

# ApS-Ethos Series - Show Me How To.....

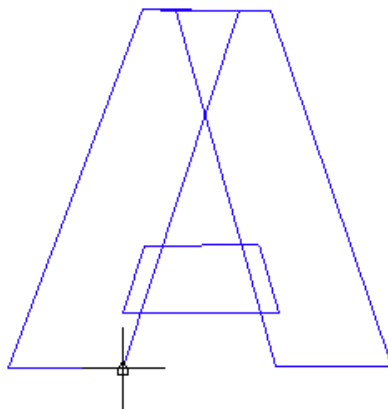
## Generate Two Color Text

There are 2 stages to creating two color text :

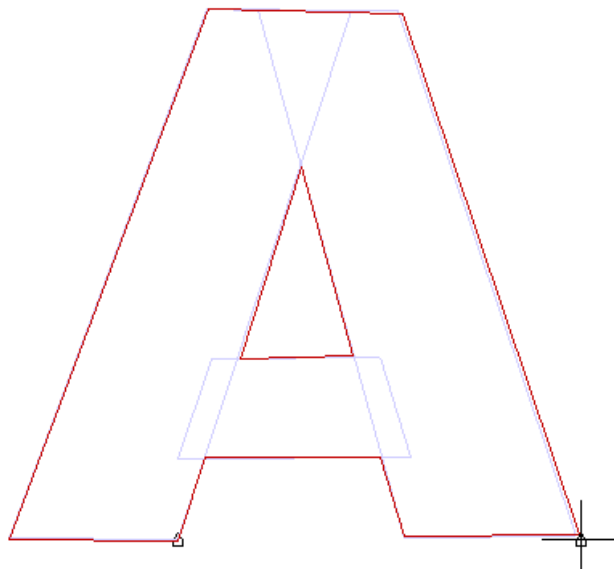
1. Create the 2 color characters and store them away into a font.
2. Setting the bordering parameters when generating 2 color text.

### Creating A 2 Color Character.

First of all punch the character you wish to save into the font.



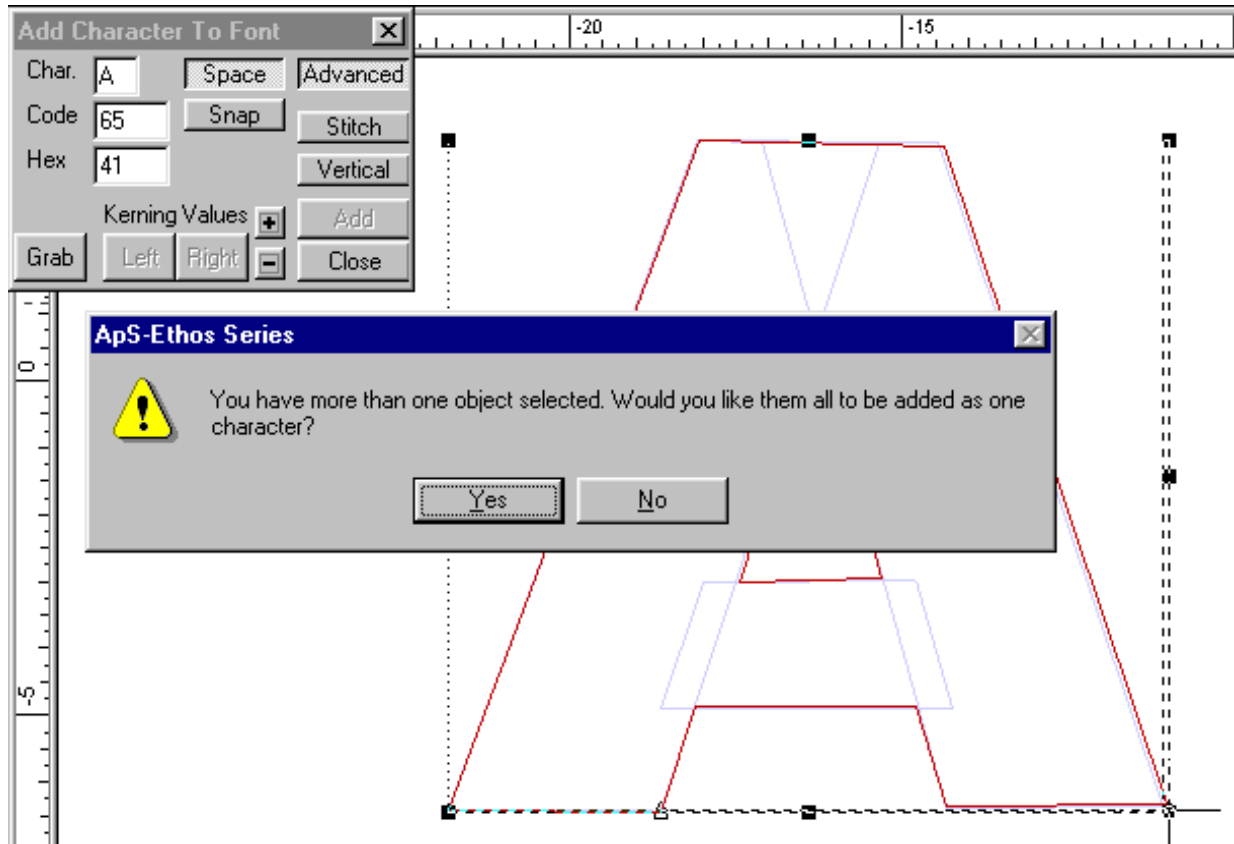
Now, in a running effect, carefully punch a border around the letter. For our example we will punch around it in another color for clarity, but this is not really necessary.



