

Toolbar

<p>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.</p>		<p>Shapes - Add a new shape to the design pane.</p>
<p>Fonts - Choose a font from the menu to add it to your project. Double-click the text in the bounding box to edit.</p>		<p>Drill - Insert a hole that matches the size of your bit diameter. Note: changing your bit size will change the drill hole size.</p>
<p>Apps - Useful tools and features that simplify the design process.</p>		<p>Icons - Insert a design from the icon library into your project.</p>
		<p>Import - Import an outside file or design into Easel.</p>

Cut and Shape Panel

Cut - Set the carving depth of a selected object.

Shape - Change the position or size of an object or rotate it

Cut	Shape
<p>0" 1/8" 1/4" 3/8" 1/2"</p> <p>Depth <input type="text"/></p>	

Cut	Shape
	<p>Position</p> <p>X <input type="text"/></p> <p>Y <input type="text"/></p> <p>Size</p> <p>Width <input type="text"/></p> <p>Height <input type="text"/></p> <p>Rotation</p> <p>Angle <input type="text"/></p>

Outline

Carve the outline of an object.



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

On Path



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

Outside



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

Inside

Fill

Carve out the entire inside area of an object.



Fill

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

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

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

Edit Points

Move or delete the selected object's points. Click and drag a point to remove 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.