

DISCOVER
TYPE EDIT **VI2**



Discover **TYPE EDIT V12**, our brand new version of the leading CAD/CAM software for industrial and artistic modeling, design, engraving and cutting.

> *Fresh new modern interface*

> *New features in 2D, 3D and machining*

> *New import filters*

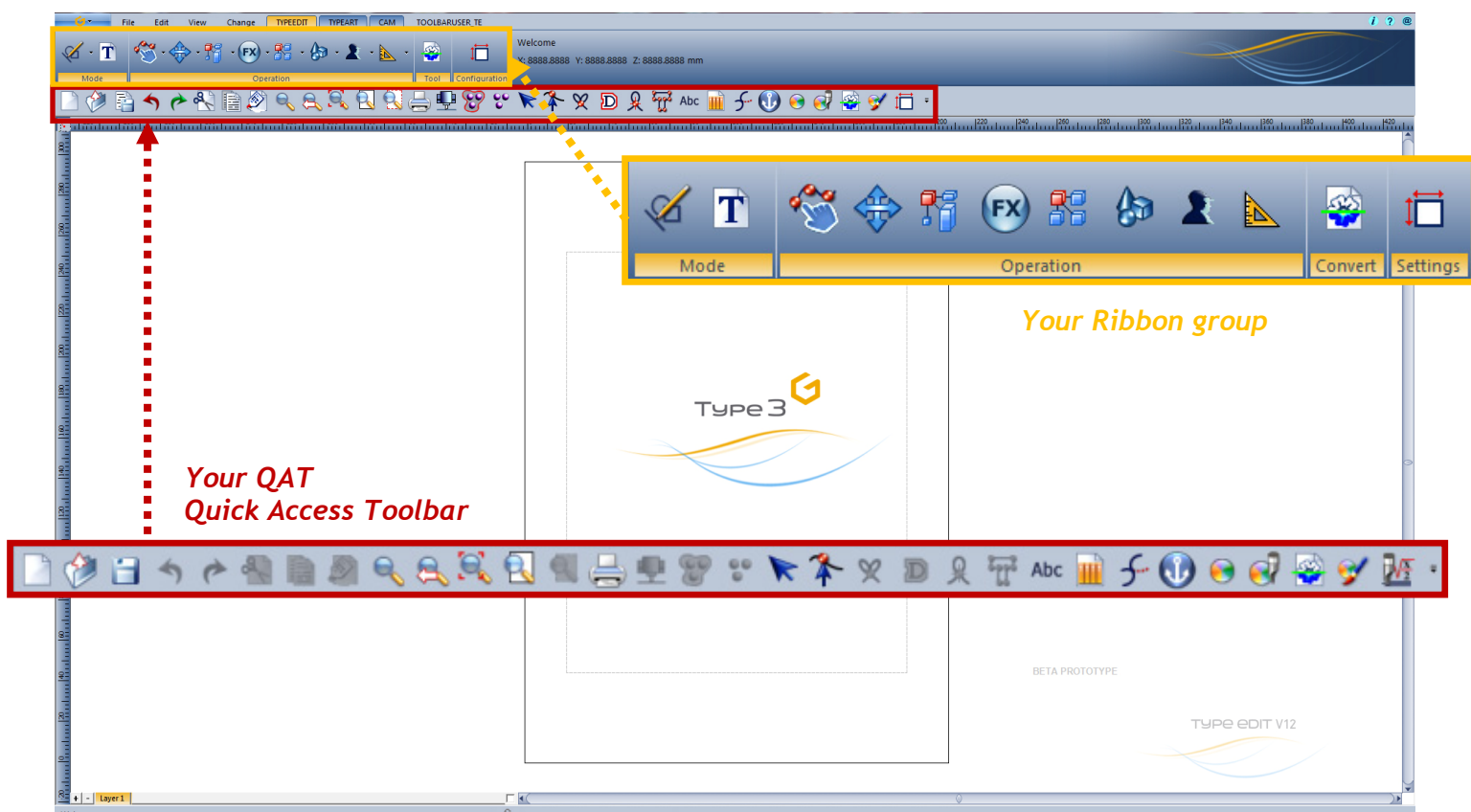
> *More and easier scripting possibilities*

