

## Toolbar

**Line Tool** - Draw a shape using your mouse. Click to insert a point. Each point connects to the previous point by a straight line. To finish a shape, double-click or click on an existing point.

**Fonts** - Choose a font from the menu to add it to your project. Double-click the text in the bounding box to edit.

**Apps** - Useful tools and features that simplify the design process.



**Shapes** - Add a new shape to the design pane.

**Drill** - Insert a hole that matches the size of your bit diameter. Note: changing your bit size will change the drill hole size.

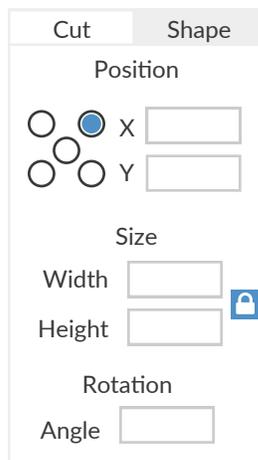
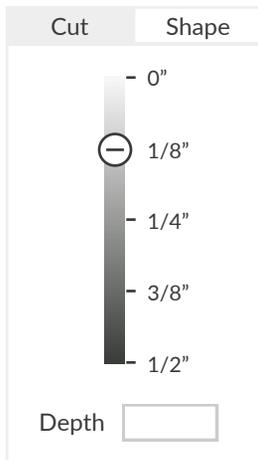
**Icons** - Insert a design from the icon library into your project.

**Import** - Import an outside file or design into Easel.

## Cut and Shape Panel

**Cut** - Set the carving depth of a selected object.

**Shape** - Change the position, change the size, or rotate a selected object.



**Position** - Set an exact position for the selected shape. Choose the bounding box reference point for the object using the dots. Type new X and Y coordinates to move the shape to the new position, based on the selected reference point.

**Size** - Change the size of the selected object. Input the exact X and Y dimensions for the desired bounding box size of the selected object. Use lock (🔒) to constrain current ratio. Unlock (🔓) to manually input specific values.

**Rotation** - Rotate an object around the center of its bounding box.

### Outline

Carve the outline of a selected object.



On Path

The bit will carve directly down the middle of the object's outline.



Outside

The bit will carve on the outside of the object's outline.



Inside

The bit will carve on the inside of the object's outline.

### Fill

Carve out the entire inside area of a selected object.



Fill

Use **outline** to make cutouts and engravings.

Use **fill** to make pockets or carve large areas.

### Edit points

Move or delete the selected object's points. Click and drag a point to move it. To delete a point, select a point and hit the "delete" key on your keyboard.



Curved

Make an object's selected point curved by adding handles. Click and drag a handle to adjust the object's curvature.



Straight

Make an object's selected point straight by removing a point's handles. This tool turns any curve into a 90-degree corner.