT Template is located in the New MTS Sandbox***

We have created a new portion of the GSP website called the MTS Sandbox. The sandbox is an area that contains links to recorded webinars, presentations, OMEGA 3.0 templates, and other useful value-added content.

Check out the GSP MTS Sandbox at the following web address:

<http://www.gspinc.com/mtssandbox>

We have placed a new OMEGA 3.0 PLT Template file in the sandbox, and we will add additional templates and content over the coming weeks.

For a limited time, this link has been made known to tip of the week subscribers. Exclusive content, just for you!

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OMEGA Tip (and Sandbox) Squad

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## **Webinar: Reverse Printing & Backing White Decals; Material Focus on LexEDGE and White Foils**

Gerber Scientific Products is pleased to announce the next 30 minute webinar covering various EDGE, OMEGA and materials topics.

Topic: Reverse Printing and Backing White Decals; Material Focus on LexEDGE and White Foils

Date: Thursday, August 20, 2009

Time: 11:00 am, Eastern Daylight Time (GMT -04:00, New York)

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To register for this meeting  
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1. Go to

<https://gerberscientific.webex.com/gerberscientific/j.php?ED=110320817&RG=1&UID=1017091867>

2. Register for the meeting.

Once the host approves your request, you will receive a confirmation email with instructions for joining the meeting. A toll-free number and passcode for the audio portion will be included in these instructions.

Topics will include:

- The EASY way to create reverse decals
- The EASY way to back-up decals with white printing
- Review of LEXEdge and Other Clear Materials
- Review of GerberColor White and Floodcoat white
- Selling these products

Please note that this webinar will be recorded so you can view it at a later date.

See you next week,  
OMEGA Tip (and webinar) Squad

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## ***Quickly Fix Text Line Spacing When Inserting Lines of Text***

See a video on this topic at

[http://www.gspinc.com/downloads/video/OMEGA/TOTW\\_RESET\\_LINE\\_SPACING/TOTW\\_RESET\\_LINE\\_SPACING.html](http://www.gspinc.com/downloads/video/OMEGA/TOTW_RESET_LINE_SPACING/TOTW_RESET_LINE_SPACING.html)

When inserting a new line of text between two existing lines of text, you may see that the existing lines don't reflow, causing the new line to be on top of one of the existing lines. There are two quick ways to fix this.

1. Using the regular shape pointer, double click on the text to get into the text entry dialog box. Click on RESET LINE SPACING (this is near F8 in the second column of text settings). Click F11 to see the text on screen.
2. If using Text on the Worksurface (TOWS), you can do the same thing by clicking the text entry cursor in one of the lines of text, then going to Composer>Text>Reset Line Spacing.

Also, when using TOWS, you can make the text space automatically when entering the new line of text by pressing CTRL+ENTER when adding the new line of text instead of just pressing ENTER.

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## ***Design with Style to Save Time***

See a video on this topic at

[http://www.gspinc.com/downloads/video/OMEGA/totw\\_extract\\_assign\\_style/totw\\_extract\\_assign\\_style.html](http://www.gspinc.com/downloads/video/OMEGA/totw_extract_assign_style/totw_extract_assign_style.html)

OMEGA considers STYLE to include the following attributes of a vector object:

- Vinyl color
- EDGE Spot or process color
- Fill type (gradient, solid, etc)
- Stroke color
- Stroke width

The current style is assigned to newly created objects in Composer, such as boxes and circles and text.

If you need to make objects look alike, you can design with Extract Style and Assign Style to save scads of time.

The Extract Style and Assign Style Icons can be found in Composer>View>Toolbars>Color Select. They look like little syringes  
Composer>View>Toolbars>that  
"Pull Out" and "Inject" the current style.

To extract style, select a vector object and click on the "Extract Style" Icon. The style of that vector is now the current style. To assign the current style, select a different object and click on the "assign Style" button.

To really speed things up, use the keyboard shortcut of "5" (the number 5) to extract style, then select a different object and press the number "6" to assign style.

You can also find all objects that are alike in Composer using Extract Style and Select Current Style:

- Select the first object
- Use Extract Style so the style of that object becomes the current style
- Go to Select>Current Style. All objects with the same style as the first object will be selected. If ANY of the style attributes are different from the first object that was "extracted," those objects will NOT select.

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## ***Measure Up with the OMEGA Dimensioning Tools***

Whether you are creating a customer proof, a permit drawing or an installation sheet, the OMEGA dimension tools can save time and work.