> *Increased efficiency and creativity*

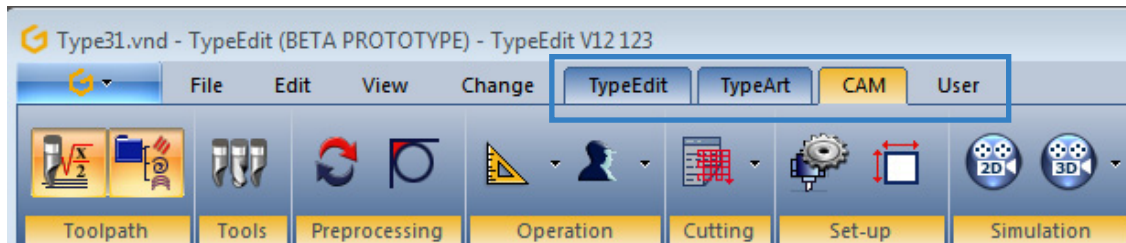
Let's start with what you will see:

TYPE EDIT V12 is more than simply revamped, it is an entirely new solution, starting with a sleek and attractive interface design. You will notice a new organization for icons and menus along with a new color range, reflecting **TYPE EDIT V12's** professional and efficient purpose while retaining unrivaled performance. This new interface design is more intuitive, efficient and customizable to ease your work flow.

The new Quick Access Toolbar (QAT) reorganizes the Tool Tabs to follow a more logical order. Each tab is now dedicated to a particular theme or feature: Surfaces, Creation, Duplication, Jobs, Text, Alignment and so on. We have grouped the most powerful features that you use most often (trim, offset, free text, etc.) so that they are always visible and easily accessible. The QAT is common to all tabs but you can personalize it by adding or deleting icons. Each user can create its own work environment, with its own tabs and tools and can create as many environments as he wishes (by job or application, by customer preferences, by material type, etc.).



Tabs open dynamic features so all the related functions appear for easier selection. This linking makes it easier for all users to understand how to use TYPE EDIT V12 and easily access all its commands.



Wizards interfaces

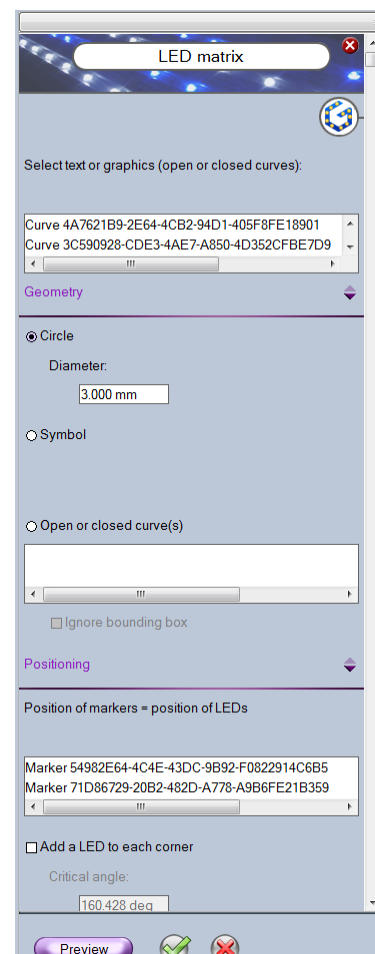
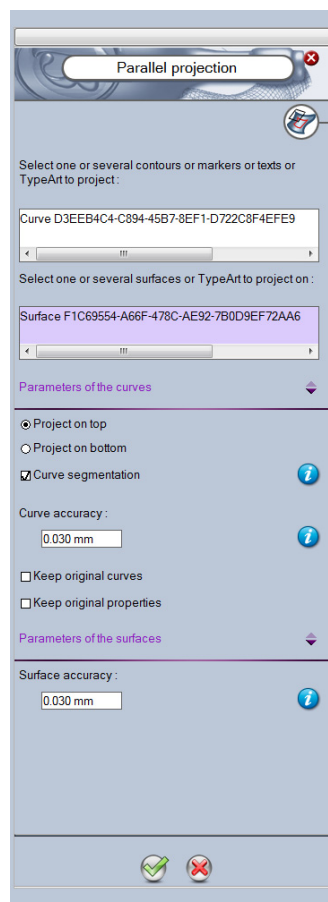
Every single wizard has been enhanced in TYPE EDIT V12. Whether the wizard concerns the look and feel of the user interface or any of operating modes, all have been improved to help you work in an easier, more efficient manner. “Ok” or “cancel” buttons are accessible without scrolling, you can select objects by frame or on the object itself, or you can use the “Ctrl” button to go from one field to another; and much more.

