

# Segment Tools

## User's Manual



## Install

By installing, copying or using this software you are considered to have agreed to the End User License Agreement.

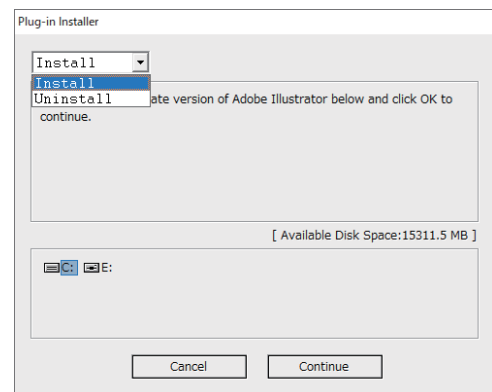
Read the End User License Agreement :  
<https://ipm-modelist.com/en/support/eula/>

Please exit Adobe Illustrator before launching the install program.

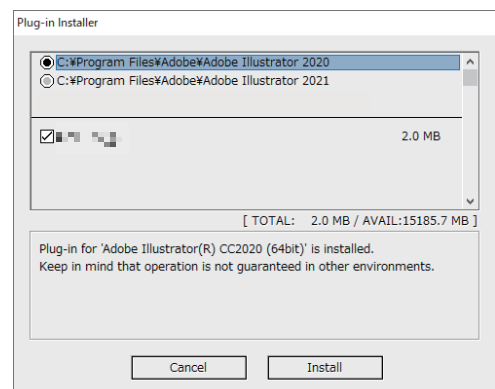
Windows : Double click "Setup.exe" icon.  
Mac : Double click "Installer" icon.



Click "Start" when the installer launched. (It may take a few minutes to launch.)  
The install program will automatically detect a suitable disk where Adobe Illustrator is installed in. If the disk is not right, click "Change Disk".  
Click "Continue" to proceed.



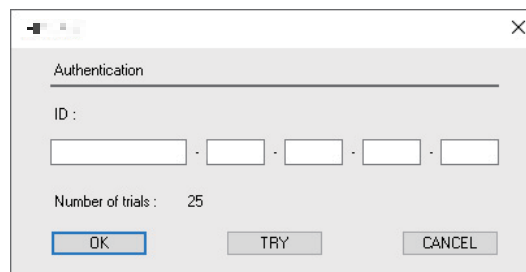
A list of Adobe Illustrator installed in your disk will be shown. Select the right version to install the plug-in.  
Click "Install" to start install.



## License Authentication

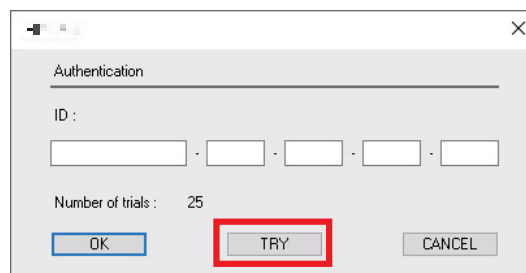
Enter your ID (which has been sent to you by email after purchase) in the authentication window and click "OK".

Now your license is authenticated and you have one year access to the plug-in.



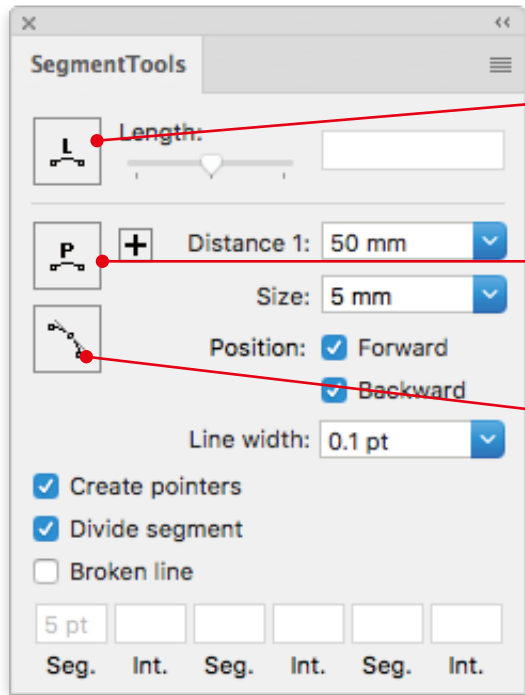
## Trial Use

Click "TRY" button to tryout the plug-in. You can use full functions of the plug-in until the number of trial is all used up.



## ◆ Overview

To open the Segment Tools window, select Segment Tools < Window in the Illustrator's menu.



Segment Tools has mainly 4 functions:

### 1. Length Measurement Function

Measure segments exactly and freely. (Press L button in the window to activate this function.)

### 2. Pointer Function

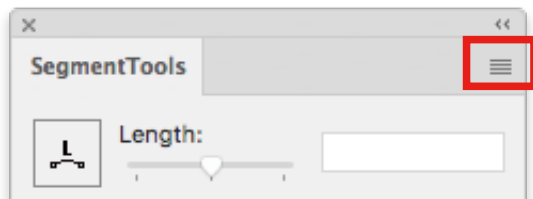
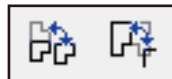
Add notches and pointers on a segment. (Press P button in the window to activate this function.)

### 3. Handle Line Function

Draw a handle of a bazier curve as a line. You can also create a diagonal line to draw an extended line.

### 4. Path / Point Adjustment Tool

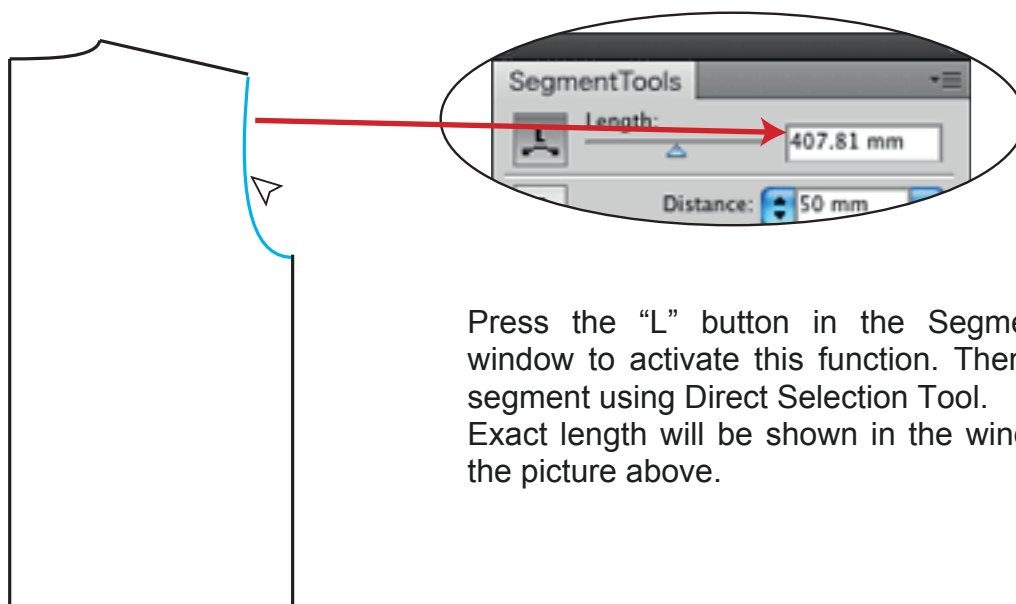
Two kinds of tools for fitting two objects at points or on paths. These are added to tool box.