The dimension tools are located in the main toolbar with the Measure tool. Click and hold on the measure tool to make the dimension toolbar fly-out.

For detailed instructions on Dimensioning Tools in OMEGA, press F1 for HELP and search DIMENSIONS.

For a WHAT'S NEW Overview of Dimensioning, click here and scroll to the dimension section.

[http://www.gspinc.com/downloads/presentations/Omega\\_250.html](http://www.gspinc.com/downloads/presentations/Omega_250.html)

For a more casual Tip of the Week Dimensioning Video, Click Here:

[www.gspinc.com/downloads/video/OMEGA/totw\\_dimensioning/totw\\_dimensioning.html](http://www.gspinc.com/downloads/video/OMEGA/totw_dimensioning/totw_dimensioning.html)

There are six dimension tools. Here is a summary of each:

- Horizontal Dimensions: Use this for left to right measurements. Click once to set the first measurement point, move the mouse left or right and click a second time for the second measure point, then move the mouse up or down to set the extension lines and click a third time.
- Vertical Dimensions: Use this to measure up/down measurements. Click once to set the first measurement point, move the mouse up or down and click a second time for the second measure point, then move the mouse left or right to set the extension lines and click a third time.
- Aligned dimensions measure horizontally or vertically. Click once to set the first measurement point, move the mouse to the second point to be measured and click again, then move the mouse to set the extension lines and click a third time.
- Angular dimensions: Click once to set the vertex or point of the of the angle, move the mouse and click a second time for the initial leg of the angle to be measured, move the mouse the seconds leg of the angle to be measured and click a third time.,
- Annotate Dimensions: Add a note with an arrow to designs. Click once to set the arrow location, multiple times to set the shape of the arrow, then click right and click on END Leader Line. This will bring up a text box where a note can be entered.
- Object Dimensions: Select an object to be measured, then click on Object Dimensions. Click and drag on one of the 4-headed arrows that appear to measure height and length automatically.

Use the properties bar to change the font height or arrowhead size of dimensions.

Double click on a dimension with the shape pointer to change the location of dimensioning arrows, or to reactivate the property bar to change other properties.

To paper print dimensions: Go to File>Print>Options Tab>Click on Print Dimensions.

To output or not output dimensions to an EDGE or vinyl cutter. Open a job with dimensions>Layout Menu>Layout>Click PRINT DIMENSION INFORMATION on or off.

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See the latest Gerber news and products at <http://www.gspinc.com/>.

## ***Move Multiple Points and Segments with the Hook Tool***

The detail edit hook tool lets you move points and segments one at a time, but did you know you can move multiple points and segments at the same time?

1. Select objects to be detail edited with the regular shape pointer tool
2. Click on the detail edit select tool (or press D for detail pointer).
3. Click on at least two segments with the detail pointer to select them. By default, they will turn pink when detail selected. The segments can even be in different shapes
4. To detail select points, hold down the CTRL key and click on points with the detail select tool.
5. Switch to the hook tool (or press H for hook)
6. Click and drag on one of the detail-selected segments, and the other one(s) move at the same time.
7. Or Click and drag on detail selected points, and all detail-selected points move at the same time.

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## ***REGFIXER.EXE OMEGA® 3.0 Utility Can Help EDGE Color-to-Color Registration***

See a narrated video of this tip at  
[http://gspinc.com/downloads/video/OMEGA/totw\\_regfixer/totw\\_regfixer.html](http://gspinc.com/downloads/video/OMEGA/totw_regfixer/totw_regfixer.html)

In many cases when EDGE® / EDGE 2 / EDGE FX color registration is off, it can be fixed with choke/spread, or overlaps or some other tool in OMEGA. In other cases, the registration just has to be made as tight as possible. REGFIXER.EXE, available in OMEGA 3.0, can help with these registration-critical jobs by shifting an entire color plane by user defined pixel distances.

The premise of this utility is that EDGE / EDGE 2 / EDGE FX color registration is off on a consistent basis for an entire job. This is not always the case, but this tool has shown color registration improvement, especially when outputting GerberColor Spectratone or small jobs that cannot tolerate large choke spread values.

