1. **Part Designing Area**

   This is the default entrance of the GPuncher. The initial dialog box is to start with your part base size, enter the type of units either inch or metric as shown below.

   ![Part Designing Area Dialog Box](image)

   The part designing area has all the tools to develop the most demanding sheet metal flat pattern, some shown below.
Use the Construct menu to develop your flat pattern and add lines, circles, rectangles and sheet metal shapes as Obrrounds, D-holes, DD-holes plus special tools hits when Full Hits command is selected, develop your layout adding flange by flange when the Side Flange is active.

If you need to change the properties, position or shape of an entity use the Edit pull down menu to move copy, rotate, scale any object in your part.

For group of entities use the Grouping pull down menu to change properties or move, rotate, flip all in one move.

If your part need dimensions for better understanding and description add dimension to it with the pull down menu Dimensioning.

2. The Sheet Design Area

Tip: to switch between work spaces press the tab key in your keyboard or pull down menu View-WorkSpace.

The Sheet Layout Area is where you are going to grid your part in a sheet a metal and you do so by activating that part thru pull down menu Blank-Part grid/Activate to show the grid box as shown below.
Change the grid box values to get as many part as you need.

3. **The Tool designing Area**

Here you draw all of your special tools. Add objects from the **Construct** menu just as you would when drawing a part and add your tool information in the properties box as shown below.

Other modules are:
- **The Tool Inventory** click pull down menu Tooling Up-Tool Room-Inventory, here you add, edit or remove tools from your shop tool inventory, as shown below.

![Tool Inventory Screenshot](image1.png)

- **The Turret** click pull down menu Tooling Up-Tool Room-Nc Turret, here you will add tools to your turret just as the machine operator does it in the shop. To add tools to the turret the tool has to be in your tool inventory as well, you have to do this before you can assign tools to your part pattern. The tool has to be in the turret as shown below.

![Turret Screenshot](image2.png)