

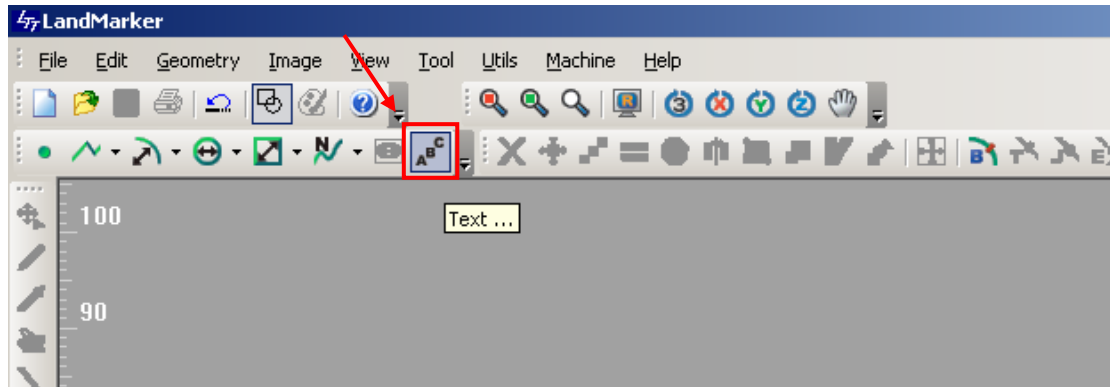
## Issue003 - Making filled character

### Introduction

This paper provides information for making the filled character in LandMarker. Please follow the steps below.

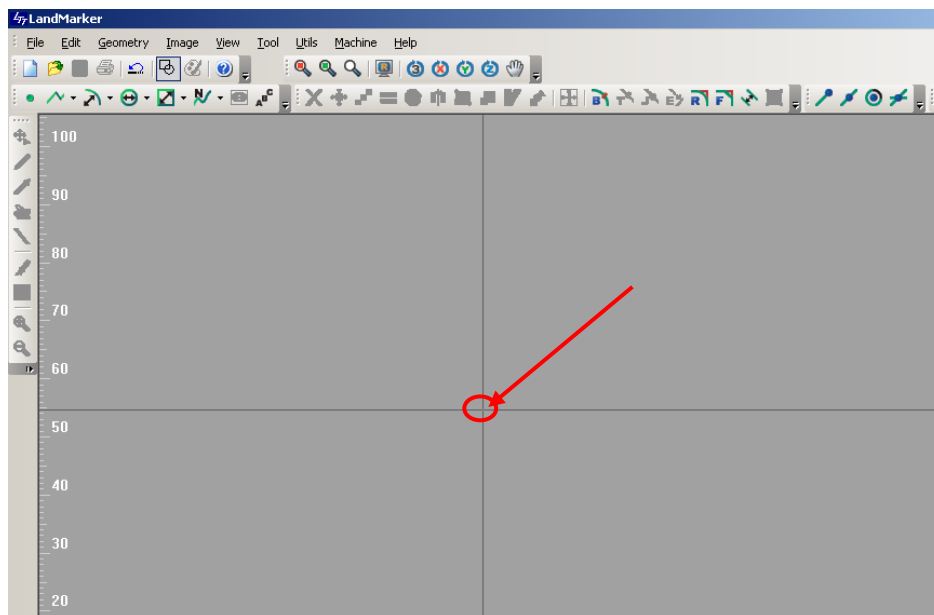
#### Step 1

Open LandMarker → choose “Text” function.



#### Step 2

Pick the position where you want to put the character.



