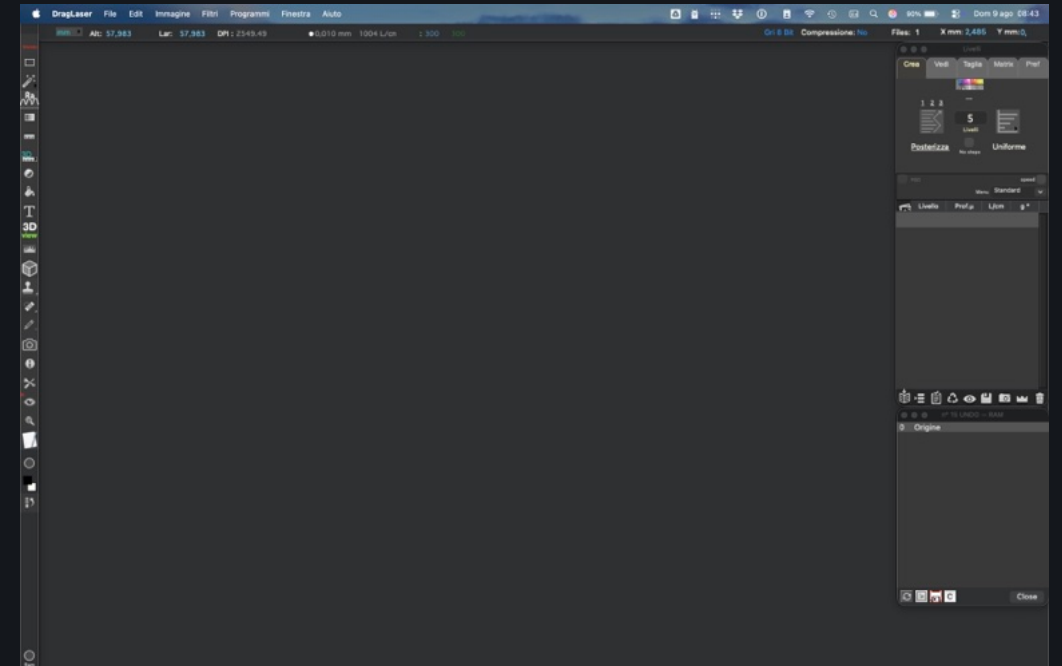


Technical presentation

What DragLaser can do.

Function map, module by module. Same content as the application presentation — look aligned with the sales deck.



Built for cylinder work, not a generic editor.

Opens, cleans, measures and sends to the machine without losing depth, repeats or format.

Path

Laser dropzone → cylinder panel
→ editor (layers, retouch,
measures) → TIFF on Desktop or
spool.

Production choices

Greys and RGB, fills, screens,
filters, multipage, code band,
proofs.

Goal

When to use the panel and when to
open the drawing. What you see on
screen must match the engraving.

01

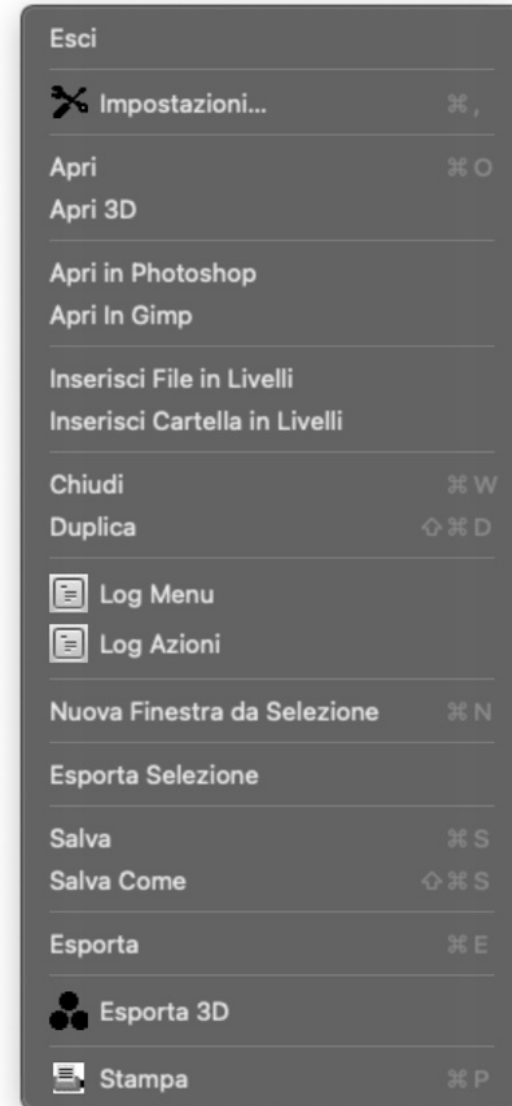
General overview.

Menus, drawing window, layers, filters, measures, DropZone. One environment.

MENU

File, Edit, Image.

- File: Open, 3D, Photoshop, Gimp, insert into layers, Export and Export 3D.
- Edit: undo, crop from selection (resizes the drawing), rotation.
- Image: RGB/CMYK/grey mode, adjustments, image size ≠ canvas, rulers.



Filters: five families.

- Native: origin, blur, skeleton, solarize, 3D photo, histogram.
- Measures submenu: depth, screen, roughness, flatness.
- Python, CoreImage, GraphicsMagick, custom matrix filters.

Elabora Foto 3D

Get Histogram

Segmented_Stitching

----- Python -----

Misure >

Cerca Files Simili

Filtri Python >

Filtro Uniforma

Trova Particolare Simile ⌘ T

Filtro Diffusione

Filtro Dithering

Filtri Pulizia >

CoreImage >

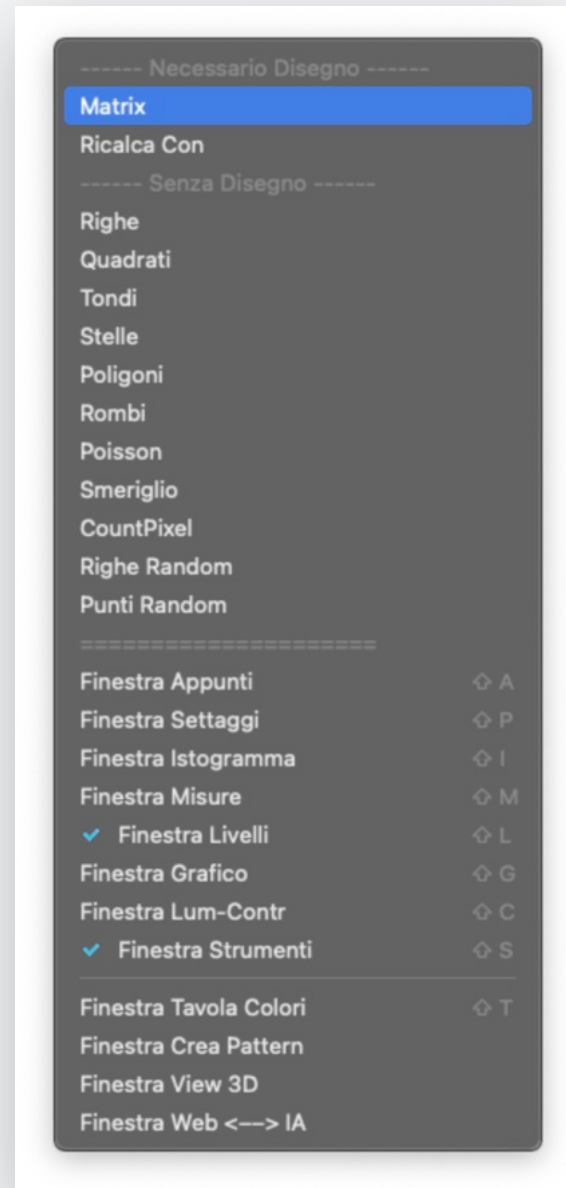
GraphicsMagick >

Filtri Matrice >

MENU

Programs, Windows, Help.

- With a drawing: Matrix, Trace. Without: dots, poisson, frost, lines...
- Palettes: layers, tools, graph, 3D, measures, Web ↔ AI.
- Help: this presentation, Operations / Graphics / Filters manuals, PDF.



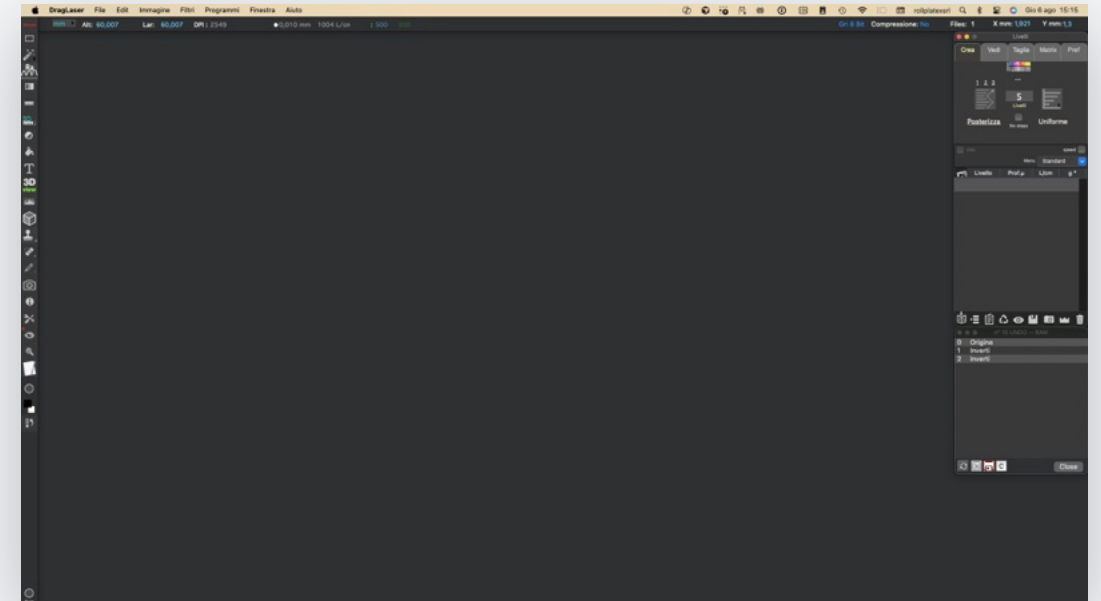
02

Drawing window.

The workbench: status bar, tools, layers, undo.

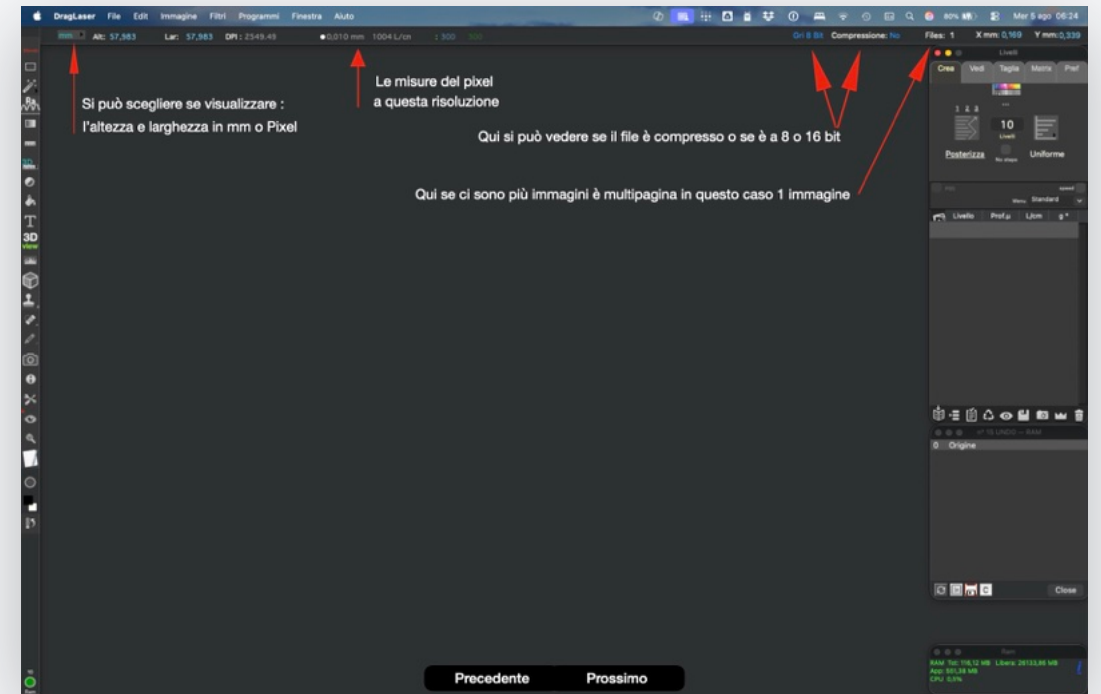
Tools, RAM, resolution.

- Tools on the left. Option on RAM opens refresh preferences.
- Click DPI: Image Size window.
- Two values in the bar: 3D scanner aperture and desired depth.



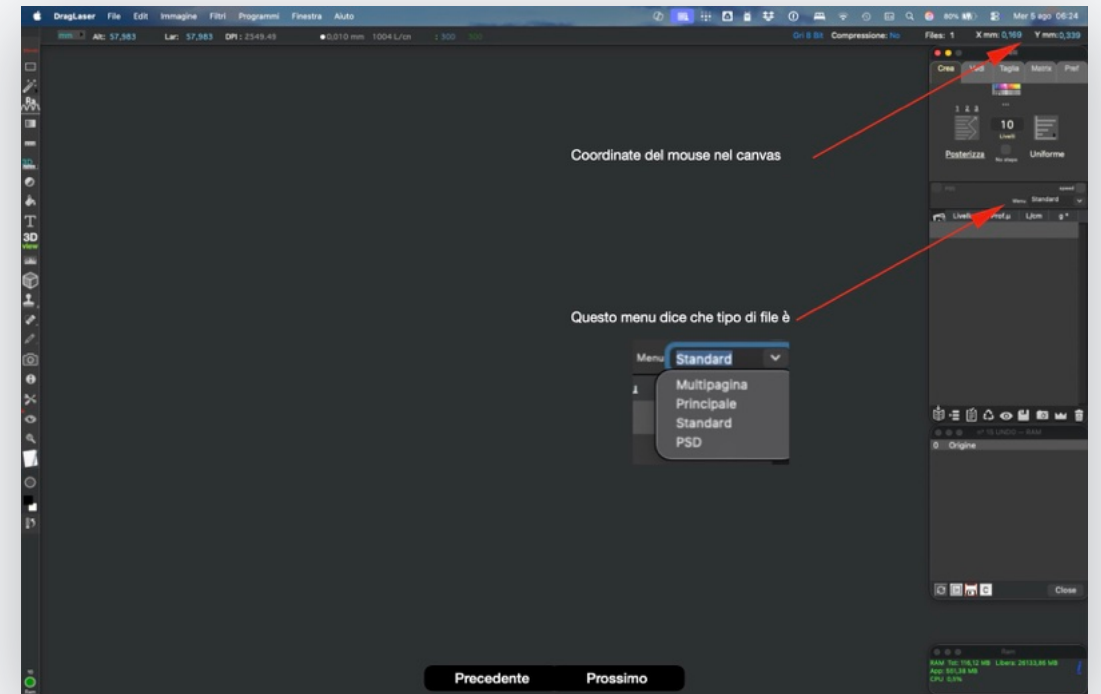
What you can read without opening a panel.

- mm or Pixels for height and width.
- Pixel size at this resolution, L/cm.
- 8/16 bit, compression, Files: n if multipage.



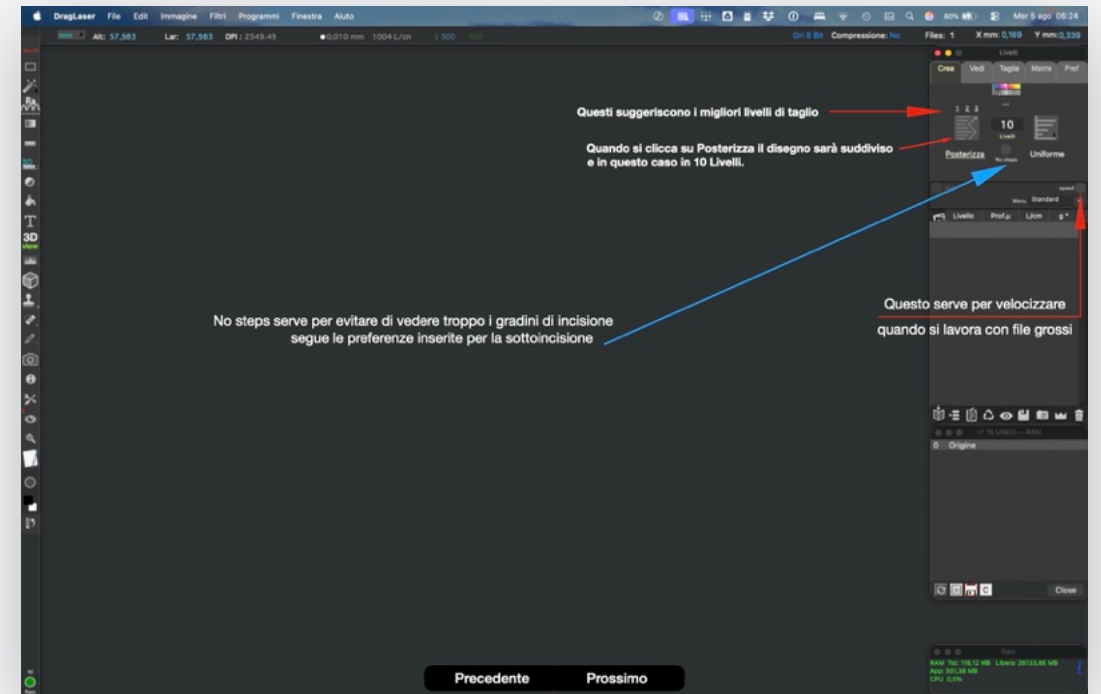
Coordinates and file type.

- Mouse X/Y on the canvas, in mm or pixels.
- The menu on the right says whether the file is Standard, Multipage, Main, PSD.



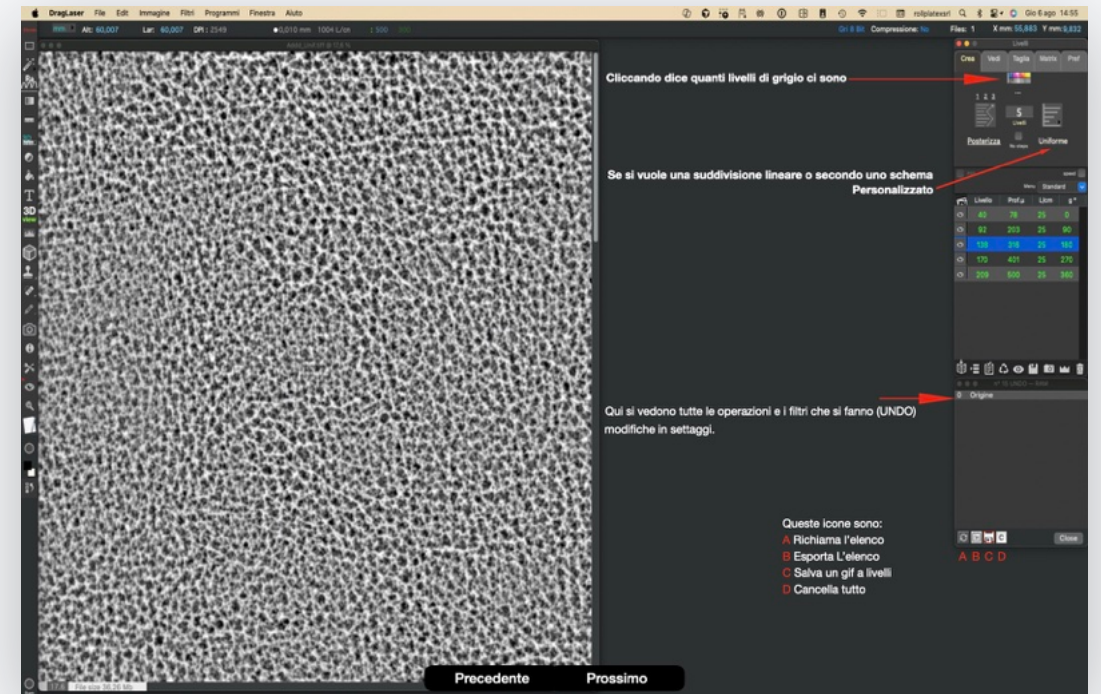
Greys, Uniform, Undo.

- Click the bar: how many grey levels there are.
- Linear split or Custom scheme.
- UNDO window: every filter and every settings change.



