

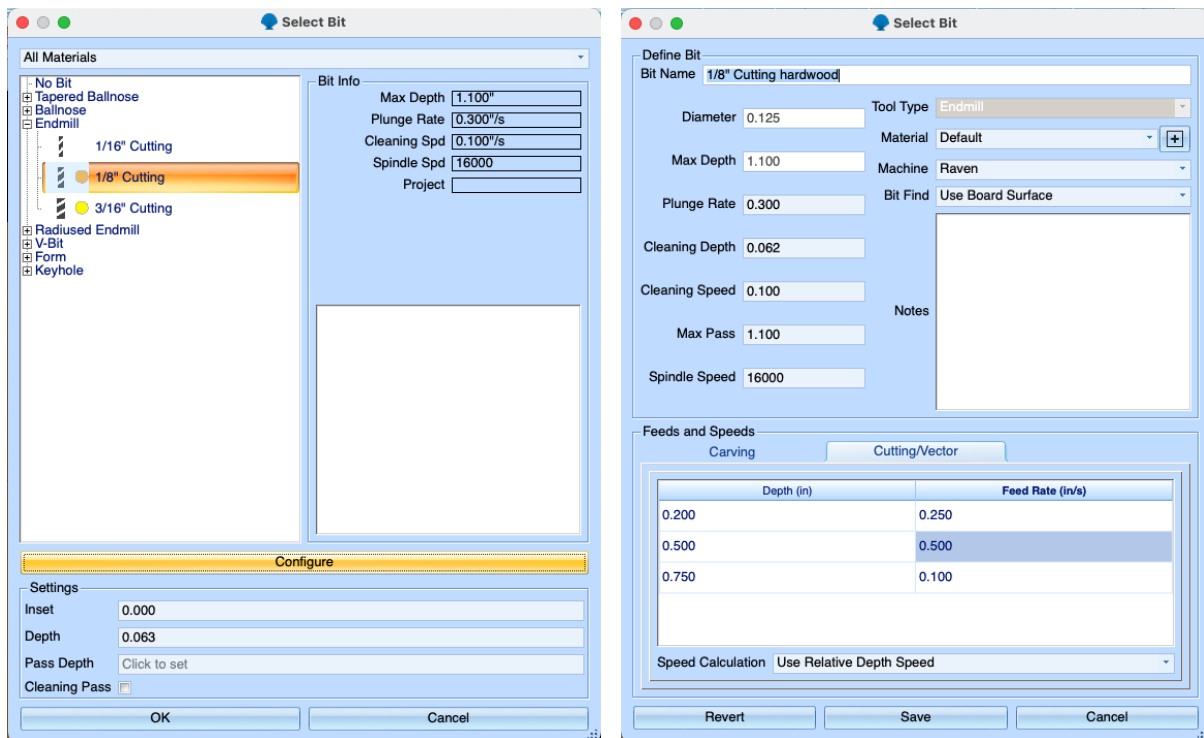
Bitbuilder is a feature introduced in Designer 5 for adding and editing bits. The feature is only available for Raven (.rvn) projects.

Configuring a Bit

- In any of the bit selection tools, standard (white background) and global (green background) bits can be "configured" to change the bit's settings, such as speed, feed, and other parameters.

