What's New in GERBER OMEGA™ 7.0

Introduction

Omega 7.0 was created with suggestions and requests from our customer base.
It is like a wish list of new tweaks and time saving features to speed up your production.
Major features include:

- User Palette - customized by the user
- Feature Templates - savable function sets
- Select by job palette - allows selection from the job palette
- Persistent foil adjust - easier to use foil adjust for color to color correction
- Keyboard customize - allows user assignable hotkeys
- Back-cut improvements - layer name monitoring and device selection
- CS software functions added - including clipping paths and process colors
- And much more!

See the table of contents of this document for a summary of features and complete information, and visit the Gerber website for the latest information.

Click here to view a live, updated, online version of this document.

Click on ▶ Video link where you see it in this document to browse directly to the related video. These videos are all located on the Gerber Technology YouTube channel in the OMEGA 7.0 Demonstration Video playlist.
Click here to watch the OMEGA 7.0 introduction video.

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User palette ▶ [Video link](#)

Custom User Palette that will hold specific vinyls, foils and process colors that you use commonly, for easy access. You can drag from other palettes and you can change the order by dragging and dropping within the User Palette. All material types will remain together, however, you cannot mix types. There will be a blank space between each material type. The material types from left to right are vinyl, spot color, process color, spectratone and then Pantone colors.
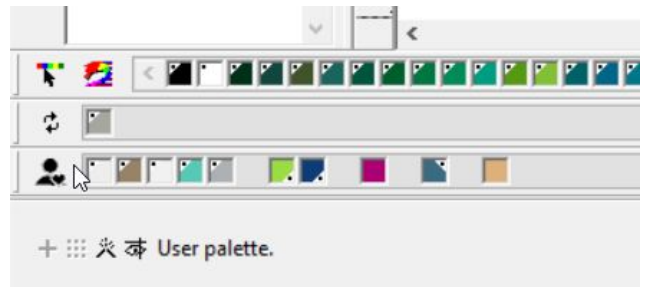
To clear the User Palette right click on the user icon to the left, then select *Clear User Palette*. This can also be accomplished by going to View > User Palette > Clear User Palette.

Remove a swatch by right clicking on the color you would like to remove and selecting *delete color*.

To assign strokes right click on the swatch and select *assign stroke*.

Replicate your User Palette to another computer with OMEGA 7.0 by copying the user.oup file (located in the palette folder on the PC that you used to modify the User Palette).
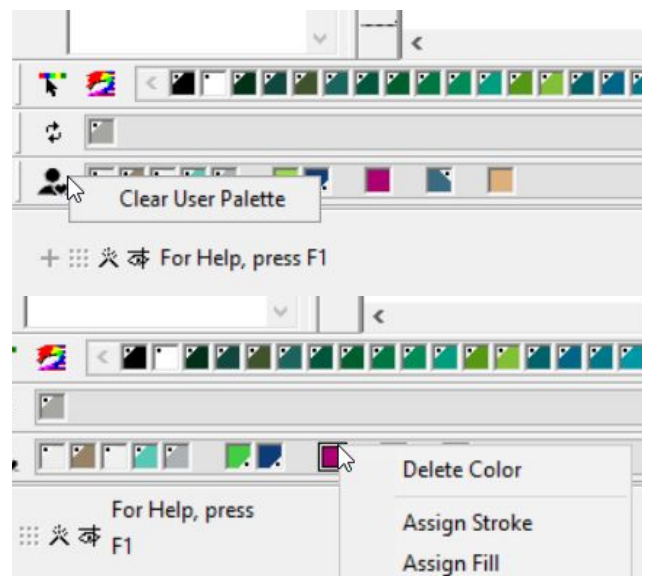
Interactive outline icon

Added icon/button to tools toolbar for *onscreen interactive outline*. Prior to this the only option was with the (Shift+Alt+1) shortcut keys.
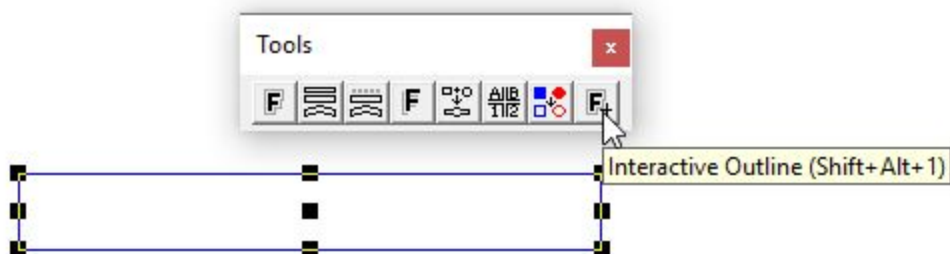
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Function Templates ▶ [Video link](#)