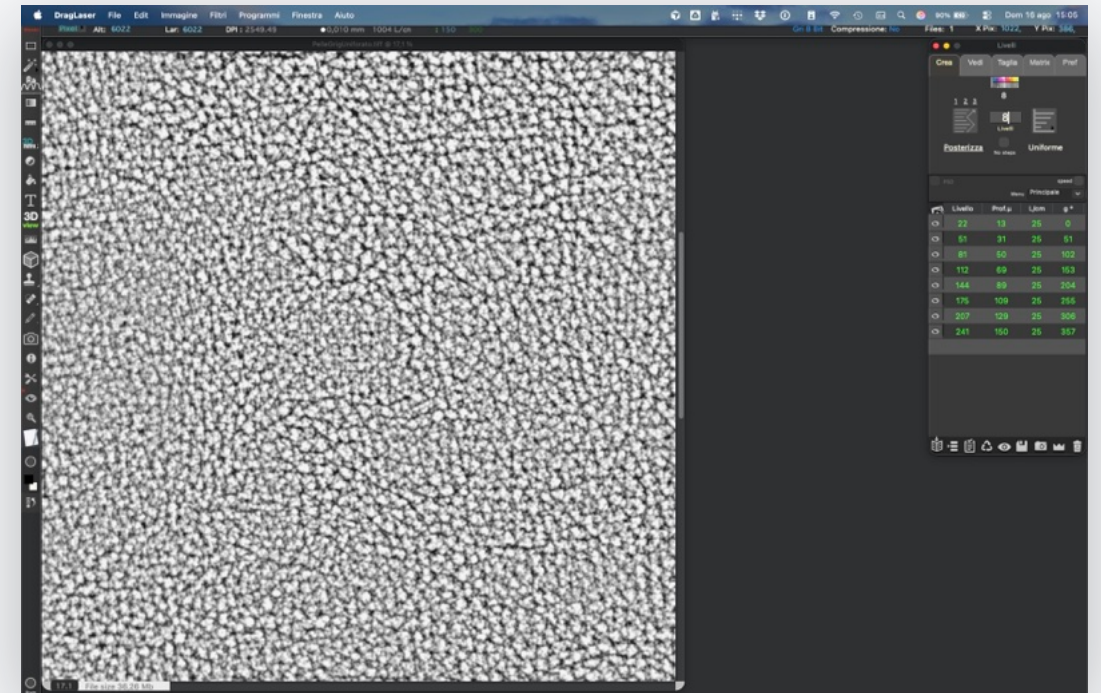
Four icons under the list.

- A Recall the list. B Export the list.
- C Save a layered GIF. D Clear all.



The whole engraving, without a PSD.

- Eye: show/hide. Double-click: black-and-white layer.
- Virtuals keep level, Depth.μ, L/cm, g° — without the raster weight.
- ⌘ E opens layer export.



Nine actions on the icon row.

1–3 Multipage

Reads layers from file, adds the active drawing, turns virtuals into multipage.

4–6 Update

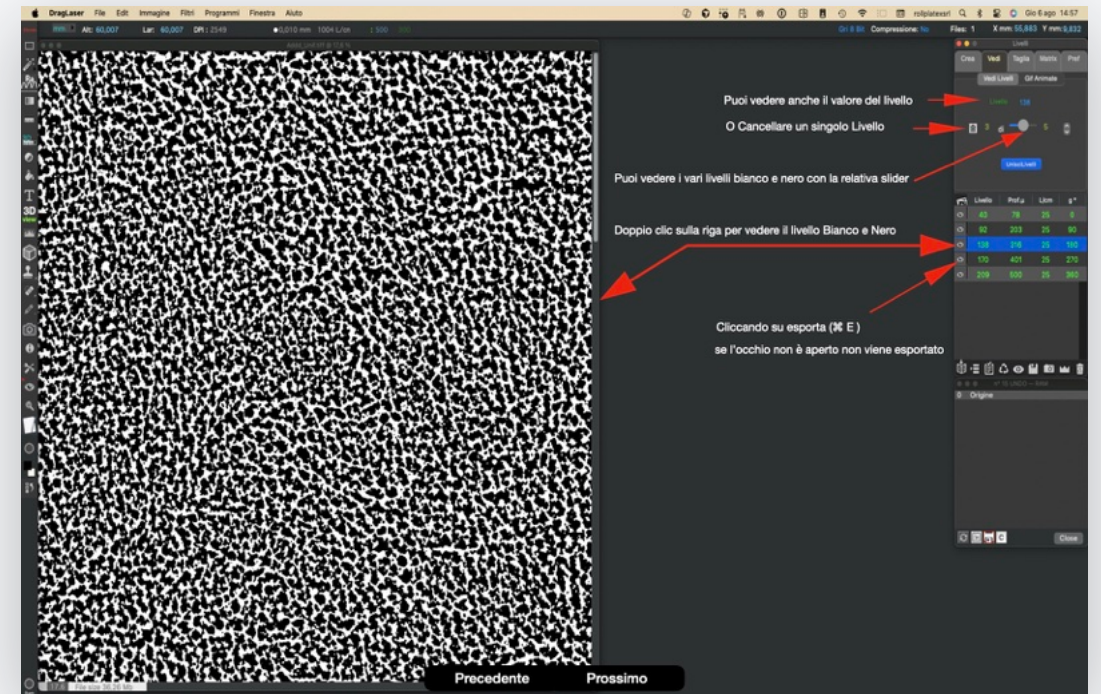
Update, show all, record changes.

7–9 Output

Layer photos, send to graph, clear all.

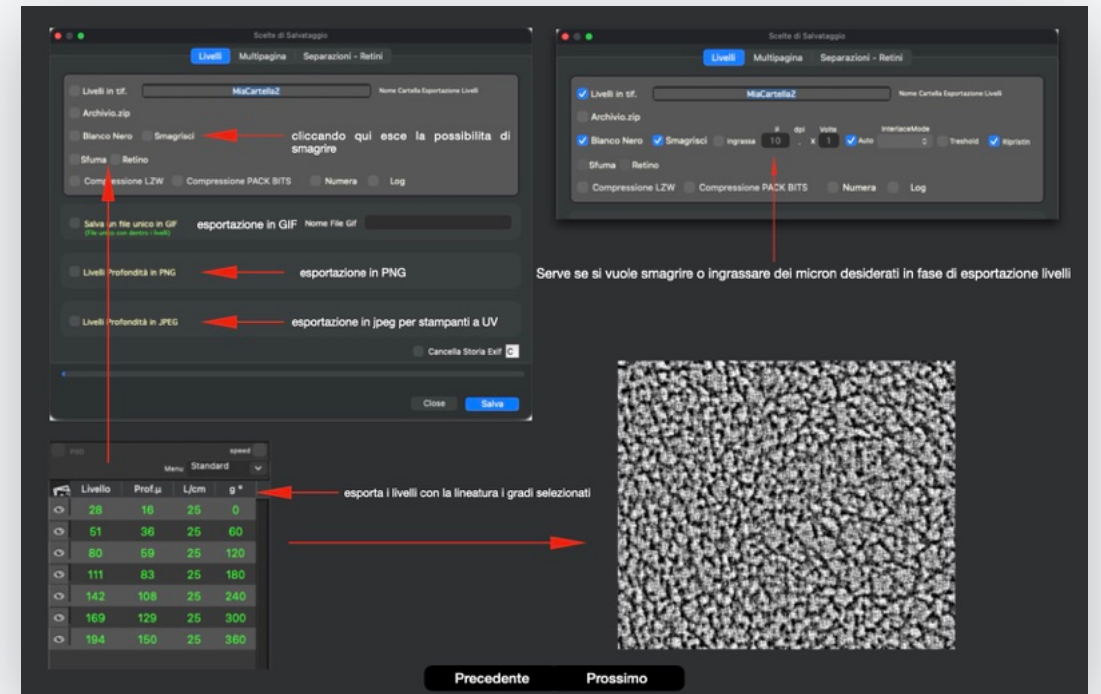
Row by row.

- Double-click: B/W layer. Slider to browse layers.
- You read the value. You can delete a single layer.
- If the eye is closed, that layer is not exported.



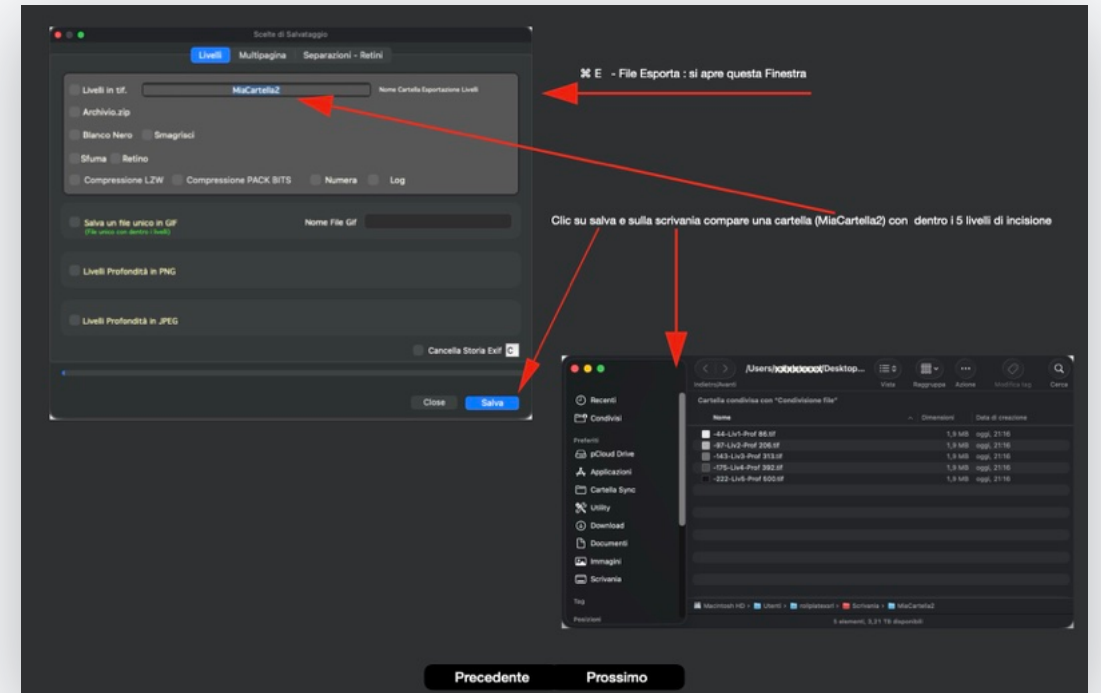
Thin, GIF, PNG, JPEG.

- Thin / fatten in microns when exporting layers.
- GIF: one file with the layers. PNG: depth. JPEG: UV printers.
- Selected screen and angles are exported too.



One folder, the engraving TIFFs.

- You name the folder (e.g. MyFolder2).
- Save: on the Desktop, files -LayN-Depth xxx.tif.
- One TIFF per layer, already named with depth.



03

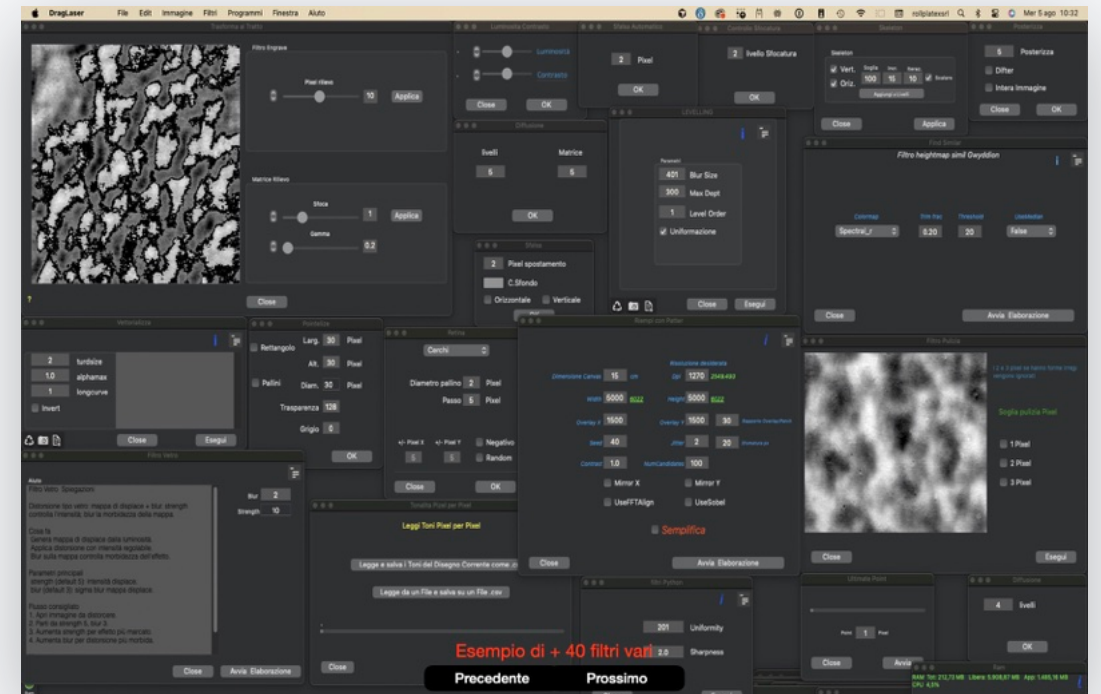
Filters and applications.

40+ filters on the drawing. 12+ applications that generate screens and textures from parameters.

Filters

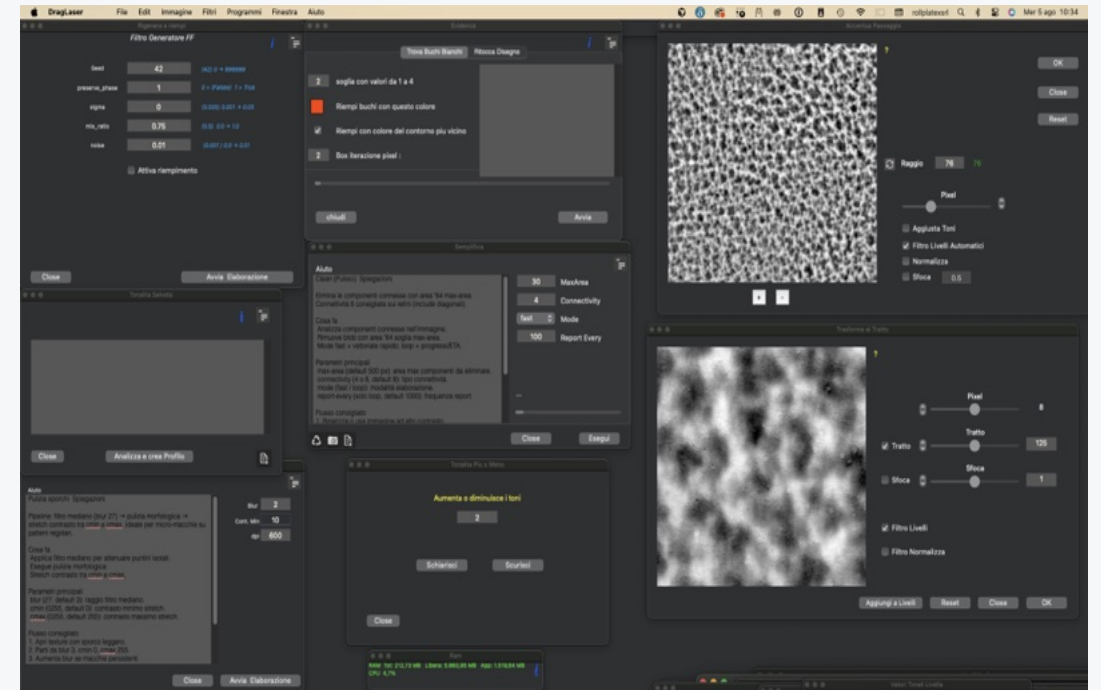
Example: 40+ windows.

- Cleanup, skeleton, glass, heightmap, vectorize, pointilize...
- Python with visible, repeatable, exportable parameters.
- Not a list to memorize: it is a trade, grouped by family.



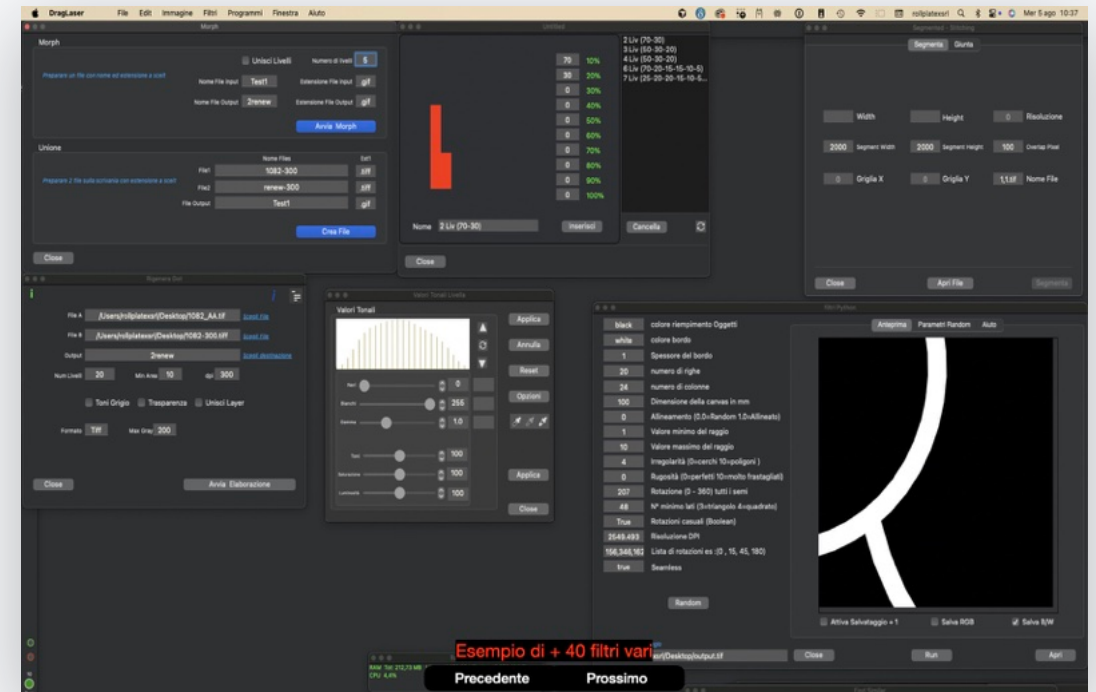
Example: 40+ windows.

- Cleanup, skeleton, glass, heightmap, vectorize, pointilize...
- Python with visible, repeatable, exportable parameters.
- Not a list to memorize: it is a trade, grouped by family.



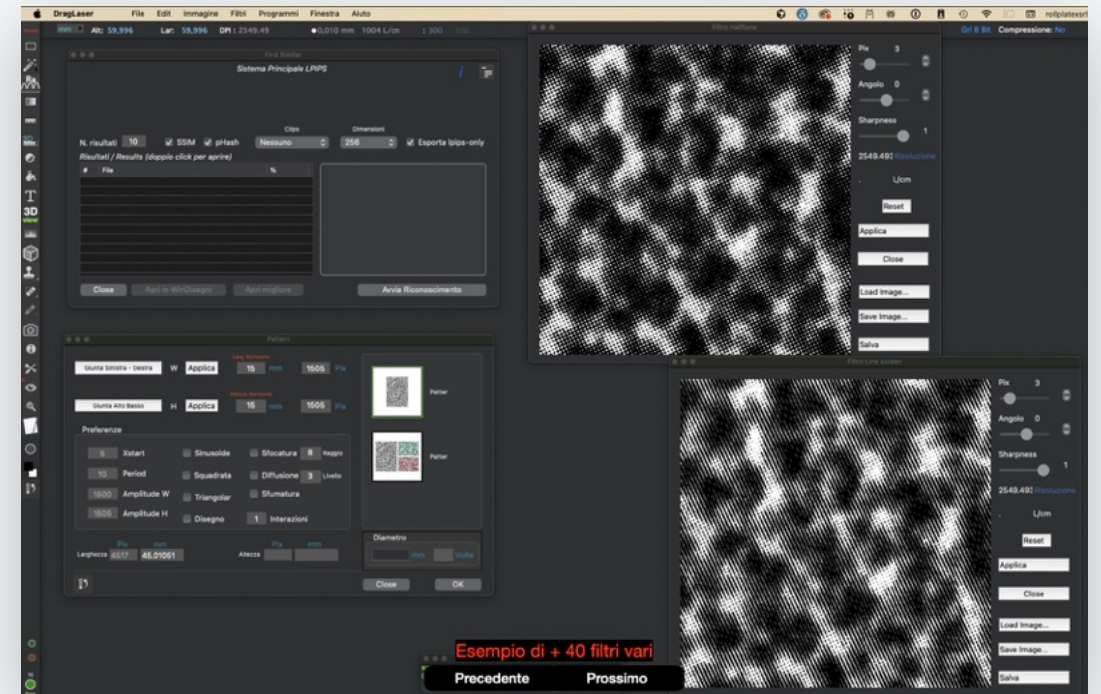
Example: 40+ windows.

- Cleanup, skeleton, glass, heightmap, vectorize, pointilize...
- Python with visible, repeatable, exportable parameters.
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Example: 40+ windows.

- Cleanup, skeleton, glass, heightmap, vectorize, pointilize...
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- Not a list to memorize: it is a trade, grouped by family.

