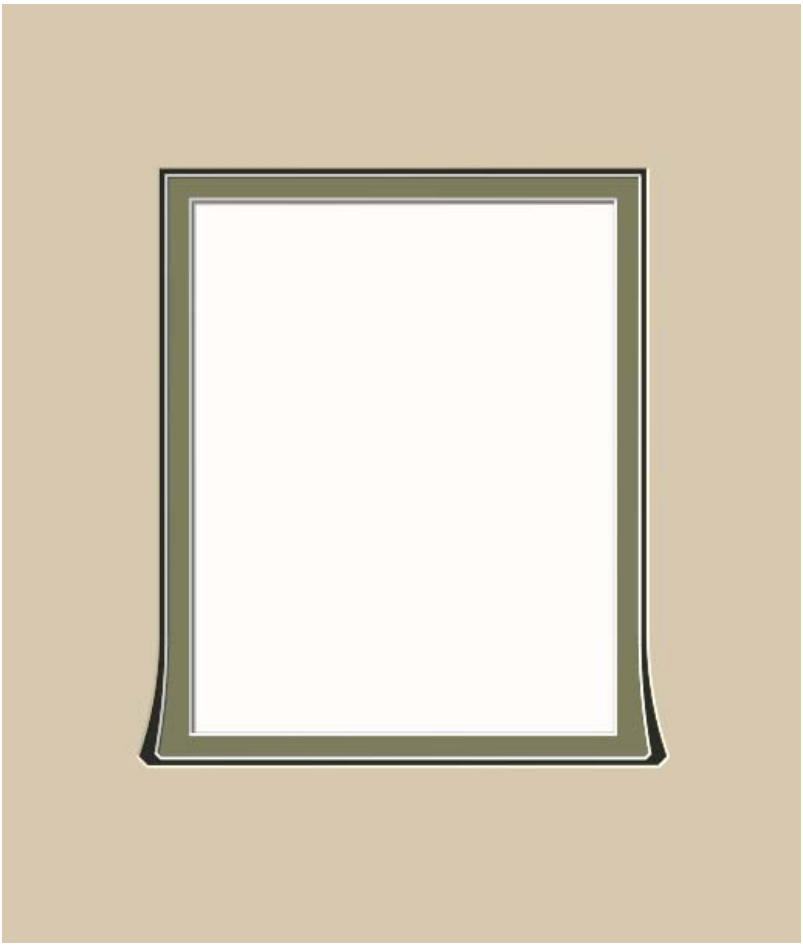
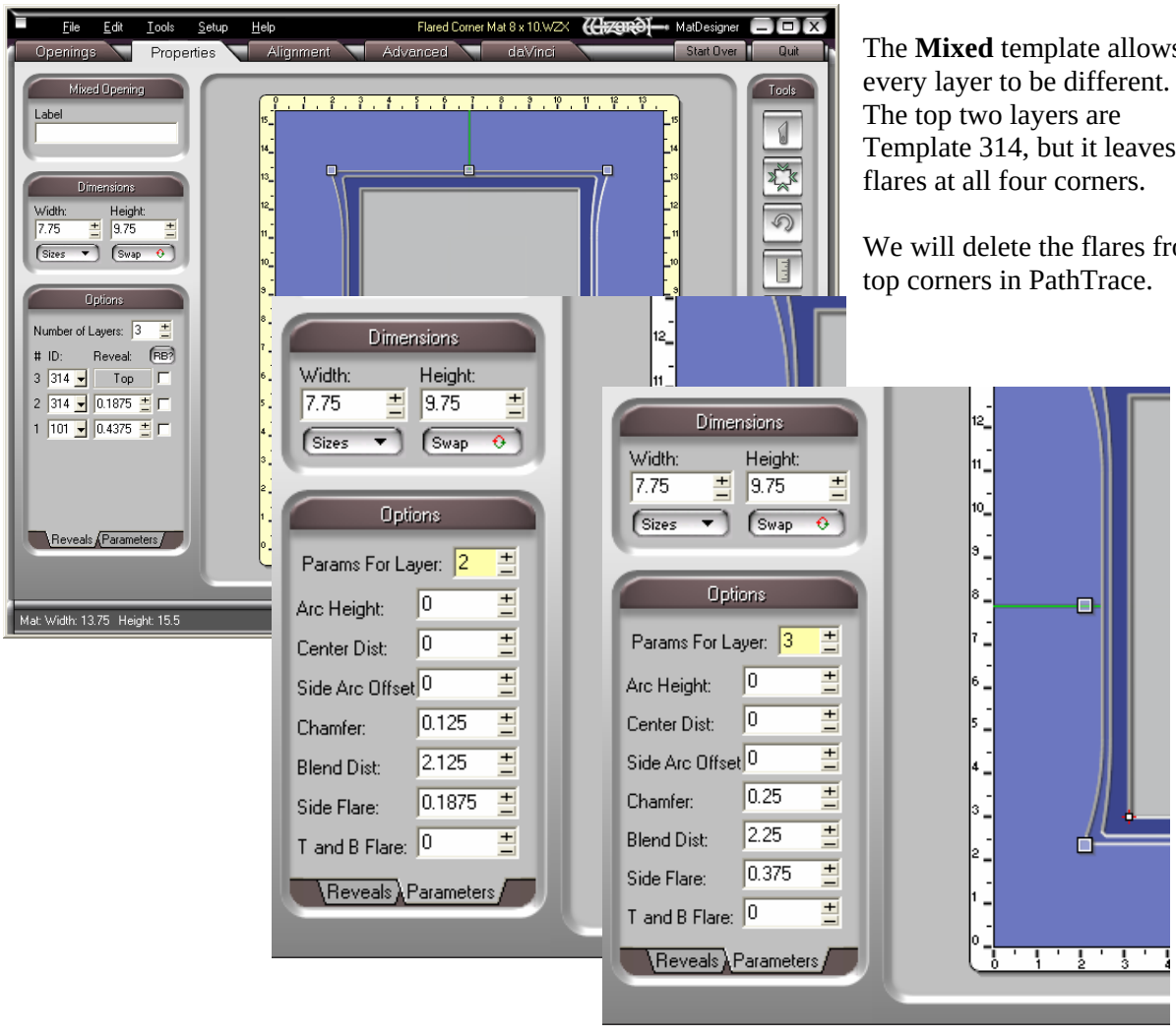


