

# Roland Medal Editor

## **Installation & Basic Operation Guide**

This is a basic operation guide for the Medal Editor. It describes the installation procedures of the software and the basic processing procedure of medals and other materials.

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# Getting Started

## What Is Medal Editor?

Medal Editor is a software program used to create 3D images from 2D images such as pictures and illustrations. You can engrave the 3D images on material using the processing machine. You can also add frames and text to your designs. In addition, you can simulate processing operations using the supplied software “Virtual MODELA”. You can preview the processing results and check the time required for processing. This helps to reduce time loss and wasted material.

## Displaying the Online Help

For information on how to operate the software and drivers, refer to the online help.

### Using the [Help] menu

From the [HELP] menu, click [Contents].



### Using the [Start] menu

From the [Start] menu, choose [All programs (or Programs)], then [Roland Medal Editor], then [Medal Editor Help].



# ***Chapter 1***

## ***Installing and Setting Up***

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This chapter describes installation and setup procedures for the software and drivers.

# 1-1 System Requirements

## System Requirements for Installing the Software

Operating system	Windows 98/Me/2000/XP
Computer	Computer running Windows (Pentium processor or better recommended)
Drive	CD-ROM drive
Monitor	Windows-compatible monitor capable of displaying 256 colors or more (Full colors recommended)
Memory (RAM)	256 MB or more recommended
Free hard-disk space required for installation	5 MB
Interface	USB port

## System Requirements for USB Connection

Operating system	Windows 98/Me/2000/XP (Windows 95 and Windows NT4.0 are not supported.)
Computer	1) Computers preinstalled with Windows 98/Me/2000/XP at the time of purchase (This includes such computers later upgraded to Windows Me/2000/XP.) 2) Computers on which USB operation is assured by the manufacturer of computers

- The ability to make a USB connection depends on the specifications of the computer. To determine whether the computer you're using is capable of correct USB operation, check with the manufacturer of the computer.
- Use a shielded USB cable having a length of 3 meters or less. Do not use a USB hub or the like.

# 1-2 Overview of the Supplied Software

The software included in the supplied CD-ROM are as follows.

Medal Editor	Medal Editor is a software program used to create 3D images from 2D images such as pictures and illustrations. You can add frames or text to your designs.
Virtual MODELA	Virtual MODELA is a software program used to simulate processing operations. You can preview the processing results and check the time required for processing. This helps to reduce time loss or wasted material.
Windows driver	A USB driver and Windows drivers required for transmitting data from your computer to the machine are included.



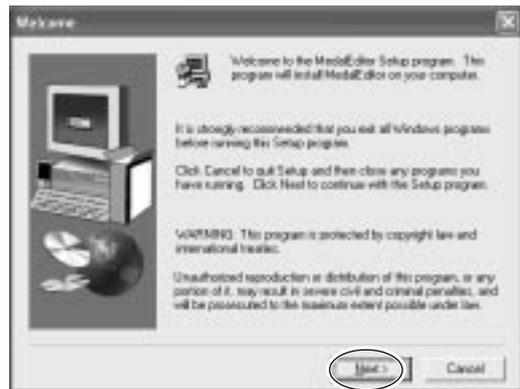
## **Point**

For information on how to operate the software, refer to the online help for the respective software program.

 See "Displaying the Online Help."

# 1-3 Installing the Software

- 1** Switch on the computer and start Windows.  
If you are installing under Windows XP/2000, log on an account with "Administrators" rights.
- 2** Place the setup CD-ROM in the CD-ROM drive.  
The Setup menu appears automatically.
- 3** Install Medal Editor.  
Click [Roland Medal Editor Install].  
The Setup program starts.
- 4** Follow the messages to carry out setup and finish setting up the program.



- 5** Click [OK].  
The Setup menu appears.



- 6** Continue with installing Virtual MODELA.  
Click [Virtual MODELA Install].  
The Setup menu appears.



- 7** Follow the messages to carry out setup and finish setting up the program.

# 1-4 Installing the Drivers

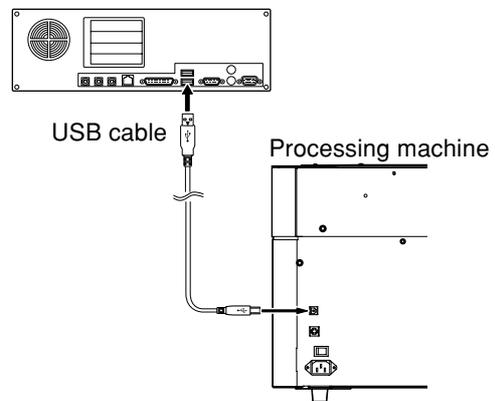
## Windows XP

### Notice

Do not connect the machine and the computer until you carry out this installation operation. If you do not follow the correct procedure, you may not be able to install the driver.

☞ See "1-4 Installing the Drivers" "What to Do If Installation Is Impossible."

- 1** Before you start installation and setup, make sure the USB cable is not connected.
- 2** Log on to Windows with the "Administrator" account.
- 3** Place the setup CD-ROM in the CD-ROM drive.  
The Setup menu appears automatically.
- 4** Turn on the processing machine.
- 5** Connect your computer to the processing machine using a USB cable.  
The [Found New Hardware Wizard] appears.



- 6** Choose [Install the software automatically (Recommended)], then click [Next].  
Installation of the USB driver starts automatically.



- 7** When the screen appears, click [Continue Anyway].



- 8** Click [Finish].  
This completes the installation.



## Windows 98/Me/2000

### Notice

Do not connect the machine and the computer until you carry out this installation operation. If you do not follow the correct procedure, you may not be able to install the driver.

☞ See "1-4 Installing the Drivers" "What to Do If Installation Is Impossible."

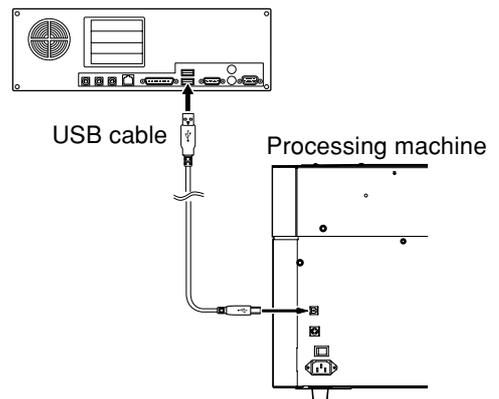
- 1** Before you start installation and setup, make sure the USB cable is not connected.
- 2** Log on to Windows. If you are installing under Windows 2000, log on with the "Administrator" account.
- 3** Place the setup CD-ROM in the CD-ROM drive.  
The Setup menu appears automatically.
- 4** Click [Windows Driver Install].  
The screen shown at right appears.



