

# What's New in OMEGA™ 2.6

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## **OMEGA 2.6 Windows Vista compatibility**

OMEGA 2.6 can operate with Windows® Vista®, Windows XP and Windows 2000 operating systems. OMEGA 2.6 also provides several new features described in this document, and addresses multiple user-reported issues. OMEGA 2.6 is available via download from the GSP® website: [www.gspinc.com](http://www.gspinc.com)

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**OMEGA 2.6 is a maintenance update which can be loaded using OMEGA 2.5 and 2.5.1 security keys.**

- If a 2.5 security key is used with OMEGA 2.6, a message appears that the key is not licensed for that version. Simply continue loading OMEGA 2.6 using the 2.5 key to allow that key to run 2.6.
- OMEGA 2.6 security keys can be used to run OMEGA 2.5 or OMEGA 2.5.1.

**OMEGA 2.6 PLT files can be saved backwards**

OMEGA 2.5, OMEGA 2.1, OMEGA 2.0, OMEGA 1.56, GA 6.2. OMEGA 2.6 files can be opened in OMEGA 2.5.1 without conversion.

**Gerber Sabre™ routers will cut more quickly when contours are processed in ART Path™.**

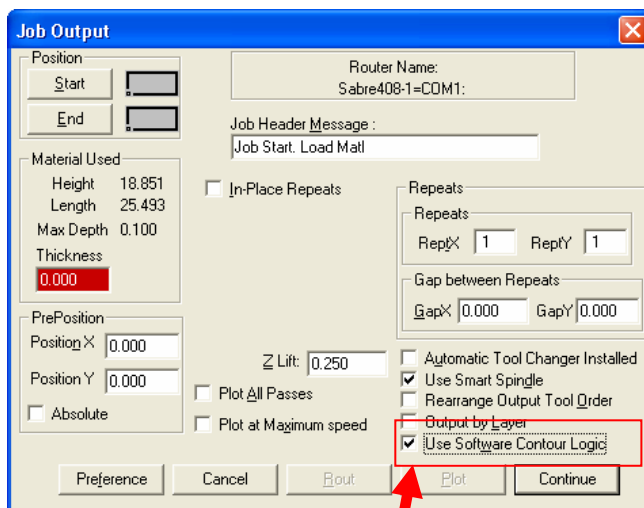
Contouring can be optionally performed in the ART Path software instead of in the Sabre firmware. Cut speeds now more closely reflect the output speed set by the operator.

**Open a file in ARTPath**

1. Generate tool paths.
2. Click on Output.
3. Set parameters in Job Output as needed.
4. Turn on Use Software Contour Logic in the lower right corner of the dialog box.

**Please note:**

- Turn OFF the Use Software Contour Logic checkbox to allow the router to do the contouring in the traditional method.
- Perform test cuts if using routing speeds faster than 300 ipm because the router will go that fast!
- When using this feature the Sabre operator cannot override the cut speed on the Sabre keypad.
- Currently, this feature does not work for AutoCarve 3D or Prismatic. It is only available for 2D tool paths, i.e., male/female/cleanout, etc. If you turn on this feature for 3D tool paths, it will use the traditional Sabre contour logic.
- To get a feel for the output speeds when using this feature, try some jobs without actually cutting.



**The cut order sequencing of pre-OMEGA 2.5 vinyl-only jobs is now similar to OMEGA 2.0 cut sequencing.** Sequencing happens automatically when outputting a pre-2.5 vinyl-only job from GSPPlot. Sequence Plot must be turned off in the GSPPlot Layout Menu to allow this feature to work.