PathTrace and Design Alteration

This may not be a design that you'll use every day, but it illustrates a few functions of PathTrace that are bound to come in handy.

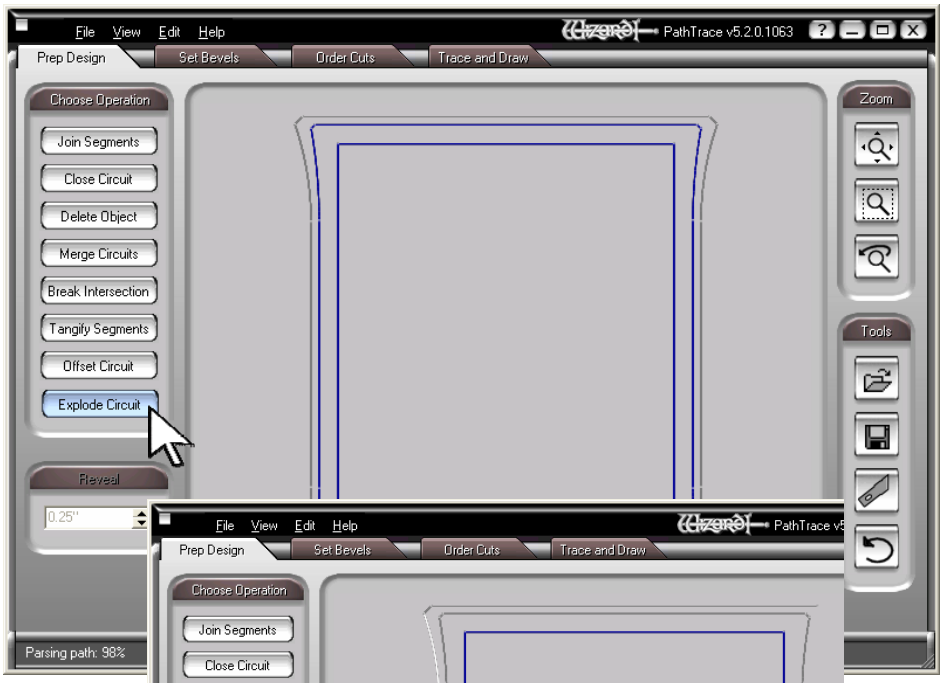
This is a flared corner mat design with a rectangular inside. It was designed using the **Mixed** template so that each layer's parameters could be individually set. This way the outer mat's flared corners would be a bit more dramatic than the inner mat's flared corners.