Save/delete and easily select up to 30 templates for various features including *Outline*, *Repeats/Merge*, *Advanced Repeats* and *Shadow*. This allows you to save commonly used variants and recall these sets quickly.
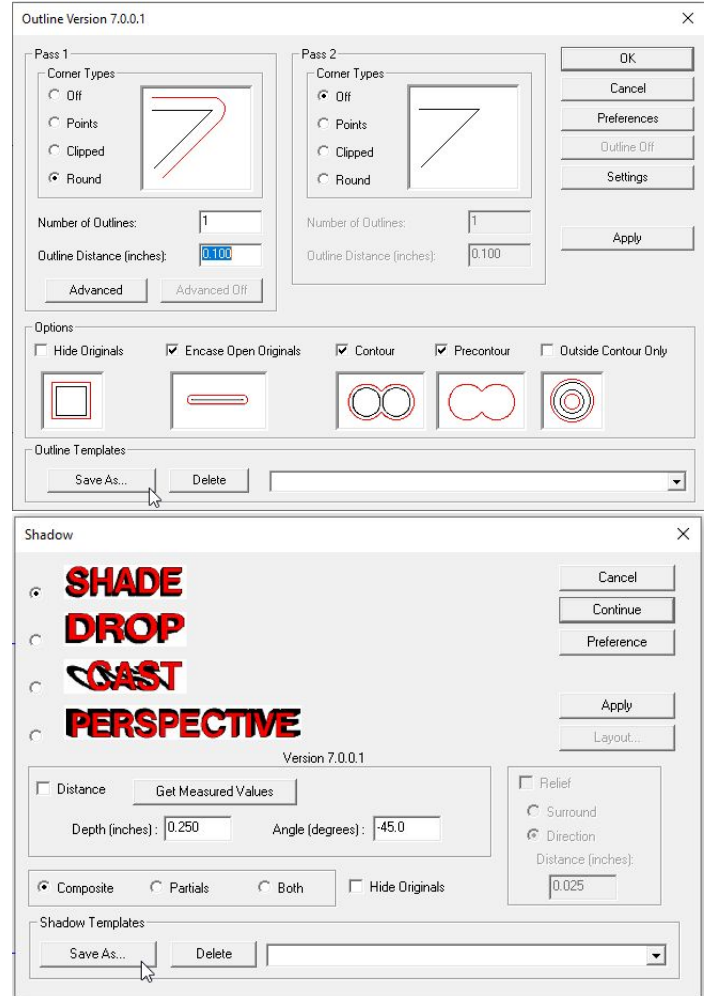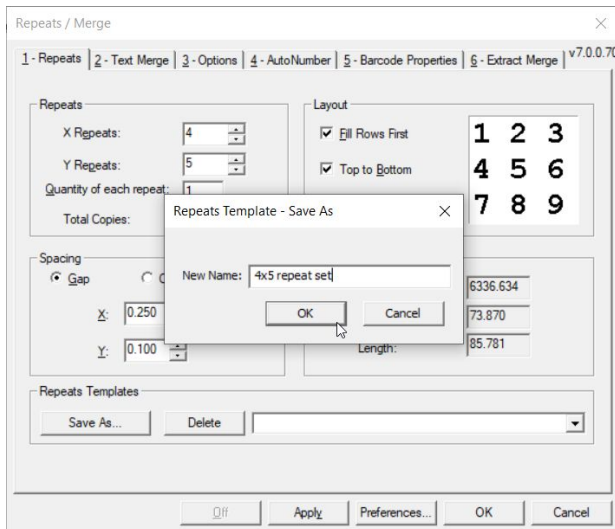
Drawing tools icon

Added *Draw shape* tool next to the *line draw* tool in addition to where it was located in the *detail edit* toolbar. These tools are so similar that we have put them together within one toolbar.

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## Repeats/Merge - quantity of   Video link

When doing repeats with variable data you can now create additional copies. This will make additional copies according to the quantities of each repeat. The repeated quantities will be in the X axis. Template ability was also added to the Repeats/Merge dialogue box. The template properties will only be for items on the Repeats tab.
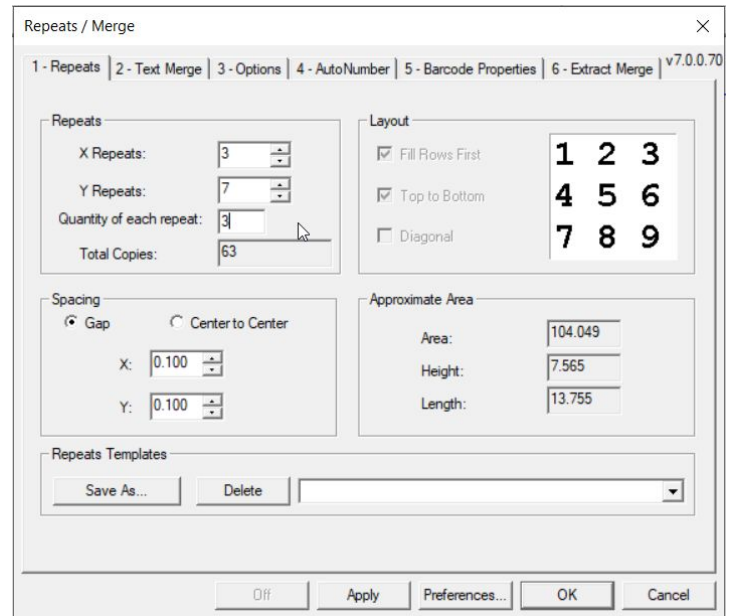
Generate decal cut remove inside shapes

When using *generate decal cuts* we've added the option to create cuts for 'outside shapes only'.