- 5** Select [Install]. From [Port] box, select [USB], then click [Start].  
Installation of the driver starts.



- 6 When all installation finishes, the screen shown at right appears. Click [Close].
- 7 When the setup menu for installation reappears, click .
- 8 Remove the CD-ROM from the CD-ROM drive.
- 9 Turn on the processing machine.
- 10 Connect your computer to the processing machine using a USB cable.



## What to Do If Installation Is Impossible

### Windows XP/2000

**1** If the [Found New Hardware Wizard] appears, click [Finish] to close it.

### **2** Windows XP

Click the [Start] menu, then right-click [My Computer]. Click [Properties].

### Windows 2000

Right-click [My Computer] on the desktop. Click [Properties].

**3** Click the [Hardware] tab, then click [Device Manager].

The [Device Manager] appears.

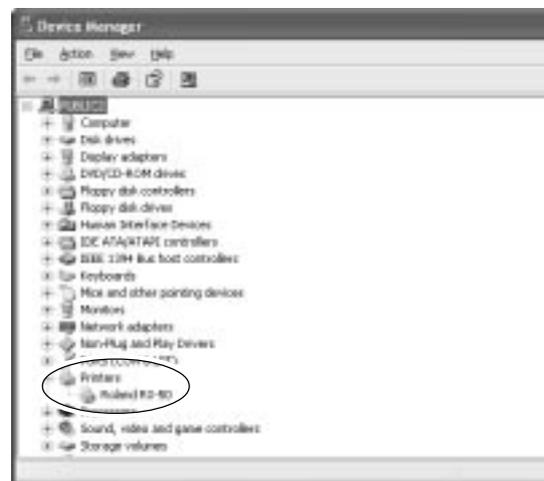


**4** From the [View] menu, click [Show hidden devices].

**5** In the list, find [Printers] or [Other devices], then double-click it.

When your processing machine or [Unknown device] appears below the item you selected, click it to choose it.

**6** Go to the [Action] menu, and click [Uninstall].



- 7** The screen shown at right appears.  
Click [OK].
- 8** Close the [Device Manager] and click [OK].
- 9** Unplug the USB cable from your computer.
- 10** Uninstall the driver.  
Carry out the steps from step 3 in "1-5 Uninstalling the Driver" to uninstall the driver.
- 11** Install the driver again according to the procedure in "1-4 Installing the Driver."



## ■ Windows 98/Me

- 1** Unplug the USB cables from your computer.
- 2** Open the setup menu of the CD-ROM.
- 3** Uninstall the driver.  
Carry out the steps from step 3 in "1-5 Uninstalling the Driver" to uninstall the driver.
- 4** Install the driver again according to the procedure in "1-4 Installing the Driver."

# 1-5 Uninstalling the Drivers

## Windows XP/2000

When uninstalling the driver, perform the following procedure.

**1** Before uninstalling the driver, unplug the USB cables from your computer.

**2** Log on to Windows as “Administrators” account.

### **3 Windows XP**

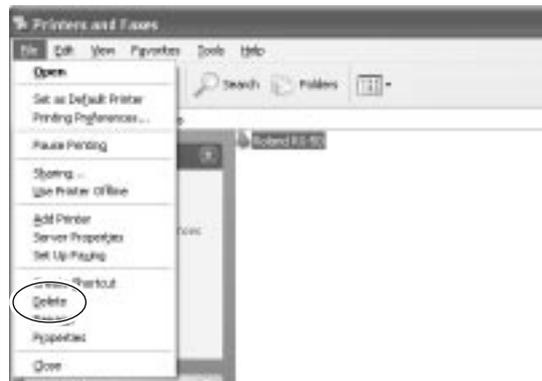
From the [Start] menu, click [Control Panel]. Click [Printers and Other Hardware], then click [Printers and Faxes].

### **Windows 2000**

From the [Start] menu, click [Setting]. Then Click [Printers].

**4** When your processing machine appears, click the icon.

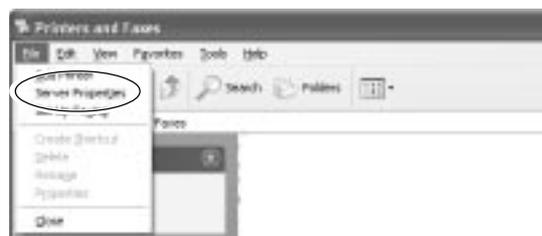
From the [File] menu, choose [Delete].



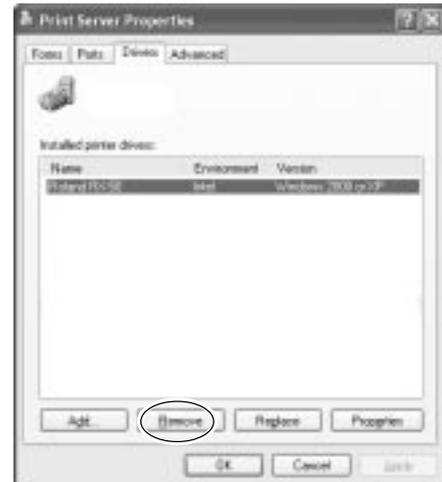
**5** When the screen prompting you to confirm the deletion appears, click [Yes].



**6** From [File] menu, click [Server Properties].  
The next screen appears.



- 7** Click the [Drivers] tab.  
When your processing machine appears, choose the name from the list, then click [Remove].



- 8** When the screen prompting you to confirm the deletion appears, click [Yes].



- 9** Place the setup CD-ROM in the CD-ROM drive.  
The Setup menu appears automatically.

- 10** Click [Windows Driver Install].  
The screen shown at right appears.



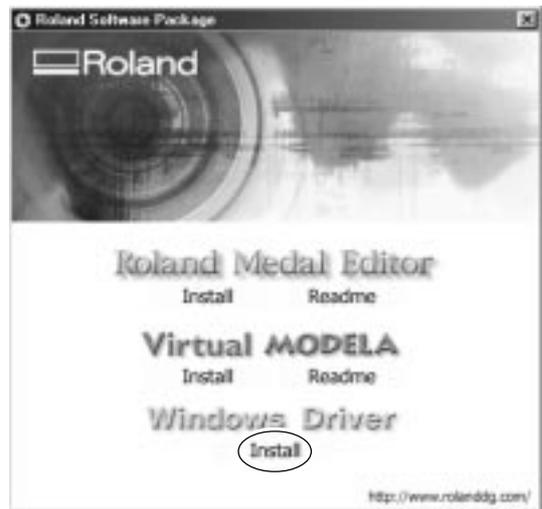
- 11** Select [Uninstall], then click [Start].  
When the driver is deleted, the next screen appears.