**New accelerator keys are available for the functions listed below.**

Function	Accelerator
Outline	ALT+1
Distortion	ALT+2
Warp	ALT+3
Shadow	ALT+4
Effects	ALT+5
Paste Here	ALT+SHIFT+V

**A new Tools toolbar includes access to many commonly used functions in the Tools menu.**

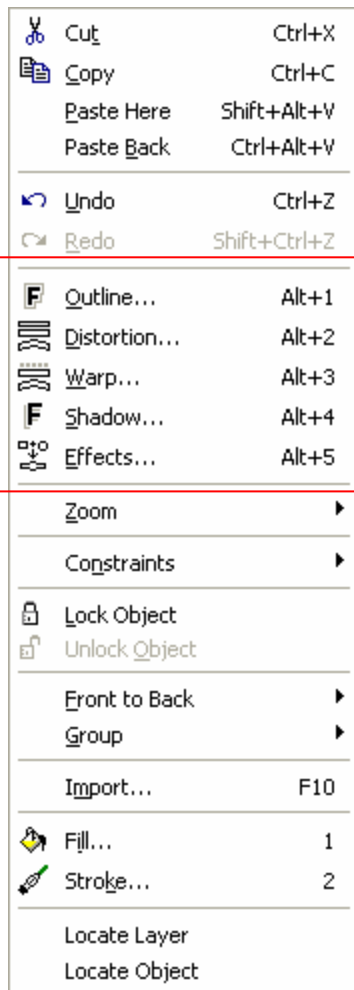
In Composer, go to View Menu > Toolbars > Tools to open the Tools toolbar containing the Outline, Warp, Distortion, Shadow, Effects, Repeats/Merge, and the Posterize Image/Raster to Vector buttons.



**New right-click, context menus for Detail Edit, Text on the Work Surface (TOWS), and the Tools Menu.**

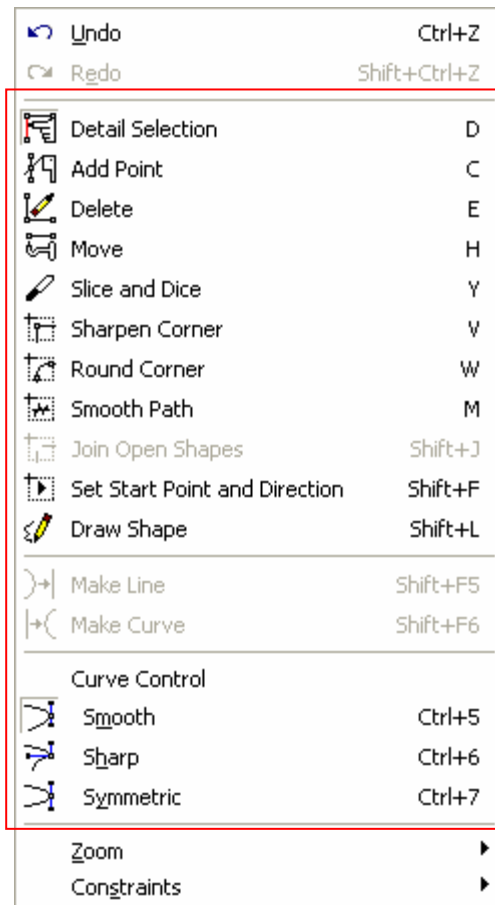
**Tools Context Menu**

Select an object and right click.



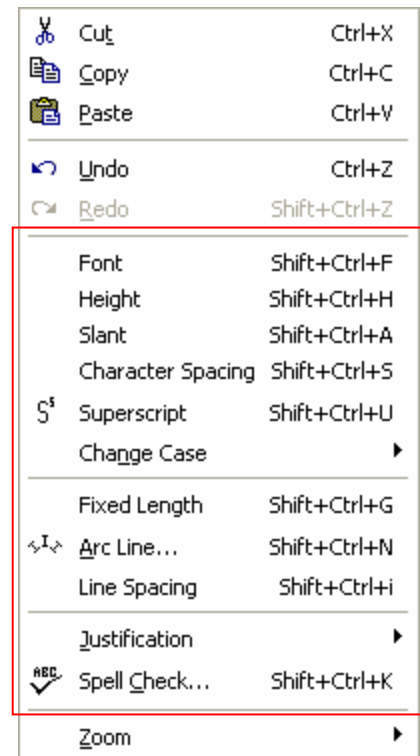
**Detail Edit Context Menu**

Activate any Detail Edit Tool and right click.