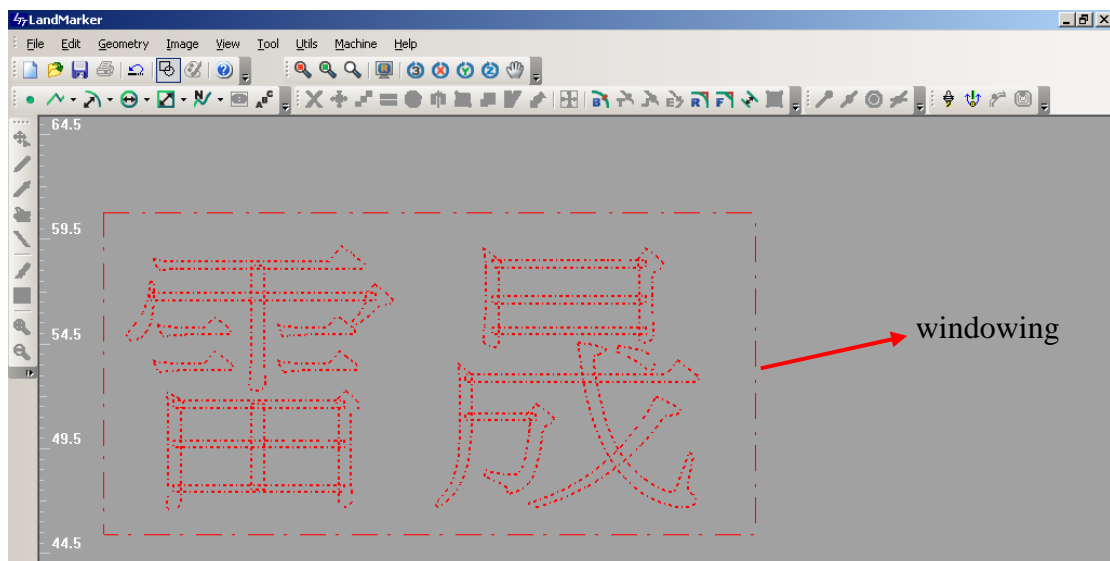
#### Step 3

After picking, you are prompted to see the “Input Text” dialog box. Input the character in the “Text” blank → Choose the “Font” type to Choose a TTF font → Input the “CapHeight” (mm) you want → Input the “Spacing” (in mm, the space between characters) you want



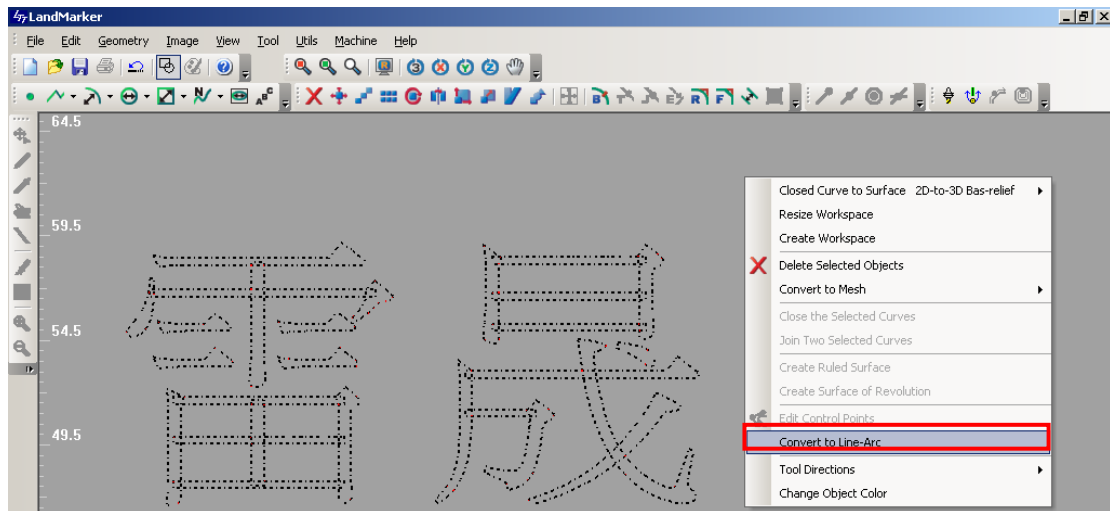
#### Step 4、

You are prompted to see the characters in the working area now. Select the characters by windowing your selection. If it is chosen, it will become black color.

