

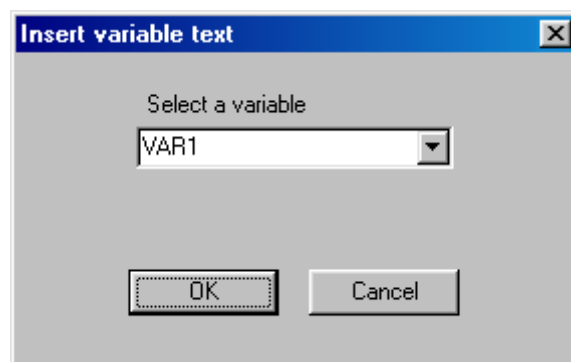


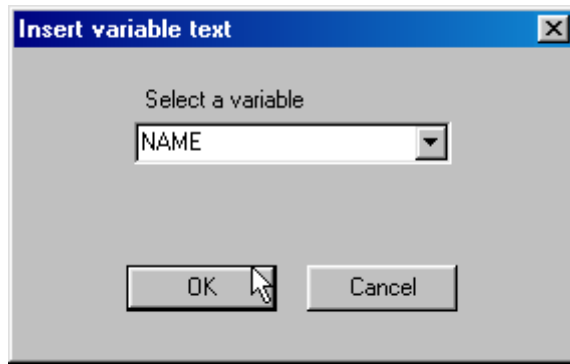
## Variables

1. In most cases of nametags or serial plates there will be a name or a number that will change. These are called Variables. The piece may have several Variables, along with lines of constants. In order to place a Variable on your piece you need to go to the Blue Pinwheel and click on the Variable button.



2. This will place the Variable indicator on your piece at the position where the cursor was. At this time you can place the rest of your text or even another Variable on your work. It is now time to determine what size and font style you wish the Variable to be. Once completed, save the job before you go any farther. So when you open the job the next time you simply redefine the Variable and you are off and running.