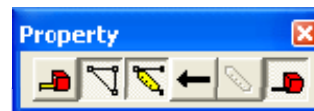
**TOWS Context Menu**

Activate the TOWS tool and right click. Some functions require text to be highlighted with the TOWS tool.



**The Measure Mode “measuring tape” can be displayed as a single line so it does not block objects on the work surface while measuring.**

Open the Measure Mode Property toolbar and click the far right icon to use a single line instead of the solid yellow tape.

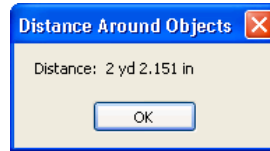


**Distancia 12.7571 in  
Angulo 1.061 deg**

**Radial fills now flip properly when the shape flips.**

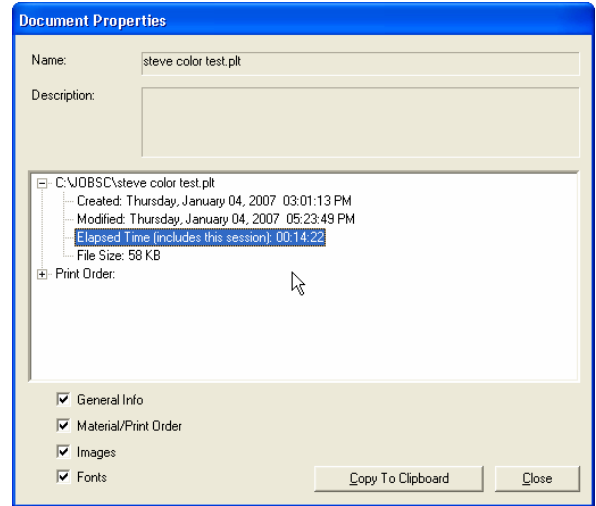
Select an object with radial fills and click Shape > Flip.

**Shape > Distance around objects now shows more than one unit of measurement on the screen.**



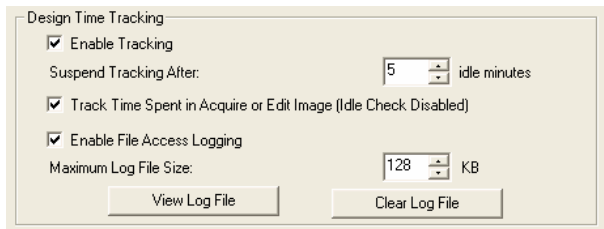
**Time tracking for file creation and editing.**

The amount of time spent editing a file is now tracked in the Document Properties dialog box. Time tracking is suspended after five minutes of file inactivity. A log file of all file access activity can also be created and viewed. To View Elapsed Time go to File > Properties expand the + next to the File Name, look for “Elapsed Time.”



**To modify Design Time Tracking:**

- Go to Tools > Options > File tab to change Idle Minutes (the amount of inactive time after which tracking stops).
- Go to Tools > Options > File tab and turn on Enable File Access Logging to keep track of all File > Open and File > Save activity.
- Click on the View Log File or Clear Log File buttons to view or clear the File Access Log file.

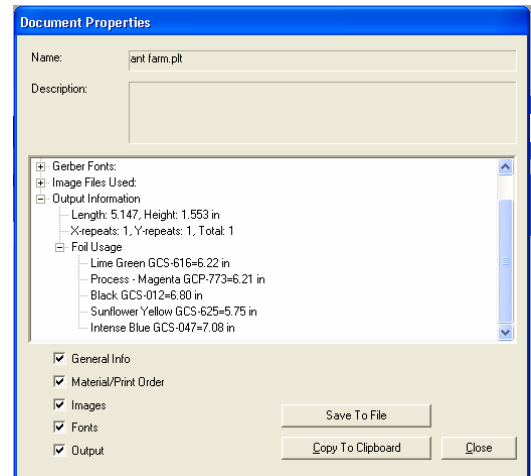


**Job output information can now be viewed in Composer's File > Properties**

If a job has been output and a PRM file exists, vinyl used, foil used, output size and output repeats can be viewed in Composer's File > Properties under Output Information.

**Composer job properties can be saved to a .txt file**

In Composer, go to File > Properties and click Save To File.



