mySewnet™

mySewnet™ Digitizing

Reference Guide

Mac®

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Contents

Welcome to mySewnet™ Digitizing

Use mySewnet™ Digitizing to create beautiful embroideries on your computer.

To get started with mySewnet™ Digitizing, open it and create embroideries using the ExpressDesign Assistant or Quick Create from Background to automatically create designs from a picture, or design over a picture with the Quick Create, Freehand and Point features. Choose stitch line and fill types for your design.
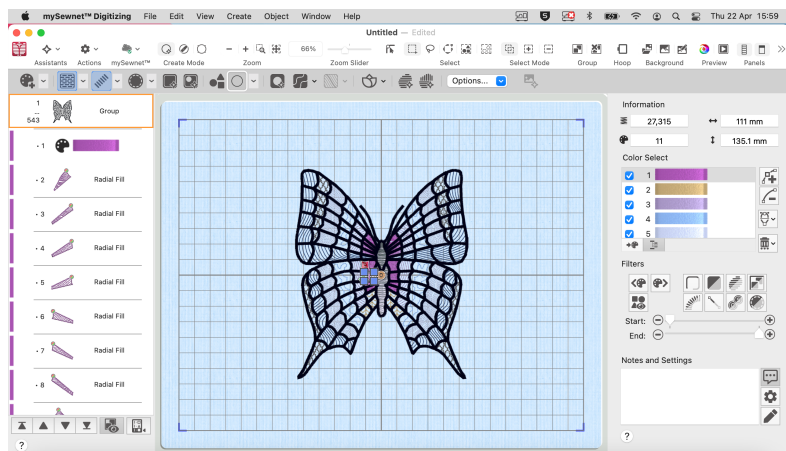
ExpressDesign Assistant

mySewnet™ Digitizing includes the ExpressDesign Assistant. Automatically create embroideries from a picture to fit the current hoop, or a selected area. Choose from three design types:

Quick Embroidery	Quick Trace	Quick Border
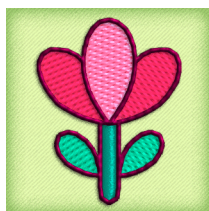
Create a standard embroidery using satin, fill areas and outlining.
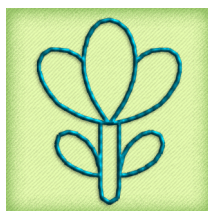
Trace outlines in a picture to create, for example, redwork, quilt stencils and so on.
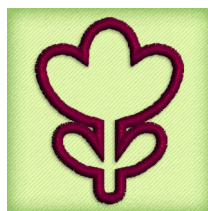
Create stitch lines or appliqué around the edges of solid color areas in the picture.

Quick Create and Shape Features

Quick Create from Background, QuickStitch™ and QuickTrace are alternatives to the ExpressDesign Assistant for creating sections of your design.

With Quick Create from Background automatically create a design from the lines in the background vector image.

With QuickStitch™ , click in an area and stitches are produced automatically in an instant! Choose to embellish your designs with motifs, running, double or triple outline stitches, motif lines, borders with any combination of straight lines and curves or appliqué.

The QuickTrace feature automatically creates stitches that follow a continuous line. Create a Double trace , Quadruple trace , Satin line or Motif line trace.

Also in Quick Create, create one of 120 shapes automatically as a fill area or line.

Freehand and Point Create Features

The Freehand and Point Create features allow you to work with your stitches in detail. Draw an outline, place points, or draw Bezier curves around an area of the picture and the stitches appear with your choice of pattern. Include a satin stitch or other line border if you wish, and set the angle of stitching to any degree. Insert holes where you choose.

Choose Satin Column (including over 250 patterns, and multigradient and multicolor gradient options for color blending), Satin Areas or constant width Satin Lines and emboss them with needle point highlights. Create Feathered Satin and texture either or both edges for special embroidery effects on fur or flowers. Create columns of Tapered Motifs .

Make cutwork designs easily with Richelieu Bars . Use other features such as Double Zigzag stitch, Crosshatch Fill and Curved Crosshatch Fill to create free-standing lace.

Add individual stitches in straight or curved lines of Running, Double and Triple Stitch from 1 to 12mm.

Design Choices

Adjust designs using easy editing features: Navigate around the design with the Filmstrip, change easily between lines, fills, stitch types and patterns and so much more.

Fill patterns and techniques are amazing – choose from over 250 fill patterns , or make your own. Emboss patterned fill or satin areas, or satin columns, with personal highlights. Use single gradient density to produce beautiful shading effects, and multicolor gradient density to produce gradual shimmering color changes.

Beautiful fill types include Radial [icon], Spiral [icon], Shape [icon] with 120 shape options and motif options, QuiltStipple [icon], Contour [icon], Crosshatch [icon], Echo [icon] and MultiWave [icon] Fill. Curved Crosshatch Fill [icon] provides wonderful intersecting patterns for three-dimensional effects.

Choose from machine stitch Motifs or Universal Motifs such as the beautiful Hand Stitches for Motif Fill areas. You can create your own motifs in mySewnet™ Draw & Paint!

Open mySewnet™ Digitizing by clicking its icon in the Launchpad [icon], or by double-clicking its icon [icon] in the Finder. The mySewnet™ Digitizing work area appears.

Note: You can also open a design file (.edo) document in mySewnet™ Digitizing by linking from mySewnet™ Embroidery.

Further Information

Reference Guide
The Reference Guide shows how to start the app and provides a quick tour of the main screen. The Reference Guide is supplied in PDF format [icon], ready for printing and contains full reference information.

Help
The integrated help contains full reference information. Click the Help button [icon]. Where available, a help topic appears that is relevant to the selected item. Alternatively, use the Help menu.

Viewing and Printing PDF Guides
To find all the Reference Guides for your mySewnet™ Embroidery Software, go to the mySewnet™ Guides page, linked to from download.mysewnet.com. Select the desired PDF guide.

Note: To view and print the PDF Guides, you may use Preview which is included in your Mac® OS.

Readme
The most up-to-date details about the mySewnet™ Embroidery Software are in the Readme.rtf file available when you install your mySewnet™ Embroidery Software.

Sample Files
Samples are provided for your use. Download the sample files from the Downloads page: download.mysewnet.com. Copy the samples folder to the folder of your choice.

Note: For the exercises in this manual, the mySewnet folder is used.

About mySewnet™ Digitizing

Access via the mySewnet™ Digitizing menu. The version number of mySewnet™ Digitizing is given here. You will need this if you contact technical support at any time.

Starting mySewnet™ Digitizing

- Click the mySewnet™ Digitizing icon 📋 in the Launchpad.
- Double-click the mySewnet™ Digitizing icon 📋 in the Finder.

Close a Document

- Use the red close button ⊗ at the top left.
- Choose File > Close.
- Press ⌘W

A saved document is autosaved as it closes. If the document has not been saved, the Save on Close dialog appears. See "Save On Close" on page 116.

Close All

To close all documents:

- Choose File > ⌥ > Close.
- Press ⌥⌘W

Minimize and Maximize

- Use the yellow minimize button ⊝ at the top left to minimize the current window.
- Use the green zoom button ⊙ at the top left to switch between a larger and smaller window size.

Quit mySewnet™ Digitizing

When you quit mySewnet™ Digitizing the open windows are remembered for when the program is next opened.

To quit mySewnet™ Digitizing

- Choose mySewnet™ Digitizing > Quit mySewnet™ Digitizing.
- Press ⌘Q

Tools and Techniques

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Get familiar with the tools you use to create embroidery designs with mySewnet™ Digitizing.

Each embroidery design outline that you create with mySewnet™ Digitizing is an individual document.

The first time you open mySewnet™ Digitizing (by clicking its icon in the Launchpad or by double-clicking its icon in the Finder), the mySewnet™ Digitizing work area appears. This is where you will create and edit your embroideries.

The work area is surrounded by the selected hoop.

The mySewnet™ Digitizing Window

Menu bar   Toolbar: customize it to show the tools you use frequently

FilmStrip   Work Area   Control Panel
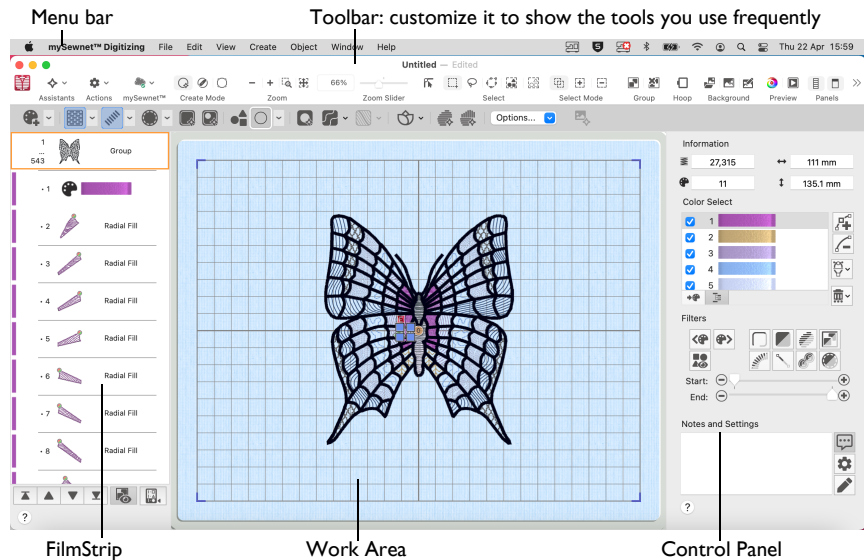
Showing and Hiding Tools

■ The toolbar gives quick access to the tools needed to create and edit your embroidery project.
To show or hide the toolbar, choose View > Show Toolbar, or View > Hide Toolbar (⌥⌘T).

■ The Control Panel gives access to the tools needed to create and edit your embroidery.
To show the Control Panel, choose View > Show Control Panel, or click 🔲.

■ The FilmStrip shows the sequence of objects in the design.
To show the FilmStrip, choose View > Show FilmStrip or click 🗒.

■ Use Open to open embroidery design outline (.edo) files. Choose File > Open (⌘O). See "Insert Design" on page 7.

The Toolbar

The mySewnet™ Digitizing toolbar gives one-click access to many of the features you will use as you work in mySewnet™ Digitizing. You can add, remove, or rearrange toolbar buttons as desired.

The default set of toolbar buttons is shown below.

Select Quick Create, Freehand Create or Point Create
Enlarge or reduce your view of the design
Group and Ungroup objects
Choose a Hoop
Object, 3D or 2D View

Send to and manage mySewnet account
Use a selection tool to select objects
Preview Design
FilmStrip
Actions: Insert, Save, Print and other actions
Load, fade or move background
Control Panel
Assistants: Access the ExpressDesign assistant

To Customize the Toolbar

1 Choose View > Customize Toolbar. Alternatively, Control–click in the toolbar and choose Customize Toolbar.
2 Make changes as desired: drag items to add or remove them, to return to the defaults drag the default set, choose an icon/text type from the Show menu, and select the size.
3 Click Done.

The Create Toolbars

Use the Create toolbars (Quick Create, Freehand Create and Point Create) to create embroidery designs on the work area, selecting fill and line types. The Quick Create toolbar is shown below.

Change the color
Choose a fill for the area
Choose a border or line type
Trace a picture outline as a line of stitches
Create a satin area
Set the stitch options

Add appliqué to an area
Create a QuickStitch™ area or line
Select a Shape and create it as a line or fill area
Create a hole in the fill
Draw a MultiWave line on a MultiWave fill
Emboss a fill or column
Create from the background image

See "Quick Create" on page 58, "Freehand Create" on page 60 and "Point Create" on page 61.

Control Panel

Use the Control Panel to use the color worksheet and Filters to select parts of the design to be edited.

To Open the Control Panel

■ Click the Control Panel button ☐ in the toolbar.

Menu Bar

The mySewnet™ Digitizing menu bar is visible if mySewnet™ Digitizing is the active window. Each open embroidery or design outline also has its own document window showing its name.

There are seven menus in addition to the Apple (🍎) menu and the application menu: File, Edit, View, Create, Object, Window and Help.

■ To access the menu options, use the mouse to pull them down from the menu bar.

Insert Design

Use the Insert Design dialog to insert embroidery design outline files to edit. The design outline files appear with a colored representation of their filled areas.

Note: Use Insert Design to edit a design as part of a new project. Use Open to change the original design. See "Open" on page 115. To load and convert an embroidery file, use Insert Embroidery.

To Insert a Design

1 Click Actions ⚙️˅ on the toolbar and choose Insert Design. Alternatively, choose Edit > Insert > Insert Design.

2 Browse to the desired folder in the Insert Design dialog.

3 Click a .edo design file to highlight it. Files other than .edo design files are dimmed in the Insert Design dialog.

4 Click the Open button to load the design.

5 The design is placed in the work area.
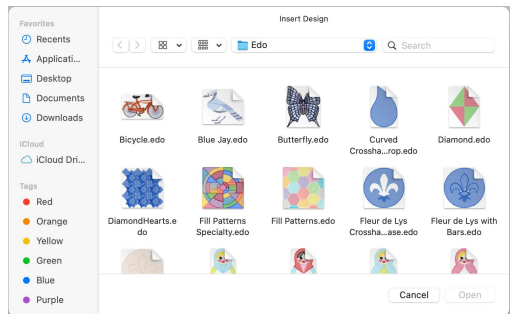
FilmStrip

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selected group. See "FilmStrip" on page 41.

The first object is always a color

View the object color in the Thread Color Bar

Objects are shown by their shape or a marker

Use the Layout Order buttons to move objects in the FilmStrip

Line between unlinked objects

Scroll up & down the FilmStrip

Object type name

Select the last visible object

Display objects within groups
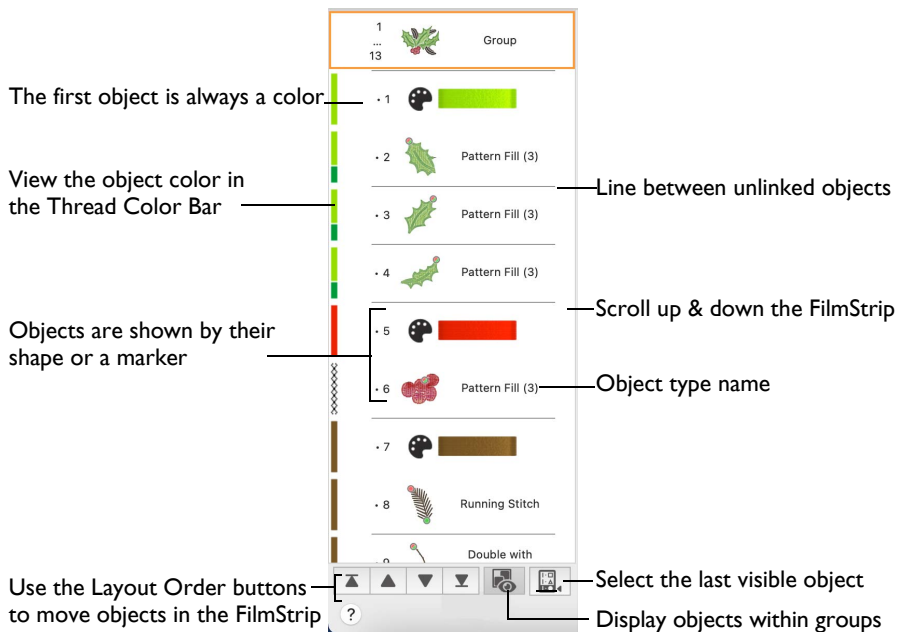
Work Area

The work area is the area where embroidery design outline files are loaded. The work area includes the area surrounding the selected hoop. It is where you make changes to an embroidery. The stitch area is the available area inside the selected hoop.

Stitches are drawn in the appropriate colors. The embroidery design is shown in object view, 3D or 2D. The background color and texture can be changed using mySewnet™ Configure. You can also load a background image.

In Object view an outline of the objects in the design is shown.

In 3D view the embroidery design, background and hoop are shown, with blue corners showing the stitch area within the hoop.

In 2D view , stitches are shown as lines, together with the object outlines.

Hoop Corner

Background Grid

The work area has a grid. Zooming in or out makes the grid squares look bigger or smaller.

Select the Grid and its Size

■ To turn the Grid on or off, choose View > Grid (or ⌘.).

■ To change the size of the grid squares, choose mySewnet™ Digitizing > Preferences (or ⌘,) and set the size.

Hoop

By default, the hoop is shown at a size so that the hoop fills the window, as if you had clicked Zoom To Fit ⊞.

To Select a Hoop

■ Click Hoop ▢ in the toolbar, or choose Edit > Hoop to open the Hoop dialog. See "Hoop Selection" on page 17.

Color Select

The Color Select area of the Control Panel shows the colors used in the selected embroidery. See "Use the Color Worksheet" on page 35.

Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the work area.
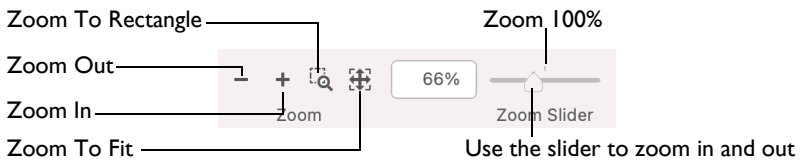
Zoom To Rectangle ——————
Zoom Out——————
Zoom In——————
Zoom To Fit ——————

Zoom 100%
Zoom Slider
Use the slider to zoom in and out

Zoom To Fit shows the hoop so that it fills the window. This is the default size. Click the center marker on the zoom slider to see the embroidery at 100% or real size. See "Zooming In or Out" on page 26.

Using Text and Number Boxes

To view changes made in a text or number box, click in another text/number box, or press the Return key.

Keyboard Shortcuts and Shortcut Menus

You can use the keyboard to perform many of the mySewnet™ Digitizing menu tasks and commands. To see a full list of keyboard shortcuts, open mySewnet™ Digitizing and choose Help > Keyboard Shortcuts. See "Keyboard Shortcuts" on page 351.

Many commands are available from shortcut menus accessed from the design you are creating.

To Open a Shortcut Menu

- Press the Control key while you click on an object in the work area or FilmStrip.
- Right-click on the mouse or trackpad.

Keyboard Shortcuts

Shortcut key codes

↵	Return key
⌘	Command key (cmd)
⇧	Shift key
⌫	Delete - full sized keyboard only
^	Control key (ctrl)
⌥	Option key (alt)
⇥	Tab key
←	Left arrow
→	Right arrow

↑	Up arrow
↓	Down arrow
fn	Function key
⌫	Delete back key (backspace)

Note: On Mac portable keyboards use Function–Delete or Function–Backspace (fn ⌫) to delete an object.

Assistants Menu

You can use the Assistants menu   ✧ ˅   to get quick access to the assistants.
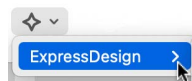
Assistants menu commands:

ExpressDesign	Use the ExpressDesign Assistant to create new embroideries automatically from pictures in the currently selected hoop, or in a rectangular area you draw on the screen.

To open the Assistants Menu

- Click Assistants   ✧ ˅   on the toolbar. The Assistants pop-up menu opens.

Actions Menu

You can use the Actions menu to get quick access to many functions.

Actions menu commands:

Insert Design	Open a design in the current window.
Insert Lettering	Add lettering to the current window.
Insert SuperDesign	Add a SuperDesign to the current window.
Properties	Display the properties for the selected object.
Global Properties	Edit the properties for all objects of this type.
Display Only Selected	Display only the selected object.
Display All Objects	Display all objects and commands in the design.
Undo	Reverse the last action.
Redo	Reverse the last action that was undone by Undo.
Cut	Remove the object or block from the work area and place it on the Clipboard.
Copy	Make a copy of the selected object or block.
Paste	Paste the object or block on the Clipboard.
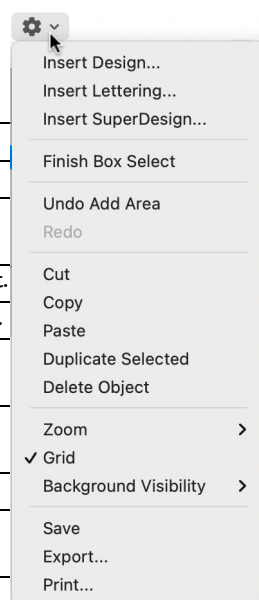
Duplicate Selected	Make a copy of the selected object or block and paste it on the work area.
Delete Object	Delete the selected object or block.
Zoom	Select your desired magnification.
Grid	Show and hide the grid.
Background Visibility	Set visibility for the active background to a range of levels.
Save	Save the design in the current window in .edo format.
Export	Export the design in the current window in any embroidery format.
Print	Print a worksheet for the current design.

Different options are available, depending on what is selected. For example, Finish the selected function, Group or Global Properties, and so on.

To open the Actions Menu

■ Click Actions   ✿﹀   on the toolbar. The Actions pop-up menu opens.

mySewnet™ Digitizing Terms and Conventions

For a general overview of terms and conventions, please refer to the mySewnet™ Embroidery Software Getting Started Guide.

On-screen pointers

The mouse pointer is most commonly shown as an arrow ▶ on the screen. The following pointers are also used:

⌶	I-beam	Used when entering text, e.g. in the Notes dialog.
✕	Move	A four-headed arrow is used when the pointer is over the selection box for one or more blocks or embroideries. It is also used when moving the crop area in the Rotate and Crop Picture page of the assistants.
⚲	Zoom To Rectangle	Used to drag an area to zoom in to.
↗	Adjust/Resize	A diagonal double-headed arrow is used when the pointer is over the square corner handle ⌑ for a selection box. It is also used when moving a crop line in the Rotate and Crop Picture page of the assistants.
↻	Rotate	Used when the pointer is over the Rotate handle on a selection box.
↔	Horizontal	A horizontal double-headed arrow is used when the pointer is over the flip horizontal handle ◁ on a selection box.
↕	Vertical	A vertical double-headed arrow is used when the pointer is over the flip vertical handle △ on a selection box.

	Box Select	The Box Select pointer appears when Box Select is chosen. It also appears when ExpressDesign into Rectangle is chosen in the assistants.
	Freehand Select	The Freehand Select pointer appears when Freehand Select is chosen.
	Point Select	The Point Select pointer appears when Point Select is chosen.
	Measure	The Measure pointer appears when the Get Length function is selected.
	Pick Color	The Pick Colors pointer appears when picking colors from a picture for thread colors in the Choose Thread Colors page of the ExpressDesign Assistant, or in a background image.
	Cross	The Cross pointer is used to select part of the picture for QuickStitch™ , or a line for QuickTrace.
	Point	The Point pointer appears when adding points to a line with the Point Create or Point select functions.
	Bezier Mode	The Bezier Mode pointer appears when you draw lines in Bezier Mode.
	Convert Points to Symmetric	The Convert Points to Symmetric pointer appears when you change the selected point in a Bezier line to a Symmetric point.
	Convert Points to Smooth	The Convert Points to Smooth pointer appears when you change the selected point in a Bezier line to a Smooth point.
	Convert Points to Corner	The Convert Points to Corner pointer appears when you change the selected point in a Bezier line to a Corner point.
	Adjust Nodes	When nodes placed by the Freehand functions are adjusted, the pointer becomes a small cross.
	Insert Point	The Insert Point pointer appears when inserting points into an existing object line.
	Remove Point	The Remove Point pointer appears when removing points from an existing object line.
	No Entry	The No Entry pointer appears when the pointer is outside the editing area, for example if you try to pick colors outside a background image.

Dialog Controls

The following control symbols are used in many dialogs.

	Proportional
	Non-proportional

⊙	Rotational Slider
⇕	Flip Vertically
◁▷	Flip Horizontally

Information Symbols

The following information symbols are used.

↕	Height
↔	Width
≣	Number of Stitches
⬤	Number of Colors
△	Rotate
↕%	Height (percentage)
↔%	Width (percentage)

Multi-Touch Gestures

Multi-Touch gestures are used when viewing and moving embroideries in mySewnet™ Digitizing.

■ To set the use of Multi-Touch Gestures, scroll bars and secondary click options, choose Apple Menu > System Preferences, then select Mouse or Trackpad to set the preferences for your hardware.

Autoscroll

You can autoscroll on a portable Mac's Multi-Touch trackpad, a Magic Trackpad or a Magic Mouse.

When you drag within a document, the autoscroll feature moves the pointer automatically, changing the view of the work area. This is useful when zoomed in. Use autoscroll while moving or resizing selected objects, or when creating objects using the Freehand Create (Freehand Tablet) functions.

■ On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, use a two finger swipe.
■ On a Magic Mouse, use a one finger swipe.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

Pinch to zoom

You can use Pinch to zoom on a trackpad to zoom in and out.

■ On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, pinch two fingers to zoom in, and spread two fingers to zoom out.

Note: You must set the trackpad scroll and zoom options to Zoom in or out. See "Customizing Multi-Touch Gestures on a Trackpad" on page 15.

Rotate

Twist your thumb and forefinger to rotate the selected objects when using a trackpad.

■ On a portable Mac's Multi-Touch trackpad, or a Magic Trackpad, twist your thumb and forefinger to rotate the selected objects.

Note: You must set the Trackpad scroll and zoom options to Rotate. See "Customizing Multi-Touch Gestures on a Trackpad" on page 15.

Swipe between pages

When viewing the Pattern pages for Pattern fill, swipe with three fingers on a trackpad, or two fingers on a mouse, to move between the pages of patterns.

■ Choose Apple Menu > System Preferences, then select Mouse. In More Gestures, select Swipe between pages: Swipe left or right with two fingers.
■ Choose Apple Menu > System Preferences, then select Trackpad. In More Gestures, select Swipe between pages: Swipe with two or three fingers.

Secondary click for Control–click

You can set a secondary click for Control–click when using a trackpad or the Magic Mouse. A short video demonstrates how to use these gestures.

■ Choose Apple Menu > System Preferences, then select Mouse. In Point & Click, select Secondary Click: Click on right side.
■ Choose Apple Menu > System Preferences, then select Trackpad. In Point & Click, select Secondary Click, then choose a click method in the pop-up menu, for example, Click in bottom right corner.

Customizing Multi-Touch Gestures on a Trackpad

The System Preferences options below show short videos of how the gestures should be used.

1 Choose Apple Menu > System Preferences.
2 Select Trackpad.
3 To use Pinch to zoom, select Scroll & Zoom, and then select the "Zoom in or out" checkbox.
   When Zoom in or out is highlighted, a video demonstrates how to use Pinch to zoom.
4 To use Rotate, select Scroll & Zoom, and then select the Rotate checkbox.
   A video demonstrates how to use Rotate.
5 To swipe between pages of Patterns, select More Gestures, and then choose Swipe between pages > Swipe with two or three fingers.
   A video demonstrates how to swipe between pages.

File Formats

Embroidery Design Files

mySewnet™ Digitizing can only load embroidery design outlines in files with the extension .edo.

mySewnet™ Digitizing saves embroidery design outline files in .edo format. When a design is saved, the picture is saved with it.

Embroidery Files

mySewnet™ Digitizing can insert any of the following embroidery file formats: Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 11), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

mySewnet™ Digitizing exports embroidery files in any of the following embroidery file formats: Husqvarna Viking / Pfaff (.vp4, .vp3, .vip), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 11), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef, .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

Note: The preferred file format for saving embroideries is .vp4, as this will preserve the separate part of multipart designs. It also preserves thread color information and notes.

Image Files

The following popular image file formats may be loaded: Bitmap (.bmp), Encapsulated PostScript (.epi, .eps), Graphics Interchange Format (.gif), JPEG-JFIF Compliant (.jpg, .jfif, .jpeg), JPEG 2000 (.jp2, jpf), JPEG Multi-Picture Object (.mpo), Photoshop (.psd), Portable Document Format (.pdf), Portable Network Graphics (.png), Postscript (.ps), Tagged Image File Format uncompressed (.tiff, .tif), Camera RAW (.raw & many others), High Dynamic Range (.exr, hdr), High Efficiency Image Format (.heic).

These additional formats can also be loaded: Apple Icon (.icns), Fax (.fax & many others), Linux Icon (.xbm), Macintosh Picture (.pct, .lpic, .pict), MacPaint (.mac, .pnt, pntg), Microsoft Icon (.cur, .ico), Silicon Graphics (.rgb, .sgi) and Truevision TGA (.targa, tga).

Hoop Selection

Use Hoop Selection ▢ to select a hoop size to use in mySewnet™ Digitizing. You can use the size of your embroidery, the hoop you wish to use for stitching out, or enter any other desired size.

Choose a machine brand ⟶ Brand:
Choose a machine ⟶ Machine Group:
Hoop Size:

Select the hoop size ⟶

Add the hoop to My Hoops ⟶ Included in My Hoops

Select the hoop orientation ⟶ Orientation: Natural / Rotated

Enter a size for a custom hoop ⟶ Enter Hoop Size: Width / Height

Preview the hoop ⟶ Preview
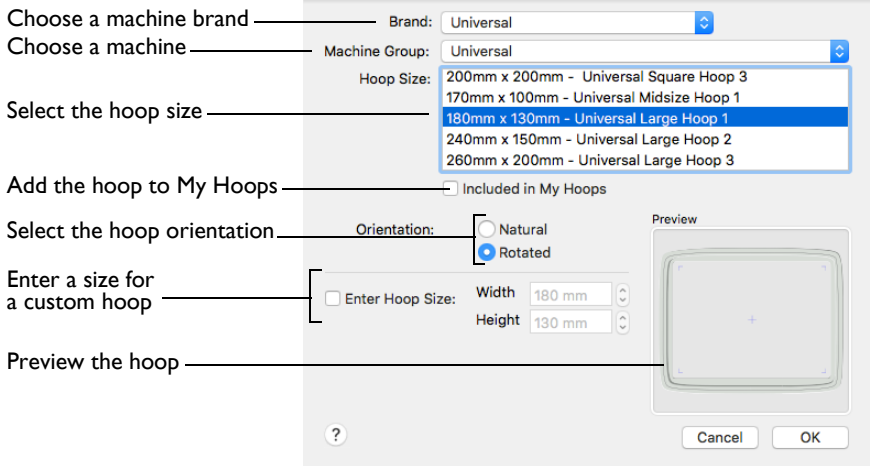
To open the Hoop Selection dialog

■ Click Hoop ▢ in the toolbar, or choose Edit > Hoop to open the Hoop dialog.

Brand

The pop-up Brand menu shows all the machine brands, and Universal hoops.

Hoop Group

The pop-up Machine Group menu shows all the machine Hoop Groups.

Note: All available hoops for the selected machine are listed.

Hoop Size

The Hoop Size list shows the hoops in the chosen Hoop Group. A picture of the selected hoop is shown in the Preview.

Included in My Hoops

The Included in My Hoops checkbox is used to add hoops to the My Hoops list. Use this to create a list of your favorite hoops.

Note: The selected hoops are displayed in the My Hoops group in the order that they were chosen.

Orientation

Select Natural or Rotated orientation according to the shape of the embroidery that is to fit in the hoop.

Enter Size

Use Enter Size to enter a hoop size that is not listed in any of the Hoop Groups. You can enter any size from 10mm to 2000mm in the width and height boxes.

Choose a Hoop

1   Click Hoop ☐ in the toolbar.
2   Choose a Brand from the pop-up menu.
     Select a machine brand, or use Universal.
3   Choose a Machine Group from the pop-up menu.
     Select the name of a machine, or a group of similar machines.
4   Select the hoop orientation.
     The hoop is shown in the preview pane.
5   Click OK to use the hoop in the work area.

Enter a Size for a Custom Hoop

1   Click Hoop ☐ in the toolbar.
2   Select the checkbox labelled "Enter Hoop Size".
3   Enter the dimensions in the height and width number boxes.
     Your custom hoop is shown in the preview pane.
4   Click OK to use the hoop in the work area.

The Design Creation Process

3

mySewnet™ Digitizing is used to create designs for embroideries.

Use a design outline file made in mySewnet™ Digitizing to create an embroidery at any time. Resize the same design to create otherwise identical embroideries for different hoops.
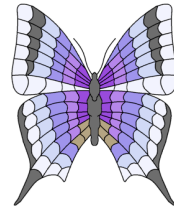
Start with a picture.
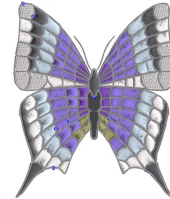
View and create objects in the design in the work area.

Use the ExpressDesign Assistant to create a design.
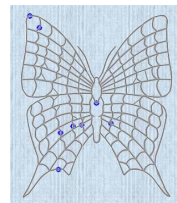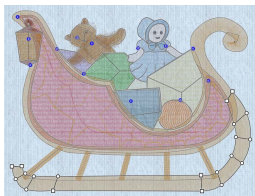
View and edit objects as 3D, 2D or outlines.

Add areas, for example tapered motifs or Richelieu bars.

Edit areas, for example to specialty fills.

In mySewnet™ Digitizing, you work with objects of different stitch types, not individual stitches.

Use New to open a new work area and start a new design.

Create a design automatically from a picture to fill the hoop, or part of it, with the ExpressDesign Assistant, or use Quick Create from Background to create a design from a background vector image.

On the main screen, you can Open a design, or Open Recent.

Note: To open an embroidery as a design, use New to start a design with no picture. Choose Edit > Insert > Insert Embroidery to convert an embroidery to a design.

When starting from a blank design, you may choose a hoop, and start creating your design with the Freehand, Command and Column features. However, it is more common to follow a picture when creating a design.

Use Load Background 🗁 to open a picture, or choose mySewnet™ Digitizing > Services > Import Image to load a picture from a scanner or digital camera.

Start creating your design with QuickStitch™ , Freehand and Point features in the work area.

Save finished designs with Save, then create the final embroidery with Export Embroidery. When the design is exported, trims and ties are added automatically according to the settings in Creating Stitches Preferences ✂.

How to Create New Designs

There are three ways to make a new design:

- Create a design automatically with the ExpressDesign Assistant or Quick Create from Background. These tools require a picture to convert to a design.
- Load a picture, then create a design on the work area of mySewnet™ Digitizing by following the picture automatically with the QuickStitch™ and QuickTrace features. Additional design elements can be added using the Freehand Create (drawing outlines with a mouse or on a tablet) or Point Create (placing points or drawing Bezier lines) features, as well as Shapes and Columns.
- Create a free-form design, with no background picture, mainly using the Freehand, Shape, Column, and Command features in the work area.

The ExpressDesign Assistant

Use the ExpressDesign Assistant to create new designs automatically from pictures. There are three design types that can be created in the ExpressDesign Assistant: Quick Embroidery, Quick Trace and Quick Border.
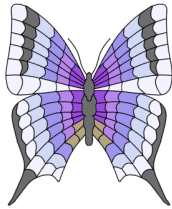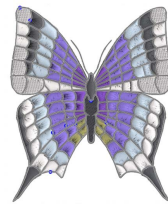
From a picture...   ... to a complete design and embroidery.

There are three ways to start the ExpressDesign Assistant to create a new design.

- Use ExpressDesign into Hoop to use the dimensions of your current hoop.
- Use ExpressDesign into Rectangle to create a new design in the ExpressDesign Assistant that fits proportionally in a rectangle you draw on the work area.
- Use Quick Create from Background, and select the Send entire image to Express Design option.

Using Existing Designs

Any design (.edo file) can be used as the starting point for a new design. This includes a design you may have just created with the ExpressDesign Assistant or Quick Create from Background, which you can modify and embellish as desired.

For example, a design might be changed dramatically by adding or removing a border, changing the fill type, or changing the pattern in a fill area. Also, for a design that you wish to use at a different size, you could change line types from satin to running, triple or motif stitch. Any line or area can be changed to appliqué.

Use existing designs, and designs created in the ExpressDesign Assistant, to create new designs and design collages.

What Makes a Design

A design in mySewnet™ Digitizing is composed of areas, lines, columns and commands.