Here are some quick steps to use REGFIXER.EXE

1. Regfixer.exe is in the MISC folder of the Omega DVD. It must be manually copied from the DVD:\MISC folder into the C:\PROGRAM FILES\GERBER SCIENTIFIC PRODUCTS\OMEGA 3.00\SOFTWARE\ folder.
2. Determine if EDGE colors are mis-registered. This is done by creating a small-run SPL file from GSPPlot of the actual job with 1 or 2 columns of repeats. Or you can use RegFixer to GENERATE REG PRINT NO OFFSETS to print a small file using the colors in the job to give you an indication of the color registration for the colors in the job.
3. Look at the colors in either or both of the above samples to see if they need to be adjusted.
4. Create a spool file for the final job to be printed. Start REGFIXER.EXE and open the spool file with this utility.
5. The numbers next to the colors are pixel movement adjustments for the colors in the job. +1 moves the entire color plane 1 pixel to the right. -1 moves the entire color plane to the left. As an example, you might print color #1 with 0 offset, then adjust the rest of the colors to match to color #1 based upon the test print.
6. NOTE: the movement amounts should be small and there is no checking for very large changes.
7. Leave White Space ON.
8. To test the adjustments, either run the short SPL file from step 1 with the adjustments, or click on GENERATE REG PRINT WITH OFFSETS to see if the registration improved. Adjust further or output the final job.
9. Once satisfied with the adjustments, create a SPL file for the entire job, open it with this utility, put in the adjustment numbers, and either SAVE THE FILE with the adjustments and output via GQMgr, or simply OUTPUT CHANGES to output directly from this utility. If you do OUTPUT CHANGES, the original SPL file will remain unchanged.

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## ***Adjusting Curves with the Hook Tool and SMOOTH, SHARP and SYMMETRIC***

See a video about the hook tool and SMOOTH, SHARP and SYMMETRIC curve control at:

[http://www.gspinc.com/downloads/video/OMEGA/TOTW\\_hook\\_sharp\\_smooth\\_symmetric/TOTW\\_hook\\_sharp\\_smooth\\_symmetric.html](http://www.gspinc.com/downloads/video/OMEGA/TOTW_hook_sharp_smooth_symmetric/TOTW_hook_sharp_smooth_symmetric.html)

Today's tip will review a Detail Edit Hook tool topic.  
Try it yourself.

- Make a box and a circle next to each other
- Press F2 to Select all
- Press "H" for the HOOK

Notice the lines that surround the points in the circle. These are called curve guides and are used to adjust the flex of curves. There are three curve guide modes called SMOOTH, SHARP and SYMMETRIC. These are controlled in the hook toolbar/action ribbon that appears automatically when you click on the hook tool.

If you want a SMOOTH transition between 2 curves or between a curve and a straight line, use SMOOTH. When in SMOOTH, every time you move a curve guide up or down, the opposite side of the curve guide on the other side of the point moves in the opposite direction. If a curve is attached to a straight line, the curve guide juts straight out, making the transition between the straight line and segment SMOOTH.

If you want to have a SHARP transition between 2 curves or between a curve and a straight line, use sharp. When in SHARP, when you move a curve guide, the curve guide on the opposite side of the point does not move at all, allowing the transition between the two segments to be SHARP.

SYMMETRIC is much like smooth where there is opposite movement on the opposite side of the point, but SYMMETRIC also make the curve guide the same LENGTH on both sides of the point, making it easy to get the same curvature on both sides of a point.

See a video about the hook tool and SMOOTH, SHARP and SYMMETRIC curve control at:

[http://www.gspinc.com/downloads/video/OMEGA/TOTW\\_hook\\_sharp\\_smooth\\_symmetric/TOTW\\_hook\\_sharp\\_smooth\\_symmetric.html](http://www.gspinc.com/downloads/video/OMEGA/TOTW_hook_sharp_smooth_symmetric/TOTW_hook_sharp_smooth_symmetric.html)

See you next week,  
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See time-saving and helpful new features in OMEGA 3.0 at  
[http://www.gspinc.com/downloads/presentations/Omega\\_300.html](http://www.gspinc.com/downloads/presentations/Omega_300.html).

Remember to visit our web site for the latest news and updates on OMEGA and all Gerber products at <http://www.gspinc.com/>

## ***Remove Picture Backgrounds with Clipping Paths***

Composer Clipping Paths (similar to a mask in other programs) make it easy to remove unwanted objects in the background of a picture, or to get rid of the unsightly white rectangle around an image.