Parallel projection

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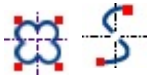
LED Matrix

Wizard interfaces



CAD

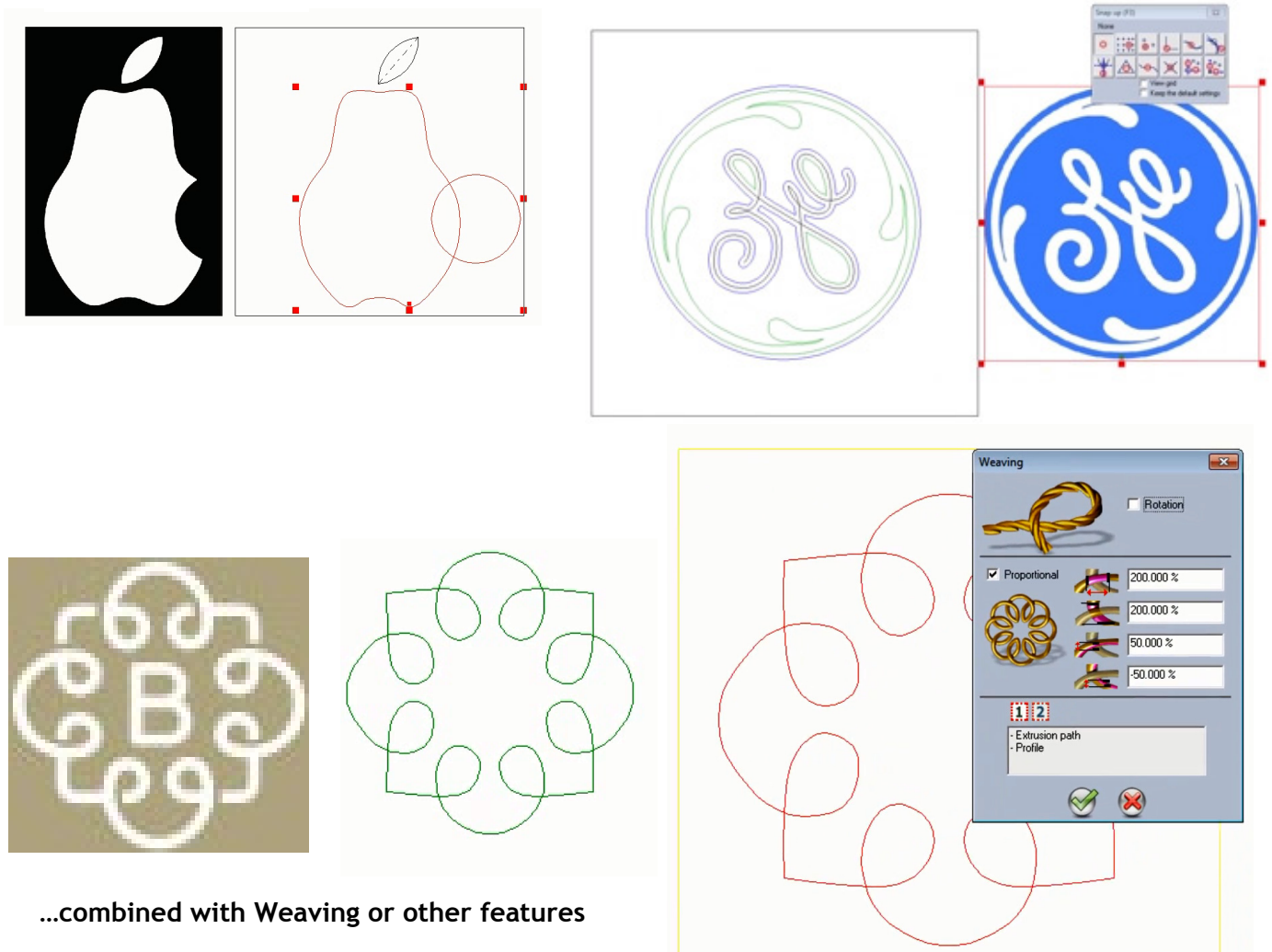
New shapes: Symmetrical curves



For the “geometrical Shapes”, TYPE EDIT V12 introduces 5 new tools. Symmetrical curves: Vertically, Horizontally and from a Point, as well as Cyclic and Revolved curves are now available in the Geometrical shapes tab. Especially useful for frieze on wood, repetitive or symmetric patterns; these new tools are perfectly suited for your TypeArt bas-reliefs.