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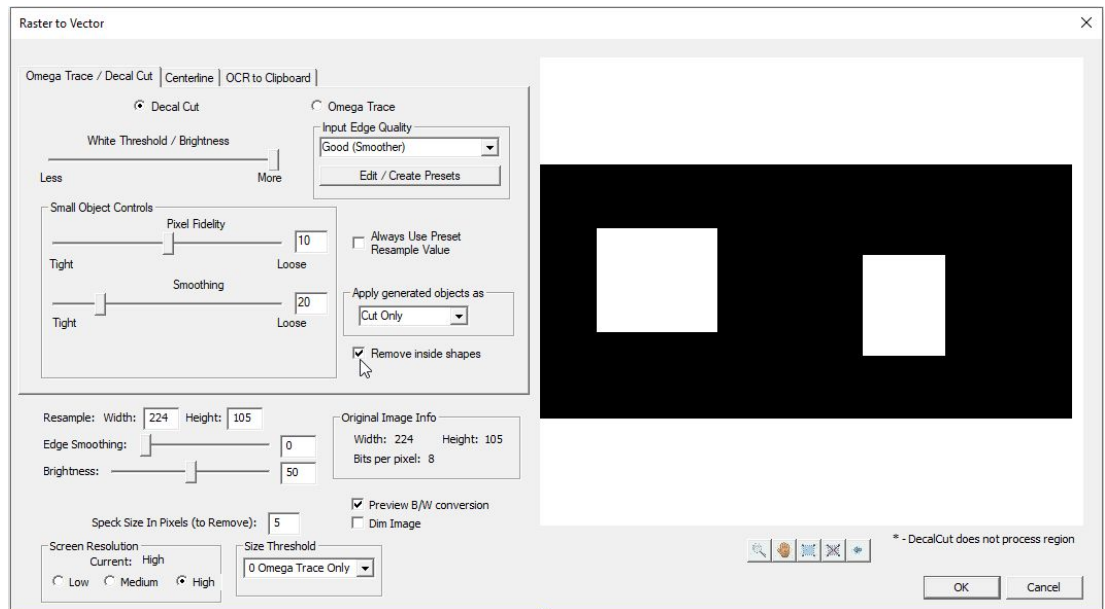
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Select image options [Video link]

Easily select Non-embedded or Embedded images by clicking on Select > image. This is added to the already existing ability to select Template/Non Template images.
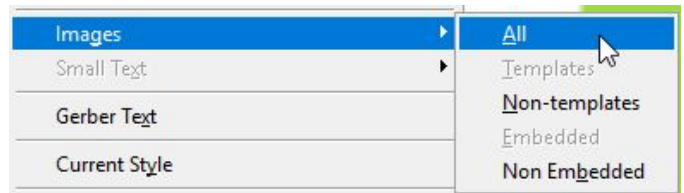
Back-cut Enhancements [Video link]

Back-cut 'include' output

When outputting for back-cut you can now select which parts to include in the output. This is helpful when recovering from an accidentally cancelled part of a job, like the front cut. In the past you would have had to re-send all parts and then cancel the unwanted parts from each device. Also added was the *View Spool File* option when outputting to a spool file.

Back-cut layer processing

When outputting through back-cut, the back-cut dialog box will now look for layers in Composer named either 'BC', 'BackCut', 'Back Cut' or 'Back-Cut' and use them as the back-cut layer. If they do not exist it will revert back to using the old default of the assumed second layer from the bottom. This is NOT case sensitive and is listed here in the priority order in the case that you have layers named with another name also listed here.
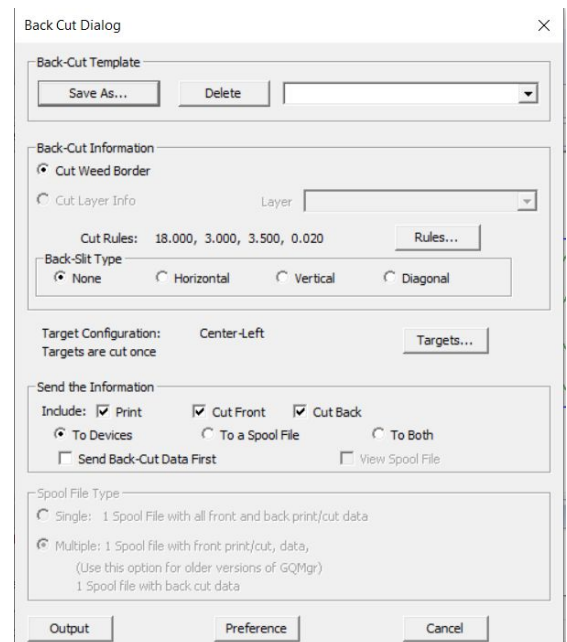
GQMgr back cut indicator

When working with SPL files via GQMgr, an asterisk before the file name will indicate that particular cut job contains back-cut data. Please note, an asterisk will not be present within SPL files generated in previous versions of Omega.
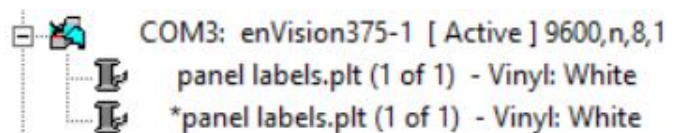
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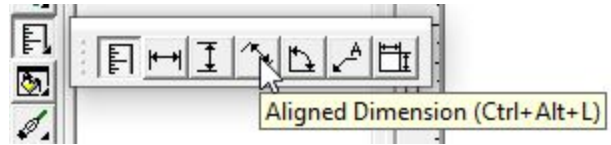## Fly out toolbox descriptions

In previous versions of OMEGA you would not see a tool description or shortcut key reminder without dislodging a toolbar from the flyout. Now you can see that information while hovering over a tool within it's flyout.

