CAD Tool Descriptions

Snap Keys

Snap Plane: Allows placement of Elements on active plane (2 plane or Top View)

Snap Key Point: When active, Elements will only snap to Points (Dots). Only Dots (Points) are selectable and tools will not affect lines.

Snap Key Line: When active, only lines are selectable and tools will not affect dots (points).

Measure Coordinate at Location: Measures between UCS 0,0 and selected Point.

Measure Distance Between Points: Measures distance (angular, horizontal, and Vertical) between two selected points.

Cancel Active Tool: Cancels current tool action and deselect tool.

Text Tool: Opens text entry window and allows user to place single line text into Template.

Draw Line: Draws a line between 2 Points

Draw Polyline: Draws lines between multiple Points

Draw Rectangle: Draws user defined rectangle

CAD Settings: Dialog box with user changeable tool settings

Recompute Basics: Refreshes Template after adding Dots

Export DXF: Exports current view to DXF file.

Draw Electrical Box: Draws rectangle using 3 points

Draw Centerline: Draws Perpendicular line from user selected plane/line using 3 points

Wall Scribe: Automatically connects all dots between 2 selected Points within defined tolerance (See CAD Settings)

Offset Edge: Offsets line parallel to original in selected direction and user defined distance (See CAD Settings)

Fillet: Closes to 0-radius corner two selected lines

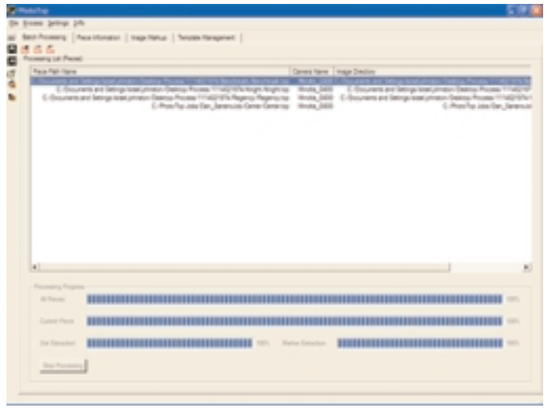
Fabricator's Choice

888-299-8840

www.fabchoice.com

Saving Project Batches

Each piece is saved independently as it is added, and every time you add a dot or update images in Piece Information, that change is saved automatically. The "Save Project As…" saves the Batch Process List. This is useful if you want to add a full day's work to the batch and want to work on it later. You could also add all elements for a project to a batch and save the batch list with the project name (for example: John Jones Project – vanity, perimeter counter, island, floater tops, desk, bar top, etc.).



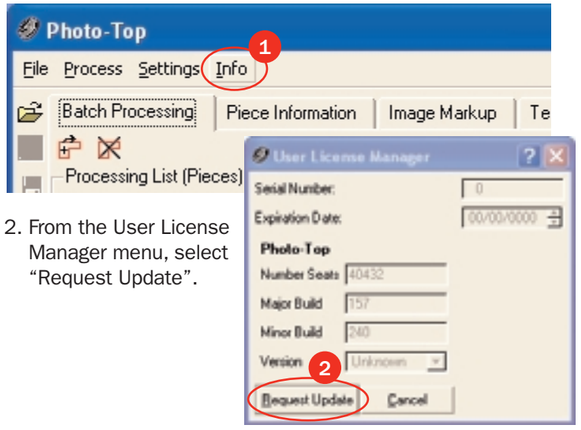
Checking Target Coverage

Use the "Marker Panel Circle of Influence" tool to determine whether you are getting good target coverage (targets must be placed with less than 24" between them for good coverage). The blue circles around each target show the affected areas. This is useful to verify the first couple of jobs you shoot or if you are getting strange results from processing a job.

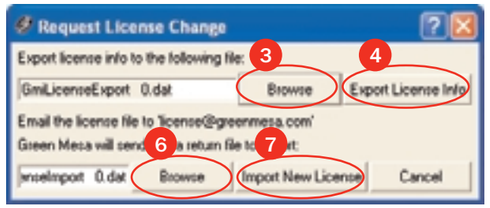
Updating Your Hardware Key (Dongle)

The hardware key you received with the PhotoTop software has a limited numbers of days you can use it before it needs to be updated. The primary reason for this is so that the software can be registered under your company name, instead of Fabricator's Choice.

1. With the USB dongle plugged in, launch PhotoTop, select the "Info" menu, and select the "License Manager" option.



2. From the User License Manager menu, select "Request Update".
3. From the Request License Change window select "Browse" (first line). Choose the Desktop and click Save.
4. Click "Export License Info". This will create a file on your Desktop called GmiLicenseExport####.dat" (#### denotes your hardware key number).