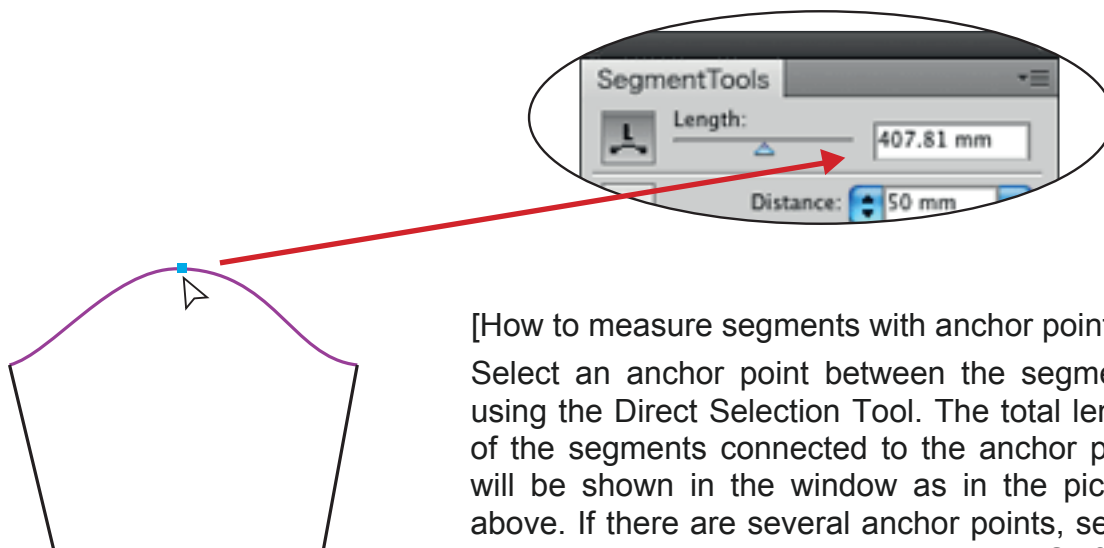
By clicking the upper right of the window, following items will appear:

1. Segment Tools Settings - change line settings for handle tools.
2. Show Options - hide/show pointer settings

## ◆ Measure segments' length ("L" button)



Press the "L" button in the Segment Tools window to activate this function. Then select a segment using Direct Selection Tool. Exact length will be shown in the window as in the picture above.

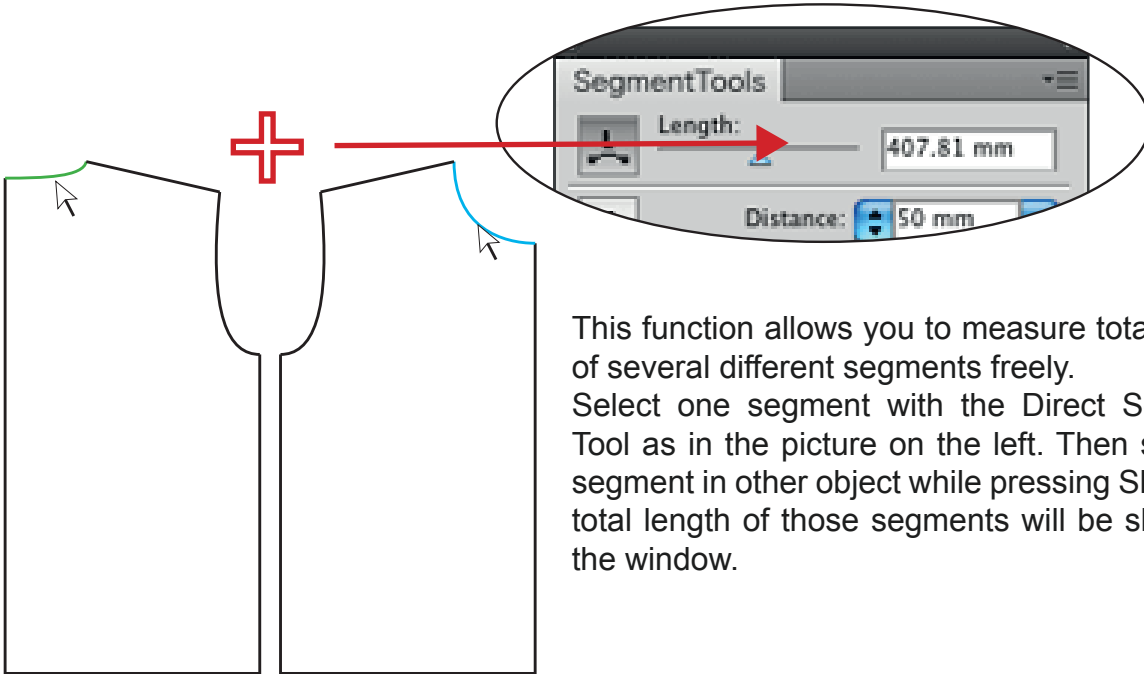


[How to measure segments with anchor points]  
Select an anchor point between the segments using the Direct Selection Tool. The total length of the segments connected to the anchor point will be shown in the window as in the picture above. If there are several anchor points, select all points on the segment while pressing Shift.

