#### **Text2ArcOrCylinder program for KeyCreator 12.X only!**

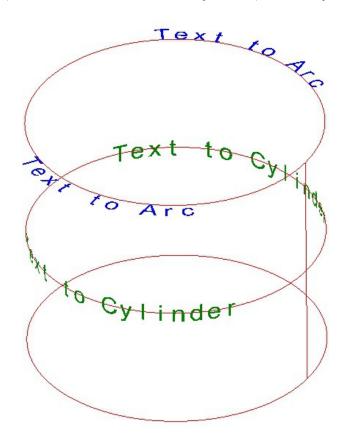
#### Use this program at your own risk!

### **Program description:**

This program creates text around a Circle/Arc in a planar or cylindrical fashion. Various settings can be adjusted to achieve your specific needs. All settings are remembered once the OK button is pressed.

#### **Enhancements:**

- 1) Text to Arc is now placing the created text according to the Construction Plane
- 2) Added new feature Text to Cylinder (works **only** in Construction Plane 1)



The Setup Dialog Box

Text around Arc/Circle or Cylinder	
Text Height: Text Aspect: Text Slant: Extra Space:	0.250000         Font Name: arial           1.000000         Text Mirrored         Text Underlined           0.000000         Text Filled         Text Strike Through           1.000000         Text Filled         Text Strike Through
Text Justific  C Left  C Center  C Right	Text Direction  C CW  C CCW  C
Text around Cylinder  This function works in Cplane 1 only! Tilt angle range -90° to +90°  Tilt Angle: 0.000000  Registered to: Hans Winkler  This function works in Cplane 1 only! Tilt Angle: 0.0000000  Comparison of the compari	

Here is some additional help; items that are self explanatory are not listed.

## **Extra Space:**

Increases the space between the characters created. If set to 1.0, a standard space is used. If less than 1.0, the space between characters decreases. If larger than 1.0, the space increases.

# **Text Justification:**

Indicates the placement anchor for the text to be positioned.

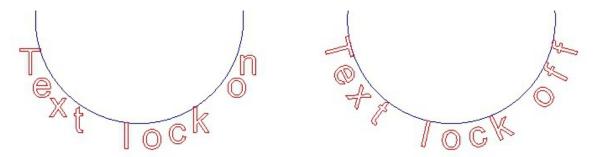
For example: If set to Center, equal amounts of text will be placed to each side of the indicated placement position.

# **Text Direction:**

Creates the text clockwise (CW) or counter clockwise (CCW)

#### **Text Rotation:**

Rotation angle specifies the note angle of the created character in relation to the Arc/Circle center. A Rotation angle of 0° keeps each created character perpendicular to the Arc/Circle center in a readable manner. If the Lock Rotation Angle is checked, each character is created with the same angle. See example below:



### **Text around Cylinder:**

The Text around Cylinder function has to be enabled, or disabled for Text around Arc. The Tilt Angle 0.00000 produces the text perpendicular to the cylinder, a negative or positive tilt angle can be used so the text is parallel for a cone shape as shown below. Settings for 45° angled Cone as shown below were

CCW, Text around Cylinder Enabled, Tilt angle -45°.