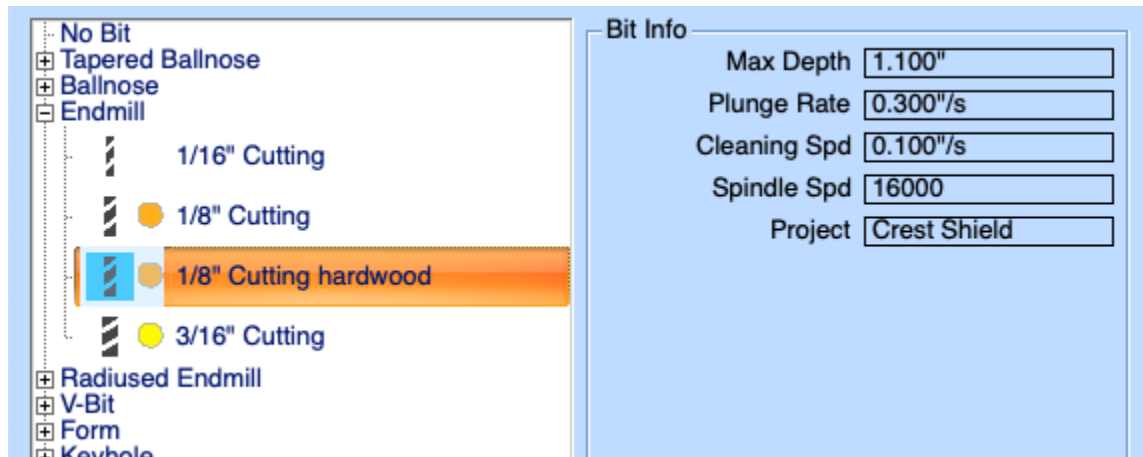


- Configuring a bit duplicates the bit and assigns it to the current project's selection. It becomes a project bit (blue background).



Project Bits

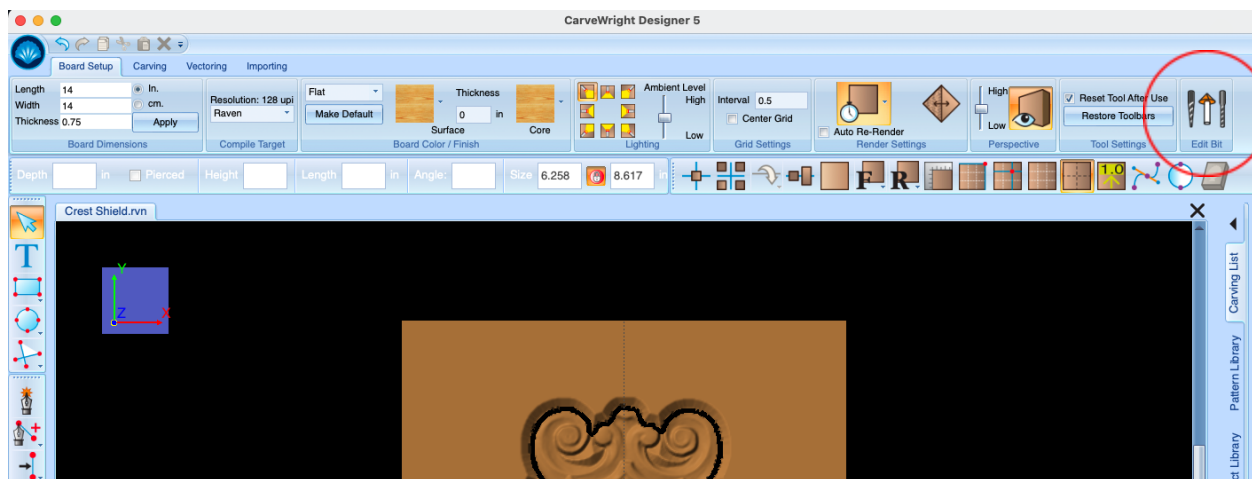
- Project bits are shown with a blue background and are only saved within the project it was configured in. It cannot be accessed from another project.
- The name of the project the bit is associated with will appear in the Bit Info panel.



- Project bits can be "edited" from the tool's bit selection. Editing the bit does not make a copy of it, so all cuts using the edited bit are affected.
- To make the project bit available for use with other projects, you will need to make it a global bit.

