



Vector Validator

Before you apply a cut path to an object, the graphic needs to be free from any mistakes or drawing errors. Typical issues include having a gap or not connecting adjoining segments properly, open segments, over-lapping points, or loops.

The most common source of error is a graphic that was drawn incorrectly. Other than drawing errors, the other potential source of errors is when images are imported from another drawing program. Because of the differences between programs, they may not import correctly. The other potential problem is when images are downloaded from the internet. Again, they may have been designed in an older, or non-compatible software design program.

Regardless of the source or cause of error, finding an open segment or loop can potentially take a lot of time and be extremely frustrating. The Vector Validator tool is designed to expedite fixing those errors.

To begin searching for errors, click on the 'Vector Validator', icon

Next, click on the 'Search All' button

The errors will show up on the graphic, next to the point where the error has occurred

Zero length spans are coded by a '0' next to the graphic

Overlaps are coded by a '=' next to the graphic

Intersections are coded by a '+' next to the graphic

The program can automatically fix zero length spans. Click the 'Fix Zero-length spans' button to fix them.

To fix the overlaps and intersections, zoom into the graphic. Press 'N' to enter Node Editing mode, and fix the issues.

Click on the 'Vector Validator' icon to verify the issues have been fixed.