- **Areas:** The area features are used to create many different types of filled or stitch areas in which fills, for example Pattern fill ▦, (and holes) can be placed.
- **Lines:** The line features are used to create Running stitch ✎ (standard or cutwork needle lines), Double stitch ✎₂, Double Zigzag stitch ⌐, Triple stitch ✎₃, Satin ⧑ or Motif lines ⭐. Lines may be created alone or to border

an area. Lines or areas may be set as appliqués.
Note: Lines are defined by points, which can be moved to change the shape of the line, or the area it encloses.

- **Columns:** The column features are used to create Satin Column ⁐, Feathered Satin ▥, Richelieu bars ⁐ and Tapered motifs ✦.
- **Commands:** Commands are instructions such as a change of thread Color 🎨, an Alignment Stitch ✛, or a Stop STOP .

Note: The term 'object' is used to refer to any or all of these.

When an embroidery is created from a design, each line or area is converted to stitches, and the stitch order is controlled by the order of the objects in the design.

Note: You can see the order of objects in the FilmStrip.

There are several ways to add objects to a design:

- Use the ExpressDesign Assistant or Quick Create from Background to create a whole design, with all the necessary lines, areas and commands. Edit or add to the design as desired.
- Add new objects to a design which can be based on a picture shown in the background, and change the properties of those objects.
- Insert complete design elements, embroideries, font characters, or copy and paste selections.

Pictures

Most designs are based on pictures, either created by using the ExpressDesign Assistant or Quick Create from Background, or by following the picture on the work area of mySewnet™ Digitizing.

Note: For Quick Create from Background, use a vector image in .ecq format created or saved in mySewnet™ Draw & Paint. See "Quick Create from Background" on page 173.

Choosing and Optimizing Pictures for the ExpressDesign Assistant

If you wish to modify a picture before using it in the ExpressDesign Assistant, you will need to use a picture editor such as Preview. Adjust your picture, save it with a new name, then use the new picture in the ExpressDesign Assistant.

Note: It is recommended to keep your original picture in case you wish to adjust it again with different options.

General Considerations

The ExpressDesign Assistant works best with pictures that have well defined color areas and outlines.

You may also wish to tidy up a picture before using it in the ExpressDesign Assistant, by deleting elements that are not required. Some pictures have stray or irregular lines and shapes that are not part of the main picture. For example, lines that add emphasis or suggest movement, speech or thought bubbles, decorative symbols, undesirable text, date marks, and so on.
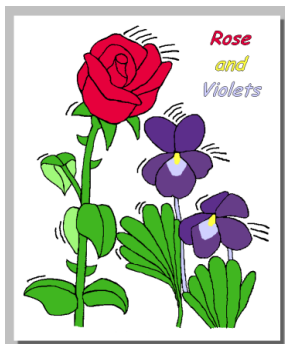
Before tidying: there are sections of text and emphasis lines in the picture
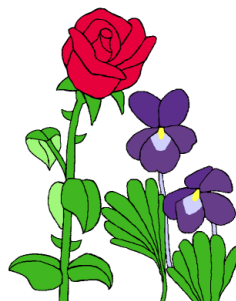
After tidying: the essential part of the picture is retained

Note: In the example, the border was removed. This rough crop leaves white space around the edges of this picture which can be automatically removed in the Rotate and Crop Picture page, or as the background color in the Choose Thread Colors page of the ExpressDesign Assistant.

For more information on using pictures with the ExpressDesign Assistant, see "Choosing and Optimizing Pictures for the ExpressDesign Assistant" on page 83.

Pictures for QuickStitch™ and as a Background

Picture Size

The best size for a background picture for mySewnet™ Digitizing is approximately 1500x1500 pixels (or greater). When using pictures significantly smaller than this mySewnet™ Digitizing will magnify it, but lines may appear jagged rather than smooth. For example, if a picture is loaded that is less than 500 pixels in both height and width it will automatically be tripled in size. The best way to produce a smooth effect is to rescan the picture.

Pictures larger than 2000x2000 pixels will be reduced in size so that the longest side is 2000 pixels.

Pictures for QuickStitch™

The QuickStitch™ features use defined color areas to place areas and lines. The Color Tolerance function allows you to merge different color shades to change the size of this area.

Pictures as Backgrounds

Use Embroidery to Enhance a Picture

Using mySewnet™ Digitizing with pictures allows you to choose different stitches to highlight the desired features in a picture printed on fabric. For example, outline a shape in complementary or contrasting thread colors, use metallic threads to add sparkle, create three-dimensional effects with shading and add embellishments with motifs.

- To see stitches against a picture, choose View > Background Visibility > Fade Background to change the picture display between On, Faded and Off.
- Use Alignment Stitches ✛ to align the embroidery on a picture that you have printed on fabric.

Printing Pictures on Fabric

It is recommended to test the printouts of pictures onto the final fabric, as the colors may not be reproduced onto fabric in the same way as on the screen.
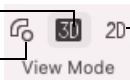
The picture can be printed with the colors faded by 50%. This is an effective technique for making the embroidery stand out over the picture.

Viewing Designs

4

Select the way you view your designs. Zoom in and out, switch between Object, 3D and 2D View, and use a grid for alignment. Load a background image, then move and fade it as desired. Use the Design Player and Life View to view how your embroideries will stitch out, and in 3D with a real-world perspective.

View Mode

Select Object View, 3D View, or 2D View stitch display with View Mode.

Create your embroidery in 3D View

Object shows object outlines without stitches

2D shows stitches as lines with no shading

3D View

Use 3D View to see the embroidery design, background and hoop in 3D mode. The stitches of the embroidery design have three-dimensional shading. The outline of the last created or selected area is shown.

To view embroideries in 3D View

■ Click the 3D View button on the toolbar.
■ Choose View > View Mode > 3D View Mode.

Object View

Use Object View to view object outlines with no stitches.

To view embroideries in Object mode

■ Click the Object View button on the toolbar.
■ Choose View > View Mode > Object View Mode.

2D View

Use 2D View to see the individual stitches in your embroideries as lines with no shading, together with the object outlines. Stitches are drawn in plain colors only, and stitches using multicolor threads are drawn using only the first color in the thread definition.

To view embroideries in 2D

■ Click the 2D View button on the toolbar.
■ Choose View > View Mode > 2D View Mode.

Zooming In or Out

You can enlarge (zoom in) or reduce (zoom out) your view of the work area.
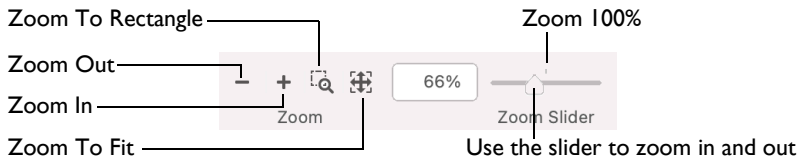
Zoom To Rectangle —————————
Zoom Out ———
Zoom In —————
Zoom To Fit —————————

Zoom 100%

Zoom

Zoom Slider

Use the slider to zoom in and out

Zoom To Fit shows the hoop so that it fills the window. This is the default size. Click the center marker on the zoom slider, or press ⌘1 to see the embroidery at 100% or real size.

To Zoom In

- Click the Zoom In ﹢ button on the toolbar.
- Choose View > Zoom > Zoom In.
- Press ⌘+
- Drag the zoom slider to the right.
- Use Pinch to zoom on a trackpad (close two fingers) to zoom in.
- Use Zoom To Rectangle 🔍 or Percentage Zoom to select your desired magnification.
- Control–click and choose Zoom > Percentage Zoom.

To Zoom Out

- Click the Zoom Out ﹣ button on the toolbar.
- Choose View > Zoom > Zoom Out.
- Press ⌘–
- Drag the zoom slider to the left.
- Use Pinch to zoom on a trackpad (spread two fingers) to zoom out.
- Use Percentage Zoom to select your desired magnification.
- Control–click and choose Zoom > Percentage Zoom.

Using Zoom To Fit

- Click the Zoom To Fit 🔲 button on the toolbar.
- Choose View > Zoom > Zoom To Fit.
- Press ⌘0

Zoom To Rectangle

You can select the position and size of an area to zoom in on with Zoom To Rectangle.

To Select Zoom To Rectangle

- Click the Zoom To Rectangle 🔍 button on the toolbar.
- Choose View > Zoom > Zoom To Rectangle.

- Press ⌘*

Magnify an area with Zoom To Rectangle

1 Select Zoom To Rectangle ⬚🔍 .
 The pointer changes to the Zoom To Rectangle pointer 🔍.
2 Drag a rectangle around the area you want to zoom in to.
3 Release the mouse to zoom in.
 Zoom To Rectangle is automatically deselected after you have used it.

Pan

When zoomed in, move around the work area using pan.

Note: The scroll bars may only appear when you are scrolling. To always show the scroll bars, choose Apple Menu > System Preferences > General > Show scroll bars: Always.

- Drag the scroll bars.
- Swipe with one finger on the Magic Mouse, or two fingers on the trackpad to scroll in any direction.

Note: When zoomed in, use Autoscroll while moving or resizing objects, or to assist in drawing new objects using the Freehand Create (Freehand Tablet) functions.

Percentage Zoom

You can set zoom percentage levels for the active embroidery from 25% to 800%, with 100% being the real size of the embroidery.

Using Percentage Zoom

- Click Actions ⚙️˅ on the toolbar and choose Zoom > Percentage Zoom.
- Control–click and choose Zoom > Percentage Zoom.
- Choose a magnification level from the zoom menu:

⌘1	100%	Choose View > Zoom > Zoom 100%
⌘2	200%	Choose View > Zoom > Zoom 200%
⌘3	400%	Choose View > Zoom > Zoom 400%
⌘4	800%	Choose View > Zoom > Zoom 800%
⌘5	75%	Choose View > Zoom > Zoom 25%
⌘6	50%	Choose View > Zoom > Zoom 50%
⌘7	25%	Choose View > Zoom > Zoom 75%

Get Length

Use Get Length to measure the distance between any two points on the work area. For example, use it to obtain the width of a design, or the distance between two sections.

Note: The length is shown in millimeters or inches, according to the setting for Show Measurements in mySewnet™ Configure. The alternative units are shown in parentheses.

To Select Get Length
■   Choose View > Get Length.
■   Press ⌘L

Measure a Design with Get Length

1   Open a design.
2   Choose View > Get Length, or press ⌘L.
    The pointer changes to the measure pointer 📏 .
3   Drag across the part of the design you want to measure.
    A line will show the length you are measuring, and a tooltip displays the distance.
4   If desired, make a note of the number.
5   Drag to measure any other distances, as required.
    Note: If you hold the Shift key while dragging, only 45 and 90 degree lines can be drawn.
6   Control–click, and choose "Finish Get Length" to deselect the function.
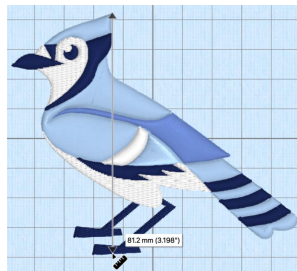
Show and Hide Objects

Use the color worksheet and the Filter Objects buttons in the Control Panel to show and hide blocks of colors and object types in the design. You can also use the Draw Range slider bars to change the view of the design.

Information

| ≣ | 6,642 | ↔ | 96.3 mm |
| 🎨 | 4 | ↕ | 81.2 mm |

— Design Information

Color Select

Show or hide a color block in the design

Change the color of the selected block

Show Design Property Colors

Step through color blocks

Draw all objects

Show and hide objects

Start:
End:

Insert and delete points for object outlines

Convert Bezier object points

Delete holes, and emboss and MultiWave lines

Click to select a color block

Filters

Show & hide lines, fills, groups

Filter single/alignment stitches, colors, stops and appliqué

Notes and Settings

Check and edit the Notes and Settings

Use any combination of color block display, object filters and draw range, in combination with the FilmStrip, to hide objects. Hiding objects leaves the visible objects available for modification, without affecting the hidden objects.

Hiding objects can help when you need to choose a set of objects that are difficult to isolate directly with the Select functions. For example, if you want to change the pattern in a group of fill areas using Global Properties, or to select a group of objects to copy.

To learn how to	Go to
Insert a thread color change	See "Add Color Change, Pick Color and Quick Colors" on page 30.
Show or hide a color block or change a color	See "Color Worksheet" on page 35.
Step through color blocks in order	See "Draw Next Color Block" on page 39.
Show or hide stitch types	See "Filters" on page 38.

To learn how to	Go to
Show or hide color changes and Stop commands	See "Hide Stops and Colors" on page 39.
Read and edit the Notes and Settings	See "Notes and Settings" on page 296.
Show all stitches and other objects	See "Display All Objects" on page 39.
Use Draw Range	See "Draw Range" on page 39.
Select part or all of a design	See "Select Objects" on page 262.
Change and delete objects	See "Delete Object" on page 264.
Move and edit points	See "Points" on page 270.
Convert points in Bezier objects	See "Convert Points and Bezier Lines" on page 273.

Design Information

The stitch count $\equiv$, dimensions (height $\updownarrow$ and width $\leftrightarrow$) and number of colors $\bullet$ for the design are shown in the Design Information area of the Control Panel.

Add Color Change, Pick Color and Quick Colors

Use Add Color Change $\bullet$, Insert Color Change in the FilmStrip, Pick Color $\nearrow$ or Quick Colors to select a new thread color for objects you are about to add to the design. The initial color is set to medium blue. A Color Change command is shown by a small blue circle with a C $\textcircled{c}$.

Note: To change an existing color, in the Control Panel click the desired color in the color worksheet, then click Change Color $\rightarrow$ to see the Color Selection dialog. Alternatively, Control–click the color in the FilmStrip and choose Properties. See "Color Selection Dialog" on page 31.

Add a Color Change

Use Add Color Change $\bullet$ to open the Color Selection dialog to insert a color change in your design.

- Click Add Color Change $\bullet$ in the Quick Create, Freehand Create or Point Create toolbar.
- Choose Create > Color Change
- Control–click in the FilmStrip and choose Insert Color Change.
- Press ^C

Pick a Color

Use Pick Color $\nearrow$ to select a color from the background picture as the new thread color. The Color Selection dialog opens displaying that color.

- Click Pick Color ⚲ in the Add Color Change pop-up menu in the Quick Create, Freehand Create or Point Create toolbar, and click a color in the background picture. The Color Selection dialog opens at that color.
- Choose Create > Pick Color, and click a color in the background picture. The Color Selection dialog opens at that color.

Deleting Color Changes

- Select the Color Change in the work area or FilmStrip, then choose Edit > Delete Object. See "Delete Object" on page 264.

  Note: The first Color Change is initially set to medium blue. You cannot delete the first color in a design, but you can change it.
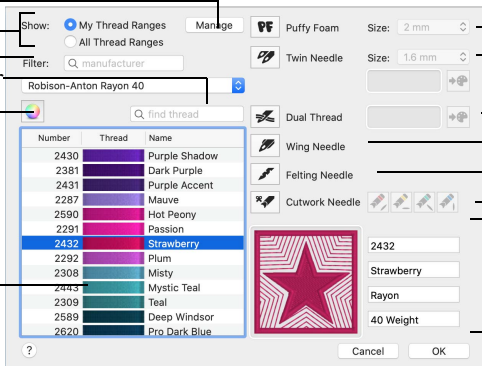
Quick Colors
Use the Quick Colors palette to choose a color for the new thread color. A block of the color in the current thread range that is nearest to the chosen color is placed below the selected object in the FilmStrip.

- Click Quick Colors in the Add Color Change pop-up menu in the Quick Create, Freehand Create or Point Create toolbar, and click a color in the palette. The thread color block is placed below the selected object in the FilmStrip.

Color Selection Dialog

The Color Selection dialog appears when you insert or edit a color change. You may choose any thread shade from the available thread manufacturers' palettes (for instance, Robison-Anton Rayon 40 or Sulky Rayon 40) or a thread you have added to MyThreads.

When you select a new thread color, the Color Select area will show the change and the work area will show the block of stitches in the new color.

To Choose a Thread Range
- Select from the pop-up menu of thread ranges.
- Search for a manufacturer, then select from the list of thread ranges.

To Select a Thread Color

■ Select colors by visual selection or by entering a shade number.

■ Click the Colors ⬤ button, and in the Colors window choose a crayon color to select the nearest matching thread color.

Changing a Thread Color

1 Click a color you wish to change in the Color Select area. The Color Selection dialog appears.

2 Choose a thread range from All Thread Ranges or only from My Thread Ranges. The available shades for the thread range are shown in the list.

   Note: The My Threads abbreviation shows the reference used for the thread range when threads from that range are added to MyThreads.

3 Alternatively, enter a name in the manufacturer search box, then choose a thread range from the manufacturer popup list.

   Note: To clear the manufacturer text box, click the Close ⊗ button in the box.

4 Click a color in the list to select a thread shade visually. Scroll to see more threads.

5 If you know the shade number, click in the number search box and enter the shade number.

   Alternatively, enter some numbers in the number search box, and choose a thread from the thread number popup list.

6 To choose a color visually, click Colors ⬤ to select a color in the Colors window.

   This is a quick way to jump to threads of the selected color (for example, click the light yellow crayon to jump to light yellow thread shades).

7 Click Manage to manage your thread ranges in mySewnet™ Thread Cache.

8 Click OK to confirm the color selection and close the color selection dialog.

Effects

Use the Effects area to show the results of using thread effects or special needles.

PF	Puffy Foam	Show the effect of stitching over embroidery foam
	Dual Thread	Show the effect of using two threads in one needle
	Twin Needle	Show the effect of using a twin needle
	Wing Needle	Show the effect of using a wing needle for hemstitch or heirloom designs
	Felting Needle	Show the effect of using a felting needle with a roving fiber
	Cutwork Needle	Select a cutwork needle in one of four angles

Note: Only one thread effect can be used on any thread. In the Modify tab of mySewnet™ Embroidery, most thread effects are not shown in the active subdesign, as it would be difficult to edit the stitches. They are shown in Design Player ▶ and Life View ⬤, in addition to the other tabs.

To use Thread Effects

■ Click the desired color block in the list, then choose an effect:

- If you choose Puffy Foam **PF** , set the foam height.
- If you choose Twin Needle ![twin needle icon] , set the Twin Needle size. Click the color icon for the Second Color if you wish to use a different thread color.
- For Dual Thread ![dual thread icon] , it is recommended to change the Second Color.
- For Felting Needle ![felting needle icon] select a color for the roving fiber for felting.
- For Cutwork Needle ![cutwork needle icon] , choose the angle for your needles.

Puffy Foam

Use Puffy Foam **PF** to show the three-dimensional effect of stitching over embroidery foam.

■ Choose the height of the puffy foam in the pop-up menu from 2.0mm to 6.0mm.

Dual Thread

Use Dual Thread ![dual thread icon] to show the effects of stitching out two threads through the same needle. This is particularly suited to blending threads for special effects, such as mixing a rayon thread with a metallic thread, as in the center of the star.

Twin Needle

Use Twin Needle ![twin needle icon] to show the effect of stitching out the color block with a twin needle. This creates a horizontal offset between the original thread color in the left-hand needle, and a second thread color in the right-hand needle.

There are several ways that the Twin Needle effect can be used, including:

- Use with running stitch to create a ribbon effect, typically using the same thread color in both needles
- Use with a low density fill area to blend two different thread colors and also have a lightly shadowed effect
- Use with a dense fill area to create a shadow effect
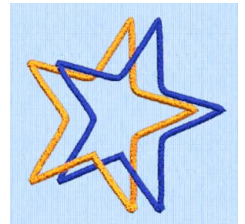
Note: On the screen, the Twin Needle effect is shown horizontally from left to right. If you rotate an embroidery for stitching out, the twin needle stitchout will be different from the effect on screen.

Size

Twin Needle Size is only available if the Twin Needle effect is selected for the current color block. Choose the size of the gap between the twin needles.

Preview the effect of changing the twin needle size to help decide which needles to buy. Ensure that the desired size is recommended for embroidery on your machine.

■ Click the pop-up menu to choose the size of the gap between the twin needles.

Second Color

The second thread color for the twin needle is initially set to the same color as the original color block. Use Second Color 🎨 to choose a different thread for the second needle in the Color Selection dialog. The other color is displayed in the Twin Needle area.

■ Click the color change button 🎨 to choose a different thread for the second color. Select the desired thread and click OK.

Wing Needle

Use Wing Needle ✒ to show the effect of stitching out the color block with a wing needle and the chosen thread.

The wing needle creates holes in the fabric, for hemstitch and other heirloom techniques.

Note: To see the holes more than the stitch, use a fine thread such as Poly 60 weight. To see the actual stitching, Rayon 40 weight is ideal.
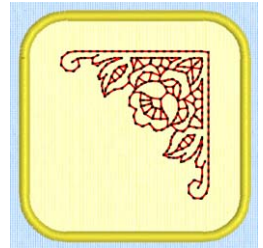
Felting Needle

Use Felting Needle ✒ to show the effect of embellishing the selected color block using a felting needle and a contrasting roving fiber.

Choose a color for the roving fiber for the felting in the Color Selection dialog. In projects without a roving fiber, choose a felting needle color similar to the back of the fabric.

Note: If you select Felting Needle in mySewnet™ Digitizing the stitching will be adjusted. In other modules the effect is purely visual; for example, to see how felting will look in a pre-made design.
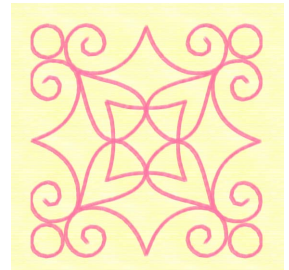
When Exporting an embroidery with a Felting Needle effect, the option "Flip design for felting or reverse embroidery" is initially selected in the Export dialog. See "Export Embroidery" on page 119.

Cutwork Needle

Use Cutwork Needle ✂✒ to show the line that would be used by cutwork needles to automatically cut holes in your fabric areas, or create appliqué areas.

Use cutwork needle lines for reverse appliqué embroideries and free-standing lace, or simply to cut out a shape or design.

Choose the cutting angle for the cutwork needle.

(When creating cutwork needle lines in mySewnet™ Stitch Editor or mySewnet™ Digitizing, or converting running lines to cutwork needle lines in any mySewnet™ module, you may use two needles, or for more precise work use four needles.)

Color Worksheet

The color worksheet on the Control Panel shows the order in which the thread colors are used. The color worksheet can be used to change thread colors.

The group of objects using a particular thread color is called a color block. Use the color worksheet to hide and show the objects in any of the color blocks. Displaying objects that use a particular color is an easy way to show sections of a design.

Use the color worksheet to display or hide a color
Click a color block to select it
Secondary thread color
Pause over a thread color to see its name
Click to change a thread color
Show or hide secondary thread colors

Color Select

Sulky Rayon 40; 1278; Bright Green

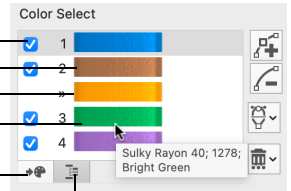*Note:* When you pause the arrow pointer over a thread color in the worksheet, the corresponding objects in the embroidery are highlighted. Also, a popup description of the thread color appears.

The first color in the design is at the top of the list, followed by the other thread color blocks. The numbers show the order in which the colors are used, and the samples show solid blocks of each thread color in 3D. The check boxes show which color blocks are hidden.

When a color is hidden, its check box in the Color Worksheet is not selected, as shown here:

Hidden   Visible

If there are many colors in the design, use the scroll bar to see the desired section of the list.

Note: If you have set a Draw Range, then only the objects in the color blocks that are visible within the range are displayed. Similarly, any objects hidden by object filters are hidden even if the color is visible.
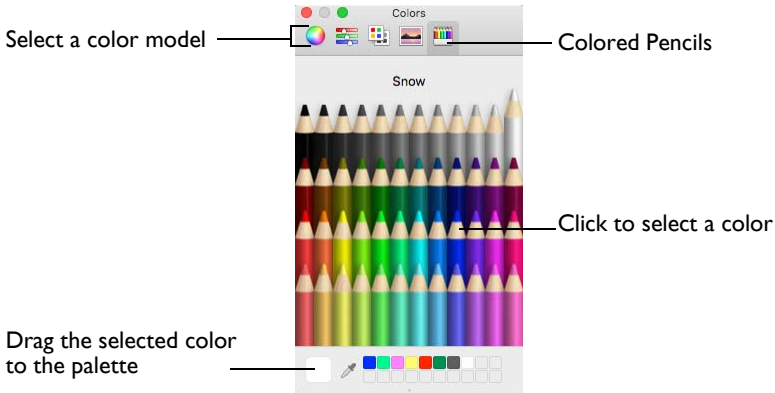
Use the Color Worksheet

1 Open a design.

2   Click Control Panel ▢, then click one of the color blocks in the color worksheet. The color selection dialog opens.

3   Change a color, and then close the color selection box. The color in the design changes.

4   Deselect the checkbox next to one of the color blocks. The color can no longer be seen in the design.

5   Click Display All Objects 🔡 to show all of the colors again.

Colors Window

Use the Colors window to choose a color for a thread. The nearest shade in the current thread range is selected.

Select a color model ———— Colors ———— Colored Pencils

Click to select a color

Drag the selected color to the palette ————

Use the Colored Pencils to select a color quickly.

Note: Other color models show a greater variety of shades: Color Wheel, Color Sliders, Color Palettes and Image Palettes.

Select a Color for a Thread

1   Select a thread in the Color Selection dialog.

2   Click Colors 🔵 to open the Colors window.

3   Click Colored Pencils 🔳 to select the Colored Pencils color model.

4   Click one of the 48 pencils. The thread color changes in the Color Selection dialog. The shade nearest to the pencil shade is used.

5   Click OK in the Color Selection dialog to confirm the color selection.

Secondary Colors

Extra design property colors for some objects are set in the properties dialog for that object, for example multigradient fills and the border for a fill area. They then

appear as secondary colors in the color worksheet, and can be adjusted from there.
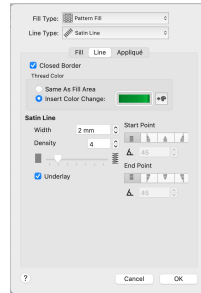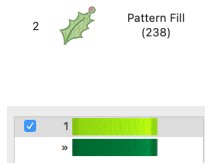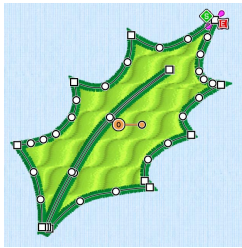
| Pattern Fill with a border | The FilmStrip and worksheet show both colors | Set a separate border color in the Line tab of the Properties dialog |

A multicolor gradient fill or satin column will show a hatched pattern in the FilmStrip. To view these colors in the worksheet, ensure that Design Property Colors ⊞ below the color worksheet in the Control Panel is selected.
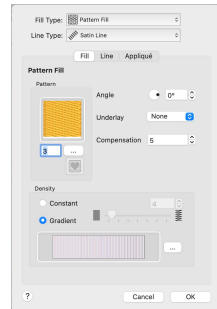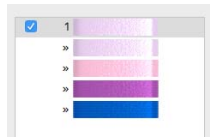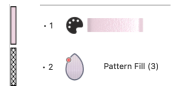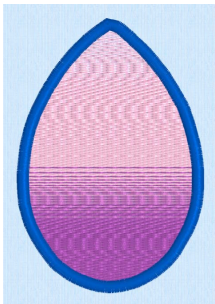
| Multigradient Pattern Fill with a border | The FilmStrip and worksheet show all colors | Set the colors for the multigradient fill in the Properties dialog |

Design Property Colors

Use Design Property Colors ⊞ to show or hide thread colors in the Color Select area that are part of an object's property, for example an alternative border color or color gradients.

■ Select the design, then in the Control Panel click Design Property Colors ⊞.

Filters

The Filters buttons are used to hide and show the objects in the design by object type, and/or by color block sequence. When a filter is used to hide objects, the objects are hidden in the work area and in the FilmStrip.

Note: If there are no objects of the relevant type in the design, or they are all already hidden by other means, the filter buttons have no effect.

Hide Line Types

The Hide Line Types filter ⬚ is used to hide and show Running, Double and Triple Stitches, Motif Lines and Tapered Motifs.

- Select the design, then in the Control Panel, click Hide Line Types ⬚.
- Choose Object > Filter > Hide Line Types.

Hide Fill Types

The Hide Fill Types filter ◪ is used to hide and show Pattern Fill Areas, Motif Fill Areas and QuiltStipple, Shape, MultiWave, Radial, Spiral, Contour, Echo and Crosshatch Fill Areas.

- Select the design, then in the Control Panel, click Hide Fill Types ◪.
- Choose Object > Filter > Hide Fill Types.

Hide Satin Area

The Hide Satin Area filter ≡ is used to hide and show Satin Areas.

- Select the design, then in the Control Panel, click Hide Satin Areas ≡.
- Choose Object > Filter > Hide Satin Areas.

Hide Column Types

The Hide Column Types filter ⫵ is used to hide and show Satin Column, Richelieu Bars, Feather Satin and Satin Lines.

- Select the design, then in the Control Panel, click Hide Column Types ⫵.
- Choose Object > Filter > Hide Column Types.

Hide Single Stitches

The Hide Single Stitches filter ✎ is used to hide and show Single Stitches and Alignment Stitches in the design. They are generally used for traveling stitches within the design and for underlay, and to align when stitching out. They often do not affect the appearance of a design, so you may find it useful to hide them.

- Select the design, then in the Control Panel, click Hide Single Stitches ✎.
- Choose Object > Filter > Hide Single Stitches.

Hide Stops and Colors

The Hide Stops and Colors filter ⚙ is used to hide and show Color Change and Stop commands.

- Select the design, then in the Control Panel, click Hide Stops and Colors ⚙.
- Choose Object > Filter > Hide Stops and Colors.

Hide Groups

The Hide Groups filter ⬚ is used to hide and show Groups.

- Select the design, then in the Control Panel click Hide Groups ⬚.
- Choose Object > Filter > Hide Groups.

Hide Appliqués

The Hide Appliqués filter ⬤ is used to hide and show Appliqué areas.

- Select the design, then in the Control Panel, click Hide Appliqué ⬤.
- Choose Object > Filter > Hide Appliqué.

Draw Previous Color Block

The Draw Previous Color Block filter ‹⊕ is used to step through the color blocks in reverse order.

- Select the design, then in the Control Panel, click Draw Previous Color Block ‹⊕.
- Choose Object > Display > Draw Previous Color Block.
- Press ⌘[

Draw Next Color Block

The Draw Next Color Block filter ⊕› is used to step through the color blocks one at a time.

- Select the design, then in the Control Panel click Draw Next Color Block ⊕›.
- Choose Object > Display > Draw Next Color Block.
- Press ⌘]

Display All Objects

The Display All Objects ⚇ filter is used to display all objects and commands in the design.

- Select the design, then in the Control Panel, click Display All Objects ⚇.
- Choose Object > Display > Display All Objects.
- Press ⌘\

Draw Range

Use the Draw Range to determine the range of visible objects.

The Draw Range has Start and End sliders, which are used to control which objects are displayed. Each step

is one distinct object, similar to stepping through objects with the arrow keys. The upper slider bar sets the first object at the Start of the visible objects. The lower slider bar sets the End object.

Note: When you set a Draw Range, only objects within the visible color blocks are displayed.

Changes made with the Draw Range sliders are matched by the range of visible objects in the FilmStrip, so the Draw Range can be used to monitor objects hidden in the FilmStrip. Using Display Only Selected, Display Only From Start and Display Only To End on the Display or FilmStrip context menu, will also automatically change the slider positions.

- Use the Draw Range to isolate objects that you want to select with Select All Visible.
- For complex designs, use the Draw Range to make objects easier to select when changing their properties. For instance, you can isolate a fill area so that it is easier to click, and then Control–click to change its pattern in the Fill Properties.
- Turn off colors and object types with the color worksheet and object filters to hide or show almost any set of objects in combination with the Draw Range. For instance, hide a color block, so that you don't adjust that part of the design by accident.

Display All Objects 🔧 resets the Draw Range to show all objects.

Show and Hide Objects with the Draw Range
Use the Draw Range to set the Start or End object in any of the following ways:

- Drag the slider along the slider bar.
- Click the plus ⊕ and minus ⊖ to progress by one object at a time.
- Click in the space on the slider bar on either side of the slider box to jump to the position of the arrow pointer.

In all cases, the work area will show the range of objects as the Start or End object changes.

Display Only Selected
Display only the currently selected object, or sequence of objects, and hide all other objects.

- Select the object, then choose Object > Display > Display Only Selected.

Display Only From Start
Display the currently selected object, and all objects before it in the FilmStrip.

- Select the object, then choose Object > Display > Display Only From Start.

Display Only To End

Display the currently selected object, and all objects after it in the FilmStrip.

■ Select the object, then choose Object > Display > Display Only To End.

FilmStrip

In the FilmStrip you can view the numbered sequence of objects, select an object, change the sequence of objects, select objects to display, delete objects, insert Color Changes and Stops, view the properties of the selected object and change the properties of objects globally or in a selected group.

The first object is always a color ——

No line between linked objects

View the object color in the Thread Color Bar

Line between chains of linked objects

Scroll up and down the FilmStrip

Objects are shown by their shape or a marker

View the name of the object type

Use the Layout Order buttons to move objects in the FilmStrip

Select the last visible object

Display objects within groups
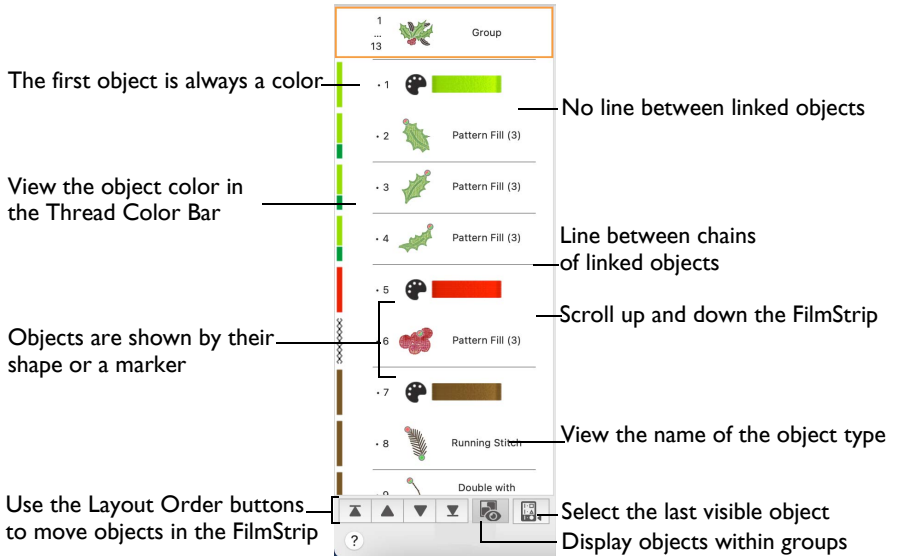
To Open the FilmStrip

■ Click the FilmStrip button ▤ on the toolbar.
■ Choose View > Show FilmStrip

FilmStrip Items

Starting at the top, the FilmStrip shows the numbered sequence of objects in the design. When all objects are visible, the first object at the top of the list is a Color, then any other objects that make up the design. The last object in the design is at the bottom of the list, together with the Layout Order functions.

The currently selected object is highlighted in the FilmStrip, and objects can be selected directly in the FilmStrip.

Note: When objects are hidden using the color worksheet, object filters, slider bars or FilmStrip options, they are also hidden in the FilmStrip.

Each item in the FilmStrip shows four pieces of information: the number, color, object and object type.

Note: Trims and ties are added automatically at export according to the settings in Creating Stitches Preferences ✎; they are not visible in the FilmStrip.

Thread Color Bar

The color bar shows the color of each object, even when the Color Changes are hidden.

Note: A fill area with a differently colored border will show two colors. A multicolor gradient fill will show a hatched pattern. These colors are only visible in the color worksheet in the Control Panel when Design Property Colors is enabled.