[Watch the video](#)

A few examples...



...combined with Weaving or other features

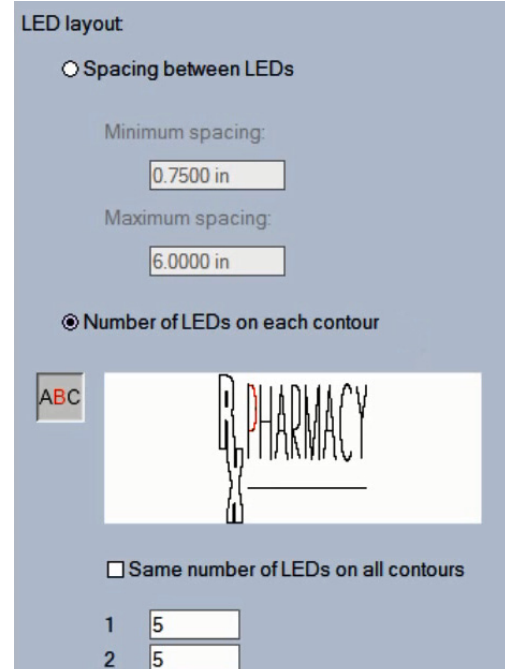
->> Take advantage of new market opportunities

LED matrix

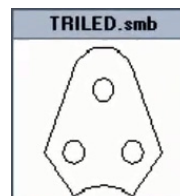
Developed specifically for the sign industry, this new tool answers the growing demand for LED (light-emitting diode) layouts. You can easily create a LED job that you can use either for cost estimates and/or manufacture.

Start by creating text or graphics on which you want to position LEDs, also known as the “support”. Now position drilling holes for round, tri-LED or specific shape LEDs on the contours. The function can also launch a duplication to place LEDs (it can also be done on a multiple selection). This powerful and comprehensive LED function allows you to choose the parameters for all the options you need for your creation (size of the LED, symbol, offset from the start or end point of the contour, maximum number of LEDs, rotation angle, etc.). You can set these options to suit almost any possible design, giving you the freedom to let your imagination do the work!

[Watch the video](#)



**Set all parameters to obtain best professional result
...even with tri-LED!**



->> Let your imagination and TYPE EDIT V12 do the work!

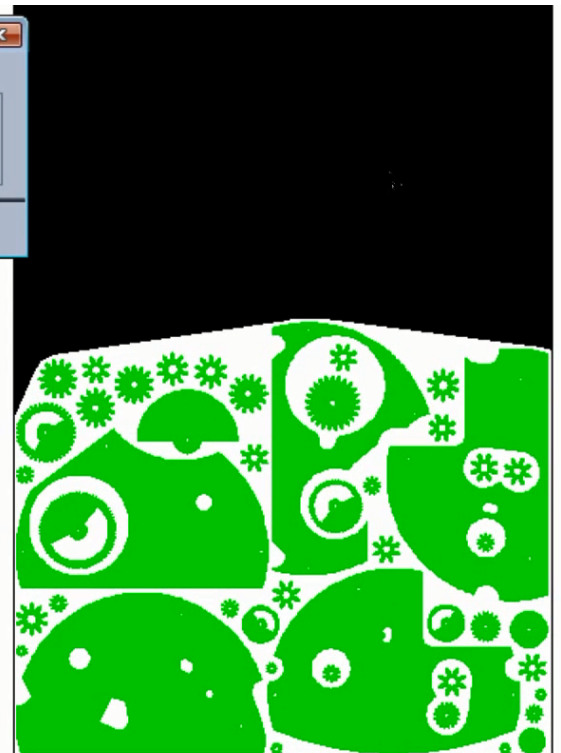
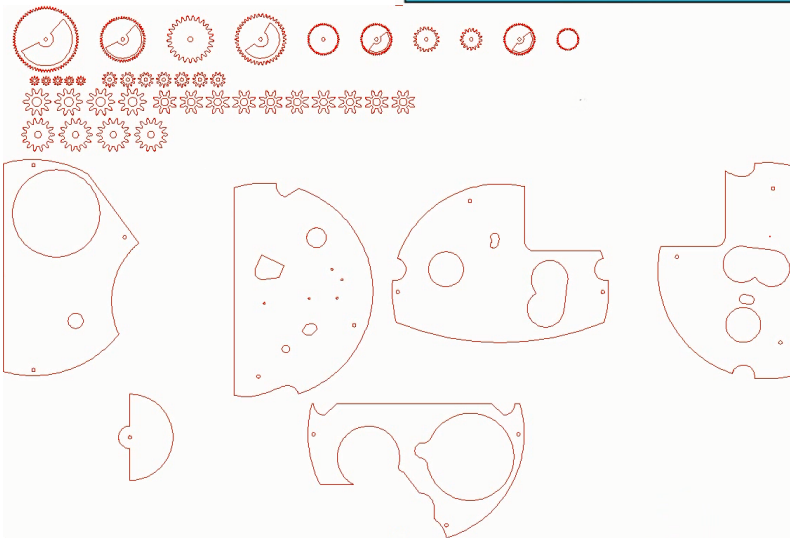
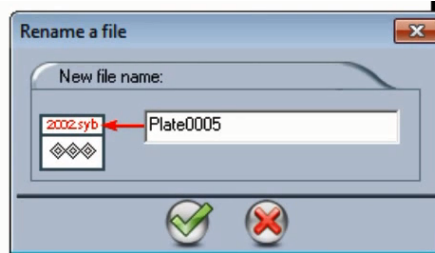
Nesting: new remnant plate facility



