



USER MANUAL

Version 1.3

CONTENTS

SYSTEM REQUIREMENTS	4
Windows	4
macOS	4
INSTALLATION	5
Software Installation	5
Entering Your License Key	8
PLOTTER SETUP	9
Preferred Plotter Types	9
Required Plotter Firmware Settings	9
Connecting Plotter to Digicut	10
Selecting Your Plotter	10
VIEW & SELECT A TEMPLATE(S)	11
Selecting a Vehicle	11
Viewing a Template	11
Cut a Template(s)	11
Calibration Cut	11
USING THE CUT LIST	12
Turn On the Cut List	12
Adding a Template(s) to the Cut List	12

Cut a Single Template from Cut List	12
Cut All Templates from Cut List.	12
Remove a Template from Cut List	12
Remove All Templates from Cut List	12
NESTING TEMPLATES	13
Selecting a Vehicle	13
Nest Features	13
UPDATES & UPGRADES	15
Template Updates	15
Software Upgrade	15

About the words and phrases in this manual

- In this manual, the word “**template**” refers to any selectable vehicle pattern/window.
- In this manual, the word “**plotter**” refers to any device used with Digicut for the purposes of cutting automotive patterns with window tint film or paint protection film.

SYSTEM REQUIREMENTS

The Digidoc App will run on computers that meet the following requirements:

Windows

*** 32-bit and 64-bit versions of windows are supported.*

- Windows 10

macOS

- macOS Catalina 10.15.x
- macOS Mojave 10.14.x
- macOS High Sierra 10.13.x
- macOS Sierra 10.12.x