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## ◆ Measure segments' length ("L" button)

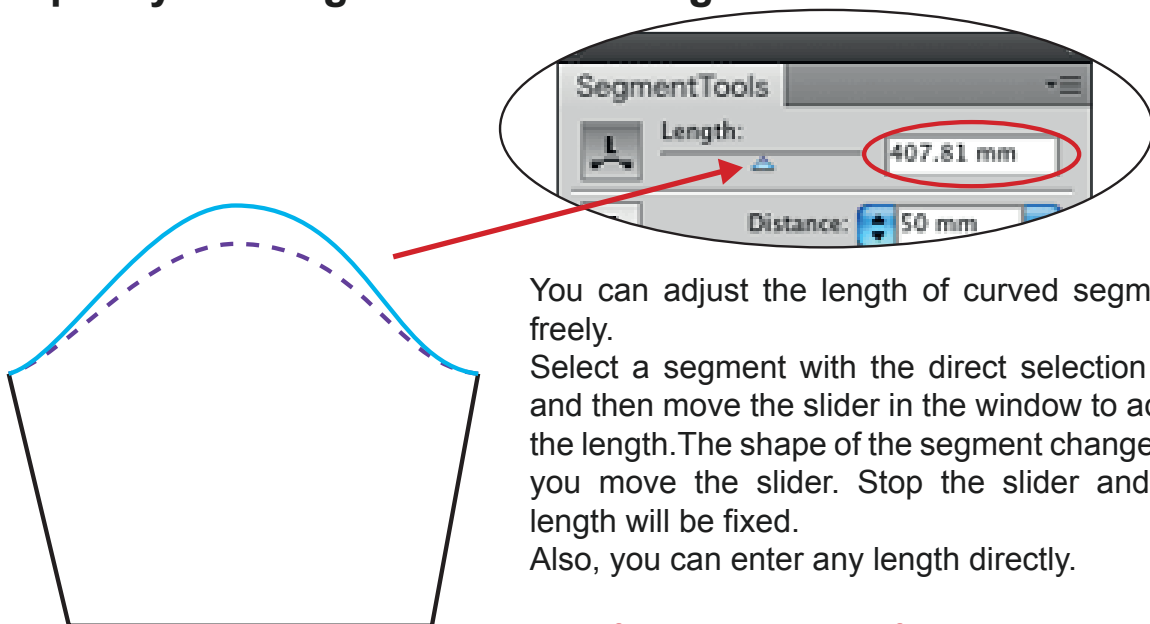
### ● Measure total length of segments



This function allows you to measure total length of several different segments freely. Select one segment with the Direct Selection Tool as in the picture on the left. Then select a segment in other object while pressing Shift. The total length of those segments will be shown in the window.

### ● Slider - adjust a curved segment' s length

### ● Specify the length of a curved segment

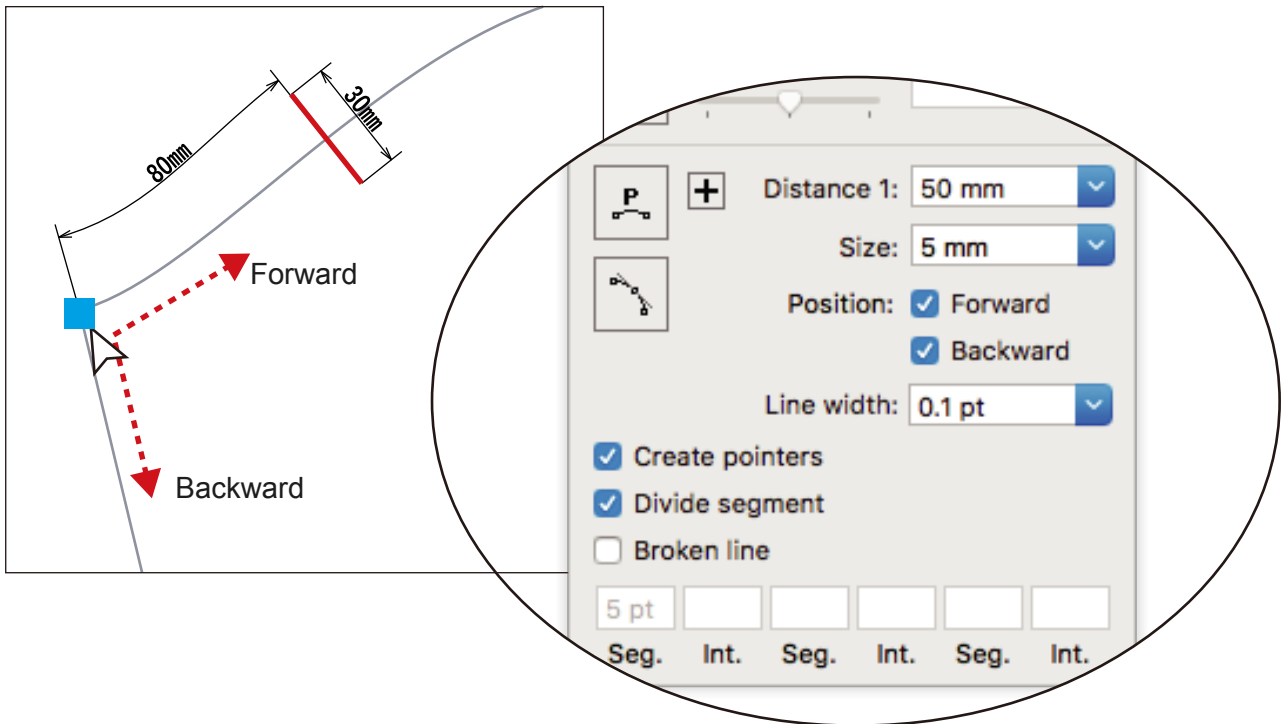


You can adjust the length of curved segments freely. Select a segment with the direct selection tool and then move the slider in the window to adjust the length. The shape of the segment changes as you move the slider. Stop the slider and the length will be fixed. Also, you can enter any length directly.

\*This function works only for curved segments.  
\*Position of the anchor point or the angle of its handles can't be changed.

## ◆ Create Notches (“P” button)

### ● Basic Functions



This tool automatically creates notches on the exact point on the parts.

[How to create notches]

1. Select an anchor point as a starting point.
2. Enter the distance from the starting point in the Distance field in the window.
3. Enter the length of the notches in the Length field in the window.
4. Select the direction you create the notches. If you check both Forward and Backward, two notches will be created to both direction.  
(“Forward” means to follow the direction the object was drawn. In case the direction is unclear, create notches to both direction and delete the unnecessary one. )
5. Press P button in the window and the notches will be created.