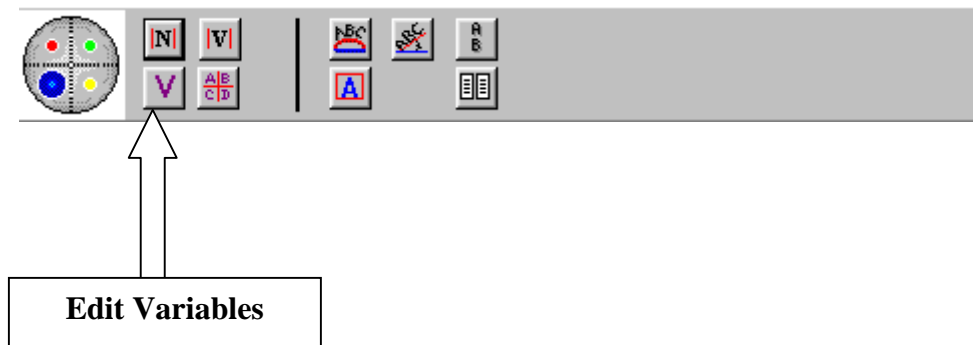


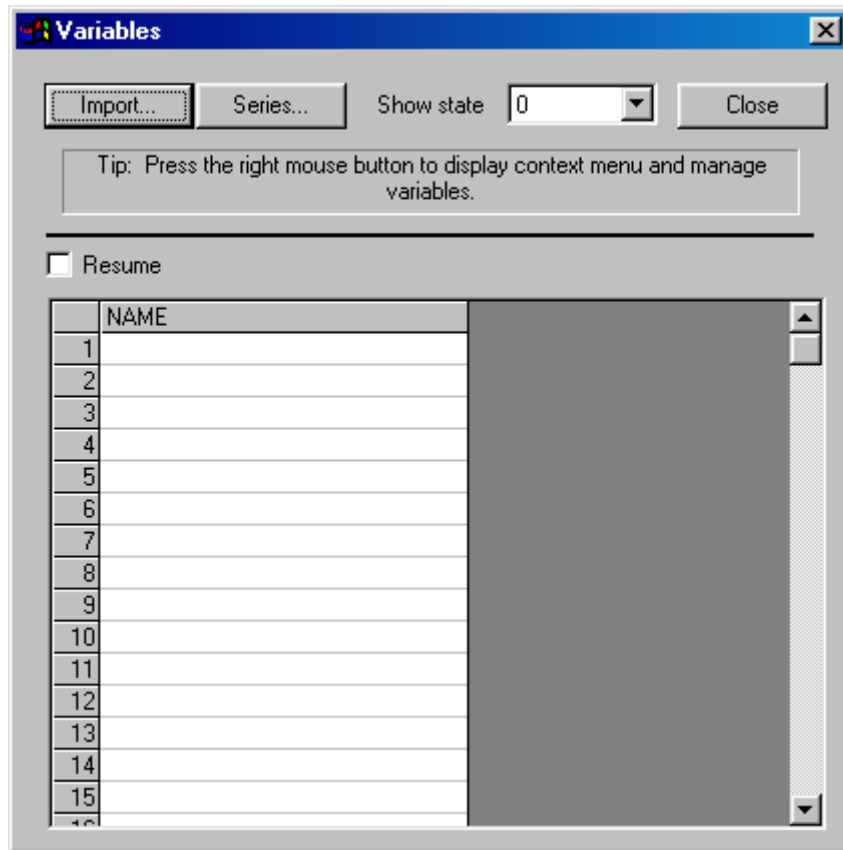


3. If you have more than one Variable or if you do not wish to guess what the Variable was, simply left click in the variable window. This will highlight the Variable indicator, you simply type in the desired text for the variable. When you click OK it will place what you have typed in as the Variable on your piece.

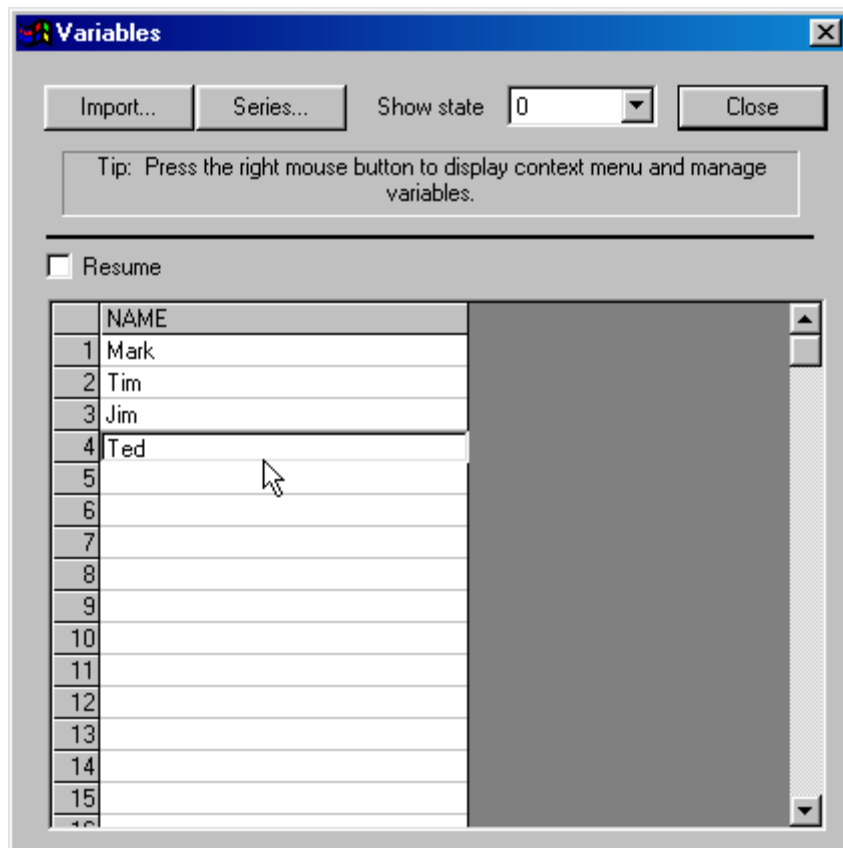


4. Now we need to Edit (define) the variable. By this I mean we need to compose the list of names that we want on our pieces. Again, go to the Blue Pinwheel and click on the Edit Variable button.