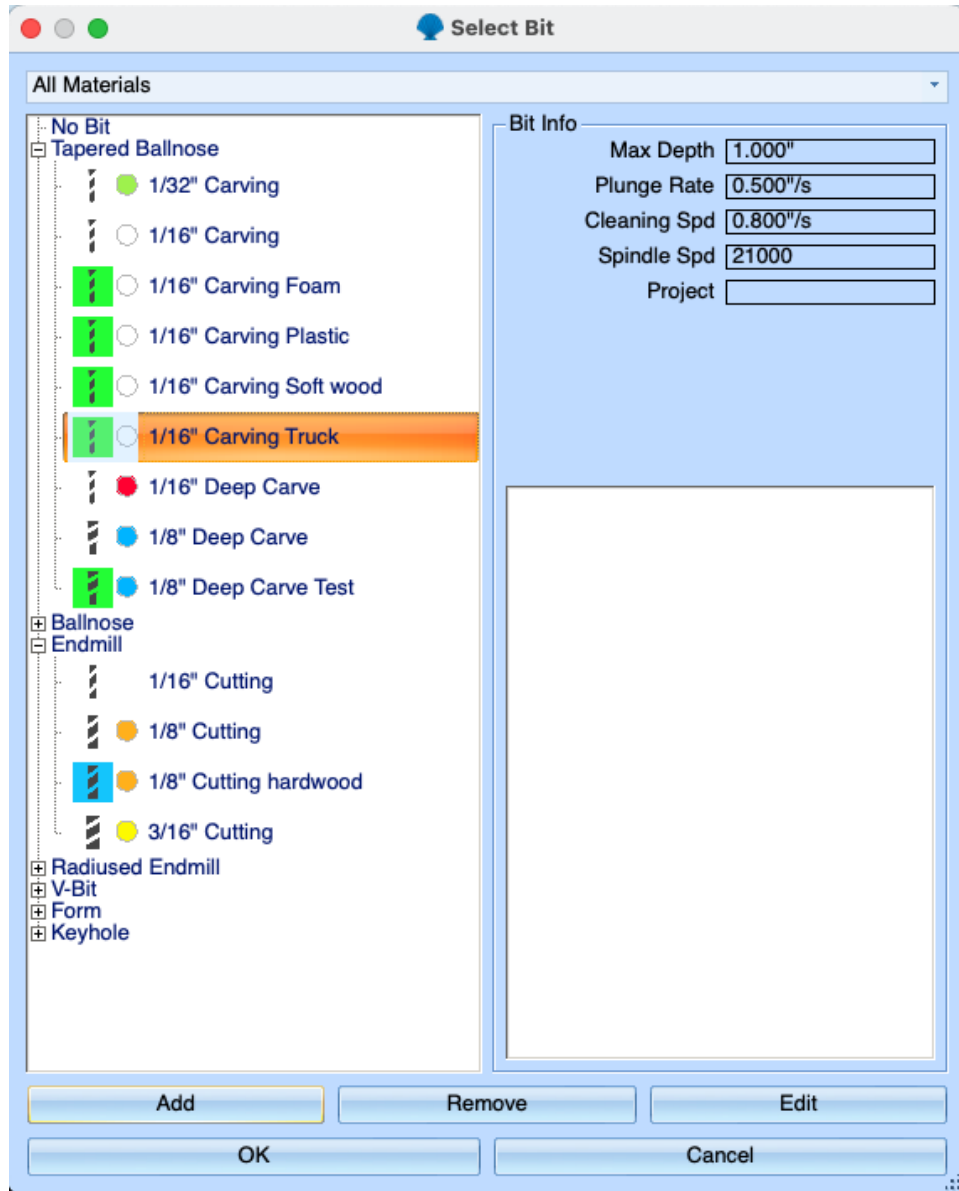
Global Bits

- A global bit is a bit in the main bit list and available to all projects (green background).
- Global bits can only be created using the Edit Tool In the Board Setup tab.



