# How to Install the New KNK Studio Version 8[1]

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1. Downloading the Software

(1) The software has been zipped up into three parts. If you have a slow Internet connection speed, you may wish to obtain the software by CD. Contact me at smccauley45@cox.net and I will burn and send you a CD for $10, paid by Paypal or check/money order.

(2) Because you have license files tied to YOUR dongle, you will need these license files backed up before installing the new version. The two files are called **Products.lcf** and **Products.ini** although you may not necessarily see both file extensions. In other words, you may just see them both listed as Products. Create a back up location for these files or even use your Windows Desktop. Copy the files from c:\Klic-N-Kut Studio (or c:\Klic-N-Kut Studio Element) or copy them from your original KNK Studio Installation CD. Once you have confirmed that the two Products files are located in your back up location, proceed to the next step.

(3) Before installing, you might want to check which Com port your KNK is using, as long as you don't plan to change USB plugs on your computer. **Go to Cut>Plotting Defaults**, click on **Setup**, click on the **Port** tab and note the Com Port number.

(4) Before installing you might also want to pull your calibration numbers from your current installation, thus saving the effort to re-calibrate. Go to **Cut>Plotting Defaults**, click on **Setup**, click on the **Plotter Options** tab and note the **X** and **Y** values under resolution:
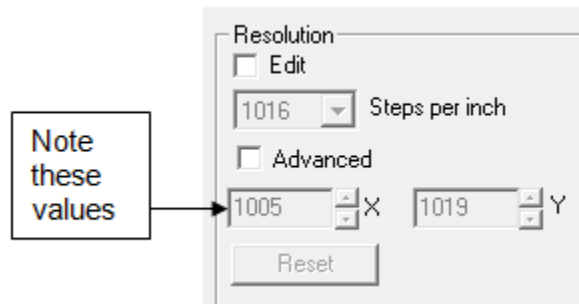
(5) Uninstall your previous version of KNK Studio under Control Panel. Restart Windows. If you prefer to keep your previous version, then you can do so, but remember to choose a new folder name when installing this new version.

(6) In Internet Explorer, as you click on each part to download, you will be given the choice of Open or Save. Select Save and then browse to find a location on your hard drive for these files. Save the files one at a time and use the same location for all three. Note: if you are using a different browser, you may have different options. Just make sure you are downloading each file to your hard drive and do not attempt to launch the files until you have them all downloaded.

(7) After all three are downloaded, launch Part 1. Choose a location for extracting and then allow to extract. All three files will be unzipped, thus it is not necessary to launch the other two parts.

(8) After extracting, you will have a new subfolder called **KNKStudioJan09**. You will now want to copy/paste YOUR two **Products** files into this folder, replacing the existing ones in the folder.

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2. Installation of the Software

(1) Close all programs not needed. Inside the **KNKStudioJan09** folder, launch the **Setup** with this icon:

(2) When asked about which dongle you have, just click on Next.

(3) When asked which folder to use, you can either choose the default or choose a new name. If you are keeping your previous version of KNK Studio installed, then pick a new name, such as KNK Studio 8. Do this again, when asked about which Program folder you wish to use.

(4) When asked to install your Windows fonts, do so. After these are installed, you will be prompted to install the Clipart and Fonts CD. This is optional and these fonts and clipart can be installed at a later time, if desired.

(5) At the end of installation, the program will want to restart your computer. Wait a moment to make sure the driver installation has had time to complete. If you do not see any additional prompts in which you need to click on **Continue Anyway**; then click on **Finish**.

(6) After you have successfully installed the software, a KNK Studio icon should now be present on your desktop. Launch the software. You are now ready to make some changes to settings.

3. Setting Up KNK Studio Version 8

(1) To verify the COM port, select **File>Control Panel** and switch to **Classic View**, if necessary. Also, connect and turn on your KNK. If you previously wrote down your Com Port number for your KNK, skip to Step 5.

(2) In Windows Vista, click on **Device Manager**. In Windows XP or earlier, select **System** from the list, then select the **Hardware** tab, and click on **Device Manager**.