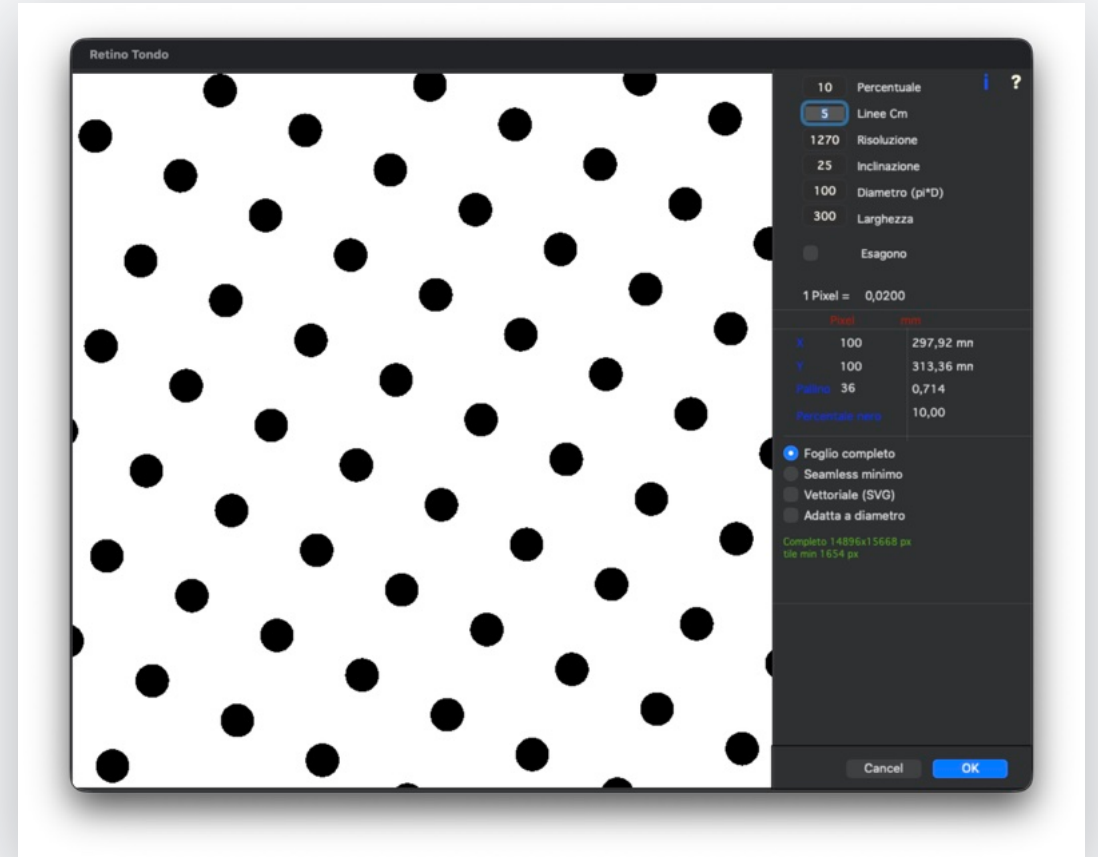


Example of +12 applications.

Round, square, poisson, frost, lines, stars, polygons, diamonds, pattern. One slide each.

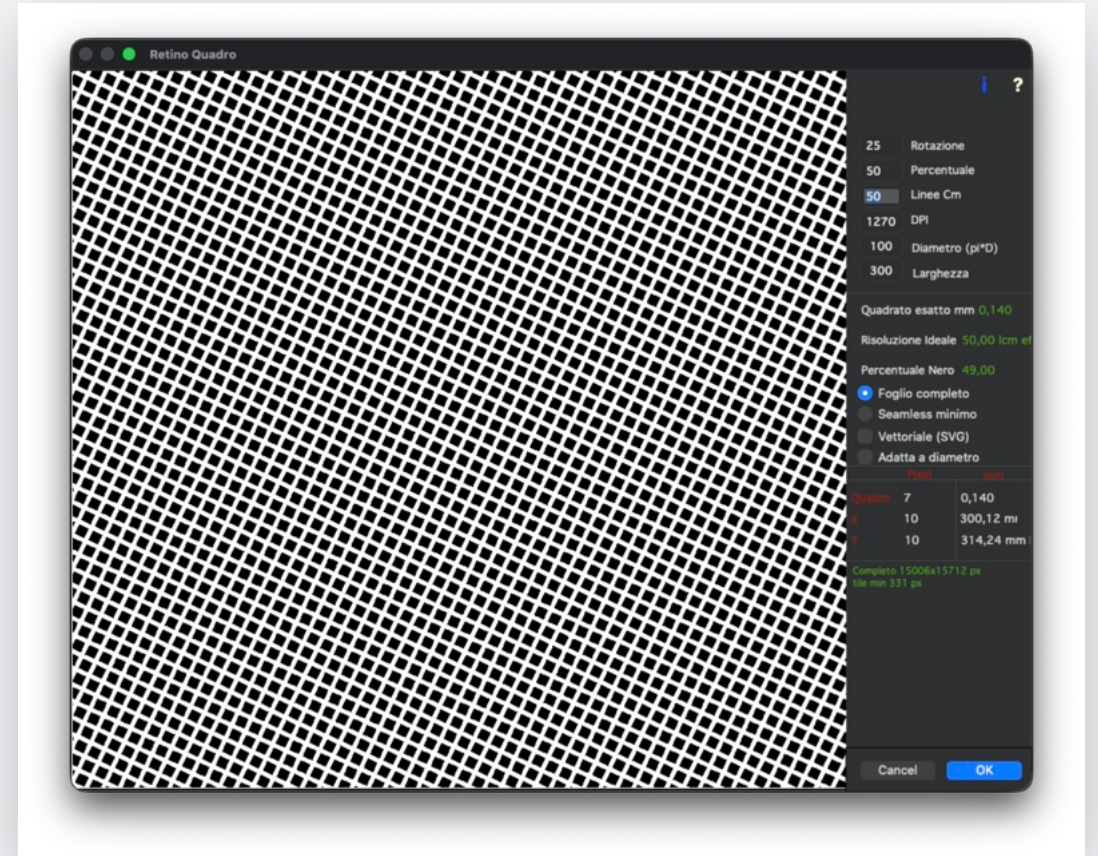
Round.

- Round screen: %, L/cm, angle, DPI, diameter.



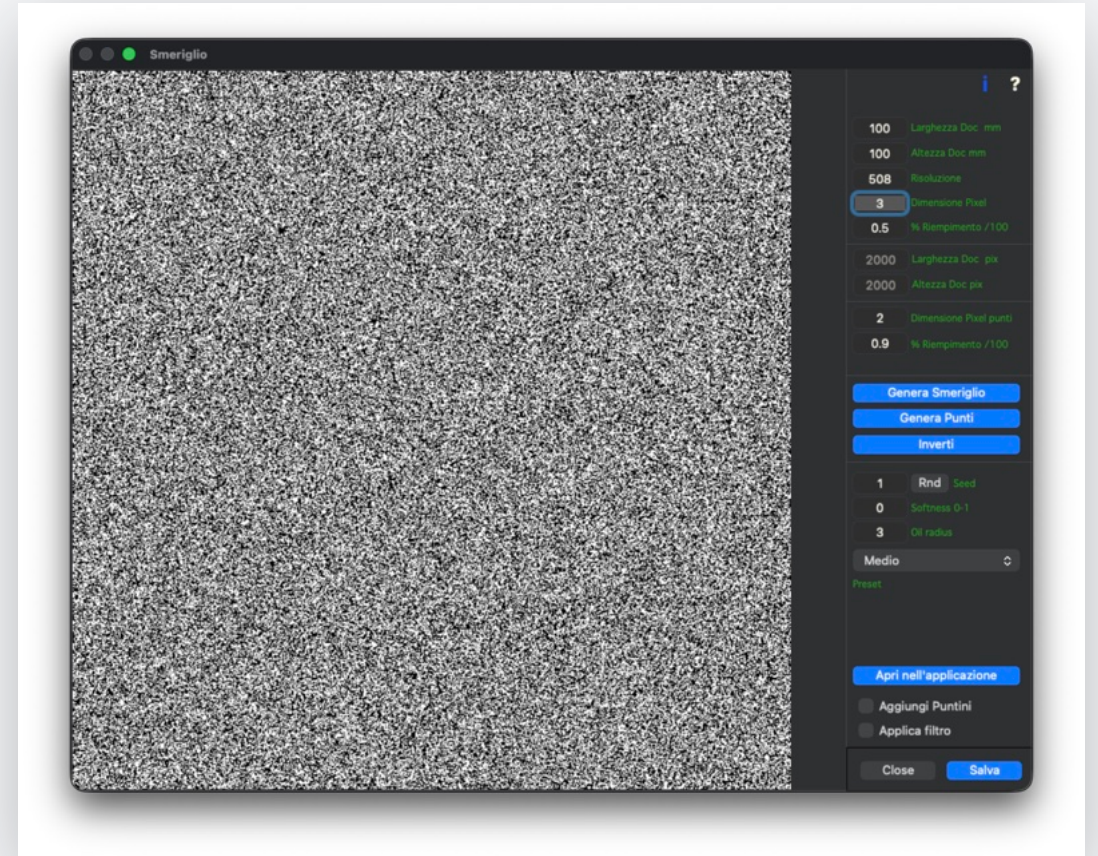
Square.

- Square screen. Same parameters, different geometry.



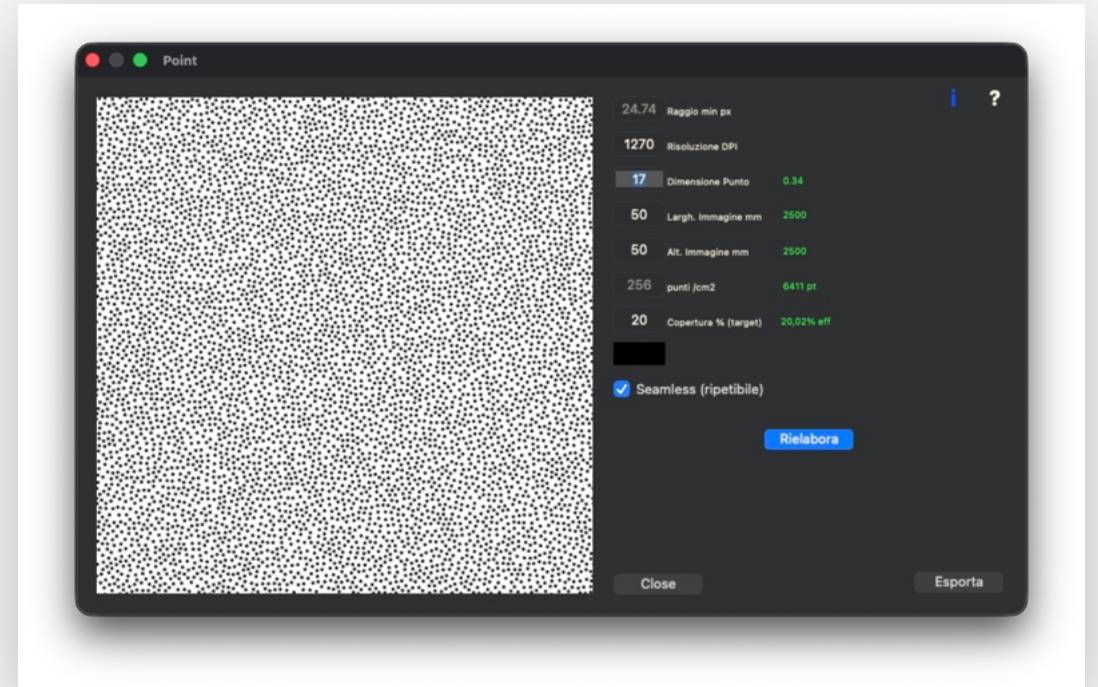
Frost.

- Grit from parameters: size, fill %, position jitter.



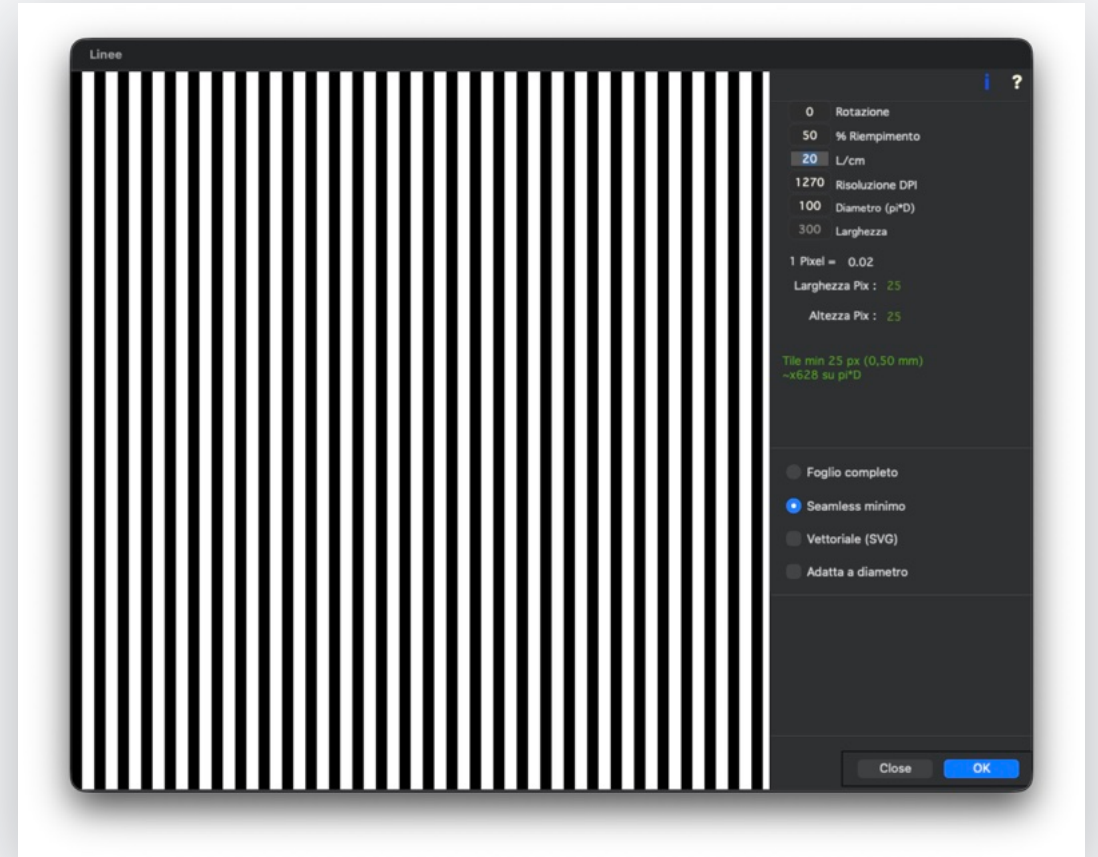
Poisson.

- Dots/cm², coverage %, seamless. Organic distribution, not a grid.



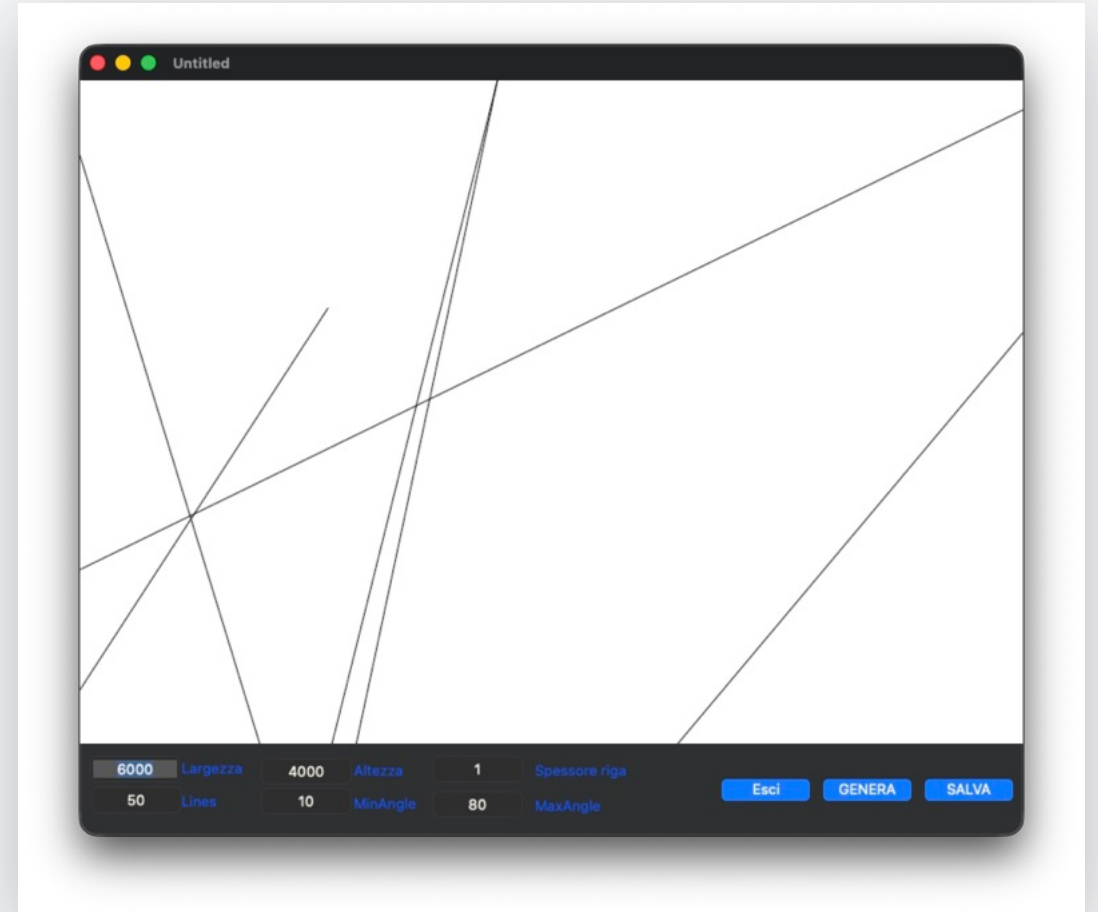
Lines.

- Line application: screen and step. Works on high-contrast B/W images.



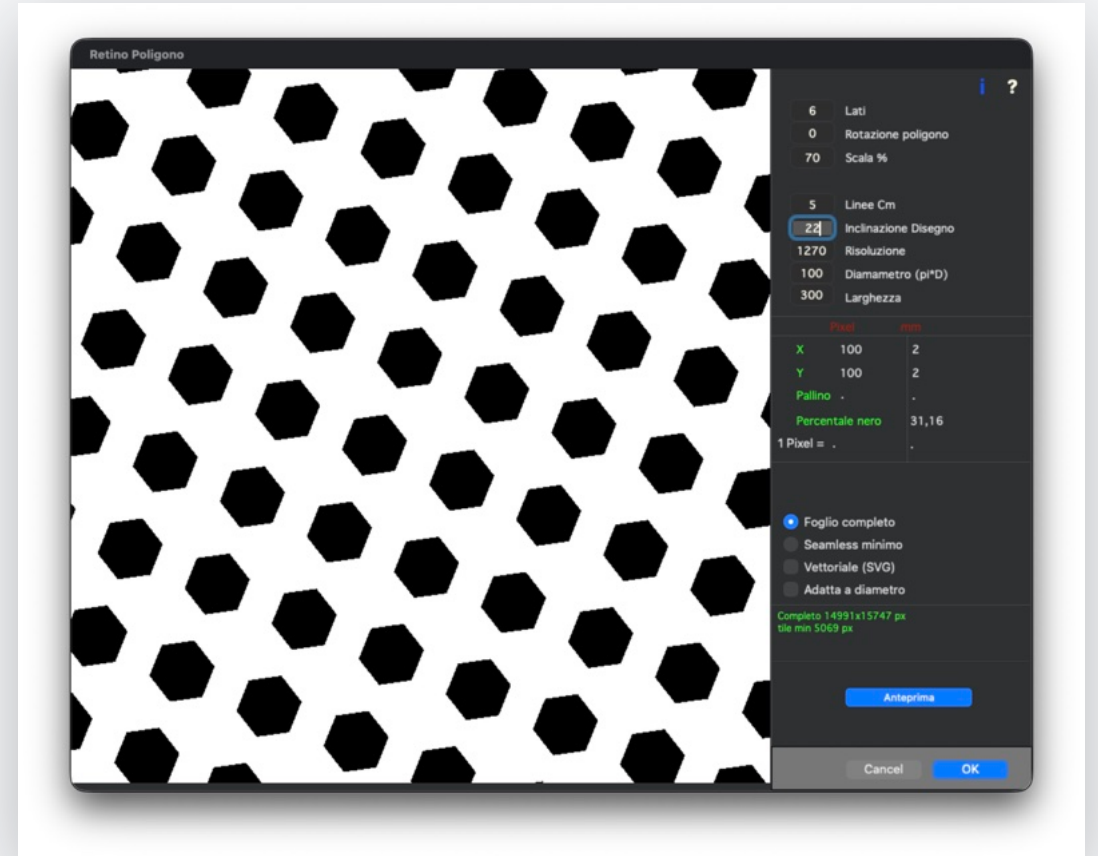
Random lines.

- Lines with jitter. For textures that must not look like a mechanical screen.