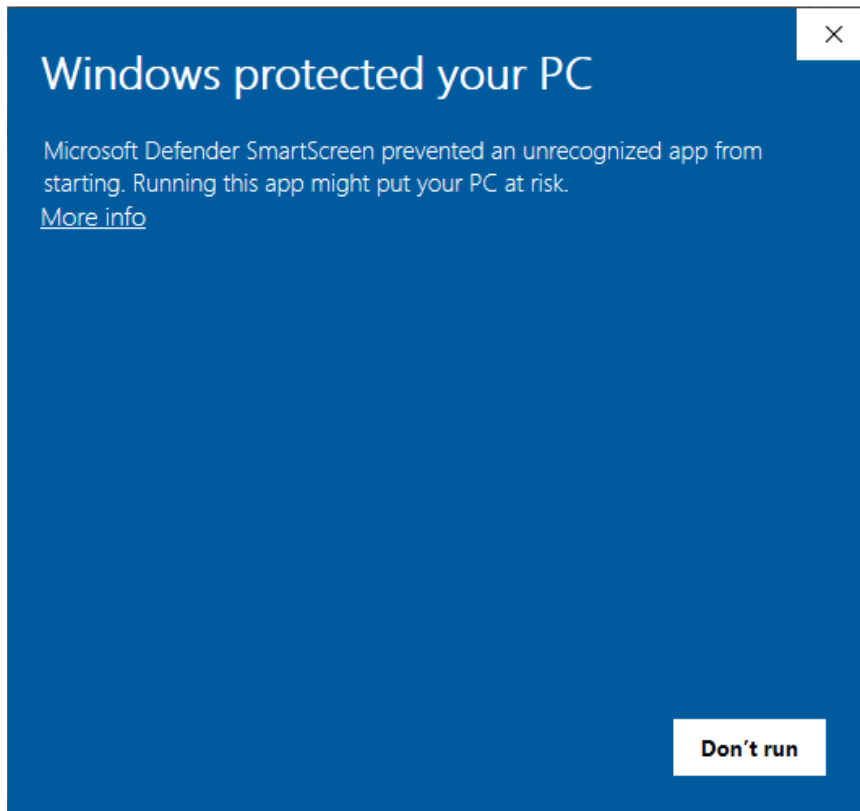
INSTALLATION

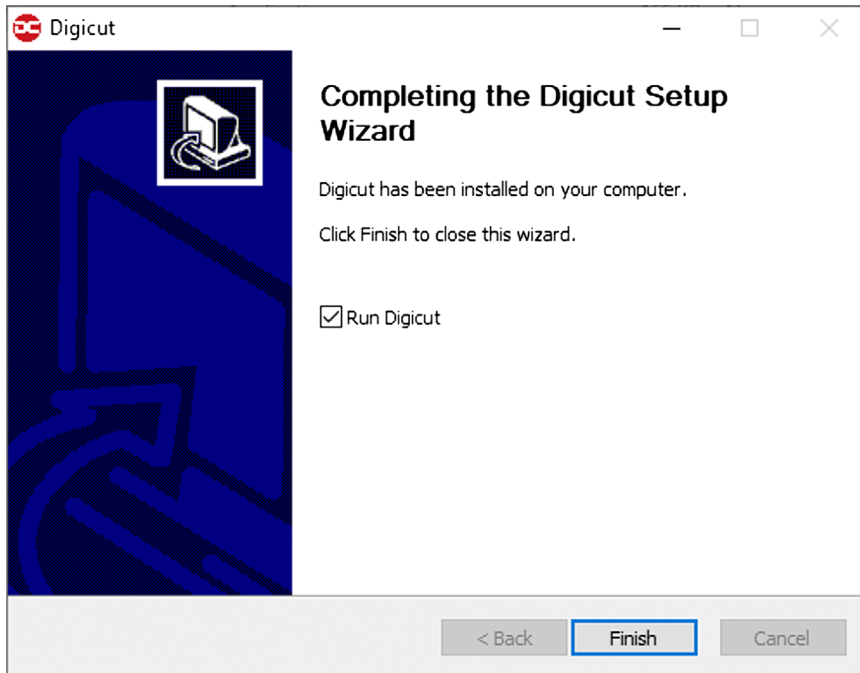
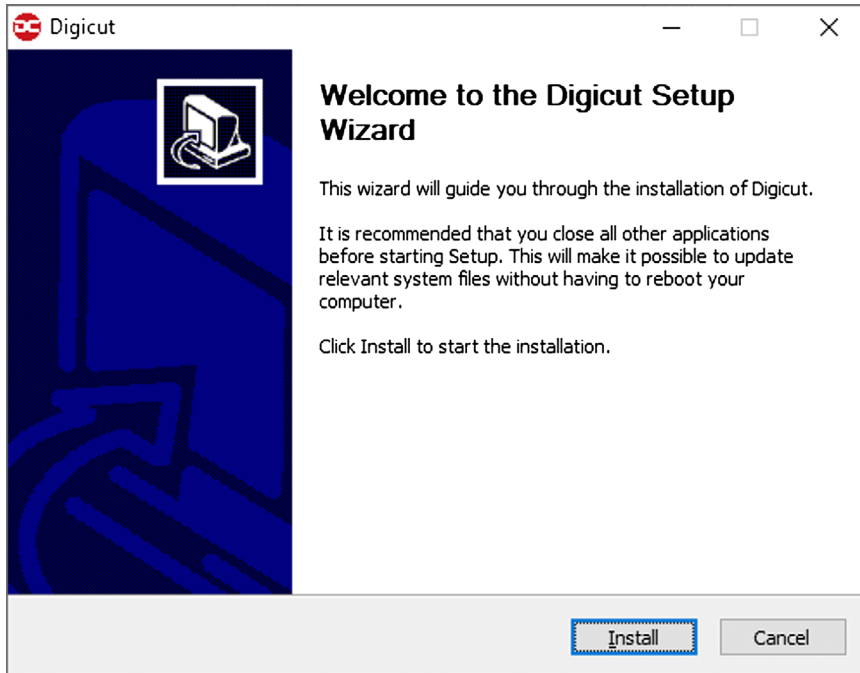
Installation of the DigiCut App is simple and varies slightly depending whether it is running on Windows or Mac.

Software Installation

Windows:

