

eTile 0.7 Directions for Windows

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 PC version.
- 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, double click on "Install_eTile_0_7.exe" and follow the directions. Pay attention to the window "Choose Destination Location," changing the destination directory to one of your choice. eTile.0.7 requires 2336K of space. Once the program is installed, you will be prompted to close the final window.
- In the window that appears, there will be 3 icons: License Agreement, eTile 0.7, and Remove eTile 0.7. Please read the License Agreement before starting eTile 0.7.
- When you are ready, double click on the "eTile 0.7" icon.
- 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: At the bottom of the window,
click on the words `zoom in`.
This function provides
the best venue in which to draw.**

TO ENLARGE THE WINDOW

- Move the whole window to the upper corner of the screen by clicking on the top bar of the window and dragging the window up the screen.
- Put your cursor over the opposite lower corner.
- When the cursor changes to a double-sided arrow, click and drag it diagonally as far as you can.

NOTE: 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.

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 the mark.

TO ERASE THE ENTIRE DRAWING

- Click “Edit” -- “Clear Tile”

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
- Putting your cursor on the black lower right corner D
- Drag out the corner diagonally to enlarge the “Rs” to 9x9

TO SAVE

- Click “File” – “Save As,” name the design and 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” -- then click on which element you want to save: either a Single tile (your design), a tile with repeat, or the entire design with repeats.
- By doing this, you can bring up samples in programs like Microsoft Word or WordPerfect, Microsoft Publisher, or 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” -- and then click on the name of a design you’ve saved (which highlights that name) and click “Open.”

TO PRINT YOUR PAGES

- SET the printer properties *first!*
“File” -- “Page Setup” -- “Printer” -- “Properties” -- “Graphics” -- “Resolution.” Then set the resolution to **300 dpi**. If your printed sheet comes up blank, reset the resolution. Click on “OK.”
- Then click on “File” -- “Set Output Size.” Enter Width: 8.5 and Length: 11.0. Click “OK.”
- “File” -- “Print” and you’ll get a copy of your page layout. 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.

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

TO EXIT eTile 0.7

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

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 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 page 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.

