

How to Install the New KNK Studio GE Version 8¹

By Sandy McCauley
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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 GE 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) Because this is the first release of a new version, you may prefer to keep your previous version. Just remember to choose a new folder name when installing this new version. For example, you might call it KNK Studio GE 8.
- (4) 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.
- (5) You will ALSO see a file called Silhouet.ini. Whether or not you own a Silhouette, you MUST also download this file and place it into the same folder with the other files. This will be addressed again in part 2 below.
- (6) 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.
- (7) After extracting, you will have a new subfolder called **KNKStudioGEApril09**. You will now want to copy/paste YOUR two **Products** files into this folder, replacing the existing ones in the folder.

2. Installation of the Software

- (1) Close all programs not needed. Inside the **KNKStudioGEApril09** 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 GE 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) Locate the Silhouet.ini file you also downloaded in Step 5 above. Copy or move this file to your new installation folder: c:\KNKStudio GE 8 (or whatever you named it).

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- (7) If you have a blue Wishblade, then you will need to follow the same instructions originally used to get the blue Wishblade to cut under GE. These instructions are available at www.iloveknk.com/WBController.
- (8) 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 GE Version 8


- (1) To select the correct driver, go to **Cut>Plotting Defaults**. Under **Selected Driver**, pick which Graphtec cutter you own. Click on **Apply**, but do not close this window.
- (2) Click on **Setup**. Click on the **Port** tab. Under **Port Location**, select **External DLL**. Click on **Apply** and **OK**. Then close the other windows.

4. New Changes in Version 8

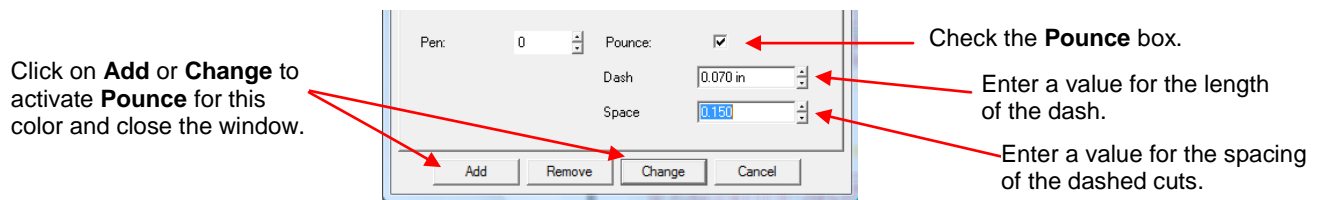
Minor Changes:

- 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 directly on top of 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.

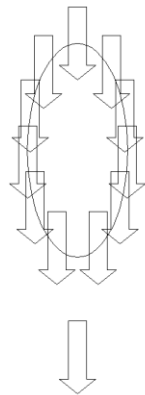
Major Changes:

- 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.
- You can now pounce and cut in one step. (Some of the newer GE owners already had this ability but it should now work for everyone). 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.

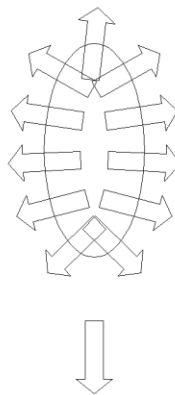
3. Double click on this color's box on the Smart Bar and a window will open. At the bottom, check the box next to **Pounce** and then enter values for the **Dash** length and the **Spacing** of the dashes. Recommended starting values are 0.07 and 0.15, as shown. If working in metric, then try 2mm and 4mm for the **Dash** and **Space**.



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