Object

Each object is represented graphically. Markers are shown for Colors and Stops. A Color Change also shows a thread sample. Alignment stitches show the type of stitch. All other object types show the shape of the objects.

Object Type

The name of the object type is shown.

Scroll Bar

Use the scroll bar to move rapidly up and down the FilmStrip.

Select Objects in the FilmStrip

Until you select a specific object, the last visible object is selected automatically in the work area.

1   Open a design.
2   Click the FilmStrip button 目 on the toolbar to open the FilmStrip. Alternatively, choose View > Show FilmStrip.
3   Click an object in the FilmStrip to select it. It is highlighted in blue.
    If necessary, scroll to the object in the FilmStrip.
4   Click a different object in the work area. That object is now highlighted.

    Note: To see an object in the work area when zoomed in, either Zoom To Fit ⊞ or use the scroll bars on the edges of the work area.
5   Click on the FilmStrip to highlight an object.
6   Press the up and down arrow keys to step up and down the list one object at a time, selecting each object.
7   Press the Page Up (or fn ↑) and Page Down (or fn ↓) keys to jump up and down the list one screenful at a time. Then click on the desired object to select it.
8   Press Home (or fn ←) to go to the first visible object. Then click on the desired object to select it.

9   Press End (or fn →) to go to the last visible object.Then click on the desired object to
select it.
Alternatively, click Select Last Visible object 🖿 at the bottom of the FilmStrip to jump to
and select the last visible object.
Note: You can only select visible objects. If a filter (or other function) is used so that the
selected object is no longer visible, the last visible object is selected automatically.

10   Click Display Group Contents 🖿 to show the objects within Groups.
Note: When Display Group Contents is not highlighted only the Groups themselves can be
seen.

11   Click an object in the FilmStrip and hold the Shift key. Then click an object several places
below it. All of the objects in that sequence are highlighted and selected in the work area.

12   Click an object in the FilmStrip and hold the Command key. Then click a selection of other
objects. These objects are highlighted and selected in the work area.
You can add objects to a sequence in this way.

Change the Sequence of Objects

Objects and groups of objects can be dragged to move them up and down the
FilmStrip. This changes the order of the objects, and also changes the order in
which the stitches are created for the final embroidery. Alternatively, use the
Layout Order buttons.

To learn how to	Go to
Change the sequence of objects in the FilmStrip	See "Change Objects' Sequence" on page 265.
Move an object within the FilmStrip	See "Drag an Object within the FilmStrip" on page 266.
Move a group of objects in the FilmStrip	See "Drag Several Objects in the FilmStrip" on page 266.
Use the Layout Order buttons to move objects in the FilmStrip	See "Move an Object With the Layout Order Buttons" on page 268.

FilmStrip Context Menu Options

Use the FilmStrip context menu to view options relating to the currently selected
object or group of objects.

■   Control–click on an individual item in the FilmStrip to view its context menu, and
choose an option from the menu.

Display Only Selected	Show only the currently selected object or group. Use this to isolate a single object or group. For example, once an object is isolated, you can select it with Select All Visible 🖿 and move, resize, flip or rotate it.
Display Only From Start	Hide all objects after the selected object or group. Only the currently visible objects from the start to the selected object are shown.

Display Only To End	Hide all objects before the selected object or group. Only the currently visible objects from the selected object to the end of the design are shown.
Display All Objects	Display all objects and commands in the design.
Cut	Delete the selected object or group from the screen and place it on the Clipboard.
Copy	Make a copy of the selected object or group and place it on the clipboard for use in this app.
Paste	Paste the object or group that has been cut or copied to the Clipboard onto the screen.
Duplicate Selected	Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.
Delete Object	Delete the selected object or group from the design.
Insert Color Change	Insert a Color Change after the currently selected object. The Color Selection dialog appears so you can choose the new color.
Insert Stop	Insert a Stop after the currently selected object. *Note:* A Stop is not inserted if this would place two Stops together.
Group	Group selected objects together so they may be moved, resized or scaled and rotated together.
Ungroup	Ungroup a selected group so that each object may edited independently.
Select Similar from Visible	Select all visible objects with similar properties.
Select Similar from Group	Select all objects with similar properties that are in the same Group.
Properties	Show the properties dialog for the selected object or group. This is the same as using Control–click on the work area.
Global Properties	Show the properties dialog for the selected object. When the settings in the dialog are confirmed with the OK button, all visible objects of the same type will also have their properties changed to match the settings.
Scroll into View	Automatically scroll the work area so that the selected object can be seen in the work area. *Note:* This option is only active when zoomed in.
Layout Order	Move objects in the FilmStrip.

Layout Order
Move objects in the FilmStrip with the Layout Order buttons. See "Move an Object With the Layout Order Buttons" on page 268.

Grid

Use the grid to help align stitch objects and control points.

The apparent grid size varies, depending on the size of the design and the zoom level. The grid is initially set at 10mm intervals. Adjust its size between 1mm and 50mm using Preferences.

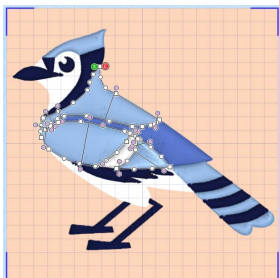### To switch the grid on and off
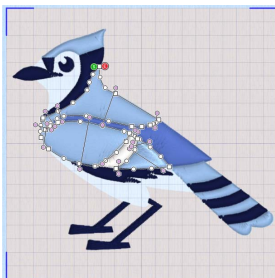
- Choose View > Grid.
- Press ⌘.

Backgrounds

Use the Background tools to load a background picture, to move a background, or to fade a background. See "Image Files" on page 16.
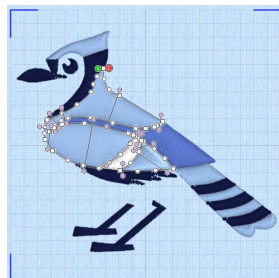
Load a background ———————————— 🖼 🖼 🖼 ———————————— Edit the background picture
Fade the background ————————————
                                    Background

Note: The Background tools are only available after a Background has been selected.

| Use Background On to show the picture in the background. | Use Fade 50% to show the picture in the background with the colors faded by 50%. | Use Background Off to hide the picture. |

Load Background

Use Load Background 🖼 to load a background picture.

- Click the Load Background 🖼 button on the toolbar.
- Choose View > Load Background.
- Press ⇧⌘K

Use Load Background to load a picture. mySewnet™ Digitizing displays the Load Background Image dialog so you can choose a picture to open.

Choose a folder
Search by name

Click to select a picture

Click Open to load
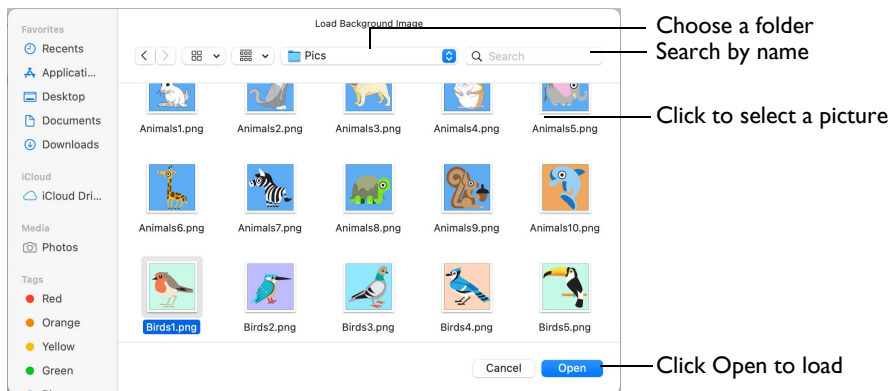
Note: You are warned if you try to load a picture when there is an existing background picture.

Load a Background Picture

1 Click the Load Background ![icon] button on the toolbar, choose View > Load Background (or press ⇧⌘K).

2 Browse to the desired folder in the Load Background dialog.

3 Click a picture file to highlight it.

Files other than picture files are dimmed in the Load Background dialog.

Note: Images in .ecq format can be loaded. Some vector image formats such as .svg cannot be loaded as a background, but may be opened in mySewnet™ Draw & Paint and saved in .ecq format.

4 Click the Open button to load the picture.

The picture is now used as the background in the open window.

Paste Image as Background

Paste the image on the Clipboard as a background picture.

■ Choose View > Paste Image as Background.

Import Image as Background

Import an image as a background picture.

■ Choose View > Import Image as Background.

Background Visibility

Use Background Visibility ![icon] to open a pop-up menu and select one of the background visibility options.

- Background On shows the background at full visibility. See "Background On" on page 47.
- Background Off hides the background. See "Background Off" on page 47.
- Fade Background opens the Fade Background dialog where you can set the visibility for the background picture. See "Fade Background" on page 47.

■ Click the Background Visibility button on the toolbar, then choose Background On, Fade Background or Background Off from the pop-up menu.

Note: You can also set the visibility of the background with the Background Visibility menu options. See "Background Visibility" on page 47.

Background On

View the background picture at full visibility.

To use Background On

■ Click the Background Visibility button on the toolbar, then choose Background On in the pop-up menu.
■ Control–click and choose Background Visibility > Background On.
■ Choose View > Background Visibility > Background On.
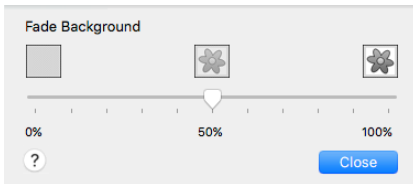
Background Off

Hide the background picture.

To use Background Off

■ Click the Background Visibility button on the toolbar, then choose Background Off in the pop-up menu.
■ Control–click and choose Background Visibility > Background Off.
■ Choose View > Background Visibility > Background Off.

Fade Background

Use the Fade Background dialog to set the visibility for the background picture.

Use Fade Background

1 Click the Background Visibility button on the toolbar, then choose Fade Background in the pop-up menu.
Alternatively, Control–click and choose Background Visibility > Fade Background.
2 Drag the slider to set the background visibility to any point between 0% (background off) and 100% (background fully on).
As you drag the slider the appearance of the background changes.
3 Click Close when the background is at the desired fade level.

Background Visibility

You can set visibility for the active background to a range of levels, including 100% (On) and 0% (Off).

Using Background Visibility

- Choose View > Background Visibility and select a background visibility option.
- Choose a visibility level from the Background Visibility menu:

Off	Choose View > Background Visibility > Background Off
10%	Choose View > Background Visibility > Fade Background to 10%
20%	Choose View > Background Visibility > Fade Background to 20%
30%	Choose View > Background Visibility > Fade Background to 30%
40%	Choose View > Background Visibility > Fade Background to 40%
50%	Choose View > Background Visibility > Fade Background to 50%
60%	Choose View > Background Visibility > Fade Background to 60%
70%	Choose View > Background Visibility > Fade Background to 70%
80%	Choose View > Background Visibility > Fade Background to 80%
90%	Choose View > Background Visibility > Fade Background to 90%
On	Choose View > Background Visibility > Background On

Edit Background

Use Edit Background ![icon] to open mySewnet™ Draw & Paint to edit or create a background picture.
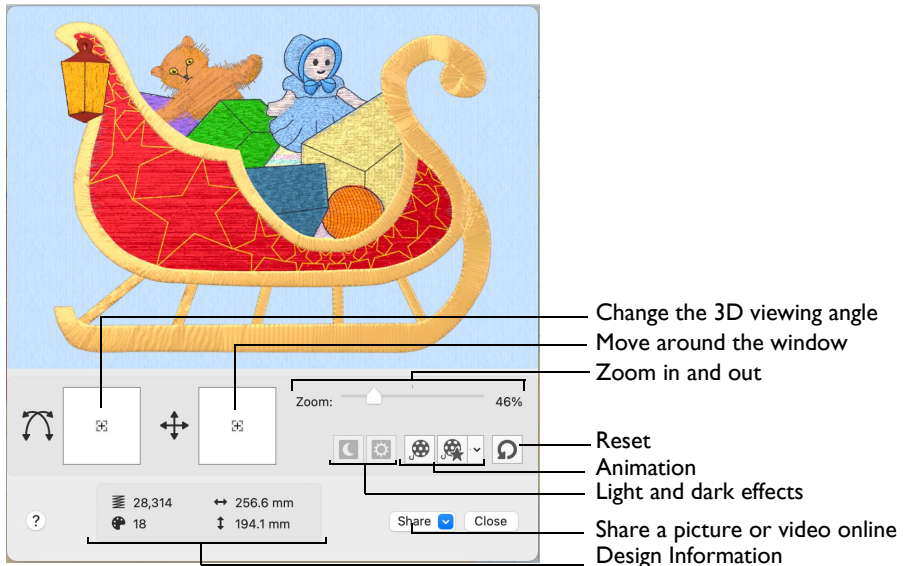
To use Edit Background

- Click the Edit Background ![icon] button on the toolbar.
- Choose View > Edit Background (or press ⌘K).

Life View

Use Life View 🔴 to show how an embroidery exported from the project will look in 3D with real-world perspective. Zoom in to see detail, and move and rotate the embroidery in a three-dimensional view.

Note: Life View will not open if part of the embroidery is outside the hoop.

Change the 3D viewing angle
Move around the window
Zoom in and out

Reset
Animation
Light and dark effects

Share a picture or video online
Design Information

Use Life View 🔴 at any time when you want to see the design with no grid, stitches selected, or markers displayed, and when you want to see the effects of glow in the dark and solar reactive threads.

To Select Life View

- Click the Life View button 🔴 on the toolbar.
- Choose View > Life View.
- Press ⇧⌘Y

Position
Use the position ✛ slider to move to another part of the Life View window.

- Drag the cross marker in the center of the box to view the desired part of the embroidery, using the zoom slider to control the magnification.

Rotation
Use the rotation 🔀 slider to view the stitching in the embroidery in 3D.

Note: Use the zoom and position sliders to select the part of the embroidery to view.

- Drag the cross marker in the center of the box to change the angle at which the embroidery is viewed, and allow you to visualize the project in varying real-world views.
- Alternatively, drag directly in the embroidery preview area to change the angle of view.

Zoom

Use the zoom slider to change the magnification of the embroidery. The box below the zoom bar displays the current magnification.

Note: When zoomed in, use the position slider to move around the embroidery.

- Drag the slider to the right to magnify the view of the embroidery, and to the left to shrink the view of the embroidery.
- Click the marker in the center of the zoom bar (100%) to view the embroidery at a magnification as close as possible to the Real Size setting you chose in mySewnet™ Configure.

Design Information

View the dimensions (Width ↔ and Height ↕), the number of stitches ≣ and the number of colors ● in the embroidery.

Glow in the Dark

Use Glow in the Dark ◖ to view the effect of using glow in the dark threads. The preview darkens to simulate the lights dimming, and the glow in the dark threads are shown in their luminescent colors.

Note: Glow in the Dark is only available if glow in the dark thread colors are present in the design.

- Click Glow in the Dark ◖ to view the effect of luminescent threads.

Solar Reactive

Use Solar Reactive ◙ to view the effect of using photochromic threads. The preview simulates the sun shining on the design, and the photochromic threads change shade to show the colors they become in sunlight.
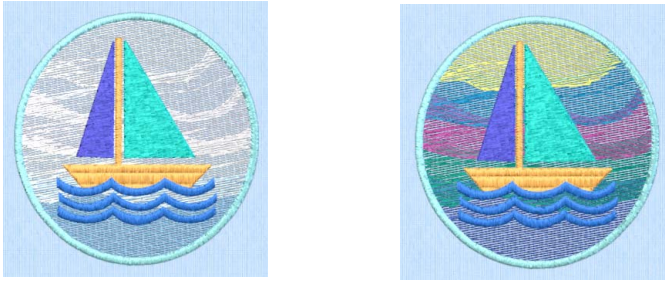
Photochromic threads change color in sunlight.

Note: Solar Reactive is only available if photochromic thread colors are used in the design.

- Click Solar Reactive ◙ to view the effect of photochromic threads.

Play Demo

Use Play Demo ⊕ to animate the preview and show the embroidery at different angles automatically.

- Click Play Demo ⊕ to start and stop the animation.

Play My Demo

Use Play My Demo 🐾 to animate the preview using your own demo. Use the menu options to add the current position as a point in the demo, or reset to create a new demo.
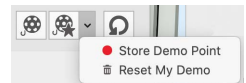
The My Demo animation is used for Life View in all mySewnet™ Embroidery Software apps. It is stored in the AnimationPath.txt file in the //[User]/Library/ApplicationSupport/mySewnet/Embroidery1/System folder.

Note: Copy this file to another location as a backup before creating additional My Demo animation paths for Life View.

- Click Play My Demo 🐾 to start and stop your saved animation.
- Choose Play My Demo > Store Demo Point to save a point for your demo.
- Choose Play My Demo > Reset My Demo to create a new demo.

Create Your own Demo

1 Adjust the window to the desired position and rotation.
2 In the Play My Demo pop-up menu, choose Store Demo Point.
3 Adjust the window again, and store more demo points.

Note: To start again from the beginning, in the Play My Demo pop-up menu, choose Reset My Demo.

4   When complete, select Play My Demo to see a preview animation between the stored positions.

5   Click Play My Demo 🎮 to start and stop the saved animation.

Reset

Use Reset ↻ to set Rotation, Position and Zoom back to the default settings.

Share

Use Share to save a picture or video of your design. See "Share Picture" on page 54 and "Share Video" on page 54.

- Choose Share > Share Picture to share a picture.
- Choose Share > Share Video to share a video.

Design Player

Use Design Player to play through the stitches in the embroidery design as if it was being stitched from an exported embroidery. All parts of the design that are within the hoop area are shown, whether or not they are selected. Designs are shown in 3D 3D .

Note: The current Optimize for Sewing settings from mySewnet™ Configure are used.

Control play with the slider

Start or pause play

Design Information

28,314   256.6 mm
18   194.1 mm

Share   Close

Jump to first stitch

Rewind

Jump to last stitch

Play at double the current speed

Share a picture or video online

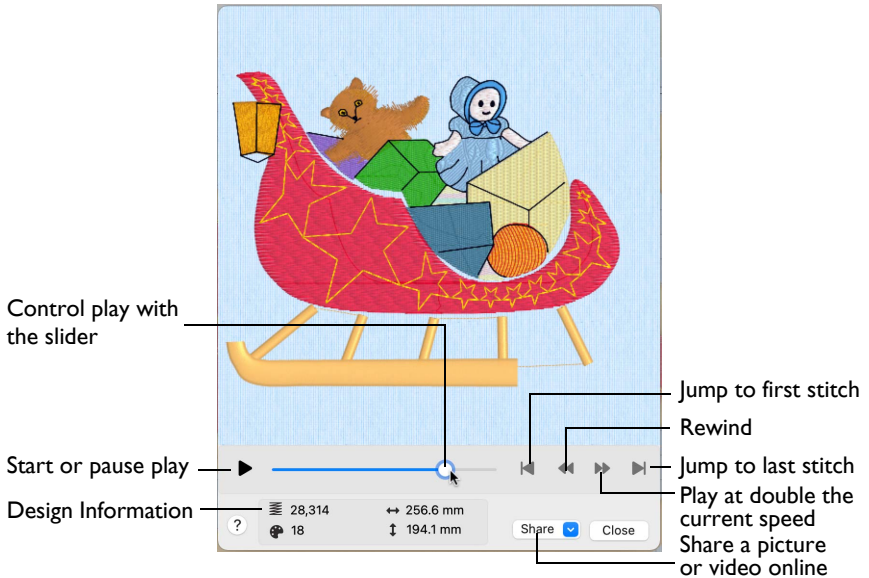*Note:* The Design Player will not open if part of the embroidery is outside the hoop.

Share
Use Share to save a picture or video of your design. See "Share Picture" on page 54 and "Share Video" on page 54.

■   Choose Share > Share Picture to share a picture.
■   Choose Share > Share Video to share a video.

To Select the Design Player
■   Click the Design Player button ▶ on the toolbar.
■   Choose View > Design Player.
■   Press ⌘Y

Using the Design Player
1   Choose File > Open (or press ⌘O).
2   Browse to /mySewnet/Samples/Digitizing/Edo.

| **3**	Scroll down to "Sleigh.edo".
4	Click to load the design into the work area.
5	Click Design Player ▣. Alternatively, choose View > Design Player or press ⌘Y. The Design Player dialog opens and the embroidery is shown being stitched out.
6	Use the Play button ▶ at the bottom left to start playing through the stitches in the embroidery.
7	Use the controls to play forwards for backwards through the embroidery at different speeds, jump to the start or end of the stitches, and stop at any time.

Share Picture

Save a picture of your design.

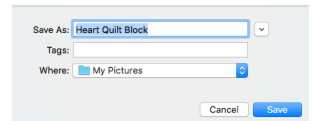Select a size for the picture

Save the picture

Upload progress bar
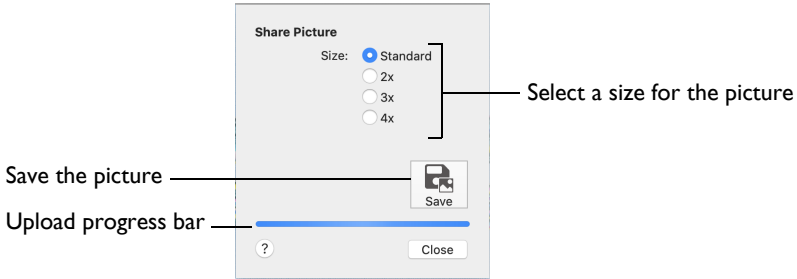
Select a size for the picture, then save the picture to your computer.

Note: Standard size is the size of the picture in Design Player or Life View.

Save

Use Save to save the picture to your computer in the Save As dialog. The default file name is the same as the design.

The following file formats may be saved: JPEG Low Quality (.jpg), JPEG High Quality (.jpg), Tagged Image File Format uncompressed (.tif) and Portable Network Graphics (.png).

Share Video

Save a video of your design.

Name the video and select its size, quality and speed. Then save it to your computer. A progress bar is displayed while the video is created.

The higher the image quality, the slower the speed of upload and download.

Video Title and Created By

The video title and the name of the creator are used on the opening frames of the video. Enter the name of the video, and the name of the creator.

Size

The size of the moving image in pixels. The higher numbers create a higher quality video. Choose from 1080p (HD), 720p (HD), 480p and 360p. The initial setting is 480p.

Quality

The bit rate, or speed of data transfer. Choose between Low, Medium and High. The initial setting is Medium.

Speed

Set the speed of the Design Player for the video. Choose from Standard, 2x, 4x, 8x, 16x, 32x, 64x, and 128x. The initial speed is 16x.

Note: This option is only available for videos created from Design Player.

Video Information

The Total Duration of the video in minutes and seconds, and the estimated file size in MB are displayed. The duration and size vary according to the Size, Quality and Speed of the video.

File Name

Select a folder and name for the video file. Click Select to browse to a different folder on your computer.

Start and Cancel

Click Start to create your video, using the settings that you chose above. A progress bar shows during the creation of the video, with an estimate of the creation time. Click Cancel to stop the video creation.

Note: All other functions in the dialog box are dimmed (grayed out) during video creation.

Creating Design Elements

5

Use the Quick, Freehand and Point Create tools to add objects to your design.

Creating Designs

A design in mySewnet™ Digitizing is composed of areas, lines, columns and commands (objects).

After creating any fill or satin area, or satin column, you can emboss it by placing needle points to enhance the pattern.

Lines: Use lines as individual stitch lines or borders around an area or appliqué.

Note: Lines are defined by points, which can be moved to change the shape of the line, and any area it encloses.
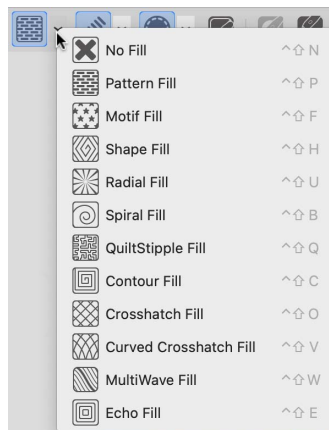
Choose a line type (e.g. satin line or running stitch) for a line, and a fill and line type (e.g. pattern fill, motif fill and so on) for each area.

Note: Any line type can be converted to another line type, and most area types can be directly changed to any other area type.

Columns: Create columns by placing alternate points.

Commands: Commands are instructions such as a change of thread color or a stop.

Note: Control–click to deselect a Create function when you have finished, or simply select another Create tool.

No Fill	^⇧ N
Pattern Fill	^⇧ P
Motif Fill	^⇧ F
Shape Fill	^⇧ H
Radial Fill	^⇧ U
Spiral Fill	^⇧ B
QuiltStipple Fill	^⇧ Q
Contour Fill	^⇧ C
Crosshatch Fill	^⇧ O
Curved Crosshatch Fill	^⇧ V
MultiWave Fill	^⇧ W
Echo Fill	^⇧ E

When an embroidery is created from a design, each line or area is converted to stitches, and the stitch order is controlled by the order of the objects in the design.

Note: You can see the order of objects in the FilmStrip.

There are several ways to add objects to a design:

- Use the ExpressDesign Assistant or Quick Create from Background to create a whole design, with all the necessary lines, areas and commands. Edit or add to the design as desired.
- Add new objects to a design which can be based on a picture shown in the background.

• Insert complete design elements or copy and paste selections.

Select a Stitch Type

1 Decide which area or line type to create.
For example, a fill area with or without a border, a satin area, a column, or a line. You can also use the Trace options to follow a line in a picture.
2 Select your stitch type from the pop-up menu(s).
3 Click the Options pop-up menu in the Create toolbar, and select the object type. The properties dialog for the stitch type opens.
4 Set the options for your selected stitch type, then click OK.
5 Use one of the create tools in the selected Create toolbar to start your design.
Note: If you use one of the QuickStitch™ tools you will need to load a background picture.

Creating Areas and Lines

Areas and lines are created using the QuickStitch™, QuickTrace, Point and Freehand features, or automatically with the ExpressDesign Assistant or Quick Create from Background.
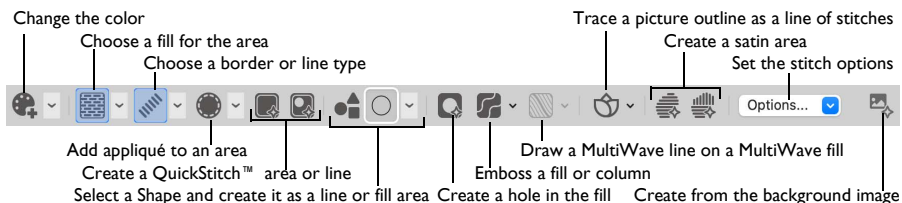
Draw a line with the Freehand and Point features, or follow a line in a picture with QuickStitch™, QuickTrace and the ExpressDesign Assistant.

Note: You can change an open line to a fill area. The fill area is created by closing the gap between the line ends, or by using the Closed Border option on the Line tab of the Fill Area and Line properties dialog. The points defining the area are not changed. This allows you to create a fill area with a closed or open border.

Quick Create

Use the features of the Quick Create tab (QuickStitch™, QuickTrace, Shape and Quick Create from Background) to create design areas automatically.

Creating with QuickStitch™, QuickTrace and Shape

Change the color
Choose a fill for the area
Choose a border or line type
Trace a picture outline as a line of stitches
Create a satin area
Set the stitch options

Add appliqué to an area
Create a QuickStitch™ area or line
Select a Shape and create it as a line or fill area
Draw a MultiWave line on a MultiWave fill
Emboss a fill or column
Create a hole in the fill
Create from the background image

Click in a defined color area, or on a defined color line, in the background picture to create a QuickStitch™ or QuickTrace line or fill. The area outline is filled or the line is followed automatically.
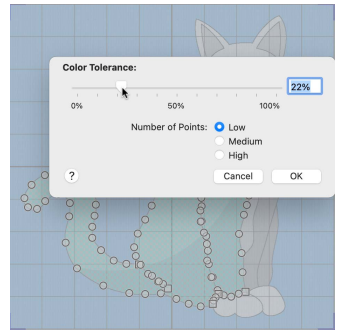
Use Color Tolerance to choose the color shades used when defining the area, and to set the relative number of points in the outline for QuickStitch™ areas. Low produces a smoother outline, while High follows the lines of the picture more precisely.

Using Color Tolerance with QuickStitch™ and QuickTrace

1 Select the desired QuickStitch™ or QuickTrace function, according to the type of stitches you want over the picture area you are about to select.

2 Click in the desired area (for example, on the cat's left side) of the picture for QuickStitch™ functions or on the desired line for QuickTrace functions.

3 If Color Tolerance is enabled, the Color Tolerance dialog appears.
A blue and white checkered pattern shows the area of the picture that will be filled or traced. If you have chosen to detect holes, any holes in the area will not contain the checkered pattern. Using Color Tolerance is recommended.
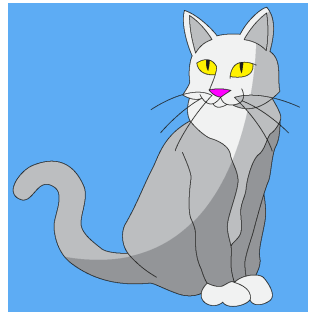
4 Use the slider to adjust the Color Tolerance value until the required part of the picture is selected.
Note: The Color Tolerance dialog has a slider control, which is initially set to 10. This is the tolerance control. As the tolerance value is increased, this increases the possible range of colors, by similarity to the color clicked, that may be selected by the checkered blue and white pattern. For example, if you have an area of your picture that is shaded in different shades of green, you can use color tolerance to select all the shades and make a single area.
Even when the tolerance is left at 0, the blue and white pattern gives a useful preview of the area that will be used for the new object.

5 For QuickStitch™ areas, select the relative number of points along the outline. Choose from Low, Medium and High. Low produces a smoother outline, while High follows the lines of the picture more precisely.

6 Click OK to confirm the desired area is highlighted, and the line or area is created.

Turning Color Tolerance Off

When Color Tolerance is not enabled, the stitch object(s) are created immediately, using only the color area that was selected. You can use the Color Tolerance option in General Preferences to turn Color Tolerance off, but this is only advisable if your picture has well defined flat color areas, and you have no need to select more than one color area to create new objects.

Shape

Use Creating Shapes ⬤ to select a shape and create a fill area, or line, in that shape. Then adjust its size and properties. See "Creating Shapes" on page 172.

Note: Draw a ring, a square, a frame or other shape. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

Quick Create from Background

Use Quick Create from Background 🖼️ to create a design using the current background picture. If the picture is a vector drawing in .ecq format, it can be loaded directly as an .edo (design) file. See "Quick Create from Background" on page 173.
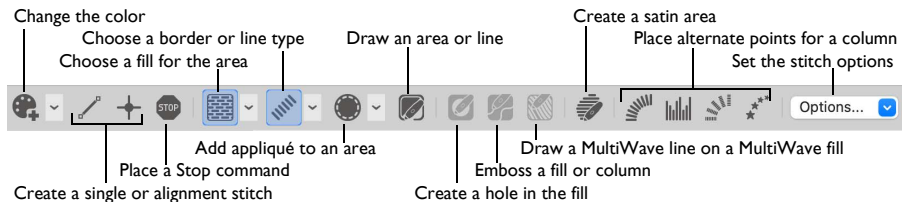
Creating with Freehand Create and Point Create

The Freehand and Point functions are used to create new stitch objects by creating object outlines directly on the design. The outlines may follow a background picture, if desired, but the Freehand and Point functions do not require a picture. Most of the Freehand Create functions are used by drawing an outline, and most of the Point Create functions are used by placing points or drawing Bezier lines to define an outline.

Freehand Create

Use the Freehand Create functions 🖊️ to create lines and areas by drawing outlines on the design with a pen on a graphics tablet, or by dragging with the mouse.

Note: All of the Freehand Create tools work in the same way, except for Commands and Columns.

Change the color
Choose a border or line type
Choose a fill for the area
Draw an area or line
Create a satin area
Place alternate points for a column
Set the stitch options

Add appliqué to an area
Place a Stop command
Create a single or alignment stitch
Create a hole in the fill
Emboss a fill or column
Draw a MultiWave line on a MultiWave fill

Draw a Fill Area with Freehand Create

1 Select the stitch types.
2 Select Create Freehand Area or Line 🖊️.
3 Draw one continuous line to create a line or area.
4 Lift the pen or release the mouse button to complete the line or area.
5 Draw another line to create another new object.
6 Control–click to deselect the Freehand function when you have finished, or simply select another Create tool.

Note: Freehand Create provides a natural drawing experience and is generally recommended. When zoomed in, use Autoscroll to assist in drawing new objects.

Point Create

Use the Point functions, to create lines and areas ▨ by placing a series of points that define the outline.

Note: The Point Create functions may be easier to use for the exact positioning of corners, straight lines and curves than the Freehand Create functions.

Change the color — Place points for an area or line — Create a satin area — Place alternate points for a column
Choose a border or line type — Set the stitch options
Choose a fill for the area — Draw a Bezier line

Add appliqué to an area — Place a MultiWave line on a MultiWave fill
Place a Stop command — Emboss a fill or column
Create a single or alignment stitch — Create a hole in the fill
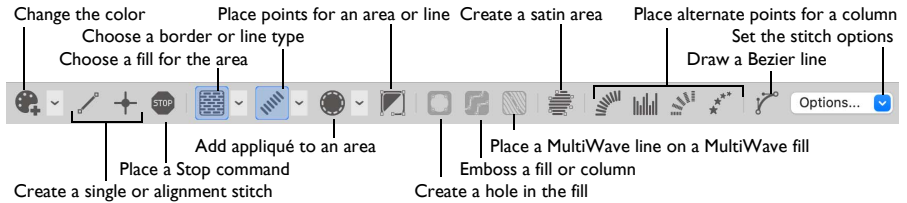
Place Points with Point Create

1 Select the stitch types.
2 Select Create Point Area or Line ▨. The Point pointer ⌖ appears.

Note: To create an area with Bezier lines, use Bezier Mode ⌢. See "Bezier Mode" on page 164.

3 Place each point with a single click.

Note: Hold down the Shift key to place square points for the precise positioning of corners and straight line sections.

4 To move a point, hover the pointer over the point and when the move pointer ⌖ appears, drag the point to the desired position.
5 Double-click or press Return to complete the outline.
6 Control–click to deselect the Point Create function when you have finished, or simply select another Create tool.

Bezier Mode

Use Bezier Mode to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.

Click to place Corner points, or drag to place curve points with handles.

Note: For information on Control Points and the other Bezier Line editing tools, see "Convert Points and Bezier Lines" on page 273.

Area Types

Any area can have a border, or no border. The border can be closed or open, and it can use any line type. Holes can be defined inside any fill area. Appliqué properties may be set for any area or line. Use Break Apart on the Object menu to change an area with a border into separate fill area and line objects.

Note: Any fill area can be converted into a Satin Area, however any holes in the fill area will be lost.

Pattern Fill

Pattern Fill areas ▦ contain small stitches with repeating patterns from an origin point that can be moved. Select from one of the themed collections. A pattern fill area can have holes defined inside it. The stitches can be at any angle and the density can be constant, gradient or multicolor as desired. Constant density fill areas can also have automatic underlay, which is turned off automatically for gradient density areas.

Fill Area with Satin border and holes using Pattern Fill 109 from Hearts

Pattern Fill Area with Multicolor Gradient

Motif Fill Area with two motifs, 13 and 19, from Hand Stitches 2

Note: If you change a gradient density fill back to standard, then you should also select the desired underlay.

Motif Fill

Motif Fill areas ▦ contain repeated small stitches placed using one of the Universal or machine motif patterns. A motif fill area can also have holes defined inside it. The motifs can be at any angle and at different sizes, and different motifs can be used on alternating lines.