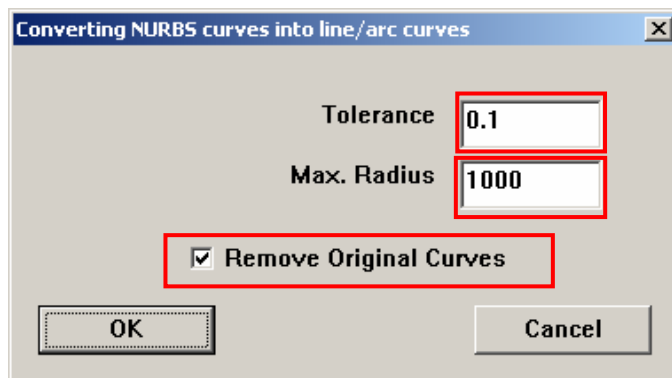


**Step 5** ▾

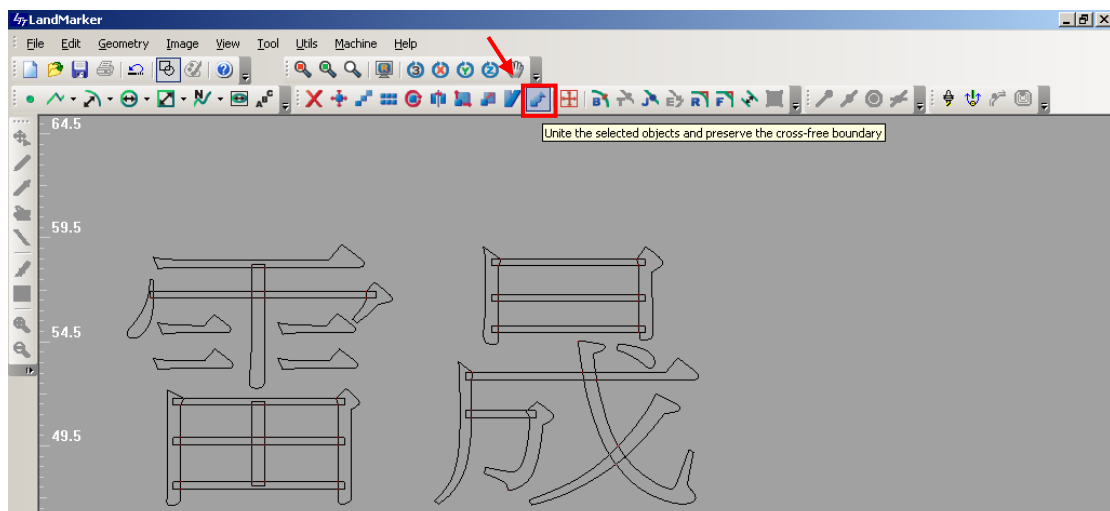
Click the right button of the mouse → Choose "Convert to the Line-Arc"

**Step 6** ▾

Make sure that "Remove the original curves" is chosen, you can use the default Tolerance & Max.Radius or inset the value you want → Press "OK".

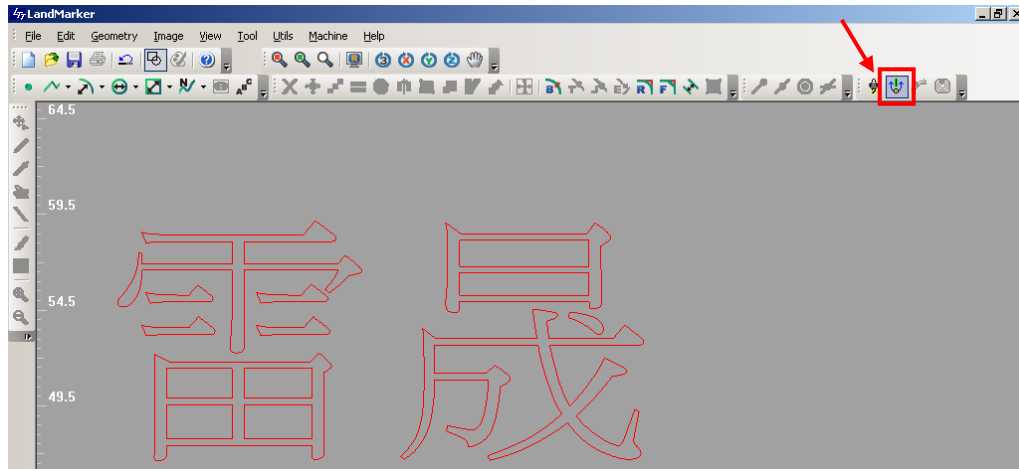
**Step 7** ▾

Select the characters by windowing your selection. If it is chosen, it will become black color. → Choose the "Union" function (Also See manual page4-4).