**Vinyl assignments are now assigned to only one member of a group when only one member of a group is selected.**

If you choose to assign vinyl to one member of the group, the group will be broken. This assignment behavior is similar to foil color assignment.

- Ctrl+click to select one member of a group and then click on a vinyl color.
- Ctrl+click to select one member of a group and drag a vinyl color to the object to assign that vinyl color.
- To assign a vinyl color to a complete group, click on the group to select all objects, and then click a vinyl color.

**File > Import allows multiple files to be imported during a single import operation.**

- Click File > Import to open the Import dialog box. Shift+click or Ctrl+click files to select them in the list. A placement target appears with the name of the file to be imported to allow user to locate each file on the work surface.
- If user feedback is required in a dialog box, the dialog box opens after the placement target is clicked.
- CTRL+click the target to center the object on the clicked location. Press Escape during the placement operation to skip that file.
- Press SHIFT+Esc to end the import operation completely.



4th of July.plt  
Press Ctrl+Click to center  
Esc skips this file  
Shift+Esc ends all imports

**The Graphtec™ model CE5000 plotter is now supported, including target acquisition.**

Go to GSPPlot > Setup > Device Select. Click the Install button and select the Graphtec plotter from the list.

**Material Updates**

The following material updates will be included in OMEGA 2.6 system CD:

- Reformulated Cobalt Blue
- Heat Transfer Vinyl will be added to the vinyl palette.
- The GerberColor™ Spectratone™ and Spectratone 2 Palette (a color foil on colored 220 vinyl) has been updated with Violet Purple, Atomic Red, Traffic Grey, and Process Pro™ CMYK
- Spectratint and Spectrashade have been added to the Spot Color foil palette and Spectratone palettes.

**The Layer Manager and Layer Tree are faster when the layer tree is open, and other improvements have been made to layer tree performance.**

**Dialog box errors and spell check errors in non-English languages have been fixed.**

**Various import errors have been resolved.**

**Various EDGE FX™ output and job syntax errors have been addressed.**

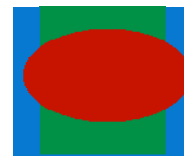
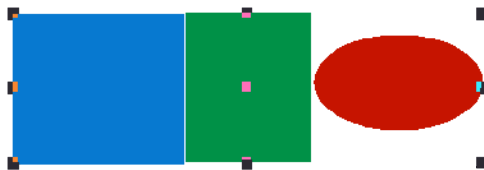
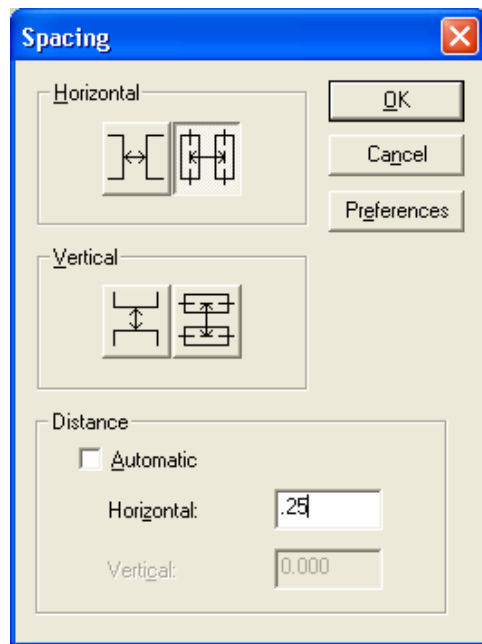
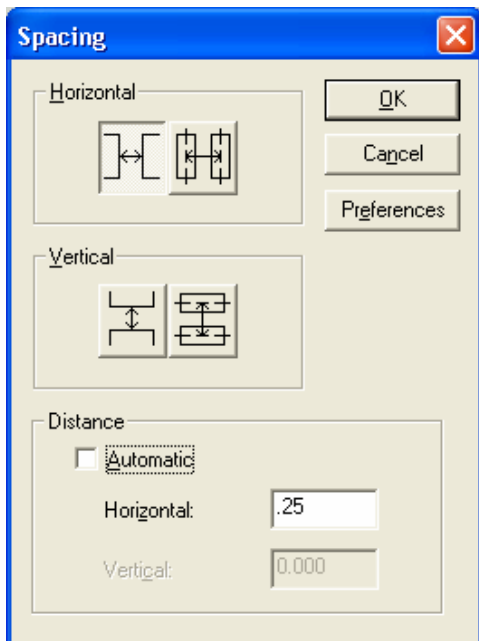
**The general “look and feel” of dialog boxes, menus, toolbars, and windows are smoother, with more subtle colors and less intrusive separations between icons and other elements.**