TYPE EDIT V12 helps you reduce material waste! The new remnant plate option provides automatic calculation of the remnant plate, e.g. the plate area that remains after the nesting operation is completed. After a nesting operation, there is always a piece of the plate that is left unused. With this new option, this “leftover” position can be saved for further use (by type of material, shape, date, whatever is more convenient for you!). A true money saver!

[Watch the video](#)

From nesting parts to managing plate waste



->> Efficiently manage material waste

PDF and DXF



Import and Export formats regularly change. We have completely updated and improved the algorithms for PDF and DXF imports, two major file formats on the market.

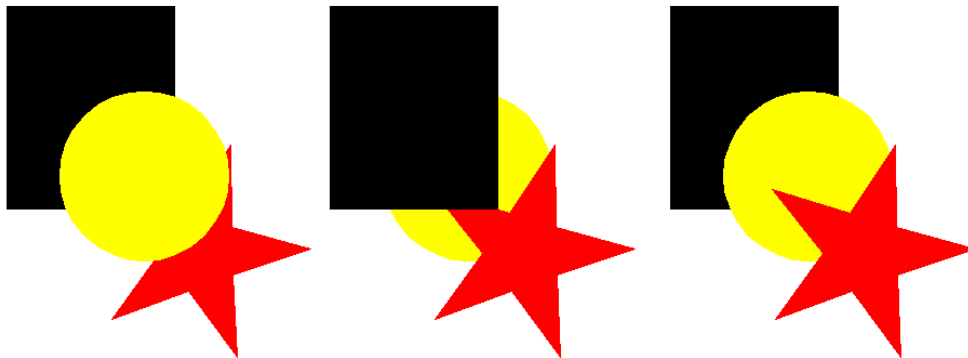
Free text tool *Abc*

We have re-engineered the well-known Rapido toolbar to give you easier access to your most frequently used parameters. Rapido is now accessible with a simple click in the Quick Access Toolbar. Your usual Text Attributes, Style, Position and all your parameters can be saved, renamed and re-used for improved ease-of-use and time-savings. Another time-saving functionality!

->> Create in a snap!

Bring to Front  / Send to Back 

Do you need to create press proofs to share with your customers or contractors? With “Bring to Front” and “Send to Back”, each object is treated as an independent form and you can move your objects forward or backward. This new function, together with the “post-it” and nesting reports, helps you create the required documents for your press or job proofs. With TYPE EDIT V12, you can now organize your objects just like you would organize layers in Photoshop®.



->>Organize your elements so as to validate your press proofs

Scripts for CAD

Scripts are an automatic way to link a series of operations by the user and executed by TYPE EDIT features. They help you automate a series of operations you regularly do for a specific jobs so speeding up the process and reducing errors.

To help you take advantage of the incredible possibilities offered by Scripts in the CAD tab, we have created a new interface to simplify the process. Scripted functions can be transparent (invisible for user) or displayed so the user can change values. For example, you can script the combination of Import, Position and Cut according to your specific parameters and automate the repetitious executions saving time on all these future jobs!

Reap the benefits of Scripts with TYPE EDIT V12 and contact us to take advantage of our Custom Scripting service to create your own Scripts.

