

# GLASS EYE 2000

## User's Guide Supplement for Version 3.1

The Glass Eye 2000 version 3.1 update, released January 15, 2007, adds several new and improved features to the software. Because the functionality of existing commands is largely unchanged, the original User's Guide provides suitable instruction for the basic features. Use this supplement to learn about the additional features in version 3.1.

### NEW COMMANDS

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#### Glass Orientation command (Edit menu)



This command allows you to select the position and rotation of glass images in your design. Use this feature by entering Glass Orientation mode and then positioning the mouse pointer over one of the pieces in your design. To move the glass, drag it with your mouse. To rotate it, use the left and right arrow keys on your keyboard.

If you have a mouse wheel, you can use it to rotate glass images. Because mouse wheel operations were added by Microsoft to the Windows operating system as an afterthought, Windows does not always process these commands successfully. If your images are not rotating, try updating your mouse driver or use another mouse.

Moving the glass image requires your glass rendering option to be set to "actual size" (see the Color Options command).

If you want your change of orientation to affect all pieces with the same color as the indicated piece, hold down the CTRL key while you do your move or rotate operation.

Piece labels can be aligned with the direction of the glass. See the Piece Labeling command for more information.

If you have transparency enabled (see the Color Options command) it will be turned off temporarily while you use the Glass Orientation command. This provides you the best possible view of your glass while you reposition it.

Glass Orientation is available in the Professional Plus and Enterprise Editions only. In other editions you may experiment with this feature but you will not be able to save or print the resulting design.

#### Language menu

Have Glass Eye 2000 operate in your choice of language: English, German, Spanish, French, or Italian. Non-English help guides are coming soon.

## IMPROVEMENTS TO PREVIOUS COMMANDS

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### **Browse Designs / Browse Bevels command (File menu)**

It is now possible for the browser to search outside of the folder where Glass Eye 2000 is installed. To do this, use your Windows operating system to place a shortcut to the desired folder within the Glass Eye 2000 folder (or one of its subfolders). This is generally done by dragging the folder to the desired location using the right mouse button, then selecting "Create Shortcuts Here" upon release of the mouse button. Consult your Windows documentation for specific details. Because the design browser searches all the folders it can reach, you should not add shortcuts to very large folders (such as the root of your main hard drive) as doing so will result in a substantial increase in the time taken to start the browser.

### **Color Options command (Edit menu)**

#### "Reflect images to hide seams" option

To reduce tiling artifacts when displaying glass in your design at actual size, you now have the option to flip alternating glass images as they are placed side-by-side.

#### Opaque / Transparent

Use this control to set the overall opacity of the glass in your design. Normally the control should be in the top position, which represents 100% opacity. By moving the slider lower you allow the glass images to become transparent, which is generally useful only if you have a background image to show through the glass. As the display of transparent images takes longer than the display of completely opaque images, move the slider to the top position when you do not need transparency.

This slider controls the display of all glass images in your design and applies to the active design only. If you wish to set the opacity of individual images so that some images are more or less transparent than others, you can do this using the "Zoom" button in the Color Selector. For most purposes, however, this control should be sufficient.

This feature is available only in the Professional Plus and Enterprise editions. If you'd like to try it, however, the Tutorial folder contains a design file called "View" that will permit the use of this feature within any edition of Glass Eye 2000.

### **Customize Menus and Hot Keys command (View menu)**

This feature is now available in all editions of Glass Eye 2000.

## Glass page (Color Selector)

This is the dialog box you see when double-clicking a button on your color palette. Upon clicking the "Zoom" button you see there, you'll have two new controls:

### Direction

The choice here represents the apparent direction of the glass. You may select either horizontal or vertical, or select "none" if the glass has no apparent direction. Changing the direction will not affect the appearance of the image but will affect certain Glass Eye 2000 operations, such as aligning piece labels with glass direction (see the Piece Labeling command). Changing glass direction is available only in the Professional and higher editions.

### Opaque / Transparent

Use this slider to select the relative opacity of the glass. This setting, combined with the setting of the opaque/transparent slider in the Color Options command, determines the opacity of glass in your design. By default all glass images have a 50% opacity, which is adequate in most cases. Change the setting you see here if you wish to control the opacity of individual glass images. The value you set becomes associated with that glass image and will affect all designs that use that glass.

When the image first appears it is shown fully opaque to give you the best view of it. Once you move your mouse pointer over the slider the image will be shown with the transparency established for that image. Behind the image its opacity percentage can be seen. The percentage is drawn behind the image so that you have a means of judging its opacity.

Changing glass image opacity is available only in the Professional Plus and Enterprise editions.

## Piece Labeling command (Text menu)

### "Rotate labels to align with glass direction" option

Select this option to rotate labels so they align with the direction of the glass. The direction is set using the Glass page in the Color Selector. If no direction has been set for a glass image, the label is not rotated. This option is available only with the Professional and higher editions.

## Page Setup command (File menu)

The "High-resolution glass" option has been removed. Our new printing technology produces high resolution output without needing to send excessive amounts of data to your printer, making this option unnecessary.