**Spacing now allows objects to be optionally spaced at a user-set distance.**

- The last selected object is the anchor object. All other objects move in relationship to it. The object closest to the anchor object moves first followed by the next closest, and so on.
- Positioning is based on either the top or left edge of the object.
- For vertical spacing, the top edge is used. If an object's top edge is below or even with the top edge of the anchor object, then it will move down when spaced. If it is above the top edge of the anchor object it will move up when spaced.
- For horizontal spacing, the left edge is used. If an object's left edge is to the left of or even with the left edge of the anchor object, then it will move left when spaced. If an object's left edge is to the right of the left edge of the anchor object, then it will move right when spaced.

To space objects at a user set distance, select three or more ungrouped objects. Click Arrange > Spacing and click on one of the Horizontal or Vertical icons (the example below uses Gap). Turn off the Automatic checkbox and enter a spacing Distance.

If one of the center to center options is chosen, the *centers* of objects will be spaced by the set amount.



If Gap space between objects is set to 0, the objects' selection footprints will abut each other.



## GerberCUT Targets

GerberCUT targets can be placed around jobs or objects manually or automatically. A new tool has been added to the Construction toolbar.



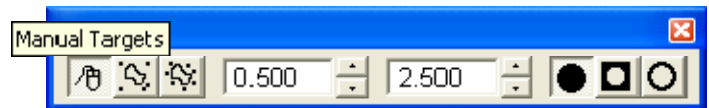
- Targets can be added one at a time, at four corners of the job, or automatically spaced around objects.
- Four Corner Targets and Automatic Targets can be placed around an entire job or around selected objects
- The four Corner Targets tool places two targets in the lower right corner, helping the user to discern the start point of square or circular jobs that have little orientation information.
- Targets can be one of three types: filled circles, stroked circles, or inverted (black square with white filled circles).
- The circular area of the target is preset to 6mm which is approximately 0.25 inches. Targets can be sized after they are placed but must be at least 6mm in diameter to be detected by GerberCUT. Therefore, targets should be placed in the job after it is scaled to its final output size.
- Targets are created using process color black (0,0,0,100) or CMYK white (0,0,0,0)
- Targets are automatically placed on a new layer called Targets Layer.
- Individual targets are grouped by themselves. Corner targets or automatic targets are grouped together.
- Target objects are circles or circles and squares with fills. Once placed, target fill colors can be edited like any other filled shape. Targets cannot be smart edited. See below for instructions on adjusting and regenerating targets.

### To place GerberCUT targets manually:

1. Click on the Target tool on the Construction toolbar to open the Targets Property toolbar.



2. Click the Manual Targets button in the Targets Property bar.



3. Click on the work surface to place the targets. Continue clicking to place multiple targets.

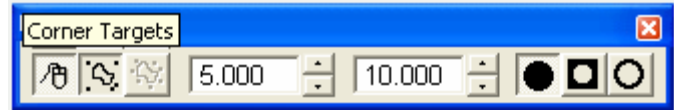


### To delete the existing set of manual targets and replace with new targets, either:

1. Select targets and delete them, and then repeat the above Manual Target procedure.  
OR
2. Perform a Corner Target or Automatic Target procedure. Any existing targets will be deleted and replaced with the new targets.  
OR
3. Select the Targets Layer and delete it. If new targets are generated, a new Targets Layer will be created.