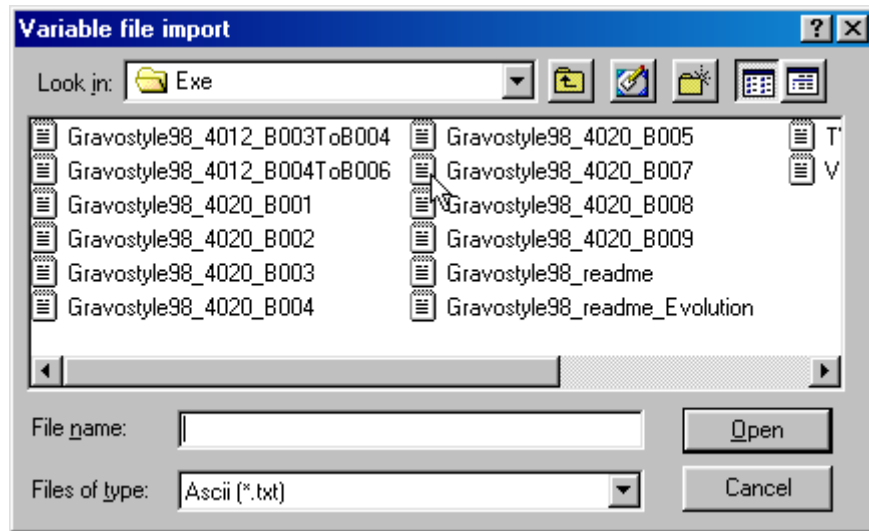




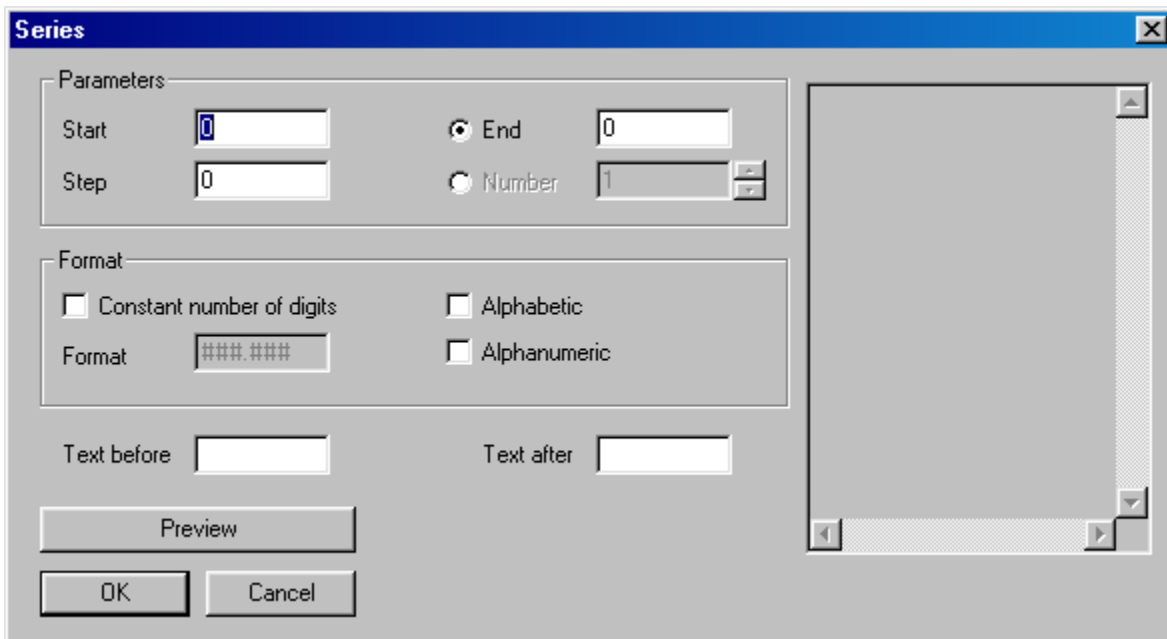
5. If a simple list of names is what you are going to use, then simply click in the first line and type the name. Press the enter key to move to the next line to enter the next name. Press the Close button to accept this list.



