

Content

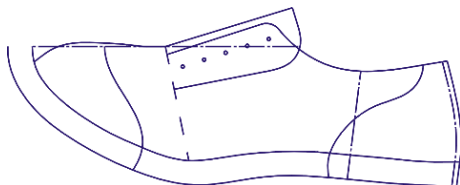
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4.1 Overview of interactive shoe types

In the shoe types, the upper is defined in more detail. From Version 12 onwards, a total of three interactive shoe types are available:

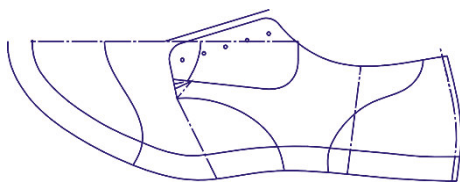
Shoe type 01

... is a basic style **for free style development** with or without tongue. It does not contain any prepared shaped style lines.



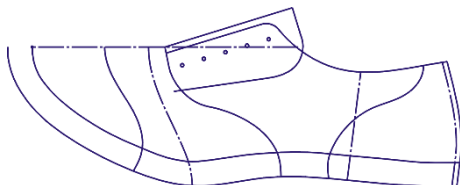
Shoe type 11

... is the progression of *Shoe type 10*. This module is intended for shoes **with open lacing, i.e. all forms of Derby styles**. *Shoe type 11* contains a number of prepared adjustment options for the style line, the vamp line, lacing, a bartack line at the heel and a collar for boots.



Shoe type 21

... is the progression of *Shoe type 20*. This module is intended for **closed lacing, in particular for vamp styles**. As in *Shoe type 11*, a number of varied prepared adjustment options are available for the style line, the vamp line, lacing, a bartack line at the heel and a collar for boots.



Calling shoe types

All interactive shoe types are connected by clicking a line of *Basic Shoe 10*. They adopt the shape contour and grading of the basic module. The toe cap line and upper opening or boot leg opening adjusted in *Basic Shoe 10* can be further developed and shaped in the shoe type. In this module the vamp line and the lacing are styled. The lacing can be drawn as a distance from the instep line and altered in length. Curves at the end points can be adjusted in three positions. The inner last can be adjusted independently.

Important lining lines, eyelet positions and the tongue can be adjusted here, as well as a collar or cuff at the boot leg.

Adjusting interactive shoe types

The following step-by-step guide applies to all interactive shoe types, Picture 4-1:

⇒ **Set options**

Under Options, the type of style line defining the design is selected. The corner options may be altered at the end of the process, ensuring that the lines which form the corners are adjusted in their original state.

⇒ **Basic adjustment outside** drag area

Adjustment of heel line, upper line, possibly instep line and adjustment of position or length of the lacing. If a boot leg is active, the transition between boot leg and last is adjusted.

⇒ **Basic adjustment inside** drag area

In case the inner last and outer last are to be adjusted differently, this can be done in this drag area.

⇒ **Styling outside** drag area

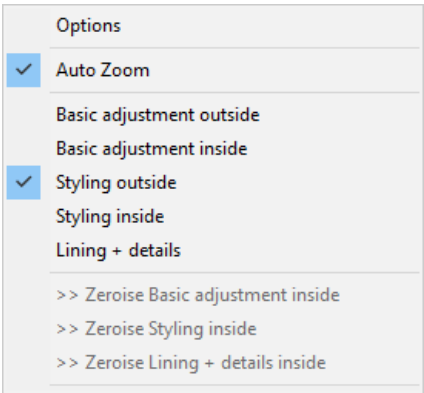
Adjust lacing, style line and tongue, see Picture 4-4.

⇒ **Styling inside** drag area

Adjust differences of the inner last.

⇒ **Lining + details** drag area

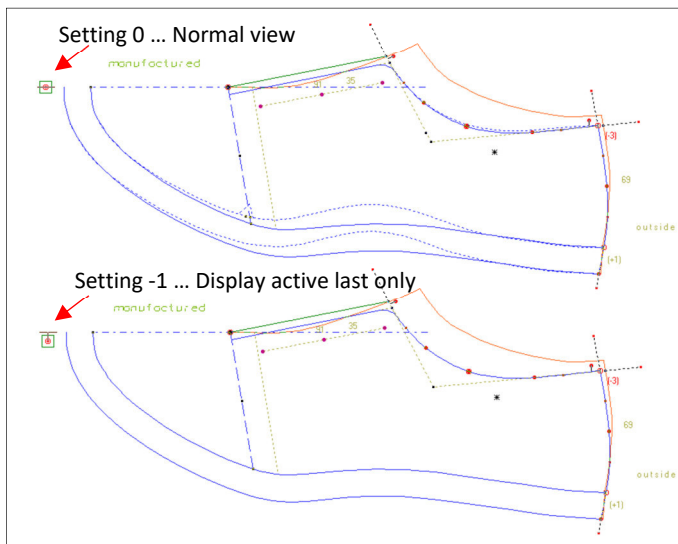
The lining lines, eyelets and fold of the heel can be adjusted. As these adjustments are inherently symmetrical and apply only to the lining, the corresponding line on the inner last cannot be regulated differently.