Shape Fill

Shape Fill areas ◈ use one of 120 different shapes from an origin point that can be moved. Vary the stitch density, use running stitch or motif lines for the fill and add holes.
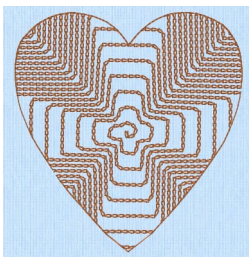
Shape Fill Area using Shape 23 and Motif 1 from Hand Stitches 1
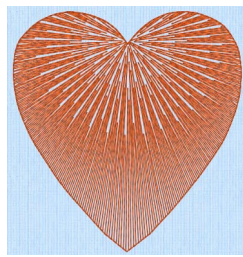
Radial Fill with origin moved to top of heart
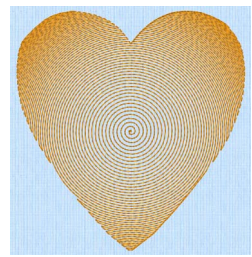
Spiral Fill using Gradient Density

Radial Fill

Radial Fill areas ⬚ use a pattern of radiating lines from an origin point that can be moved. Vary the stitch density and add holes.

Spiral Fill

Spiral Fill areas ⬚ use a spiral pattern from an origin point that can be moved. Use constant or gradient density, and add holes.

QuiltStipple Fill

QuiltStipple Fill areas ⬚ use stipple stitch in curved or straight lines. Vary the gap between stitch lines, use running or triple stitch, and add holes.
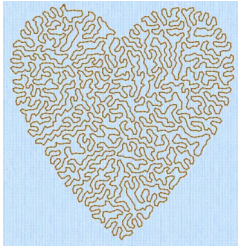
QuiltStipple Fill using a curved style
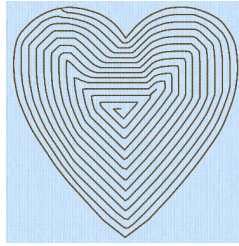
Contour Fill, using Triple Stitch and a 3.0mm gap
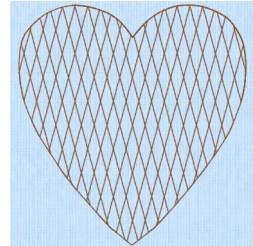
Crosshatch Fill, using Diamond style and an Angle of 75 degrees

Contour Fill

Contour Fill areas ⬚ use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, use running, double or triple stitch, and add holes.

Crosshatch Fill

Crosshatch Fill areas ⬚ use diamond, square and parallel crosshatch patterns, or select the angles for the crosshatch. Set the gap, style, line angle, stitch type and stitch length for the crosshatching, and add holes to the fill.

Note: Crosshatch fill is often selected for lace designs, typically using a Double Zigzag stitch type.

Curved Crosshatch Fill

Curved Crosshatch Fill areas ▨ use curving lines in the crosshatch, which can be used to create a feeling of depth. They are used in quilting, and to create free-standing lace.
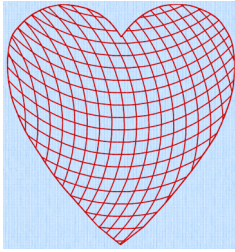
Curved Crosshatch Fill, using Square style and a Gap of 5mm
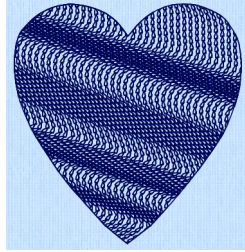
MultiWave Fill, using a density of 15, a MultiWave Line, and a Hand Stitches 1, Pattern 1 motif
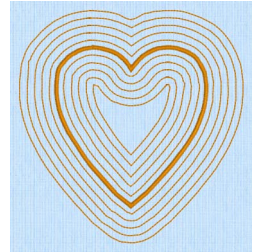
Echo Fill using Internal and External Lines, and rounded corners

MultiWave Fill

MultiWave Fill areas ▨ use a wave pattern defined by a line, or lines, drawn on the fill area. Vary the density, or use a motif for the stitch lines.

Echo Fill

Echo Fill ▣ places echo lines within and/or around a shape. Choose from rounded, square and diagonal corners, set the gap between the echo lines and the number of lines, and select the stitch type and length.

Satin Areas

Satin Areas ▤ contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. Choose automatic edge walk and/or zigzag underlay.

Note: Satin Areas can be converted into any type of fill area. They cannot be created with a border, but a border can be placed around them using the Area Properties dialog.
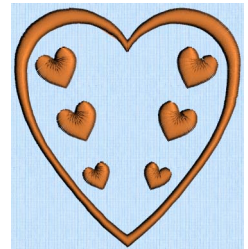
Columns

Create Columns by placing points, or when using the Point Create toolbar by drawing Bezier lines. The Column functions are found both on the Freehand and Point Create toolbars. Place alternate points to define a column of any length. Choose a column type before creation, or change it afterwards in Column Properties.
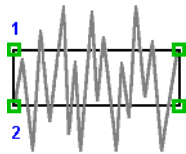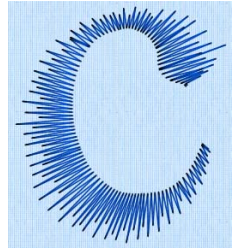
Satin Column

Use Satin Column ![icon] to create a straight or curved column of parallel stitches. The column may be of any length.

Note: The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat. To create satin wider than this, either overlap satin columns, or use a satin area.
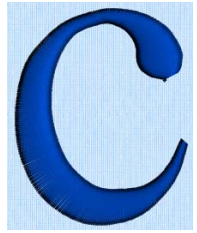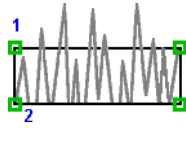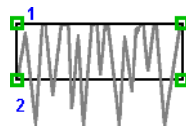
Feathered Satin

For lifelike realistic feathers or fur, use Feathered Satin ![icon], where the start and end points of the stitches are random rather than all parallel. Feathered satin may also be created with only one side feathered – the side where the first (A) or second (B) point was placed.
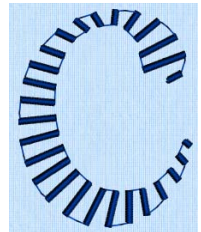
Feathered Both Sides

Feathered Side A

Feathered Side B

Richelieu Bars

Use Richelieu Bars ![icon] to create a column of short sections of satin perpendicular to the direction of the column. Choose the number of bars, and the width of the satin.

Note: Richelieu bars are typically used for cutwork designs.

Tapered Motifs

Use Tapered Motifs ![icon] to create a line of motifs that vary in size according to the width of the column.

Note: Tapered motifs are often used in lace designs.

Line Types

Choose a line type before drawing the line, or change it afterwards in Area Properties.

Running, Double and Triple Stitches

Set Running Stitch ✎ from 0.3-12mm in 0.1mm steps (standard, or cutwork needle line with secure points). Set Double ✎₂, Double Zigzag ⌐ and Triple ✎₃ stitch to any length from 1mm to 12mm.
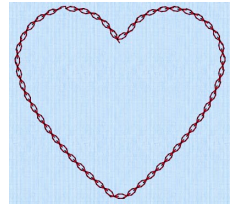

| Running | Double | Triple |

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh.
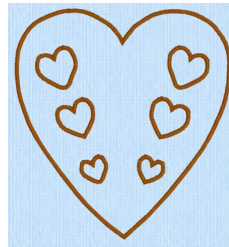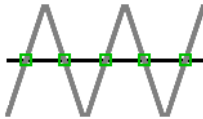
Motif Line

Motif lines ⁂ are lines of the chosen Universal or machine motif patterns.

Satin Line

Create Satin lines ▨ where a line or border of satin stitches of constant width is desired. The line will be created along the center of the chosen line.

Note: Individual satin lines and the satin borders used around fills or appliqué are identical.

Commands

Commands are instructions such as the Add Color Change 🎨 that changes the thread at the start of a new color block, and the Stop 🛑 that tells an embroidery machine to stop without a color change.

Color changes, stops and alignment stitches are indicated by special blue and red markers on the work area.

Color Change	Stop	Alignment Stitch
Ⓒ	Ⓢ	Ⓐ

### Alignment Stitches

Use Alignment stitches ✛ to add stitches at the beginning of an embroidery that you can use to align the embroidery, for example with a previously embroidered design. Alignment stitches are typically placed at the beginning of an embroidery. They are inserted after the currently selected object, but may be moved if desired. Alignment stitches are created as a cross, but may be altered after placement.

■ Select Alignment stitches ✛, then click to place a point for the stitch.

Single Stitch

Use Single stitch ✐ to create single stitches that are embroidered at whatever length they are made. Alternatively, if you select to Break Up into Smaller Stitches they will be broken up into stitches of Running Stitch at any length from 1mm to 12mm.

Single Stitch
☐ Break Up Into Smaller Stitches

Length [6 mm] ⇕

[?]   [Cancel]   [OK]
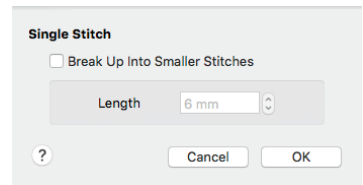
■ Select Single stitch ✐, then click to place points for the stitches.

Objects Created in the ExpressDesign Assistant
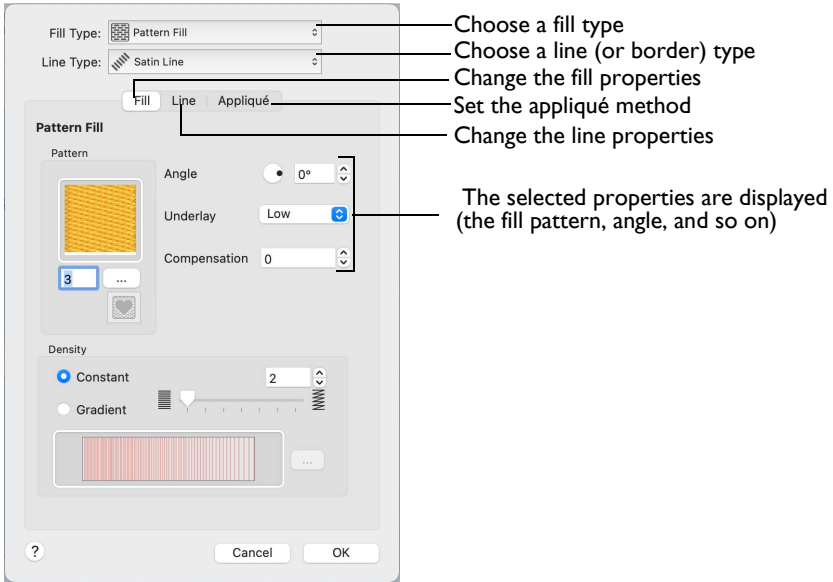
Lines and areas created in the ExpressDesign Assistant or Quick Create from Background may be modified in the same way as those created by any other method. When the ExpressDesign Assistant is used to create a new design, the design will fit the hoop or use the selected design size.

Note: Columns are not created by the ExpressDesign Assistant. Any satin will be a Satin Area or a Satin Line.

Area Properties

Use the Area properties dialog to set properties before creation, or to change the fill and line type for a previously created area or line. Then edit the properties using the tabs in the dialog.

Note: The options available below the two pop-up menus will vary, depending upon the selected fill and line type.

Choose a fill type
Choose a line (or border) type
Change the fill properties
Set the appliqué method
Change the line properties

The selected properties are displayed (the fill pattern, angle, and so on)

Note: You can change a previously created area to any other fill or line type in the pop-up menus, including No Fill or No Border Line.

To show the Area properties dialog

- Choose an object type from the Options pop-up menu on the Create toolbar to set the properties before creating an object.
- Control–click an existing line or fill in the work area and select Properties from the context menu.
- Control–click a line or fill in the FilmStrip and select Properties from the context menu.

Note: If accessed from the Options menu before creating the area, you cannot change the fill and/or line type.

Use the Area Properties Dialog

1 Control–click an existing line or fill in the work area, then select Properties to open the Area properties dialog.
Alternatively, click the Options pop-up menu in the Quick Create, Freehand Create or Point Create toolbar and select the object type.

2   Select a Fill type from the Fill pop-up menu.

3   Select a Line type from the Line pop-up menu.

4   Edit the tabbed pages below as desired.

Note: For details on the options available, for Line types see "Using Lines" on page 239 and for Fill types see "Using Fill Areas" on page 193.

Fill

You can select the following Fill types from the pop-up menu, or using a shortcut:

- No Fill ☒ (press ^⇧N).
- Pattern Fill ▦ (press ^⇧P).
- Motif Fill ⊡ (press ^⇧F).
- Shape Fill ◈ (press ^⇧H).
- Radial Fill ▨ (press ^⇧U).
- Spiral Fill ◎ (press ^⇧B).
- QuiltStipple Fill ▦ (press ^⇧Q).
- Contour Fill ▣ (press ^⇧C).
- Crosshatch Fill ▨ (press ^⇧O).
- Curved Crosshatch Fill ▨ (press ^⇧V).
- MultiWave Fill ≋ (press ^⇧W).
- Echo Fill ▣ (press ^⇧E).
- Satin Area ≣ (press ^⇧S).

Line

You can select the following Line types from the pop-up menu, or using a shortcut:

- No Border Line ✖ (press ^⇧X for no border).
- Running Stitch ✎ (press ^⇧R for a border or line).
- Double Stitch ✎₂ (press ^⇧D for a border or line).
- Double Zigzag ⌐ (press ^⇧Z for a border or line).
- Triple Stitch ✎₃ (press ^⇧T for a border or line).
- Satin Line ◟ (press ^⇧L for a border or line).
- Motif Line ⁂ (press ^⇧M for a border or line).

Appliqué
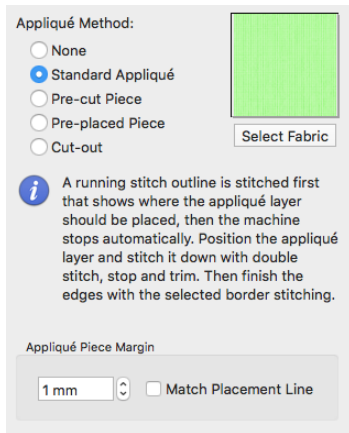
Appliqué Method

Choose a method for placing and securing the appliqué fabric. Select the appliqué method before or after creating an area or line. Choose from:

- None
- Standard Appliqué
- Pre-cut Piece
- Pre-placed Piece
- Cut-out

Satin line is typically used as the border for an appliqué area. Alternatively, triple stitch or a motif line may be used for a hand-embroidered effect.

■ None
No appliqué layer or fabric.

■ Standard Appliqué
Stitch a running line to show where appliqué fabric should be placed, then stop to position the fabric. Stitch down the appliqué fabric with double stitch, then stop so the fabric may be trimmed. Finish the edges with the selected border stitching.

■ Pre-cut Piece
Use a pre-cut appliqué piece; created, for example, using an automatic cutter or cutwork needles.

Stitch a running line to show where the pre-cut appliqué piece should be placed, then stop to position the appliqué piece. Stitch down the appliqué piece with double stitch, then finish the edges with the selected border stitching.

■ Pre-placed Piece
Place the appliqué fabric before stitching.

Place the appliqué layer in position, then stitch down the appliqué fabric with double stitch. Stop so the fabric may be trimmed. Finish the edges with the selected border stitching.

■ Cut-out
Use the appliqué placement line as a guide to where the fabric should be cut; for example for reverse appliqué.

Stitch a double stitch line. Stop so the fabric may be cut to form a hole defined by the stitched outline. Finish the edges with the selected border stitching.

Select Fabric
Select a fabric in the Appliqué Selection dialog. See "Appliqué Selection" on page 129.

Appliqué Piece Margin
Set the margin for appliqué placement relative to the drawn border shape (-10mm to 10mm - initial value is 1.0mm).

Note: Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué. A negative value is recommended for cut-out and reverse appliqué.

Match Placement Line
Adjust the position of the first running stitch line for either Standard Appliqué or Pre-cut Piece so that it matches the outline of the appliqué piece after the Appliqué Piece Margin has been applied.

Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

Column Properties

Use the Column properties dialog to change the column type for a previously created column, and edit the properties as desired.

Choose a column type

Change the properties as desired

Click OK to apply your changes
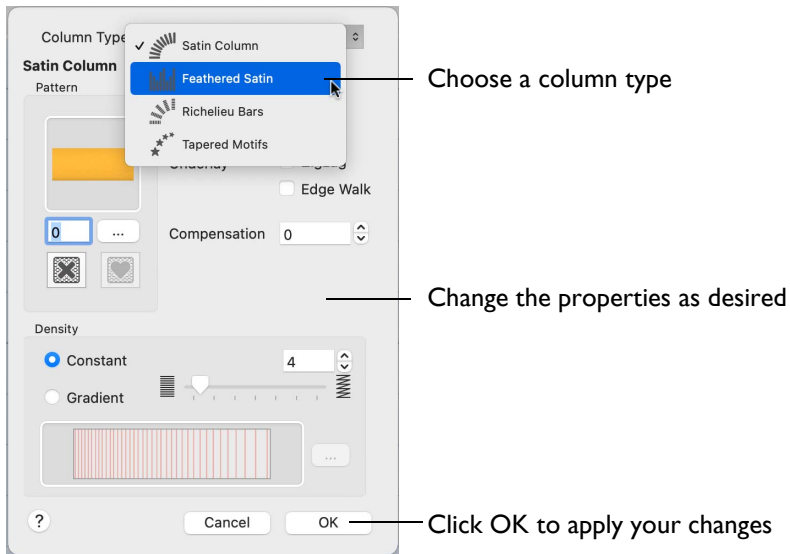
Note: You can change a previously created column to any other column type, or to a Satin Area.

To show the Column properties dialog

- Control–click a column in the work area and select Properties from the context menu.
- Control–click a column in the FilmStrip and select Properties from the context menu.

Use the Column Properties Dialog

1   Control–click a column in the FilmStrip or work area and select a Column type from the Column Type pop-up menu.
2   Edit the page below as desired.
    Note: For details on the options available, see "Creating Columns" on page 251.

Object Properties

The following settings can be changed for stitch objects before or after they are created:

- Density
- Compensation
- Stitch Length
- Satin Line Width

- Fill and Satin Patterns
- Gap and Shape
- Start, End and Origin
- Motif
- Underlay
- Feathered Side
- Alignment Stitch Type

The settings for new areas and lines are set by clicking the Options pop-up menu in one of the Create toolbars, selecting the object type, and adjusting the settings in the properties dialog for that stitch type.

Note: Not all settings can be changed for all stitch types.

Note: Options that set properties for new objects are only applied when using the work area to create stitch objects. Objects created in the ExpressDesign Assistant And Quick Create from Background do not use the current settings, but may be changed.

Density

Density of stitching may be set from 2 to 40, except for Satin line ⋙ which can be set from 2 to 15.

2

15
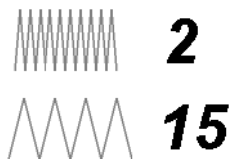
Pattern Fill Area with Multicolor Gradient
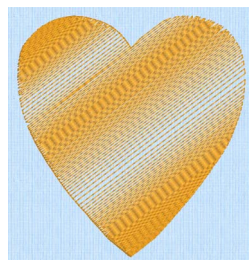
Pattern Fill Area with Gradient Density Fill

Pattern ▦ and Spiral ◎ fill areas may also have density gradients. The higher the number, the farther apart the stitches and the fewer stitches are produced. Pattern fills may also have multicolor gradient density.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage, or a low density setting. Choose a low value such as 2 or 3 for heavy knit fabrics, a higher value such as 5 or 6 for a light material like linen or satin.

Compensation

All stitches have a tendency to pull in. The pull varies according to fabric weight and type. Compensation is used to make a whole design or areas within it 'bolder'

by increasing their relative size. The higher the number, the bolder the areas appear. You can also alter compensation for any individual area of satin or fill.

Note: Compensation does not apply to feathered satin, satin line, or any fill other than pattern fill.

You can set compensation from 0 to 30 for satin and 0 to 20 for fill areas. The setting for any Satin Column ![icon], Satin Area ![icon] and Pattern Fill ![icon] area in the design is shown in the Area Properties for that satin or fill.

Satin Compensation   **Pattern Fill Compensation**

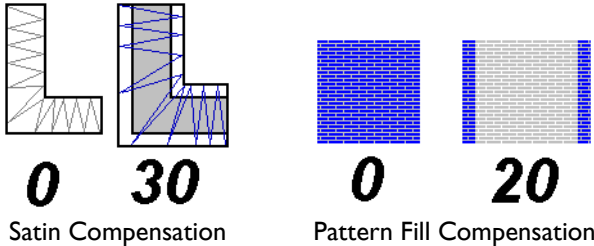*Note:* Embroidery on thicker fabrics usually looks better with higher compensation, while on thin materials such as satin or twill a lower value or zero setting is usually more appropriate. As you create a design, use overlaps to prevent pulling from creating gaps between blocks of stitches that have different stitch directions. This provides 'built-in' compensation.

Stitch Length

Stitch Length can vary according to the object type as follows:

- **Single Stitches** ![icon]: each stitch may be set from 1-12mm in 1mm steps, or embroidered without breaking up into smaller stitches.
  Note: The current maximum stitch length for new Single stitches if it is desired to break them up into smaller stitches is shown in the General Preferences.
- **Running Stitch** ![icon]: may be set from 0.3-12mm in 0.1mm steps.
  Note: Cutwork needle lines are automatically set to 0.3mm.
- **Double Stitch** ![icon], **Double Zigzag** ![icon] **or Triple Stitch** ![icon]: stitches may be set from 1-12mm in 0.1mm steps.
- **Motif Line** ![icon]: stitches may be set from 1-20mm in 0.1mm steps.
- **Motif Fill** ![icon]: the length of the running or triple stitches making the motif shapes can be set from 1-12mm in 0.1mm steps.
- **Feathered Satin** ![icon] **(feathered both sides or one side):** the maximum length of the stitches may be set from 2-30mm in 1mm steps.
- **MultiWave Fill** ![icon], **Shape Fill** ![icon] **and Curved Crosshatch Fill** ![icon]**:** where Motifs are used, the length of the running or triple stitches making the motifs can be set from 1-12mm in 0.1mm steps.
- **QuiltStipple** ![icon], **Contour** ![icon] **and Crosshatch** ![icon] **fill:** the length of the running or triple stitches making the fill can be set from 1-12mm in 0.1mm steps.

- **Echo Fill** ▣ **and Curved Crosshatch Fill** ▨**:** the length of the running, double or triple stitches making the fill can be set from 1-12mm in 0.1mm steps.

Note: Check the current setting by clicking the Options (ellipsis) button in the control panel.

Satin Line Width

Satin line or border width may be set from 1 to 12mm in 0.1mm steps.
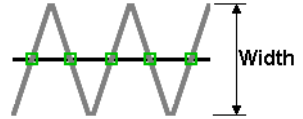
Fill and Satin Patterns

Choose from over 250 system patterns for QuickStitch™, Point and Freehand fill areas, and satin areas. Choose any available motif for QuickStitch™, Point and Freehand motif fill areas, lines and tapered motif columns. Check the current setting by clicking the Options button in a Create toolbar, and selecting Fill Area and Line from the pop-up menu. See "Fill and Satin Patterns" on page 233.
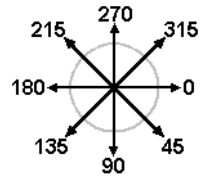
Note: Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together. Pattern 36 produces a 'satin effect' fill stitch. The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient. The other eight (257-264) are suitable for a weave pattern combined with parallel crosshatch, as used for lace designs.

Set the angle of orientation for the stitches in Pattern fill, Motif fill and Crosshatch fill areas to any degree. Check the current setting by clicking the Options (ellipsis) button in the control panel.

Gap and Shape

The QuiltStipple ▦, Contour ▣, Crosshatch ▨, Shape ◈ and Echo ▣ styles of fill have additional properties that are unique to these fill styles. QuiltStipple fills can have curved or straight stipple stitching, and a gap setting controls the spacing of the lines of stipple stitch. Contour fill also uses a gap setting that controls the spacing of the lines of Contour stitch. Shape fills have a choice of 120 shapes, which control the path of the stitching. Crosshatch fills can use diamond, square and parallel styles. They have a gap setting that controls the spacing between the lines in the crosshatch. Echo Fills can use internal or external lines, varying the number or spacing. They also have a choice of three styles, with curved, square or diagonal corners.
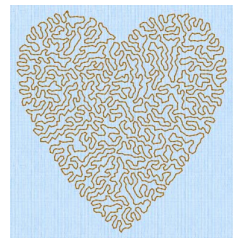
Note: Richelieu Bars may have a minimum gap or number of bars specified.

Start, End and Origin

Fill and satin areas have adjustable green start and red end points, which can be moved to any point defining the shape of the area. Use this to control the connection between an area and the objects that precede or follow it. For example, this is useful for shortening or hiding gaps so the need for trimming is reduced.

Pattern, Shape, Radial and Spiral fill areas also have an orange origin . For Pattern Fill, the origin marker also has an adjustment handle .

• In a Pattern Fill area, the origin is the start point for the repeating pattern.
• In Shape, Radial and Spiral fills, the origin is the point from which stitches radiate.

Moving the origin

You can move the origin anywhere on the work area.

■ For a pattern fill area, move the origin to change the position of the pattern, and rotate the handle to change the angle.
■ For Shape, Radial and Spiral fills, move the origin to change the radiation point of the fill.

Motif

Choose any available motif for Motif fill areas ⊞ and lines ⁂. Motifs can also be used in Shape fills ◈, MultiWave fills ≋, Curved Crosshatch fills ⧈ and tapered columns ⁂. The size of motifs can be changed, and they can be stitched in either running or triple stitch. For motif fill areas, a second motif can be chosen for alternating lines, and the spacing, offset and angle of lines can be changed. Check the current setting by clicking the Options button in one of the Create toolbars, and selecting Fill Area and Line from the pop-up menu.

Note: You may also insert a single motif as running or triple stitch. See "Insert Single Motif" on page 295.

Underlay

Underlay is used to stabilize an area of fabric before stitching over it. Automatic underlay is optionally available for pattern fill areas, satin areas, satin column, Richelieu bars and satin line. To create underlay for other object types, use running stitch or single stitches.

Note: Embroidery designs created with the ExpressDesign Assistant have an option to create underlay for the whole design.

Feathered Side

Individual areas that were created as both sides feathered, Feather Side A or Feather Side B may have their feathered edges changed.
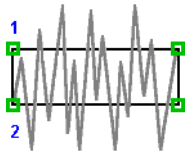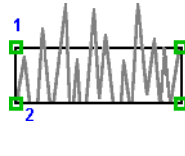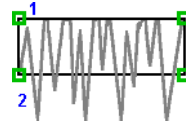
| Feathered Both Sides | Feathered Side A | Feathered Side B |

Alignment Stitch Type

Alignment stitches are added (usually at the beginning) to an embroidery to align it, for example, with a previously embroidered design, or a background picture on fabric.

Alignment stitches are initially placed as a cross ✛. Use the Alignment Stitches properties dialog to change the stitch type. Select from cross ✛, top left ⌐, top right ⌐, bottom left ⌐, bottom right ⌐ and Point • .
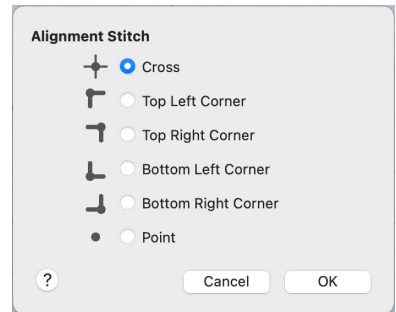
To open the Alignment Stitch dialog

- Control–click an alignment stitch and choose Properties.

Global Properties

The properties of all visible objects of a chosen type can be changed with Global Properties.

Global Properties is not used for Stops, and has no effect on Color Changes.

Note: To change the properties of several objects of the same type, Command–click or Shift–click the objects in the FilmStrip to select them, then Control–click and choose Properties.

Change Object Settings with Global Properties

1 Use the Control Panel to hide any objects you do not wish to affect. For example, hide objects by color, or use the Filters.
2 Select an object of the desired type.
3 Control–click in the FilmStrip or on the work area and select Global Properties from the menu.
   The properties dialog for the object appears, with the current settings taken from the selected object.
4 Adjust the properties as desired.

5 Click OK.

All the settings in the dialog are applied to all visible objects of the same type.

When you click OK, the settings are applied globally even if you did not change anything. For example, if you have a fill area that already has the desired settings, select the fill area then select Global Properties and click OK to replicate the settings on all visible fill areas.

Note: Global Properties is only available if a single object is selected.

Changing Stitch Types

You can change a stitch type to another stitch type in the Area Properties dialog.

■ Select the line or fill area, then Control–click. In the Area Properties dialog select the desired Line or Fill type from the pop-up menus at the top.

■ Control–click on the object in the FilmStrip and select Properties. In the Area Properties dialog select the desired Line or Fill type from the pop-up menus at the top.

Stitch types in the following two groups may be changed to any other stitch type in either of these groups:

Lines
• Running Stitch
• Double Stitch
• Double Zigzag
• Triple Stitch
• Satin Line
• Motif Line
• No Border Line

Areas
• Pattern Fill
• Motif Fill
• Shape Fill
• Radial Fill
• Spiral Fill
• QuiltStipple Fill
• Contour Fill
• Crosshatch Fill
• Curved Crosshatch Fill
• MultiWave Fill
• Echo Fill
• No Fill
• Satin Area

Note: When converting to a Satin Area, any holes in the fill area are lost.

Columns

Columns may be changed to any other column type:

- Satin Column
- Feathered Satin
- Richelieu Bars
- Tapered Motifs

The following object types may not be changed into another type of object:

- Single Stitch
- Stop Command
- Color Change
- Alignment Stitch

Design Size and Creating Embroideries

The purpose of creating a design is to generate an embroidery from the finished design. Before creating an embroidery you may wish to consider how the design size will affect the finished embroidery.

The size of a design is mainly controlled by the hoop size used.

Note: You can create a design for many different hoop sizes from the same design outline (.edo) file. However, you need to consider how this will affect the size of individual parts.

- For example, a satin line for an embroidery size of 150mm may look better as a running stitch line if the embroidery size is 80mm. The recommended maximum length for satin stitches is around 8-10mm, otherwise the stitches may be loose and not lie flat.
- To create satin wider than this, either overlap areas of satin, or use one of the 12 satin fill patterns to create smaller alternating stitches.

When creating designs, remember the outside edge of some stitch types may extend beyond the hoop. For example, satin borders have stitches generated on both sides of the center line and feathered satin sections have stitches that go beyond the points placed to define the feathered satin. The design size is measured according to the distance between the outermost control points. However, the embroidery may be larger than the desired design area or hoop size if stitches are created that extend beyond the outermost points, as in the example.
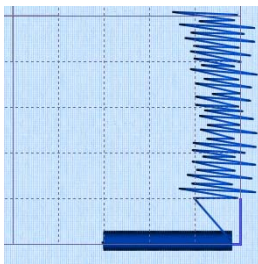
The stitches created go outside the hoop.
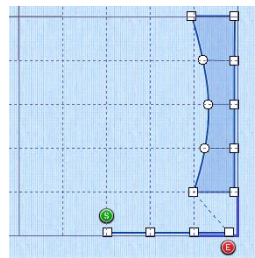
The points for both the satin line and feathered satin are inside the hoop.

You are able to save the design outline (.edo) file, but if you choose Export Embroidery a message appears: "Embroidery is too large or will not fit in hoop. Click OK to continue."

Use a larger hoop to stitch out the design, or select all objects in the work area and reduce the size slightly.

ExpressDesign Assistant   6

Use the ExpressDesign Assistant to create new embroideries automatically from pictures.

Create an embroidery automatically from a picture. There are three embroidery types that can be created in the ExpressDesign Assistant: Express Embroidery, Express Trace and Express Border.
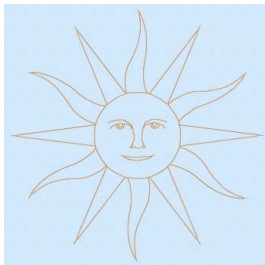
Express Embroidery	Express Trace	Express Border
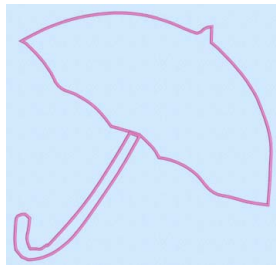
Convert color areas in a picture to fill and satin areas, outlining it with running stitch or satin line.

Trace outlines in a picture.

Create a border around shapes in a picture.

Express Embroidery: Create a new embroidery by converting color areas in a picture to fill and satin areas, using running stitch or satin border outlines where necessary.

Express Embroidery works best when using pictures that have well defined, flat color areas and outlines.

Express Trace: Create a new embroidery by tracing outlines in the picture. Use double trace or quadruple trace to create redwork or blackwork style embroidery, create quilt stencils and so on. Use satin line trace for larger designs, or when a bolder outline is more pleasing.

Express Border: Create a new embroidery by creating borders around shapes in a picture. The border can be created as a satin line, appliqué, an outline of running, double or triple stitch, or a motif line.

To learn how to	Go to
Create a full color Express Embroidery	See "Create a Happy Sun Embroidery" on page 110.
Create a Express Trace embroidery	See "Create a Happy Sun Express Trace" on page 111.

To learn how to	Go to
Create a Express Border embroidery	See "Create an Umbrella Border" on page 113.
Create a design from a vector graphic	See "Quick Create from Background" on page 173.

- In mySewnet™ Embroidery, when the new embroidery is saved it is included in the project with any other embroideries that are on the screen.
- In mySewnet™ Digitizing, the embroidery design is included in the .edo file with any other parts of the design that have been created later.

Create an Embroidery with the ExpressDesign Assistant

1 Start the ExpressDesign Assistant.

• To create an embroidery that is a best-fit to the currently selected hoop, click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Hoop.

• To create an embroidery that is a best-fit to a rectangular area you drag on the mySewnet™ Embroidery screen, click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Rectangle.

2 In the Choose Design Type page, select the desired design type from: Express Embroidery, Express Trace, or Express Border, then click Continue.

3 Select a picture in the Choose Picture page.

4 Step through the rest of the ExpressDesign Assistant.

5 When you click Done at the end of the assistant, the new embroidery is placed to fit in the center of the hoop, or where you drew the rectangle.

6 Choose File > Save (or press ⌘S) to save the new embroidery in .edo format.

7 Choose File > Export (or press ⌥⌘S) to save the embroidery in a format optimized for sewing.

ExpressDesign into Hoop

Use the ExpressDesign into Hoop option to create a new embroidery in the ExpressDesign Assistant that is a best-fit to the currently selected hoop.

Depending on the shape of the embroidery design, it will fit in the hoop vertically and/or horizontally.

Create a design to fit the hoop

- Click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Hoop.
- Choose Assistants > ExpressDesign > ExpressDesign into Hoop.

Use ExpressDesign into Hoop

1 If desired, click Hoop ▢ and choose a different hoop size before using ExpressDesign into Hoop.

2 Click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Hoop. Alternatively, choose Assistants > ExpressDesign into Hoop.

3 Select the desired design type.

4 Select a picture to use for the embroidery design.

5 Step through the rest of the ExpressDesign Assistant.

When you finish, the new embroidery design is in the center of the hoop.

6 Use Save, then Export to keep the new embroidery.

ExpressDesign into Rectangle

Use the ExpressDesign into Rectangle option to create a new embroidery design in the ExpressDesign Assistant that is a best-fit to a rectangular area you draw on the screen.

Create a design to fit a rectangle

- Click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Rectangle.
- Choose Assistants > ExpressDesign > ExpressDesign into Rectangle.

Use ExpressDesign into Rectangle

1 Click Assistants ✧ ˅ > ExpressDesign > ExpressDesign into Rectangle. The mouse pointer changes to the draw rectangle pointer ▸▫.

2 Drag to draw a rectangle of the desired size on the work area. When you release the mouse button, the Choose Picture page of the ExpressDesign Assistant appears.