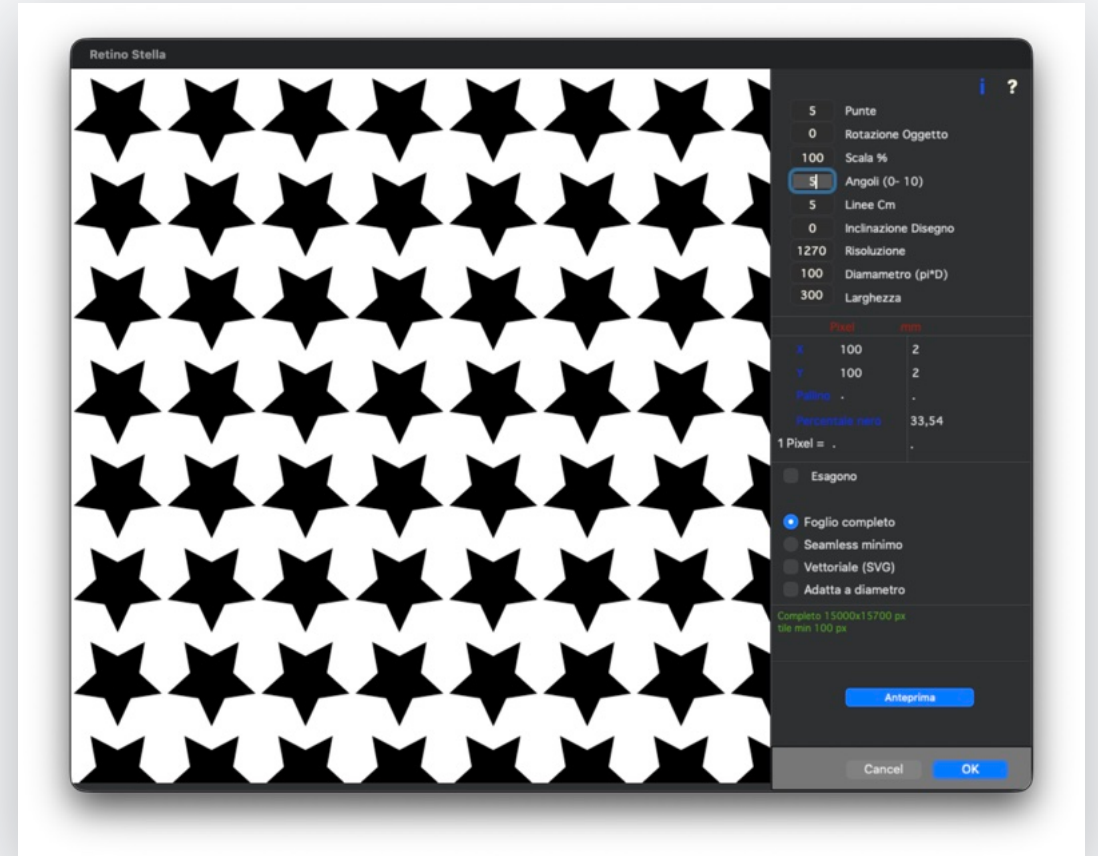
Polygons.

- N sides, rotation, L/cm, DPI.



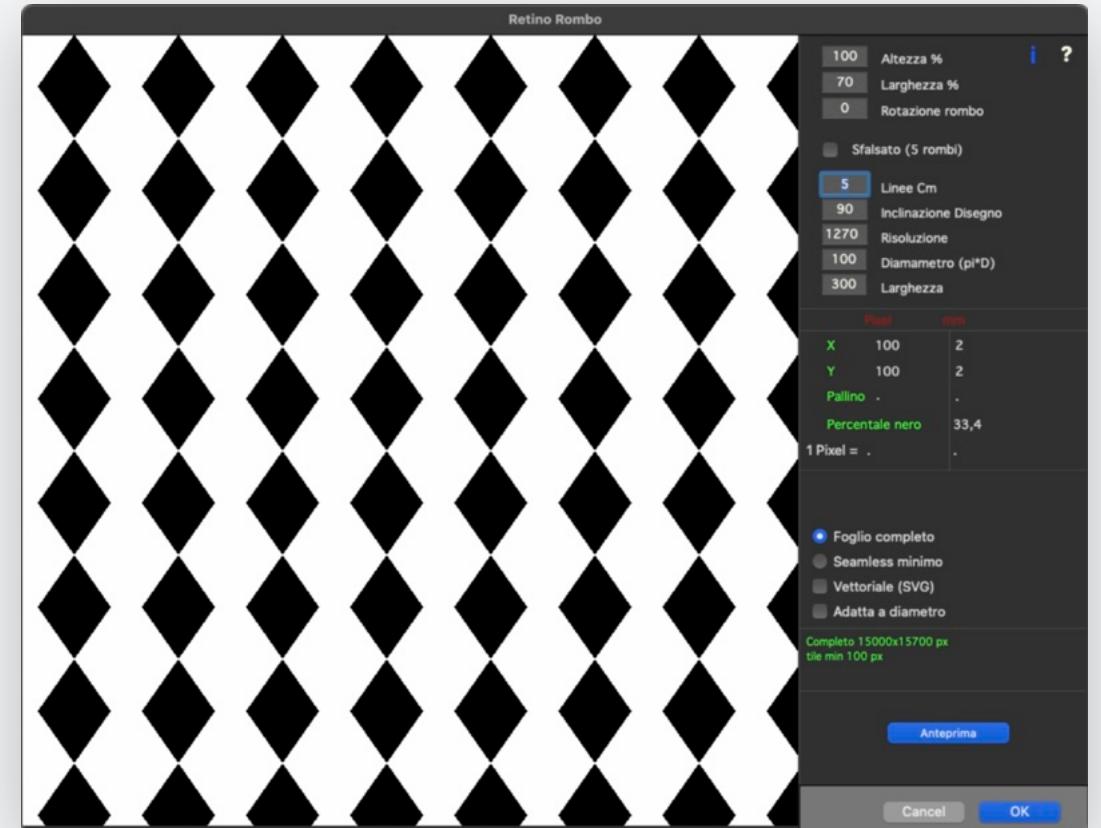
Stars.

- Points, scale, drawing angle.



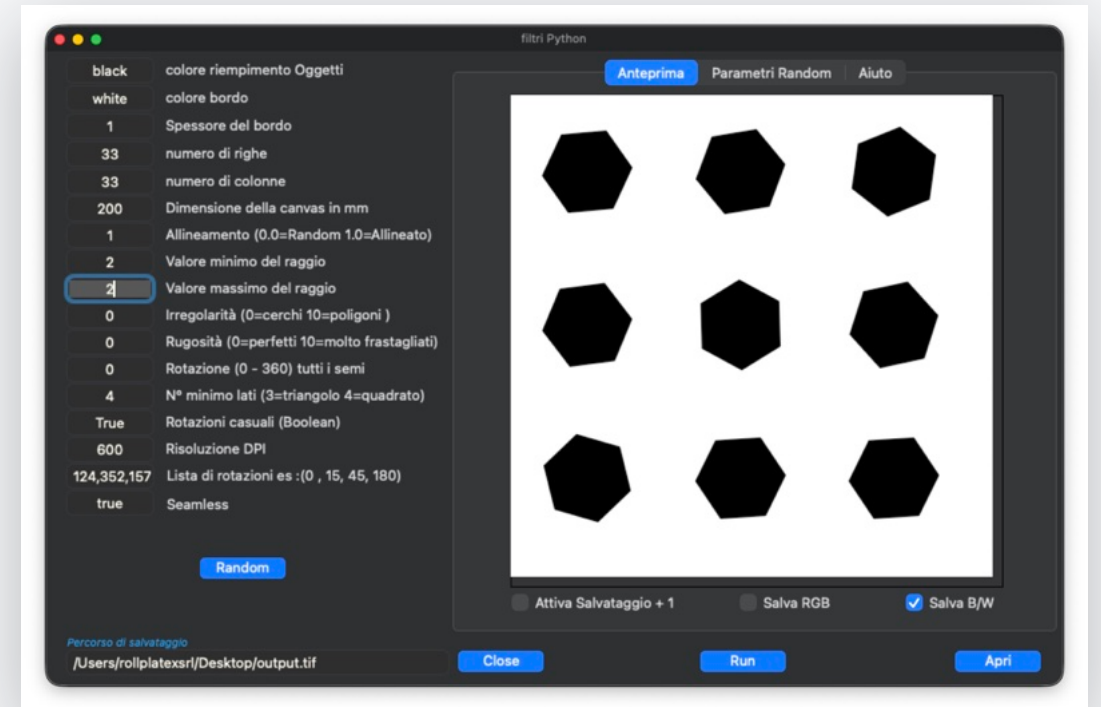
Diamonds.

- Diamond screen, same controls as round/square.



New pattern.

- Create pattern: repeatable module, to export or fill on the cylinder.



04

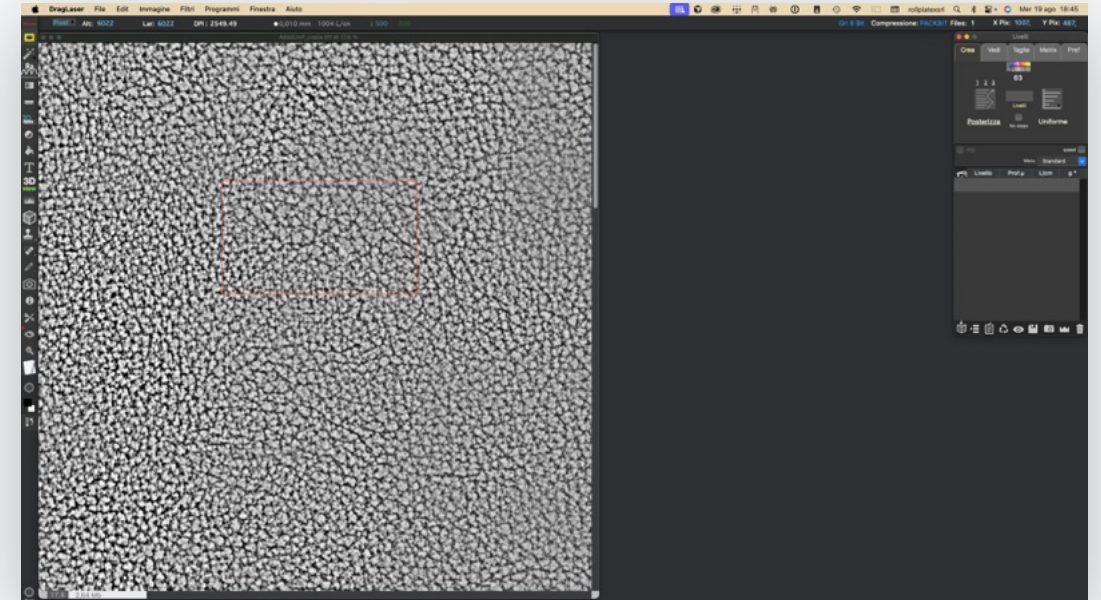
Tools in detail.

Selection, measures, bucket, text, graphs, retouch, loupe. The next windows are specific instructions.

Rectangular selection

Draw a box on the drawing.

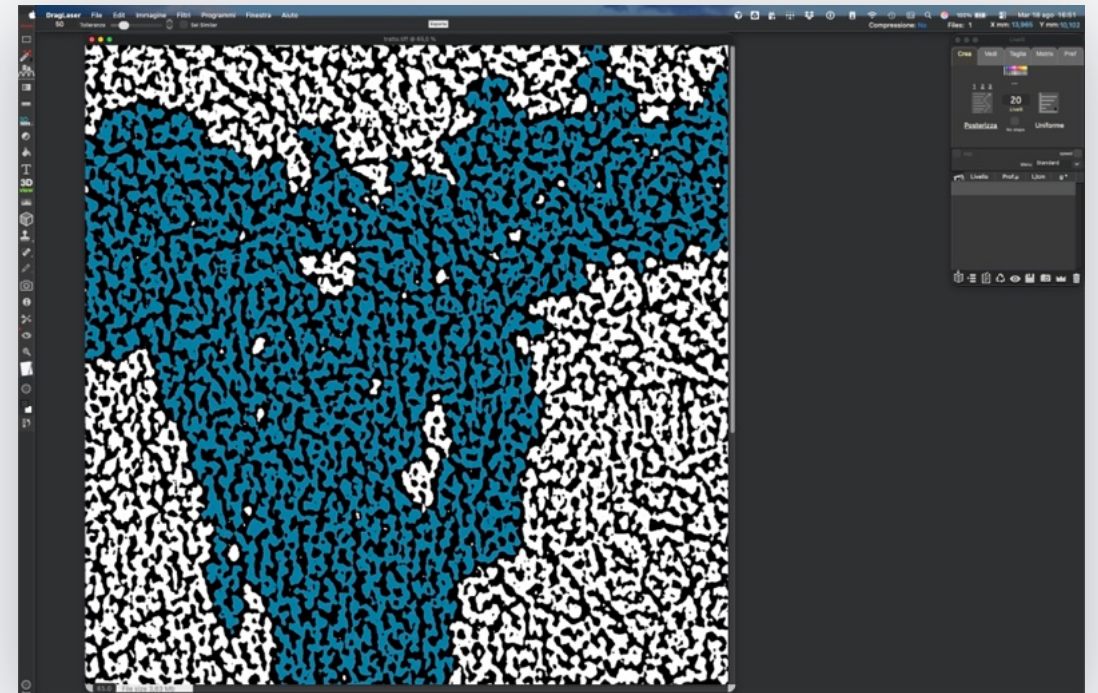
- Tab at the top: Pixel or mm, start X Y, Size X / Size Y. Return confirms.
- File → new window from selection: independent crop.
- Edit → Crop: resizes the active drawing to the selection.



Magic wand

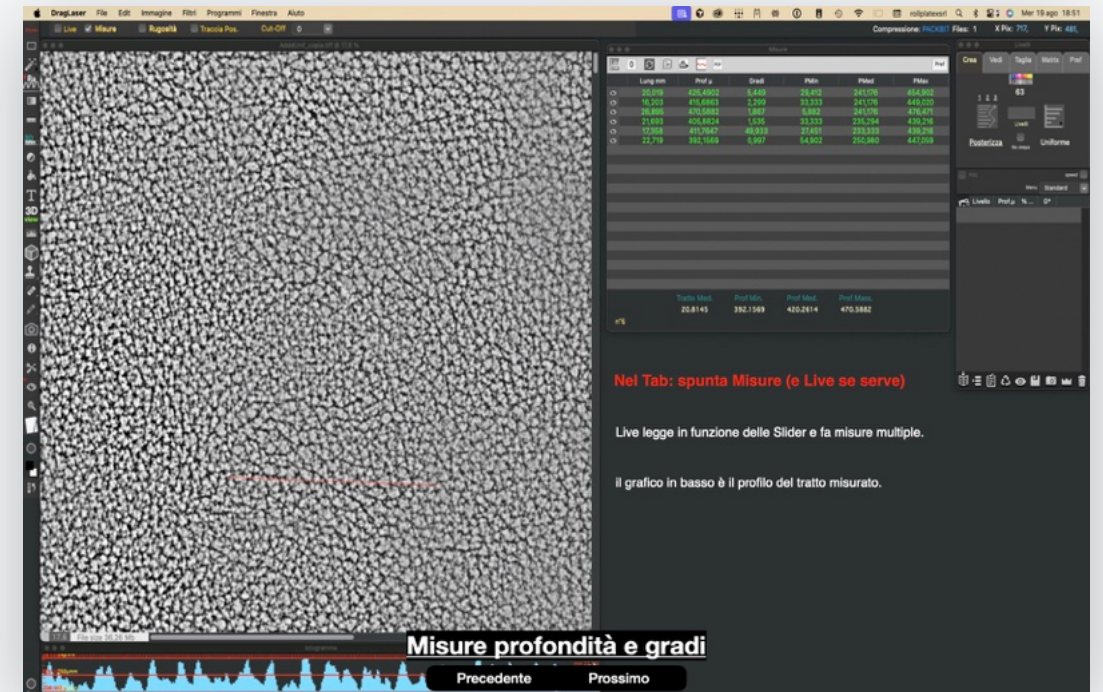
Selects similar areas.

- Sel Similar extends to pixels of the same tone, with tolerance.
- From the Tab you export the current selection.



Depth and angles.

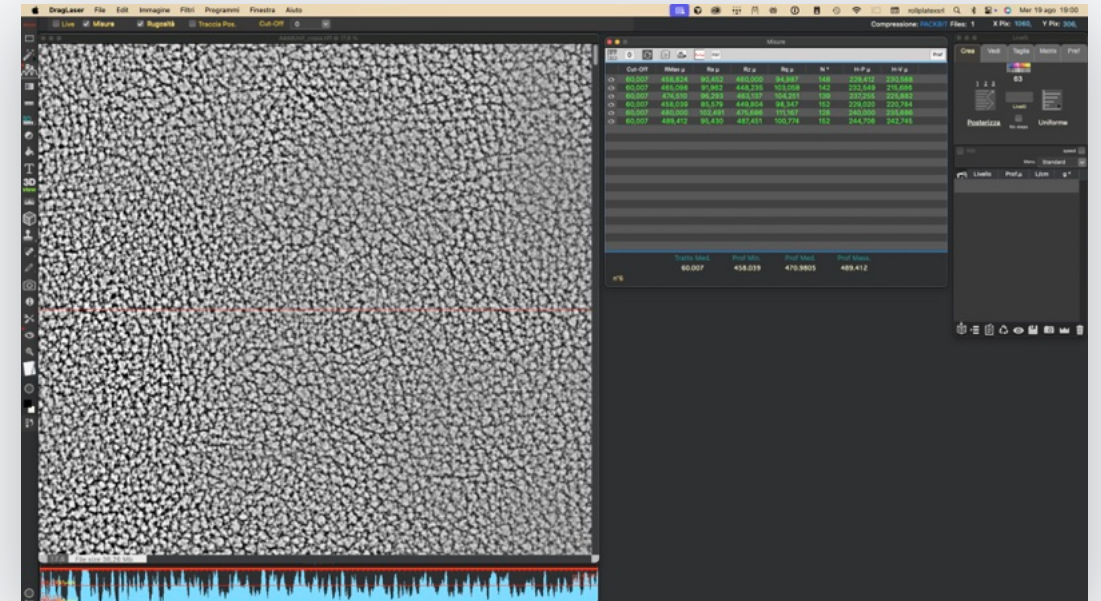
- In the Tab: tick Measures (and Live if needed).
- The graph below is the profile of the measured stroke.
- Live follows the sliders and takes multiple measures.



Measures

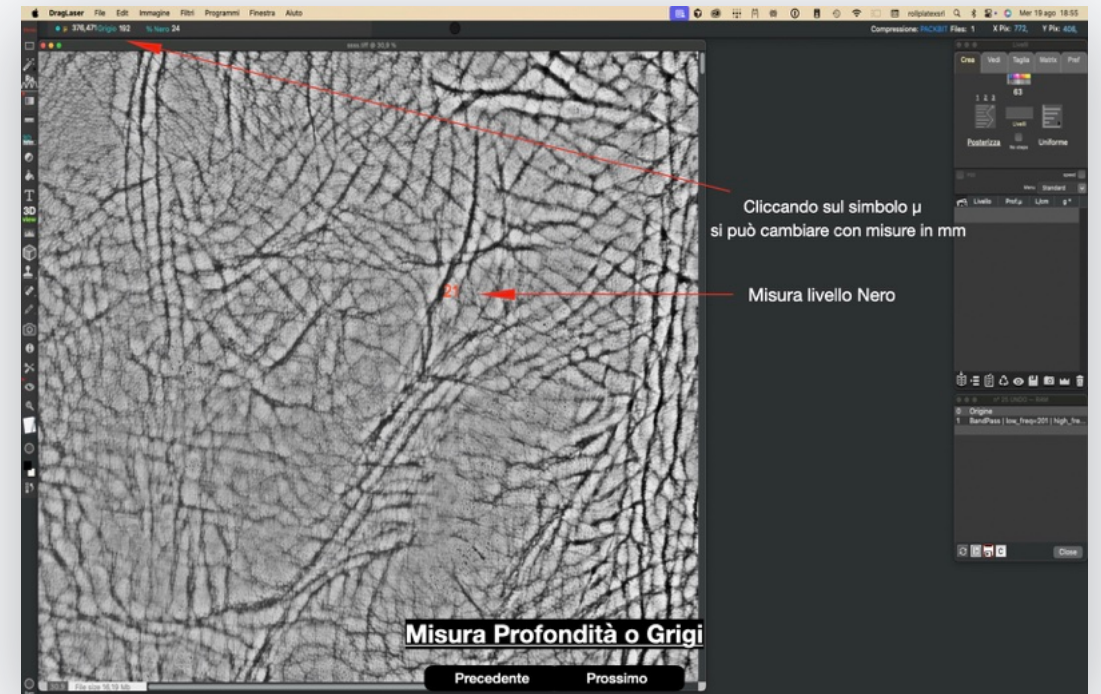
Roughness, as on a roughness meter.

- Tick Roughness (and Live). Several strokes → Cut-Off, RMax, Ra, Rz, Rq table.
- Cut-Off is the length of the measured stroke (e.g. 8.0 mm).



Black level, white, microns.

- Click the μ symbol: measure depth or greys.
- You can switch to mm measures.
- Black level and white level are two distinct readings.



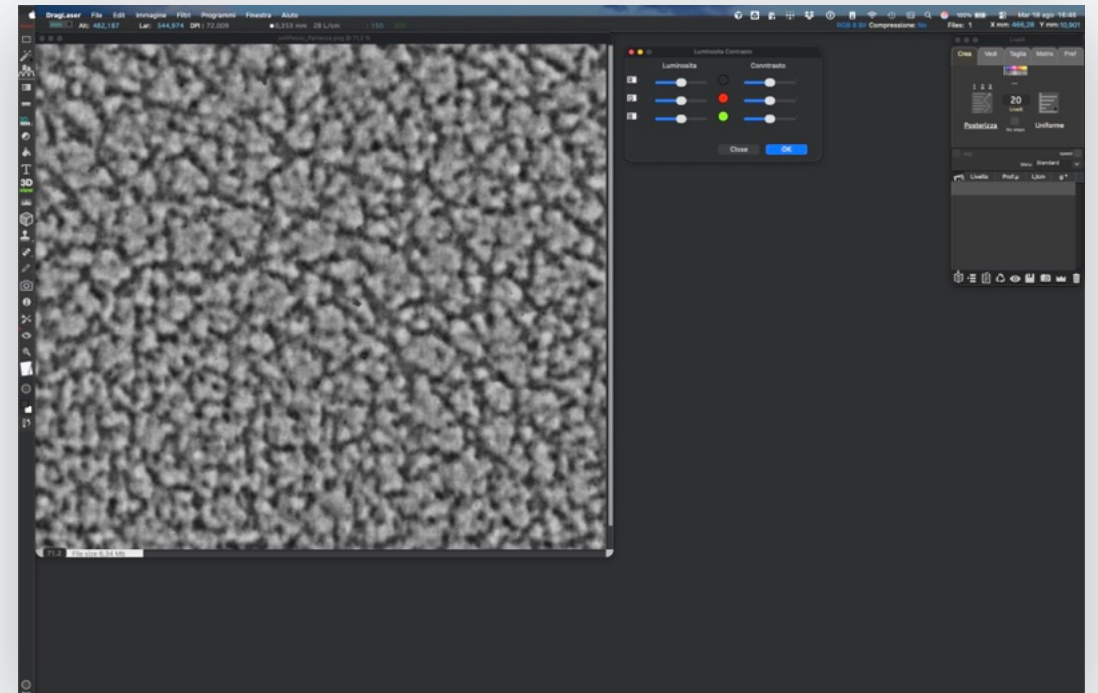
Screen.