[Watch the video](#)

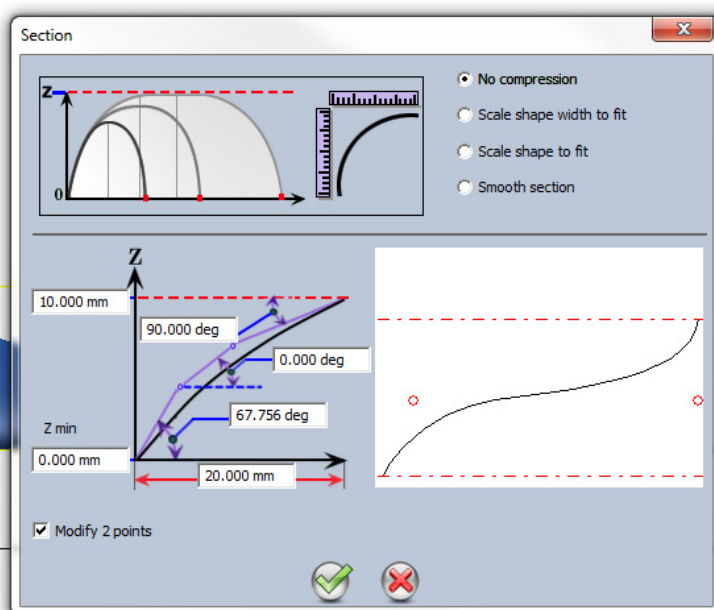
->> Speed up your process and reduce errors with Scripts!

TypeArt:

Enjoy a larger work area to express your creativity with TypeArt! We have moved the most useful and most frequently used functions to the forefront giving you rapid access to all your tools for easier use. The tab can also be personalized with up to 24 icons you wish to have at hand.

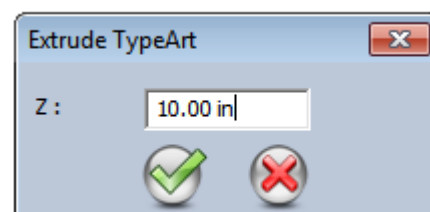
->> Larger work space for user's comfort and creativity!

This new function allows you to modify a section's profile using 2 control points. With this simple yet essential feature, you can easily obtain an "S" shape curve. This new type of profile in TypeArt adds flexibility, creative freedom and speed to the creation of sections.



From now on, extruding your TypeArt is only a click away. No need to position, create facets, going back and forth from the CAD tab and the Point mode; extrusion is now automatically generated from 2D curves (all points with same height). “Extrusion” is simple and rapid.

Watch the video

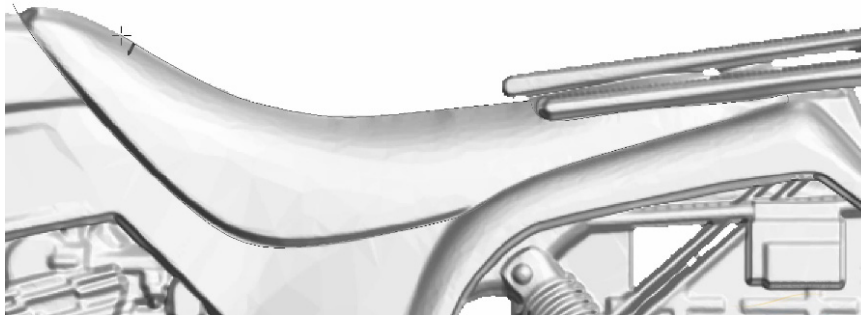


Select, define height
and you're done!

Erase TypeArt Area



With this new function, you can now delete a TypeArt object with open contour(s). Use an open curve to cut or delete any area of the TypeArt that you want. Simple yet essential, this feature will save you time and clicks.



Test for a tool



Test machining without even launching it! “Test for tool” allows you to graphically simulate the theoretical result of a TypeArt object after machining according to the chosen tool. It is particularly useful for selecting the tool that fits the best for the object to be machined. And to answer your need for increased personalization and help you select the best tool without having to create a toolpath, the size of the display window is bigger, resizable; you can even make it full screen with TYPE EDIT V12. You can make certain that all parameters and details are correct and make modifications to your design according to available tools before you decide to send out your TypeArt to the CAM tab.