1. Import or open an image into Composer.
2. Create the vector-based object or objects that will act as the clipping path or mask. If you want to use more than one object as the clipping path (such as text, or a series of vector shapes), be sure to group all the clipping paths together.
3. Be sure the picture is "to back" of the vectors mentioned in step 2.
4. Be sure the clipping path(s) and the image are on the same layer.
5. SELECT THE CLIPPING PATH(S) AND THE IMAGE THAT WILL BE CLIPPED.
6. Go to the SHAPE>Make Clipping Path.
7. Press F8 to view the results. Done!

See a video about clipping paths at

[http://www.gspinc.com/downloads/presentations/Omega\\_250.html](http://www.gspinc.com/downloads/presentations/Omega_250.html).

See time-saving and helpful new features in OMEGA 3.0 at

[http://www.gspinc.com/downloads/presentations/Omega\\_300.html](http://www.gspinc.com/downloads/presentations/Omega_300.html).

See you next week,  
OMEGA Tip Squad

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Remember to visit our web site for the latest news and updates on OMEGA and all Gerber products at <http://www.gspinc.com/>

## ***Introducing Gerber OMEGA 3.0!***

This release offers ReAction smart edits, advanced image effects as well as barcode generation tools, and simplified choke/spread just to name a few! (See list below)

Go to the OMEGA web page to see what's new!

<http://www.gspinc.com/omega/>

See you next week,  
OMEGA Tip Squad

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Remember to visit our web site for the latest news and updates on OMEGA and all Gerber products at <http://www.gspinc.com/>

Some of the new features of OMEGA 3.0 are listed below:

- ReAction, which makes software features work together in an integrated manner;
- New Image Menu effects offer automatic image adjustments and special effects for images in OMEGA;
- Barcoding capabilities with dozens of 1D and 2D barcode symbologies;
- A new soft shadow feature called Convert to Image;
- An improved version of the Choke/Spread GERBER EDGE color registration software tool;
- New medial axis and perspective shadow vector effects tools;
- Workflow improvements to the GSP Plot output program;
- Improved integration and retention of color with text entry and general design creation and editing;
- Dozens of additional features, enhancements and improvements.
- All OMEGA 3.0 components install from a single DVD, or can be downloaded from [www.gspinc.com](http://www.gspinc.com)

## ***Fit Text to Path should be Called Fit Text and SHAPES to Path***

Happy New Year's Eve!

In the previous tip we discussed many Fit Text to Path features. Today, we will discuss how SHAPES can also be fit to a path using the exact same function.

- In Composer, create the main path that shapes need to follow. Then create the shapes that will follow the path.
- Each shape or each group will follow the path, so be sure to group or ungroup each item as needed.
- The shapes that will follow the path should be copied or arranged horizontally (flat). Shapes arranged vertically or in a non-horizontal plane do not behave well when fitting to path.
- Using the shape pointer, select the main path first, and then select all the other shapes. You must select the main path first, then select the other shapes after. You cannot use F2 (Select All), nor can you select the main path and fitted shapes at the same time using click-n-drag select as you may not get the proper selection order.
  
- Use Tools>Fit Text to Path, and you will see the shapes fit to the path. Use the Fit Text to Path functions as described in the last tip\* to manipulate the results.

See you next week,  
OMEGA Tip Squad

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## ***Whip Text into Shape with Fit Text to Path***

Fit Text to Path is quite the overachiever. While many people are befuddled by it, it is actually a very complete and powerful tool.

Here are some Fit Text to Path shortcuts that can help you get going.

- In Composer, select the text and the path. Go into TOOLS>FIT TEXT TO PATH

-To Justify to the left, right, center or centered on the start point of the path, press L (left), R (right), C (center), S (center on start point). These are the first tools at the top left of the dialog box.

-To move the text freely, Press F2 (select all; selected text is red, deselected text is blue), J (for custom Justify), then M (for Move). Click and drag the text to move it where you want. You can also use the mouse to select and deselect text you wish to move, but you must be in the custom justify mode mentioned above to move it freely.

-To Space the text, press F2 (select all), then CTRL+K. Click and drag the text to space it. You can also use the mouse to select and deselect text you wish to space.

-If the text is on the inside and you want to put it on the outside: Press CTRL+R (Reverse Path)

-You can also move the text from the inside to the outside (or vice versa) by pressing X (to adjust the X-height of the text from the path), then clicking and dragging up or down.

-All of these tools can be used one after the other to get just the right effect.