[Customization of the notches style]

Create Notch - create notches with solid lines

Divide Segments - add new anchor points on the segment

Dashed Line - create notches with dashed line(gap and dash are adjustable)

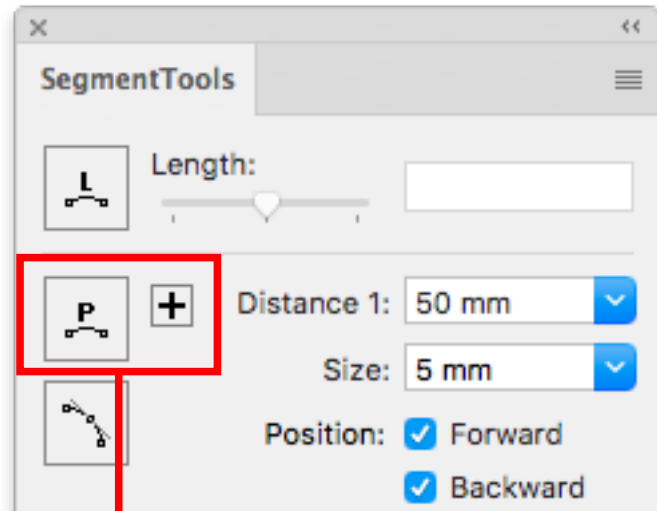
Stroke Weight - set the width of notches

[Units]

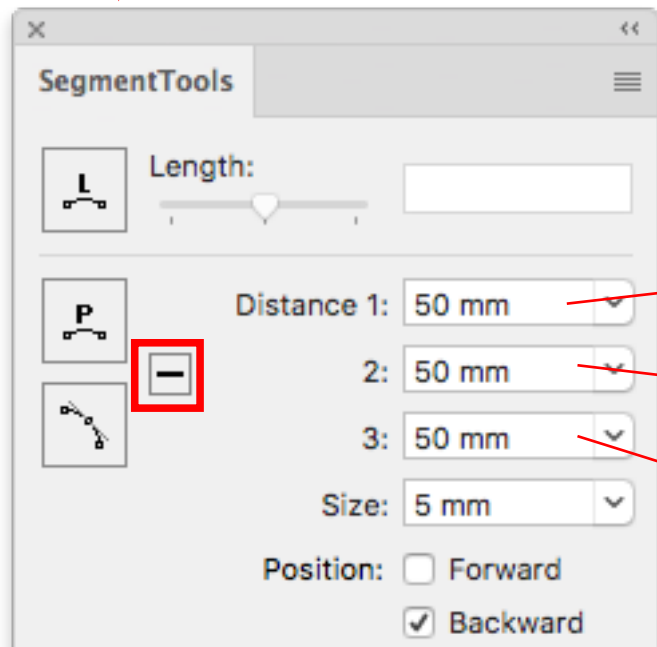
The units of measurement depends on the Preference of Illustrator.

## ◆ Create Notches ("P" button)

### ● Adding Notches



Click "+" button



You can add up to three notches at a time.

By clicking "+" button, settings for Distance2 and Distance3 will be shown.

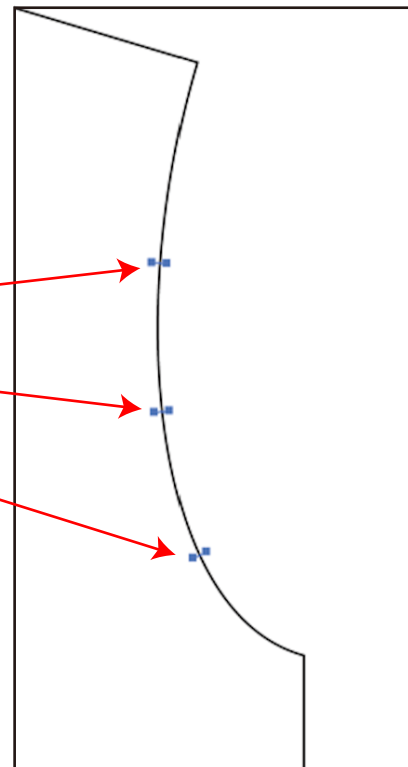
By clicking "-" button, those settings will disappear.

What each distance means :

Distance1 : Distance from the selected point

Distance2 : Distance from Distance1

Distance3 : Distance from Distance2

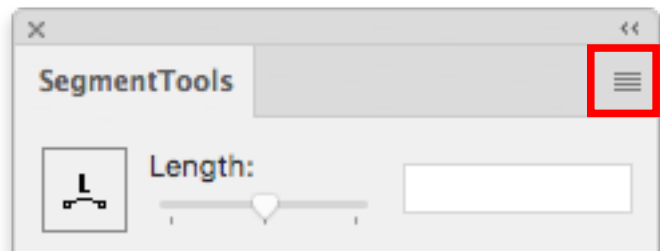


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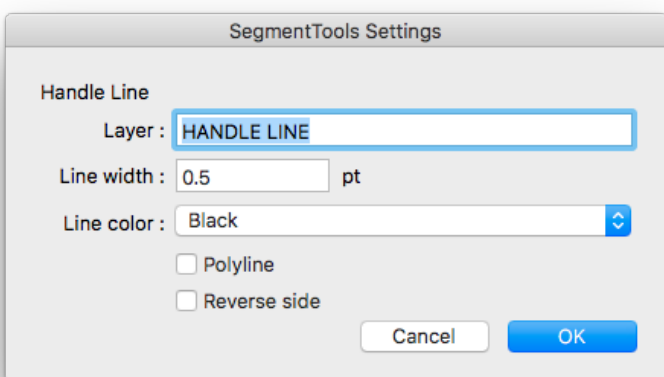


## ◆ Handle Line Function

### ● Settings



By clicking a button on upright of Segment Tools Palette, SegmentTools Settings will appear.



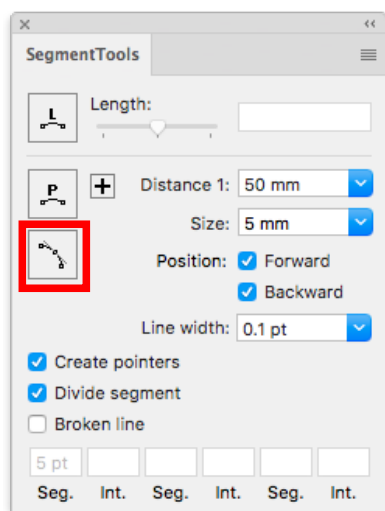
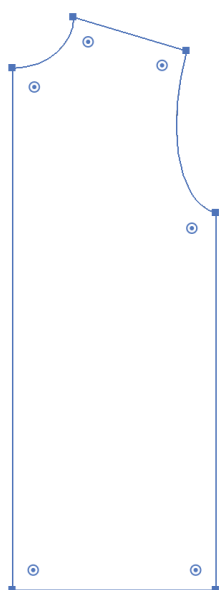
When both "Polyline" and "Reverse Side" are unchecked:  
A single handle line will be created.