If the rectangle is wrong and you wish to try again, click Cancel when the ExpressDesign Assistant appears. Then click ExpressDesign into Rectangle again.

3 Select the desired design type.

4 Choose a picture.

5 Step through the rest of the ExpressDesign Assistant.

When you finish, the new embroidery is placed where you drew the rectangle, and will fit the rectangle proportionally, depending on the picture shape.

6 Use Save, then Export to keep the new embroidery.

Choosing and Optimizing Pictures for the ExpressDesign Assistant

If you wish to modify a picture before using it in the ExpressDesign Assistant, you will need to use a picture editor such as mySewnet™ Draw & Paint or Preview. Adjust your picture, save it with a new name, then use the new picture in the ExpressDesign Assistant.

Note: It is recommended to keep your original picture in case you wish to adjust it again with different options.

General Considerations

The ExpressDesign Assistant works best with raster pictures that have well defined color areas and outlines.

You may wish to tidy up a picture before using it in the ExpressDesign Assistant, by deleting elements that are not required. Some pictures have stray or irregular lines and shapes that are not part of the main picture. For example, lines that add

emphasis or suggest movement, speech or thought bubbles, decorative symbols, unwanted text, and so on.
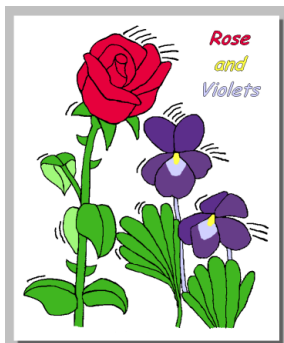
Before tidying: there are sections of text and emphasis lines in the picture
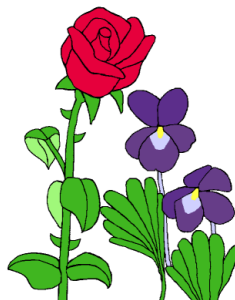
After tidying: the essential part of the picture is retained

Note: In the example, the border was removed. This rough crop leaves white space around the edges of this picture which can be automatically removed in the Rotate and Crop Picture page, or as the background color in the Choose Thread Colors page of the ExpressDesign Assistant.

Picture Proportions

To fill the hoop or rectangle, the picture proportions should be similar to the proportions of the hoop or rectangle you draw. The Rotate and Crop Picture page of the ExpressDesign Assistant can be used to crop the picture to the desired proportions.

Cleaning a Picture

Some pictures may have random marks, speckles or excess details. If desired, use an image editor to clean up your picture before importing it. For example, you may have an outline in a picture that is serrated on one side. Smoothing such an outline will usually give better results, particularly from Express Trace and Express Border.

Before cleaning: the line has shading serrations and there are dust marks from the scan

After cleaning: the line is smooth and the dust marks have been removed

Enhancing Details

The significance of details in a picture is dependent on the overall size of the picture after it is cropped, so small details are more significant in a small picture. Also, small details are enlarged as the size of the created embroidery increases, so extra detail may appear if you simply make a larger embroidery with the same picture.

However, very small details in a picture may sometimes be ignored, as they may not have enough significance to be created as an area or outline in the embroidery. To enhance details, select Picture Options in the Choose Thread Colors page of the ExpressDesign Assistant, ensure Expand Pixel-Thin Lines is selected and set the Area Sensitivity to High. If this does not work, either enlarge the details in your picture editor, or, for outline details, connect small details together so they are created as a single outline.

Thick lines in a picture may be created as satin line when you would prefer regular outlining for a more detailed effect. To automatically reduce thick outlines, select Reduce Thick Lines in the Picture Options.

Patching Gaps in Pictures

Some pictures may have unwanted gaps in outlines that are too small to pick out easily. Outlining with the ExpressDesign Assistant may therefore not work as desired. If you suspect your picture may have gaps, you can test your picture with flood fill in mySewnet™ Draw & Paint, or Instant Alpha selection in Preview, then patch up any gaps that are found.

Pictures for ExpressDesign

Many types of picture are suitable for the ExpressDesign Assistant. The primary factor, however, is to use pictures with well defined color areas and/or well defined outlines. Pictures that have complex color areas, such as photographs or scanned pictures that have not been cleaned up, can be used with the ExpressDesign Assistant, but you may not get the best result unless some time is spent modifying the original picture.

Pictures for Express Trace

Pictures are converted to black and white using the Monochrome Threshold to create a black and white line drawing that can be traced using only one color. If there are large solid areas that cannot be removed with the Monochrome Threshold, edit the picture before loading it to remove the solid areas.

If a picture does not have its own outlines, use Find Outline on the Outline Finder and Expander page. This works best with clearly defined color areas with sharp edges.

Note: Pictures with gradual color changes, such as photographs or previously scanned pictures saved in JPEG format, may not have strong color boundaries that can be detected by Find Outline.

Connected Outlines

When editing or creating a picture, check how the outlines are connected to each other and, where possible, look for unobtrusive places to connect outlines. When the outlines are more connected, there are fewer movement stitches in the final embroidery and the embroidery will also stitch out more efficiently. Also, for smaller embroideries, adding connections between outlines is less noticeable and prevents small sections of stitches that might be less secure.

Pictures for Express Border

Express Border uses Monochrome Threshold to separate shapes from the background, leaving black shapes on a white background. A border is placed around any solid or fully enclosed shapes within the picture. If there are shapes within the shapes, the inner shapes are ignored.

Pictures with Dark Borders and Backgrounds

If a picture has a black or very dark border or background, a rectangular border may be created around the edge of the picture, rather than around the desired image. It may not be possible to remove this unwanted border with Monochrome Threshold.

For pictures with a dark border, you could remove the border on the Crop Picture page of the ExpressDesign Assistant, or your could edit the picture to remove the border or change the border color.

For pictures on a dark background, use a picture editor to invert the colors in the picture or change the background color to a light color.

After editing the picture, load it again in the ExpressDesign Assistant.

Stippled Pictures

Stippled pictures are not suitable for use in the ExpressDesign Assistant. This is because the color areas approximate solid colors with dots of two or more colors in a stipple pattern.
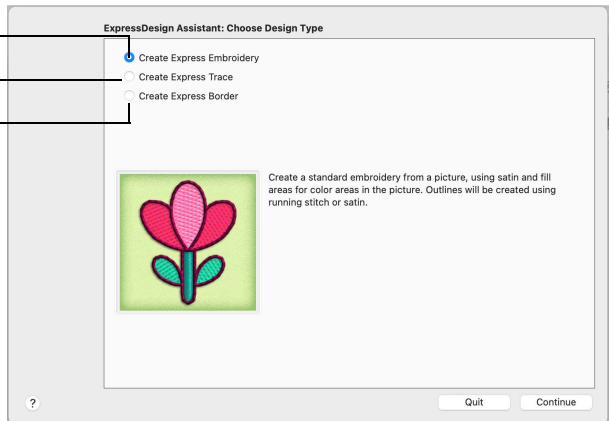
Stippled pictures may be used for Express Trace or Express Border if they have solid outlines, or areas that can be extracted using Monochrome Threshold.

Choose Design Type

Convert color areas to satin and fill

Trace picture outlines

Create borders around shapes in a picture

ExpressDesign Assistant: Choose Design Type

○ Create Express Embroidery
○ Create Express Trace
○ Create Express Border

Create a standard embroidery from a picture, using satin and fill areas for color areas in the picture. Outlines will be created using running stitch or satin.

Quit   Continue

Use the Choose Design Type page to create a colored embroidery, trace an outline, or create a border from a picture.

| Express Embroidery | Express Trace | Express Border |

Create a standard embroidery using satin, fill areas and outlining.
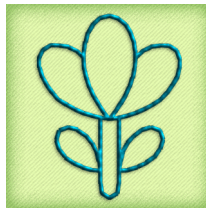
Trace outlines in a picture to create, for example, redwork, quilt stencils and so on.
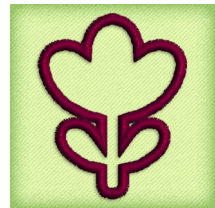
Create satin line, appliqué, running stitch, triple stitch or motifs around the edges of solid color areas in the picture.

Express Embroidery
Create a new design by converting color areas in a picture to fill and satin areas, using running stitch or satin border outlines where necessary.

Express Trace
Create a new design by tracing outlines in the picture. Use double trace or quadruple trace to create redwork or blackwork style embroidery, create quilt stencils and so on. Use satin line trace for larger designs or when a bolder outline is more pleasing.

Express Border

Create a new design by simplifying a picture into solid color areas. Borders are created around these shapes as satin, appliqué, running stitch, double stitch, triple stitch or motifs.

Continue

Go to the Choose Picture page.
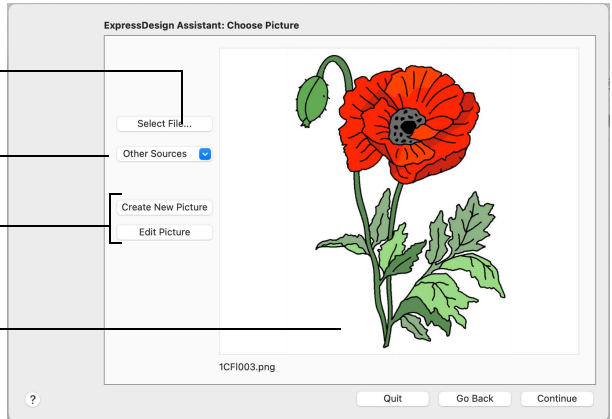
Choose Picture

Select a picture file on your computer

Paste a copied picture or import a file from a scanner or camera

Create or edit in Draw & Paint

The picture is previewed

Use the Choose Picture page to select the picture you wish to convert to a design. Select a picture from clipart, or one you have previously scanned or created in an image editor. Alternatively, paste a captured picture.

Select File

■ Click Select File to open one of the Samples subfolders such as: /mySewnet/ Samples/Digitizing/Pics. Alternatively, browse to a folder elsewhere on your computer.

Note: Click Show as Icons to view thumbnails of the pictures.
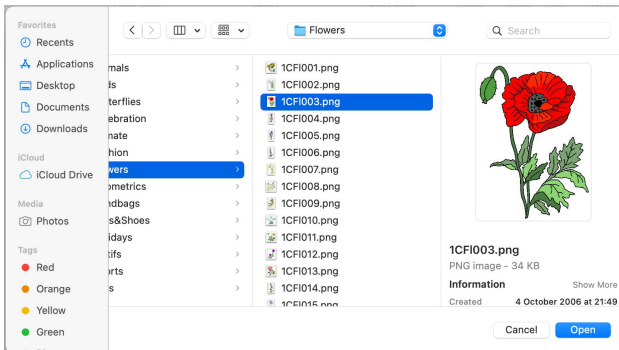
The following popular file formats may be loaded: Bitmap (.bmp), Encapsulated PostScript (.epi, .eps), Graphics Interchange Format (.gif), JPEG-JFIF Compliant (.jpg, .jfif, .jpeg), JPEG 2000 (.jp2, jpf), JPEG Multi-Picture Object (.mpo), Photoshop (.psd), Portable Document Format (.pdf), Portable Network Graphics (.png), Postscript (.ps), Tagged Image File Format uncompressed (.tiff, .tif), Camera RAW (.raw & many others), High Dynamic Range (.exr, hdr), High Efficiency Image Format (.heic).

These additional formats can also be loaded: Apple Icon (.icns), Fax (.fax & many others), Linux Icon (.xbm), Macintosh Picture (.pct, .pic, .pict), MacPaint (.mac, .pnt, pntg), Microsoft Icon (.cur, .ico), Silicon Graphics (.rgb, .sgi) and Truevision TGA (.targa, tga).

Select a Picture File

1 Click the Select File button and the Open dialog appears.
2 Browse to the desired folder, for example /mySewnet/Samples/Digitizing/Pics.
3 Click on a picture.
4 Click Open to use the picture in the Choose Picture page.
Click Cancel to exit without selecting a picture.

Other Sources

Paste

■ Paste an image from the Clipboard.

Services

Use Services to import a picture.

- **Camera:** Import a picture from an integrated MacBook® camera.
- **Capture Full Screen:** make a screenshot of the whole screen.
- **Capture Selection from Screen:** make a screenshot of part of the screen.
- **Import Image:** import a picture from a camera or scanner connected to the computer.

Create New Picture and Edit Picture

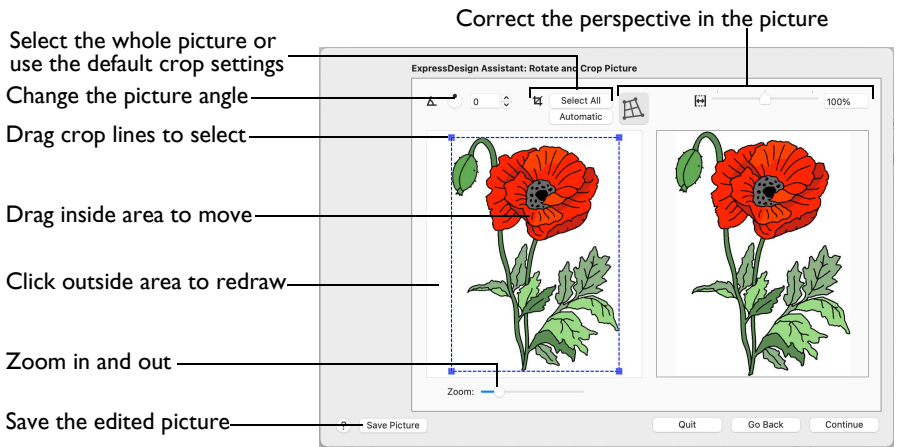Create a new picture or edit an existing picture in mySewnet™ Draw & Paint.

Go Back

Return to the Choose Design Type page.

Continue

Go to the Rotate and Crop Picture page.

Rotate and Crop Picture

Correct the perspective in the picture

Select the whole picture or use the default crop settings

Change the picture angle

Drag crop lines to select

Drag inside area to move

Click outside area to redraw

Zoom in and out

Save the edited picture

If required, rotate the picture to any angle from 0 to 359 degrees. For example, this is useful for straightening scanned pictures.

When the picture is rotated between the 90 degree steps, the picture is made larger and the detected background color is added. If there is no distinctive background color, white is used.

Note: The size of the crop box may vary if the picture is rotated.

Select All: Select the whole of the picture.

Automatic: Select the smallest rectangle that includes all colors that are not the background color.

Note: Sometimes the automatic crop area may not appear to remove as much background as possible. This can happen when the background color appears to be a plain color such as white, but actually has minor variations that are not immediately visible. For example, this often happens with the JPEG-JFIF Compliant (*.jpg, .jif, .jpeg) picture format.

Rotate and Crop a Picture

1 Drag the rotational slider ⬚ to rotate the picture to the desired angle.
  Alternatively, enter a number in the rotation angle number box, or use the arrows to increase or decrease the angle of rotation.
2 Drag the handles on the crop area boundary line to select the desired part of the picture.
  Hold the Shift key while dragging to resize the rectangle proportionally.
  Hold the Option key while dragging to resize the rectangle without moving its center.
3 Drag anywhere inside the crop box to move the crop box.
  Note: If you need to expand a crop box again, make sure it is not touching the edge of the frame, as this will stop it expanding.

4   If desired, click Automatic to select the crop lines automatically, or click Select All to use the whole of the picture.

Perspective Correction

To remove the effects of perspective in a picture, or to correct skew, select Perspective Correction ⊞ . When using Perspective Correction, the crop handles are red.

Drag the red handles so that the crop lines frame the picture. Use the Zoom tools to view the outline of the picture more clearly. Drag the Stretch Picture ↔ slider to make the picture in the Preview wider or narrower. Use Save Picture to save your edited picture.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

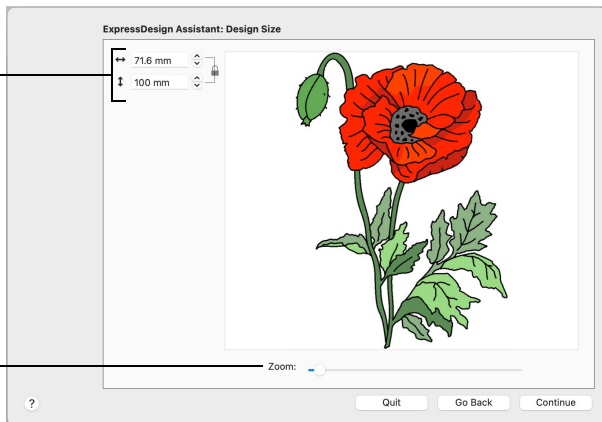When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the Choose Picture page.

Continue

Go to the Design Size page.

Design Size

Set the size of the design

ExpressDesign Assistant: Design Size

71.6 mm

100 mm

Zoom in and out on the design

Zoom:

Quit   Go Back   Continue

Use the Design Size page to adjust the size for the embroidery from the original hoop size or rectangle.

The lock indicator shows that the original proportions of the rectangle or hoop cannot be changed.

Set the Design Size

- Click the Size up and down arrows or enter a number to change the design size.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

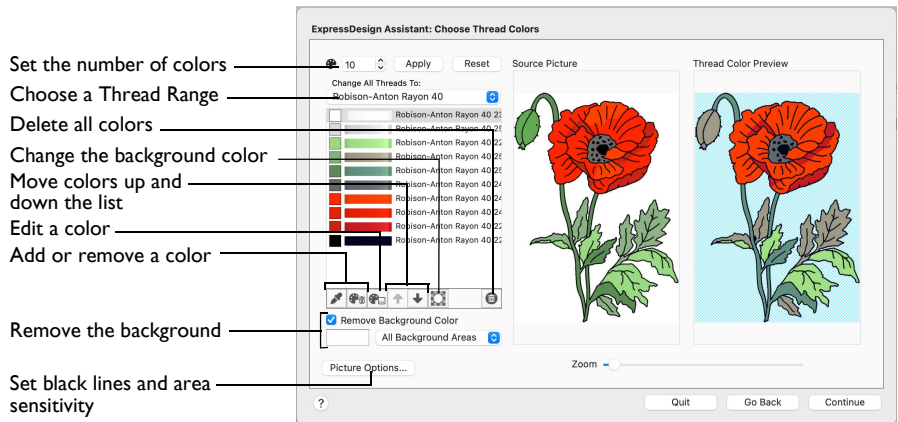When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the Rotate and Crop Picture page.

Continue

Go to the Choose Thread Colors page.

Choose Thread Colors

Set the number of colors

Choose a Thread Range

Delete all colors

Change the background color

Move colors up and
down the list

Edit a color

Add or remove a color

Remove the background

Set black lines and area
sensitivity

Use the Choose Thread Colors page to match thread colors to colors in the picture and choose the color order. Select whether or not to keep the background and, if desired, pick a different background color. Optionally, choose whether or not to expand thin lines and set the sensitivity to small areas in the picture.

Color Selection

Number of Colors 🎨 : Set the number of thread colors used in the embroidery. The number of colors is initially set to the recommended number for the picture. The maximum Number of Colors is 256.

■ Click the Number of Colors up and down arrows or enter a number to change the number of colors.

Apply: Update the list of threads and the thread color preview.

Reset: Return the thread list to the initial (recommended) set of threads.

Note: When Reset is used, any custom thread matches that were made must be re-selected with Edit Selected Color.

Change All Threads To

Change the thread range. When a thread range is chosen, each color in the picture is assigned the nearest matching thread color from the chosen thread range.

■ Choose a thread range from the pop-up menu.

Note: When a new thread range is chosen, all custom thread matches set by Edit Selected Color are lost.

Thread Color List

The list shows a thread color for each color currently selected from the picture. The color order can be changed. This affects the order that threads are used in the final design.

Note: The basic color order is set by this list. However, the order for stitch types is satin, then fill, then outlines (running stitch or satin). Hence, if black is moved so that it is first in this list, it will still be last in the final design if it is only used for outlining.

The same thread color may be matched to two or more colors in the picture. Each thread color can be individually changed with Edit Selected Color. When thread colors are changed in the list, the Thread Color Preview is updated.

Note: When more than one color in the picture is matched to the same thread color, the number of color changes in the final embroidery is reduced.

Change Colors

Pick New Colors

Use Pick New Colors to add thread colors to the list by selecting them from the source picture.

Note: The thread color is picked for the clicked color according to the RGB (red, green, blue) value at the point clicked. If there is already a thread color assigned to that exact RGB value, it is highlighted in the list instead of adding a thread color to the list.

Pick a New Thread Color

1   Click Pick New Colors .
2   Move the pointer over the Source Picture. The pointer changes to an eye-dropper .
3   Click the picture to pick up the color under the tip of the eye-dropper.

The nearest matching thread color from the selected Thread Range is automatically selected and added to the thread color list, and the Thread Color Preview is updated to show any other areas that can use the selected thread color.

Delete Selected Color

Use Delete Selected Color to remove the highlighted color from the list.

The deleted color is replaced with the nearest remaining picture color in the list. The Thread Color Preview is re-displayed, with the reduced set of thread colors.

Edit Selected Color

Use Edit Selected Color to change a thread color.

Note: It is recommended only to use Edit Selected Color after the main thread range has been selected.

■ Click a color in the list, then click Edit Selected Color. The Color Selection dialog appears so that a different thread color can be chosen. See "Color Selection Dialog" on page 31.

Move Earlier and Move Later
Use Move Color Earlier in the Stitch Order ⬆ and Move Color Later in the Stitch Order ⬇ to change the order of colors in the list.

■ Click Move Color Earlier in the Stitch Order to move the color up the list, and stitch it out earlier in the embroidery.
■ Click Move Color Later in the Stitch Order to move the color down the list, and stitch it out later in the embroidery.

Delete All Colors
Use Delete All Colors 🗑 to remove all the thread colors from the list.

Note: Delete All Colors can be used to clear all colors before using Pick New Colors to choose colors from the Source Picture.

Background Color
The background color is automatically determined. It is the color which is used the most along the edges of the picture. You can select a different background color.

Apply Selected as Background Color
Use Apply Selected as Background Color ⬡ to change the background color for the embroidery.

■ Click a color in the list, then click Apply Selected as Background Color. The background color for the embroidery changes.

Remove Background Color
When this is selected, the Thread Color Preview shows any areas that will be removed as a checkerboard pattern.

■ Select the Remove Background Color checkbox, then select Main Background Only or All Background Areas from the pop-up menu:

Main Background Only: Any areas of the background color that are connected to the edges of the picture are not used in the final design. Use this option when significant parts of the picture use the same color as the background.

All Background Areas: All areas using the background color are omitted from the final design. Use this option when the background shows through gaps in the composition. Also choose this if you wish to remove a background color that is not connected to the edges of the picture.

Current Background Color
The large color square shows the current background color.

Removing Multiple Background Colors

Some pictures may have more than one background color, even after color reduction. These colors can be removed.

Note: If the thread color used for the background color is the same as for a color area that you wish to keep, change the background thread color to a 'false color' that is not needed for this design.

■   Change the thread color so that all the background colors use the same thread color.

Picture Options

Use Picture Options to set the Black Lines option and the Area Sensitivity.

■   Click the Picture Options button. The Picture Options dialog opens. See "Picture Options" on page 97.

Previews

Source Picture: This shows the original picture, after being rotated and cropped, in full color.

Thread Color Preview: This shows how the thread colors have been chosen to replace colors in the picture. This gives an approximate indication of where thread blocks will be in the final design.

Note: If variegated threads have been selected, only the first color is shown in the preview.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the Design Size page.

Continue

Go to the Fabric and Stitch Type Options page.

Picture Options
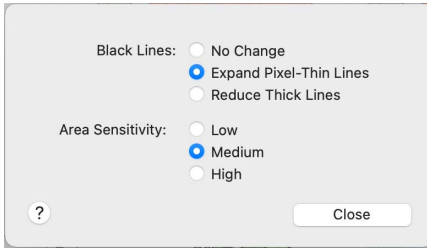
Use the Picture Options dialog to set the Black Lines option and the Area Sensitivity.

Black Lines

There are three options for handling black lines in your picture. Expand Pixel-Thin Lines is chosen by default.

No Change: Select No Change if the outlines in the picture do not need to be expanded or reduced.

Expand Pixel-thin Lines: Select Expand Pixel-Thin Lines to make black lines thicker. This prevents broken lines where pixels join at corners. This option is on by default, to ensure that outlines in the picture are continuous.

Reduce Thick Lines: Select Reduce Thick Lines if your picture has very heavy outlines, and you prefer to have markout stitching in your picture rather than satin outlines.

Area Sensitivity

Area Sensitivity is used to determine the significance of small areas of color in the picture. Area Sensitivity is set to Medium each time the ExpressDesign Assistant is used.

■ Select from High, Medium or Low.

- High sensitivity increases the detail extracted from the picture.
  This is useful, for example, when facial details are ignored at Medium sensitivity.
- Low sensitivity decreases the detail extracted from the picture.
  This is useful, for example, when unwanted details are retained in the design at Medium sensitivity.

Fabric and Stitch Options

Preview the embroidery

Choose a fabric type

Add underlay to the design

Adjust the proportion of satin and fill stitch areas

Update the preview

View the design information

Make further edits

Place on the work area
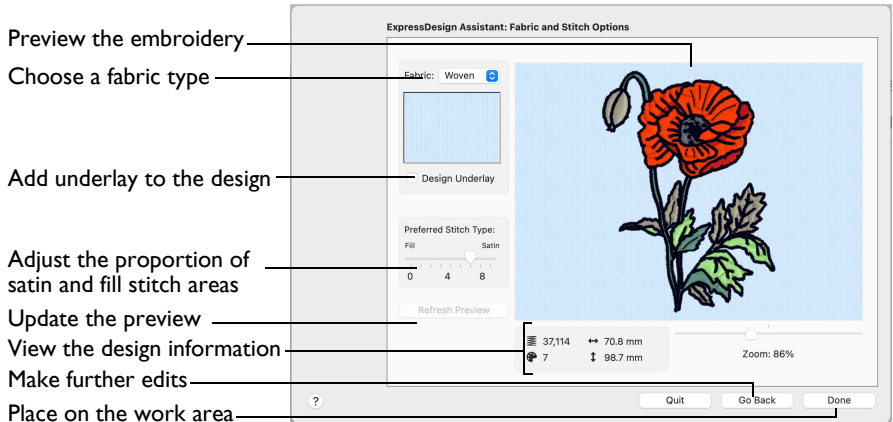
Use the Fabric and Stitch Options page to choose the typical fabric that the design will be stitched onto, and the preference for fill areas or satin areas.

Note: To see the effect of different options, click Continue to preview the design, then click Go Back if you wish to make changes and create the design again.

Fabric Advisor

Fabric

Choose the fabric on which the design will be stitched.

Note: Adjustments are made in the embroidery creation process to suit the chosen fabric, such as the type of underlay chosen for individual areas of satin or fill.

- Choose a fabric type from the pop-up menu.

Design Underlay

Design Underlay provides stitching below the whole embroidery, in addition to automatic underlay in different areas.

Note: When Design Underlay is turned off, it is easier to convert areas to lightly stitched specialty fills in mySewnet™ Stitch Editor or mySewnet™ Digitizing.

- Select Design Underlay to add underlay to the design.

Preferred Stitch Type

Use Preferred Stitch Type to choose whether areas are likely to be created as satin or fill.

Note: The design size also influences whether areas are created as satin or fill, as it sets the size of individual areas.

- To use more satin, move the slider to the right.
- To use more fill, move the slider to the left.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Note: The percentage shows the size of the embroidery relative to the Real Size setting you chose in mySewnet™ Configure.

Thread Color Preview

This shows how the thread colors have been chosen to replace colors in the picture. This gives an approximate indication of where thread blocks will be in the final design.

Design Information

The design information boxes show the number of stitches in the embroidery, the height and width and the number of color blocks.

Go Back

If desired, use the Back button to go back through the ExpressDesign Assistant and modify settings before previewing the design again.

Done

Accept the final design and close the ExpressDesign Assistant.

Outline Finder and Expander

Find the outline in the picture

Increase the line thickness

Preview your changes

ExpressDesign Assistant: Outline Finder and Expander

☑ Find Outline
Expand 1 ⬍ times

Zoom:

? | Quit | Go Back | Continue
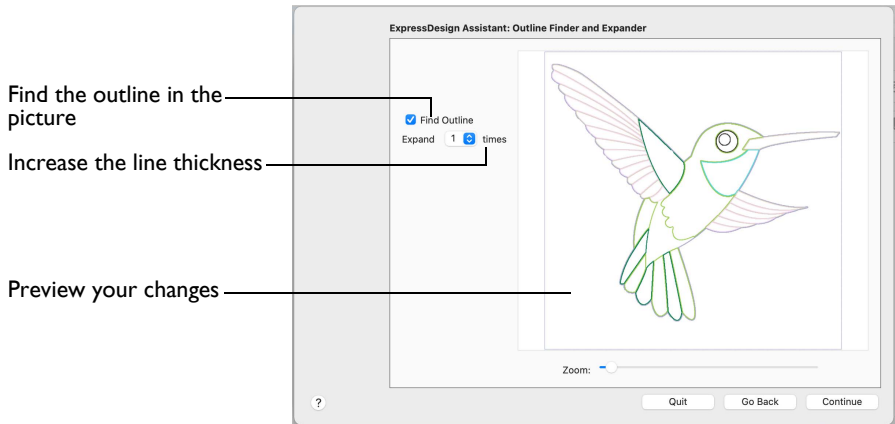
The Outline Finder and Expander page of the ExpressDesign Assistant only appears when you are creating a Quick Trace design.

Use the Outline Finder and Expander page to create outlines appropriate for tracing from solid color areas in the picture.

Find Outline

Use Find Outine to create outlines from solid color areas in the picture. A line drawing created from the color areas is shown in the preview.

Note: Find Outline looks for distinctive boundaries between color areas in the picture. Pictures with gradual color changes, such as photographs or previously scanned pictures saved in JPEG format, may not have strong color boundaries that can be detected by Find Outline.

It is usually not necessary to use Find Outline for a picture with black outlining. However, if there are additional color boundaries that do not have outlining in the picture, you may still wish to use Find Outline.

■ Select Find Outline to detect the outlines in your picture.

Expand
Use Expand to expand the width of the outline detected by Find Outline. Expand is only available when Find Outline is selected.

■ Choose a width for the outline from the pop-up menu.

Use Expand to increase the thickness of outlines that have been detected, by adding up to 5 pixels on each side of the lines. (Initially set to 1.)

Lines are traced down the center by Quick Trace, so setting Expand to at least 1 allows curves to be traced more smoothly and continuously.

Note: If Expand is set to 0 (zero), the outlines from the picture are one pixel wide. When a line changes direction, there may be a break in the line where pixels meet at a corner, and the line may be traced in multiple sections, or not at all.

You can use higher Expand values to merge parallel outlines that are close together. Alternatively, you may be able to exclude unwanted lines by using Monochrome Threshold on the next page.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Note: The percentage shows the size of the embroidery relative to the Real Size setting you chose in mySewnet™ Configure.

Preview

The preview shows the picture. If Find Outline is selected, the preview shows the outlines that have been found, and the effect of using Expand.

Go Back

Return to the Design Size page.

Continue

Go to the Monochrome Threshold page.

Monochrome Threshold

Preview monochrome version

Original picture

Adjust the color sensitivity

52

Quit   Go Back   Continue
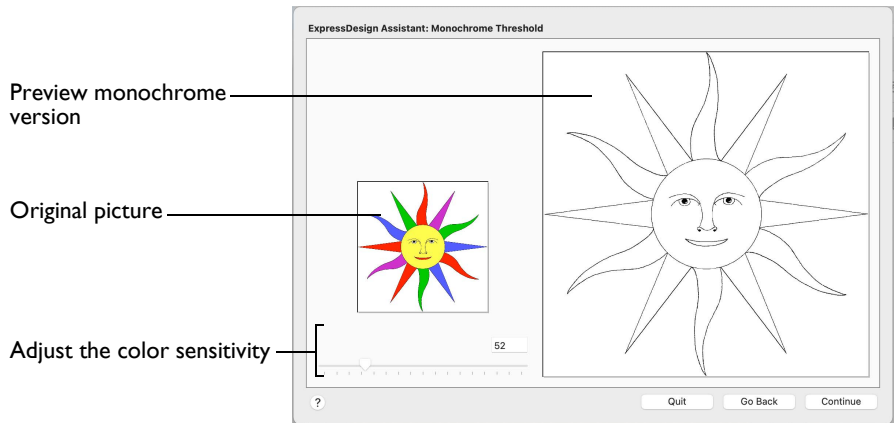
Use Monochrome Threshold to turn all shades or colors in the picture into either black or white. It acts on the whole picture. Monochrome Threshold creates defined areas that are suitable for creating the final design.

The Monochrome Threshold page of the ExpressDesign Assistant only appears when you are creating a Quick Trace or Quick Border design.

Note: Interior details within enclosed shapes in the picture are not preserved when creating a Quick Border.

■ Drag the Monochrome Threshold slider to the desired setting, click to the left or right of the slider, or enter a number in the box.

Set the Monochrome Threshold between 0 and 255. Move the slider to the right to make more of the image black, and move the slider to the left to make more of the image white.

Original Picture

The thumbnail on the left shows the original picture. This allows you to see which colors in the picture have been turned black or white.

Preview

The preview picture shows the result of applying the Monochrome Threshold.

Go Back

Return to the Design Size page or the Outline Finder and Expander page, according to the chosen design type.

Continue

Go to the Express Trace Options page or the Express Border Options page, according to the chosen design type.

Express Trace Options

Preview the embroidery

Choose a stitch line type

Set the line properties

Select the thread color

Enhance detail in the picture

View the design information

Make further edits

Place on the work area
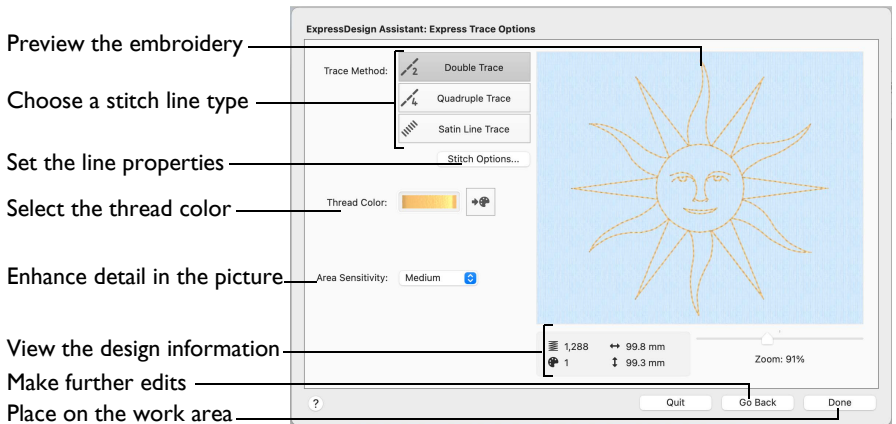
Use the Express Trace Options page to select the line type for the embroidery, and the thread color. Double Trace traces the lines in the picture with a combination of double and running stitch, Quadruple Trace uses a combination of triple and running stitch, and Satin Line Trace uses a satin line.

The Express Trace Options page only appears when you are creating a Express Trace design.

Trace Method

Select the line type for tracing the picture from one of the following:

Double Trace: Trace the picture with Double Stitch where possible, with a layer of Running Stitch where necessary.

Quadruple Trace: Trace the picture with Triple Stitch where possible, with an additional layer of Running Stitch where necessary.

Satin Line Trace: Trace the picture with satin line, using the same width and density for the satin line throughout.

■ Click one of the Trace Method buttons to select the stitch type.

Options

Use Options to adjust the stitch properties for the selected Trace Method in the properties dialog for that stitch type.

• If Double Trace or Quadruple Trace are selected the Trace Options dialog is displayed.
• If Satin Line Trace is selected the Satin Line dialog is displayed. See "Satin Line" on page 246.

■ Click the Options button to see the options dialog.