-If you don't like the results in the dialog box, press CTRL+Z (in the dialog box!) to undo. Multiple undo's and redo's are available in the Fit Text to Path dialog box.

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## ***Thin Your Way to Fewer Points***

Do you ever need to reduce the number of points in an object while maintaining the original look? If so, try the Composer Tools>Thin command with the following settings.

1. Select the object(s) that need fewer points
2. Go to Tools>Thin
3. Use the following settings:
  - a. Keep Corners Less than 121 degrees (use a lower value for swoopier results or poor quality originals)
  - b. Error Tolerance of .001 inch (a higher value will make results less true to the original but will allow low quality artwork to be affected more)
  - c. Turn ON all of the checkboxes for Thin Lines, Thin Curves, Lines to Curves and Check Error Between Points.

If you don't like the results, you can double click to smart edit and change the settings. Usually a tweak of the "Keep Corners Less Than" or the "Tolerance" can produce different results.

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## ***Import Continuous***

Do you even need to have the same object(s) placed at different locations in a job? If so, you can use File>Import Continuous to streamline this effort.

Import Continuous is just like Import, except it allows you to choose a handle placement point for the file, then uses your mouse click to locate that file in the current job. The job gets imported as many times as you click the mouse. To end importing, simply press ESCAPE on the keyboard.

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## ***Back Up Your Files!***

Don't test fate. Back up your mission critical files TODAY! If you are unsure where to start, you can purchase a 500 GB USB plug-and-play external hard drive for about \$150, and many of these drives come with backup software.

Be sure to back up you PLT files, customer contacts, fonts, clip art, image files, email, Quickbooks files, and anything else you rely on to run your business. Or you can even copy your entire hard drive to the external drive.

Ben Franklin said it best: "A Megabyte in time saves a big headache tomorrow." No, Ben said: "It is easier to back up your files today instead of rebuilding your hard drive from memory tomorrow."\* Man was he ahead of his time!

\*...OK, Ben said "a stitch in time saves nine," and "an ounce of prevention is worth a pound of cure." In any case, back up your files and avert electronic disaster!

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## ***Be a perfect square, or a circle!***

When using the rectangle tool or the circle tool, hold down the CTRL key while clicking and dragging to make a perfect square or circle.

Hold down the SHIFT key to create these shapes from the center instead of the edge\*.

Hold down CTRL AND SHIFT to do both.

This also works with handle sizing\*.

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OMEGA Tip Squad

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## ***In Front Of and In Back Of***

To Front and To Back are well known features in almost all design programs. But as jobs get more complicated, it can be difficult to get a particular object in just the right location.

Arrange>In Front Of and In Back Of can make this much easier.

1. Select the object or group that you wish to move "In Front Of" or "In Back Of" another object.
2. Go to Arrange and click on In Front Of or In Back Of (depending on whether you wish to move the selected object(s) in front of or in back another object).
3. A target cursor appears. Click on the non-selected object you want to move the selected objects in front of or in back of.

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## ***Converting TrueType Fonts for Multiple Systems***

If people on different OMEGA systems have converted the same TrueType fonts, Smart-Edited text might appear to be the wrong font on multiple systems as they try to edit each other's files.

When TrueType fonts are converted to a Gerber font, the converted font file is stored on the system by a numbering system. For example, the first converted TrueType font gets named T0000001.GSF, and the 14th font is named T0000014.GSF. This numbered font file is used to reference and access the font, NOT the name that appears in Text Entry. So even though the same font with the same name is converted on two systems, the actual font file name can be different on the two systems.

To rectify this situation, you must be sure the converted TrueType font file name is the same on both systems. This can be done in several ways:

- Tell the other user to make a copy of their converted font and rename it to be the same as your converted font. Be sure they don't overwrite other fonts that may have the same name.
- Send your original converted font to the other user. Converted TrueType fonts can be used on multiple systems
- If multiple users are at the same location using multiple copies of OMEGA, fonts can also be networked so multiple users use the same folder for their fonts. This topic will be covered next week!

To help identify OMEGA fonts, you can use the following OMEGA tools:

- In Composer, go to FILE>PROPERTIES. All job information including font name and font file name can be copied to the clipboard and sent via email.
- You can also use the Font View utility to see what a font looks like and what its file name is. This is located in the OMEGA program group, or can be accessed in the Text Menu of Composer -OMEGA Fonts are stored in the c:\gsp\gspfonts folder by default.

