

eTile 0.7 Directions for Macs

eTile 0.7 is a great program and lots of fun. It gives you an opportunity to draw a carpet square design and show it in repetition, in many different ways!

Here's how it works:

- Download the program to your computer. Just click on the Mac version and follow the directions that appear in each window. Either take note of where the software is stored on your computer, or specify a drive and directory for the software.
- After eTile 0.7 is loaded onto your computer, click on the "License" file, and read it.
- To run eTile 0.7, double click on the "hard drive" icon and then find the directory name "eTile." Double click on the name "eTile."
- When the directory window opens, double click on "eTile0.7."
- A large window appears, in which there are two smaller windows.
- The small window labeled "Tile" is where you draw your image.
 - ↑ Across the top of this window, there are four small windows.
 - ↑ **PENCIL:** draws a thin line and fills in single pixels
 - ↑ **BRUSH:** gives you broader strokes and fills in larger areas
 - ↑ **LINE:** click in the window at one point, hold down the mouse button and drag the mouse to another point. Release the mouse button. This will give you a line
 - ↑ **BLACK/WHITE SQUARES:** with black on top, you fill in pixels; white on top will put white into the pixels.

**TIP: When you draw on the program, it's much easier if you have a larger window in which to draw. That way you can see individual pixels, make straight lines, and erase with more precision.
At the bottom of the window, click on "zoom in"
(which becomes "zoom out") to see
a square that shows each pixel. The function provides the
best venue in which to draw.**

TO ENLARGE THE WINDOW: Move the whole window to the upper left corner of the screen (drag the top bar of the window).

- click on "zoom in" to make it read "zoom out"
- Put your cursor over the opposite lower corner, click and drag it diagonally as far as

you can. If your screen is large enough, also widen the window as much as you can. Depending on how your computer screen is set up, it may be necessary to use the scroll bar to see the bottom or sides of your design.

**TIP: when you draw, be bold!
Single pixel lines will not show up
as clearly as those that are wider.**

TO REMOVE MARKS:

- Click "Edit" -- "Undo" to remove the last mark you made.
- Click on the white square and use the pencil or brush to remove marks.

TO ERASE THE ENTIRE DRAWING:

- Click "Edit" -- "Clear Tile"

**TIP: When you have problems,
click on the word "Help" on the
title bar at the top of the page.**

TO CHANGE THE POSITION OF TILES ON THE PAGE:

- Each "R" in the "Repeats" window represents a different position for the tile.
- Click on the position you want. A regular "R" gives you a tile with the position you drew. An up-side-down "R" will turn your tile design upside down. After you choose that position, click on the individual tile positions in the "Repeats" window and they will change position.
- The "Curved Arrow" will move the tile one-quarter turn in the direction indicated by the arrow.
- The "?" will let the computer decide the position for you.

TIP: Expand your possibilities! Enlarge the "Repeats" window

- Put your cursor on the lower corner
- Drag the corner out
- Then enlarge the "Rs" by putting your cursor on the black lower right corner and dragging that out to maximum size. The maximum size is 6 x 6 squares.

TO SAVE:

- Click "File" -- "Save As"
- Highlight the location to which you want to save the file (floppy disk or hard drive and the folder name)
- Name the file.
- Click "save."

This will allow you to save a work in progress, or see the individual designs you've saved. The files you save with the ".smd" extension will not be readable in other programs.

TO SAVE AND BRING UP DESIGNS IN OTHER PROGRAMS:

- Click “File” -- “Export” -- “Tiff”
- Click on which element you want to save: either a single tile (your design), a tile with repeat, or the entire design with repeats.
- Enter the size you want (usually 8.5 x 11.0). Once you set this up, the computer will remember the settings and skip this page for future exports.
- Enter the name in “save page as” and in the pop-up menu at the top of the window.
- Pick the location and folder into which you want to save the file. By doing this, you can bring up your designs in word processing programs, in paint programs or in other programs that allow use of .tif files. If you have access to a paint program that is compatible with .tif files, you can import the file to that program and apply color to your design.

TO OPEN SAVED PAGES

- “File” -- “Open”
- Click on the name of a design you’ve saved (which highlights that name).
- Click “Open.”

NOTE: eTile 0.7 does not print the individual tile design. To do this, you must first export the tile to another file, import it into another program, and print from there.

TO PRINT YOUR PAGES

SET the printer properties *first!*

- “File” -- “Page Setup.”
- Set the Paper size you’ll be using, which is usually U.S. Letter.
- Set “scaling” -- usually at 100% and orientation, which can be either normal vertical or “landscape” which makes your paper wider than it is high.
- Click on “OK.”
- Click on “File” -- “Set Output Size.”
- Enter the width and length for the size of paper you have chosen. U.S. Letter size is: Width: 8.5 and Length: 11.0. Leave the “inches” button in inches.
- Click “OK.”
- Click on “File” -- “Print” and you’ll get more possibilities. Generally, your computer is already set up to print. If it isn’t, use the pop-up menu labeled “general” to get to the options available to you. Once these are set, you can then click on “print.”

TO EXIT eTile 0.7:

- Save your work. See “TO SAVE.”
- “File” -- “Exit”

NOTE: even though eTile 0.7 gives you other options, you will only get your page design in 8.5 x 11.

eTile 0.7 TIPS & FEATURES

- In designing, the grid shows you the mid points. This will help you design your tile.
- The design grid for one tile has 109 pixels vertically and horizontally.
- When you color a pixel on the edge, the grid automatically will color in pixels to show you where you must place other lines in order to create a match in rotation.

- Save your work! This is important if you create a design you really like.
- If your tile rotation gets out of hand, click on the regular “R,” and then drag it through all the tiles. This will “right” the tiles and allow you start from scratch.
- To see an overlay of squares on your tile page, just put the cursor anywhere on the screen, and click either mouse button and hold down the button, dragging it across the screen.

TIP: To design carpet tile like Jhane Barnes, you need to follow her advice: for the edges to meet in design, you have to take each side of the square and divide it in half. (There are “half” marks on the tile design.) Each half has to be exactly the same -- have the same meeting points -- as the same spot on each side of the square, even if the sides look different.

Check out the design below. Point A to point B is a mirror image of Point B to point C. Then, Point A to Point B is also the same as point D to point E, which is a mirror image of Point E to Point F. And so on around the box.