Ultimately, we want the flared corners only on the bottom so that the design will be a little more simplified. Designing with the **Quad** template, we could make each corner different, but this shape is not available in Quad.



The **Mixed** template allows every layer to be different. The top two layers are Template 314, but it leaves the flares at all four corners.

We will delete the flares from the top corners in PathTrace.

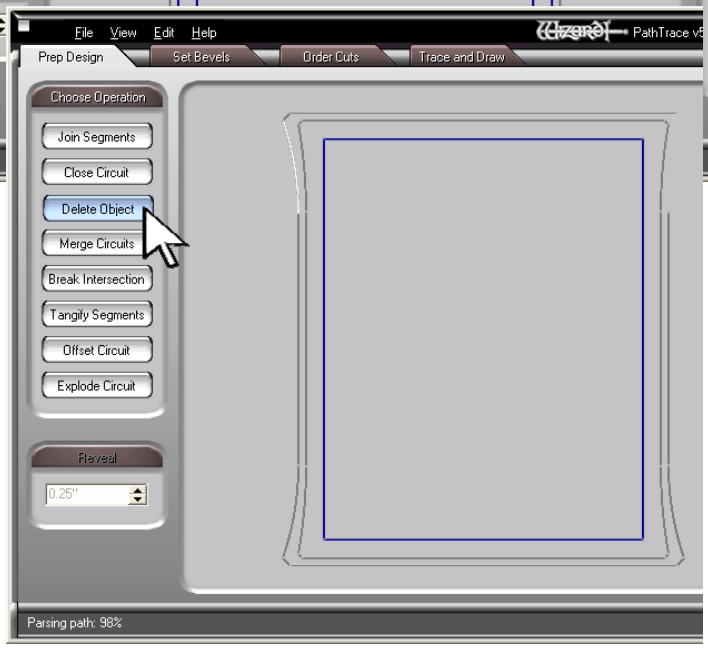


PathTrace Alteration

Send the design to PathTrace.
Click the **Prep Design** tab at the top, and click the **Explode Circuit** button. The Explode function separates a closed circuit into its various parts.

Move the mouse to highlight a path.
It will turn white.

Click and it will turn grey indicating that it has been exploded.

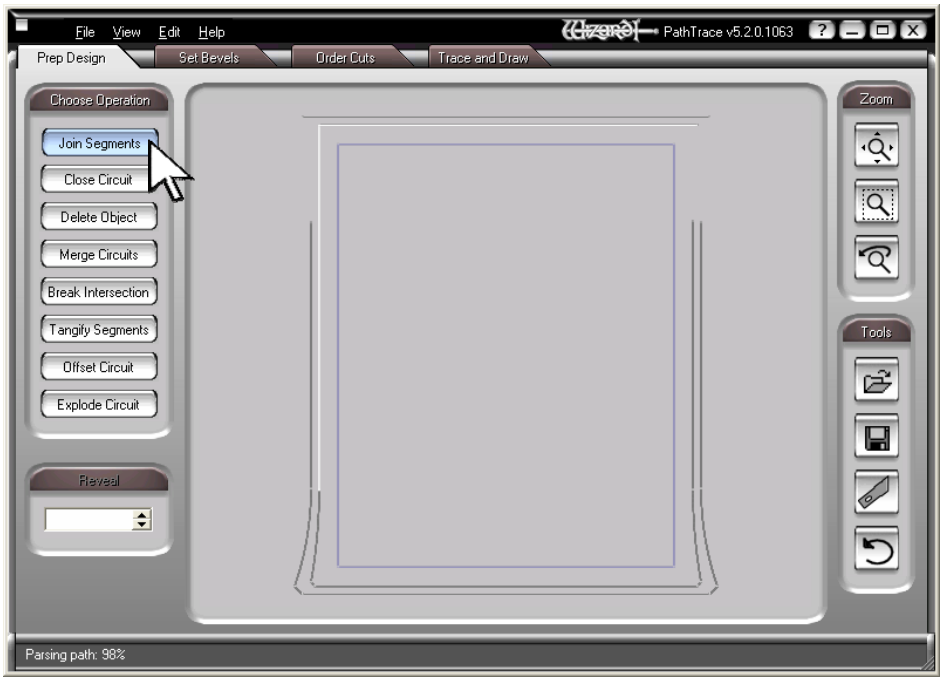


Click the **Delete Object** button.

Highlight the curve at one of the upper corners and click. It will disappear.

Highlight the chamfer there, click, and it will disappear, too.

Repeat these steps until all the decorative elements at the top two corners of both outside layers are gone.