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## ***Select Vectors that are close to each other***

When selecting vectors that are very close or on top of each other, it is easy to select the wrong item.

Press the BACKSPACE key to select the next item that is within the selection range of the tip of the pointer. If several objects are in the same area, press backspace repeatedly to cycle through all of the nearby items. If nothing else is nearby, Composer will "ding" at you.

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## ***Omega Tip of the Week***

"Paste Here" and "Paste Back" Offer Placement Options for Clipboard Objects

By Default, the Composer EDIT>Paste command (accelerator=CTRL+V) places objects in the middle of the visible screen. There are two other paste options that allow for more control over the placement of pasted objects:

EDIT>Paste Back (accelerator=CTRL+ALT+V) pastes objects copied from Composer to the exact same coordinates from where they were copied or cut. This even works between multiple instances of Composer.

Right Click with the mouse to access "Paste Here" (accelerator=SHIFT+ALT+V) Paste Here produces a cursor that allows for exact placement of the upper left corner pasted objects.

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OMEGA Tip Squad

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## ***Become a Software Beta Tester!***

From time to time we look for real users (as opposed to us Gerber-folk) to use software before it is released to the public.

We have a 2.6.1 maintenance release available for test right now if you are interested in trying it out. Plus we will keep your name on file for future testing opportunities if you are interested.

To sign up, go to

<http://www.gspinc.com/default.asp?contentID=120>

You must be on OMEGA 2.6.1 to participate.

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## ***Change Source Profiles for Better Looking Images***

Many picture or image files such as .TIF and .JPG files are exported from Adobe(R) Illustrator(R) or PhotoShop(R).

In many cases you can make RGB image files look better by changing the source profile to be Adobe RGB (1998).

1. Select the image
2. Go into the Image Fill dialog box by clicking on the picture frame icon in the main toolbar, or by pressing the number 1 on the keyboard.
3. In the "Source Image Color Profile" section of the dialog box, drop down the list and look for Adobe RGB (1998). This profile will be on your system if you have any Adobe design products installed.

4. If you do not have this profile, it can be downloaded from the following site:

[http://www.adobe.com/support/downloads/iccprofiles/iccprofiles\\_win.html](http://www.adobe.com/support/downloads/iccprofiles/iccprofiles_win.html)

5. Download and unzip the file, then put this profile in the the following folder:

C:\WINDOWS\system32\spool\drivers\color

6. Right click on the profile and click on "Install Profile."

7. Look for the profile in Composer again.

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## ***Hidden Accelerator Keys in Justify and Spacing Dialog Boxes***

If you are ever in the Justify or Spacing dialog boxes, there are hidden accelerator keys for the different options in those boxes.

In Justify, try using the number 1, 2, 3, 4, 5, 6, 7, or 8.

In Spacing try 1, 2, 3, or 4.

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## ***Close Script Fonts Automatically from the Text Entry Dialog Box***

Beginning with OMEGA 2.1, Script fonts can be closed automatically by holding down the shift key while clicking on the F11 button from the text entry dialog box.

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OMEGA Tip Squad

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## ***View Spool Files for Preflight***

As discussed last week, SPL files let you resend data to a printer or cutter without re-rendering. You can also view the contents of a SPL file by using the SpoolView Utility. SpoolView is included with OMEGA 2.5 and later. Viewing the contents of a SPL file can be useful to verify that you are printing the correct job, or to be sure that a job will print and cut as expected without actually using any material! To view the contents of a SPL file:

1. Go to Start>All Program>GSP OMEGA Program Group.
2. Start SplView.
3. Open the SPL file you wish to view.
4. Click on "Show White Space" to view the entire job, including repeats, or keep this off to view 12 inches of your job at a time.
5. Left Click on an image to zoom in; right click to zoom out.
6. Click on the Left and Right arrows to move sideways in a job.
7. Click on the Up and Down arrows to view the printed colors in a job.
8. Cut information is always the last "color" in a job.

You can also start SPLView from the File Menu of GSPPlot (File>View Existing Spool File) or GQManager (File>SplView).

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## ***Save Rendering Time, Output Exact Same Results Using Spool Files***

GSPPlot has the ability to output cut data to cutters and print data to printers (obviously!). But this exact same output data can also be saved to a file called a "spool" file (.SPL file). This spool file can then be output with no rendering time, and will assure that the exact same results are output every time.