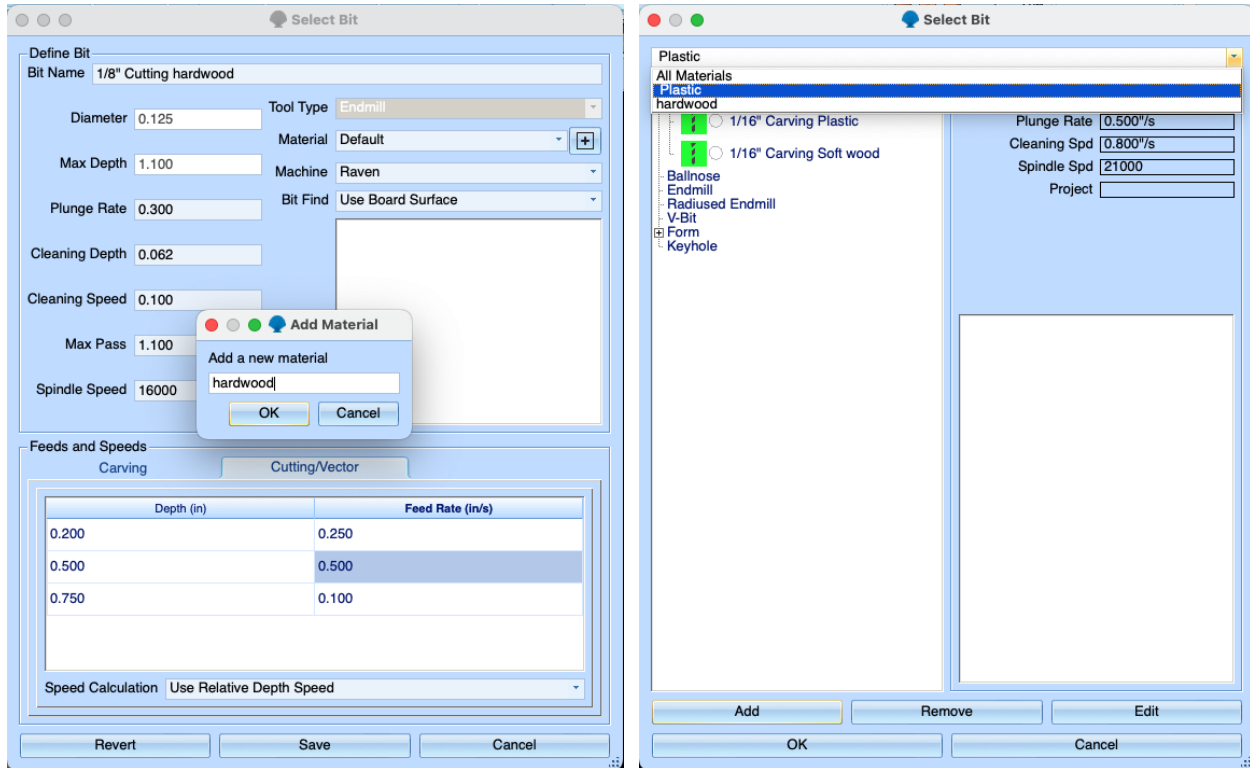
- In the Edit Tab tool, you can either **add a new bit** by selecting "no bit" and then clicking "add" to create, or **clone an existing bit** by selecting any bit (normal, global, or project) and clicking "add" to create a new global bit using the selected bit as a template.
- The cloning method is how you make a project bit (blue background) into a global bit

- Changes made to global bits will overwrite their previous settings and affect every project that uses that bit.
- Like configured project bits, global bits can be applied to a project and saved with the project. Changes made to a global bit will be reflected in the project when it is loaded.



Materials

- Material labels can be created in the software to help users distinguish between similar bits designed for specific material types.



- Materials can also be used as a filter when looking for specific types of bits.

Sharing Projects and Bits

- All projects used in a project are saved with the project as a project bit. This allows other users to have the project's bit settings for use with that project.
- Project bits can be copied along with elements they are assigned to. This means, if you copy a carving or a cutout with a configured bit and paste it into a new board, the bit will come with it and now show up in that project.

Bit Notes

- Add notes to the bits with any information that may need to be remembered later.