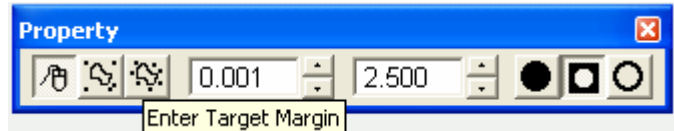
## To place GerberCUT Corner Targets:

1. To place targets at the four corners of the ENTIRE job, click the Corner Targets tool with nothing selected on the work surface.



**GerberCUT**

2. To place targets around specific objects, select the objects to be targeted, and then click the Corner Targets tool.
3. To set the distance from the selected objects to the targets, enter a new value in the Target Margin field and then click Corner Targets.



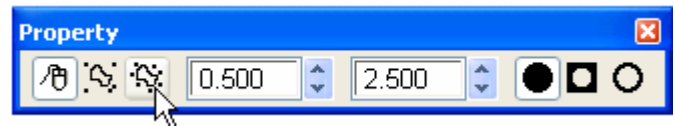
4. To change the target type, click on one of the target types on the right side of the target Property bar.

*Note that two targets are placed in the lower right corner to help determine the orientation of the graphic.*



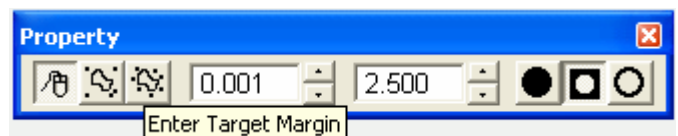
## To place GerberCUT Automatic Targets:

1. With one or more objects selected, click the Automatic Targets tool to place the targets throughout the selected objects.

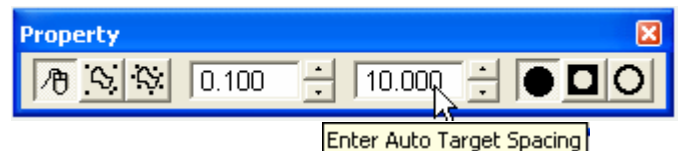


**GerberCUT**

2. To change the target type, click on one of the target types on the right side of the target property bar.
3. To set the distance from the selected objects to the targets, enter a new value in the Target Margin field and then click Automatic Targets.



4. To change the distance between Automatic Targets, (and thus the number of targets) enter a new value in the Auto Target Spacing field and then click the Automatic Targets button.



5. To change the margin or spacing after targets have been placed, select the objects to be targeted, change the Target Margin or Target Spacing, and then click the Corner Targets or Automatic Targets tool. The existing targets will be REPLACED with the new targets at the new margin and or spacing values.



## OMEGA 2.6 Minimum System Requirements

OMEGA 2.6 is compatible with Windows 2000, Windows XP, Windows XP Professional 64 bit operating systems using a 64 bit Intel Xeon and the AMD Athlon processor, and Windows Vista 32-bit and Vista 64-bit<sup>1</sup>. If running on Windows XP, OMEGA 2.6 has the same system requirements as OMEGA 2.5. For details of Windows operating system compatibility see the chart on the following page.