To Create a Spool file:

- Open a job in GSPPlot and set everything up as though it were being output to the actual device.
- Instead of pressing the "Print" or "Cut" button, go to File>Save to Spool File.
- Check off whether you wish to save print data, cut data or both in the Spool file.
- You can also send the spool file to the EDGE after it is done creating the file.
- We will discuss "View Spool File" next week.
- Click OK. You will be prompted for a file name and folder location.

To Replay a Spool File

You can replay a spool file in two locations:

- In GSPPlot, go to File>Print Existing Spool File and/or File>Cut Existing Spool File.
- In GQManager, Go to File>Open and Print and/or File>Open and Cut.
- The job will arrive at the output device as though it were sent from GSPPlot.

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OMEGA Tip Squad

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## ***GSPLOT Wireframe Colors***

GSPLOT displays wireframe Cut, Print and Print/Cut colors the same as Composer, but also offers two additional preview modes of overprint fills and overlap fills.

Here is a complete list of wireframe colors in GSPLOT:

- Cut Only shapes: Black
- Print Only Shapes: Red
- Print/Cut Shapes: Green
- Overlap Fills: Pink
- Overprint Fills: Blue

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OMEGA Tip Squad

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## ***How to Match or Compare Colors in OMEGA***

ColorID compares colors from any 2 palettes in OMEGA. Run ColorID from the OMEGA program group, choose a source palette and color, then choose a target (matching) palette. ColorID shows the 10 best matches and also a "Delta e" number. The closer the delta e is to 0, the better the match.

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## ***GSPPlot Preflight Tools***

GSPPlot is known for being very simple to use and very effective, but it also has many powerful features to help you make sure your jobs are WYWIWYGET (What You Want is What You Get). The Tip of the Week Squad will cover a few of these GSPPlot "Preflight" features each week over the next several weeks.

### GSPLOT View Menu:

- In addition to the default SHOW ALL mode, try using the GSPPlot View Menu "Show Cut" and "Show Print" preview modes to see how your job will output.
- The GSPPlot View menu "Preview" Mode displays jobs in a "Show Filled" manner. Jobs will preview based upon the above Show All, Show Print and Show Cut modes. Unlike Composer which uses the F8 shortcut key to show filled, the GSPPlot shortcut key for the preview mode is the "minus" key on the numeric keypad. The F8 shortcut key in GSPPlot sends your job to the vinyl cutter.

See You Next Week!

The OMEGA Tip Squad

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## ***Embed Images to Avoid Losing Them***

Omega 2.5 and later offer a quick and easy way to keep PLT files and related images such as TIF, JPG, and BMP files together by "embedding images." If you embed images, you will never get the dreaded "Where Is..?" question when rendering in GSPLOT.

You can embed images two ways:

1. When importing JPG, BMP, or TIF files, click on the EMBED IMAGES checkbox at the bottom of the screen. Click on preferences to ALWAYS embed images when importing.

2. If an image is already in a PLT file, select the image, go into the Image Fill dialog box. Click on the Embed checkbox in the lower right corner of the dialog box. Click Preferences in this dialog box also to make DOUBLY sure your images will always embed.

Once you embed your images:

- You no longer need to keep the image file as a separate file on the hard drive to render or to change image settings in Composer.
- You cannot un-embed an image unless you delete the image from the PLT file and resave.
- Your PLT file sizes will increase by the size of the original image file.
- You can export the original image out of Composer by selecting the embedded image ONLY, going to File>Export, Choosing an export file type of TIF or JPG, then answering YES to the long question that appears.
- You will immediately love the convenience of embedded images!

See you next week!

OMEGA Tip Squad

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## ***Print Better Looking CMYK Pictures***

Here is a quick halftone suggestion to make your CMYK images look better when printing to the EDGE.

1. Open or import an image file such as a .tif, .jpg, bmp, etc.
2. Select the image.
3. Go into the Image Fill Dialog Box by clicking on the bottom tool in the main toolbar (or press the number 1 as the accelerator key).
4. At the top of the dialog box, choose the color type of Process.
5. In the lower left corner, choose a halftone type of GerberTone STC Photo.
6. Set the LPI to 70.
7. Click on Preferences to make this setting the default for all images.
8. Print to the EDGE and enjoy your newfound print quality!