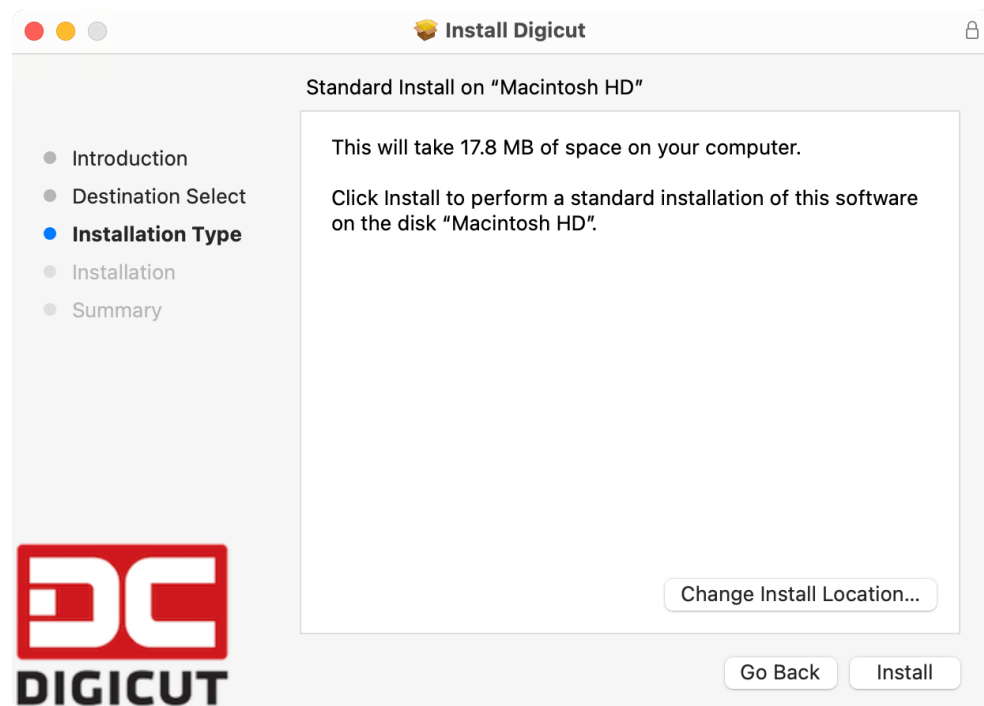
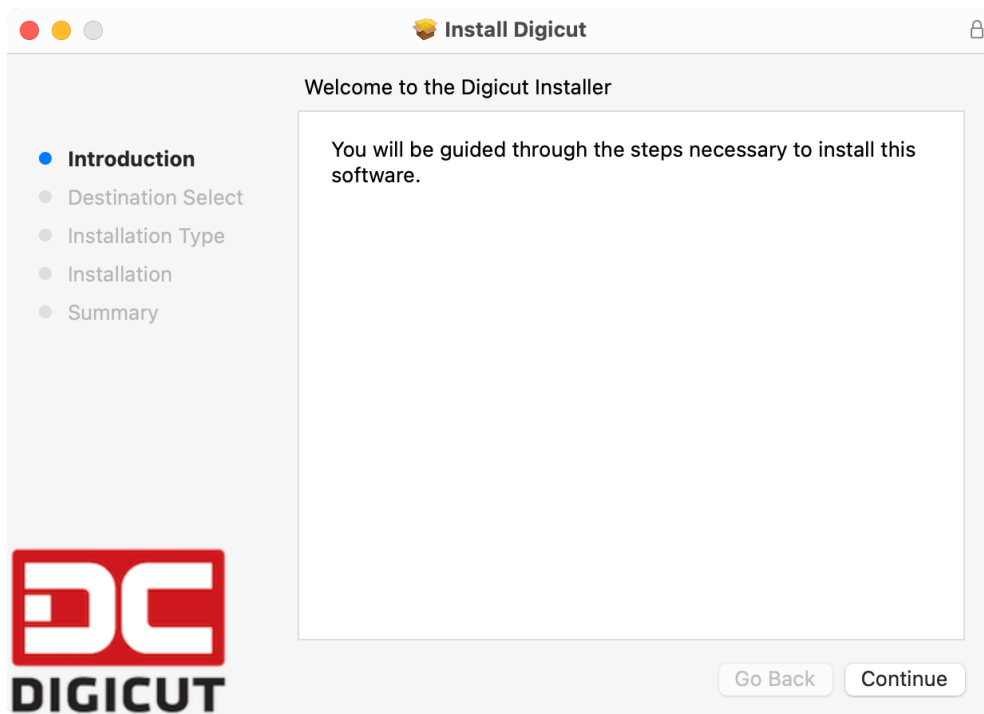
- Double-click **DigiCutInstaller.exe** file.
- ** If you see a blue window pop up that says “Windows Protected Your PC,” click “More Info” and then click “Run Anyway.”**