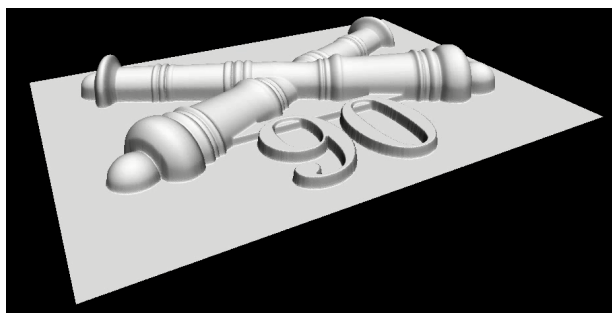
->> Validate your choice of tools with this Test!

Revolved TypeArt



Create TypeArt revolution surfaces directly in TypeArt! This is really a great time saver because you can modify the profile of your TypeArt and launch the recalculation of your design directly in the History Tree. A flexible and professional tool that eliminates the “go back to CAD” step and recalculates the entire operation if you make a mistake; less clicks, less mistakes, more efficiency!

[Watch the video](#)



New fractals textures

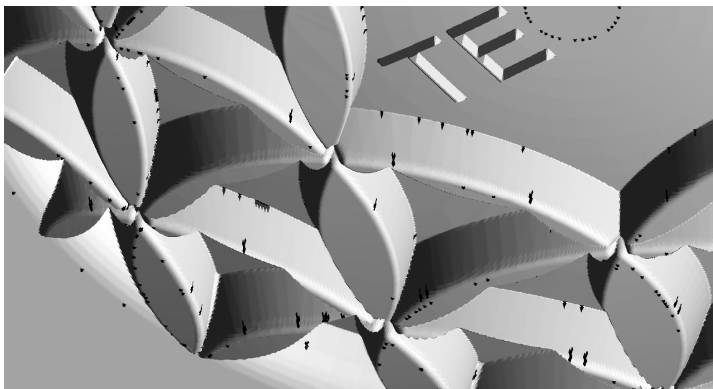


You can create millions of different textures with TypeArt to broaden your applications! Whether you use grey level images, import 3D files, use one of the 70+ predefined textures or create your own texture using one of our given tools, the choice is all yours. Textures are a great tool to add depth and life to your objects and apply your creativity to new designs! TYPE EDIT V12 adds radial, stripped and concentric textures to the existing fractal textures. Use them for all kinds of supports like key chains, jewels, fashion accessories, leather or cardboard pieces, embossing, etc.

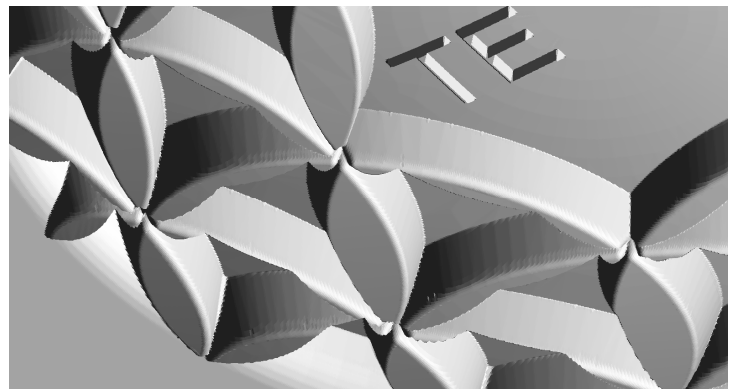
Fill holes



As a mold or sign makers, or professional engraver, you may wish to import a surface (IGES, STEP,...) and transform it as a TypeArt object to create packaging, combo-dies, thermoforming, etc. The issue may be that the original surface has holes, which will automatically cover the holes respecting given parameters and constraints.



Before



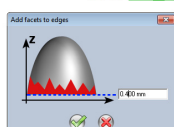
After

->> New tools to increase possibilities and improve finished quality!

Facets on edges



An ideal feature to make nice, clean edges on the sides of your TypeArt object. Facets on edges smooths boundaries on the edges of a TypeArt object. Your toolpath is always perfectly clean and so are the sides of your object. As a result, finished quality of the TypeArt and machining are both improved.



Before



After

CAM

Here again, let's start with what you will see.

To create a seamless working process between the CAD, TYPEART and CAM menus, we have also renovated this interface. In the CAM tab, the floating toolbar has been locked on the left. This means that at any time you have direct access to any toolpath strategy, while your working space is always visible and it does not hide your creation.

Features are also in the Ribbon group at the top where they are more visible and always directly accessible. We have selected the following categories as most important and have organized them on the display bar: Toolpath, Tool, Pre-Treatment, Operation Color, Set Up, simulation and Post-Treatment.