Interactive Constraint indicators ▶ [Video link](#)

Constraint indicators located in the lower left are now clickable. These include on-axis, grid, and snap-to. In addition, we have added show/hide guidelines which are also available in the Layout menu.
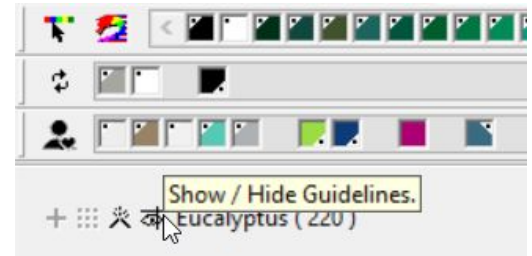
Persistent Foil Adjust from OmegaPlot ▶ [Video link](#)

Foil Adjust functions now within OmegaPlot. In the *Print Options* (123) you can make foil adjustments to calibrate color-to-color registration. This is something that can now be "preferenced" on/off. You can also maintain a list of corrections that have worked in the past and automatically use their adjusted values. Additionally we've added a *Print pattern* direct from Plot to identify *foil adjust* values faster. Note: Color-to-color registration can be different from foil-to-foil and also lot-to-lot.
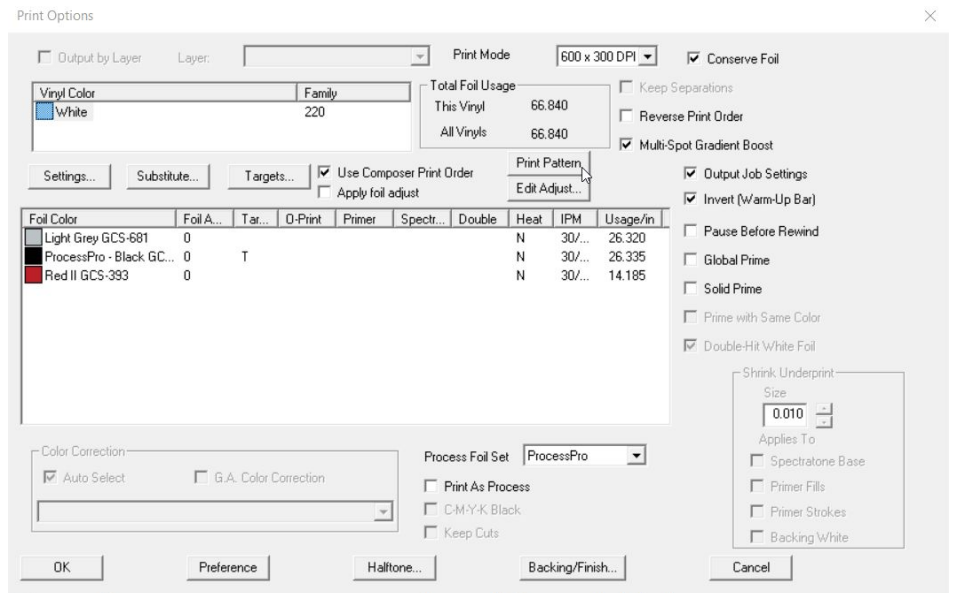
If you have an entered value for any of the foils being used in the job you will see it in the *Foil Adjust* column. These adjustments will not be used unless you check on the *Apply foil adjust* option. You can directly adjust the values with the *Edit Adjust* button or you can print a test pattern using the colors in your job to determine the value of adjustment.

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Additional plotters added

The following selections are now listed in the menu of available plotters for installation within GQMgr. **Please note: Not all variations of these newer models have been physically tested and confirmed to output as expected from Omega 7.0 Gerber Technology highly recommends you contact your local authorized Gerber distributor to test the functionality prior to purchase, as Omega software is not eligible for return or refund.**

- Added Mimaki SRIII series plotters
- Added GraphTec FC9000 series plotters
- Added GraphTec FC6000+ series plotters and updated acceleration/speed/force logic for output
- Added additional Allen Datagraph plotters- note: any device installed that uses the Device Manager Settings (Allen Datagraph, etc) will now show those settings in GQMgr and also set the port to those settings when the port is opened for output. All Allen Datagraph devices will automatically select the "Use Device Manager Settings"