Trace Options

Use the Trace Options dialog to set the Stitch Length of the running stitch to use for Double Trace and Quadruple Trace.

■ Click the arrows to set Length from 1 to 12mm in steps of 0.1mm, or enter a value in the number box. The initial setting is 2mm.

Thread Color

Set the Thread Color for the stitches. The thread sample is updated with the selected color.

■ Click the Color Change button ➜✈ to choose a different color in the Color Selection dialog. See "Color Selection Dialog" on page 31.

Area Sensitivity

Use Area Sensitivity to determine the significance of small areas of color in the picture.

■ Choose High, Medium or Low from the pop-up menu.

Area Sensitivity is set to Medium each time the ExpressDesign Assistant is used.

- Use High sensitivity to increase the detail extracted from the picture. For example, if details are ignored at Medium sensitivity.
- Use Low sensitivity to decrease the detail extracted from the picture. For example, if unwanted details are retained in the design at Medium sensitivity.

Design Information

The design information boxes show the number of stitches in the embroidery, the height and width and the number of color blocks.

Zoom

Use the Zoom bar to change the view of the embroidery. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Note: The percentage shows the size of the embroidery relative to the Real Size setting you chose in mySewnet™ Configure.

Preview

The preview shows the embroidery produced by tracing the lines in the picture.

Go Back

Return to the Monochrome Threshold page.

Done

Accept the final design and close the ExpressDesign Assistant.

Express Border Options

Choose a stitch type for the border

Set the border properties

Add appliqué to the design

Select the thread color

Enhance detail in the picture

View the design information

Make further edits

Place on the work area
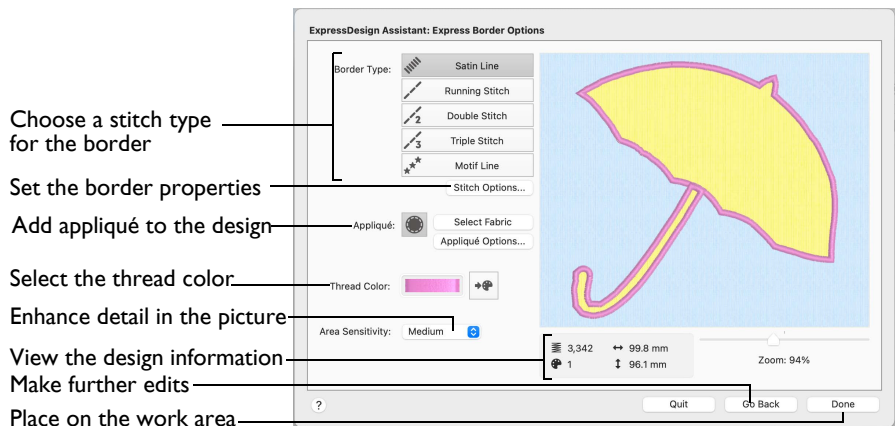
Use the Border Options to select the type of stitching used for the borders, and to choose the thread color.

The Express Border Options page only appears when you are creating an Express Border design.

Border Type

Select the type of border to create around areas of the picture from one of the following:

- Satin Line: see "Satin Line" on page 246.
- Running Stitch: see "Running Stitch" on page 241.
- Double Stitch: see "Double Stitch" on page 243.
- Triple Stitch: see "Triple Stitch" on page 245.
- Motif Line: see "Motif Line" on page 248.

Stitch Options

Use Stitch Options to show the options dialog for the selected border type. If desired, adjust the properties.

- Click the Stitch Options button to see the options dialog.

Appliqué

Select Appliqué to use appliqué within the borders of the design.

- Click Select Fabric to change the appliqué fabric. See "Appliqué Selection" on page 129.
- Click Appliqué Options to select the appliqué type. See "Appliqué Options" on page 108.

Note: When Appliqué is selected, the preview shows where the appliqué fabric should be placed.

Thread Color

Set the Thread Color for the stitches. The thread sample is updated with the selected color.

■ Click the Color Change button ✦ to choose a different color in the Color Selection dialog. See "Color Selection Dialog" on page 31.

Area Sensitivity

Use Area Sensitivity to determine the significance of small areas of color in the picture.

■ Choose High, Medium or Low from the pop-up menu.

Area Sensitivity is set to Medium each time the ExpressDesign Assistant is used.

- Use High sensitivity to increase the detail extracted from the picture. For example, if details are ignored at Medium sensitivity.
- Use Low sensitivity to decrease the detail extracted from the picture. For example, if unwanted details are retained in the design at Medium sensitivity.

Zoom

Use the Zoom bar to change the view of the embroidery. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Note: The percentage shows the size of the embroidery relative to the Real Size setting you chose in mySewnet™ Configure.

Preview

The preview shows the border embroidery that will be created, using the chosen thread color and stitch type.

Done

Accept the final design and close the ExpressDesign Assistant.

Appliqué Options

Use the Appliqué Options dialog to select an appliqué method, and choose settings for a Placement Line.
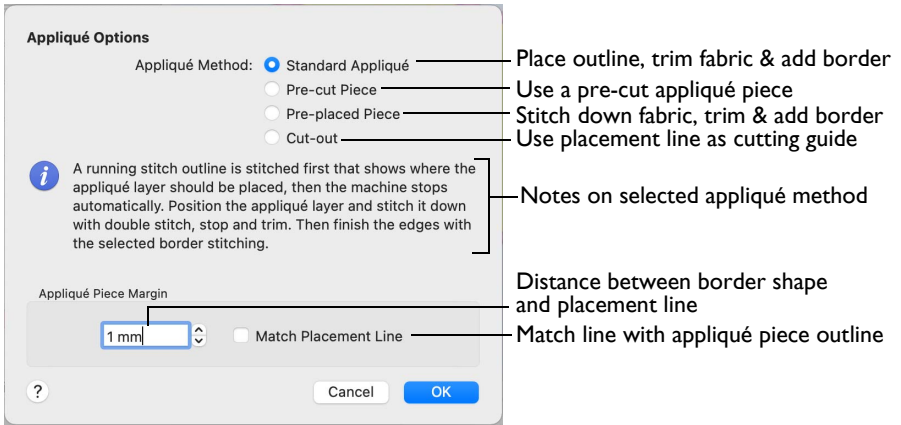
Appliqué Method
Choose the method for placing and securing the appliqué fabric.

- Standard Appliqué
  Stitch a running line to show where appliqué fabric should be placed, then stop to position the fabric. Stitch down the appliqué fabric with double stitch, then stop so the fabric may be trimmed. Finish the edges with the selected border stitching.

- Pre-cut Piece
  Use a pre-cut appliqué piece; created, for example, using an automatic cutter or cutwork needles.

  Stitch a running line to show where the pre-cut appliqué piece should be placed, then stop to position the appliqué piece. Stitch down the appliqué piece with double stitch, then finish the edges with the selected border stitching.

- Pre-placed Piece
  Place the appliqué fabric before stitching.

  Place the appliqué layer in position, then stitch down the appliqué fabric with double stitch. Stop so the fabric may be trimmed. Finish the edges with the selected border stitching.

- Cut-out
  Use the appliqué placement line as a guide to where the fabric should be cut; for example for reverse appliqué.

  Stitch a double stitch line. Stop so the fabric may be cut to form a hole defined by the stitched outline. Finish the edges with the selected border stitching.

Appliqué Piece Margin

Set the margin for appliqué placement relative to the drawn border shape (-10mm to 10mm, initially set to 1.0mm).

Note: Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué. A negative value is recommended for cut-out and reverse appliqué.

Match Placement Line

Adjust the position of the first running stitch line for either Standard Appliqué or Pre-cut Piece so that it matches the outline of the appliqué piece after the Appliqué Piece Margin has been applied.

Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

Stitching Out an Appliqué Area

Appliqué embroideries are designed to be stitched out in a particular sequence. When stitching out an appliqué embroidery using Standard Appliqué, do as follows:

1 Begin embroidering. A running line will show where to position the appliqué fabric.
2 A stop then allows you to place the fabric.
3 Stitch down the appliqué fabric with double stitch.
4 Next there is a color change so you can trim the fabric, and change the color for the first color of the embroidery.
5 Finally, finish the edges with the satin border.

Note: The placement section in the appliqué is the same color as the first color in the design, so it doesn't show under the appliqué fabric. If desired, change in mySewnet™ Embroidery to the first color of the embroidery.

ExpressDesign Assistant Examples

Create a Happy Sun Embroidery

1 If required, choose File > New.

2 Click the Hoop button 🔲 and set the hoop size to 150mm x 150mm - Universal Square Hoop 2 and click OK. See "Hoop Selection" on page 17.

3 Choose Assistants ✧ ˅ > ExpressDesign > ExpressDesign Into Rectangle. The pointer changes to the draw rectangle pointer ▸⬚.

4 Starting at the corner of a grid square, drag to draw a square that is ten by ten grid squares.

5 Release the mouse button. The Choose Design Type page of the ExpressDesign Assistant appears.

Note: If the rectangle is wrong and you wish to try again, click Quit at the Choose Design Type page of the ExpressDesign Assistant and return to step 3.

6 Ensure that Create Express Embroidery is selected.

7 Click Continue. The Choose Picture page of the ExpressDesign Assistant appears.

8 Click Select File.

9 In the Open dialog, browse to the folder /mySewnet/Samples/Embroidery/Pics.

10 Click 'Happy Sun.png', then click Open.
The picture is loaded onto the Choose Picture page, with its name shown below the preview area.
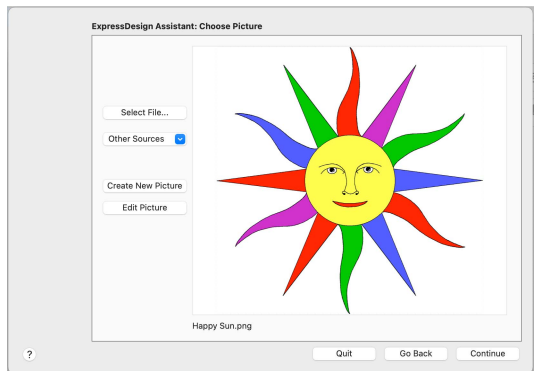
11 Click Continue and the Rotate and Crop Picture page appears.

12 No rotation or adjustment of crop lines is required, so click Continue.

13 In the Design Size page ensure the width ⬌ is set to 100mm.
Note: The height will automatically change proportionally.

14 Click Continue. The Choose Thread Colors page appears.

15 Ensure the Remove Background Color checkbox is selected. The white background is removed.

16 Click the Picture Options button.

17 In the Picture Options dialog, ensure that Expand Pixel-Thin Lines is selected in Black Lines.

18 In Area Sensitivity, ensure that the setting is Medium.

19 Click Close.

20 Click Continue and the Fabric and Stitch Options page appears.

21 Leave fabric as Woven.

22 Select Design Underlay.
Note: Leave Design Underlay deselected if you plan to alter stitch types after creation.
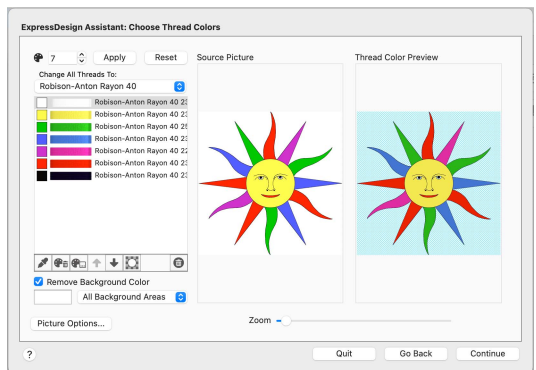
23 Move the Preferred Stitch Type slider to 4. This will use fill for the sun's face, and satin for the sun's rays.

24 Click Refresh Preview to view the changes.
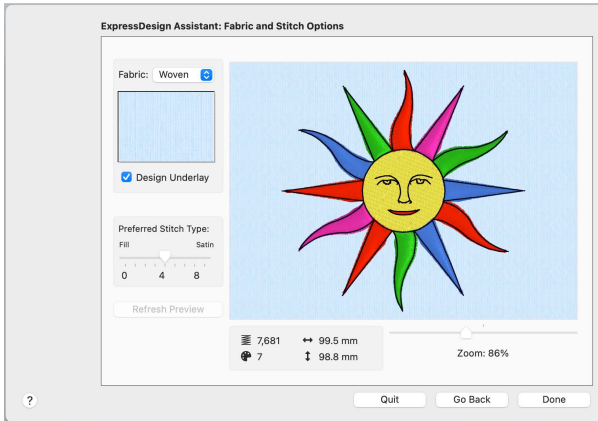
25 Click Done. The Happy Sun embroidery appears on the work area, where the rectangle was drawn.
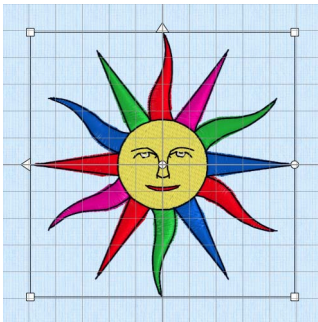
Create a Happy Sun Express Trace

1 If required, choose File > New.

2 Click the Hoop button ▢ and set the hoop size to 150mm x 150mm - Universal Square Hoop 2 and click OK. See "Hoop Selection" on page 17.

3 Choose Assistants ✧ ⌄ > ExpressDesign > ExpressDesign Into Rectangle. The pointer changes to the draw rectangle pointer ▸▢.

4 Starting at the corner of a grid square, drag to draw a square that is ten by ten grid squares.

5 Release the mouse button. The Choose Design Type page of the ExpressDesign Assistant appears.

Note: If the rectangle is wrong and you wish to try again, click Quit at the Choose Design Type page of the ExpressDesign Assistant and return to step 3.

6 Select Create Express Trace.

7 Click Continue. The Choose Picture page of the ExpressDesign Assistant appears.

8 Click Select File.

9 In the Open dialog, browse to the folder /mySewnet/Samples/Embroidery/Pics.

10 Click 'Happy Sun.png', then click Open.

The picture is loaded onto the Choose Picture page, with its name shown below the preview area.

11 Click Continue and the Rotate and Crop Picture page appears.

12 No rotation or adjustment of crop lines is required, so click Continue.

13 In the Design Size page ensure the width ↔ is set to 100mm. *Note:* The height will automatically change proportionally.

14 Click Continue and the Outline Finder and Expander page appears.

15 Deselect the Find Outline checkbox, as the picture already has outlines that can be used.

16 Click Continue and the Monochrome Threshold page appears.

17 Set the Monochrome Threshold to less than 52, so that only the outlines show in the preview.

18 Click Continue and the Express Trace Options page appears.

19 Ensure Double Trace is selected.
• Double Trace traces lines in the picture with a combination of double stitch and running stitch.
• Quadruple Trace creates a bolder effect by using a combination of triple stitch and running stitch.

20 Click the Thread Color 🎨 button and set the thread color to Sulky Rayon 40 1124 (Sun Yellow), then click OK. The preview shows the traced embroidery in the chosen thread color.

21 Click Done and the Happy Sun embroidery appears on the work area, where the rectangle was drawn.
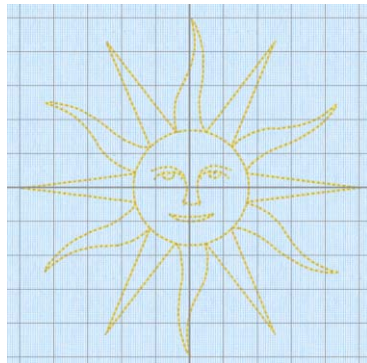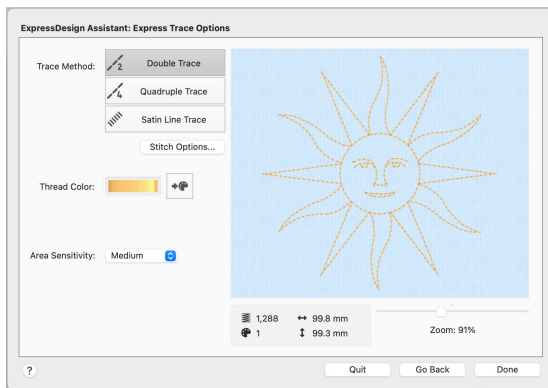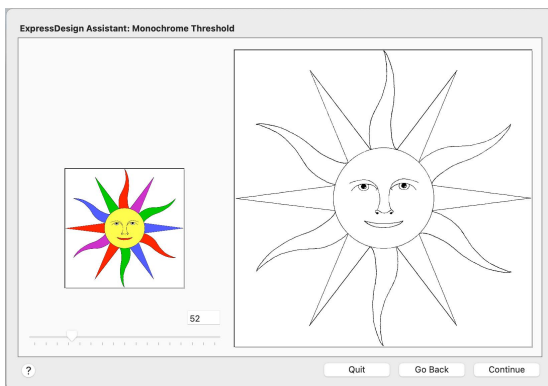
Create an Umbrella Border

1. If required, choose File > New.
2. Click the Hoop button 🔲 and set the hoop size to 100mm x 100mm - Universal Square Hoop 1 and click OK. See "Hoop Selection" on page 17.
3. Click Assistants ✦ ⌄ > ExpressDesign > ExpressDesign into Hoop. The Choose Design Type page of the ExpressDesign Assistant appears.
   Note: Alternatively, choose Assistants > ExpressDesign into Hoop.
4. Select Create Express Border.
5. Click Continue. The Choose Picture page of the ExpressDesign Assistant appears.
6. Click Select File.
7. In the Open dialog, browse to the folder /mySewnet/Samples/Embroidery/Pics.
8. Click 'Umbrella.png', then click Open.
   The picture is loaded onto the Choose Picture page, with its name shown below the preview area.
9. Click Continue and the Rotate and Crop Picture page appears.
10. Click Select All, then click Continue.
    This will create a small margin around the embroidery, so that it does not touch the edge of the hoop area.
11. The embroidery size is set by the size of the hoop, so in the Design Size page click Continue. The Monochrome Threshold page appears.
12. Set the Monochrome Threshold to 246 or more, so that all of the colored areas in the umbrella are black.
    This creates a clearly defined shape to use for the border. If a lower number is used, extra lines may appear in the umbrella handle, or there may be gaps.

13. Click Continue, and the Express Border Options page appears.
14. Ensure that Satin Line is selected as the Border Type.
15. Click Stitch Options. The Satin Line dialog appears.
16. Ensure that Width is set to 2 mm, that Density is set to 4, and that Underlay is selected, then click OK.
17. Deselect Appliqué ⬤.
18. Click the Thread Color button 🎨 and set the thread color to Robison-Anton Rayon 40 2259 (Wild Pink).
19. Click OK. The umbrella is now pink.
20. Click Done to place the embroidery on the work area.

Creating and Managing Designs 7
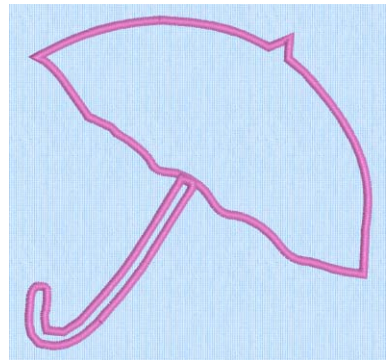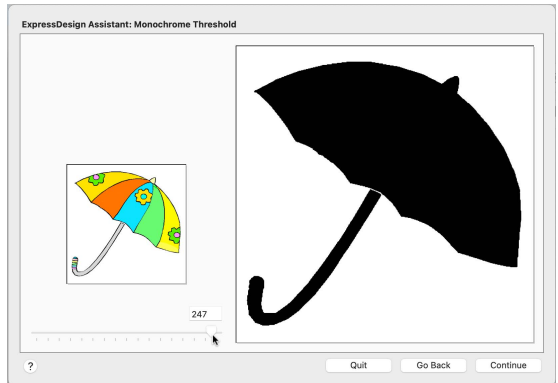
Start a completely new design with New, or use Open or View to edit an existing design. Save or Export your created designs.

A new design can be started with New. This opens a new window where you can create a design.

Note: Use the ExpressDesign Assistant or Quick Create from Background to create a new design automatically.

Open a design into a new window with Open a design or Open Recent.

Use Insert Design (see page 290), Insert Lettering (see page 292), Insert Single Motif (see page 295), or ExpressDesign into Hoop (see page 82) or Rectangle (see page 83), to add a design to an existing window. Use Insert Embroidery (see page 291) to convert a stitch file to an outline file and load it into the current window.

When starting from a blank design, you may choose a hoop and start creating your design with the Freehand, Point, Command and Column features. However, it is more common to follow a picture when creating a design. Open a picture with Load Background.

Save finished designs with Save, then save the final embroidery with Export Embroidery.

New

Use New to open a new mySewnet™ Digitizing window so that you can make new designs in the work area, insert designs, or insert ExpressDesign embroideries.

Note: To load a design into an existing mySewnet™ Digitizing window, use Insert Design. To load a stitch file, use Insert Embroidery.

To open a new window
- Choose File > New.
- Press ⌘N

Open Designs

Open

Use Open to load an existing embroidery design outline file (extension .edo). mySewnet™ Digitizing displays the Open dialog to choose a design to open.

Choose a folder
Search by name
Click to select a design
Click Open to load
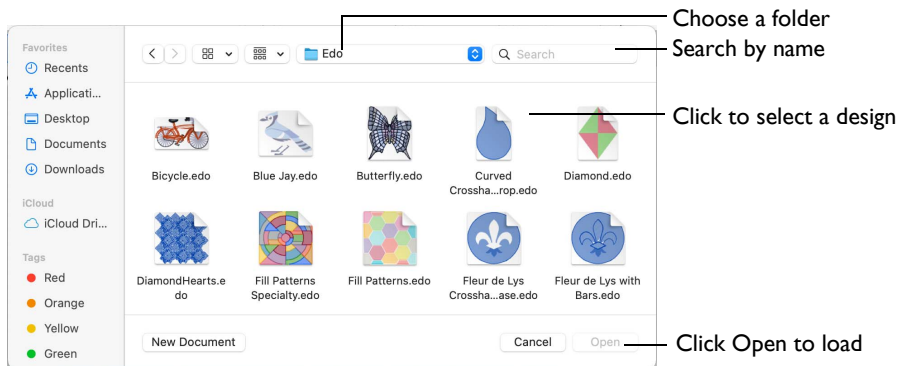
The new window uses the filename as its title.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate or Save As and work from a copy when using Open. Alternatively, use Insert Design (see "Insert Design" on page 290).

To use Open

- Choose File > Open.
- Press ⌘O
- Double-click on a design in the Finder.

Open a Design

1. Choose File > Open (or press ⌘O).
2. Browse to the desired folder in the Open dialog.
3. Click an embroidery design outline (.edo) file to highlight it.
   Files other than .edo design files are dimmed in the Open dialog.
4. Click the Open button to load the design.
   The design is placed in a new window with its name in the window title.

Open Recent

Use Open Recent to open previously used embroidery design outline (.edo) files.

Note: To avoid accidentally overwriting your original design, it is recommended to use Duplicate and work from a copy when using Open Recent.

To open a recently used design

- Choose File > Open Recent, and choose a design from the menu.

Note: Click File > Open Recent > Clear Menu to remove the list of recent designs.

Save Designs

There are four methods of saving designs:

Save

This saves the contents of the open window as an embroidery design outline (.edo) file in .edo format, with the name you give it, in the Save dialog.

Duplicate

This makes a copy of the embroidery design outline in the open window using that document's name, with the word "copy" at the end. Use Save to save this copy under a different name, or in another folder, in the Save dialog.

Save As

Use Save As to save the contents of the current window as an embroidery design outline (.edo) file in .edo format.

Export Embroidery

This saves the contents of the open window as an embroidery in .vp4 format, or in the embroidery format you desire (for example, .pes).

Note: You can save as a multipart .vp4 file if a turnable hoop is used.

Save On Close

If you make changes to an unsaved design, then try to close the design window before saving the changes, a message appears, asking if you want to save the design.
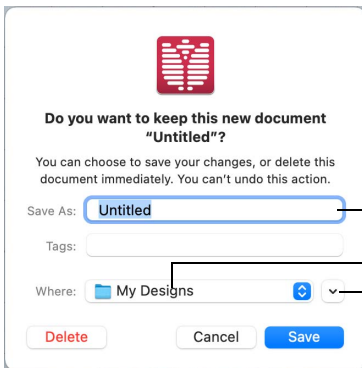
Name the design

Select a folder to save in
View the expanded Save dialog

Note: If you have already saved the design, this message will not appear, as an autosave is made as the window closes.

You are asked about the unsaved design. Choose between:

Save	Save the changes to the design. Use the name and folder selected in the dialog.
Delete	Do not save the design and continue. The design is discarded without being saved.
Cancel	Do not save the design, but keep the design window open.

Note: If you make a mistake when changing a design, use Revert To to recover the previous version. See "Revert To" on page 125.

Note: After saving you may Rename a design. See "Rename" on page 123.

Save

When you save an embroidery design outline file for the first time, mySewnet™ Digitizing displays the Save dialog so you can name your .edo design file.

Name the design

Select a folder to save in
View the expanded Save dialog
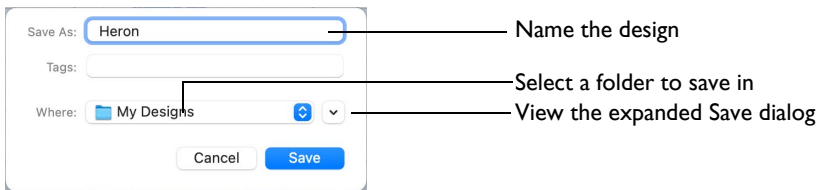
Note: Depending on previous choices when saving files, the compact or expanded save dialog is shown.

Name the design
View the compact Save dialog
Select a folder to save in
Search for a folder or file

Recently used files and folders

Create a new folder
Save the design
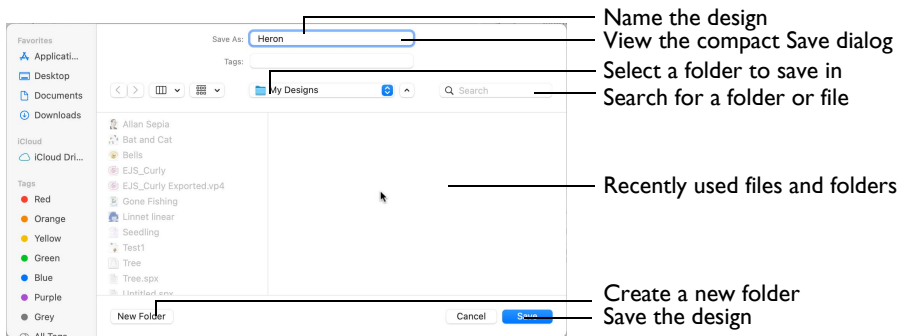
The embroidery design is saved as a design in .edo format.

Note: To create an embroidery file to stitch out, choose Export. See "Export Embroidery" on page 119.

To use Save

- Click Actions ⚙⌄ on the toolbar and choose Save.
- Choose File > Save.
- Press ⌘S

Save an Embroidery Design Outline

1 Create an embroidery using the ExpressDesign Assistant or Quick Create from Background, or the QuickStitch, Freehand and Point Create features.
2 Click Actions   ⚙˅   on the toolbar and choose Save to save the design in the Save dialog. Alternatively, choose File > Save (or press ⌘S).
3 In the Save As text box, enter a name for your embroidery design outline.
4 Browse to the desired folder, or create a new folder.
5 Click the Save button to save the embroidery design outline.

Duplicate

Use Duplicate to make a copy of the embroidery design outline in the current window using that embroidery's name. The new window will use the original name with the word "copy" at the end. You could use Duplicate to remove part of a multipart embroidery and save the changed embroidery under a new name.

Then use Save to save the copied embroidery design outline under a different name and/or folder.

Note: When an embroidery is Duplicated the version history is not kept.

To use Duplicate

■ Choose File > Duplicate.
■ Press ⇧⌘S

Duplicate an Embroidery Design Outline

1 Create an embroidery using the ExpressDesign Assistant or Quick Create from Background, or the QuickStitch, Freehand and Point Create features.
2 Choose File > Save (or press ⌘S) to Save the embroidery design outline. See "Save" on page 117.
3 Choose File > Duplicate (or press ⇧⌘S).
   A new window is opened containing a copy of the saved embroidery design outline. The new window uses the same name as the original, but with the word "copy" at the end.
4 Choose File > Save (or press ⌘S).
5 Save the duplicated embroidery design outline in the Save dialog under the desired name and folder.

Save As

Use Save As to save the contents of the current window as an embroidery design outline (.edo) file in .edo format.

To use Save As

■ Choose File > ⌥ > Duplicate.
■ Press ⌥⇧⌘S

Export Embroidery

Save the design in the current window as a .vp4 file, or in an alternative embroidery format.

Choose an embroidery format

Optimize the embroidery for stitching out

Create placement stitches for decorations

Rotate the hoop to suit your machine

Set the options for splitting in a multipart hoop
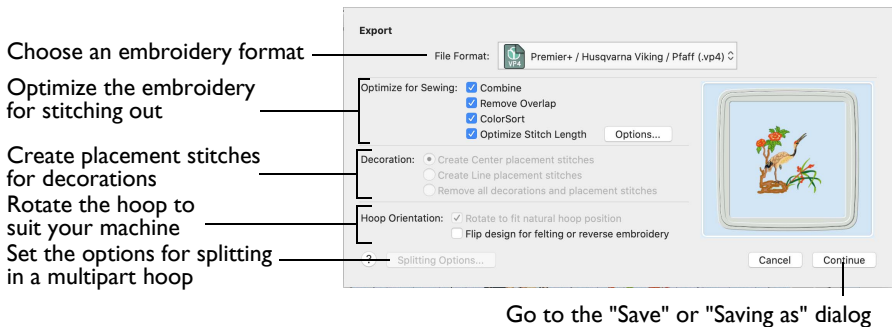
Go to the "Save" or "Saving as" dialog

The preferred file format for exporting embroideries is Husqvarna Viking / Pfaff .vp3, as this will preserve the thread color information and notes.

You can also export embroideries as Husqvarna Viking /Pfaff (.vp4, .vp3, .vip), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes), Compucon/Singer PSW (.xxx), Husqvarna (.hus, .shv), Janome (.jef and .sew), Melco Expanded (.exp), Pfaff (.pcs), Tajima (.dst) or Toyota (.10o).

To use Export Embroidery

- Click Actions ⚙▾ on the toolbar and choose Export.
- Choose File > Export Embroidery.
- Press ⌥⌘S

Optimize for Sewing Options

All of these options are initially selected when saving as a .vp4 file, or in any other format.

Note: You can customize the Optimize for Sewing Options in mySewnet™ Configure.

Combine: This option is not relevant in mySewnet™ Digitizing as you are always working with a single embroidery.

Remove Overlap: This option is not relevant in mySewnet™ Digitizing as you are always working with a single embroidery.

ColorSort: Reduce the number of thread colors during Export.

Optimize Stitch Length: Automatically remove small and insignificant stitches. See "Optimize Stitch Length" on page 122.

Note: Cutwork Needle lines in the Inspira Cutwork Needle "thread range" are unaffected by Optimize Stitch Length.

Decoration

This section is not relevant in mySewnet™ Digitizing.

Hoop Orientation

Set the hoop orientation.

Rotate to fit natural hoop position: Rotate the embroidery if needed to fit with the default hoop orientation for the machine. This option is only available if the hoop on the main screen is in the rotated orientation. It is useful if you prefer to create a "landscape" shaped project in the rotated orientation.

Flip design for felting or reverse embroidery: Flip the embroidery for being stitched in reverse. If an embroidery contains a Felting Needle color effect this option is selected initially. See "Felting Needle" on page 34.

Splitting options

Click the button to open the splitting options dialog. See "Splitting for Multipart Hoops" on page 121.

Note: Splitting for Multipart Hoops is available if .vp4, .vp3, .pes or .jef is chosen.

Additional Sections

Additional dialog sections are available, depending on the chosen file format.

- If .vp4 or .vp3 is chosen, Splitting for Multipart Hoops is present. See "Splitting for Multipart Hoops" on page 121.
- If .pes is chosen, you can select your machine type, file version, hoop size and rotation.
- If .jef is chosen, you can select your machine type, hoop size and rotation.

Next

View the Save, or Saving As dialog, depending on the selected file format.

Export an Embroidery

1 Create an embroidery using the ExpressDesign Assistant or Quick Create from Background, or the QuickStitch, Point and Freehand features.
2 Save the embroidery design outline file. See "Save" on page 117.
3 Choose File > Export Embroidery (or press ⌥⌘S).
4 Choose an embroidery format from the pop-up menu.
5 Select your optimization options.
6 If you are using a multipart hoop, set Intelligent or Straight Line split.
7 Click Next.
8 The Save or Saving As dialog appears. Save the embroidery as desired.

Splitting for Multipart Hoops

Note: This section appears if .vp4 or .vp3 is selected as the file format.
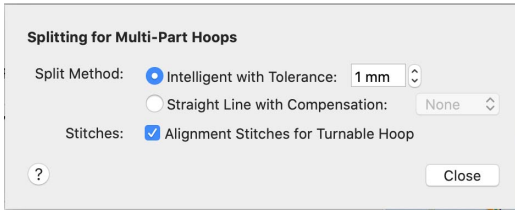
Embroideries for Multipart hoops are split automatically, according to your Export settings. Use an Intelligent or Straight Line Split.

Note: There is no need to ensure embroideries are in one stitch area of the hoop; just place your embroideries in the most pleasing arrangement.

Split Method

You can use one of two split methods:

- **Intelligent Split** automatically calculates a split line that is routed through gaps or across jumps, cuts the minimum number of stitches, and minimizes cuts through solid sections of embroidery. Where possible, use Intelligent Split.
- **Straight Line Split** cuts the embroidery straight across the center line of the overlap zone.

Intelligent with Tolerance

Intelligent Split calculates a split line that cuts the minimum number of stitches, and minimizes cuts through solid sections of embroidery. For example, a large embroidery is split at a narrow section, and an embroidery that fits in one stitch area of the hoop is left in one piece even if it is part of a larger design.

Tolerance ensures that the Intelligent Split line stays a short distance from the edges of the overlap. This allows for play in the hoop when going from one hoop area to another, such as when aligning a hoop that has been turned to stitch out the other side of an embroidery.

You can set Tolerance from 0 to 3mm, in steps of 1mm. The initial setting is 1mm.

Use Intelligent Split with Tolerance

Select the "Intelligent with Tolerance" checkbox, then enter a number in the Tolerance number box, or use the arrows to increase or decrease the Tolerance.

Straight with Compensation

Straight Line Split cuts straight across the center of the overlap zone. Straight Line Split will only split an individual embroidery if, before it is combined with everything else, it does not fit entirely into one stitch area of the hoop.

Note: Lettering is split straight down the middle, as with any other type of embroidery. This may cut through characters rather than gaps and spaces. In such cases, it is recommended to use Intelligent Split instead.

Compensation adds overlapping stitches along the edges where the embroidery is split. This compensates for pull on the fabric.

None	Use None if you can split an embroidery without cutting through any of the design elements. Compensation is initially set to None.
Low	Use Low when cutting through a lightly stitched embroidery or when the split lines go through only a few stitch areas.
High	Use High when the embroidery is dense, when the split lines make long splits through stitch areas, or when stitching onto materials such as knitted or stretchy fabric.

Alignment Stitch for Turnable Hoops

Select this option to add an alignment cross at the end of the first embroidery section when using the HUSQVARNA VIKING® Designer Majestic™ , PFAFF® creative Grand Dream™ , Universal Multipart hoop or Brother Jumbo Frame. A hoop movement to the alignment cross is added at the beginning of the next section. The next embroidery section can then be correctly aligned, or alignment can be confirmed.

Note: Alignment stitches are only added if Combine is selected.

Optimize Stitch Length

Use Optimize Stitch Length to automatically remove small and insignificant stitches.