(3) Locate **Ports** and open. If using USB, look for a **USB labeled (COMX)** where X is the number you need to match as your port location. If using a direct serial connection, look for **Communications Port (COMY)** where Y is the number you need to match as your port location. Your wording may vary slightly from what's shown in this diagram:

USB Connection

Look for COM port assignment under **Ports**. On the left, COM 7 was assigned to the USB connection and, on the right, COM 8 was assigned to the Serial Connection.

Serial Connection

(4) If you do not see a **Ports** subfolder, then the drivers did not properly install OR the KNK is not connected and turned on. First, verify your connection. Then, if necessary, the drivers can be downloaded separately from www.iloveknk.com/1CC, unzipped, and installed.

(5) Go to **Cut>Plotting Defaults** and click on **Setup**. Click on the **Port** tab. Verify that **Direct to Port** is checked.

(6) Under **Port Location**, select the COM Port determined in Step (3).

(7) You will also need to change the Baud Rate to 9600. Check the **Edit** box and then click on the down arrow next to **Baud Rate**. Select 9600 from the list:

Select assigned COM port from drop-down menu.

Change **Baud rate** to 9600 and confirm other default settings.

Check **Edit.**

(8) Click on **Apply** and then **OK**. Then click on **Close**.

(9) If you saved your calibration settings, then go to **Cut>Plotting Defaults**, click on **Setup**, then click on the **Plotter Options** tab. Check the box next to **Advanced** and then enter the two numbers. Click on **Apply** and then **OK**. Then click on **Close**.

Check this box.

Replace these numbers with other values. Click on Apply.
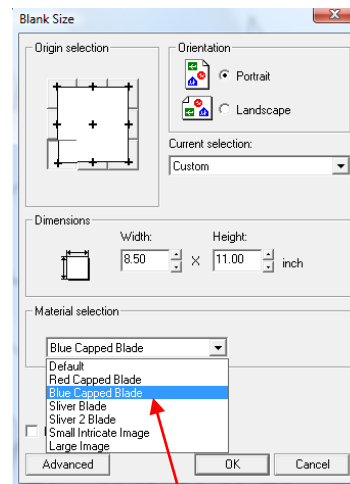
4. **New Changes in Version 8**

Minor Changes:

- When you use any of the shape tools (except Oval), you'll see that the cursor has a little symbol of that particular shape. I suppose this is to remind you that you are in that window? Not sure. Also, when you are moving a basic shape in the select mode, it will appear again.

- Also, when you move any object now, you will see a line also move on the Rulers indicating the current location of the center of the selected object.

- The settings for changing the **End Point** location has been moved from the **Plotter Options** tab to the **Plotter** tab. Leave the bottom left corners indented.

- Alt-click the center bounding box of a selected image and it will place a duplicate image dead-on the original.

- The four main toolbars now have little dots on the left side or the top that you use for dragging to a new location (instead of two little gray lines). I suppose this makes them a bit easier to see.

- You should be able to import all of your .jpg files now.

- Under **Layout>Blank Size** do not check the box next to Resize Object Proportionately. Previously, it needed to be checked to do exactly the opposite! Thus, it's been fixed in this version.
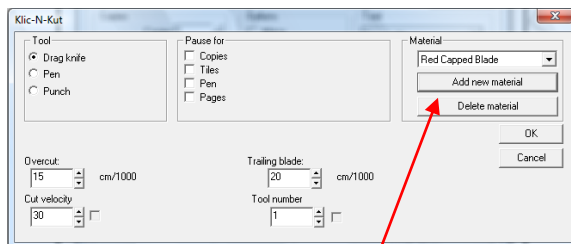
Major Changes:

- More of the GSD files will now import. Previously, if the spline tool had been used more than once in tracing an image in RoboMaster, then only the first path would import. Now they seem to mostly import. So, definitely test your gsd's for direct import before using other methods, as it will be much faster and require less editing.

- A new icon, called **Character Picker,** appears in the Text mode Smart Bar and will open up the entire character set for the currently selected font. This is a very handy feature when you are using dingbat fonts. From the character set window, you can scroll through the choices to locate the particular image you wish to use and click on it to add it to the Sign Blank.