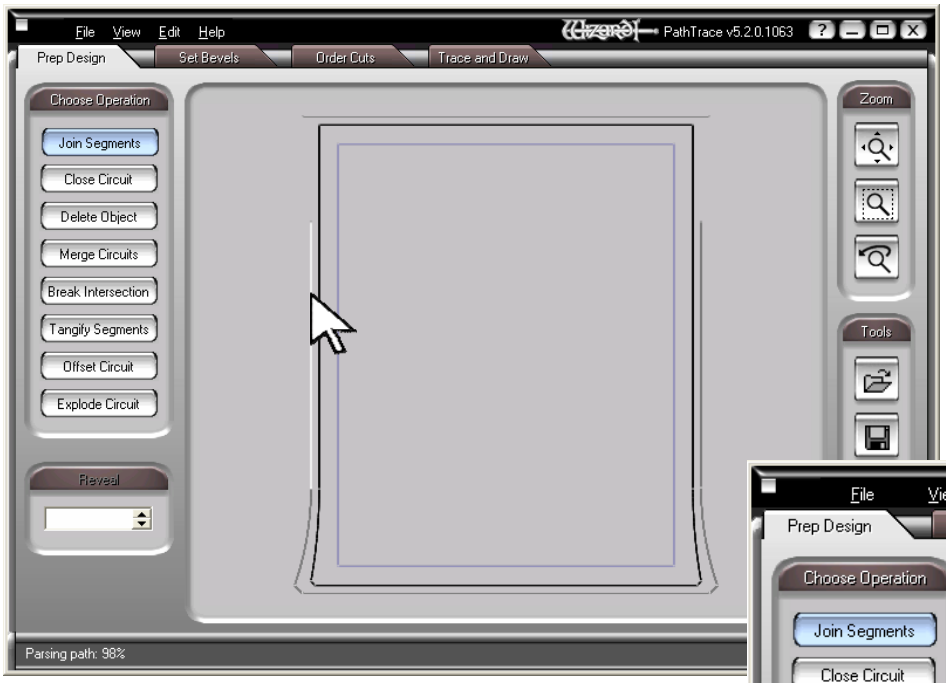


Joining the Pieces

Click the **Join Segments** button

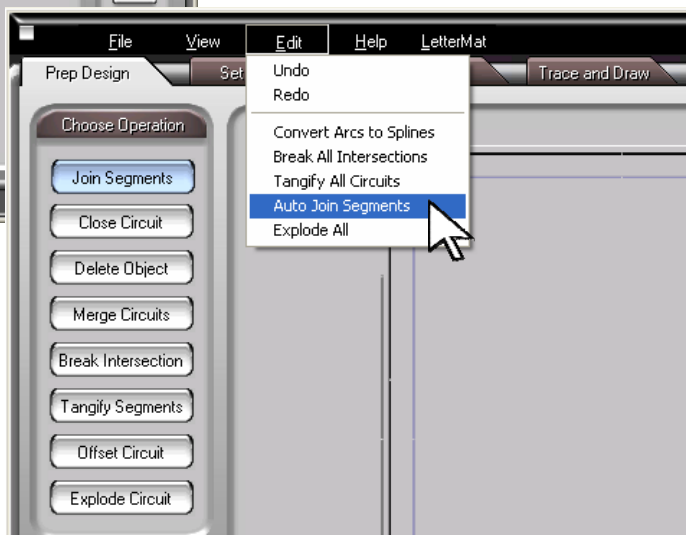
Highlight the left side line of the middle layer and click. It will stay white.

Highlight the top line of the middle path adjacent to it and click. The corner will form and both lines will stay white.