When "Polyline" is checked:  
A polygonal line will be created when there are two handles from the point.

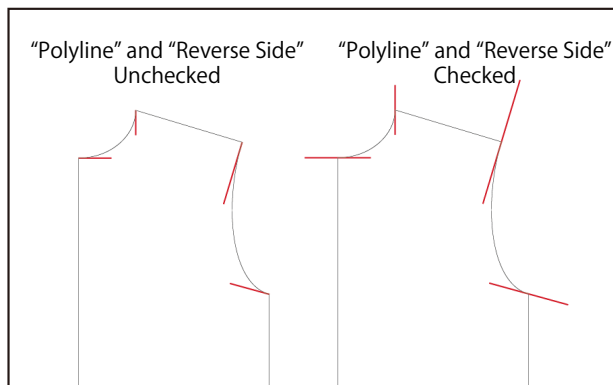
When "Reverse side" is checked:  
Handle lines for both forward/backward will be created.

When both "Polyline" and "Reverse Side" are checked:  
Handle lines for both forward/backward will be created. Polygonal lines will be created when there are two handles from the point.

### ● Creating Handle Lines



1. Select an object or an anchor point.
2. Click Handle Line Tool button to create the line.



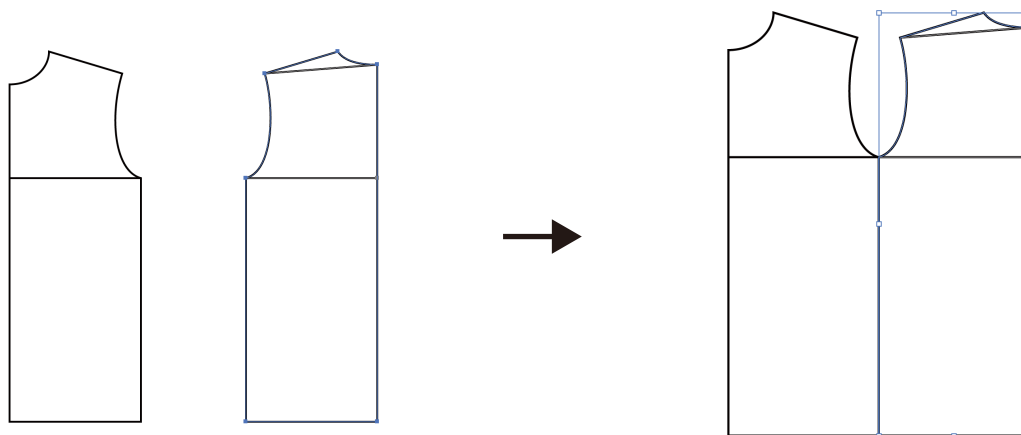
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## ◆ Adjust Tools (added to Tool Box)

### ● Path Adjust Tool



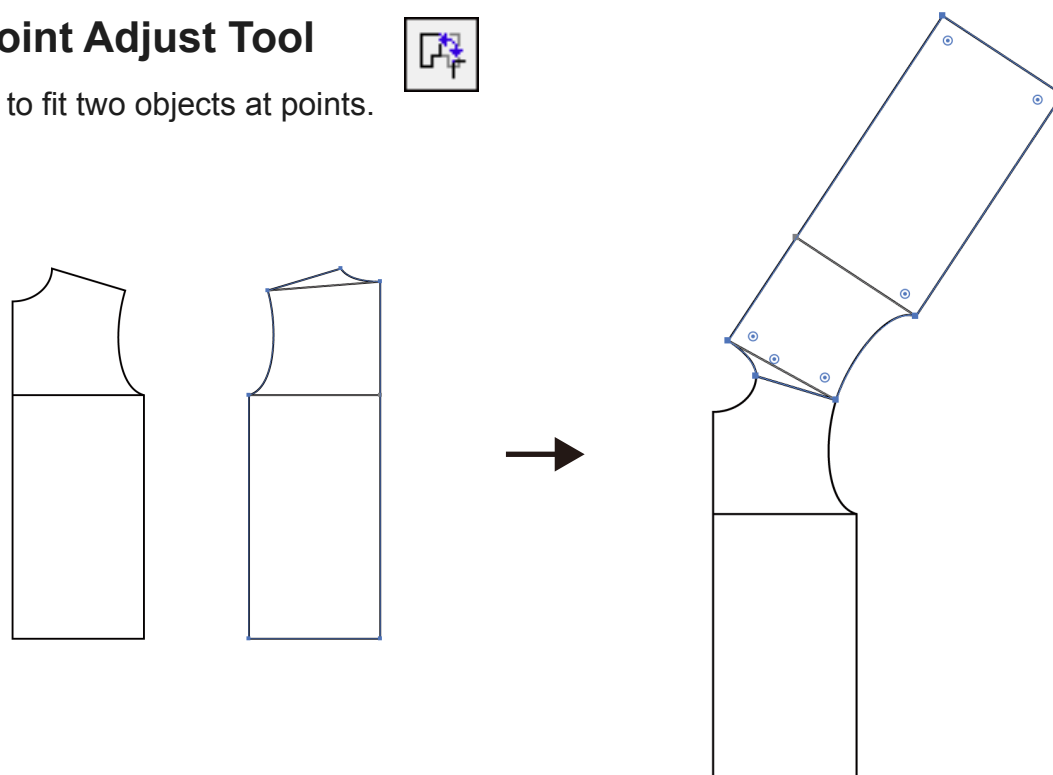
A tool to fit two objects on paths.



### ● Point Adjust Tool



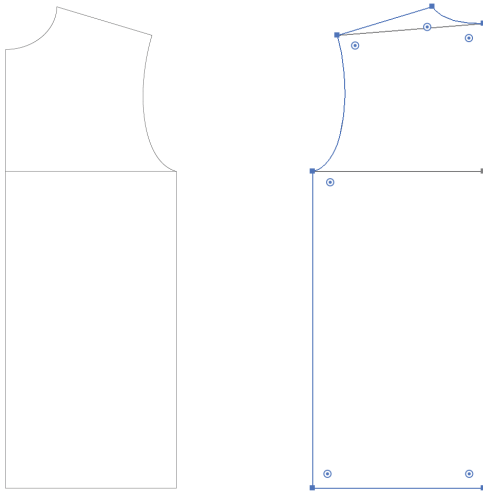
A tool to fit two objects at points.