5. E-mail the "GmiLicenseExport####.dat" file to *license@greenmesa.com*. Please include your company name and contact information and reference that you are requesting a dongle update. You will receive a new license file soon from Green Mesa. The new file will be called "newGmiLicenseExport####.dat". Save the license file to your Desktop from the e-mail you receive.
6. Back in PhotoTop, select Browse (lower line), navigate to your Desktop and select the file "newGmiLicenseExport####.dat".
7. Click "Import New License". The curRent dialog box will close and then you can close the license info window. You are now ready to run PhotoTop!

The next time you run PhotoTop you will not get a warning that the license has expired and all features of PhotoTop will be fully functional.

PhotoTop®

Your #1 Template Technology™

Software Installation & Usage Guide

Installation of the PhotoTop® software in 8 simple steps

License Set Up

1. Insert the PhotoTop CD and run the “Setup_License” file. Follow the instructions in the installation program.
2. A dialog box titled “Dongle Installation Utility” is shown. Click on the OK button and click OK on the next two dialog boxes. Before the final dialog box is shown there may be an extended delay (30 or more seconds); wait for this dialog before continuing.
3. With your PC running and Windows active, attach the PhotoTop hardware key (the dongle) to your computer’s USB port. Allow Windows XP to load security key drivers. Wait for the “Your hardware is ready…” prompt.

Installation

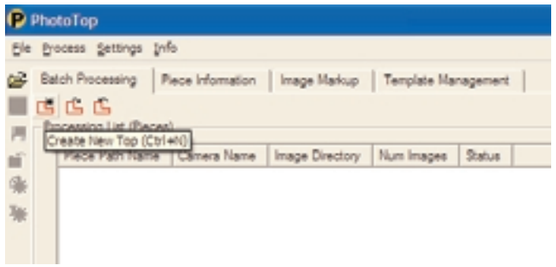
4. From the PhotoTop software CD, run the “Setup_PhotoTop file. Follow the on-screen prompts until installation is complete. This will install the program files in their proper places on your computer.
5. Create a job folder on your computer’s hard drive label “PhotoTop_Jobs”. This will be the default location for all new jobs using PhotoTop. Create the folder on your Desktop, as you will need to access this directory often.
6. Create a folder named “Equipment” in the “My Computer>Local Disk (C:)>Program Files>PhotoTop_v2r5p0” directory. This will be the default location for all equipment calibration and standard files needed for processing the images.
7. From the CD supplied with you PhotoTop Field Kit, copy the camera (.cam) and marker scale (.scl) files for your system to the folder you created in Step 3.
8. The first time you run PhotoTop, you can configure your default settings from PhotoTop’s “Settings> Default Values” menu. Set the project directory to the folder you created on your desktop: “PhotoTop_Jobs”. Set the Equipment Directory to “C:/Program Files/Photo-Top_v2r5p0/Equipment”. Set the marker panel version to “2.3”, and set the image font to whatever you prefer. Additional settings can be left at the default values.

The PhotoTop manuals included on the CD are in PDF format. To view them, you will need Adobe Acrobat Reader, which is a free download from www.acrobat.com.

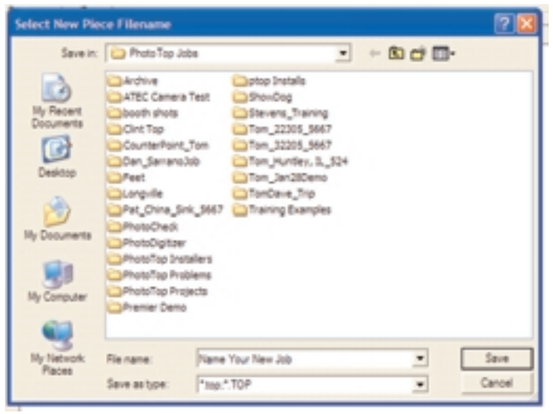
PhotoTop® is now ready to use!

Processing Your Project – Step-by-Step

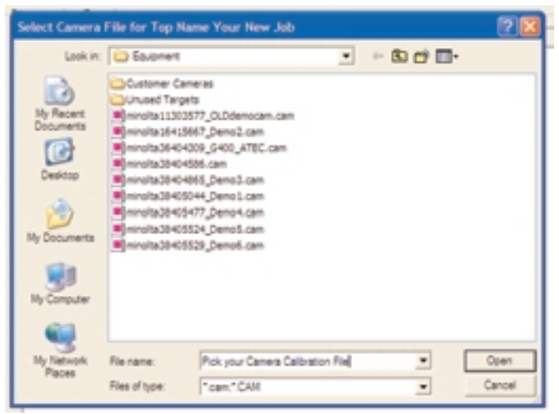
1. Select the “Batch Processing” tab. Click the **Create New Top** (Ctrl+N) button.