- 12** Click [Yes] to restart the computer.



### Windows 98/Me

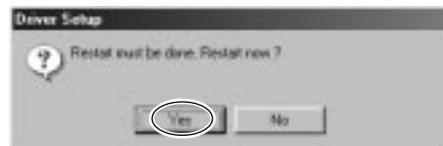
- 1** Before uninstalling the driver, unplug the USB cables from your computer.
- 2** Place the setup CD-ROM in the CD-ROM drive.  
The Setup menu appears automatically.
- 3** Click [Windows Driver Install].  
The next screen appears.



- 4** Select [Uninstall], then click [Start].  
When the driver is deleted, the next screen appears.



- 5** Click [Yes] to restart the computer.



# 1-6 Configuring Medal Editor

Follow the procedure below to configure a default processing machine for Medal Editor.

## 1 Starting Medal Editor

### When using Windows XP

From the [Start] menu, choose [All Programs], then [Roland Medal Editor], then [Medal Editor].

### When using Windows 98/Me/2000

From the [Start] menu, choose [Programs], then [Roland Medal Editor], then [Medal Editor].

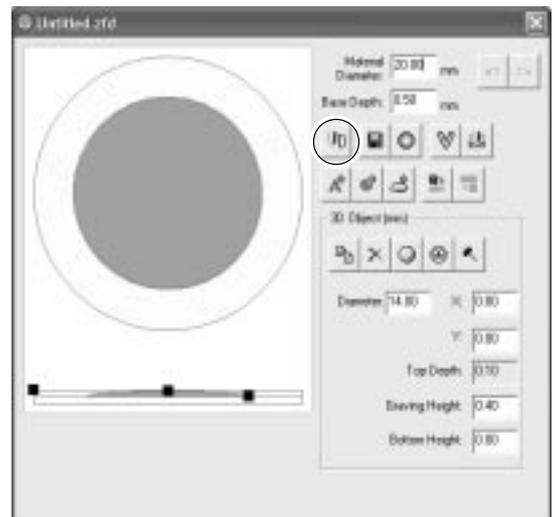
## 2 From the [File] menu, click [New Data].

The Edit screen appears.



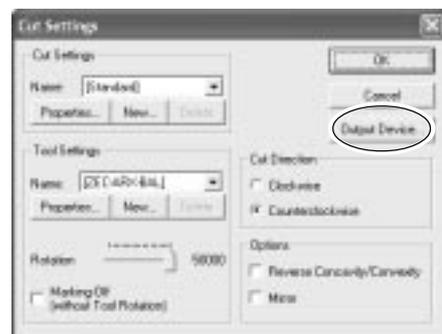
## 3 Click the [Cut Settings] button.

The [Cut Settings] dialog box appears.



## 4 Click [Output Device].

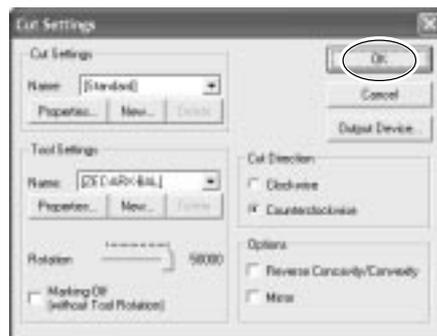
The [Print Setup] dialog box appears.



- 5 Click [Printer Name], select the processing machine's name, and then click [OK].  
The [Cut Settings] dialog box appears again.



- 6 Click [OK] to close the [Cut Settings] dialog box.



# ***Chapter 2 Processing***

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This chapter describes the basic procedures from data creation to processing.

# 2-1 Preparing Images

## Image Suited for Processing

Prepare images (pictures and illustrations) to use as a processing design. We recommend using images that meet the following conditions.

### Portrait

- No shading on the face  
(Lit from the front with no shading around the nose and eyes is best.)
- Front view
- Close up of face if using only the face  
(Using a face from a full-length photograph may cause rough processing due to low resolution.)
- Background with uniform color