SplView Enhancements   ▶ Video link

SplView front/back cuts are viewable

In earlier versions of SplView only the fronts cuts were seen in the list even if back-cuts were present. Now you can see the back-cut layer too.
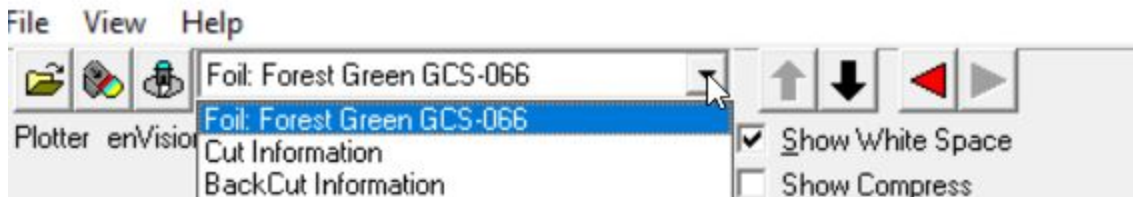
Spool compress option Hi-Rez

Spool view now has a *show compress* option for Hi-Rez screen rendering of spool files. We now have a view correction for the hi-rez jobs to appear correctly. Note the image to the right is from a 1200x300 spool file. Below is the non-compressed version..

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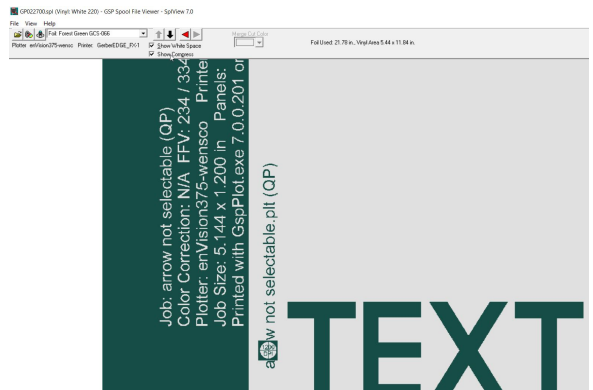
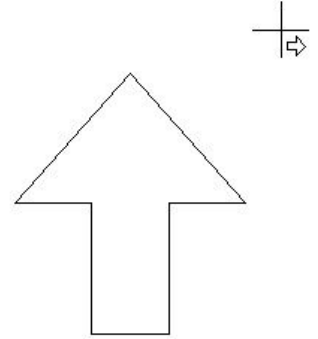# What's New in GERBER OMEGA™ 7.0

Drawing vertical arrows

Drawing arrows, with the recently introduced arrow tool, was limited to drawing left and right arrows only. Hold the alt key when using the *draw arrow* tool to change to vertical. Now we can easily draw left, right and up and down arrows without having to rotate after creation.

Output SPL quantities from GQMgr

GQMgr can now dispatch spool files in quantities up to 99. Right click on the device then browse to and select the SPL file and adjust the copies value for additional copies. The output will still be as if you sent the SPL file each individually, but you now can do it in one command.
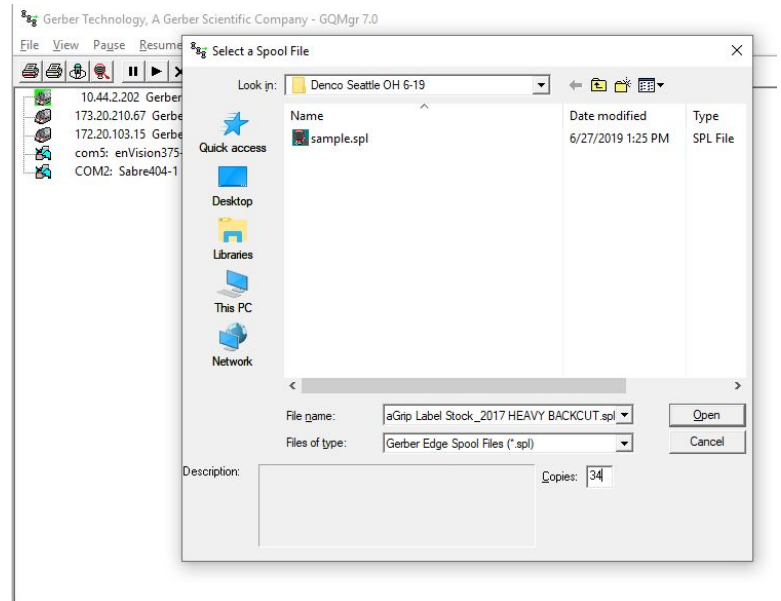
Select by job palette   ▶ Video link

You can now, while holding ALT, click on swatches in the job's current palette to select items.. Holding CTRL instead will select the items with the strokes of that color. Using ALT also allows the selection of materials like white 220 from the same palette. If you hold SHIFT, in addition to either the ALT or CTRL, you will add the items in your current selection.

OMEGA CS Enhancements   ▶ Video link

OMEGA CS now allows for designing with images and process colors and the use of clipping paths with images and other vector shapes. Images are no longer limited to *template only* and Image adjustments are now available for use in CS. Previously, when using CS software, users were not able to use shortcuts Ctrl+1 to *remove fill* or Ctrl+2 to *remove strokes* and now they can. Access to the *bitmap fill* option is now available as well. Please note that when you add items with fills your vinyl colors will layer together. These are all functions available in other OMEGA versions except for the Plot Station.