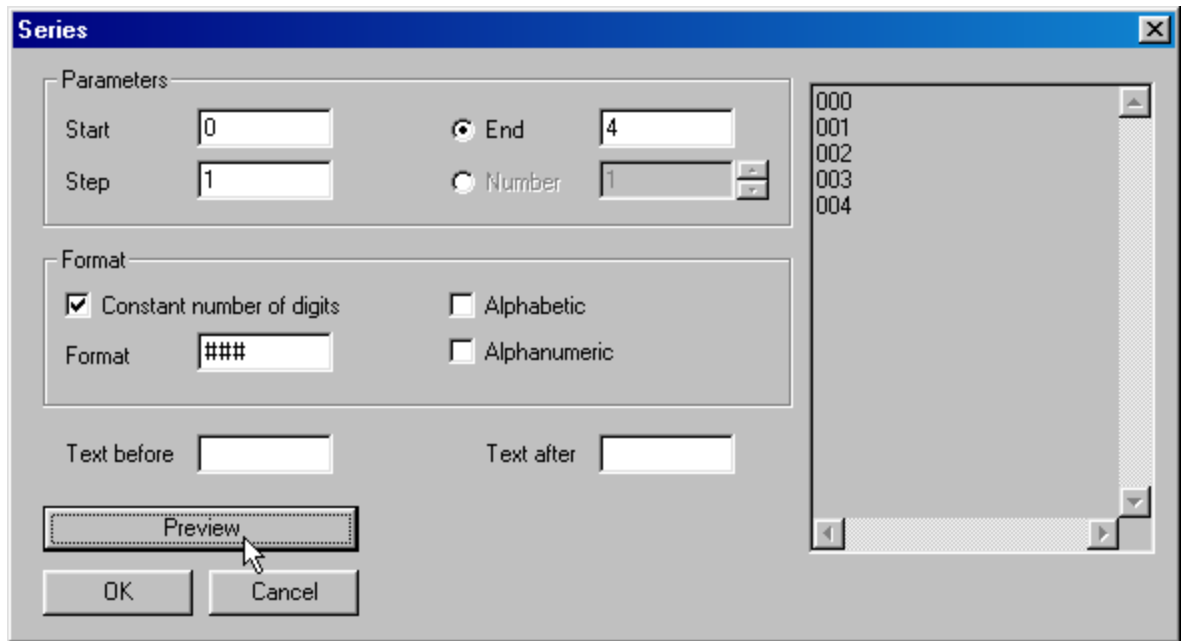
6. You also have the ability to Import list into Gravostyle. These lists can come from many different sources but must be Ascii (.txt) files. If you have multiple variables to be engraved on your pieces, then when the list is created, use commas or tabs as separators for the variables.