- Measures L/cm of the screen on the drawing.
- Comparable with the values in the layer table.



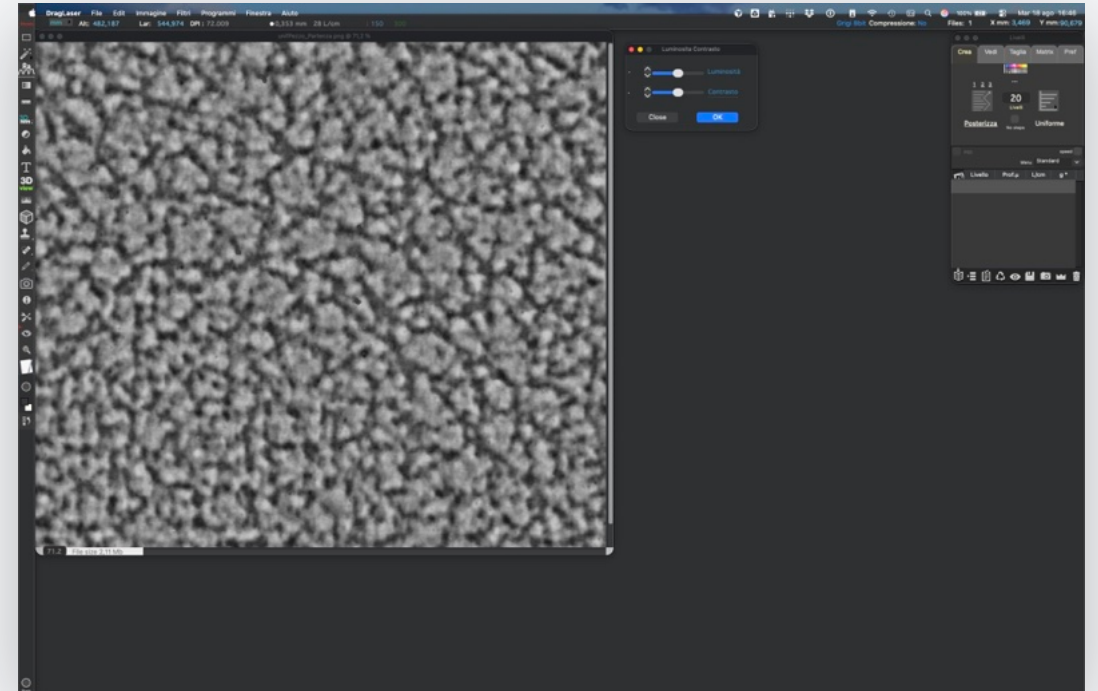
Brightness and contrast in colour.

- For RGB files. Sliders: Blacks, Whites, Gamma, Tones, Saturation, Brightness.



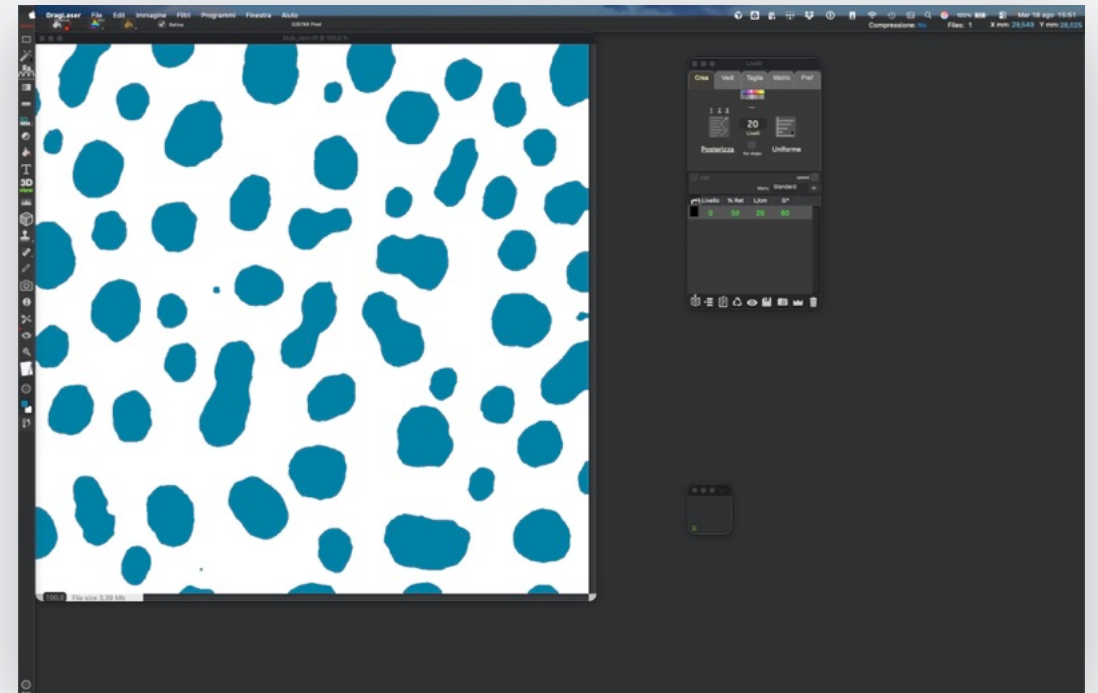
Brightness and contrast in greys.

- For greyscale files. Same tool, single channel.



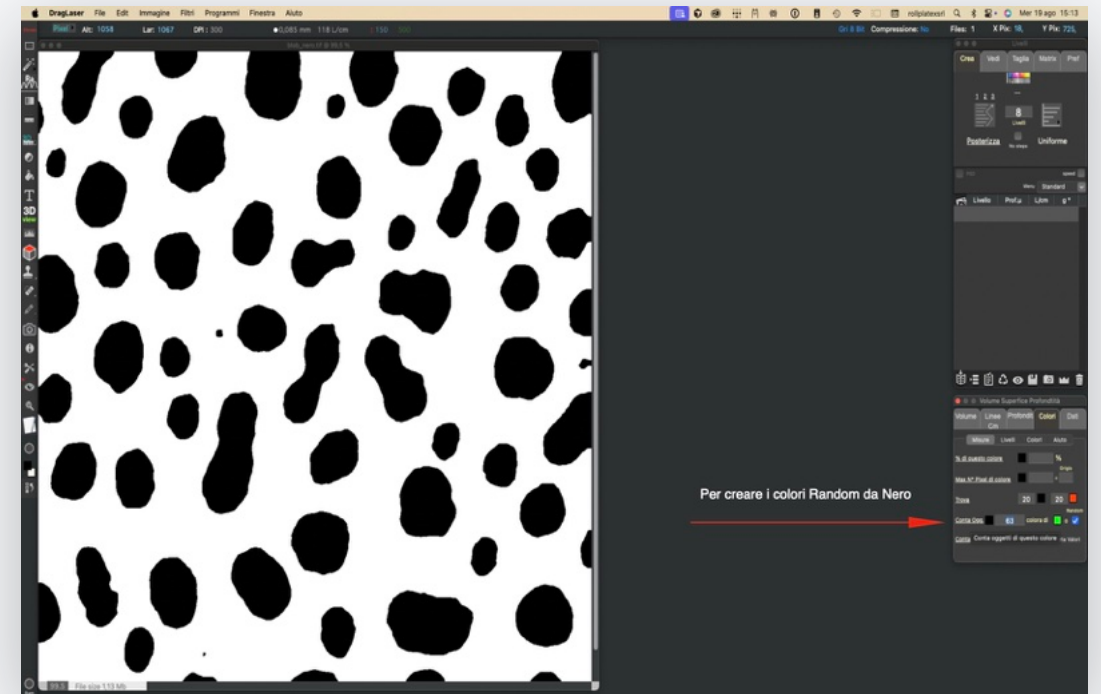
Simple fill.

- Fills an area or the selection with the active colour/ screen.
- Layers keep screen %, L/cm and g°.
- The swatch at the bottom left of the bar is the fill colour.



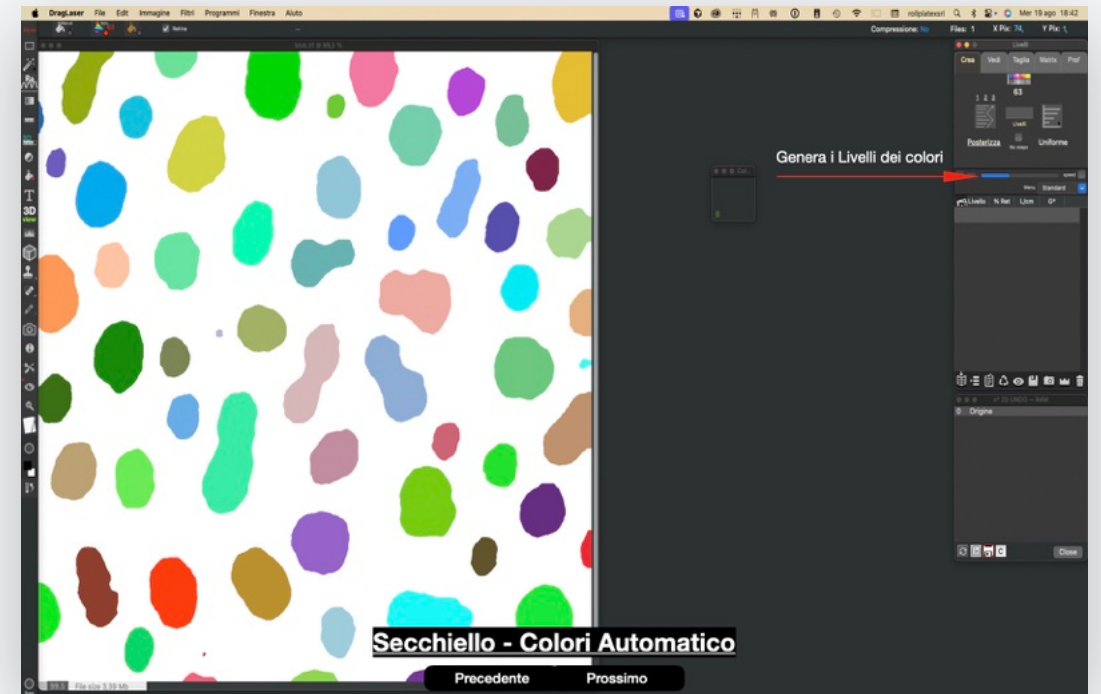
Random colours from black.

- To create random colours from black (Colours tab, Random).
- Then colour layers are generated.



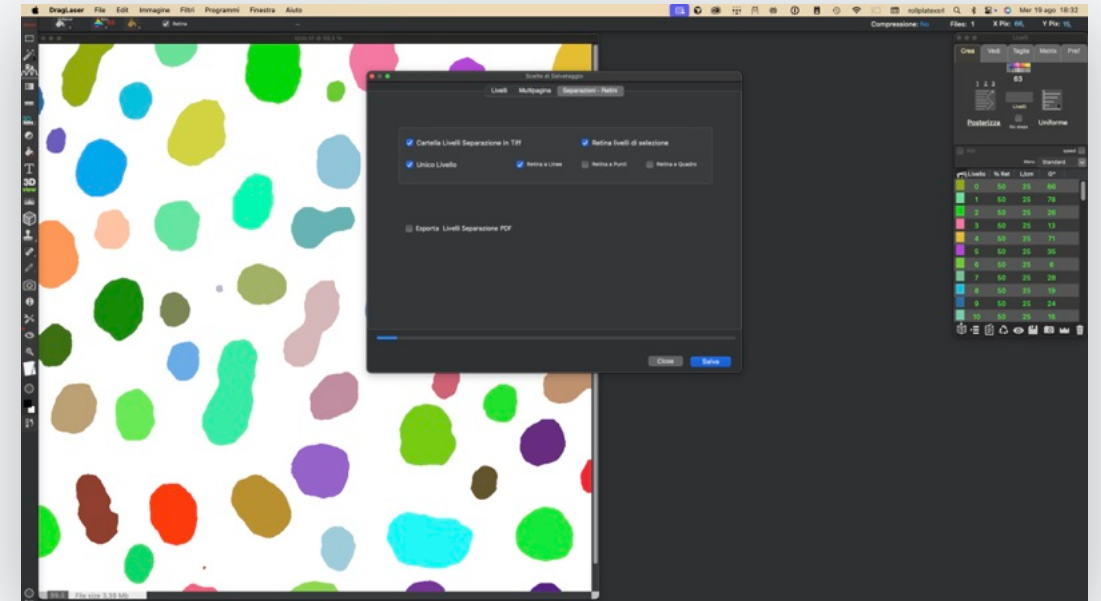
Automatic colours.

- You see the colour layers.
- Each object can have a different angle, screen and %.



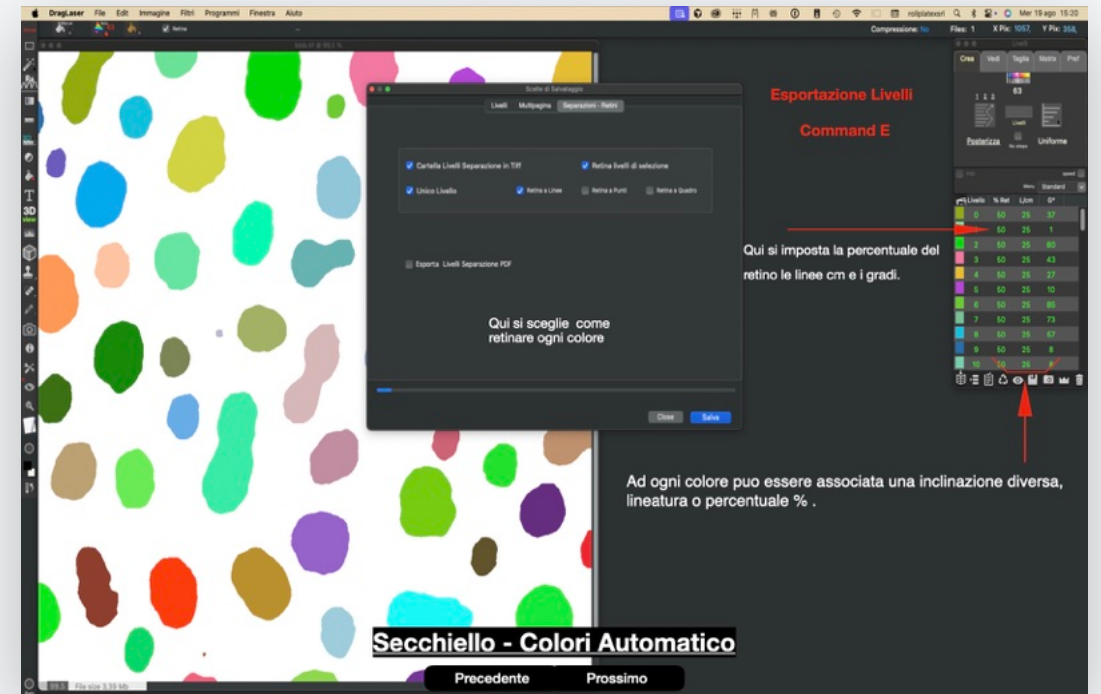
How to screen each colour.

- You set screen %, L/cm and degrees per colour.
- A different angle per colour, or the same, as you choose.



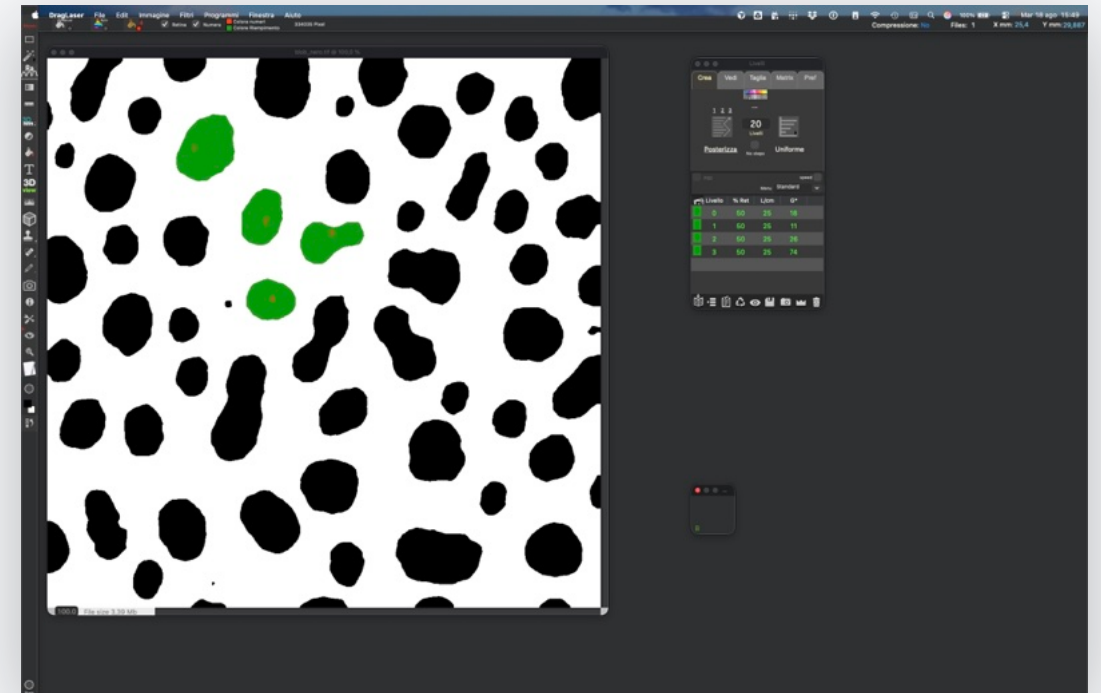
Example of screened layers.

- Output already split for the machine, not an RGB to convert later.



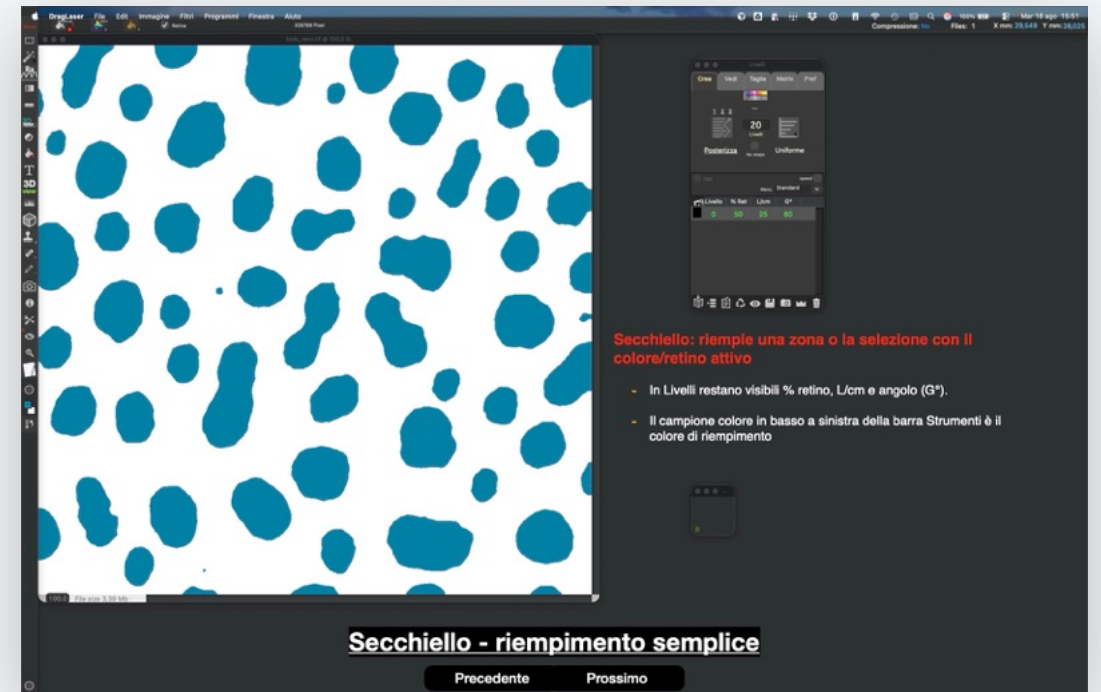
Select and number.

- Tab: Number, colour numbers, fill colour.
- The fill paints the objects; numbers 1-2-3-4 mark them.
- Each object becomes a layer (screen %, L/cm, g°).



