
Making Boxes and Pinstriping Using X, Y - D MOVE

Gerber FastFact # 1254

Supplied by: Gerber Service

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Summary: This document includes instructions for making squares or rectangles for console-base system owners.

CREATING A SQUARE OR RECTANGLE USING X, Y MOVES:

Your console - based Signmaker or Sprint Series system will draw or cut squares and rectangles in the cut or plot modes. The following functions can also be used for producing striping on vehicles or for underlining text:

<u>PRESS FUNCTION KEY</u>	<u>ENTER</u>	<u>PRESS</u>
"LINE # "	1	"ENTER" or "RETURN"
"X, Y MOVE"	X5, Y0 D	"ENTER" or "RETURN"
"LINE # "	2	"ENTER" or "RETURN"
"X, Y MOVE"	X0, Y5 D	"ENTER" or "RETURN"
"LINE # "	3	"ENTER" or "RETURN"
"X, Y MOVE"	X5, Y0 D	"ENTER" or "RETURN"
"LINE # "	4	"ENTER" or "RETURN"
"X, Y MOVE"	X0, Y5 D	"ENTER" or "RETURN"

1. The above instructions create a 5" (inch) square. To vary the size and dimensions of the block, change the 5 and minus 5 dimensions. The zero (0) dimensions remain the same.
2. Lines 1 and 3 must be the same length (These are the X - Axis instructions). Lines 2 and 4 must also be identical in length. (These are the Y - Axis instructions)
3. The letter "D" at the end of each X and Y instruction prompts the system to "drop down"