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Invert image

Added image invert feature under the Image menu in Composer. This will invert the colors of a selected image.

Snap-to indicators ▶ [Video link](#)

Snap-to indications added. The cursor will change to indicate if a snap function will occur with many functions ie: creating shapes, flipping selections, moving selections, etc. This helps take the guesswork out of it.
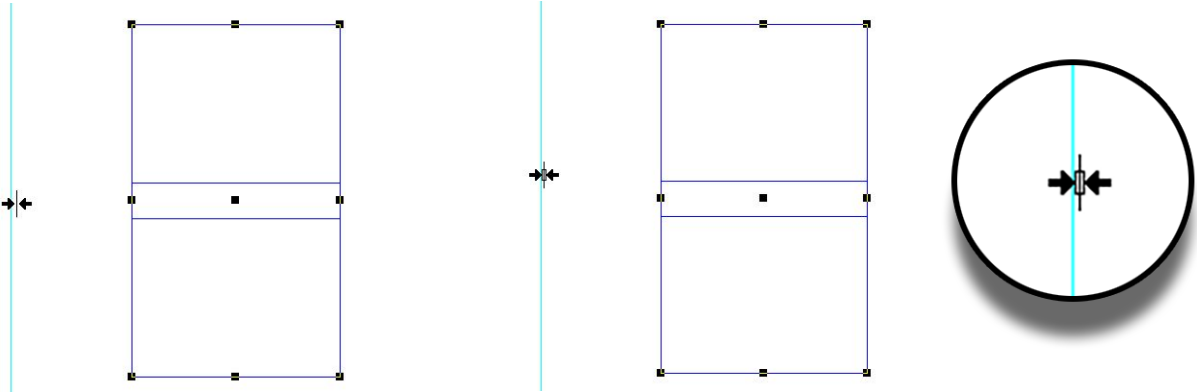
Layer Manager enhancements ▶ [Video link](#)

Several enhancements to make repetitive processes easier and faster.

New layers would always be created at the top of the layer list. We now have in Tools>Options>Layout the ability to change and preference the default direction of new layers. You can now select and preference '*Always Add New Layer*' either to the 'top' or or to the 'bottom'.

When making a new layer, moving to a new layer or copying to a new layer, the default direction will now follow this user selectable direction. If you hold SHIFT when clicking on the new layer button the new layer will go to the opposite of your selected default setting.
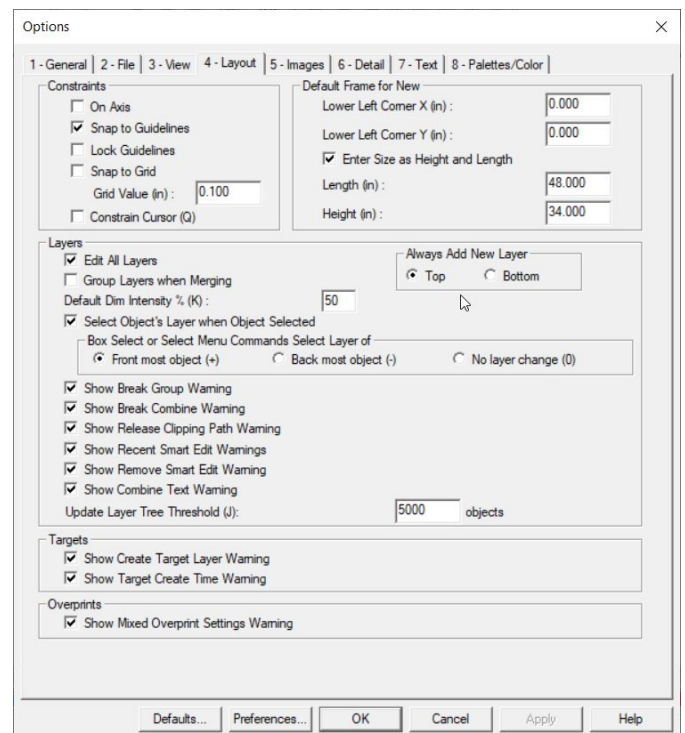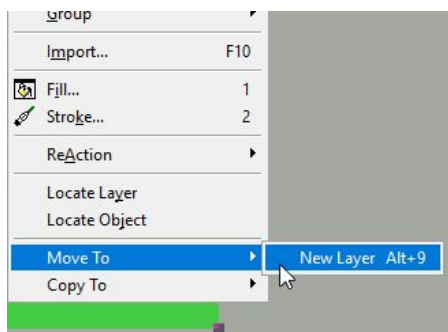
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To allow faster *copy to* or *move to* another layer you can now select your objects and then right click and select either *copy to* or *move to* and then select a destination layer. In the case of *copy to* where you have selected an object that already exists on that layer- it will NOT get replicated, helping you to avoid accidentally making exact copies on top of themselves on the same layer.

Move to Shortcut is ALT+9
Move to (Reverse order) Shortcut is Shift+ALT+9, this will *move to* a new layer in the opposite of preferenced set order. These shortcuts are only available if the layer manager is visible.