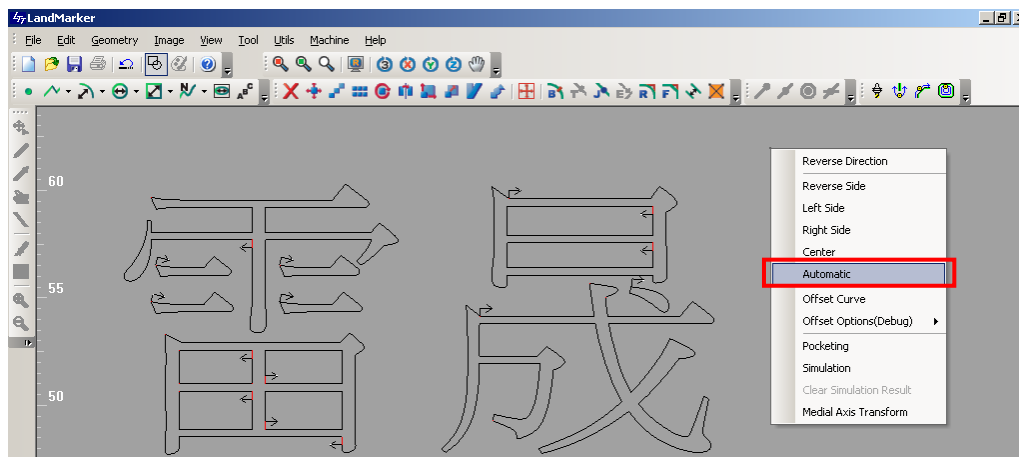


**Step 8** ▾

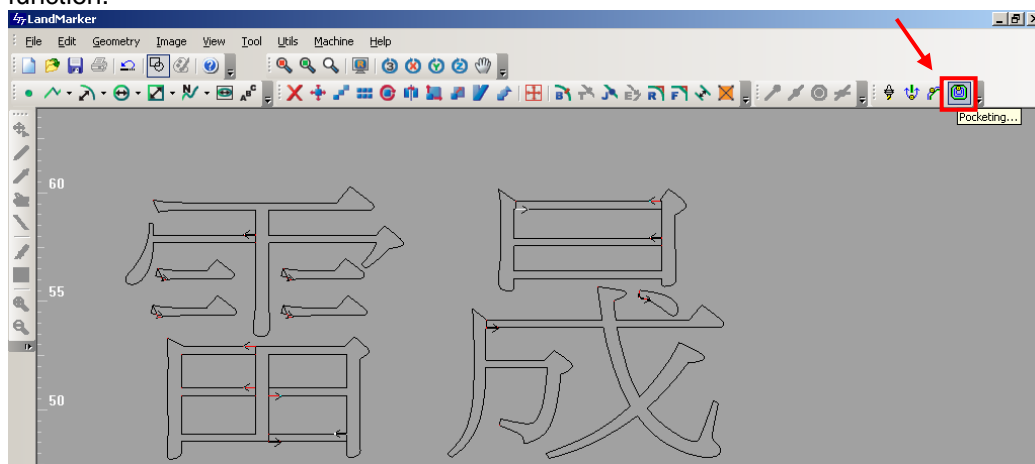
Choose "Tool direction" function.

**Step 9** ▾

Select the characters by windowing your selection. → click the right button of the mouse → Choose "Automatic"