*Note: OMEGA 2.6 will not load on Windows 98 or Windows ME.*

<b>Windows XP, Windows XP Professional x64, and Windows 2000</b>	<b>Windows Vista 32-bit/64-bit<sup>1</sup> (All OMEGA versions)</b>
<p><b>OMEGA CP</b> = Pentium IV, with 512 MB RAM min, 1 GB highly recommended, Hard Disk: 2 GB of available disk space min, 20+ GB highly recommended</p> <p><b>OMEGA LS</b> = Pentium IV, with 512 MB RAM min, 1 GB highly recommended, Hard Disk: 2 GB of available disk space min, 20+ GB highly recommended</p> <p><b>OMEGA CS</b> = Pentium III, with 256 MB min, 512 MB highly recommended, Hard Disk: 2 GB of available disk space min, 10 GB highly recommended</p> <p><b>OMEGA PS</b> = Pentium IV, with 512 MB RAM min, 1 GB highly recommended, Hard Disk: 2 GB of available disk space min, 20+ GB highly recommended</p>	<ul style="list-style-type: none"> <li>• 1 GHz 32-bit (x86) or 64-bit (x64) processor<sup>2</sup>.</li> <li>• 1 GB of system memory.</li> <li>• Support for DirectX 9 graphics with a WDDM driver, 128 MB of graphics memory (minimum)<sup>3</sup>, Pixel Shader 2.0 and 32 bits per pixel.</li> <li>• 40 GB of hard drive capacity with 15 GB free space.</li> <li>• DVD-ROM Drive<sup>4</sup>.</li> <li>• Audio output capability.</li> <li>• Internet access capability.</li> </ul> <p><i>1. At this time, Windows Vista 64-bit does not support OMEGA parallel port usage. See the Windows operating system compatibility chart on the following page.</i></p> <p><i>2. Processor speed is specified as the nominal operational processor frequency for the device. Some processors have power management which allows the processor to run at lower rate to save power.</i></p> <p><i>3. If the GPU uses shared memory, then no additional graphics memory is required beyond the 1 GB system memory requirement; If the GPU uses dedicated memory then 128 MB is required.</i></p> <p><i>4. A DVD-ROM may be external (not built into the system).</i></p>
<ul style="list-style-type: none"> <li>• CD-ROM or DVD ROM Drive required.</li> <li>• A CDRW or DVDRW Drive highly recommended for back up and storage of files.</li> <li>• 3.5"-1.44 MB Floppy Drive</li> <li>• Ethernet network support (for use with EDGE FX)</li> <li>• 2 USB Ports (OMEGA Security Key requires 1 USB Port)</li> <li>• Serial Port (9-pin) (for connecting plotters and/or routers) - 2 highly recommended</li> <li>• ECP Parallel Port (25-pin) (for use with Gerber EDGE/EDGE II and /or paper printers) - 2 highly recommended</li> <li>• VGA color monitor with minimum resolution of 800x600 and support of 16 million colors</li> <li>• Microsoft compatible mouse</li> </ul>	

***Note: These are the required minimums. Faster processors, more memory, and more hard disk space will improve performance, especially when working in data intensive operations such as scanning, working with images and import/export operations.***

### Windows operating systems compatibility

At this time, Windows Vista 64-bit does not support OMEGA parallel port usage. Therefore you cannot perform Copy-to-USB parallel security key upgrades or communicate with a GERBER EDGE or EDGE 2 printer via a parallel port. Gerber recommends that you use Vista 32-bit or upgrade to a GERBER EDGE FX which communicates via an Ethernet cable. Alternately, you can render on a Vista 64-bit system and output to a GERBER EDGE or EDGE 2 using a separate OMEGA Plot Station installed on a Windows XP or 2000 computer. The following chart details compatibility.

	Windows XP 32	Windows XP 64	Windows Vista 32	Windows Vista 64
<b>Design</b>				
Composer and other design functions. Create and save PLT files.	OK	OK	OK	OK
<b>Rendering</b>				
GSPPlot rendering of SPL files.	OK	OK	OK	OK
<b>Output</b>				
EDGE via parallel cable or off-the-shelf USB-to-Parallel cable	OK	OK		NO. Use a separate Plot Station on a system NOT using Vista 64-bit.
EDGE 2 via parallel cable or custom GSP USB-to-Parallel cable	OK	OK	OK	NO. Use a separate Plot Station on a system NOT using Vista 64-bit.
EDGE FX (Ethernet only)	OK	OK	OK	OK
Plotters via serial port	OK	OK	OK	OK
Plotters via Radio Shack® 26-183 USB to Serial Cable	OK	Not Tested	Not Tested	Not Tested

### Using OMEGA with Intel®-based Macintosh® computers

Based upon minimal GSP testing and end-user reports, OMEGA will run on Intel-based Macintosh systems that are running the Windows XP operating system. There has been minimal testing of outputting to GSP devices using this configuration. Output to the GERBER EDGE® must occur via a GSP or off-the-shelf USB-to-parallel cable. Output to plotters must occur via certain specific USB-to-serial cables. Output to the EDGE 2 must occur using a special GSP USB-to-parallel cable option. *This is not an endorsement of this configuration, but is an alert as to the status. GSP Technical Support cannot support any Macintosh OSX related issues.*