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## ***Tools Menu Accelerators:***

Outline: ALT+1  
Distortion: ALT+2  
Warp: ALT+3  
Shadow: ALT+4  
Effects: ALT+5

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OMEGA Tip Squad

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***Make Object Copies instantly with the Edit>Duplicate command:***

Make objects that are slightly offset from the original with the Edit>Duplicate command. The offset amount can be changed in Tools>Options>Detail Tab>Paste/Duplicate Offset Distance (near the bottom of the list).

Click Preferences in Tools>Options to make the new offset value stick for future Composer sessions.

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## ***Freeform Pencil Tool:***

OMEGA includes a click and drag draw tool in the Detail Edit Toolbar. Try it quickly by pressing SHIFT+L, then clicking and dragging on the Composer worksurface. Shapes close automatically when you drag and release near another open point. Set the numeric parameter closer to 0 for less smooth results, or closer to 100 for smoother results.

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OMEGA Tip Squad

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### ***Rotate and Flip Images:***

As of OMEGA 2.5.1, images can be rotated using all standard rotation tools, and flipped using all standard flip tools. Rotated images cannot be cropped, so be sure to crop then rotate.

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## ***Assigning Fills and Strokes to objects from the onscreen Palettes:***

You can use the onscreen palettes to assign colors in the following ways:

1. Select objects and click on a color
2. Click and drag a color from the palette to an object
3. For EDGE fills, click and drag a color to the wireframe of an object to assign a stroke
4. Select objects and right click on an EDGE spot or process palette color to assign a fill or a stroke.
5. Click and drag a vinyl color to the background to change the background color for that file only.

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## ***Pasting from Composer into MS Word:***

You can copy designs and paste into Word for Windows to create customer proofs and proposals. Simply select the objects from Composer and Paste into Word. Be careful of the size of your objects as they will be pasted at full size. You most likely will need to scale objects to be smaller.

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## ***Quick Accelerator Keys:***

Select all: F2  
Cancel Select: F3  
Shape Pointer: P  
Color Pointer: Shift+P  
Redraw: F7  
Show Filled/Wireframe: F8  
Save: CTRL+S  
Text: T  
Text on the Worksurface: Shift+T  
Undo: CTRL+Z  
Fill Dialog Box: 1  
Stroke Dialog Box: 2  
Zoom to all objects: Spacebar  
Look in HELP (F1) for a complete list of Accelerator Keys

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## ***The Font CD (Pre-OMEGA 3.0\*) is PACKED with ... Fonts!***

The OMEGA Font CD includes Gerber Soft Fonts, as well as TrueType fonts that can be loaded on your system. It also includes PDF files of the letter styles so you can see what the fonts look like. Gerber Fonts can be quickly and easily managed with Font Manager. TrueType fonts can be loaded using standard Windows tools.

Don't load too many TrueType fonts at once (more than 500) or your system performance may slow down.

\*These same fonts are included on the OMEGA 3.0 DVD

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## ***Copy and Paste from Other Programs into Composer:***

You can copy and paste unformatted text or formatted text from programs like Word or Excel.

To copy and paste unformatted text,

1. Copy text from Word
2. Switch to Composer
3. Get into the Text entry dialog box or the Small Text dialog box; or click the Text on the Worksurface tool in the Composer worksurface
4. Paste the text (CTRL+V, or right click the mouse and click on Paste) into the dialog box or active field

To Paste Formatted Text, simply copy from Word, switch to Composer and paste. Click OK to accept the Font Substitution defaults. You can also try EDIT>Paste Special and click on different Metafile options if you get an error message. When pasting formatted text, mini blocks of small text are created to accommodate the formatting.

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## ***Maximize your Number of Undos and Redos:***

OMEGA supports up to 99 undo and Redo operations, but the default setting is 10 Undos. To change the number of available UNDOS to 99, go to TOOLS>OPTIONS, Click on the General tab, and change the Number of Undo Levels to 99 (or whatever you want it to be). Click on the "Preferences" button at the bottom of the dialog box, then click on "Save Current Page."

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***A quick way to clear fill and stroke colors from selected objects:***

To clear spot color or process color fills from selected objects, press CTRL+1. To clear strokes, press CTRL+2. You will only have vinyl colors (cut only objects) remaining.

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### ***Select Parts of a Group or Combine:***

While selecting objects with the shape or color pointer, you can select an individual part of a group or combine by holding down the CTRL key. Use CTRL with the SHIFT key to add or remove objects from your selection list.

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