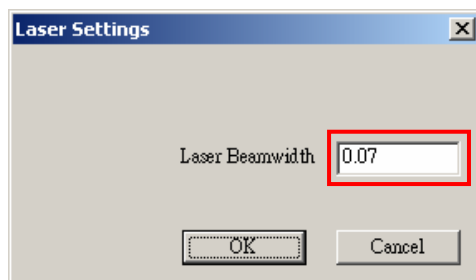
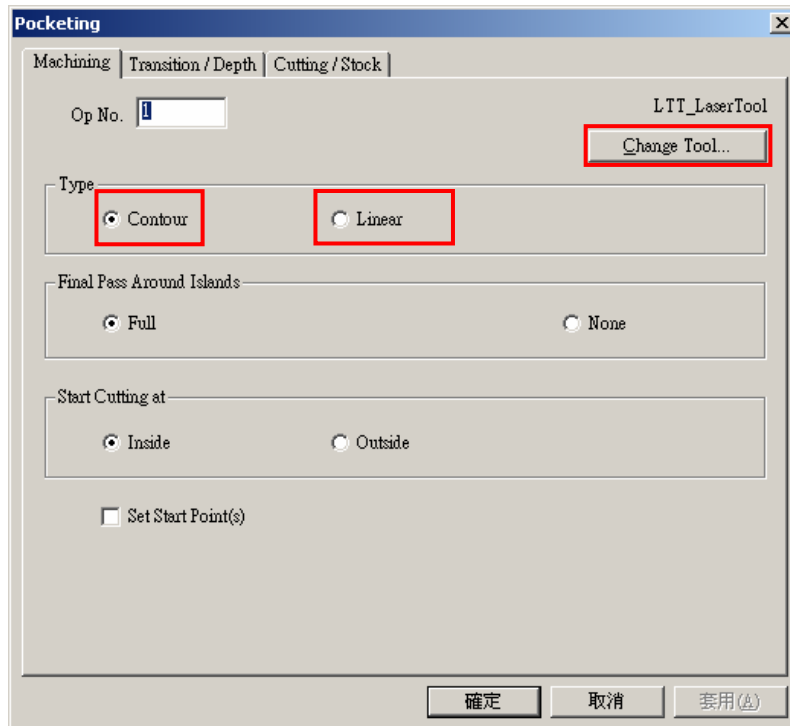
**Step 10** ▾

Select the characters you want to fill by windowing your selection. → Choose "Pocketing" function.

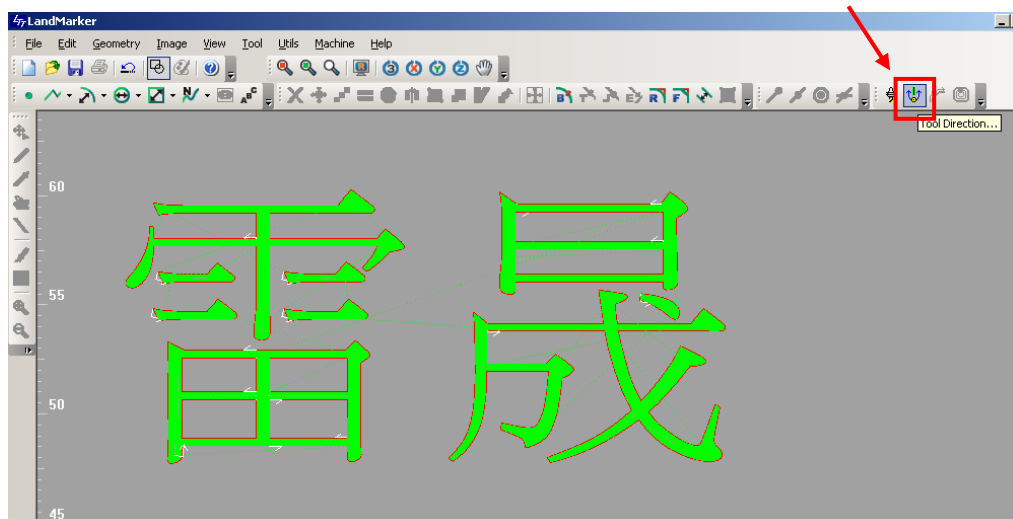


**Step 11**、

Choose the fill type ( see the **Note** on the file bottom ) → Press “Change tool” to inset the laser diameter.

**Step 12**、

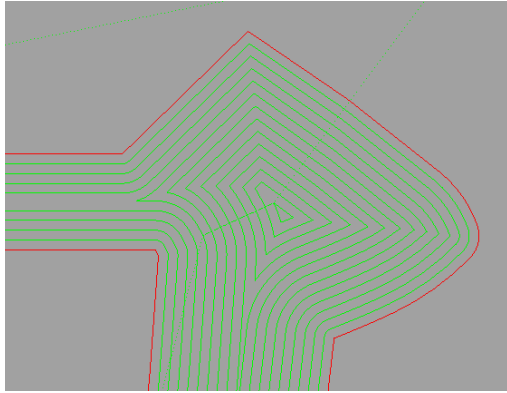
Choose "Tool direction" function again to close it.



## Note

The two figures below show the different between “Contour” and “Linear”.

Fill type 1 \ Contour



Fill type 2 \ Linear