Picture 4-1

Visibility switch and moveable comparison contour

A visibility switch with two or three settings is available for all interactive shoe types, see Picture 4-2. Setting 0 is the normal view. In setting -1, only the active last is displayed; in the drag area of the outer last, the inner last is hidden and vice versa.

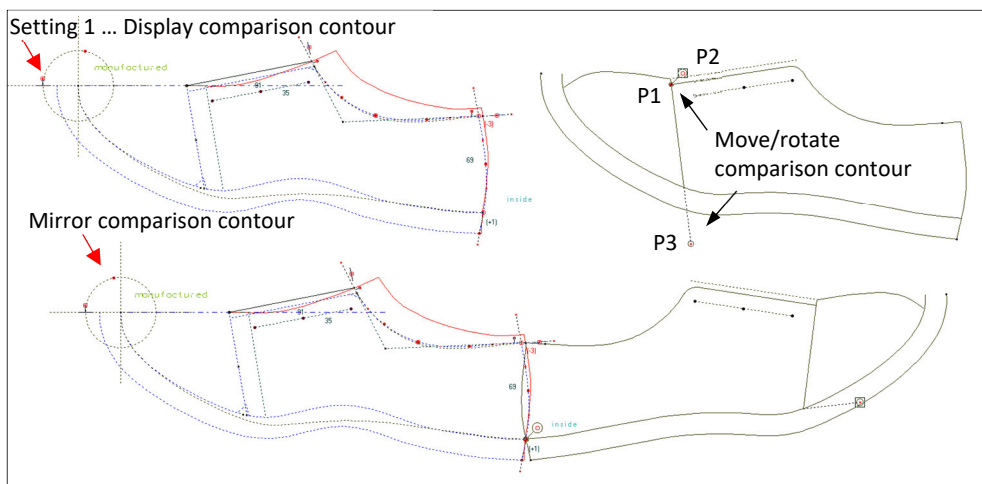


Picture 4-2

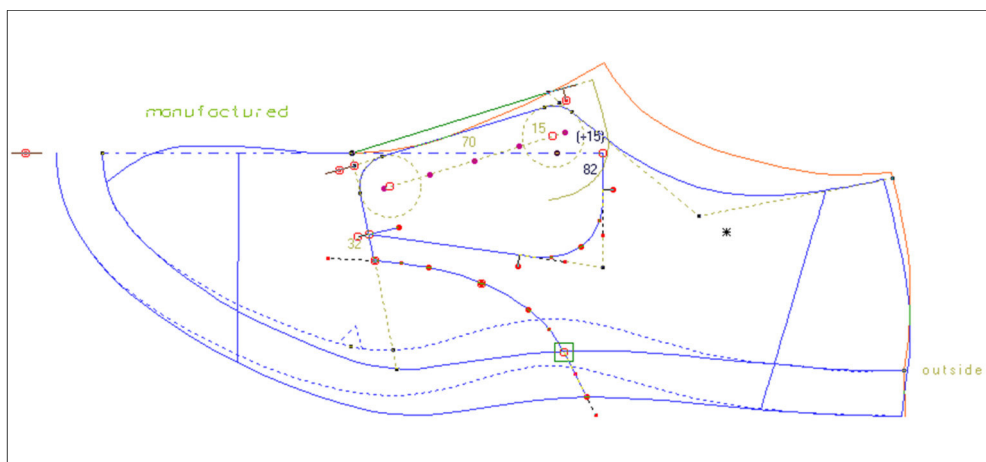
In the drag areas of the inner last, a third

setting, setting 1 is available, which displays a comparison contour of the outer last, see Picture 4-3. The comparison contour can be moved and rotated with the three drag cursors P1 to P3; the comparison contour can also be mirrored.

For targeted positioning of P1 to P3, *+Magnet* should be switched on. First, you drag P1 to the attachment point of the outer last/ comparison contour. Then, drag the outer last/ comparison contour to the desired position at the inner last with P2. The preferred points are highlighted with a small arrow. With P3, the outer last/ comparison contour can be rotated about P1.



Picture 4-3



Picture 4-10

Add size `_MA_48` to the drag area *Grading* (Picture 4-9).