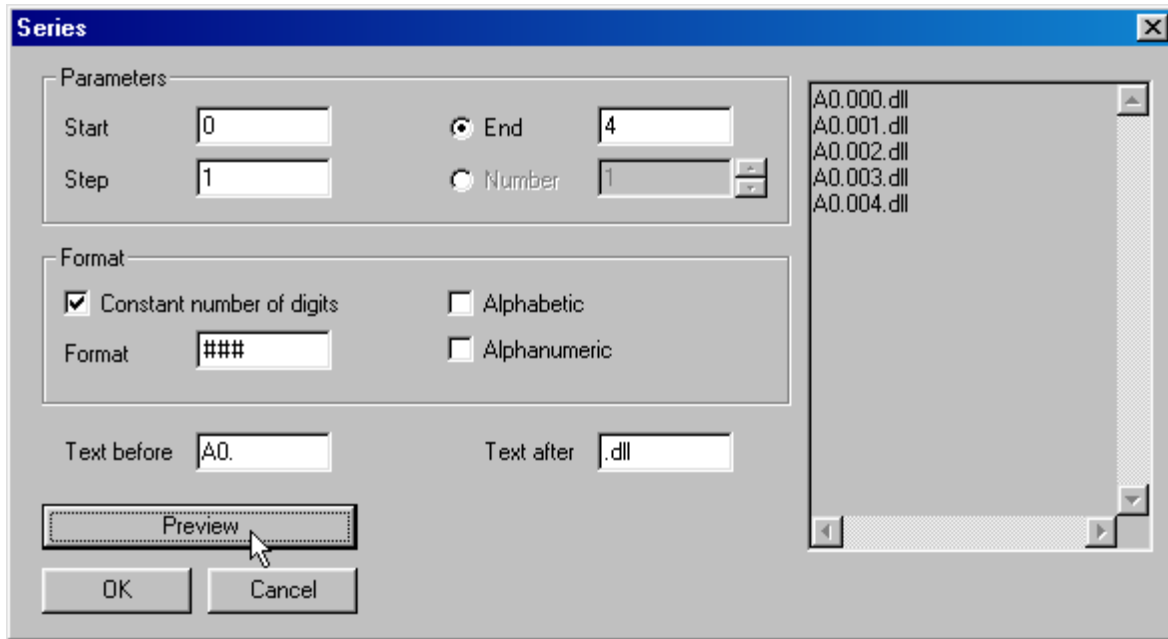
7. If you have a list of numbers or numbers with text, you can use the series feature. Click on the Series button and the Series Screen will pop-up.



8. Enter the number you want to start with then press tab to move to the next window. Enter the increments that you want the numbers to be. (i.e. 1 or 2 or 5 or 10) Press the tab key to move to the End number or select the circle by Number to input the number of pieces that you plan on doing. You now can press the Preview button to see your numbers in the preview window.

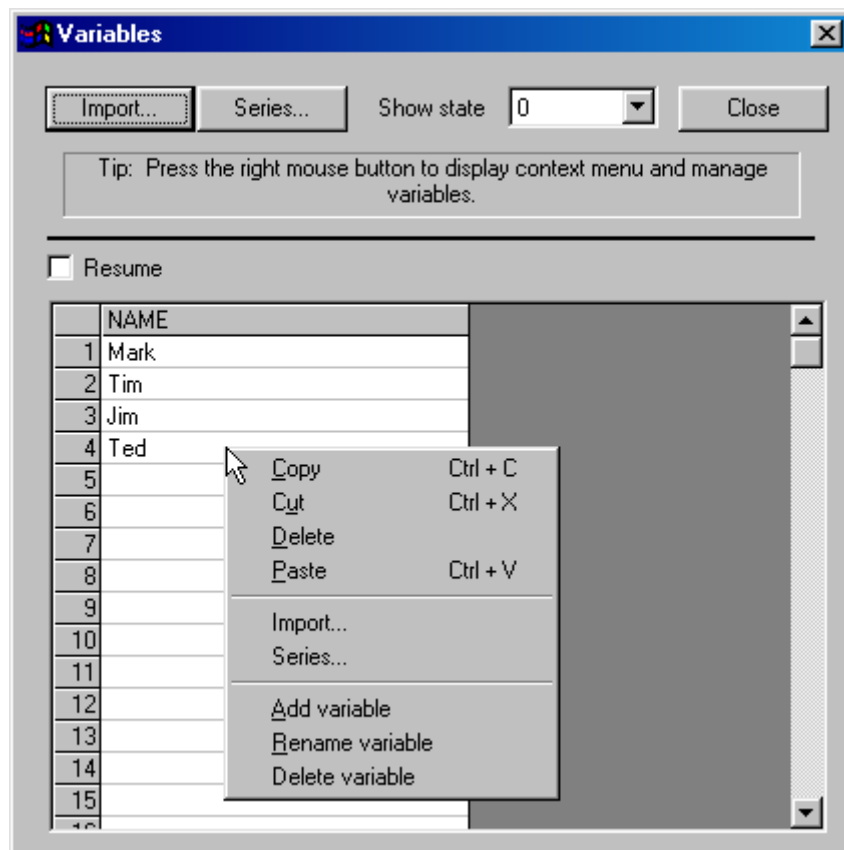


If you want Constant Number Digits click in that box. The window below it will open up. Delete the # signs that you do not want. The use for this is for digits such as, 001,002,003 and so on. When you get to the number 10 it will still take only 3 spaces.