- Under the Text tools, on the Tools toolbar, is a new **Text Search and Replace** function that works just like the one in MS Word or other Office Applications. I'm not sure how useful this will be, although coincidentally, I had a customer recently need this feature after she had created about 10 different titles with the same words, but in different fonts. She then decided she wanted to change one of the words in every title. This feature would have been perfect for this application.

- When cutting, there is no longer a popup window showing the bytes being transmitted. If you need to stop a cut from within the software, then press the Esc key on the keyboard. You may need to press it several times, depending on the data transfer rate. This is sort of an accidental discovery and not something that was deliberately programmed, so test this carefully to see how it works on your computer before relying on it. You may find that it's still best to stop a cut by directly going Offline on the KNK or by pressing the reset button.

- One of the BEST new features is called **Materials**, which is not exactly the name I would have chosen, but nonetheless this will be very handy. Instead of having to change the **Overcut** and **Trailing Blade** values every time you change blades or every time you're working with extremely large or extremely small images, you can now save those settings under names you choose in **Cut>Tool Options**. Then, you can choose the "Material" setting from inside the **Layout>Blank Size** window.

Layout>Blank Size

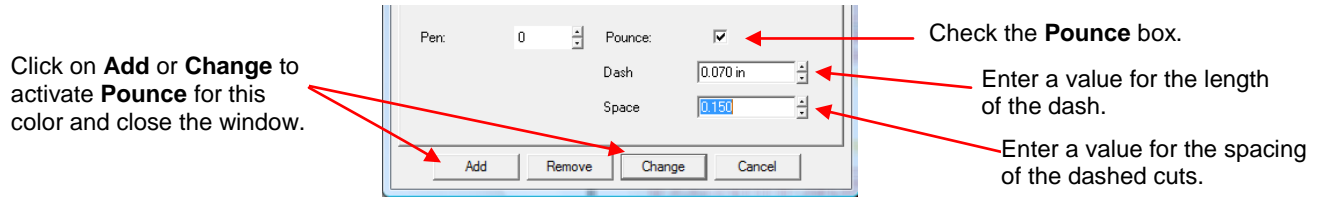**Cut>Tool Options**

After entering **Overcut** and **Trailing Blade** values, click on **Add new material** and enter a name.

Drop down window listing saved Overcut/Trailing Blade combinations.

- You can now pounce and cut in one step. This is done by modifying the color at the top of the Smart Bar:

  1. In the main Sign Blank window, use **Ctrl-A** to select all images and go to **Layout>Ungroup.**

  2. On the **Job Palette**, double click the color you wish to change to a color to pounce within this file. This color should then appear at the top on the Smart Bar. Important to note: If you do not select ALL images of this color, then only those selected will be changed to dashed lines.
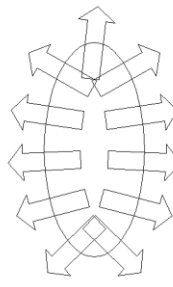
3. Double click on this color's box on the Smart Bar and a window will open. At the bottom, check the box next to **Pounce** and then enter values for the **Dash** length and the **Spacing** of the dashes. Recommended starting values are 0.07 and 0.15, as shown. If working in metric, then try 2mm and 4mm for the **Dash** and **Space**.

Click on **Add** or **Change** to activate **Pounce** for this color and close the window.

Check the **Pounce** box.

Enter a value for the length of the dash.

Enter a value for the spacing of the dashed cuts.

Pen:	0		Pounce:	☑	
Dash		0.070 in			
Space		0.150			

Add   Remove   Change   Cancel

4. Click on **Add** or **Change**. A new color number is assigned to that color and your images of that color should change to dashes lines on the screen. If not, then select the images, note the new color number and click on it by locating it on the **Shop Palette**.

5. Proceed with the normal cutting procedure. This new color will be dash line cut while other colors will be solid cut. Note that you can assign other colors to be dashed cut, as needed, and even have differing values assigned for **Dash** and for **Space**.

- Under **Transform>Fit Object to Path**, you now have the option to rotate the object or have the object fit the contour of the path. Below shows two examples, without and with **Follow Contour** selected:
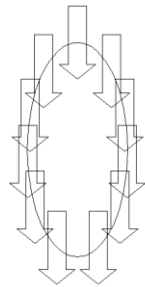
Follow Contour not checked

Follow Contour checked