Customize Keyboard   ▶ Video link

Create custom shortcuts within composer with Customize Keyboard. Customize Keyboard is available from Help>Customize Keyboard. Select Category and then find the Command that you would like to create a custom shortcut for and then click in the *Press New Shortcut Key:* box and press the key or key combination you would like to assign that to. Below it will show if it is used already and what it is currently programmed as. If it is unassigned you can then click on Assign. You can switch focus back to Composer by clicking on the Composer screen and test it. If you need to you can reset all of the shortcuts back to Gerber factory settings by clicking on Reset All.

If you are looking to program a shortcut that you cannot select from the top dropdown menus select Hidden Accelerators from the Category to access them.
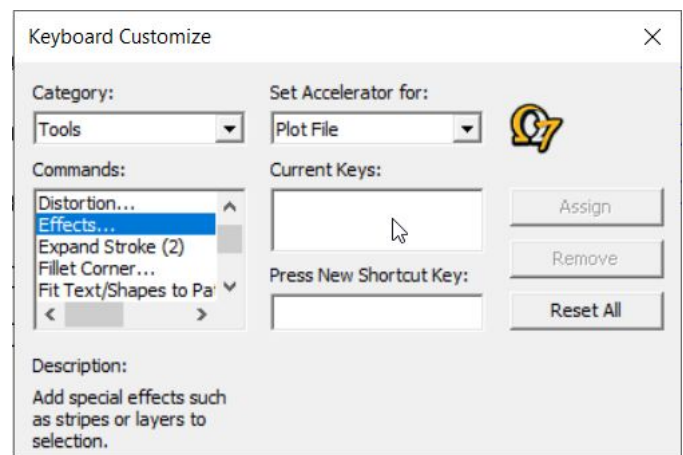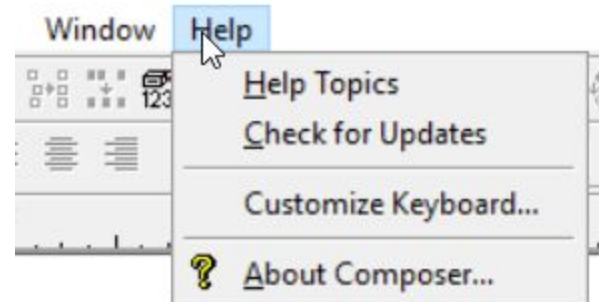
Accelerator sheet update

To compliment the new Customize Keyboard function we have updated the Composer accelerator sheet and added some new shortcuts. Look in your How-to folder for the updated sheet. It is usually installed at the following path: C:\Program Files (x86)\Gerber Scientific Products\OMEGA 7.00\Software\How To's.

## Export to hot folder/ save to current path   ▶ Video link

Select use current job folder for export to export to current job save path by turning on this option. This will save time by eliminating the need for browsing to the specific path. If you have not saved the job you will not be able to select this option because the file does not have a save path.

.
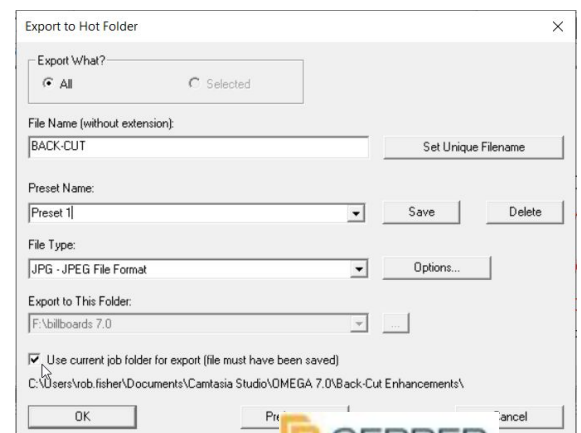
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Save/Restore preference in fill/stroke

Added *Save Preference* and *Restore Preference* buttons in the Fill/Stroke dialog box, which acts just like the Menu of the same in those dialog. These buttons will do the same thing as they did in the Menu section. This is just a more logical location for them and they now exist in both locations.
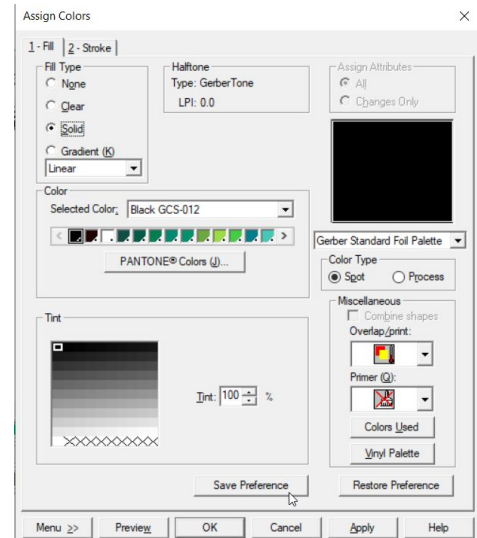
Default stroke setting