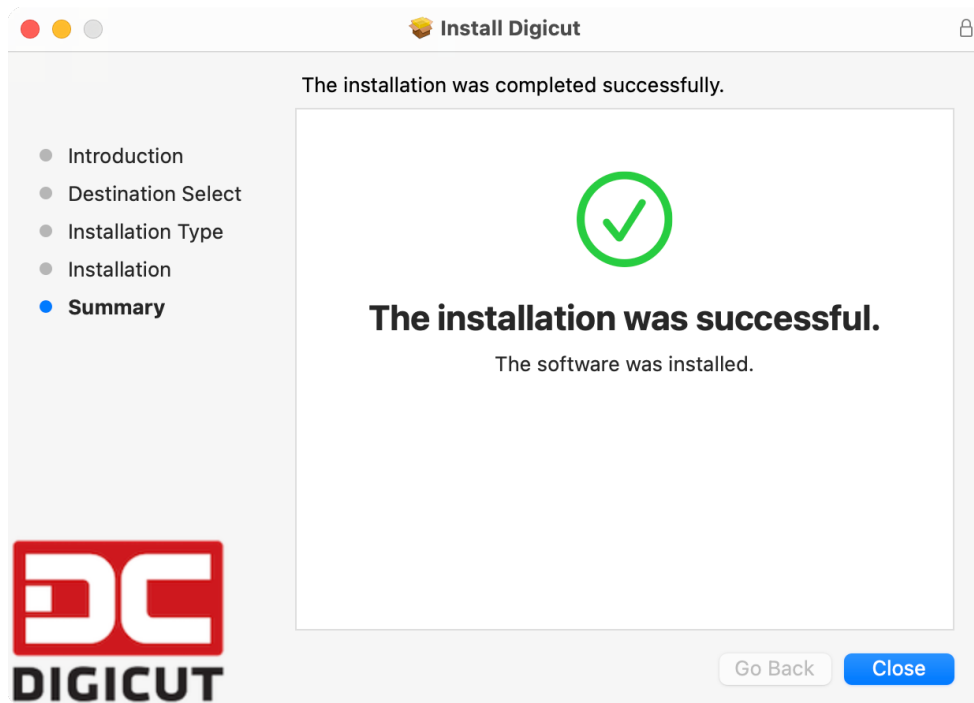


- Next click “**Install**”
- Then click “**Finish**”

Mac:



- Click “**Continue**”
- Click “**Install**”
- Enter your **Admin Password**



- Click “**Close**”

You can now launch the Digidut App from your applications folder.

Entering Your License Key

Click **UTILITIES > REGISTER SOFTWARE** then enter or paste Digidut license key.

PLOTTER SETUP

Preferred Plotter Types

- Graphtec: FC8000 / FC8600 / FC9000
- Roland: GX400 / GX500
- GCC Jaguar V Series
- US Cutter Titan 3 Series

While these are the preferred plotters, other plotters may work.

Required Plotter Firmware Settings

If you own a Graphtec plotter you may need to update your plotter firmware settings to match the following. See your plotter manual for information on changing plotter settings.

- Command = HPGL
- Origin Point = Lower Left
- Model Emulated = 7586
- Step Size = 1016
- Initial Blade = Outside
- Page Length = 1078

If you own a Roland plotter you may need to update your plotter firmware settings to match the following. See your plotter manual for information on changing plotter settings.