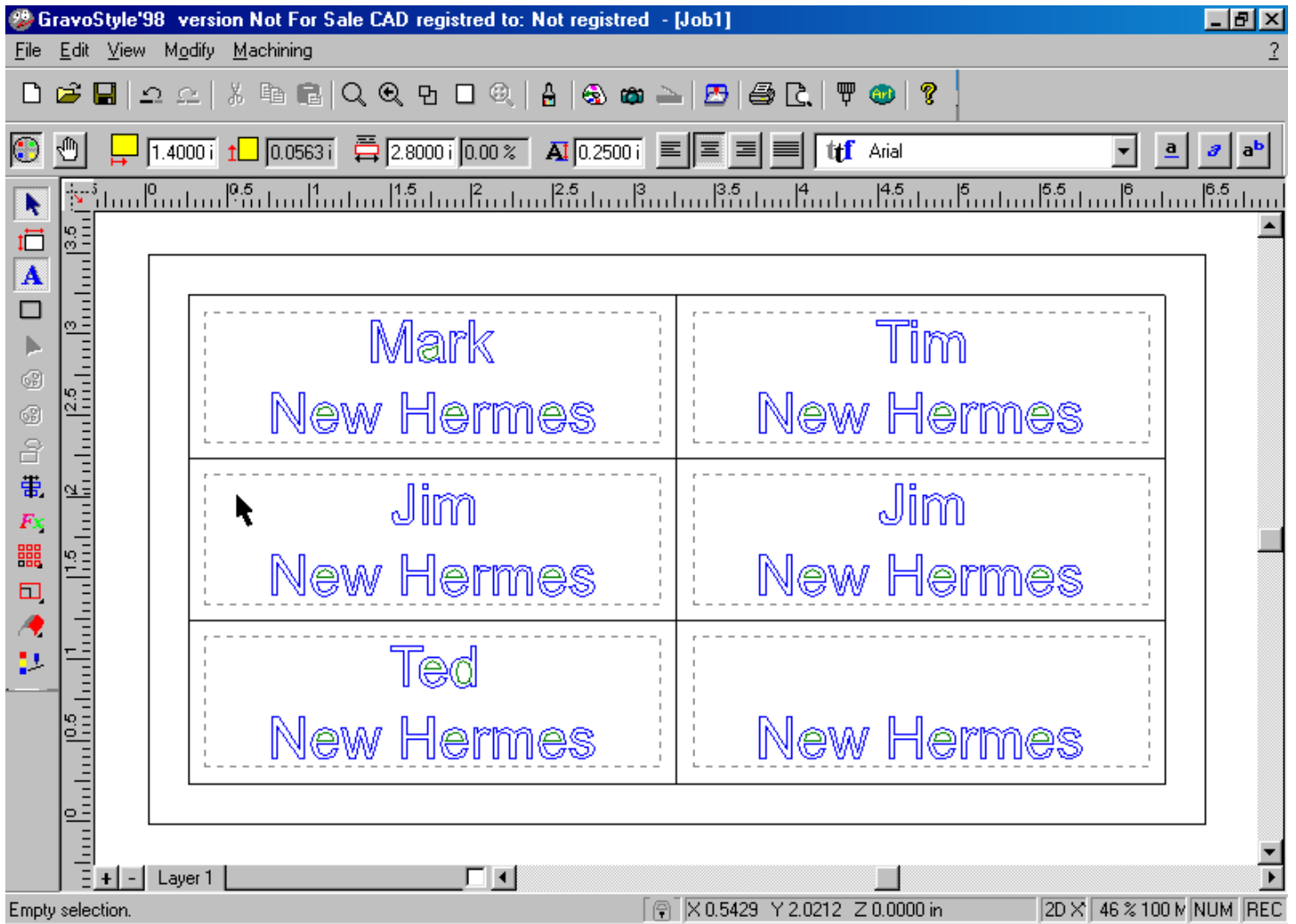
If you want to add text to the series, place the desired text into the Text before and the Text after boxes. Once you click on OK the number will be placed in your variable.