Also, to add ease-of-use when working in CAM, all your toolpath parameters are available with a right click. The most often used options are directly accessible in the Ribbon Group. Functional and intuitive, we guarantee you'll get used to this new organization in no time!

When you are in TYPE EDIT V12's Simulation or in the Ribbon group, a right click will now automatically give you access to your simulation options, like Simulation or NC Simulation.

->> Make the most of a clean & intuitive environment

Toolpath Report




In previous releases of TYPE EDIT, all the information about the toolpath were listed on the report. With V12, you have a brand new report which you can customize and with new options. TYPE EDIT V12 will generate one report listing all the details of each toolpath and one final toolpath report that summarizes the complete strategy. Choose the type of information you want and/or need to include in the report: tool information, toolpath information, speed, duration and toolpath length. You can also add comments, a personal image (screenshot or simulation image, for example) and the factor for final machining duration. This way, you can refine machining time according to your experience, machine, and diversity of jobs, producing more accurate reports and quotes.

->> All the information
you need in a single
report!

Customization of the toolpath report content

TOOLPATH REPORT :
File name: Bench TE V12 Full Save_ENGLISH.vnd
Toolpath access path: D:\temp\Bench TE V12 Full Save_ENGLISH.000

TOOL INFORMATION <input checked="" type="checkbox"/> General Name, Reference, Supplier <input checked="" type="checkbox"/> Geometry Number, Corrector Shape : conical, ball, cylindrical, ... Angle, truncation, diameter	SPEED <input checked="" type="checkbox"/> Feeding Plunging speed Speed in the material <input checked="" type="checkbox"/> Spindle Spindle speed	<input checked="" type="checkbox"/> Personal information This is for customer SMITH.
TOOLPATH INFORMATION <input checked="" type="checkbox"/> General Reference Z, Total depth Toolpath type: Plotting, Engraving, ... Toolpath bounding box 2D, 2.5D or 3D Layer name	MACHINING TIME AND TOOLPATH LENGTH <input checked="" type="checkbox"/> Machining time <input checked="" type="checkbox"/> Toolpath length <input type="checkbox"/> Factor 100.000 % <input checked="" type="checkbox"/> View PDF files	<input checked="" type="checkbox"/> Add an image 

Projections and Mapping

We have developed and refined several algorithms for projection and mapping 2D artwork on 3D surfaces. To ease the use of these advanced and professional features, we have re-organized the process. Wizards will guide you step by step. Easily accessible, these efficient tools save time and avoid errors. Thanks to these new Projection and Mapping wizards, all the parameters are entered and you just need to adjust them according to your needs. No more forgetting errors.

Point Mode directly accessible in CAM

TYPE EDIT V12 adds flexibility. Has it ever happened to you that the starting point for your machining did not correspond to your expectations? For those who want to choose that point, just click on Point Mode from the CAM then just modify the new starting point and press ESC to come back to the CAM module. Re-compute and you will get the new starting point. Thanks to TYPE EDIT V12, the Point Mode is directly accessible from the CAM module. Both useful and flexible, it ~~also~~ allows you to repair loops, starting points, or angles, etc. saving time and giving you a better preview of your job.

->> **Combine features for higher accuracy & speed**

Preview of Remaining Material

Today, TYPE EDIT V12 introduces a new option in Preview of Remaining Material. This new option is directly available from the toolpath creation box. Preview of Remaining Material allows you to create a job that will be done without any errors thanks to this special preview. It helps you select the tools you need reducing risk due to errors and improving your productivity. Now you can immediately visualize the areas you cannot machine and zoom on them if necessary and the modifications you will do in the Preview of Remaining Material box will be automatically saved in the toolpath. Preview is a real “what you see is what you get”. You can always change the tool in Preview of Remaining Material if your first choice of tool doesn’t give the result you wanted and then choose “Apply and Exit” to save it for your machining.

Clearly different, efficient, professional and intuitive, TYPE EDIT V12 stands out from the crowd.

Professionals from the whole world, in different applications or industries like Engravers, Mould Makers, Signage specialists, Jewelry or Watch manufacturers,... we are proud to present this new version as a great value to help you improve your projects' overall quality and your productivity.

With modernity, ergonomoy and efficiency as guidelines, get ready for the best with TYPE EDIT V12!

>> See it live on our official website: www.type3.com

>> Visit the dedicated TYPE EDIT V12 heading

And contact us for more details contact@type3.com