Adjust the sensitivity
Set your shortest desired stitch length
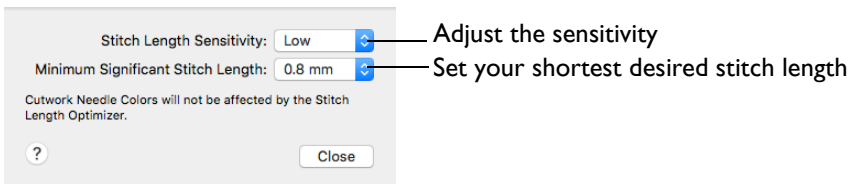
Stitch Length Sensitivity
Adjust the sensitivity of the optimization. Low is set as the default.

■ Choose Low, Medium or High from the pop-up menu.

Minimum Significant Stitch Length
Select the shortest stitch length that you consider to be significant. Stitches below this length are removed during the optimization process.

■ Choose 0.6 mm, 0.8 mm or 1.0 mm from the pop-up menu (default 0.8mm).

Note: Cutwork Needle lines are not affected by Minimum Significant Stitch Length.

Rename

You can rename the document in the currently selected window.

- If the document has not been saved, the Save dialog is displayed so you can save your embroidery. See "Save" on page 117.
- If the document has been previously saved, you can rename the document in the application title bar.

Rename a document

■ Choose File > Rename, then save or rename the document.

Move To

You can move a document from the folder it is saved in, to another folder.

■ Choose File > Move To, then browse to the destination folder.

Export Appliqué Pieces

Use Export Appliqué Pieces to save or print appliqué outlines ready for cutting.

Set file formats and measurement units for your cutter

Export an SVG, DXF or FCM file for use in a fabric cutter

Use 2 or 4 cutwork needles

Print as an outline template for cutting out

Print onto printable fabric or an iron-on transfer

Save as a SVG custom layout with fabric images

Flip picture if using a transfer
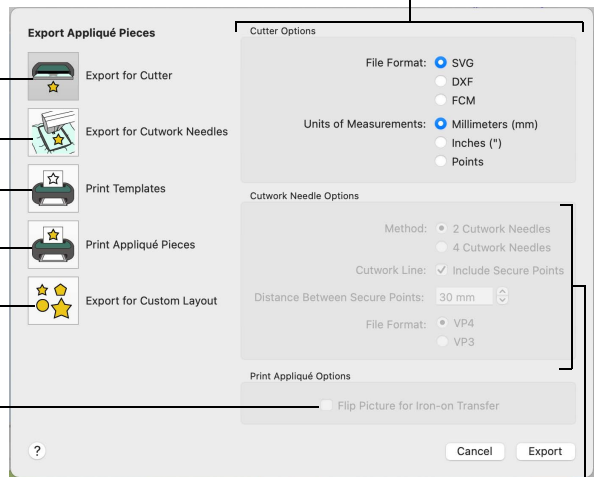
Set cutwork needle type, file format, and secure points for fabric stability

There are five appliqué piece export methods:

- **Export for Cutter:** Save as SVG, DXF or FCM files for use in fabric cutters
- **Export for Cutwork Needles:** Save as VP4 or VP3 stitch files that can be used with INSPIRA™ Cutwork Needles
- **Print Templates:** Print as an outline template to stick or pin to fabric and then cut out
- **Print Appliqué Pictures:** Print directly onto printable fabric or an iron-on transfer; this also prints the image of the appliqué piece

- **Export for Custom Layout:** Save as SVG files with the fabric image placed as the fill for each shape. This is designed for use with fully customized layouts.

Export for Cutter
Export the appliqué piece as an SVG, DXF or FCM image file for use in a fabric cutter.

Set the units of measurement (millimeters or inches), and select a file type. Click Export to save the file.

Note: The maximum size for the Brother ScanNCut FCM format is 12" x 12" (305mm x 305mm).

Recommended file formats for cutters:

Cutter	Software	Export Format
Cricut Explore®	Cricut Design Space 3.1512	SVG (points)
KNK Zing Air®	Make the Cut! 4.6.1 (Zing Plugin 2.1.0)	SVG (points)
Silhouette Cameo®	Silhouette Studio 3.6.57 ss (Use "As Is" import settings)	DXF (millimeters)
Brother ScanNCut® (2)	Direct to USB stick or machine	FCM
Sizzix Eclips2	eCal2 2.203	SVG (points)

Export for Cutwork Needles
Export the appliqué piece for cutting with INSPIRA™ Cutwork Needles. Select 2 or 4 needles, choose whether to use secure points for fabric stability and their length, and use a .vp3 or .vp4 stitch file.

Print Templates
Print the appliqué piece as an outline template to stick or pin to fabric and then cut out.

Select a printer and paper size in the Print dialog. See "Print" on page 302.

Print Appliqué Pictures
Print directly onto printable fabric or an iron-on transfer; this also prints the image of the appliqué piece.

Flip the picture for an iron-on transfer, and select a printer and paper size in the Print dialog. See "Print" on page 302.

Export for Custom Layout
Save as SVG files with the fabric image placed as the fill for each appliqué piece shape. This is designed for use with fully customized layouts, for example if you wish to arrange the shapes in your cutter software or in another graphics package.

Using Export Appliqué Pieces

In the Export appliqué pieces dialog, select the desired method and options, then click the Export or Print button.

To use Export Appliqué Pieces

■ Choose File > Export Appliqué Pieces.

Revert To

Use Revert To to return to a previous version of your design.
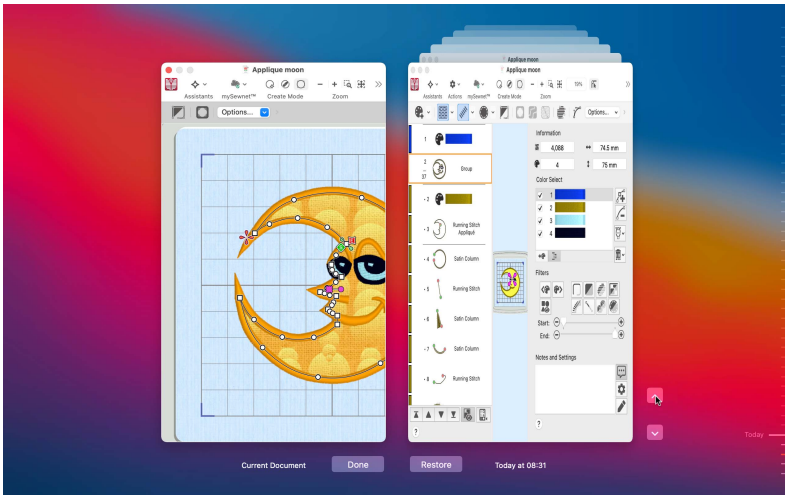
Use Revert To

1 Create an embroidery using the ExpressDesign Assistant or Quick Create from Background, or the QuickStitch, Point and Freehand features.
2 Choose File > Save (or press ⌘S) to save the design. See "Save" on page 117.
3 Change the design.
4 Choose File > Save (or press ⌘S) to save the design again.
5 Choose File > Revert To. All of the changes that you have made and saved can be selected on the screen.
6 Click Restore to go back to an older version, or Done to return without reverting,

Appliqué

8

This chapter describes how you can use the appliqué features in mySewnet™ Digitizing to create, view and adjust appliqué pieces.

Creating Appliqué Areas

Select Appliqué ⚫ in the main toolbar when creating an area to make an appliqué area. Then use the Fill Area and Line dialog to adjust the appliqué piece.

Note: There are further tools for creating and adjusting appliqué in mySewnet™ Embroidery and mySewnet™ Stitch Editor.

To learn how to	Go to
Change the fabric for an appliqué area	See "Change the Fabric in an Appliqué Design" on page 126.
Create the outline for an appliqué area	See "Create an Appliqué Area" on page 127.
Select appliqué pieces in a desing	See "Select an Appliqué Area" on page 128.
Select appliqué fabric	See "Appliqué Selection" on page 129.
Create a new appliqué fabric	See "Background Assistant" on page 132.
Load a Picture for appliqué	See "Load Picture Assistant" on page 139.
Select an appliqué method	See "Appliqué" on page 70.

View, Create and Adjust Appliqué Areas

An appliqué area is an area of appliqué fabric surrounded by a border. A fill may also be present.

Note: The appliqué features show how a fabric would be placed. They do not alter the stitches.

The appliqué fabric is shown under the design, as it would appear when stitched out. An unlimited number of appliqué areas may be added to a design.

Note: Ensure that the correct object is selected before adding appliqué. Use the FilmStrip and the arrow keys to step through the objects.

Change the Fabric in an Appliqué Design

1   Click Hoop ⬚ in the toolbar, and in the Universal Hoop Group set the Hoop Size to 100mm x 100mm - Universal Square Hoop 1. Click OK.
2   Choose File > New to open a new window.
3   Choose Edit > Insert > Insert SuperDesign.
4   Browse to the Appliqué Category, and the Climate 1 section.

5	Select the second design, a Moon, and click Apply.
6	Close the Insert SuperDesigns dialog.
7	Near the top of the FilmStrip, click the Running Stitch Appliqué object.
8	In the toolbar, click Edit Points ⬉ . The points for the appliqué area for the moon are highlighted.
9	Drag one of the points. The shape of the fabric for the moon changes.
10	Control–click the fabric area and choose Properties in the pop-up menu.
11	Click the Appliqué tab, then click Select Fabric. The Appliqué Selection dialog opens.
12	In Appliqué Type, select Fabric.
13	Click Load Previously Saved Fabric ⬛ and in the Fabric viewer choose Squares 2 - 18.
14	Click OK three times to close all of the Appliqué properties. The fabric now has a zigzag handle ✱–○.
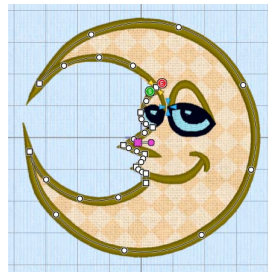
Note: This handle ✱–○ is only available for fabric tiles; you cannot rotate quick Appliqué or Pictures. SuperDesigns use "quick" fabrics - a colored texture that cannot be moved.

| 15 | Drag the square zigzag fabric handle ✱–○. The fabric for the moon moves. Use the fabric handle to move the origin point (center of design) of a tiled fabric. |
| 16 | Drag the round handle. The fabric for the moon rotates. |

Note: The fabric rotates around the fabric handle (the origin point of the fabric tile).

17	To change the fabric, Control–click the fabric area and choose Properties in the pop-up menu.
18	Click the Appliqué tab, then click Select Fabric.
19	In the Appliqué Selection dialog ensure that Fabric is selected as Appliqué Type, then click Load Previously Saved Fabric ⬛ .
20	In the fabric viewer, choose a different fabric and click OK three times to view the moon with the changed fabric.

Creating and Selecting Appliqué Areas
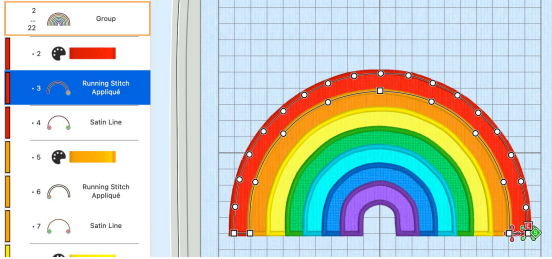
Appliqué areas are created in the same way as stitched fill areas.

Create an Appliqué Area

1	In the Create toolbar, ensure that the Line type is highlighted in blue (is selected).
2	Click Appliqué ● to select it.
3	Click Options and choose Fill Area and Line to open the properties dialog.
4	In the Line tab, set the properties of the line.
5	Click Appliqué, and in the Appliqué tab select an Appliqué Method. See "Appliqué" on page 70.
6	Click Select Fabric, and choose a fabric for your appliqué area. See "Appliqué Selection" on page 129.
7	Click OK to close the Fill Area and Line dialog.
8	Select the Quick ◔, Freehand ⬭ or Point ◯ Create toolbar.
9	Use one of the create tools in the selected Create toolbar to draw the appliqué area. See "Creating Fills and Lines" on page 143.

Note: If you use one of the QuickStitch™ tools you will need to load a background picture.

Select an Appliqué Area

1 Click Hoop ▭ in the toolbar, and in the Universal Hoop Group set the Hoop Size to 200mm x 200mm - Universal Square Hoop 3. Click OK.

2 Choose File > New to open a new window.

3 Choose Edit > Insert > Insert SuperDesign.

4 Browse to the Appliqué Category, and the Climate 1 section.

5 Select the first design in the third row, a rainbow, and click Apply.

6 Close the Insert SuperDesigns dialog.

7 Look at the FilmStrip. Each color change has a Running Stitch Appliqué entry below it. These are the appliqué areas in the design.

8 Control–click in the work area and choose Finish Box Select in the pop-up menu.

9 Click the Running Stitch Appliqué below the red thread at the top of the FilmStrip. The points for the red appliqué area in the rainbow are highlighted.
Note: You can move and rotate the fabric, and change its properties. See "Change the Fabric in an Appliqué Design" on page 126.

10 Click the Running Stitch Appliqué below the orange thread further down the FilmStrip. The points for the orange appliqué area in the rainbow are now highlighted.

11 Select and adjust the other appliqué areas in the rainbow.

Appliqué Selection

Use the Appliqué Selection dialog to change and add appliqué fabrics.

Use the Appliqué Selection dialog to select a fabric or picture to use for appliqué. Click OK to use the selected appliqué fabric.

Preview the appliqué fabric

Select a color & texture

Choose an appliqué type

Choose a system fabric or add a new one

Rotate the fabric

Load an individual picture for printed appliqué

Print a sheet of appliqué fabric

Reuse a recent fabric
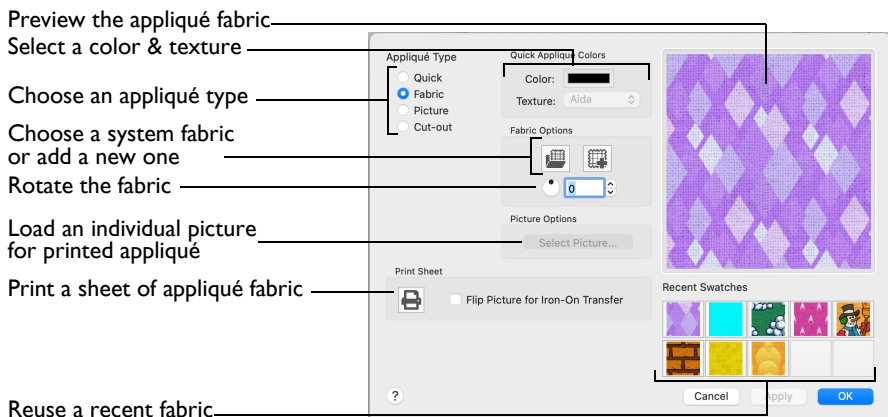
Appliqué Type
Choose an appliqué type (or simply select one of the recently used swatches). Select from:

- Quick
  Select a color and texture for your fabric. See "Quick Appliqué Options" on page 129.
- Fabric
  Select a background fabric, or add a new background fabric from a picture. Set the angle for the fabric. See "Fabric Options" on page 130.
- Picture
  Create in individual non-tiling appliqué from a picture. For instance, use a photo for a printed appliqué memory piece. See "Picture Options" on page 130.
- Cut-out
  Create an appliqué placement line as a guide to where the fabric should be cut to form a hole; for example, for reverse appliqué.

Quick Appliqué Options
Note: This is available when Quick is selected in Appliqué Type.

Select a color and texture for your fabric.

Color
Click the color sample to change the color in the Colors window.

Texture
Select the texture to use for the fabric. Click on the down arrow and choose the desired fabric type.

Fabric Options
Note: The Fabric Options are available when Fabric is selected in Appliqué Type.

Load Previously Saved Fabric
Use Load Previously Saved Fabric 📁 to load a sample fabric, or a fabric from My Fabrics, in the Background Picture Viewer. See "Appliqué Fabric Viewer" on page 131.

Add New Background Fabric
Use Add New Background Fabric 🏠 to create a new fabric background in the Background Assistant. See "Background Assistant" on page 132.

Angle
Use Angle to change the angle at which the pattern will be displayed.

Note: You may also change the angle and position of the fabric pattern directly by selecting the appliqué piece in the work area.

Enter an Angle from 0 to 359 degrees. The initial setting is 0. Alter the Angle by entering a number in the box, or use the up and down arrows to change the number. Changes in Angle are visible in the preview pane.

Print Sheet
Print a sheet of appliqué fabric from the selected Quick Appliqué or Fabric pattern. Flip the picture for an iron-on transfer, and select a printer and paper size in the Print dialog. See "Print" on page 302.

Picture Options
Note: The Picture Options are available when Picture is selected in Appliqué Type.

Click Select Picture to create a picture background in the Load Picture Assistant. See "Load Picture Assistant" on page 139.

Fabric Preview
The chosen fabric is previewed on the right.

Recent Swatches
Select a recently used fabric to use again.

Appliqué Piece Margin
Set the margin for appliqué placement relative to the drawn border shape (-10mm to 10mm, initially 1.0mm).

Use a positive value when trimming the appliqué fabric before the border is stitched, for example with Standard Appliqué and Pre-placed Appliqué. A negative value is recommended for cut-out and reverse appliqué.

Note: Appliqué Piece Margin is only available when adjusting appliqué lettering, SuperDesigns and Frames using the Stitch Types options or context menu.

Match Placement Line
Adjust the position of the first running stitch line for either Standard Appliqué or Pre-cut Piece so that it matches the outline of the appliqué piece after the Appliqué Piece Margin has been applied.

Note: This may be useful for precise positioning of appliqué pieces that have been pre-cut with an automated cutter, to ensure the placement line is visible.

Appliqué Fabric Viewer

Use the Viewer to select a fabric from the system fabrics, or from the My Fabrics folder with fabric backgrounds you have added.
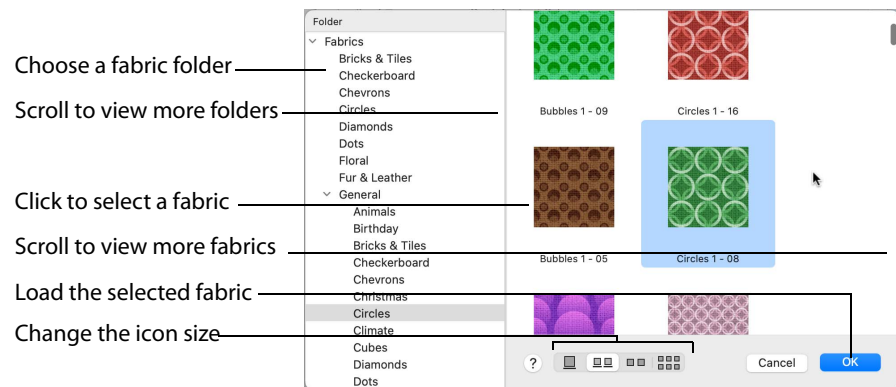
- To open the Picture Viewer, in the Appliqué Selection dialog select Fabric, then click Load Previously Saved Fabric 🔲 .
- Open a folder, and scroll down and click a fabric to select it. Click OK to load the fabric in the Appliqué Selection dialog.
- To create a new fabric in the Background Assistant, in the Appliqué Selection dialog select Fabric, then click Add New Background Fabric 🔲 . See "Background Assistant" on page 132.

Background Assistant

Use the Background Assistant to create a new appliqué fabric. Preview your design with the fabric.

Note: This assistant appears when Add New Background Fabric ▦ is selected in the Appliqué Selection dialog.

Real Size Backgrounds
When you add a new background to your collection, you provide a measurement so that it can be matched to the size of your designs. The fabric backgrounds supplied with mySewnet™ Digitizing have already been set to real size.

Choose Picture

Use the Choose Picture page of the Background Assistant to select a picture to create a background.

Select a picture on your computer

Import a file from a scanner or camera

Improve brightness & contrast

Create or edit in Draw & Paint

The picture is previewed
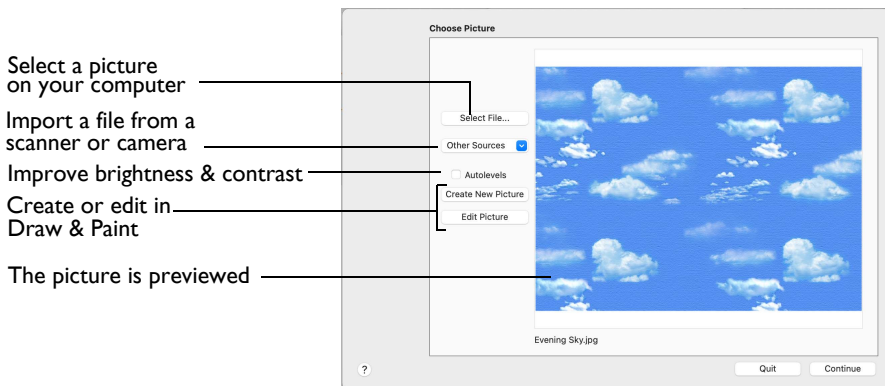
Select File
■ Click Select File to select a picture to create a background.
Browse to one of the Samples subfolders, such as: /mySewnet/Samples/Embroidery/Pics. Alternatively, browse to a folder elsewhere on your computer.

The following popular image file formats may be loaded: Bitmap (.bmp), Encapsulated PostScript (.epi, .eps), Graphics Interchange Format (.gif), JPEG-JFIF Compliant (.jpg, .jfif, .jpeg), JPEG 2000 (.jp2, jpf), JPEG Multi-Picture Object (.mpo), Photoshop (.psd), Portable Document Format (.pdf), Portable Network Graphics (.png), Postscript (.ps), Tagged Image File Format uncompressed (.tiff, .tif), Camera RAW (.raw & many others), High Dynamic Range (.exr, hdr), High Efficiency Image Format (.heic).

These additional formats can also be loaded: Apple Icon (.icns), Fax (.fax & many others), Linux Icon (.xbm), Macintosh Picture (.pct, .lpic, .pict), MacPaint (.mac, .pnt, pntg), Microsoft Icon (.cur, .ico), Silicon Graphics (.rgb, .sgi) and Truevision TGA (.targa, tga).

Select a Picture

1 Click Select File. The Open dialog appears.
2 Browse to the desired folder.
3 Click on a picture.
4 Click Open to open the picture onto the Choose Picture page, and to close the dialog. Click Cancel to exit without selecting a picture.
5 Click Continue to prepare your picture as a background.

Other Sources

Paste
■ Paste an image from the Clipboard.

Services
Use Services to import a picture.

- **Camera:** Import a picture from an integrated MacBook® camera.
- **Capture Full Screen:** make a screenshot of the whole screen.
- **Capture Selection from Screen:** make a screenshot of part of the screen.
- **Import Image:** import a picture from a camera or scanner connected to the computer.

Autolevels

Use Autolevels to improve the brightness and contrast in many pictures. It can also be used to bring out the color in underexposed photos. By default Autolevel is enabled.

Note: Occasionally Autolevels does not improve the appearance of a picture, and may need to be switched off.

Create New Picture and Edit Picture

Create a new picture or edit an existing picture in mySewnet™ Draw & Paint.

Continue
Go to the Set Size page.

Rotate and Crop Picture

Use the Rotate and Crop Picture - Fabric page of the Background Assistant to prepare a fabric sample picture when creating a background.

Select the whole picture or use the default crop settings

Correct the perspective in the picture

Change the picture angle

Drag crop lines to select
Drag inside area to move

Click outside area to redraw
Zoom in and out

Save the edited picture
Show divider lines for tiles
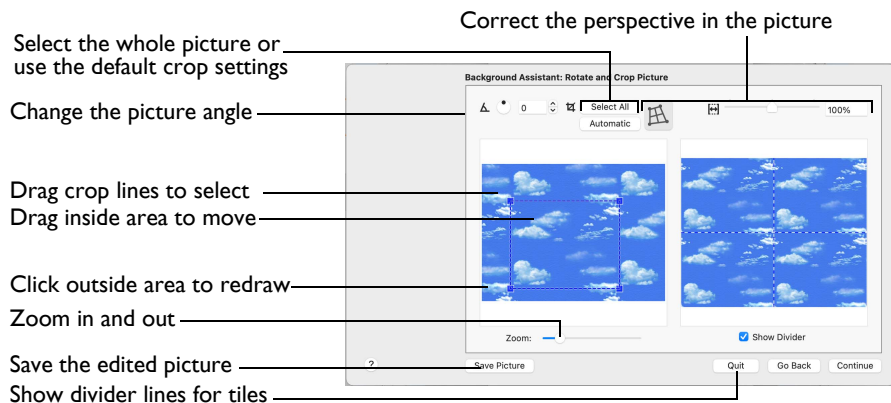
Adjusting the Crop Area

Initially, about half the area of the picture is selected from the middle of the picture, as shown by the dashed box in the picture on the left. The preview on the right shows four copies of the selected fabric area tiled together. The tiled preview changee dynamically as you change the crop area.

- To adjust the crop area, position the mouse over the crop boundary until a double-headed arrow ⬈ appears, then drag to move the boundary line.
- To move the crop area, position the mouse inside the crop boundary until a hand pointer 🖑 appears, then drag to move the whole rectangle.
- To redraw the crop area, drag outside the crop boundary to draw a new rectangle, which can then be adjusted as required.

To see where the four sections of the background are joined, select the Show Divider option. Dashed lines show where the tiled sections are joined. This is useful for patterned fabric, to ensure the pattern repeats as desired.
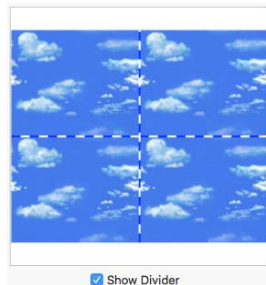
When the desired area is selected, click Next.

Rotate

Rotate 🔘 the picture from 0 to 359 degrees. Adjust the picture angle as desired. This is often necessary with scanned pictures.

- Enter the desired Rotation angle 🔘 or use the up/down arrows to change the angle. The preview will show the effect.

Note: When the picture is rotated between the 90 degree steps, the picture is made larger and white background is added.

Select All and Automatic

Use Select All to select the whole of the picture. Use Automatic to set the crop lines back to the default position for the current picture.

Perspective Correction

To remove the effects of perspective in a picture, or to correct skew, select Perspective Correction ⬜ . When using Perspective Correction, the crop handles are red.

Adjust the proportions of the picture

Enable perspective correction

Drag the handles to select an area

Save the selected area

Drag the red handles so that the crop lines frame the picture. Use the Zoom tools to view the outline of the picture more clearly. Drag the Stretch Picture ↔ slider to make the picture in the Preview wider or narrower. Use Save Picture to save your edited picture.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Set Size

Use Set Size to enter a real measurement of the fabric so that it is displayed at real size when it is used as the background. The fabric is shown in the preview.

Drag to place a line across the picture

Set the background measurement

Zoom in and out on the background
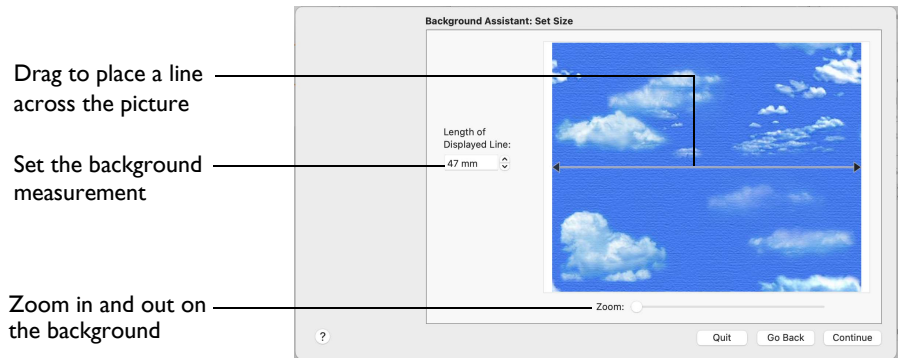
Measure the Picture

1 Drag the arrows at either end of the gray line to place a line across the picture.
This should match a measurement you have made across the same area of the real fabric.
Note: The length can be from 10mm to 1000mm.

2 Click the arrows for height and width to change the line measurement. Alternatively, enter a size in the number box.

3 Check that the line and the length matches the measurement you made of the real garment or fabric. If desired, drag the arrows to place a new line and re-enter the line length.

4 When the line is measured correctly, click Next.

Zoom

Use the Zoom bar to change the view of the embroidery. Zoom in to magnify the view. Zoom out to shrink the view.

Note: When zoomed in, scroll to move around.

Continue

Go to the Set Background Name page.

Go Back

Return to the Rotate and Crop Picture page.

Set Background Name

Use Set Background Name to save the finished background in a category and give it a name. The categories are the folder names that you see when browsing for existing backgrounds.

Give the Background a name

Browse to select a Background category

Create a new Background Category

Background Assistant: Set Background Name

Background Name:
Background1

Category:
∨ Fabrics
   Bricks & Tiles
   Checkerboard
   Chevrons
   Circles
   Diamonds
   Dots
   Floral
   Fur & Leather
   General
   Love
   My Fabrics
Make New Category

?   Quit   Go Back   Done
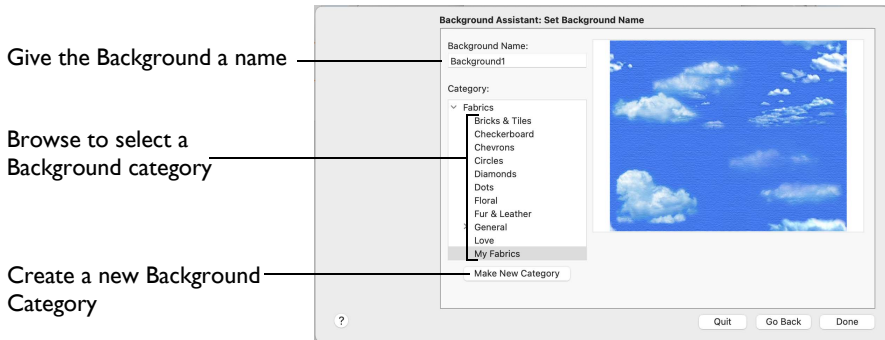
Background Name

If you used an existing picture, the picture name is shown by default as the name for the new background. If you scanned a new picture, it will not have a name so you will need to enter a name.

■   Enter a name for the background in the text box.

Category

Select a Category.

■   Save the background in the MyBackgrounds folder, or browse to another backgrounds folder.

Make New Category

Create a new Category within the selected Category. Enter a name for the new Category.

Note: For example, when adding a Fabric background that is a woven, you might add a category called Woven to the My Fabrics category. This will create a subfolder called 'Woven' within the 'My Fabrics' folder.

Zoom

Use the Zoom bar to change the view of the background. Zoom in to magnify the view. Zoom out to shrink the view. When zoomed in, scroll to move around.

Go Back

If desired, use the Back button to go back through the Background Assistant and modify settings before previewing the background again.

Done

Click Done to save the new background with the specified name in the specified Category and close the Background Assistant. The new background is displayed in the select appliqué area.

Load Picture Assistant

Use the Load Picture Assistant to use a picture as an individual non-tiled appliqué background, for example for a printed appliqué memory piece.

Choose Picture

Select a picture file on your computer

Paste a copied picture or import from camera

Improve brightness and color

Create or edit in Draw & Paint

The picture is previewed
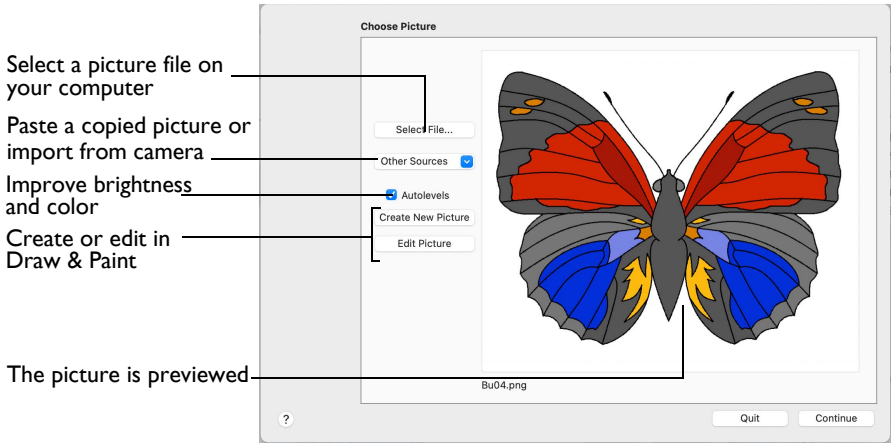
Use the Choose Picture page to select the picture you wish to use as a background.

After selecting a picture, the preview box shows the selected picture with its name underneath.

Select File

■ Click Select File to open a picture from one of the Samples subfolders, for example: /mySewnet/Samples/Digitizing/Pics. Alternatively, browse to a folder elsewhere on your computer.

Note: Click Show as Icons ⊞ to view thumbnails of the pictures.
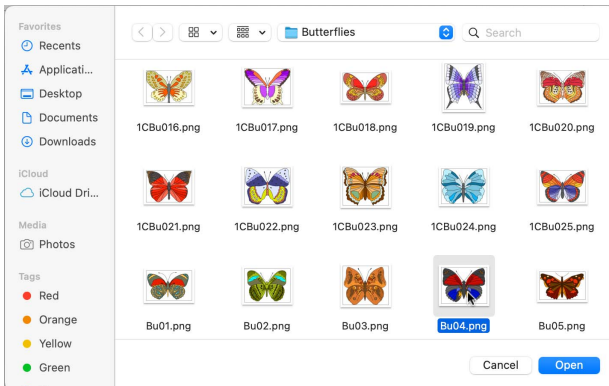
The following file formats may be loaded: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), PatternCAD (.4dq), Portable Network Graphics (.png), Tagged Image File Format uncompressed (.tiff., tif), High Efficiency Image Format (.heic) and Windows Icon (.ico).

Select a Picture

1   Click Select File. The Open dialog appears.

2   Browse to the desired folder, for example /mySewnet/Samples/Digitizing/Pics.

3   Click on a picture.

4   Click Open to open the picture onto the Choose Picture page, and to close the dialog. Click the Cancel to exit without selecting a picture.

Other Sources

Paste

■   Paste an image from the Clipboard.

Services

Use Services to import a picture.

- **Camera:** Import a picture from an integrated MacBook® camera.
- **Capture Full Screen:** make a screenshot of the whole screen.
- **Capture Selection from Screen:** make a screenshot of part of the screen.
- **Import Image:** import a picture from a camera or scanner connected to the computer.

Autolevels

Use Autolevels to improve the brightness and contrast in most photos. It can also be used to bring out the color in underexposed pictures. By default Autolevels is enabled.

Note: Occasionally Autolevels does not improve the appearance of a picture, and may need to be switched off.

Continue

Go to the Crop and Rotate Picture page.

Rotate and Crop Picture

Correct the perspective in the picture

Select the whole picture

Change the picture angle

Automatically exclude
the picture background

Adjust the crop lines
as desired
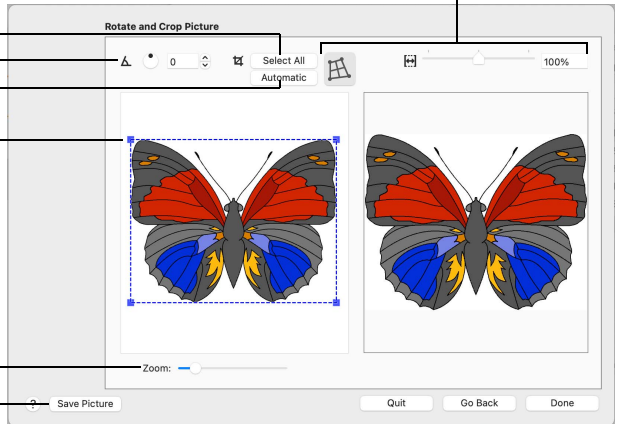
Rotate and Crop Picture

Select All

Automatic

100%

Zoom in and out

Zoom:

Save the edited picture

Save Picture

Quit

Go Back

Done

If required, rotate the picture to any angle from 0 to 359 degrees. For example, this is useful for straightening scanned pictures. Use Crop to select the section of the picture that is to be used to create the appliqué background.