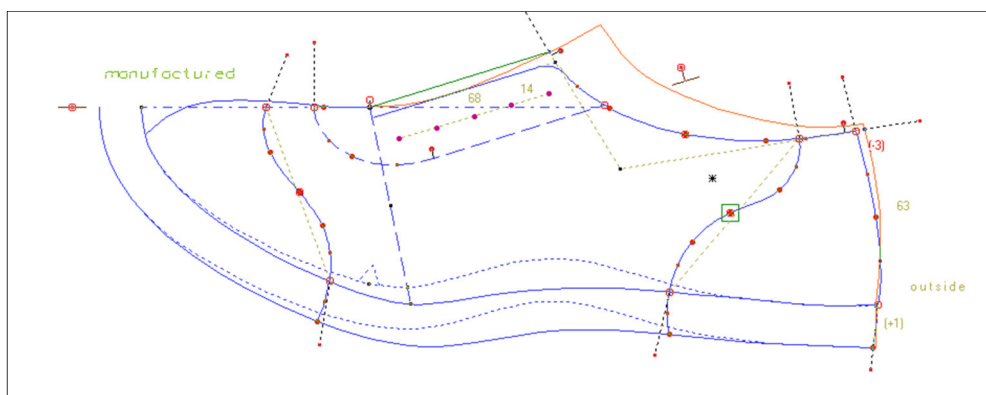
Adjust the following grading:

- Length grading: 6.6 mm
- Width grading: 3.3 mm

Call *Shoe type 11* into a further part of the part organisation (Picture 4-10).

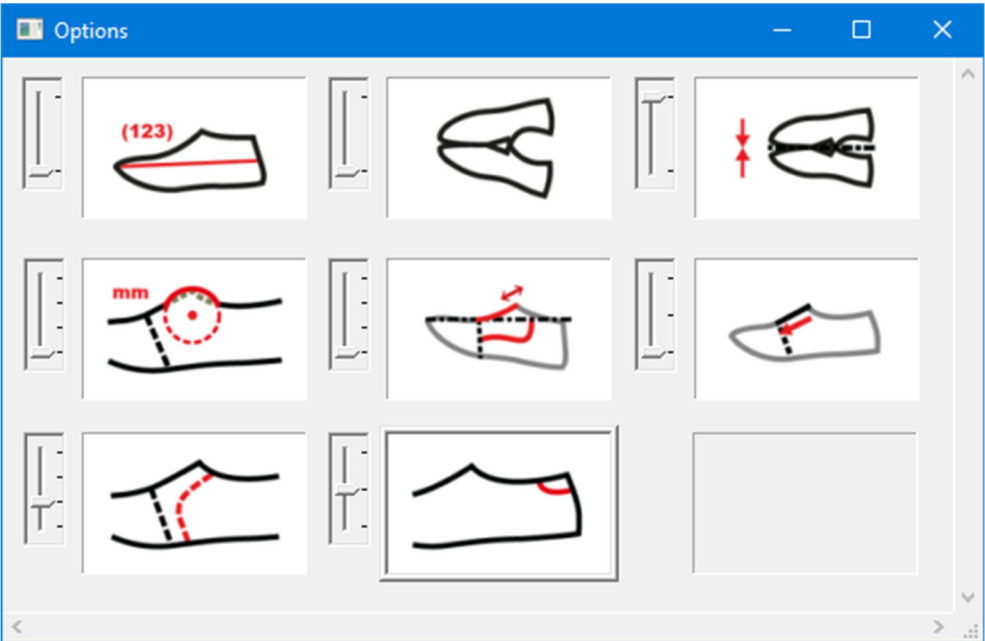
4.4 Interactive Shoe type 01

As in *Shoe type 11*, in *Shoe type 01* the upper is defined in more detail. This interactive shoe type construction is a basic style with **closed lacing** for free style development with or without tongue, see Picture 4-11. It does not contain prepared shaped style lines and vamp lines, nor a prepared collar for a boot leg.



Picture 4-11

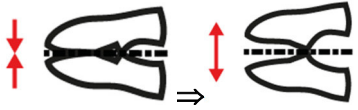

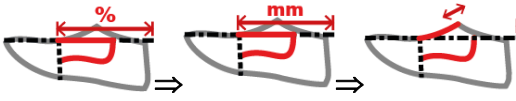
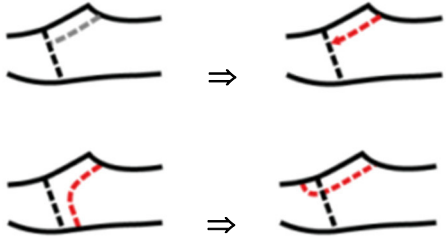
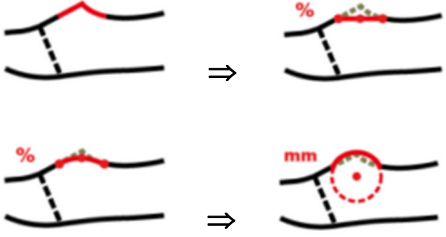
Calling shoe types and the step-by-step guide for adjusting shoe types is described in section 4.1.



Picture 4-12

Options of Shoe type 01

<p>Display measurements</p> <p>() ⇒ (123)</p>	<p>These options work in the same way as the options for <i>Last 10</i>, see section 2.5.</p>
<p>Mirrored adjustment</p>	

<p>Distance between outer and inner last</p> 	<p>These options are analogous to <i>Shoe type 11</i>, see section 4.2.</p>
<p>Lacing types</p> 	
<p>Tongue grading %/mm</p> 	
<p>Corner styling lacing bottom</p> 	
<p>Corner styling lacing top</p> 	
<p>Heel styles</p> 