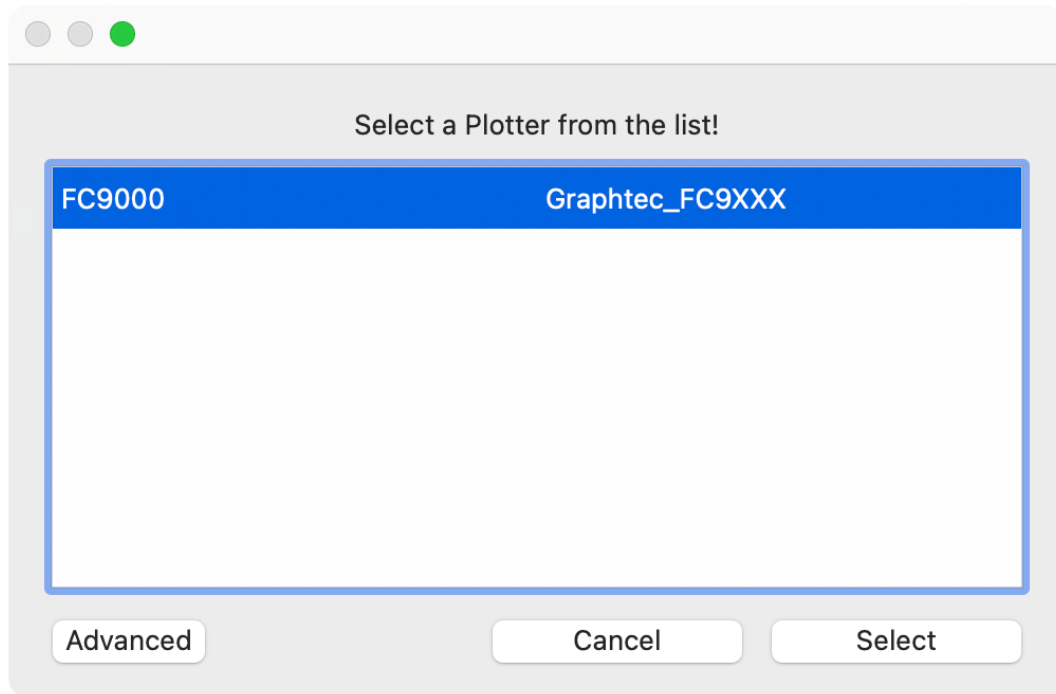
- Axis Rotate = 90 degrees

Connecting Plotter to Digicut

Simply attach one end of your plotter USB cable to your plotter and the other end to the computer running Digicut.

Selecting Your Plotter

- Select **UTILITIES > SETUP PLOTTER** from the menu bar.



If your plotter is plugged in properly, is familiar to your computer and is turned on, you will find your plotter model name in the list. Select it to complete the process.

If your plotter is not shown in the list, you can click the **Advanced** button and it will show all devices plugged into USB. You can then select your plotter from that list.

You will see the plotter model name displayed in the top right corner of the software in the title bar when a plotter has been successfully connected to the software.

VIEW & SELECT A TEMPLATE(S)

Selecting a Vehicle

From the Select Vehicle picker

1. Select film **TYPE**
2. Select vehicle **YEAR**
3. Select vehicle **MAKE**
4. Select vehicle **MODEL**

Select Vehicle
Type
Year
Make
Model

Viewing a Template


Once a vehicle is chosen, simply clicking on a template line item will give you a preview of the selected template.

Cut a Template(s)

Click the green **SCISSORS**  button to cut any individual template from the Template List.

Calibration Cut

Calibration cuts help ensure the plotter is properly setup and therefore saves costly film.


Click the **CALIBRATE**  button to open the Calibrate window, where you can choose your media width.

USING THE CUT LIST

Turn On the Cut List

From the on-screen menu, click the **CUT LIST**  button to turn the cut list on.


Adding a Template(s) to the Cut List

Once a vehicle is chosen, browse the template list and click the blue **ADD**  button.


Cut a Single Template from Cut List

Click the green **SCISSORS**  button to cut any individual template in the cut list.

Cut All Templates from Cut List

Click the green **PLAY**  button to launch the cut queue. The cut queue will begin cutting the first template in the cut list and pause after each cut to wait for you to initiate the next template in the list.

Remove a Template from Cut List

Click the red **MINUS**  button next to any template in the cut list to remove it from the cut list.

Remove All Templates from Cut List

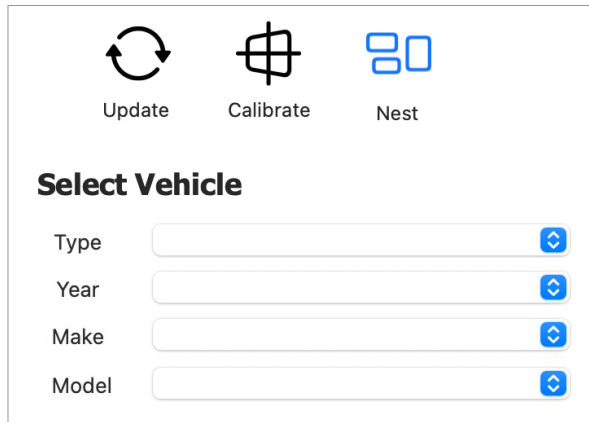
Click the red **TRASH CAN**  button to remove all templates from the cut list.