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## ◆ Adjust Tools (added to Tool Box)

### ● How to use the tools (1)



[For both Path and Point Adjust Tools]

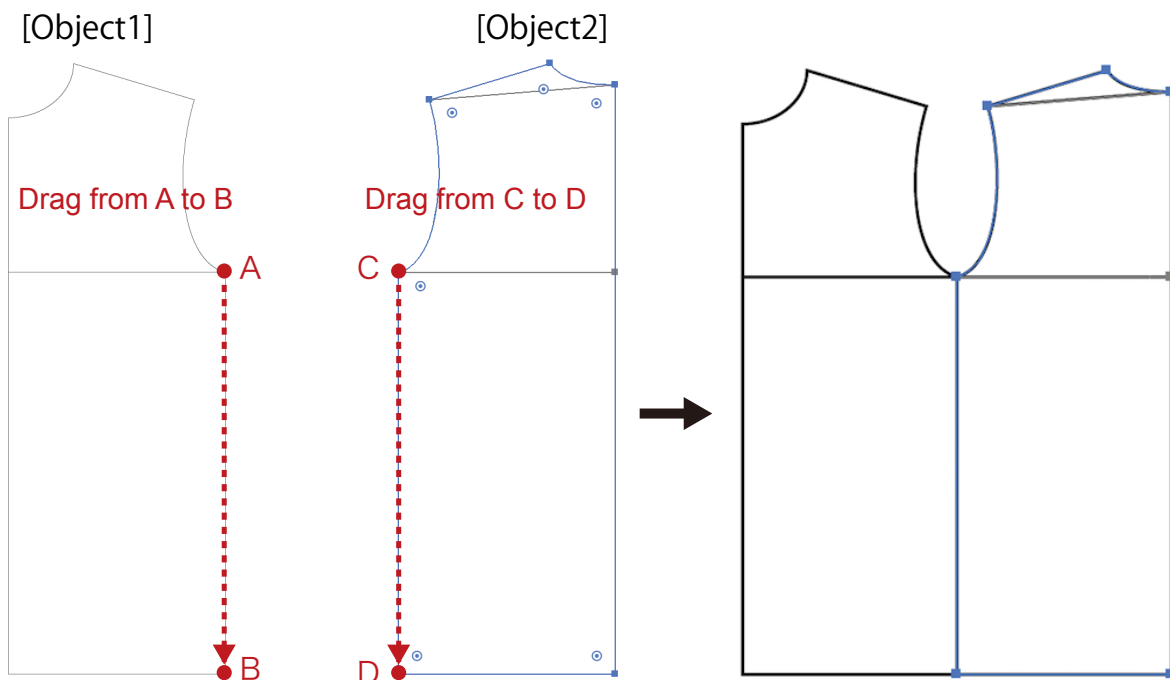
First, select the object to move.

[Path Adjust Tools]



After the object to move (Object1) was selected, click Path Adjust Tool button to activate the function.

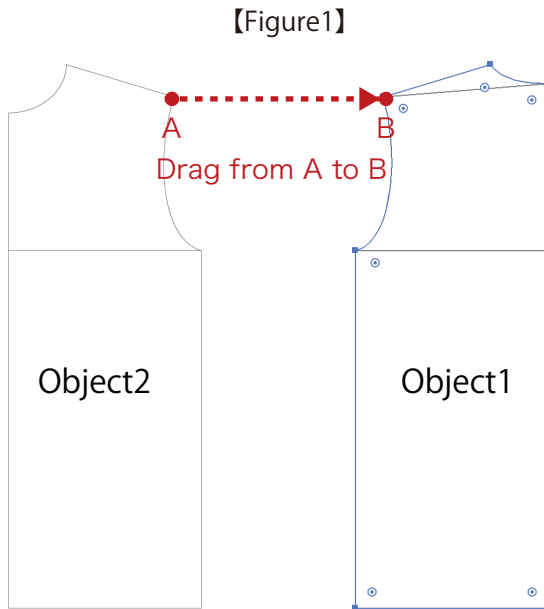
Next select a path of the Object2 (A-B) by dragging. Also, select a path of the Object1 (C-D) by dragging.



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## ◆ Adjust Tools (added to Tool Box)

### ● How to use the tools (2)



#### [Point Adjust Tool]

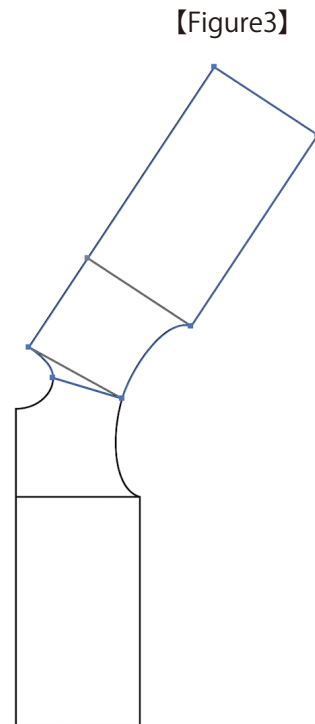
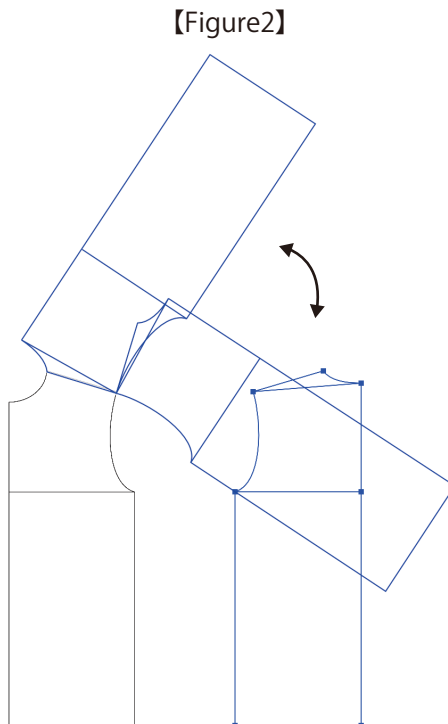


After the object to move (Object1) was selected, click Point Adjust Tool button to activate the function.

Next drag from pointA of object2 to pointB of object1 (Figure1).