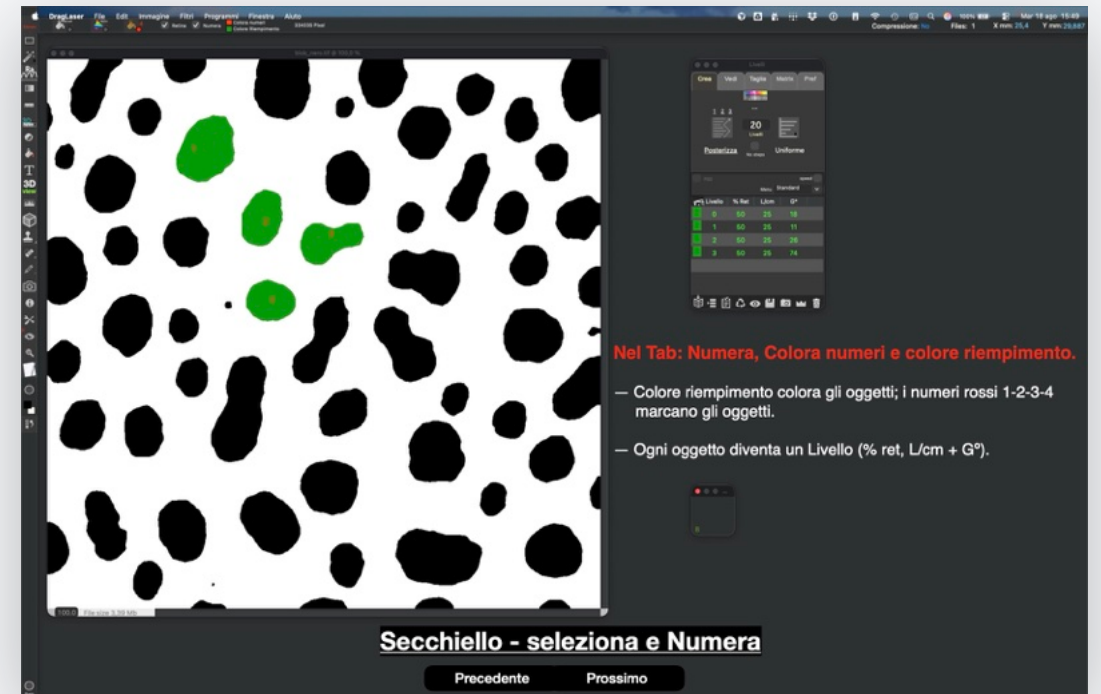
Text entry and font.

- You write on the drawing, including for jobs.
- Change font from the tab.



Arrows and inserted list.

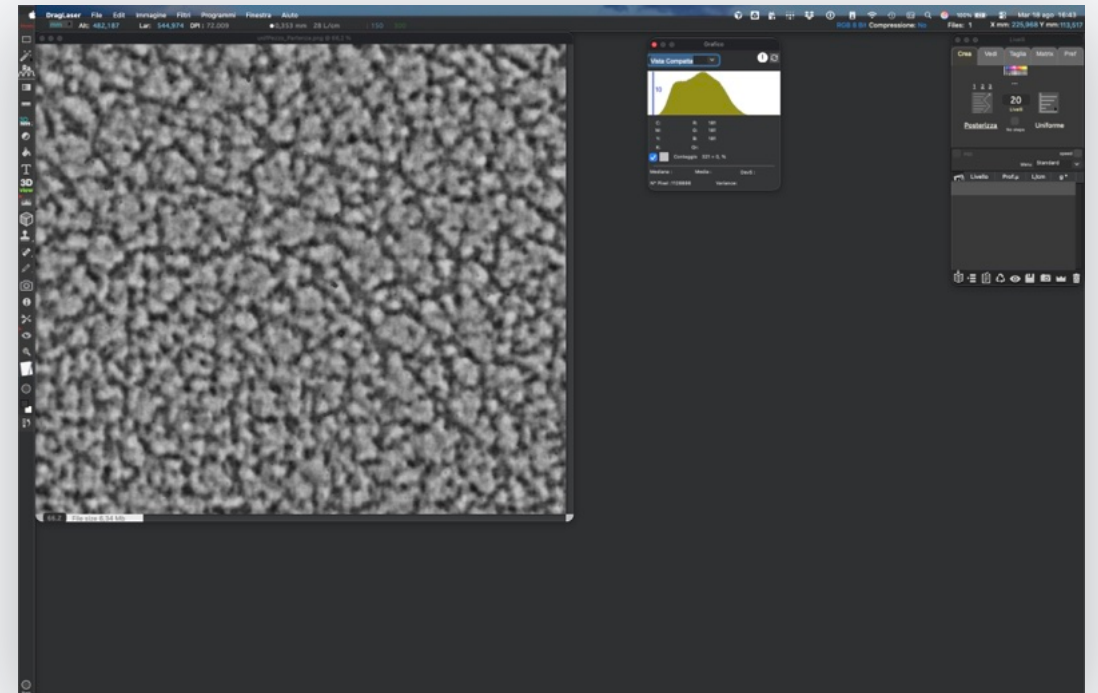
- Insert arrows.
- Inserted list: text positions can be restored.



Graph

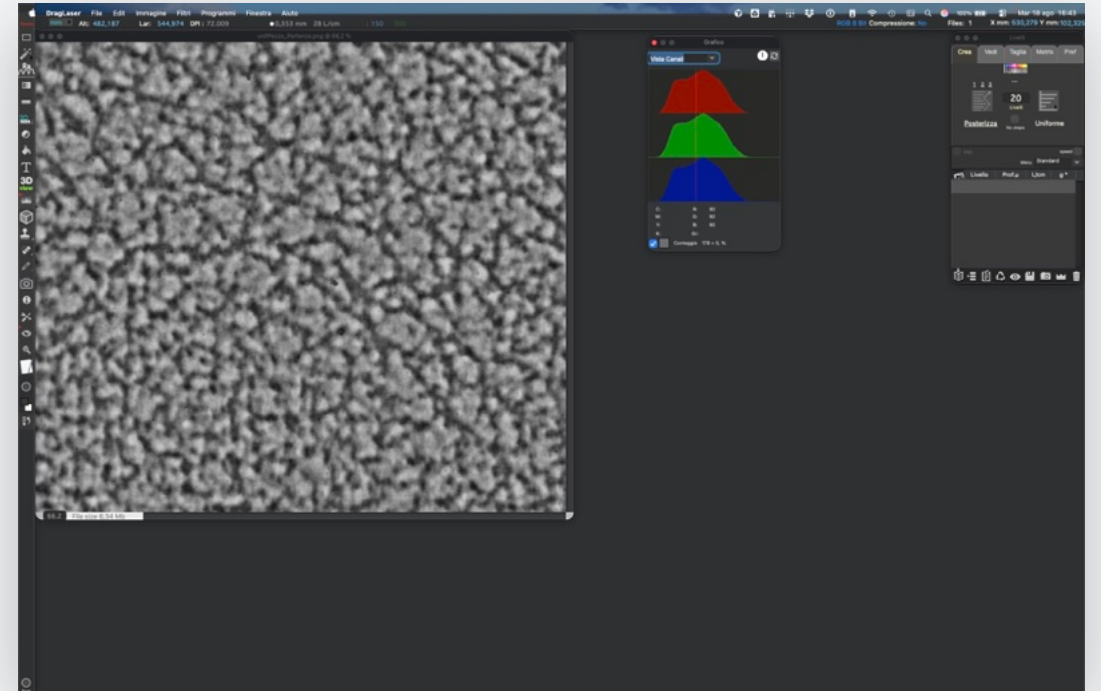
Grey graph.

- Levels on the graph: depth and tone distribution.



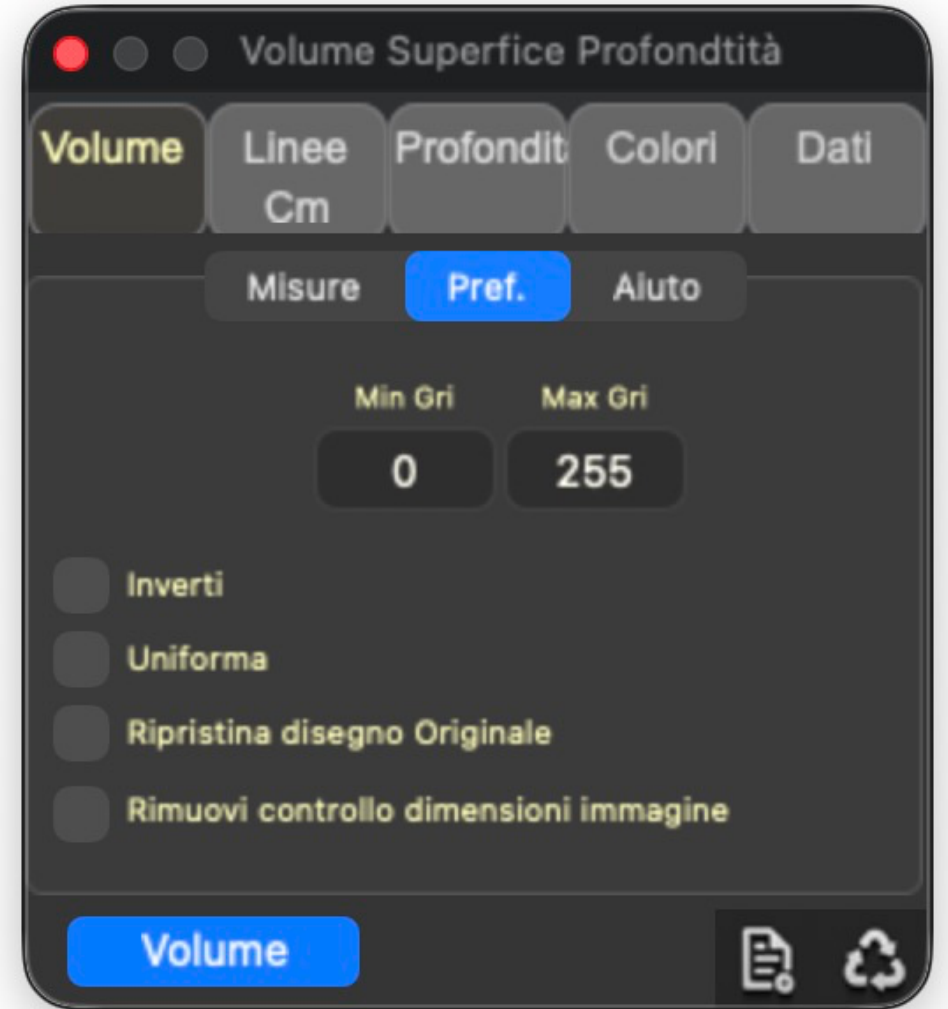
Colour graph.

- Same reading, on the colour channels.



Volume, area, depth.

- Not only the linear profile: volume on cells and well screens.



Application settings.

- Start/quit, colour and sizes, engraving, export.
- Layer export folder, JPEG quality, TIFF compression.



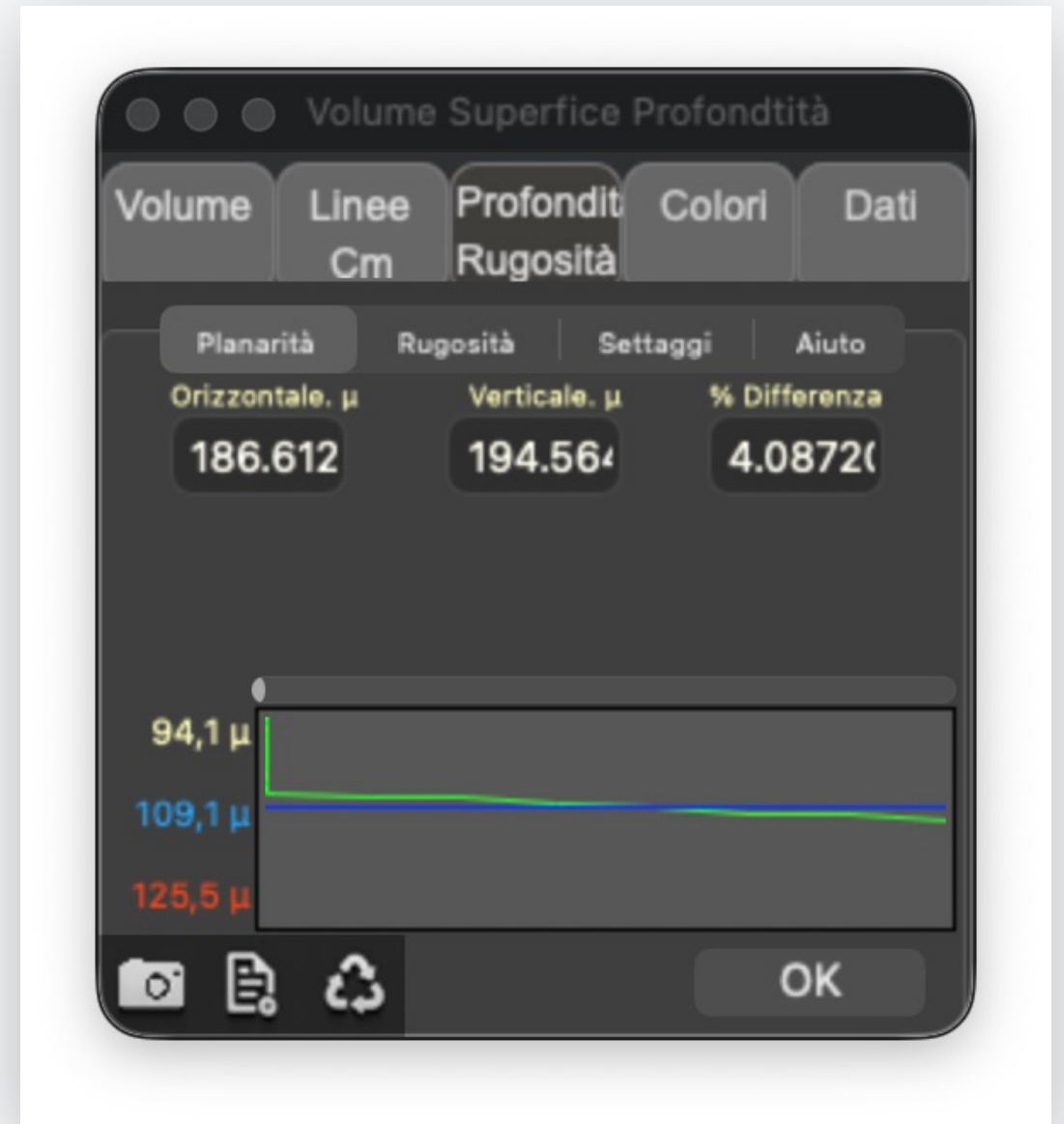
L/cm: Python or system logic.

- Measures taken with a Python filter.
- Or with system logic. You can compare them.



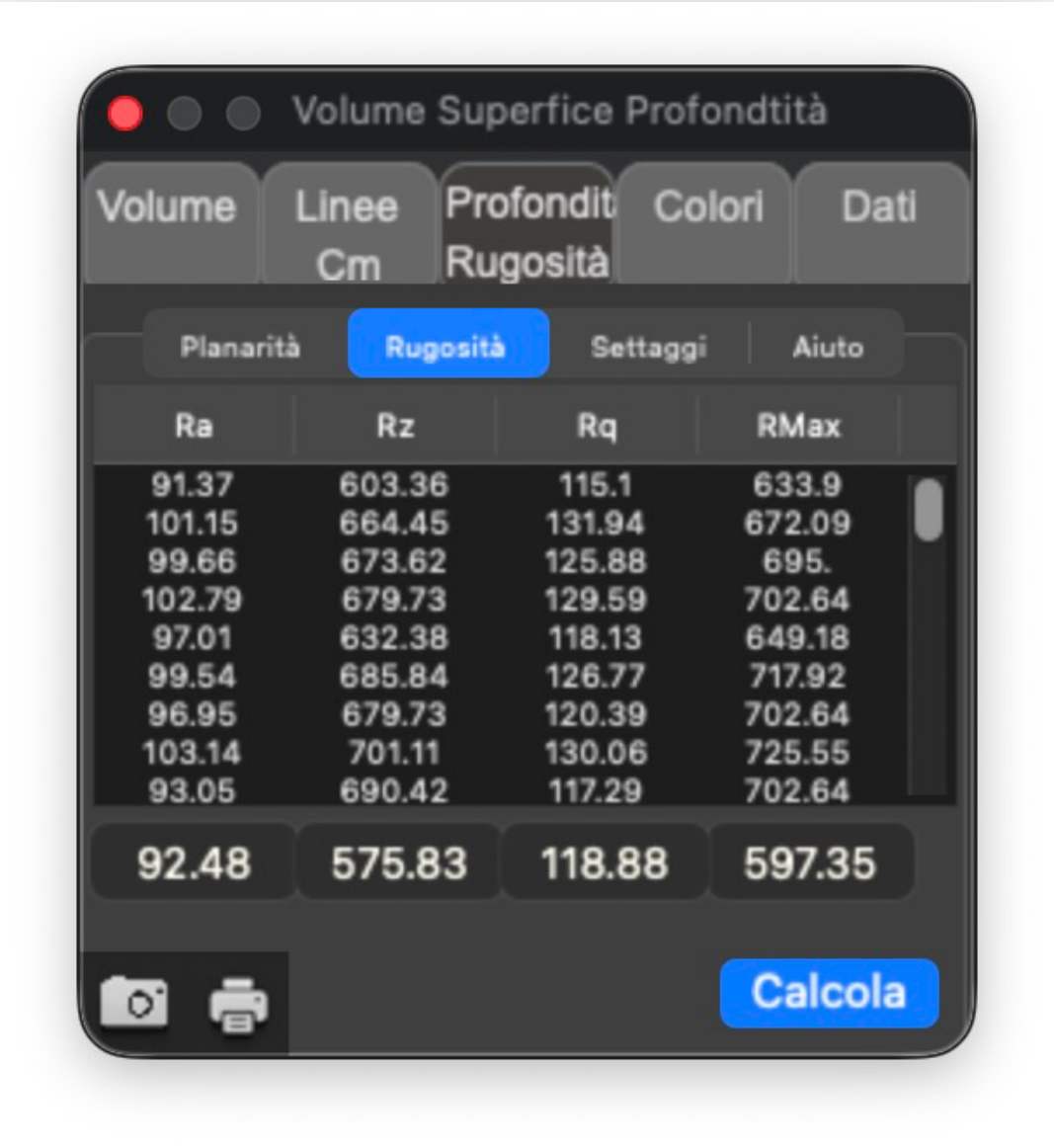
Flatness.

- Horizontal μ , vertical μ , % difference.
- Several seeds measured.



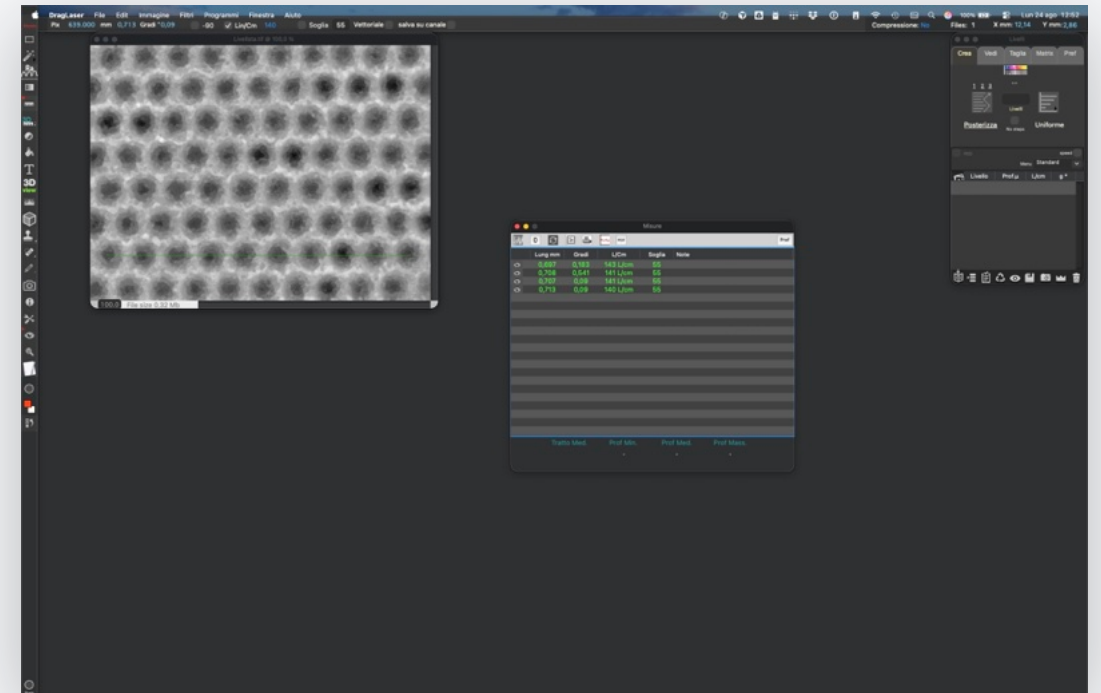
Roughness in detail.

- Rmax, Ra, Rz, Rq across the entire artwork.
- Exportable readings report.



Useful measurements.