NESTING TEMPLATES

Selecting a Vehicle

From the Select Vehicle picker

1. Select film **TYPE**
2. Select vehicle **YEAR**
3. Select vehicle **MAKE**
4. Select vehicle **MODEL**



Update Calibrate Nest

Select Vehicle

Type

Year

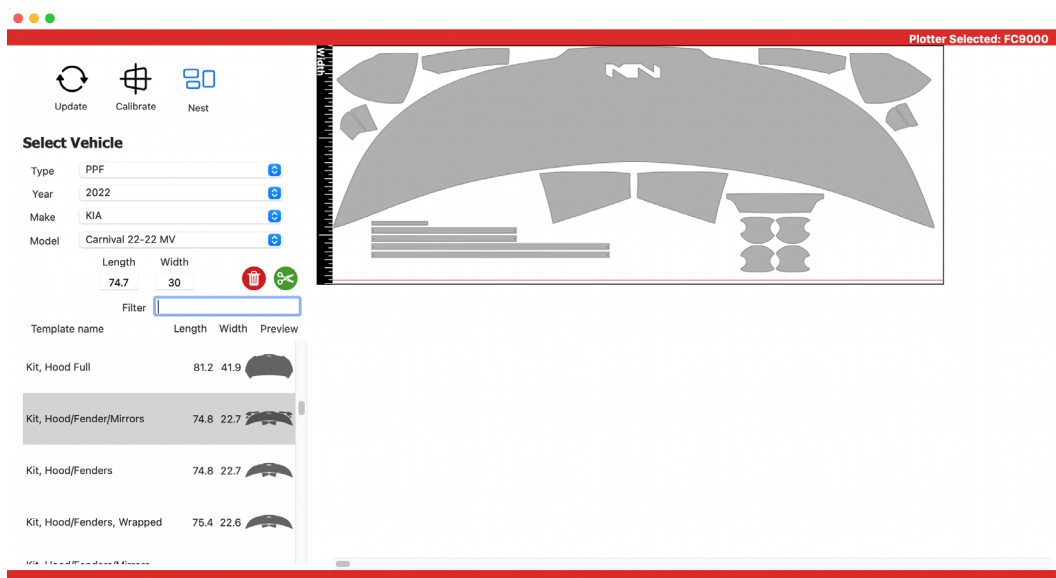
Make

Model

Nest Features

1. Nest Viewer

- Double-click OR drag template image to the nest viewer on the right side of the screen.
- You can filter the templates shown by clicking in the filter box and start typing what you are looking for and the list will only show templates matching the filter. To see the entire list simply remove you filter text.



- Templates that have multiple objects will be selected as a group when first added to the nest viewer.

2. Drag Objects

- You can click on any object and move it with the mouse releasing the mouse button will place the object.
- Select an object with the mouse and you can use the Arrow Keys to move in small increments. Hold the Shift Key down to move in larger increments.

3. Rotate Objects

- Select object and while holding the mouse button down use the scroll wheel on your mouse to rotate the object releasing the mouse button will place the object.
- Select object with mouse and hold the Alt/Option Key and use the Left or Right Arrow Keys to rotate the object. Hold the Shift Key down to rotate in larger increments.

4. Select Multiple Objects

- Hold the Shift Key while selecting objects with the mouse.

5. Delete Objects

- Select an Object and right click with the mouse and select Delete Selected or use the Delete Key.
- To delete objects inside of a template right click on the template and select Edit Template you can now select an object and right click with the mouse and select Delete Selected or use the Delete Key.

6. Overlap Detection

- When objects are overlapped, they will be outlined in Red.
- The **Pinch Roller** Line at the bottom of the nest viewer is red this indicates the pinch rollers on the plotter any object that goes past the pinch rollers will also highlight Red. We have the pinch roller width set at .5 Inches.

7. Adjusting Media Width

- You can adjust the width of the media that you are going to use by entering the width in inches in the Width box.
- The length is set automatically as you place and move objects.

8. Cut nested templates using the **SCISSORS**  button.

UPDATES & UPGRADES

Template Updates

To update to the latest selection of available vehicle templates simply click the **UPDATE** button. The button will illuminate green while the update is running and it will return to its' normal color state of black when the update is complete.

Software Upgrade

Checking for software upgrades is simple. Click on **HELP > CHECK FOR NEW VERSION**