Note that the running is punched as one object - you must use branches (in this example the hole in the centre of the A is a branch).

Now, by dragging a box around the character, select both the satin part and running border of the character. You should now select a font to add this character to, this can be done using the **Font->Set Active Font** option (as normal).

By choosing **Font->Add Character** you can now add the bordered character to the font.

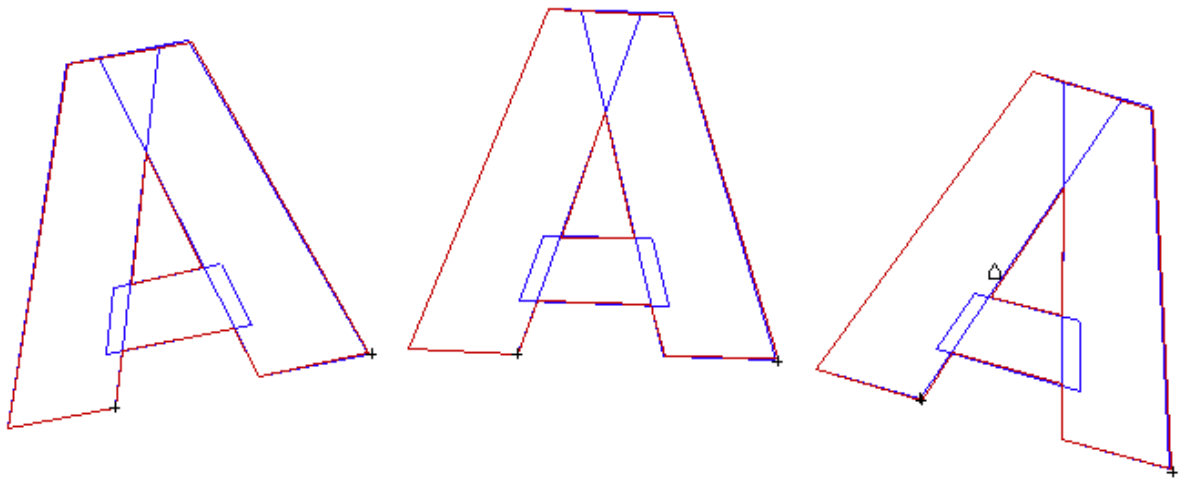


Set the **Space** button to **ON** and **Grab** the character. The system will then query the fact that there are 2 objects making up the character - you should reply **Yes** to this question.

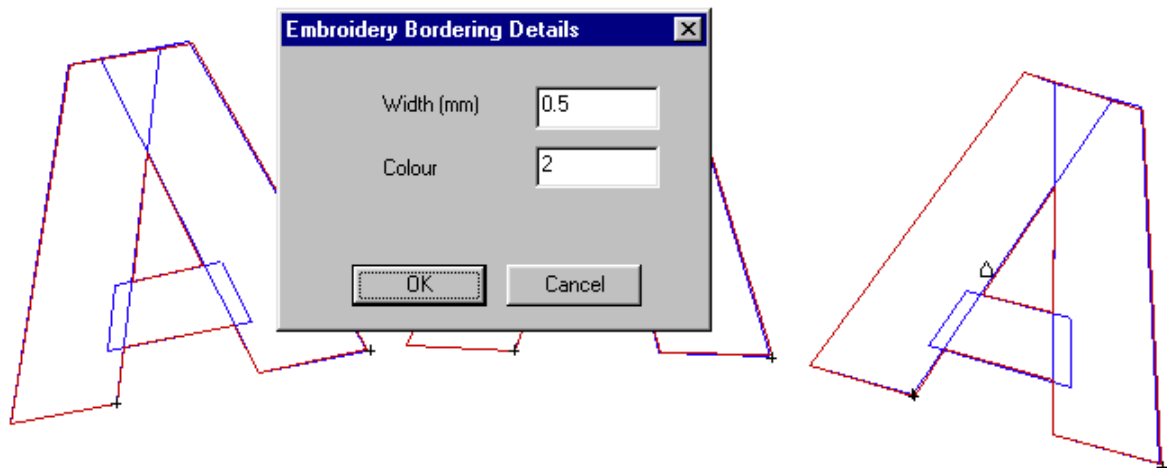
Press the **Add** button on the **Add Character To Font** dialog to do the addition. That's it.