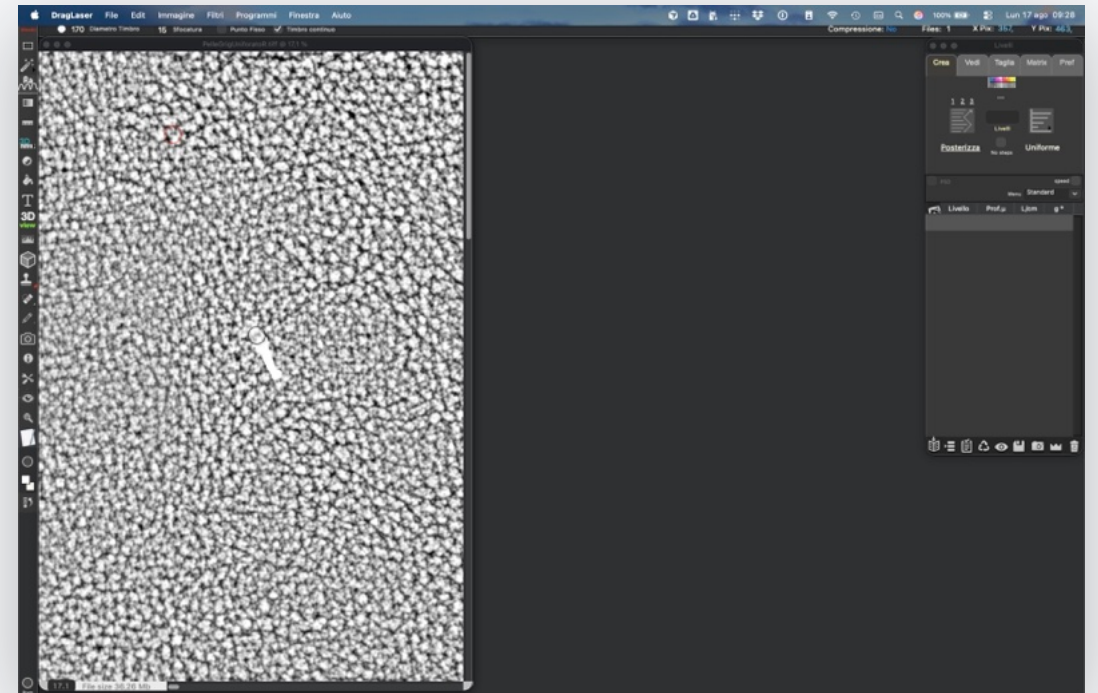
- Recurring measure shortcuts in production.
- Colour utilities (count, random, layers).



Stamp

Local retouch, not the whole file.

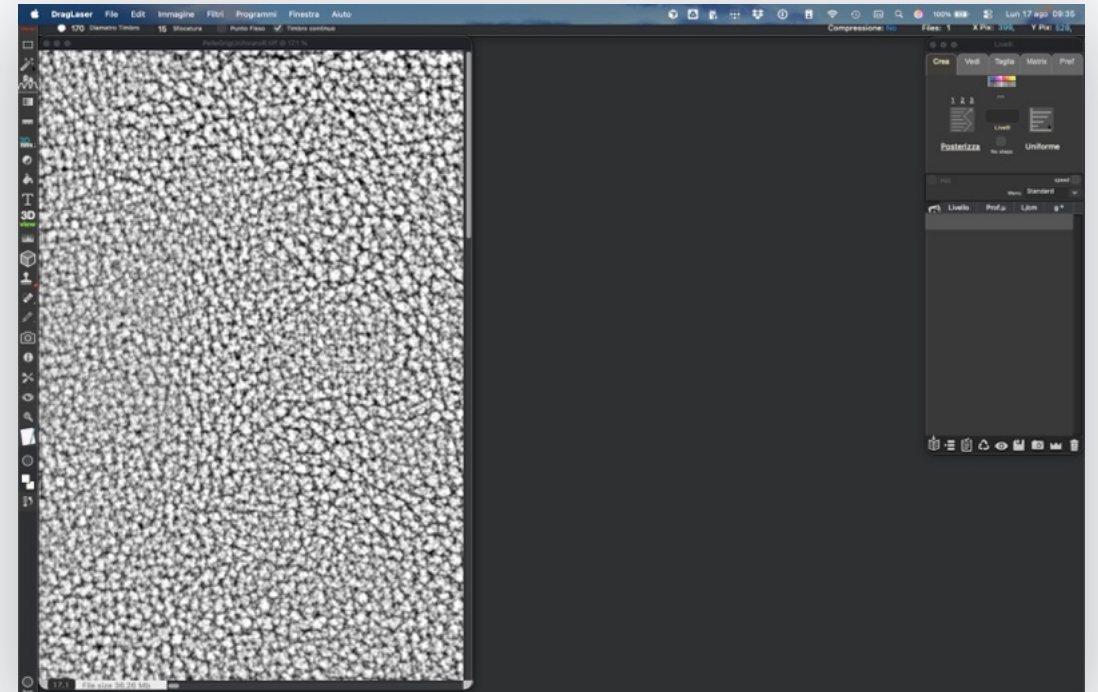
- At the top: stamp diameter, blur, fixed point, continuous stamp.
- Option: starting point to copy.
- Stamp, clone and pencil: only one active in the group.



Stamp

Before and after.

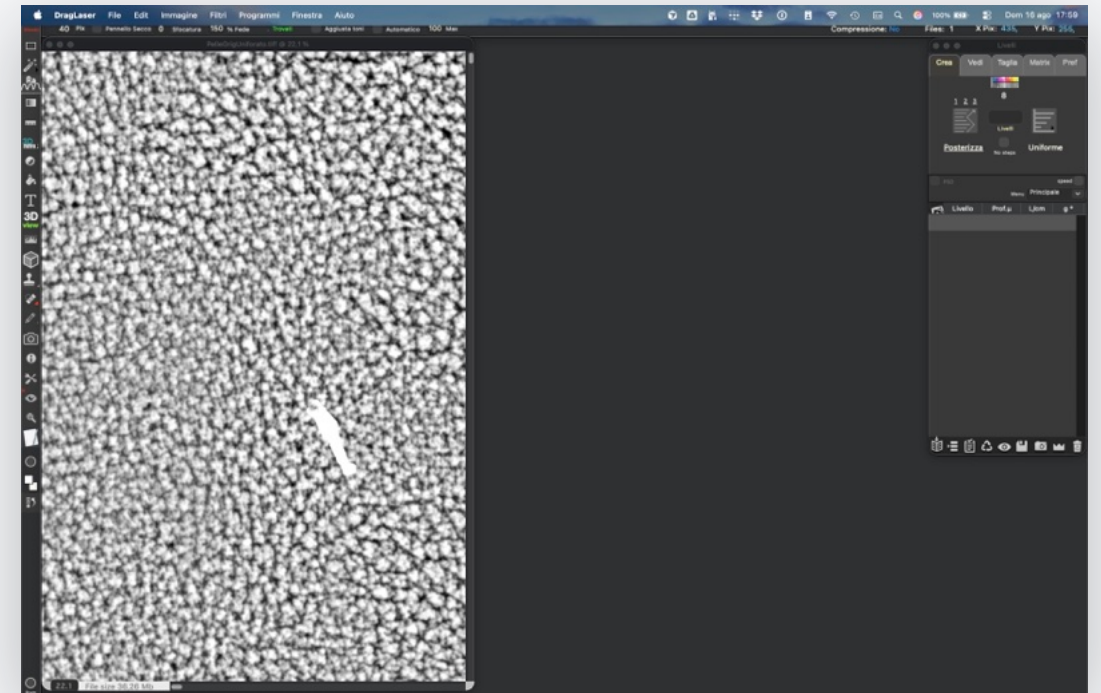
- Area retouched with continuous stamp or fixed point.
- For holes and edges, not to change the whole skin.



CLONE

Similar areas, not a blind stamp.

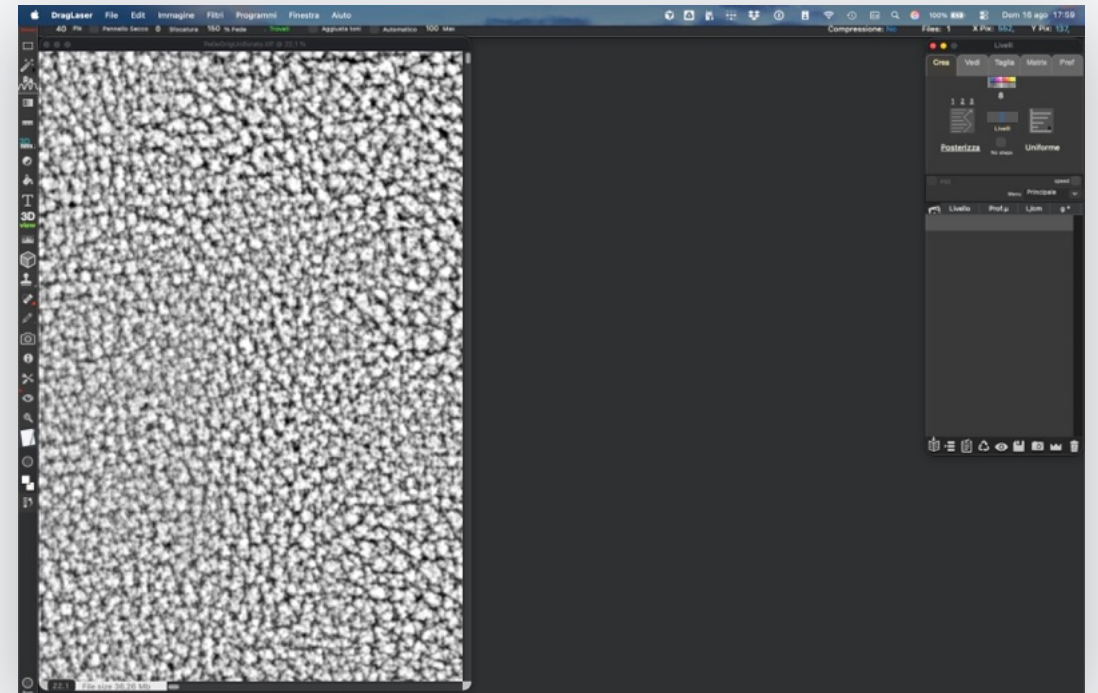
- Similarity 50–250. How many points it finds depends on that %.
- Tone correction, auto find, limit to matches.
- Option: area to copy. Click the white. Pix turns red, Found is the count.



CLONE

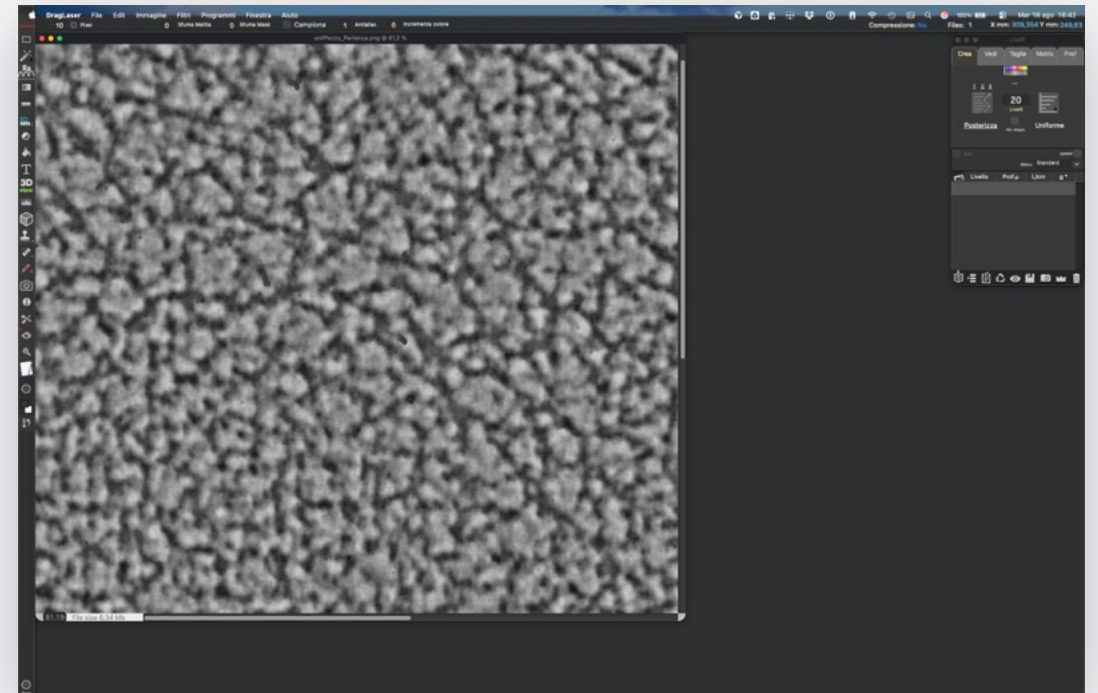
Area to retouch and result.

- If the area is white, few matches: Option, pick an area, click the white.
- Down arrow cycles matches, Return confirms. Control exits.



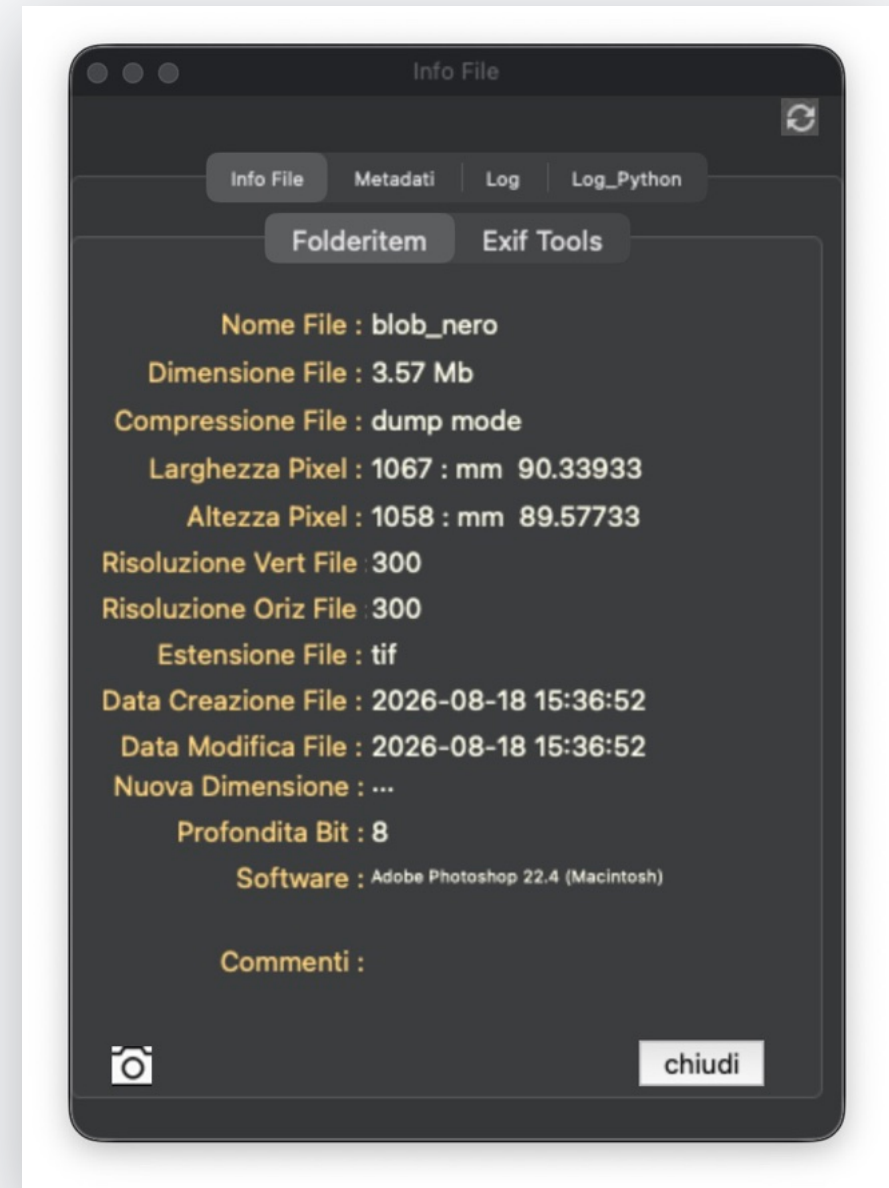
Retouch brush.

- Diameter in pixels, pencil fade, mask fade, sample, antialias.
- Colour boost if needed. Local only.



File information windows.

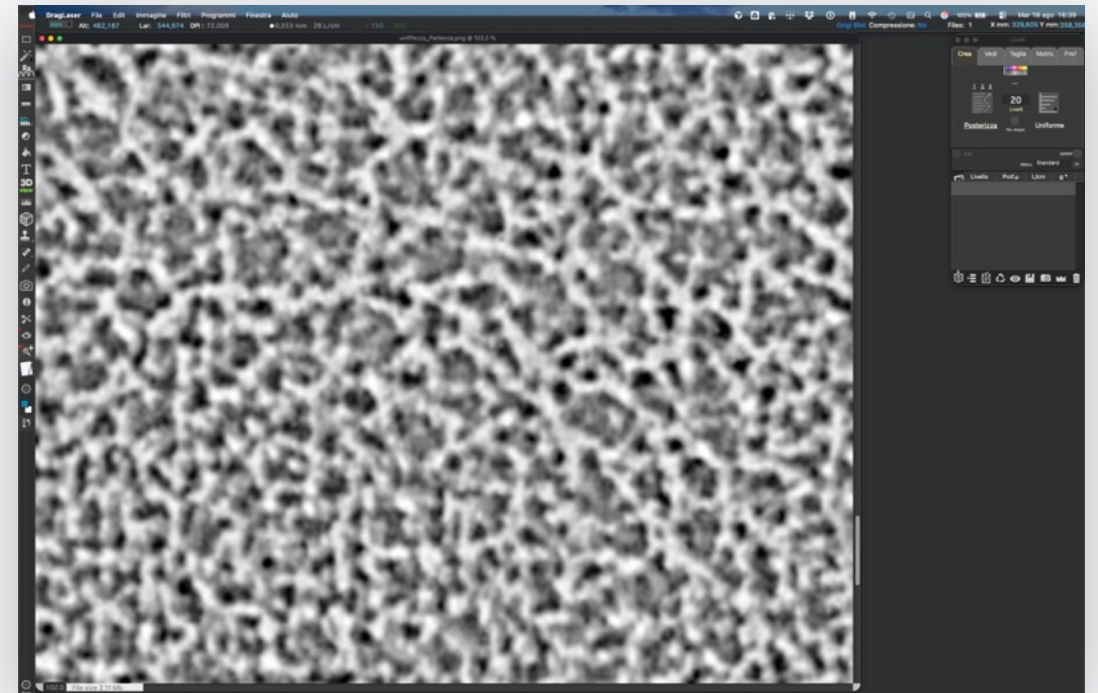
- Metadata, log, path, bit, compression, pages.



Loupe

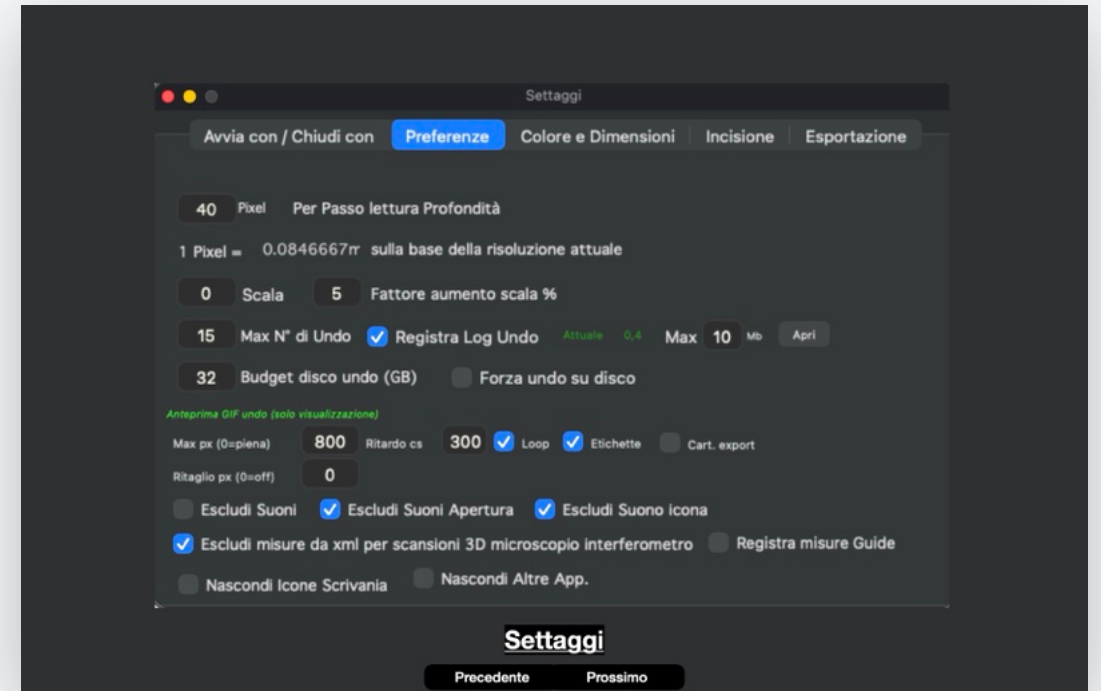
Zoom on the drawing.

- Click zooms, Option reduces. Double-click: 100% or 10%.
- Option repositions. The top tab stays on document info.



You can write anything.

- Comments on the job, including queued work.



05

DropZone and machine.

Several files on the icon, fit to cylinder, band, preset, TIFF.

