

Using Character Map with Magicut.

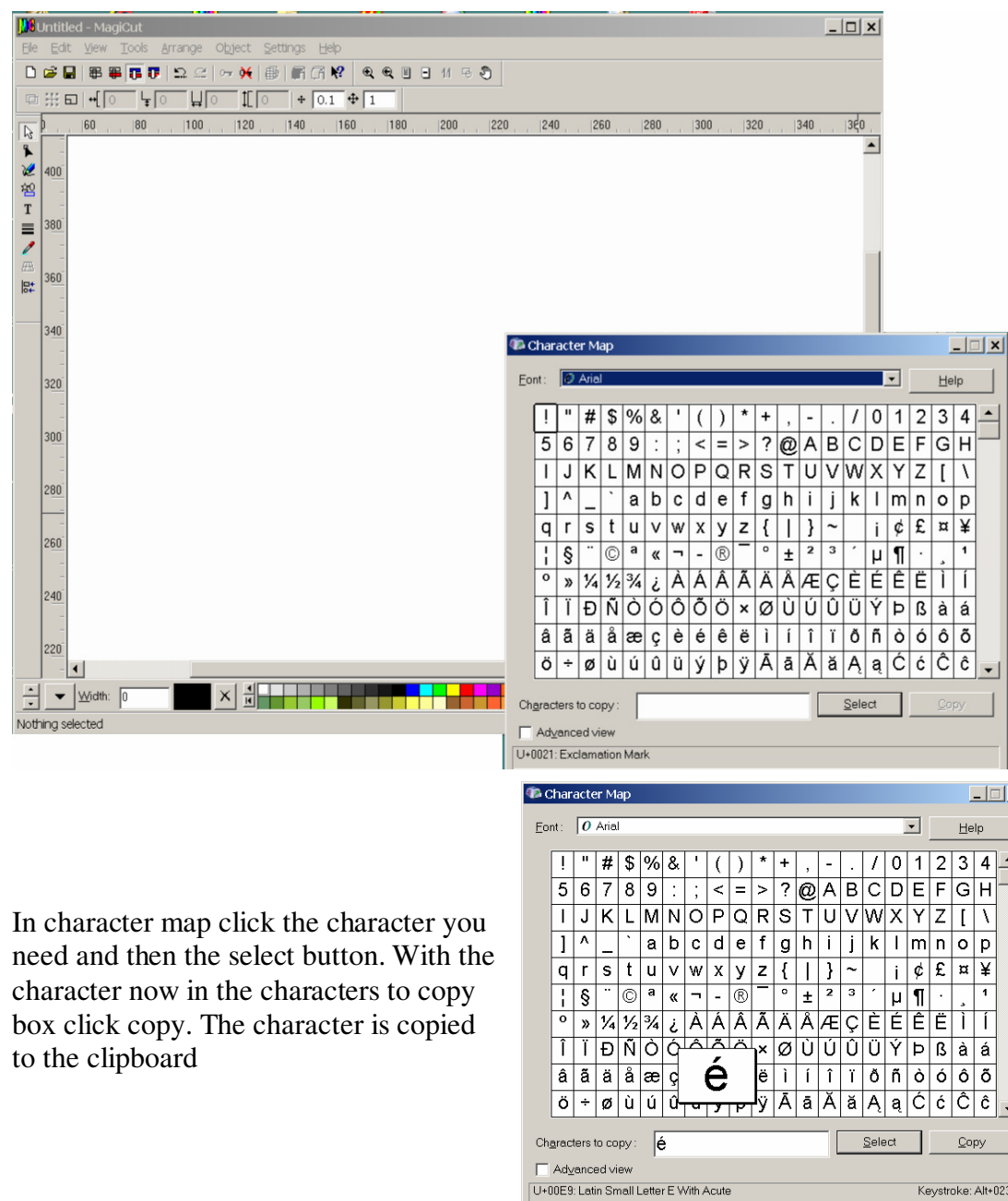
A method of accessing characters off the normal keyboard like É Ô ® © using the built in windows character map.