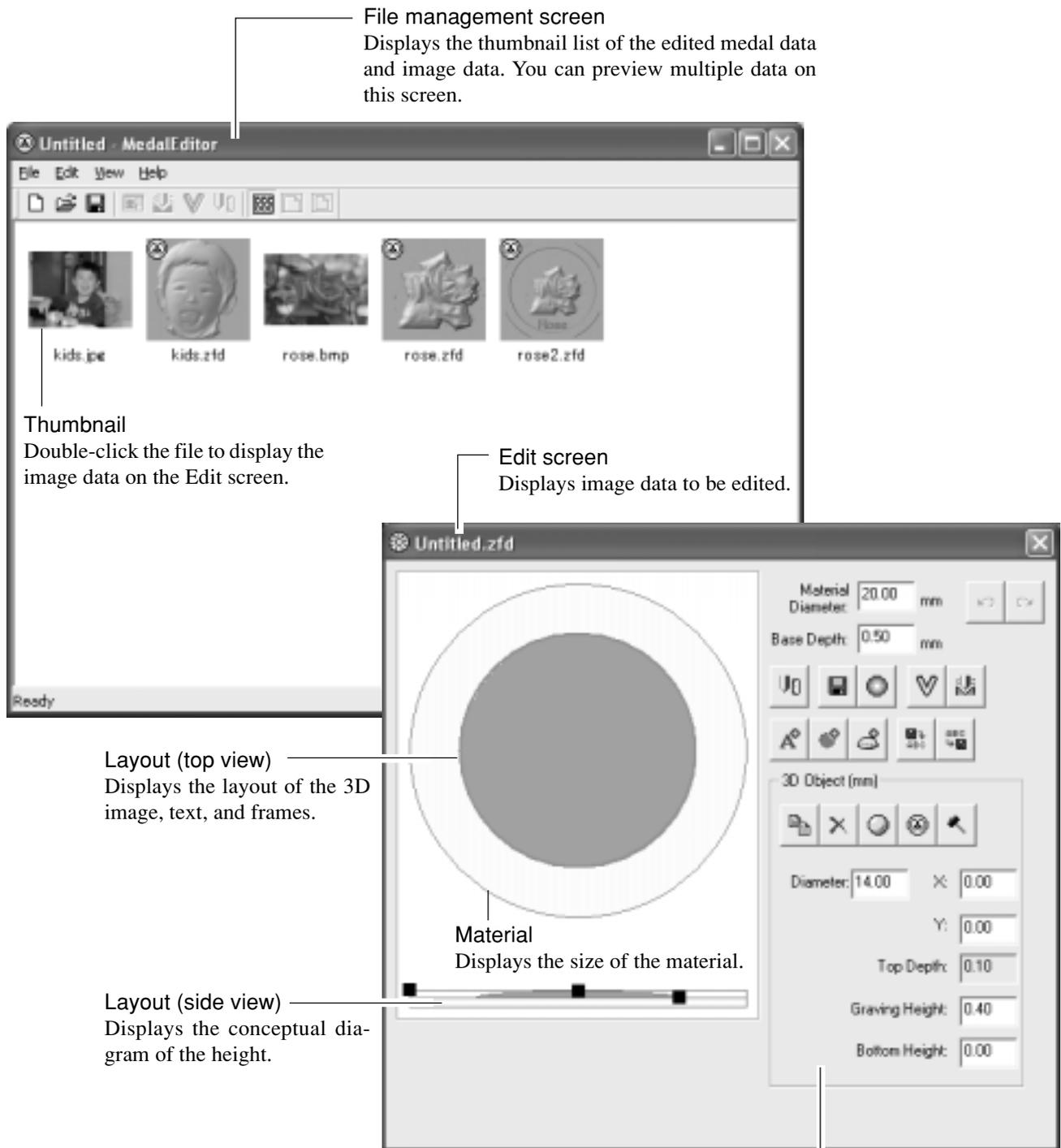
### Objects other than portraits

- Solid color division (Illustrations or logos with few color gradations)
- Background with uniform color

### File format

- BMP file
- JPEG file

## 2-2 Names and Functions



**File management screen**  
Displays the thumbnail list of the edited medal data and image data. You can preview multiple data on this screen.

**Thumbnail**  
Double-click the file to display the image data on the Edit screen.

**Edit screen**  
Displays image data to be edited.

**Layout (top view)**  
Displays the layout of the 3D image, text, and frames.

**Material**  
Displays the size of the material.

**Layout (side view)**  
Displays the conceptual diagram of the height.

**Object settings**  
Displays item properties (3D Object, Text Object, or Frame Object), including settings or operating buttons, selected on the Edit screen.

If you click a 3D image, 3D Object appears.

If you click a text, Text Object appears.

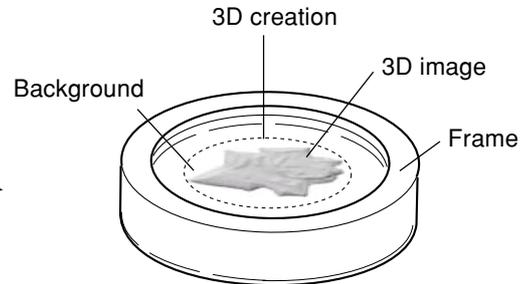
If you click a frame, Frame Object appears.

If you click a material or any other area, nothing appears.

## 2-3 Creating Processing Data

### Loading Image Data

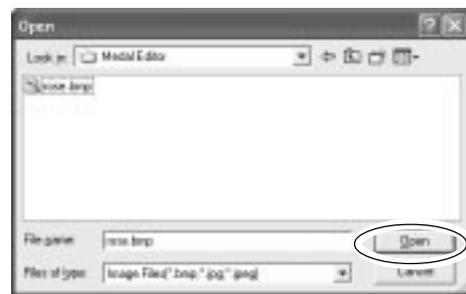
We use the following image data as an example to create processing data.  
Create the processing data using basic procedures. For details on the procedure, see the online help.



- 1 From the [File] menu, click [Open].  
The [Open] dialog box appears.



- 2 Select the image file you want to use and click [Open].  
The selected image is loaded and appears on the Edit screen.

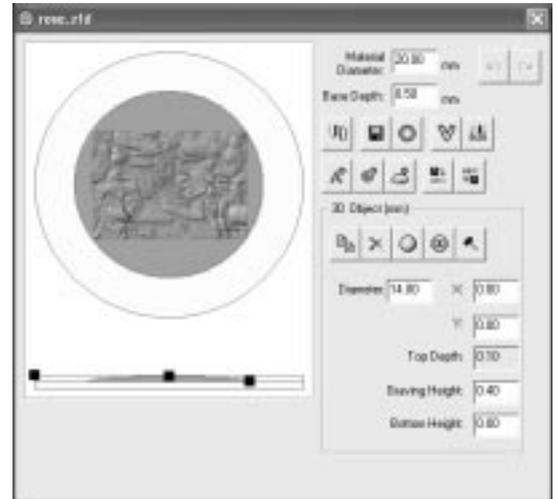
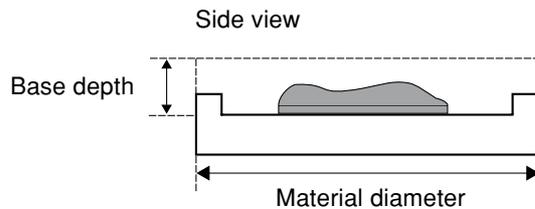


## Specifying the Material Size

Input the size of the material set on the vise.

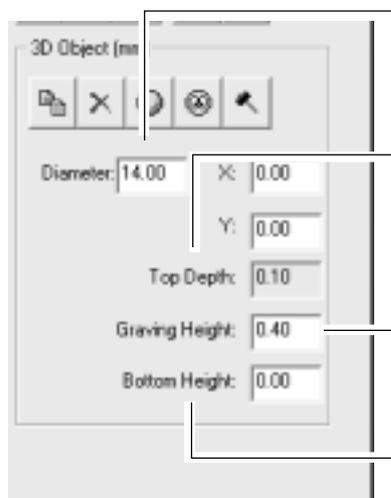
In the [Material Diameter] field, input the diameter of the material.

In the [Base Depth] field, input the processing depth.



## Specifying the Processing Size

Input the processing size.



### Diameter

Indicates the diameter when the 3D data is enclosed in a circle.