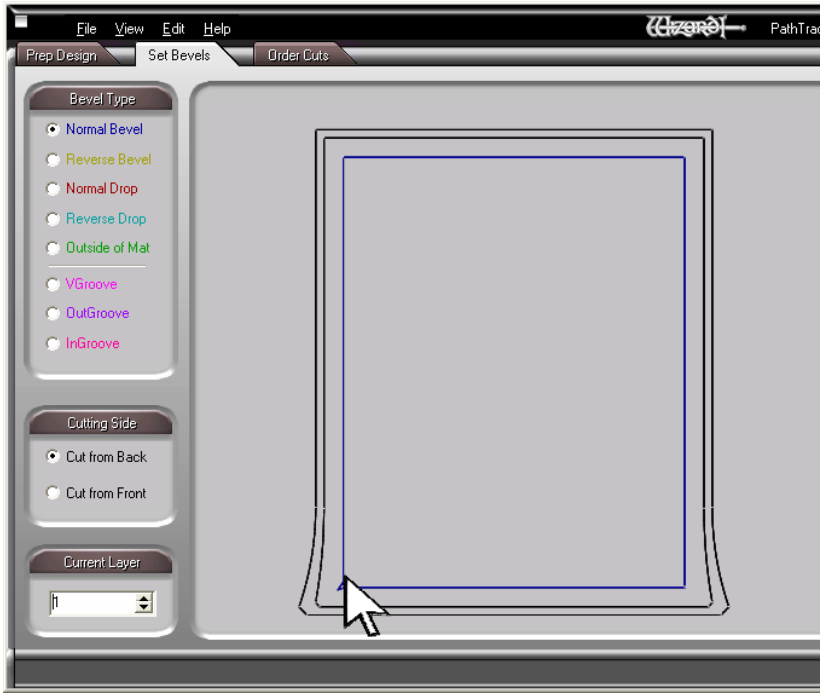


Continue to highlight and click segments until the entire circuit is white. Don't forget the little chamfer lines at the corners.

When the entire circuit is white, right click and it will turn black, indicating that it is a joined circuit.



An easier way to join all the smaller pieces is to click **Edit** at the top.
Then select **Auto Join Segments**. This will automatically join all the pieces that are touching. You will still need to join the top with the larger part at the bottom.



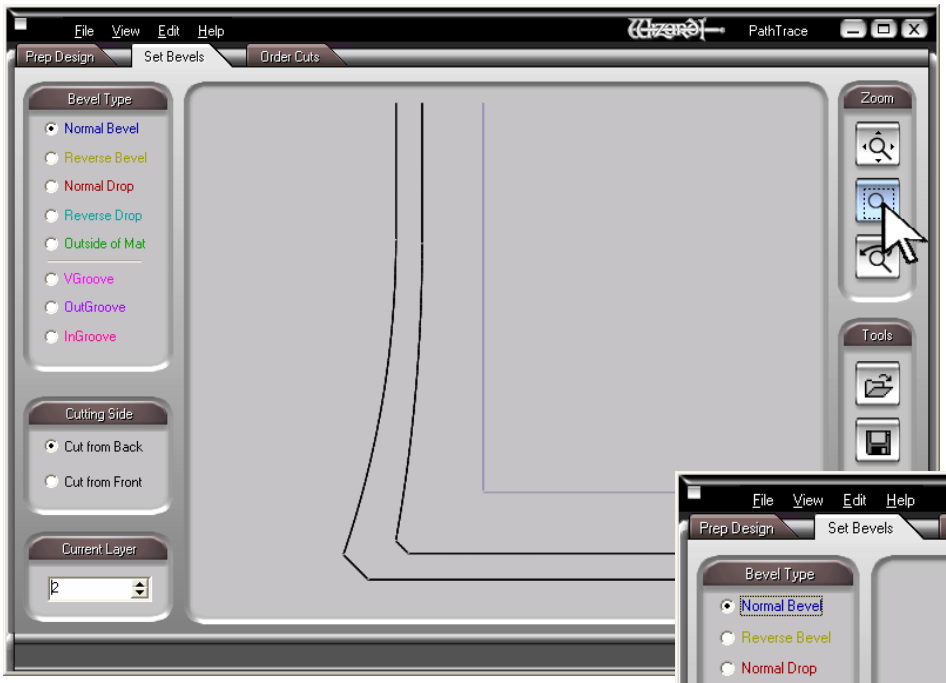
Setting the Bevels

Click on the **Set Bevels** tab at the top. Under this tab, we will specify bevel type and layers.

At the top left, under **Bevel Type**, **Normal Bevel** should already be checked.
At the bottom left, under **Current Layer**, it should read **1**. If it doesn't, change it.