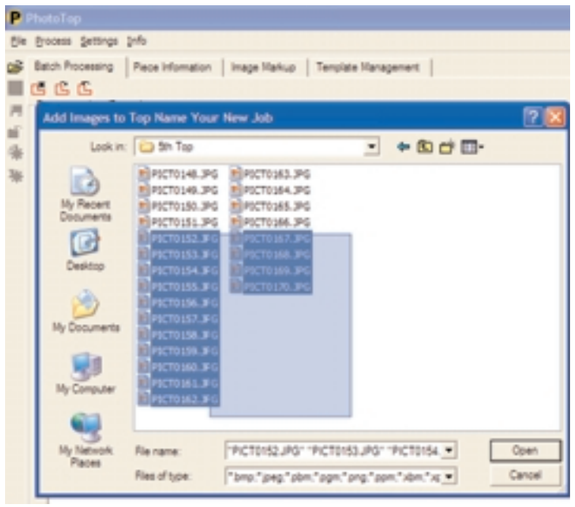
2. Name your job (piece) and **Save** it to your “PhotoTop_Jobs/*/” folder.



3. Select the calibration file for the camera that was used to shoot the job. Click Open.

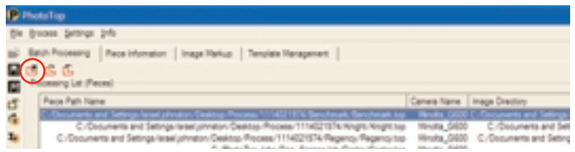


4. Select the images for the job. You must be sure to select all images that you want on the job. Click Open.



Repeat Steps 1-4 until all jobs (pieces) are added that you need to process.

5. To remove a piece, select the piece by clicking on it in the Processing List (Pieces) and then clicking the “Remove a Piece” button.

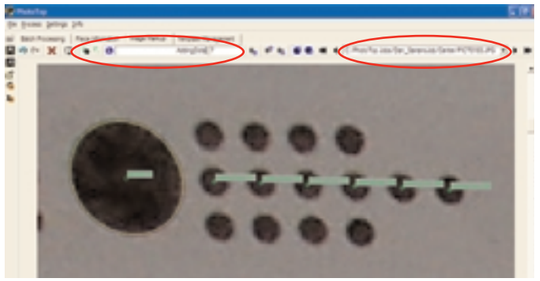


6. Click the “Piece Information” tab to check your images to be sure that only the images for that piece are included. Separator images or shots from other jobs can be removed by selecting them and clicking the “Remove Images” button.

7. To process the batch of jobs, select the “Batch Processing” tab and click “Compute Template”. The Compute Template command will process all jobs in the batch list with no user interaction. The “Compute Template Interactively” will stop between each job and ask you to continue. The entire batch

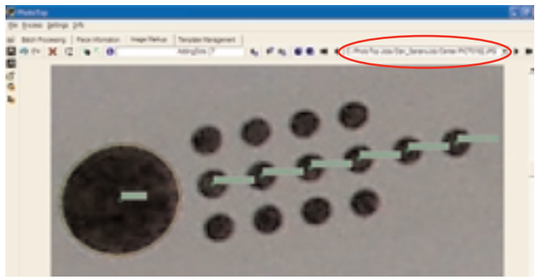
Adding User Labeled Dots and Points of Interest

In Image Markup, click “Label Dot” or “Label Point of Interest” tool and type a name for your new Dot.

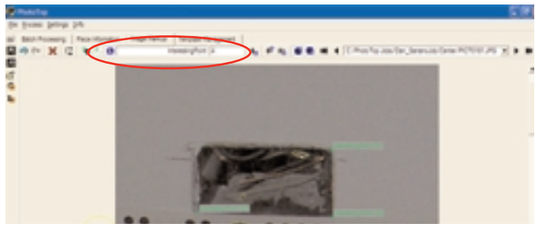


User added Dots must have a name and a unique number, for example Dot26, Flat3, etc.

If adding a Dot (whether it is a large 1" Dot or a small 1/4" Dot) use the “Label Dot” tool and click within the area of the desired Dot. The software will analyze the area around the the mouse click to see if it is an elliptical shape. If PhotoTop finds an ellipse, it will calculate and mark the center of that Dot. You must now switch to a different image and mark that same Dot, using the same name and number. If you mark a different Dot, this process will fail to accurately mark the Dot and may fail to calculate or display your template.



If adding a Point of Interest, you are setting the added Point exactly where you click your mouse. Like labeling Dots, when labeling Points of Interest you must mark the same Point (or as close as you visually can) with same name and number in at least 2 images. Sharp points, cabinet edges, and easily defined marks are some suggestions for added Points of Interest.



Recompute Basic Elements and your new Dots will be added to your current project.