### Top depth

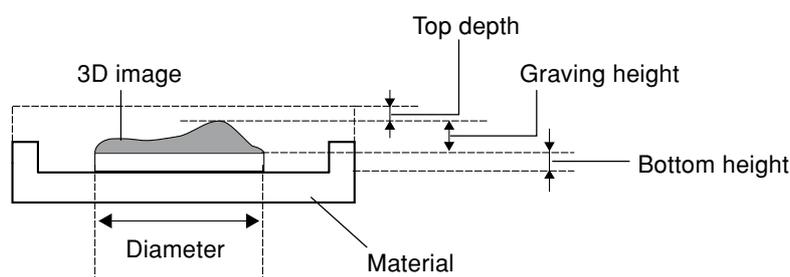
Indicates the depth from the material surface to the top edge of the data to be converted to 3D.

### Graving height

Enter the thickness of the data to be converted to 3D.

### Bottom height

Indicates the height from the material surface to the bottom surface of the data to be converted to 3D. Enter 0 to process from the bottom surface.

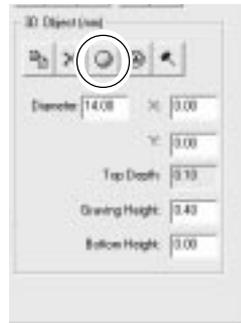


## Creating a 3D Image from a 2D Image (Object)

Create the 3D image by using [Create 3D (Object) ].

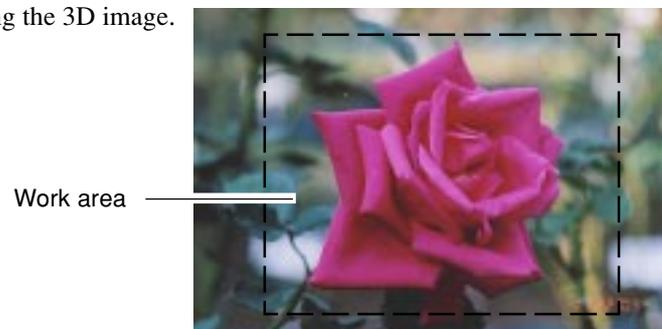
Click the [Create 3D (Object)] button.

The Work Area screen appears.



### Specifying a work area

Specify the area from the original image to use for creating the 3D image.



**1** Drag the mouse over the screen to specify the work area.

**2** Click [Next].  
The 3D Creation Area screen appears.

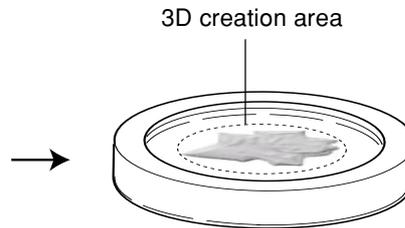


## Specifying a 3D creation area

Specify the area for creating the 3D relief.

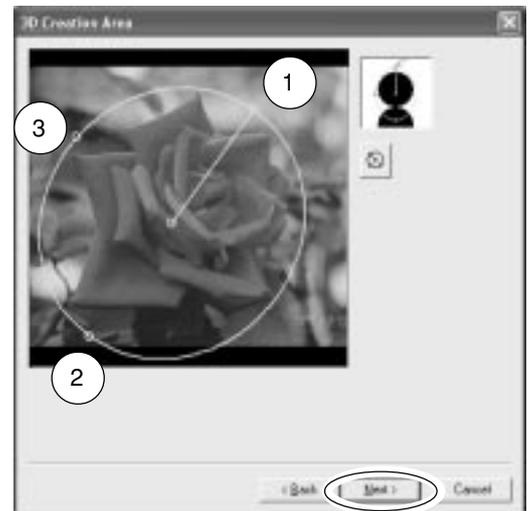


3D creation area



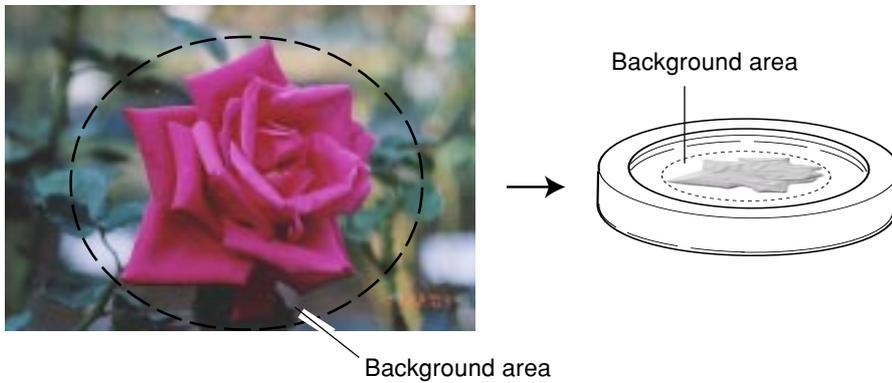
**1** Click positions 1 and 2 in the figure to specify the top and bottom of the area. Click 3 to specify the horizontal width of the area.

**2** Click [Next].  
The Background Area screen appears.



## Specifying a background area

Specify the background area. The area specified as the background is not used.



- 1 Click the  button and click the part of the image to specify as a background area. The clicked part is filled and the Filled Area dialog box appears.



- 2 Use the slide bar or [Wide]/[Narrow] buttons to adjust the size of the filled area to be specified as the background. The filled area appears on the screen.



- 3 Use [Pen tool] to fill detailed areas. Click  and drag the cursor over the area to be specified as the background.

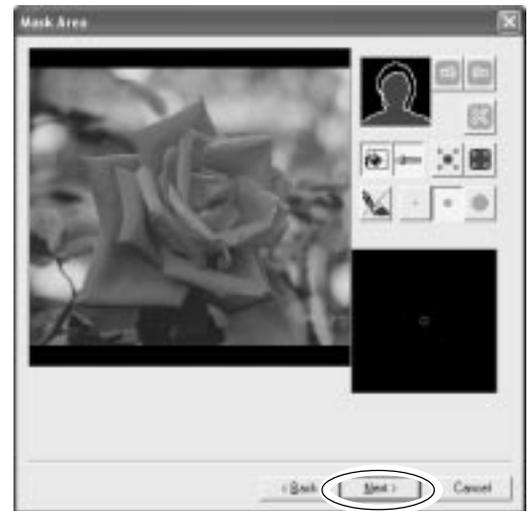
- 4 Click [Next]. The Mask Area screen appears.



## Specifying a mask area

When converting an image to 3D, specify whether the black area is raised or lowered. By specifying a mask area, the black area is lowered.