Then, preview of the adjustment directions will be shown (Figure2). The direction will change by moving a cursor. (You can choose from 4 directions : Handle directions of each point and those in opposite directions.)

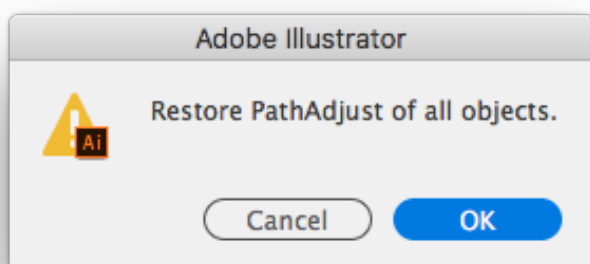
Click to fix the direction (Figure3).



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## ◆ Adjust Tools (added to Tool Box)

### ● How to use the tools (3)

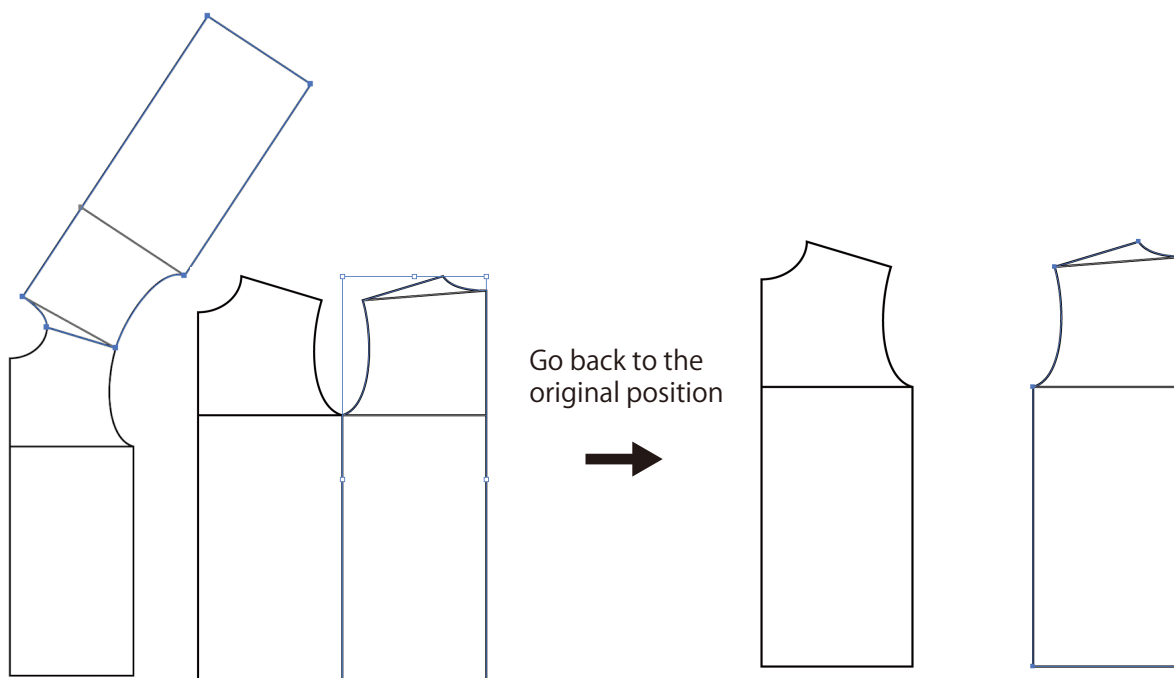


**[Restore the position of an object adjusted by the tool]**

1. Select an object to restore and **double click** Path or Point Adjust Tool button.

2. A dialog will appear. Click OK to restore the position of the object.

If you don't select any object and just double click the tool's button, positions of all adjusted objects will be restored.

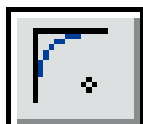


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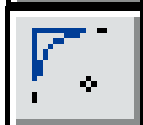
## ◆ How to use BPT-LT tools (1)

(Three kinds of tools added in the Illustrator's toolbox)

### ● Fillet Tools



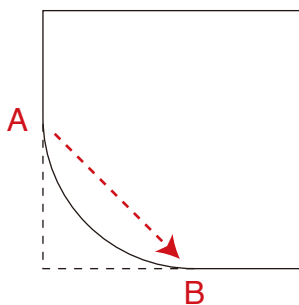
Add



Divide



Replace

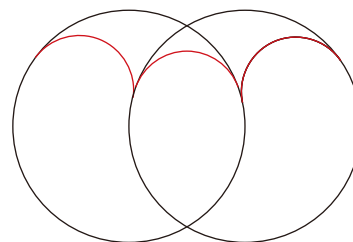
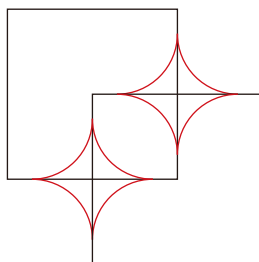
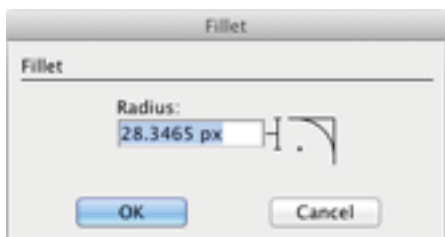


Fillet Tools is a set of three tools to round off the corners. By dragging your mouse from point A to B as in the picture on the left, the corner turns into round.

[Function of Each Tool]

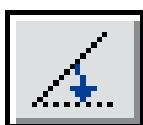
- Add - add an arc without deleting the corner
- Divide - divide a corner by adding anchor points
- Replace - replace a corner with an arc

By double clicking each tool, you can set the radius of the arc.



\*Fillet Tools works only for straight segments or circles.

### ● Slant Tool

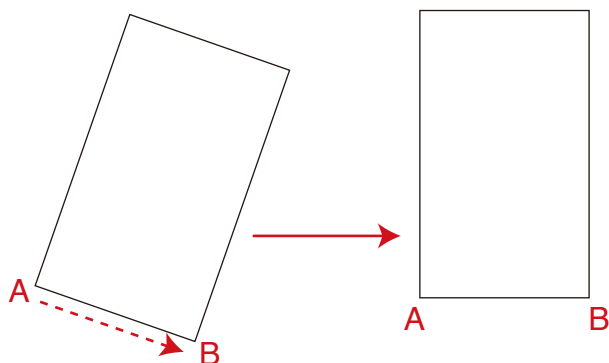


Slant Tool revises slant of the object.

