

SCAL Pro Features

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Note that regular SCAL and SCAL Pro have all the same features with the exception of the items below. In other words, you enter text the same way. You trace images the same way. You use the layer panel the same way... and so forth. The Pro version has the following extra abilities which are found within menu listings or in the cutting window itself. Note that the section number in the Zing Orbit with SCAL User Manual is added so that you can read more details, as needed)

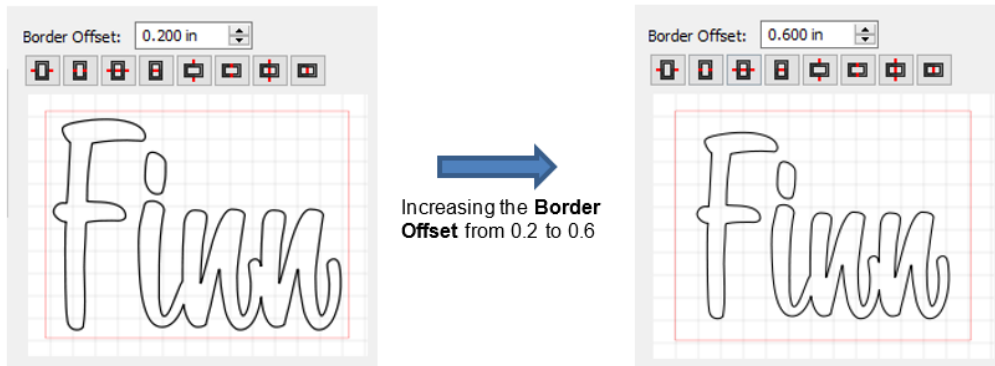
- Ability to cut longer than 72 inches

This one should be self-explanatory.

- Weeding – add weeding boxes and internal lines (Section 10.04)

The weeding window in the pro version allows you to add an external rectangle (offset as much as you like), as well as internal cut lines in many different ways:

Simple border weed:

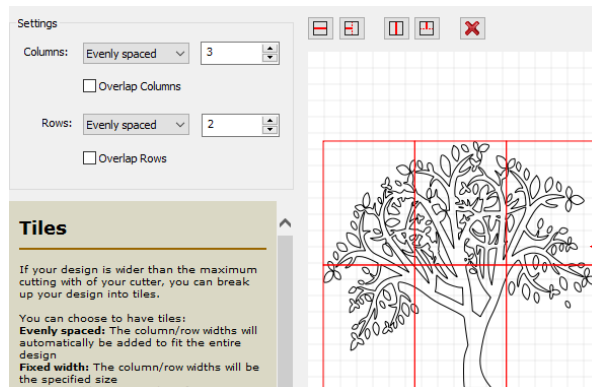


Internal lines:



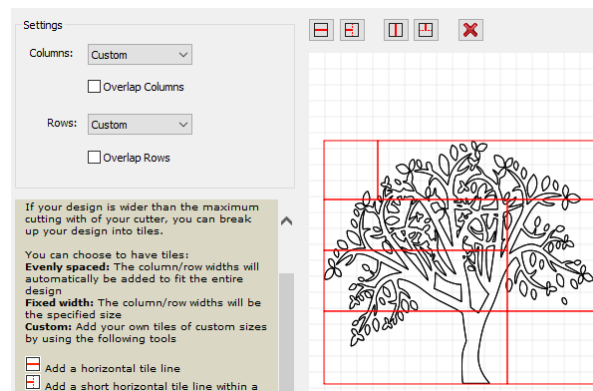
- Tiling – splitting up a design that is too large for the cutter to cut. (Section 10.06.3)

Specify rows and columns:



Preview shows the project evenly split into 3 columns and 2 rows

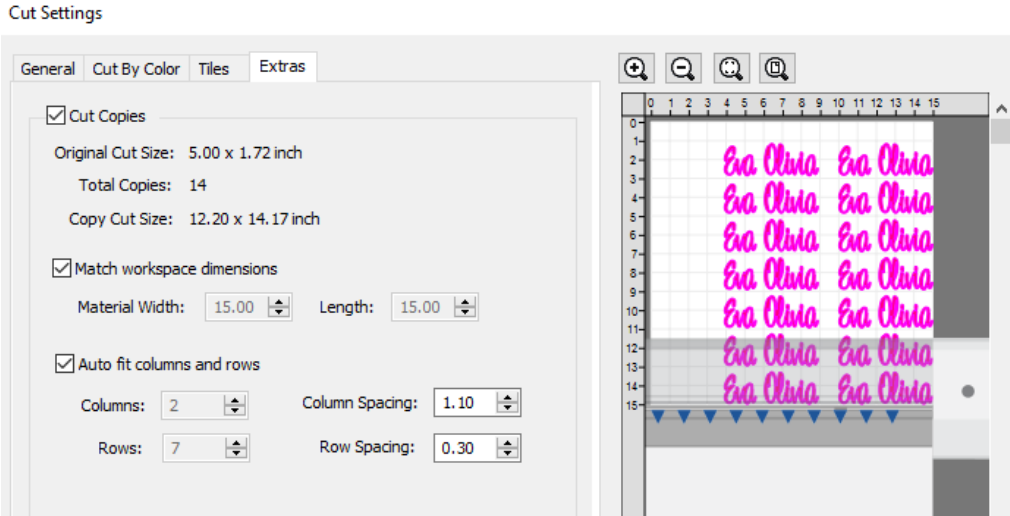
Or you can add custom lines where you prefer:



Custom lines are added.

- Duplicate cutting – setting up a grid of repeats in the cutting window (Section 10.06.4)

In regular and Pro SCAL you can use Edit>Duplicate to create a grid of repeats. In the Pro version, however, you have the additional option to wait until you are in the cutting window to do it:



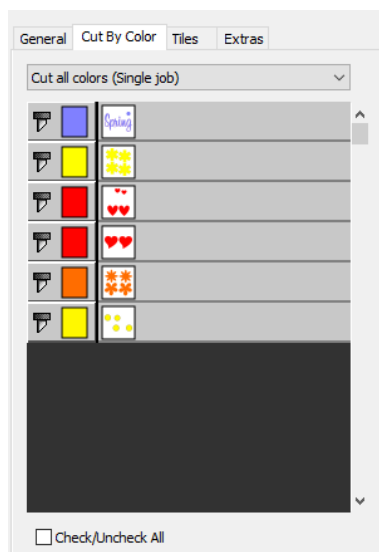
Note that you can enter dimensions of your material that are not the same as the virtual on-screen mat and have the program auto-fill to fit those dimensions. You also can change columns and rows of repeats and the spacing of the repeats.

- Cut by color (Section 10.06.2)

This function offers two capabilities:

- ◇ Turn on and off colors to be cut without the need of hiding layers on the **Layers Panel** or pre-selecting shapes to cut. In fact, you don't even need to ungroup mixed-color groups.
- ◇ Cut all of the colors at once or have the cutter pause between colors, thus permitting the change out of materials

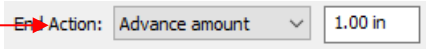
You can also turn off colors you don't want to cut and you can elect to skip a color if you prompted for a color you decide not to cut.



- End action options – where cutting head moves at the end of a cut (Section 10.06.1)

End Action controls what happens at the conclusion of the cut. There are three choices:

- ◇ **Rewind to origin:** default setting in which the head returns to the origin set before the cut began (this is the only way it works in the regular version of SCAL)
- ◇ **Advance Amount:** when this option is selected, the head moves to the end of the cut, over to the right side, and then advances the mat or rolled material forward based on a value you enter into a new window:

Select **Advance Amount** and a new input pops up  Enter distance to advance

- ◇ **Do Nothing:** the head stops at the location where it finished cutting

- Color layer alignment (Section 10.06.2 – last part)

In vinyl applications, it can be tricky aligning the various colors after cutting. To make the job easier, small registration shapes can be added to the design and cut with every color of vinyl so that they can then be lined up when layering the cuts. In the following diagram, the blue triangles can be assigned as “Color Layer Alignment”. Then, when you use the Cut by Color feature, these triangles will also be cut each time.



- 3D extrude – a method of shadowing that appears 3 dimensional (Section 9.13)

A few examples (more are shown in the user manual):



- Importing DXF, PLT files

This one should be self-explanatory.