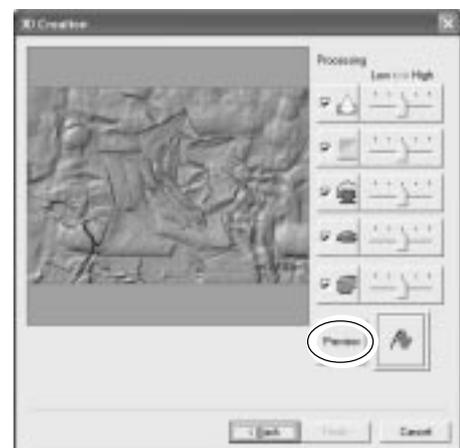
You do not need to specify it here.  
Click [Next].  
The 3D Creation screen appears.



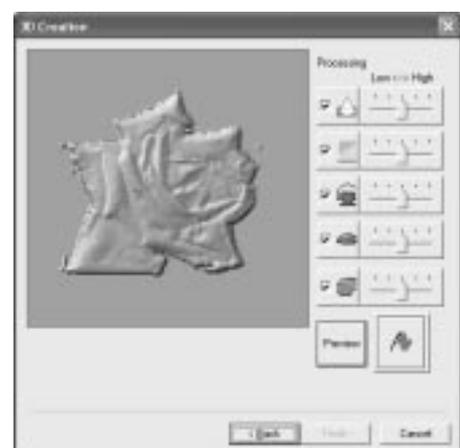
## Converting a 2D image to a 3D image

Follow the procedure below to convert an edited 2D image to a 3D image.

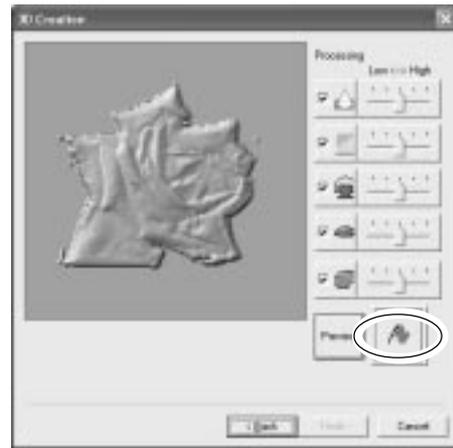
- 1 Click the [Preview] button.  
The simulated 3D image appears on the screen.



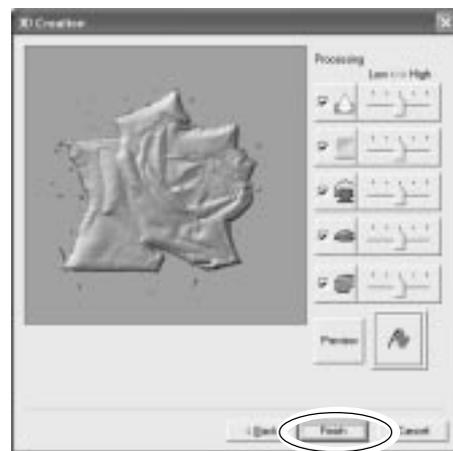
- 2 Check the simulated 3D image. Drag the slide bar to the left/right to adjust each processing parameter.  
To preview the adjusted image, click the [Preview] button.



- 3** Click the [Execute] button.  
Data processing starts and the created 3D image appears.



- 4** Click [Finish].  
The Edit screen appears.



### Point

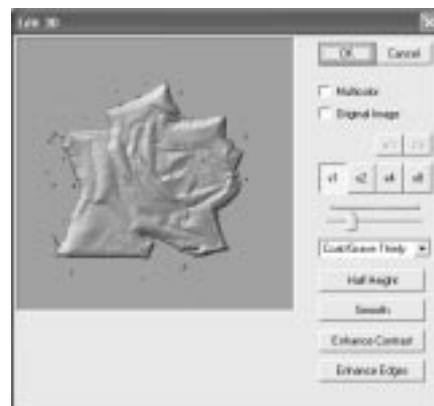
#### Adjusting the 3D image

If you want to adjust the 3D image, click the button shown in the illustration.

The [Edit 3D] dialog box appears.

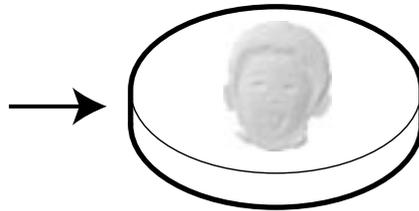
Use the configuration buttons or brush to adjust the 3D image in detail.

For details on 3D editing see the online help.



## Creating a 3D Image from a 2D Image (Face)

When creating a 3D facial image, you can specify the nose and eye locations and a facial outline.



### Point

For information on creating a 3D image from a 2D image (face), refer to the online help.

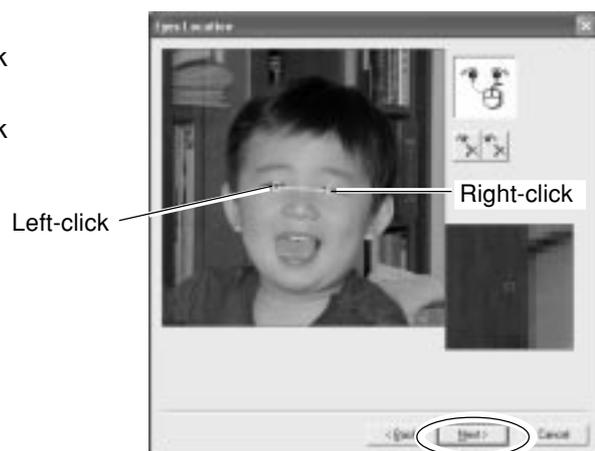
Load the image data of face.

Follow the procedure given in "Creating a 3D Image from a 2D Image (Object)" to specify a work area and 3D creation area.

### Specifying the eye locations

- 1** Specify eye locations.  
Move the cursor to the right eye and left-click over the eye.  
Move the cursor to the left eye and right-click over the eye.

- 2** Click [Next].  
The Nose Location screen appears.



### Specifying the nose location

- 1** The location of the nose is detected automatically.  
Drag the [○] marks on the screen to adjust the location and size.

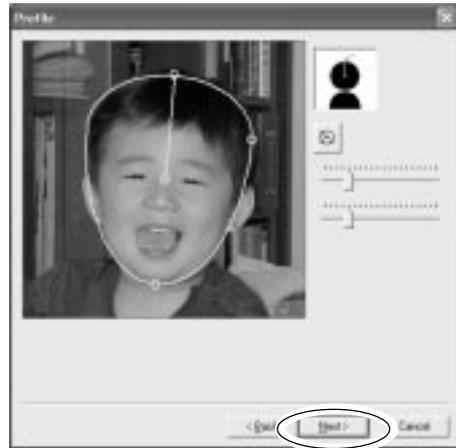
- 2** Click [Next].  
The Outline screen appears.