This option will allow you to set the default stroke when assigning a stroke to shapes that currently do not have stroke turned on. The default has been .050, but unless you set stroke on as a default for new shapes you could not control the new stroke default value. To set your default stroke setting click on Tools>Options>Palettes/color.
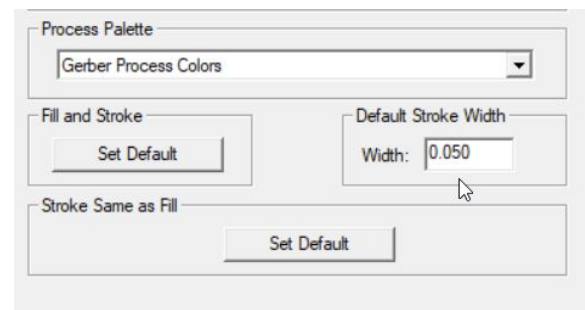
Updated AI swatch colors   ▶ Video link

We have included an updated Adobe illustrator swatch library including the new Gerber foil colors. Add this to your Adobe Illustrator and you can design with Gerber spot colors in Adobe. Watch the video to see the installation and how easy the files convert to OMEGA 7.0. The ase file you need is located on your software install thumb drive.
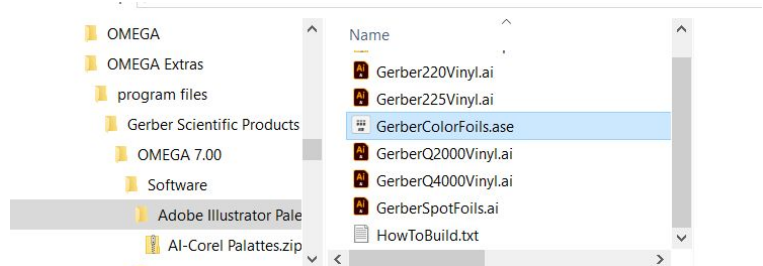
Disable F8 OMEGA PLOT option

Allows the user to control use of the F8 key in GspPlot- totally ignore or toggle between wire-frame view and *fill view* modes like F8 does in Composer. This option is because some people hit F8 to show filled in PLOT and it sends cut jobs to the plotter without them knowing.

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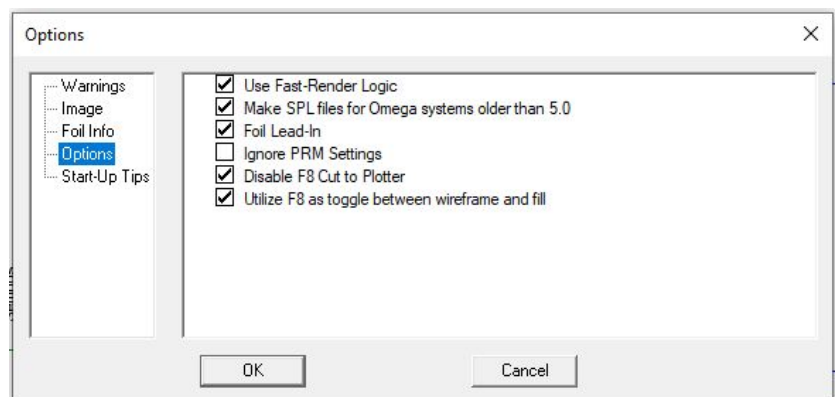
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Pantone color value entry ▶ Video link

Pantone number entry in fill dialog now easier. You now can click on/highlight the pantone number description and then type the pantone number and then either hit enter or tab to get the new results.You now also get the Delta E on that screen too.
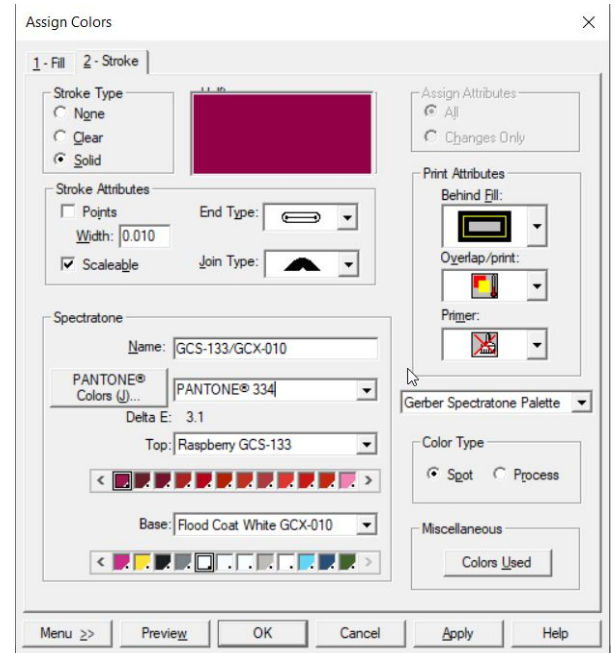
Size and Percentage Size Preferences

To set the preference for size use *Shape>Size* and set your preferred settings and click on set preference. To set the preference for Percentage size use *Shape>Percent Size* and set your preferred settings and click on set preference. You will see a slightly different preference confirmation screen as with percent size you can set and preference the percentages now. In prior versions it did not matter how you entered the sizing screen you would have common assigned settings, where now you can set them independently, according to how you entered the sizing screen. This will allow you to set the percent size to a common value you might use like 10 if you commonly make 1/10 scale drawings.

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