## Using Two Color Fonts

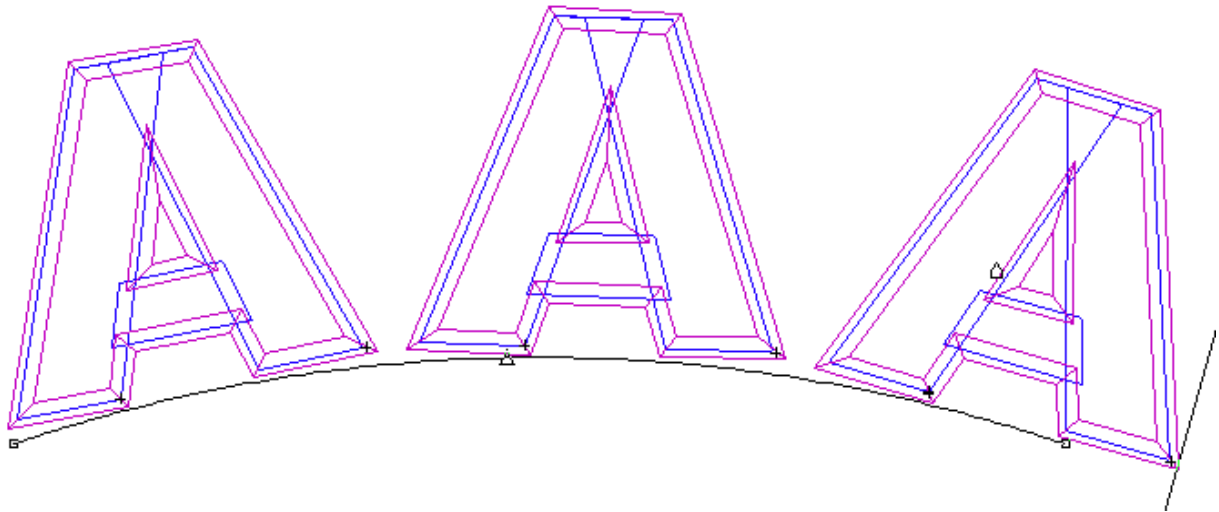
Once a 2 color font has been created it can be used as any normal font, the only difference is that the characters will appear with the colored border.



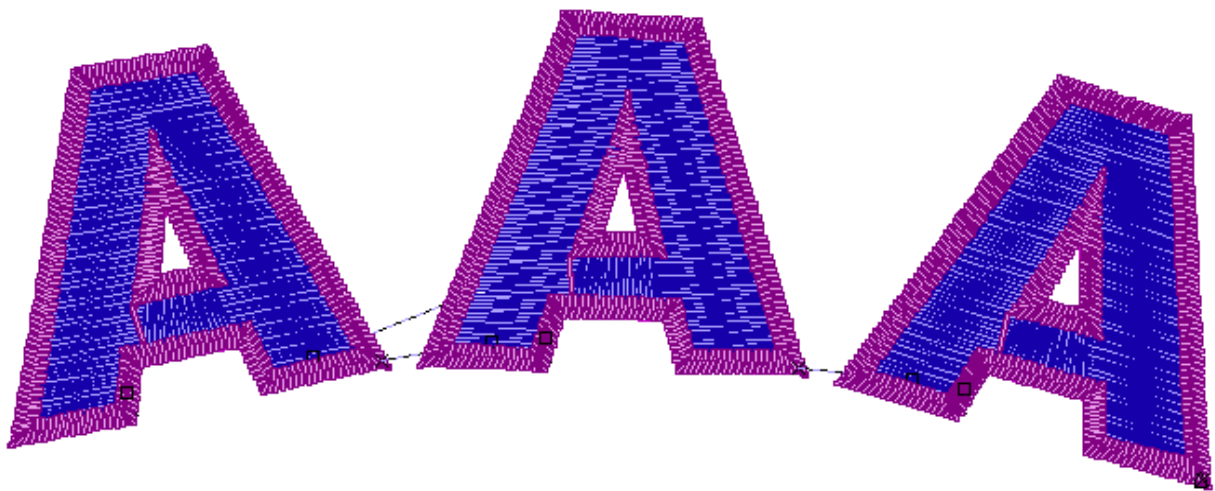
To change the border settings for these characters simply select the text tool **T** and click on the text so that the 'I' bar cursor is flashing on the text. Then select the *Text->Two Color Text Settings* option. This will display a bordering dialog with which you can change the border generation for the text.



In this example we shall change the width of the border to 1.5mm and the color of the border to 4. (Note that a border width of 0.5mm or less will generate a running border not a satin one). Pressing **OK** will cause the text to be regenerated as shown below.



When stitched in the text will look like this.



It should also be noted that the 2 color settings for a text object can be changed again (and again) if required.

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