### Specifying the facial outline

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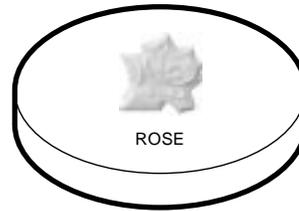
- 1** The profile is displayed automatically. Drag the [○] on the screen or move the slider left or right to specify the profile. Specify the profile along the bone structure of the face excluding ears and beard.
  
- 2** Click [Next].  
The Background Area appears.



Follow the procedure given in "Creating a 3D Image from a 2D Image (Object)" to specify a background area and mask area to create 3D image.

## Adding Text

Follow the procedure below to add text to the 3D image.

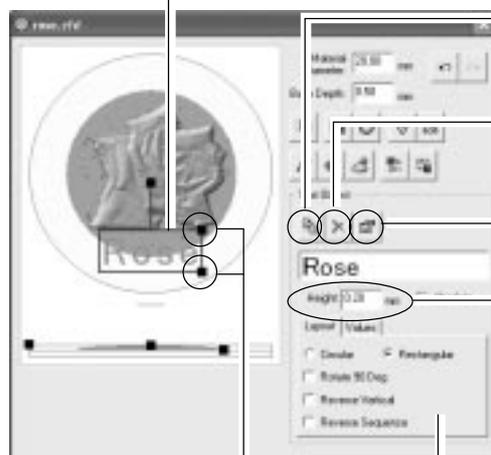


- 1 Click the [Add Text] button.  
The [Add Text] dialog box appears.
  
- 2 Type the text you want to add in the [New Text] field.  
In this procedure, the text "Rose" is used as an example.  
The text you entered appears on the screen.



### Changing the text alignment and font settings

To change the text location  
Move and rotate the text by dragging it up, down, or to the left or right.



To change the font size  
Drag the [■] marks on the screen to adjust the size of the text

To change the layout  
You can change the layout of text.

To duplicate the text  
You can duplicate the text.

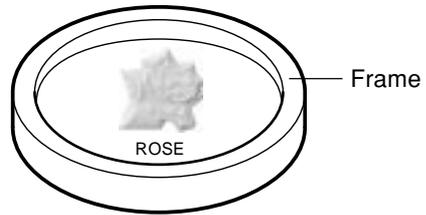
To delete the text  
You can delete the text.

To change font settings  
The [Text Settings] dialog box appears. You can change the font style and size.

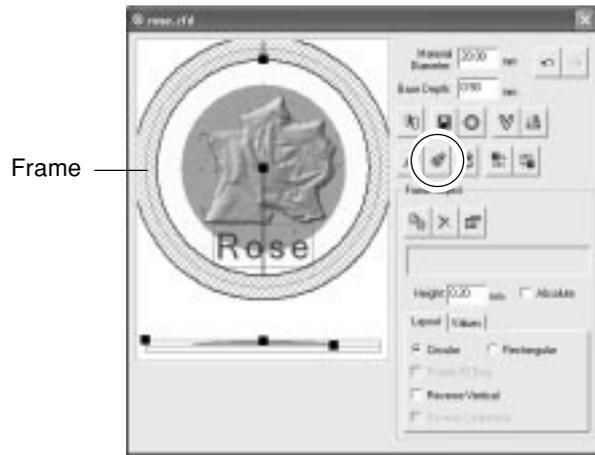
To change the text height  
Input a value to specify the height of the text.

## Adding a Frame

Follow the procedure below to add a frame around an image.



Click the [Add Frame] button.  
 The new frame appears on the screen.  
 Set the frame so that it protrudes from the outer boundary of the material by a small amount. This will ensure that none of the section is left uncut.



## Changing the frame alignment and shape

To change the frame width  
 Drag the [■] marks on the screen to adjust the width of the frame.

To change the frame location  
 Move and rotate the frame by dragging it up, down, or to the left or right.

To duplicate the frame  
 You can duplicate the frame.

To delete the frame  
 You can delete the frame.

To change the frame shape  
 The [Properties] dialog box appears.  
 You can change the frame shape.

To change the frame height  
 Input a value to specify the height of the frame.

To change layout  
 You can change layout of the frame shape

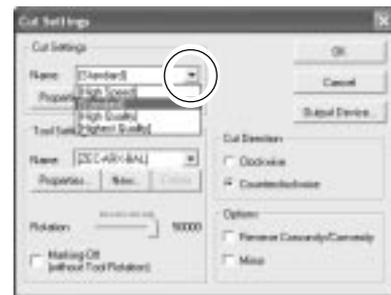
## Specifying the Processing Conditions

Specify the processing conditions.

- 1 Click the [Cut Settings] button.  
The [Cut Settings] dialog box appears.

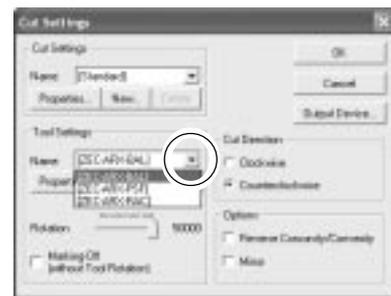


- 2 Click [▼] and select the cut settings.

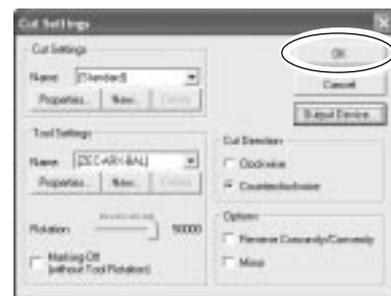


- 3 Click [▼] and select the cutter to be used for processing.

- 4 Set the rotation to [50000] here.  
When processing a soft material, decrease the rotation.



- 5 Click [OK] to close the [Cut Settings] dialog box.  
The edit screen appears.



# 2-4 Saving Files

## Saving the Edit Screen

Save the 3D image data.

- 1 Click the [Save As] button.  
The [Save As] dialog box appears.
- 2 Specify the file save destination, and type the file name.
- 3 Click [Save]  
The 3D image data appears on the File management screen.