9. Variables can be edited or deleted by right clicking in the variable field to bring up the pop-up menu. Select the action that you wish.

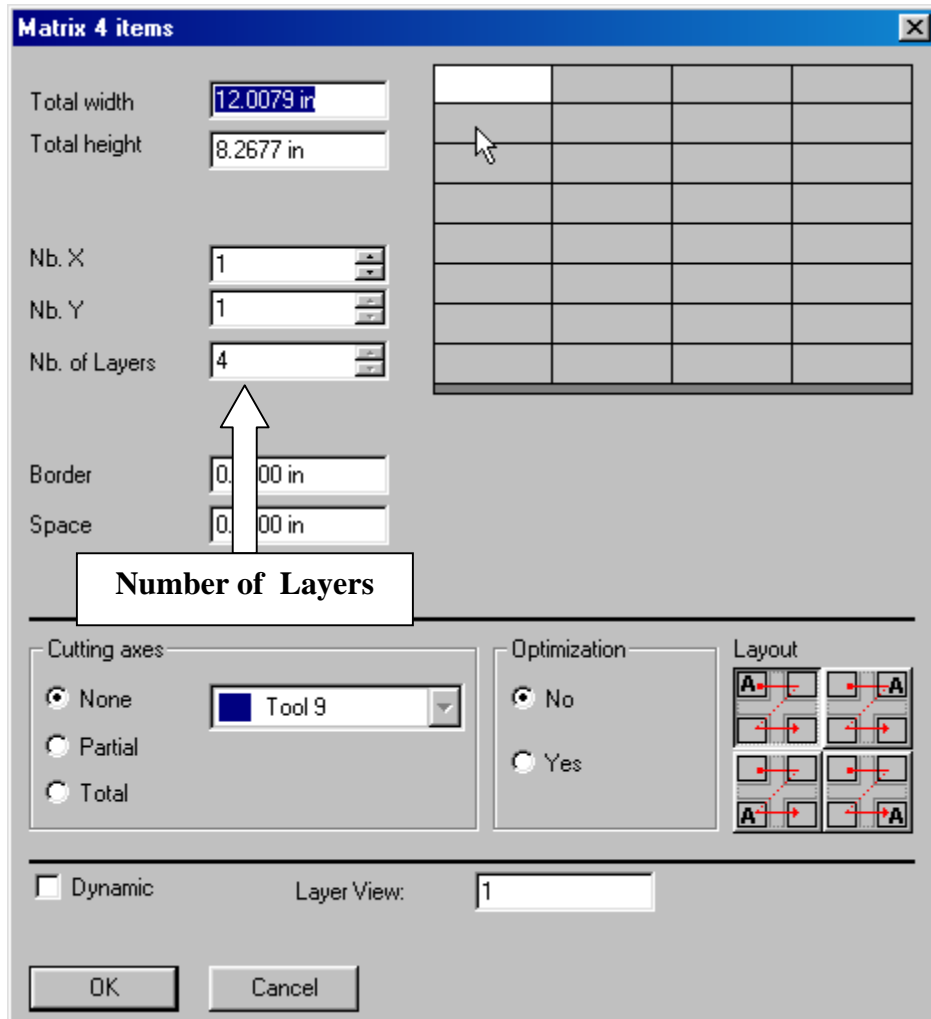




12. Now click on the Matrix button. Define how you want your Matrix to be laid out and click OK.



13. If you are doing single pieces and you still wish to do a Variable with a list of names, then in the Matrix page select just one piece. You will see that the number of layers will increase to the number of names that you inserted. If you have a lot of layers and you wish them to render faster and only want to see, one of the layers on the screen, select the Dynamic box and the layer that you wish to view.



14. Click the OK button. In the lower left corner of the Main Edit Page you will see the layers tabs. Simply click on them to view the layer that you wish.