The same method can be used to see what symbol is where in picture and symbol fonts like Wingdings and Symbol.

MagiCut 2000, MagiCut 3, MagiCut 4, MagiCut5FD

Start MagiCut. From the usually desktop shortcut or the Programs>MagiCut in the start menu.

Start Character Map. This is in Programs > Accessories > System Tools



In character map click the character you need and then the select button. With the character now in the characters to copy box click copy. The character is copied to the clipboard

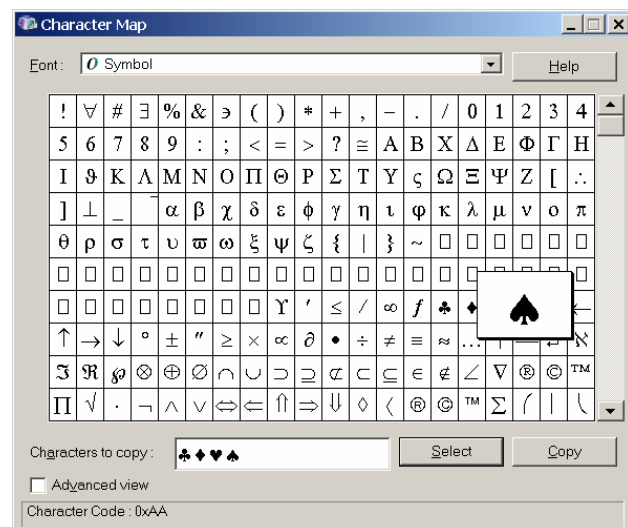
To use the copied character(s) in MagiCut enter the text mode (T) , select font as usual, Double click on screen for a text cursor and type until the special character is needed then paste it – Use edit menu – paste, or easier use the normal windows paste keystroke Control-V.



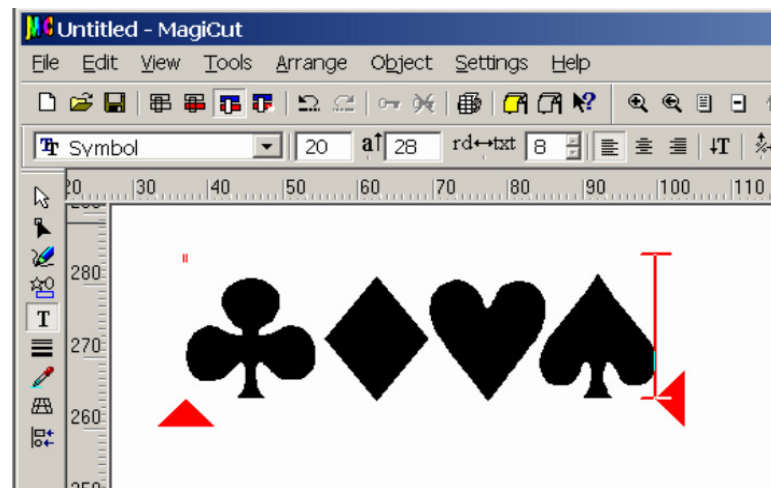
To use symbol or picture fonts, in character map select the font then select the needed characters/symbols.

Example: Symbol font

Select the Hert diamond club and spade so all are in the characters to copy box, click copy.



Select Symbol in text mode and double click on the screen then use Control-V to paste the characters in. (or edit – paste)



This gives a line of characters. To separate them use the Split to characters option in the right click menu.

With the cursor in the line, right click the mouse and chose the option “Split to letters” the shapes will be separate afterwards.

Differences with MagiCut V6

The basics are the same. The only difference is the text in V6 is slightly different, Enter text mode (A) select font then double click on screen in text mode or drag a line down for the text height. Enter text as before and use Control-V to paste or right click the mouse and select paste.

To split text, select the line of text to split and from the menus choose text then split, select letter boundary.

Otherwise the procedures are the same