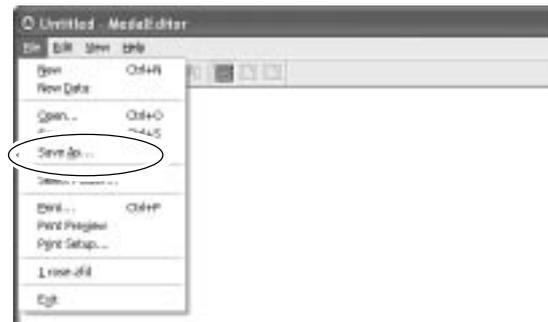
## Saving the File Management Screen

You can save 3D image data and image data on this screen.

File management screen



- 1 From the [File] menu, click [Save As].  
The [Save As File] dialog box appears.



- 2 Specify the file save destination, and type the file name.
- 3 Click [Save].



## 2-5 Previewing the Processing Result

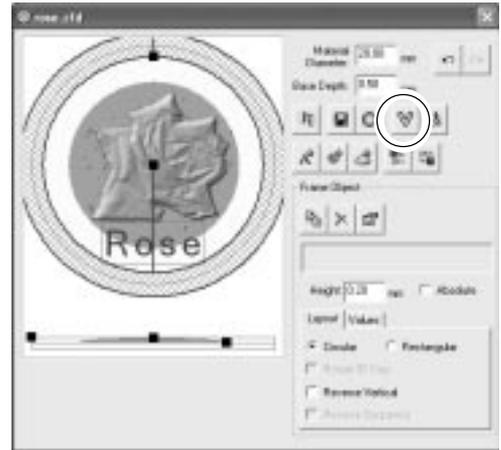
Use Virtual MODELA to preview the processing result.

- 1 Select the edited medal data, and double-click it.

The Edit screen appears.



- 2 Click the button indicated in the figure. Virtual MODELA starts up and the Simulation screen appears.



- 3 The Virtual MODELA automatically simulates the action of the cutter and displays the processing result on the screen.

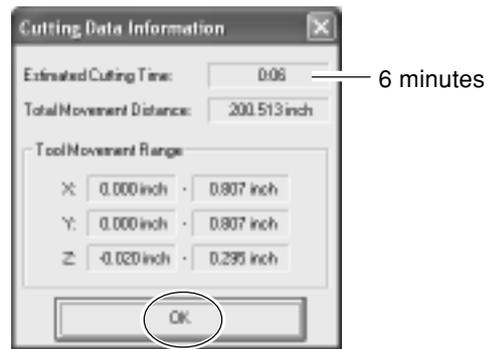


- 4 Click the button indicated in the figure. The [Cutting Data Information] dialog box appears.



## 2-5 Previewing a Processing Result

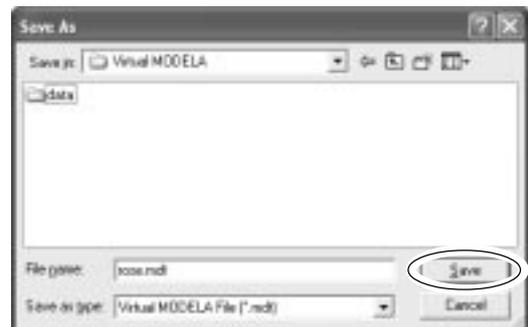
- 5** Check the expected cutting time, then click [OK].



- 6** To save the simulation data, select [Save Cutting Configuration] from the [File] menu.



- 7** Select the file save destination, enter the file name.  
Click [Save].



- 8** Click , and close Virtual MODELA.  
The Edit screen of Medal Editor appears.

# 2-6 Processing

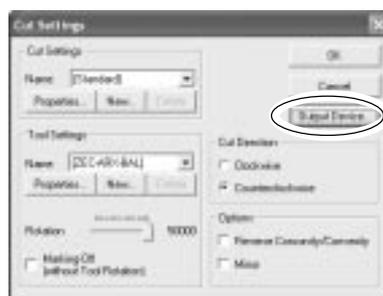
## Starting the Processing of a Material

**1** Check that the material and cutter are properly installed to the processing machine.

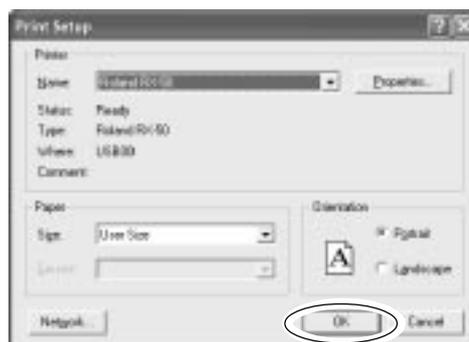
**2** Click the [Cut Settings] button.  
The [Cut Settings] dialog box appears.



**3** Click [Output Device].  
The [Print Setup] dialog box appears.

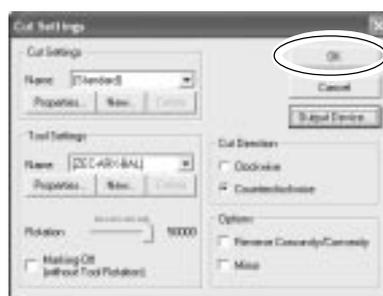


**4** Check that the processing machine name you want to use appears in the [Name] field.



**5** Click [OK], and close the [Printer Settings] dialog box.  
The [Cut Settings] dialog box appears.

**6** Click [OK], and close the [Cut Settings] dialog box.  
The Edit screen appears.



**7** Click the [Cut] button.  
The confirmation screen appears.



**8** Click [OK].  
The processing machine is activated and starts to process.



## Canceling the Processing Operation

**1** Stop the processing operation temporarily.

**2 Windows XP**

Click [Start]-[Control Panel] and then click [Printers and Other Hardware]- [Printers and Faxes].

**Windows 98/Me/2000**

Click [Start].

Point to [Settings] and click [Printers].

**3** Double-click the processing machine icon.

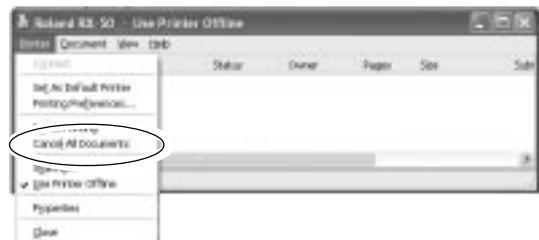


**4 Windows XP/2000**

From the [Printer] menu, click [Cancel All Documents].

**Windows 98/Me**

From the [Printer] menu, click [Purge Print Jobs] or [Purge Print Documents] to stop sending data.



**5** Delete the processing data from the processing machine.







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