DROPZONE

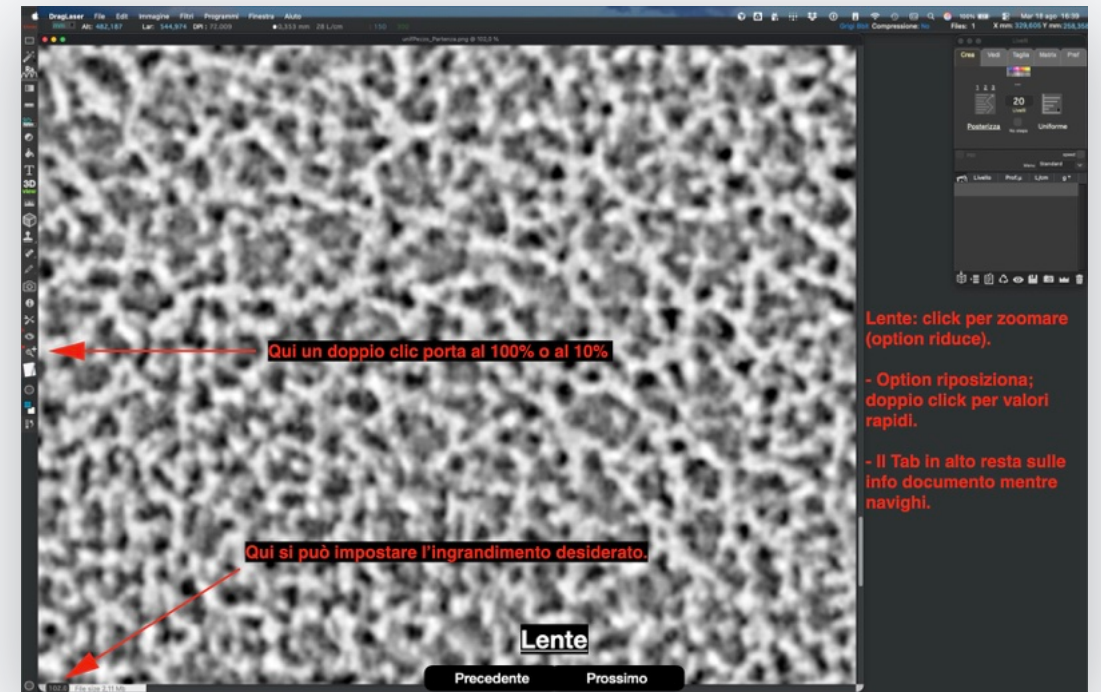
Drag several files onto the icon.

- DropZone opens: queue, times, drawing data.



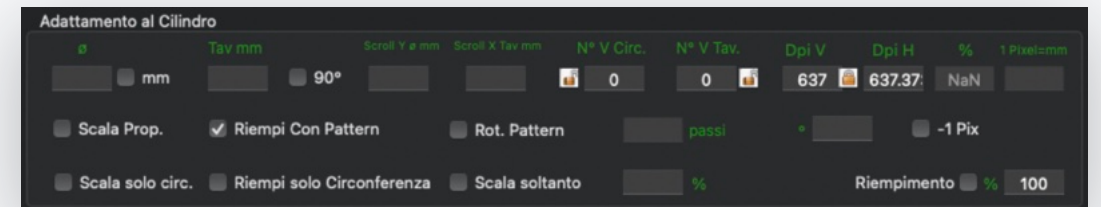
Job times and data.

- Estimated engraving times.
- Drawing data: format, resolution, pages.



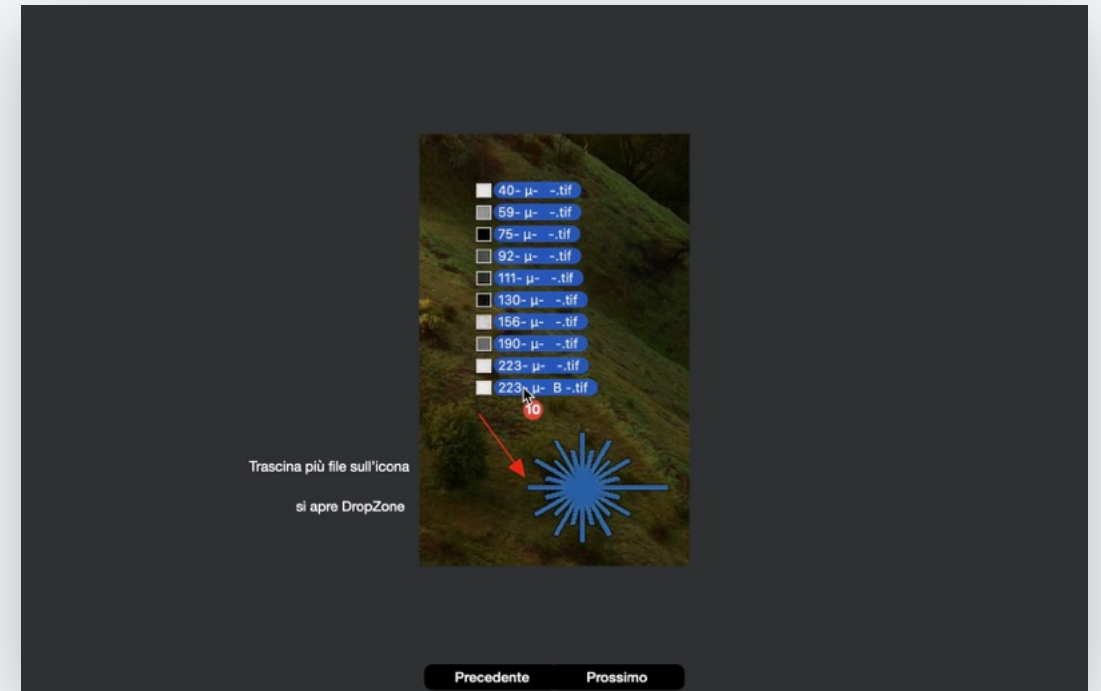
Scale proportional to circumference.

- Fits the drawing to the wrap without squashing X and Y differently.



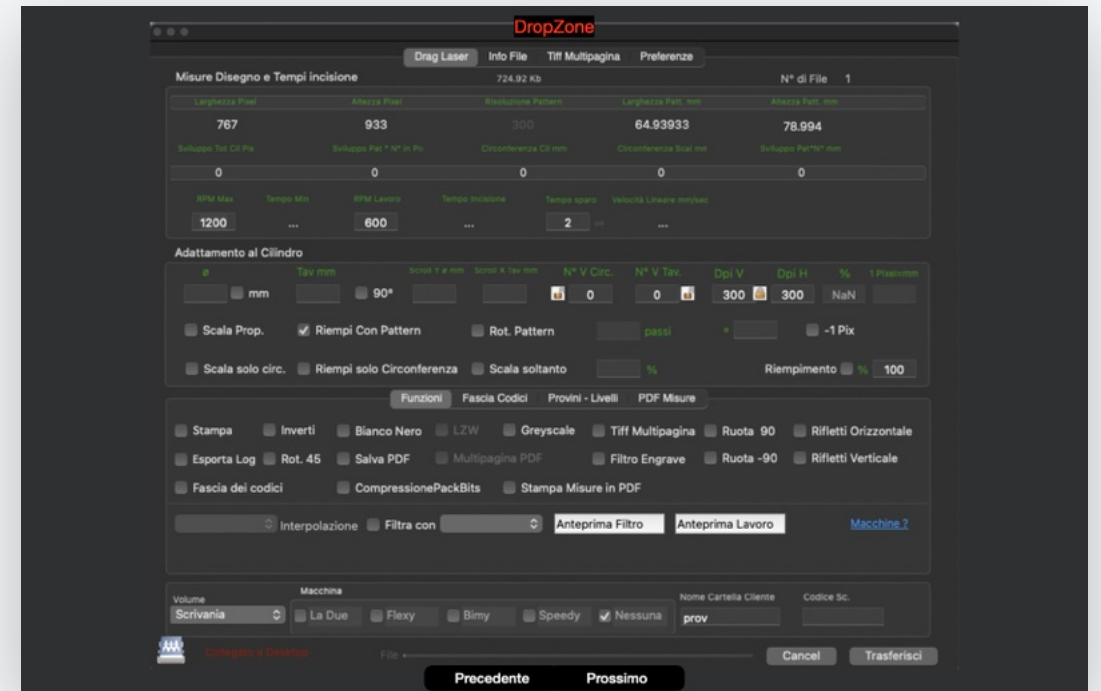
Scale only on circumference (Y).

- Non-proportional: closes the wrap, the table stays.
- For machines that require it.



Rotate the pattern, fill with grey.

- Only to rotate the pattern, in steps.
- Fills a box or the drawing with grey, selected intensity.
- Scale of the set % value.



Machines that rotate the drawing.

- Some machines rotate; the file must arrive already oriented.
- Does not close the wrap: option for those who must not close it.

Dati del disegno

Misure Disegno e Tempi incisione 134.1647 Mb N° di File 1

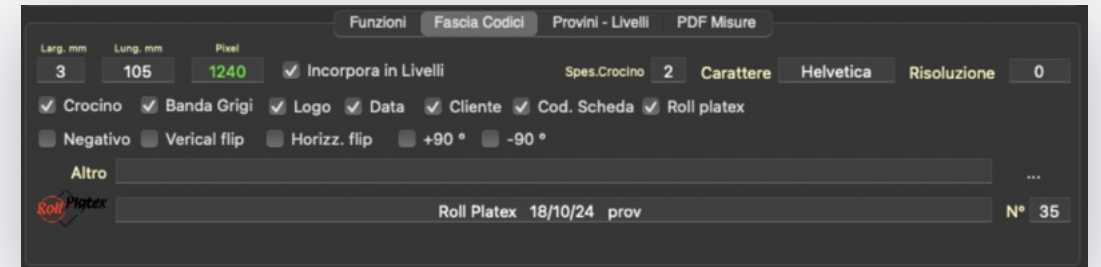
Larghezza Pixel	Altezza Pixel	Risoluzione Pattern	Larghezza Patt. mm	Altezza Patt. mm	
1000	1000	500	50	50	
Sviluppo Tot. Cil. Pix	Sviluppo Patt. * N° in Pix	Circonferenza Cil. mm	Circonferenza Scal. mm	Sviluppo Patt. N° mm	
12566	13000	628.32	628.3	650	
RPM Max	Tempo Min.	RPM Lavoro	Tempo Incisione	Tempo sparo	Velocità Lineare mm/sec
682.09	00:14:39	200	00:49:59	7	2094,4

Tempi di lavorazione

Precedente Prossimo

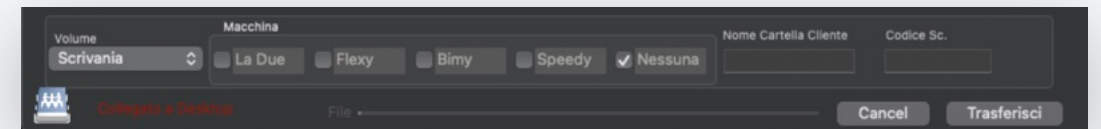
Code band on the edge.

- Band on the cylinder: client, date, code, crosshair, logo.
- Width, length, font, $\pm 90^\circ$, negative, flip.



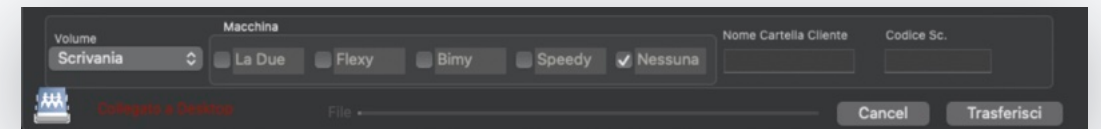
Client name and code.

- Client name or folder: required.
- Code: optional.



Machine choice.

- La Due, Flexy, Bimy, Speedy, or none.
- Desktop or network volume. Transfer writes the TIFF where the preset expects it.



Price list, functions, instructions.

Sales

Why you buy. Flow, risk, price list.
15 slides.

This presentation

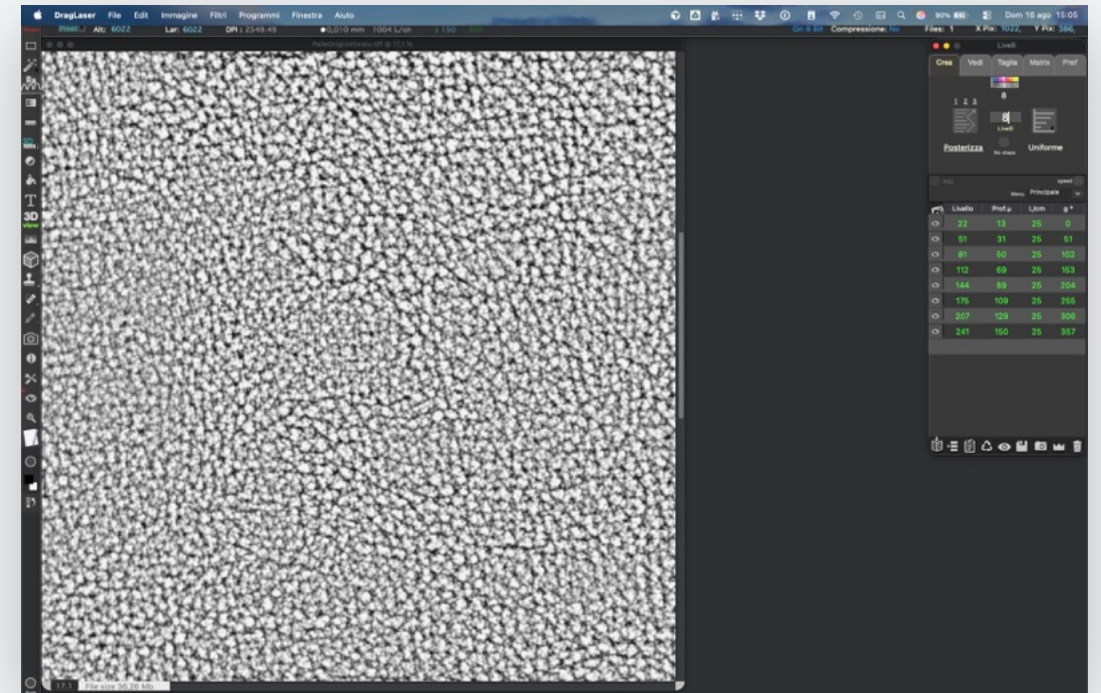
What is there. 85 slides, same
index as the application, new look.

Manuals

How to use it. Operations,
Graphics, Filters — step by step.

Posterize into N layers.

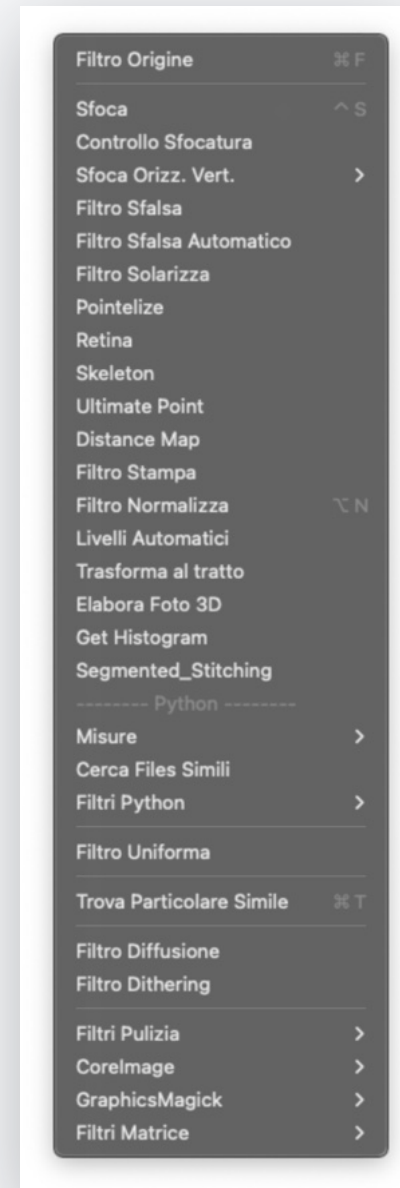
- The drawing splits. Each row: grey, Depth. μ , L/cm, g°.
- Example: 8 layers on leather, from 13 to 150 μ .



Filters

Native, Python, Core, Magick, matrix.

- The Filters menu is the catalogue. The Filters manuals explain each command.



Six readings, one window.

Depth / 3D / L/cm

Greys, crosses, screen on the drawing.

Roughness / flatness

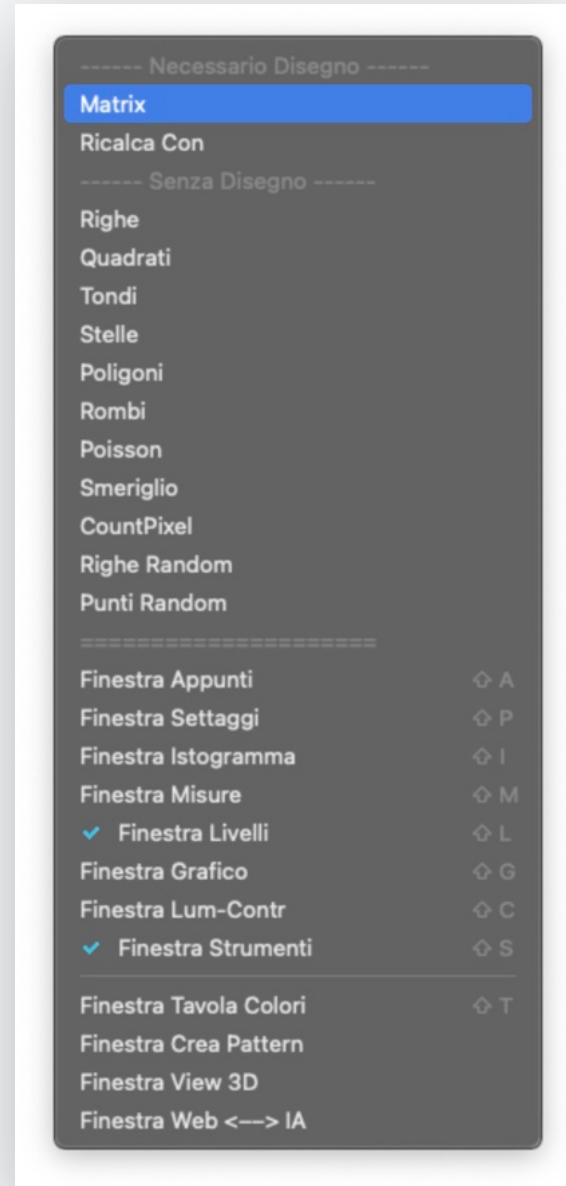
Ra Rz Rq, % H/V difference.

Volume

Area and depth on cells.

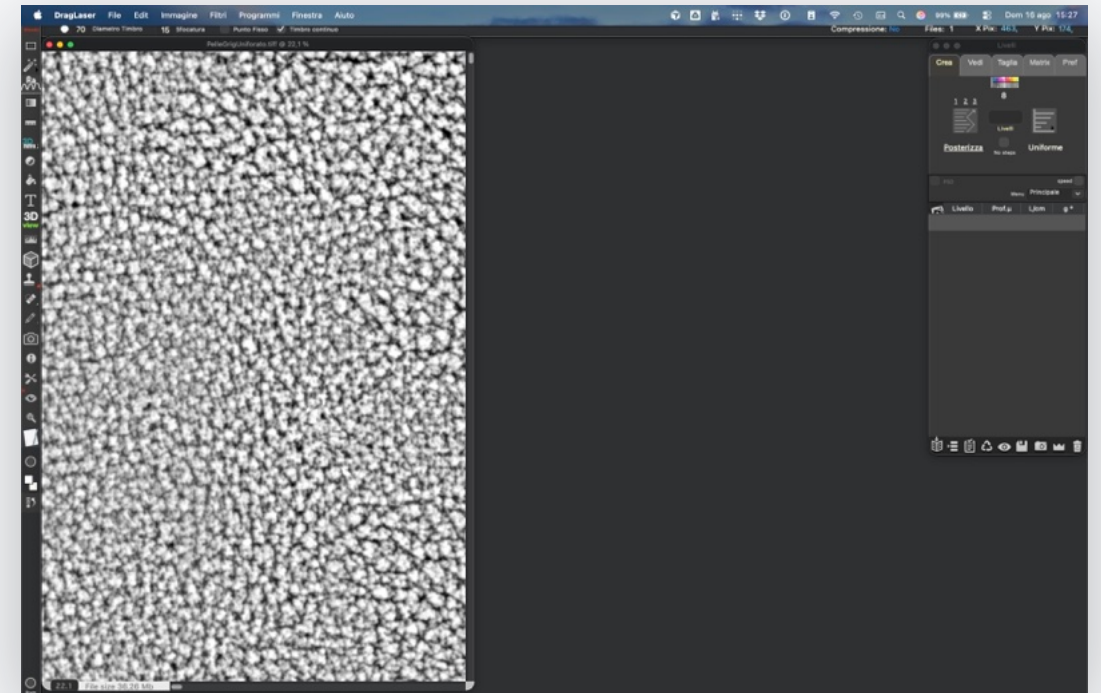
With a drawing and without.

- Matrix and Trace on the open file.
- Generators (rounds, poisson...) create the file from parameters.



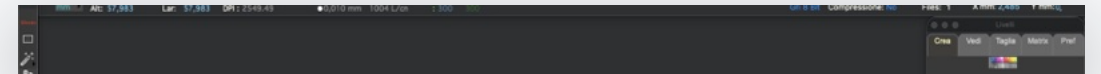
Stamp, clone, pencil: one group.

- Only one active. Diameter, fade, Option for the origin.
- For holes and edges, not for the whole cylinder.



Two values in the bar.

- 3D scanner aperture and desired depth are in plain view.
- Without opening the cylinder panel.



Six blocks, one environment.

Menus and drawing

Seven menus, status bar, tools, retouch.

Layers and export

Virtuals, ⌘ E, TIFF / GIF / PNG / JPEG.

Filters, measures, machine

40+ filters, 12+ apps, roughness/ 3D, DropZone.

Close

Thank you.

Operating detail stays in the manuals. This map says what exists, in the same order as the application presentation.