Select an slanted object with the Direct Selection Tool and click Slant Tool. As in the picture on the left, drag your mouse from point A to B. Then the object turns to horizontal.

You can turn several objects at once. And the base line can be anywhere.

On a path or an anchor point, the shape of the pointer changes into the cross to trace the slant with accuracy.



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## ◆ How to use BPT-LT tools (2)

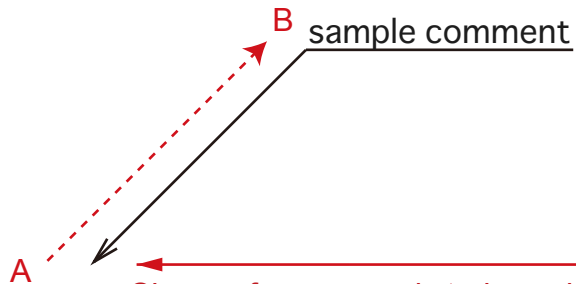
(Three kinds of tools added in the Illustrator's toolbox)

### ● Comment Tool



Comment Tool creates a comment with an arrow indicating an object.

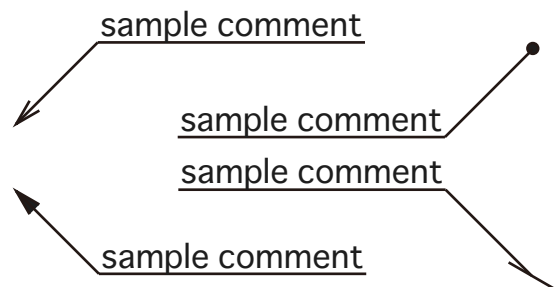
To create a new comment, click and drag from point A to B as in the picture on the right, and release the mouse button. The angle of the arrow can be set to vertical, horizontal, and 45 degrees by pressing Shift while dragging.



Shape of arrows and stroke weight can be changed in BPT settings > Preferences.



By double clicking Comment Tool, a dialog to set a default comment appears like the picture above.

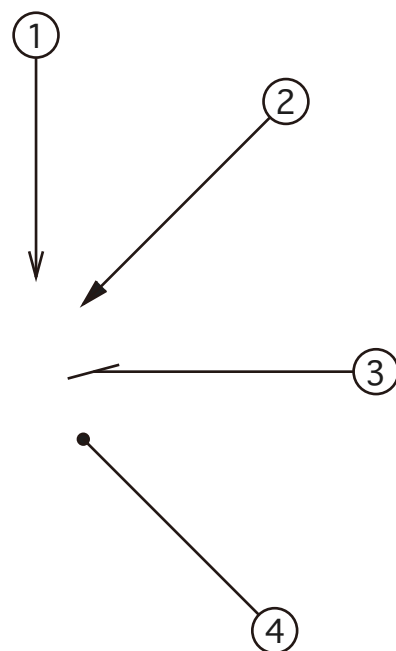


### ● Parts Number Tool



You can number each part of the object using this tool. To put numbers, drag your mouse just like the usage of Comment Tool. By double clicking Parts Number Tool, a dialog to set starting number and steps appears.

If you enter "1" in the Steps field, the parts number increases by 1. If you want to put the same numbers on several parts, enter "0".



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## ◆ How to use BPT-LT tools (3)

(Three kinds of tools added in the Illustrator's toolbox)

### ● Length Comment Tool

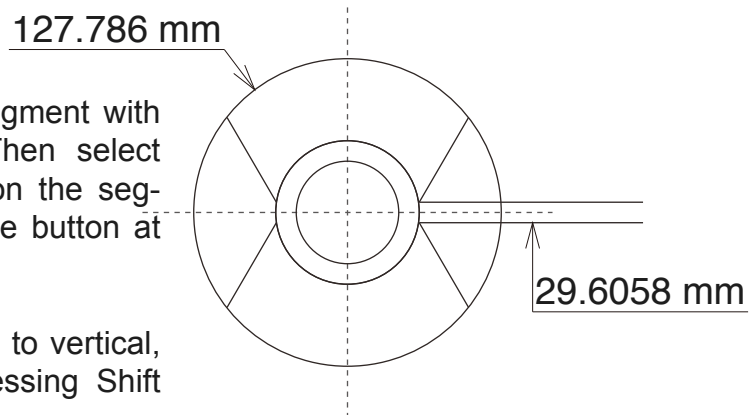


This tool measures length of the segment and shows it as a comment with an arrow indicating the segment.

To create a comment, select a segment with the Direct Selection Tool first. Then select Length Comment Tool and click on the segment. Drag and release the mouse button at any place.

The angle of the arrow can be set to vertical, horizontal, and 45 degrees by pressing Shift while dragging.

\*If you don't need arrows, select a segment and just click at any place without dragging.



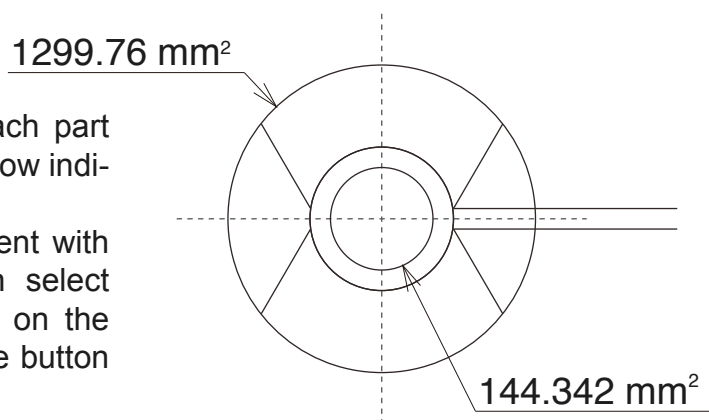
### ● Dimensions Comment Tool



This tool measures dimensions of each part and shows it as a comment with an arrow indicating the segment.

To create a comment, select a segment with the Direct Selection Tool first. Then select Dimensions Comment Tool and click on the segment. Drag and release the mouse button at any place.

About the settings of arrows, see "Length Comment Tool" above.





## ◆Contact Information

- ※If you have inquiries, please contact us by Email.
- ※Please tell us your name, product's name, ID with the inquiry.

Contact Form:

<https://ipm-modelist.com/en/support/contact/>

E-mail:

[info\\_eng@baby-universe.co.jp](mailto:info_eng@baby-universe.co.jp)

iPM is developed by BABY UNIVERSE Inc.