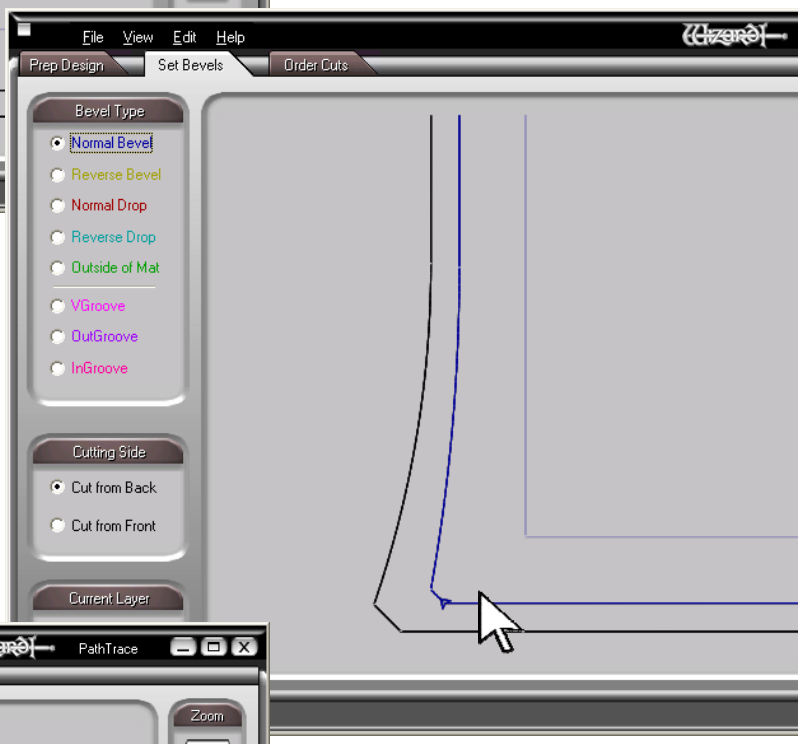
Move the mouse around and you'll see the blue arrow move from point to point on various lines. If you were to click at any point, you would be selecting that point as the starting point of the cut on that opening.

The inner rectangle is blue, indicating that it is already traced as a normal bevel. Move the blue arrow to the lower left corner and click it anyway just to make sure it is on the proper layer.

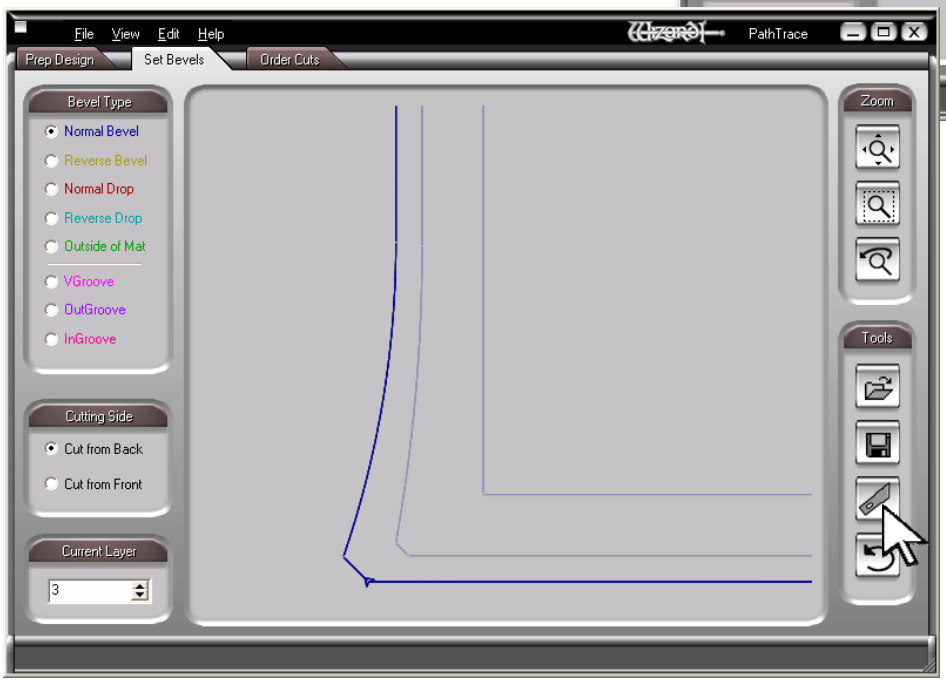


Zoom in on the lower left corner by clicking on the **Zoom To Window** button under **Zoom** at the top right. Then drag a box around the area you'd like to see magnified.

Change the **Current Layer** to **2**.



Move the mouse so that the blue arrow moves to the lower left corner of the middle line.
Make sure the arrow is at the bottom of that small chamfer cut. It should be the first segment to be cut, not the last.
Click and the whole circuit will turn blue.



Change the **Current Layer** to **3** and click on the bottom left corner of the outside line to finish tracing.

You could cut the design now by clicking the **Cut Current Design** button under **Tools** at the bottom right.
You can save the design either by clicking on the **Save File** button right above it or by clicking **File** at the top left.