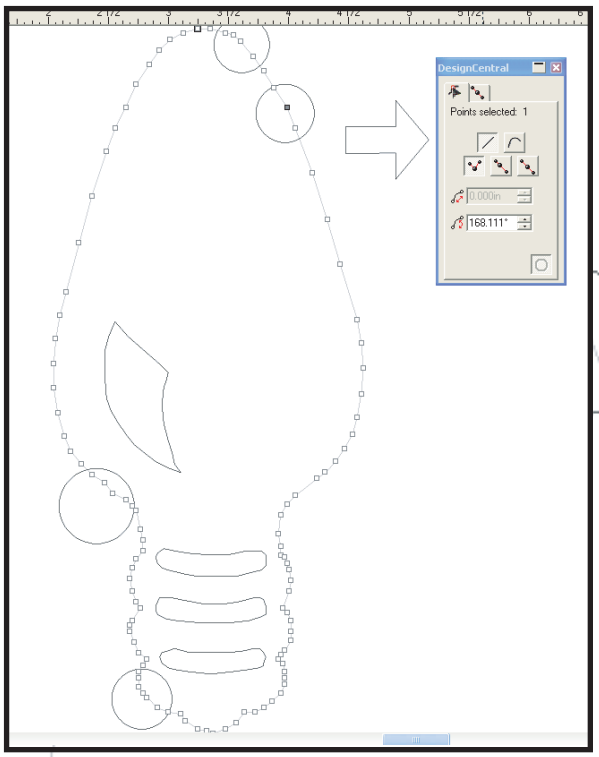

What to Look for in a Bad File

Most .WMF files fall into the "bad file" category because they are not complex enough to save these vectors as curves, instead they save each node as a line node, which makes it appear choppy when cut and when enlarged.

Bumps Stopping the Flow of a Curve

You see these when using autotrace instead of tracing by hand. Autotrace is less precise and you will notice these bumps when you cut the shape out. The bigger you make the cut or the shape, the more you will notice the bumps.

Unnecessary Nodes or Bezier Points

When you have too many points a drawing becomes more complex and the control of the curve gets lost. It's also another sign the file may have been autotraced. Too many nodes = too much information. This will cause the Wishblade to stop, spool or overheat.

Twisted Nodes

Shown here are a result of poor workmanship They make a loop in the line and it confuses the output device and bogs it down. It also looks bad and will likely cause this piece to fall apart when cutting

Image Becomes Choppy When Scaled

Sometimes the artist is trying for this look, but in this example it is a sign of a bad file.