When the picture is rotated between the 90 degree steps, the picture is made larger and the detected background color is added. If there is no distinctive background color, white is used.

Note: The size of the crop box may vary if the picture is rotated.

Select All: Select the whole of the picture.

Automatic: Select the smallest rectangle that includes all colors that are not the background color.

Note: Sometimes the automatic crop area may not appear to remove as much background as possible. This can happen when the background color appears to be a plain color such as white, but actually has minor variations that are not immediately visible. For example, this often happens with the JPEG-JFIF Compliant (*.jpg, .jif, .jpeg) picture format.

Rotate and Crop a Picture

1 Drag the rotational slider to rotate the picture to the desired angle.
Alternatively, enter a number in the rotation angle number box, or use the arrows to increase or decrease the angle of rotation.

2 Drag the handles on the crop area boundary line to select the desired part of the picture.
Hold the Shift key while dragging to resize the rectangle proportionally.
Hold the Option key while dragging to resize the rectangle without moving its center.

3 Drag anywhere inside the crop box to move the crop box.
Note: If you need to expand a crop box again, make sure it is not touching the edge of the frame, as this will stop it expanding.

4   If desired, click Automatic to select the crop lines automatically, or click Select All to use the whole of the picture.

Perspective Correction

To remove the effects of perspective in a picture, or to correct skew, select Perspective Correction ⬚. When using Perspective Correction, the crop handles are red.

Drag the red handles so that the crop lines frame the picture. Use the Zoom tools to view the outline of the picture more clearly. Drag the Stretch Picture ⬌ slider to make the picture in the Preview wider or narrower. Use Save Picture to save your edited picture.

Zoom

Use the Zoom bar to change the view of the picture. Zoom in (drag the slider to the right) to magnify the view. Zoom out (drag the slider to the left) to shrink the view.

When zoomed in, use the scroll bars or swipe to move around.

Go Back

Return to the Choose Picture page.

Done

Use the selected image for the appliqué.

Export Appliqué

Use Export Appliqué Pieces in the File menu to save or print appliqué outlines ready for cutting.

There are five export methods: save as SVG, DXF or FCM files for use in fabric cutters, save as VP4 or VP3 stitch files for use with INSPIRA™ Cutwork Needles, print as an outline template to cut around, print directly onto printable fabric or an iron-on transfer (this prints the image of the appliqué piece), or save as SVG files with the fabric image placed as the fill for each shape (for use with fully customized layouts). See "Export Appliqué Pieces" on page 123 for more information.

Creating Fills and Lines

9

Create Fills and Lines with the QuickStitch™, Freehand and Point Create functions, place a Shape, or create from the background image. Set stitch options before creation, or edit them afterwards.

Note: To edit a line or fill, change its properties in the Area Properties dialog. See "Area Properties" on page 68.

Creating with Quick Create

Use the QuickStitch™ and QuickTrace functions to create new stitch objects (lines, fills or holes) by using color areas in the background picture.

Select the desired QuickStitch™ or QuickTrace function, then click your chosen part of the picture. Adjust Color Tolerance (if enabled), then click OK to create the object.

Using QuickStitch™ and QuickTrace

1 Set stitch options. See "Select a Stitch Type" on page 58.
2 Select the Quick Create ⬕ toolbar.
3 Select a QuickStitch™ or QuickTrace function, according to the type of object you want. See "Select a Stitch Type" on page 58.
4 Click the desired part of the picture with the Cross pointer ╂; an area for QuickStitch™ functions, or a line for QuickTrace functions.
5 If Color Tolerance is enabled, the color area is highlighted. Adjust tolerance, if desired.
6 Click OK to create the object(s).
   Note: If Color Tolerance is not enabled, the object(s) are created immediately.

Color Tolerance

Color Tolerance is available for all the QuickStitch™ and QuickTrace functions. Use it to select parts of a picture for filling or tracing, according to how similar they are in color to the chosen color. Color Tolerance can also be used to preview the shape of the new stitch object, and to set the relative number of points forming the outline for QuickStitch™ areas. Low produces a smoother outline, while High follows the lines of the picture more precisely.

With QuickStitch™, use Color Tolerance to create new objects across and/or around shaded or variegated areas of color, reducing or eliminating the need for placing areas by hand.

With QuickTrace, you can preview the outline that will be traced with Color Tolerance. If you see any breaks in the outline, possibly caused by slight variations in shade in the outline, you can increase Color Tolerance to overcome the issue.

Note: You can turn Color Tolerance on and off with the Color Tolerance option in General Preferences ▣.

Use Color Tolerance to Select an Area or Line

1   Load a background picture.

2   Select a stitch type, then select a QuickStitch™ or QuickTrace function in the Quick Create toolbar. See "Select a Stitch Type" on page 58.

3   Click ┼ on the color area or outline you wish to fill or trace. The Color Tolerance dialog appears.

4   Move the slider bar to the required Color Tolerance value. There are four ways to move the slider:
   • Drag the slider to any value
   • Click either side of the slider to place it at the position indicated
   • Enter a Color Tolerance value directly in the number box
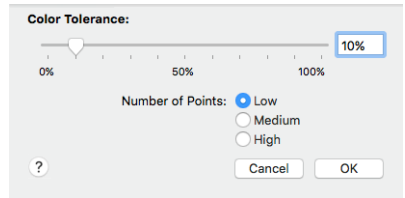
A blue and white checkered pattern on the work area shows the area that will be filled or traced. If you have chosen to detect holes, any holes in the area will not contain the checkered pattern.

5   Adjust the Color Tolerance value until the required part of the picture is selected.
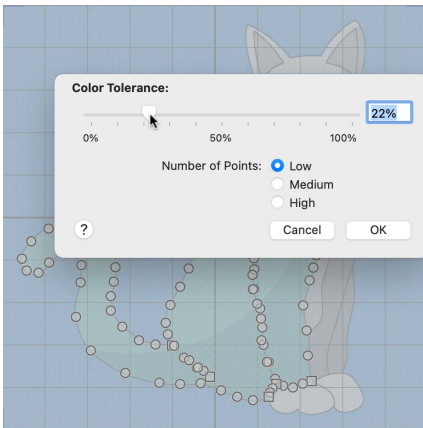
6   For QuickStitch™ areas, select the relative number of points to be used in the outline of the line or fill area. Select a Low, Medium or High Number of Points. Low produces a smoother outline, while High follows the lines of the picture more precisely.

7   Click OK when you have selected the desired part of the picture, and the number of points used in the outline. The fill or trace is generated.

8   Alternatively, if you want to start from a different point (e.g. a different band of color) click Cancel and nothing will happen. Then click the picture at the new point and set the Color Tolerance as required.

QuickStitch™ and Color Tolerance

Color Tolerance can be used with the following QuickStitch™ functions:

▦	QuickStitch™	≡	QuickStitch™ Satin Area
▦	QuickStitch™ + AutoHole	⪧	QuickStitch™ Multiple Satin Areas
▦	QuickStitch™ Hole		

QuickTrace and Color Tolerance

Color Tolerance can be used with the following QuickTrace functions:

⁄₂	Double Trace	⁄	Satin Line Trace
⁄₄	Quadruple Trace	⁂	Motif Line Trace

Creating with Freehand and Point Create

Use the Freehand and Point Create functions to create new lines, fill areas or holes (stitch objects) by creating outlines directly on the design. The outlines may follow a background picture, if desired, but the Freehand and Point functions do not require a picture.

Note: If the curve produced does not match the background picture as closely as desired, you can move points in the work area.

The Freehand and Point functions are used either by drawing an outline (the Freehand Create or Tablet functions) or by placing and adjusting points to define an outline (the Point Line or Bezier Line functions).

Freehand Create functions:

▨	Create Freehand Area or Line	▨	Freehand Emboss Line
▨	Freehand Hole	▨	Freehand MultiWave Line
▤	Freehand Satin Area		

Point Create functions:

▧	Create Point Area or Line	▨	Point Emboss Line
▢	Point Hole	▨	Point MultiWave Line
≡	Point Satin Area		

Note: After a line or fill has been created, Control–click and choose Properties or Global Properties to change it in the Area Properties dialog. See "Area Properties" on page 68.

■ To make a group of fill areas visible and change them all, Command–click or Shift–click the desired fill areas in the FilmStrip, then Control–click one of them and select Properties.

Freehand Create

When using the Freehand Create functions Create Freehand Area or Line ▨, Freehand Hole ▨, Freehand Satin Area ▤, Freehand Emboss Line ▨ and Freehand MultiWave Line ▨, the Freehand stitch objects are created by drawing outlines on the design.

Note: Outlines can be drawn by using a pen on a graphics tablet or by dragging with the mouse.

Select the desired line or fill and border type, then draw each individual object by drawing a continuous line. When the pen is lifted, or the mouse button is released, the object is completed. The next line drawn creates another new object. This continues until the function is deselected.

Note: Freehand Create provides a more natural drawing experience and is generally recommended.

Using the Freehand Create Functions

1 Set stitch options. See "Select a Stitch Type" on page 58.
2 Select the Freehand Create ▨ toolbar.
3 Click one of the Freehand Create functions.
4 Draw a line where you want to place the line of stitches.
5 When the line is complete, lift the pen from the tablet (or release the mouse button). The line of stitches appears.
6 Continue to draw as many areas or stitch lines as desired.
7 Control–click and choose "Finish..." to deselect the function.
8 If desired, Control–click the area or line in the work area or FilmStrip, and choose Properties to edit the properties in the Area Properties dialog. See "Area Properties" on page 68.
   Note: For example, you can change the motif used for any new motif lines, or adjust the points along the lines.

Point Create

When the Point Create functions are selected, stitch objects are created by placing a series of points that define the outline, or by drawing Bezier lines. These functions allow precise positioning of curves, corners and straight line sections.

Point Create functions:

Create Point Area or Line (Point & Bezier mode)

Point Emboss Line (Point mode only)

Point Hole (Point and Bezier mode)

Point MultiWave Line (Point mode only)

Point Satin Area (Point & Bezier mode)

Place Points for Point Create

1 Select the desired fill and/or border type. See "Select a Stitch Type" on page 58.

Note: To create an area with Bezier lines, use Bezier Mode . See "Bezier Mode" on page 164.

2 Select the Point Create toolbar.
3 Click one of the Point Create functions. The place points pointer appears.
4 Click on the work area to place the first point.
5 Continue placing points along the desired path, such as a chosen section of the background picture. If you are following the picture, place a point every time the direction of the picture outline changes.
6 Hold the Shift key to place square (angular) points, instead of round (curved) points.

Note: Curved lines are created automatically, unless fewer than three points are placed, in which case the lines will be straight. For corners and straight sections, hold the Shift key.

7 Double-click or press Return to end the line. A line of stitches appears in the current thread color.
8 Repeat to place as many lines as desired.
9 Control–click and choose "Finish..." to deselect the function.
10 If desired, Control–click the area or line in the work area or FilmStrip, and choose Properties to edit the properties in the Area Properties dialog. See "Area Properties" on page 68.

Note: For example, you can change the motif used for any new motif lines, or adjust the points along the lines.

Tie Offs and Trims Between Areas

Tie offs and trims are automatically added between new objects. This happens when there is a gap when moving from the previous object to the new object being created. The automatic tie off feature can be turned off in the Creating Stitches Preferences .

QuickStitch™ Functions

Use the QuickStitch™ functions QuickStitch™ 🖼, QuickStitch™ + AutoHole 🖼 and QuickStitch™ Hole 🔲 to automatically fill clicked on color areas of the picture with bordered fill areas, lines, or holes, depending on the function. QuickStitch™ can create fill areas with or without automatic holes.

Using QuickStitch™ Functions

1 Set the stitch options for your chosen stitch type. See "Select a Stitch Type" on page 58.
2 Select the Quick Create 🔍 toolbar.
3 Click the QuickStitch™ button 🖼 or the QuickStitch™ + AutoHole 🖼 button.
4 Click in the color area you wish to fill with stitches.
5 If Color Tolerance is enabled then the Color Tolerance dialog appears. Adjust the Color Tolerance as required. The area selected by the Color Tolerance value is previewed. If you selected a function with AutoHole, any holes in the area are shown.
6 Click OK to confirm.
Stitches representing the border and fill pattern set in the Fill Area of the Quick Create toolbar appear in the area. For QuickStitch™ + AutoHole, any holes detected are cut out.
7 Repeat to place as many fill areas as desired.
8 Control–click and choose "Finish..." to deselect, or simply select another Create tool.
9 To edit the fill or the border, click the fill area to select it, then Control–click it, choose Properties, and change the properties in the Area Properties dialog. Click OK to save the changes. See "Area Properties" on page 68.
10 To edit several fills, select a group with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible fills of that type, Control–click and choose Global Properties.

Create a QuickStitch™ Heart

1 Select the Quick Create 🔍 toolbar.
2 In the Fill pop-up menu in the Quick Create toolbar choose Pattern Fill. See "Select a Stitch Type" on page 58.
3 Ensure that Line and Appliqué are both deselected.
4 Click Load Background 🖼 in the main toolbar and browse to /mySewnet/Samples/ Digitizing/Pics.
5 Select 1CCe003.png (a heart) and click Open. The heart is displayed as your background picture.

6 In the Quick Create toolbar, click the QuickStitch™ ▣ button.

7 Click on the red part of the heart.
The Color Tolerance dialog appears, and the heart is filled with a checkered pattern.

8 All of the heart is selected, so click OK to confirm.
An embroidered heart using pattern fill with no border appears in the work area.
Note: The white highlight on the heart is covered by the stitching.

9 In the toolbar, click 2D View Mode ⟨2D⟩. You can now see the background picture through the stitching.

10 In the Quick Create toolbar, click the QuickStitch™ Hole ▣ button.
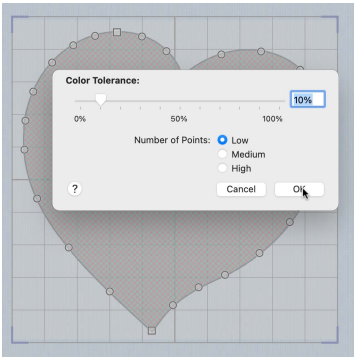
11 Click the white highlight in the heart to create a hole, then click OK in the Color Tolerance dialog. The white highlight now forms a hole in the stitch area.

12 Control–click and choose Finish QuickStitch Hole.
Note: The QuickStitch™ , Freehand and Point Create tools are active until another tool is chosen, or they are deselected.

13 Choose Edit > Undo twice to remove the fill area and hole.

14 In the Quick Create toolbar, click the QuickStitch™ + AutoHole ▣ button.

15 Click on the red part of the heart, then click OK in the Color Tolerance dialog. The fill area and hole are created automatically.

16 Control–click and choose Finish QuickStitch + AutoHole.

17 Control–click on the embroidered heart and choose Properties. The Area Properties dialog opens at the Fill tab.
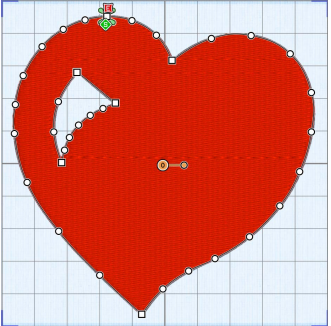
You can add a border line to enclose this fill area, or change the fill type. See "Area Properties" on page 68.

18 Click OK to save any changes that you make, then click Design Player to see the design as it would be stitched.

QuickStitch™

Use QuickStitch™ ▣ to click in a color area to create a fill area with or without a border, or a line automatically. If required, use Color Tolerance to select a larger area according to the similarity of adjacent colors.
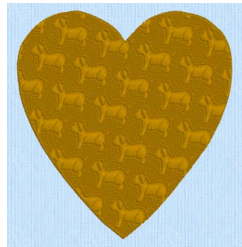
Select QuickStitch™

■ In the Quick Create toolbar, click the QuickStitch™ ▣ button.

■ Choose Create > Create Area or Line > QuickStitch.

- Press ^Q

Using QuickStitch™

1 Select your fill and border type. See "Select a Stitch Type" on page 58.
2 Select the Quick Create ⃝ toolbar.
3 In the Quick Create toolbar, click the QuickStitch™ 🔲 button.
4 Click in the color area or line you wish to fill with stitches.
5 Adjust the Color Tolerance to preview the desired area or line, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.
6 Repeat to place as many areas or lines as desired.
7 Control–click and choose Finish QuickStitch Tool to deselect.
8 To edit the new area, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.

QuickStitch™ + AutoHole

Use QuickStitch™ + AutoHole 🔲 to fill an area with small stitches in alternating patterns automatically, while also cutting out 'holes' in the area, by clicking in a color area of the picture. If required, use Color Tolerance to select a larger area according to the similarity of adjacent colors.

Select QuickStitch™ + AutoHole

- In the Quick Create toolbar, click the QuickStitch™ + AutoHole 🔲 button.
- Choose Create > Create Area or Line > QuickStitch + AutoHole.
- Press ^⌥Q

Using QuickStitch™ + AutoHole

1 Select your fill and border type. See "Select a Stitch Type" on page 58.
2 Select the Quick Create ⃝ toolbar.
3 In the Quick Create toolbar, click the QuickStitch™ + AutoHole 🔲 button.
4 Click in the color area you wish to fill with stitches.
5 Adjust the Color Tolerance to preview the desired fill area and holes, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.
6 Repeat to place as many fill areas as desired.
7 Control–click and choose Finish QuickStitch + AutoHole Tool to deselect.
8 To edit the new area, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.

QuickStitch™ Hole

Use QuickStitch™ Hole to cut out holes within the currently selected fill area automatically, by clicking in the required color areas of the picture. If required, use Color Tolerance to select a larger area according to the similarity of adjacent colors. This is useful to cut out holes in an existing fill area with a background picture.

Also use QuickStitch™ Hole to create specific holes that were not previously removed. For example, some holes you wanted may have been included in the fill area because of the Color Tolerance setting.

Select QuickStitch™ Hole

- In the Quick Create toolbar, click the QuickStitch™ Hole button.
- Choose Create > Draw Hole > QuickStitch Hole.
- Press ^O

Using QuickStitch™ Hole

1 Select the Quick Create toolbar.
2 In the Quick Create toolbar, click the QuickStitch™ Hole button.
3 Click in the area of the background picture where you want to cut the hole.
   Use 2D View to see the picture through the stitches.
4 Adjust the Color Tolerance to preview the desired hole, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.
5 Repeat to create as many holes as desired.
6 Control–click and choose Finish QuickStitch Hole Tool to deselect.

QuickTrace

Use the QuickTrace functions Double Trace ⚞, Quadruple Trace ⚞, Satin Line Trace ⚞, or Motif Line ⚞ to place double or quadruple lines of stitches, satin borders or motif lines by clicking lines in the picture. All connected lines are traced.

Note: You can set the stitch options before or after stitch creation.
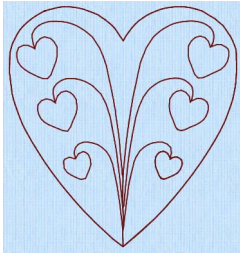
Double Trace
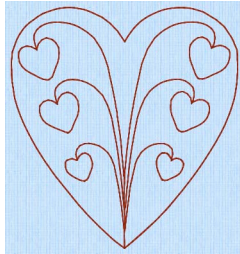
Quadruple Trace
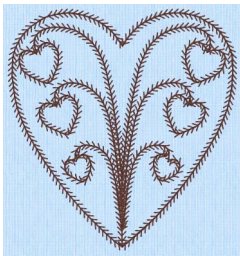
Satin Line Trace

Motif Line Trace

- Double Trace and Quadruple Trace use the stitch length setting for Running Stitch in Fill Area and Line properties, as does the Running Stitch used in Satin Line Trace.
- The Running Stitch sections for Motif Line trace use a fixed length of 1.5mm.
- The Satin Line and Motif Line for tracing use the settings in Fill Area and Line.

Using QuickTrace

1   Zoom In ⊕ so that you can clearly see the line where you wish to create the QuickTrace. This will help with thin outlines that are difficult to select.
2   Set the stitch options. See "Select a Stitch Type" on page 58.
3   Select the Quick Create ⚬ toolbar.
4   In the Trace ⚬ pop-up menu, choose the Double Trace ⚞, Quadruple Trace ⚞, Satin Line Trace ⚞, or Motif Line Trace ⚞.
5   Click the outline you wish to trace.
6   If Color Tolerance is enabled then the Color Tolerance dialog appears. Adjust the Color Tolerance as required. The area selected by the Color Tolerance value is previewed. Click OK to confirm. The stitch lines are created.

For satin lines, a running stitch is used underneath the line to stabilize and connect the sections.

7   Repeat as desired.

8   Control–click and choose "Finish..." to deselect the function.

9   To edit the line, click it to select it, then Control–click and choose Properties. Change the properties in the Area Properties dialog, then click OK to save the changes. See "Area Properties" on page 68.

10 To change multiple objects, click a single object in the Group for the traced design, then Command–click and choose Select Similar from Group. Command–click the object again, and select Properties to choose settings for all objects of that type, e.g. Running Stitch, in the design. See "Select Similar from Group" on page 285.

Alternatively, change all visible objects of one type with Global Properties, or select the desired lines in the FilmStrip with Command–click or Shift–click, then Command–click one of them and select Properties to change the properties for the selected lines.

Create a QuickTrace Star

1   Select the Quick Create ⃝ toolbar.

2   Click Load Background ⍂ in the main toolbar and browse to /mySewnet/Samples/ Digitizing/Pics.

3   Select 1CHo019.png (a star) and click Open. The star is displayed as your background picture.

4   In the Trace pop-up menu, choose Double Trace ⌇₂.

5   Zoom In ＋ so that you can clearly see the line where you wish to create the QuickTrace. This will help with thin outlines that are difficult to select.

6   Click on the outline of the star. The Color Tolerance dialog appears.
Note: You need to click exactly on the line. If the area within, or surrounding, the star is checkered, try again.

7   Click OK to confirm the selected line.
A line embroidery of a star appears in the work area.

8   Control–click and choose Finish Double Trace.
Note: The QuickStitch™ , Freehand and Point Create tools are active until another tool is chosen, or they are deselected.

9   Choose Edit > Undo to remove the line embroidery.

10 In the Trace pop-up menu, choose Satin Line Trace ⌇.

11 Click on the outline of the star, then click OK in the Color Tolerance dialog. The star embroidery now uses a satin line.

12 Control–click and choose Finish Satin Line Trace.

13 In the FilmStrip, Control–click on an embroidered Satin Line and choose Global Properties. The Area Properties dialog opens at the Line tab, where you can change the width, for example. See "Area Properties" on page 68.

14 Click OK to save any changes that you make.
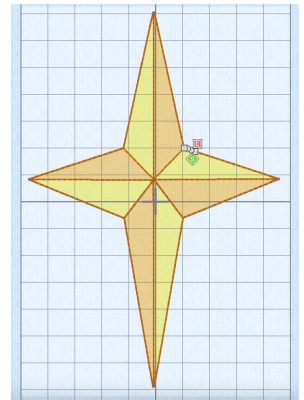
Double Trace

Create two layers of stitches following the selected line automatically, by clicking on it. Double Trace produces a layer of double stitch, with some running stitch where needed. The trace begins and ends at the place where you clicked.

Note: For complex outlines, a group of double and running stitch lines is created to make up the trace.
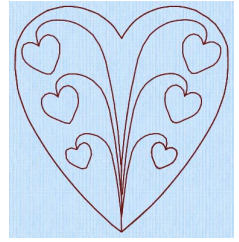
Select Double Trace

■ In the Quick Create toolbar, choose Double Trace ⟋₂ in the Trace pop-up menu.
■ Choose Create > Trace > Double Trace.

Using Double Trace

1 Select the Quick Create ◌ toolbar.
2 Set the stitch length for your Double Stitch line, from 1 to 12mm. See "Select a Stitch Type" on page 58.
3 In the Trace pop-up menu, choose Double Trace ⟋₂.
4 Click the line you wish to trace.
5 Adjust the Color Tolerance to preview the desired line, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.
6 Repeat to place as many traced lines as desired.
7 Control–click and choose Finish Double Trace Tool to deselect.
8 To edit one of the traced lines, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.
9 To alter the length of all the stitches, click a single object in the Group for the traced design, then Control–click and choose Select Similar from Group. Control–click the object again, and select Properties to choose settings for all objects of that type, e.g. Running Stitch, in the design.
10 Alternatively, to edit several lines, select some objects with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible lines of that type, Control–click and choose Global Properties.

Quadruple Trace

Create four layers of stitches following the selected line automatically, by clicking on it. Quadruple Trace produces a layer of running and a layer of triple stitches. The trace begins and ends at the place where you clicked.

Note: For complex outlines, a group of running and triple stitch lines is created to make up the trace.
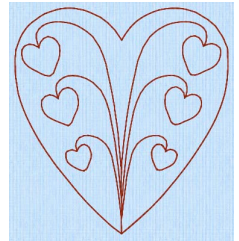
Select Quadruple Trace

■ In the Quick Create toolbar, choose Quadruple Trace ⟋₄ in the Trace pop-up menu.

- Choose Create > Trace > Quadruple Trace.

Using Quadruple Trace

1 Select the Quick Create ⬡ toolbar.
2 Set the stitch length for your stitch lines, from 0.3 to 12mm. See "Select a Stitch Type" on page 58.
3 In the Trace pop-up menu, choose Quadruple Trace ⟋₄.
4 Click the line you wish to trace.
5 Adjust the Color Tolerance to preview the desired line, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.
6 Repeat to place as many traced lines as desired.
7 Control–click and choose Finish Quadruple Trace Tool to deselect.
8 To edit one of the traced lines, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.
9 To alter the length of all the stitches, click a single object in the Group for the traced design, then Control–click and choose Select Similar from Group. Control–click the object again, and select Properties to choose settings for all objects of that type, e.g. Running Stitch, in the design.
10 Alternatively, to edit several lines, select some objects with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible lines of that type, Control–click and choose Global Properties.

Satin Line Trace

Create a satin line that follows the selected line automatically, by clicking on it. The trace begins and ends at the place where you clicked. The border width can be from 1 to 12mm.

Note: For complex outlines, a group of satin lines is created to make up the trace.

Select Satin Line Trace

- In the Quick Create toolbar, choose Satin Line Trace 〰 in the Trace pop-up menu.
- Choose Create > Trace > Satin Line Trace.

Using Satin Line Trace

1 Select the Quick Create ⬡ toolbar.
2 Set the width and density for your satin line. See "Select a Stitch Type" on page 58 and "Satin Line" on page 246.
3 In the Trace pop-up menu, choose Satin Line Trace 〰.
4 Click the line you wish to trace.
5 Adjust the Color Tolerance to preview the desired line, then click OK to confirm.
   Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.

6   Repeat to place as many traced lines as desired.

7   Control–click and choose Finish Satin Line Trace Tool to deselect.

8   To edit one of the traced lines, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.

9   To alter the length of all the stitches, click a single object in the Group for the traced design, then Control–click and choose Select Similar from Group. Control–click the object again, and select Properties to choose settings for all objects of that type, e.g. Running Stitch, in the design.

10 Alternatively, to edit several lines, select some objects with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible lines of that type, Control–click and choose Global Properties.

Motif Line Trace

Create a motif line that follows the selected line automatically, by clicking on it. The trace begins and ends at the place where you clicked.

Note: For complex outlines, a group of motif lines is created to make up the trace.

Select Motif Line Trace

■   In the Quick Create toolbar, choose Motif Line Trace ✴ in the Trace pop-up menu.

■   Choose Create > Trace > Motif Line Trace.

Using Motif Line Trace

1   Select the Quick Create ◉ toolbar.

2   Select the stitch options for your motif line. See "Select a Stitch Type" on page 58 and "Motif Line" on page 248.

3   In the Trace pop-up menu, choose Motif Line Trace ✴.

4   Click the line you wish to trace.

5   Adjust the Color Tolerance to preview the desired line, then click OK to confirm.
     Note: The Color Tolerance dialog will only appear if Color Tolerance is enabled. See "Color Tolerance" on page 143.

6   Repeat to place as many traced lines as desired.

7   Control–click and choose Finish Motif Line Trace Tool to deselect.

8   To edit one of the traced lines, Control–click it and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.

9   To alter the length of all the stitches, click a single object in the Group for the traced design, then Control–click and choose Select Similar from Group. Control–click the object again, and select Properties to choose settings for all objects of that type in the design.

10 Alternatively, to edit several lines, select some objects with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible lines of that type, Control–click and choose Global Properties.

Freehand and Point Create Functions

Use the Freehand Create functions Create Freehand Area or Line ▨, Freehand Hole ▨, Freehand Satin Area ▤, Freehand Emboss Line ▨, and Freehand MultiWave Line ▨ to create stitch objects by drawing outlines on the design.

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Use the Point Create point placing and Bezier line functions Create Point Area or Line ▨, Point Hole ▨, Point Satin Area ▤, Point Emboss Line ▨ and Point MultiWave Line ▨ to create stitch objects by placing a series of points or Bezier lines that define the outline.

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Create Freehand Area or Line

Use Create Freehand Area or Line ▨ to draw a line to define the edge of an area filled with small stitches in repeating patterns, and surrounded by a border.
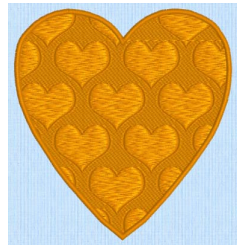
Select Create Freehand Area or Line

- In the Freehand Create toolbar, click the Create Freehand Area or Line ▨ button.
- Choose Create > Create Area or Line > Freehand Area or Line.
- Press ^⌥F

Using Create Freehand Area or Line

1 Select the Freehand Create ▨ toolbar.
2 Select your fill and line type. See "Select a Stitch Type" on page 58.
3 Click the Create Freehand Area or Line button ▨.
4 Draw a line around the edge of the desired area.
5 When the area is complete, lift the pen from the tablet (or release the mouse button). The area is closed with a straight line back to the start point, and filled with stitches using the border and fill type that you chose.

   Note: It is recommended to draw back to the start point. However, you can adjust the shape of the area afterwards in the work area.
6 Continue to draw as many fill areas as desired.
7 Control–click and choose Finish Freehand Area or Line Tool to deselect, or simply select another Create tool.
8 To edit the fill or the border, or to add appliqué, click the fill area to select it, then Control–click it, choose Properties, and change the properties in the Area Properties dialog. Click OK to save the changes. See "Area Properties" on page 68.

9   To edit several fills, select a group with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible fills of that type, Control–click and choose Global Properties.

10 On the work area, change the shape of the area by dragging points, or move the start ⬦, end 🅴 and/or origin 🔴 for fill areas. See "Adjust a Fill Area" on page 158.

Adjust a Fill Area

1   Click a fill area in the FilmStrip or work area to select it.

2   If another function is being used, in the Control Panel, click Edit Points 🔧 .

3   Drag one of the points defining the fill area to change its shape.

4   Hold the Shift key and click one of the points. The point becomes square and the lines on either side of that point become straight. Use Shift–click to create corners or straight lines.

5   Release the Shift key and click the point again. The point is round, and the line is curved.

6   Hold the Command key. The pointer changes to the Insert Points pointer ▸+ .
    Alternatively, use Insert Points 🔧 .

7   Click on the outline of the fill area. A point is added to the area outline.

8   Release the Command key.

9   Hold the Option (⌥) key, and move the mouse pointer over one of the points. The pointer changes to the Delete Points pointer ▸– .
    Alternatively, use Delete Points 🔧 .

10 Click the point you just added. It is removed from the design.

11 Release the Option key.

12 Drag the start marker ⬦ to a different point on the area outline. This position becomes the new start point for the fill area.

13 Drag the end marker 🅴 to a different point on the area outline. This position becomes the new end point for the fill area.

14 Drag the origin marker 🔴 to a different point on the work area. The orientation of the stitching in the fill changes as the marker is moved.
    Note: After moving the origin, use Design Player to see the effect.

Create Point Area or Line

Use Create Point Area or Line 🔲 to place points to define the edge of an area filled with small stitches in repeating patterns, and surrounded by a border.

Select Create Point Area or Line

■   In the Point Create toolbar, click the Create Point Area or Line 🔲 button.
■   Choose Create > Create Area or Line > Point Area or Line.
■   Press ^F

Using Create Point Area or Line

1   Select the Point Create ◯ toolbar.

2 Select your fill and border type. See "Select a Stitch Type" on page 58.

3 Click the Create Point Area or Line button 🖊.

Note: To draw the outline for a Line or Fill Area with Bezier Lines instead of Point Lines, click Bezier Mode 🖋 to enable drawing Bezier curves, then draw your Line or Fill Area. See "Bezier Mode" on page 164.

4 Click to place the first point for the edge of the desired area.

5 Continue placing points around the desired area, such as a chosen section of the background picture.

If you are following the picture, place a point every time the direction of the picture outline changes. A curved line is drawn.

6 To create a corner or straight edge, hold down the Shift key when placing a point.

7 To change the position of an existing point, move the pointer over it until the point becomes the cross pointer ⬍, then drag the point.

8 Double-click or press Return to complete the area.

9 Continue to place as many fill areas as desired.

10 Control–click and choose Finish Point Area or Line to deselect, or simply select another Create tool.

11 To edit the fill or the border, or to add appliqué, click the fill area to select it, then Control–click it, choose Properties, and change the properties in the Area Properties dialog. Click OK to save the changes. See "Area Properties" on page 68.

12 To edit several fills, select a group with Command–click or Shift–click in the FilmStrip, then Control–click and choose Properties to open the Area Properties dialog. To edit all visible fills of that type, Control–click and choose Global Properties.

13 On the work area, change the shape of the area by dragging points, or move the start ⑤, end 🅔 and/or origin ⓞ for fill areas. See "Adjust a Fill Area" on page 158.

Mitered Corners and Closed Shapes

When creating a satin line by placing points, the corners of a satin border are mitered automatically when you hold down Shift and click to place a corner point.

If you want to make a closed shape with mitered corners, such as a square or rectangle, join the shape in the middle of one of the sides, as shown in the example. If the shape is joined at a corner, that corner will not be mitered as it will simply be two straight end points in the same place, rather than a true corner.

Note: When drawing this type of satin line shape, overlap the start and end points slightly to ensure a neat join.

Note: You can also create mitered corners in the Satin Line and Motif Line properties. See "Satin Line" on page 246 and "Motif Line" on page 248.
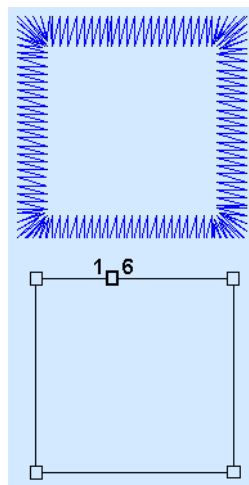
Freehand Hole

Use Freehand Hole ◪ to cut out holes within the selected fill area, by drawing outlines to define the holes.

Note: This function only affects the currently selected fill area.
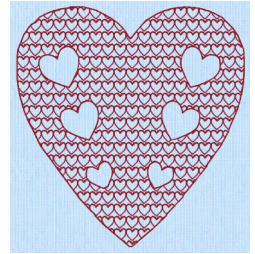
Select Freehand Hole

- In the Freehand Create toolbar, click the Freehand Hole ◪ button.
- Choose Create > Draw Hole > Freehand Hole.
- Press ^⌥H

Draw a Hole in a Fill Area

1 In the work area or FilmStrip, select the area in which you want to cut the hole.
2 Select the Freehand Create ◪ toolbar.
3 Click the Freehand Hole button ◪.
4 Draw a line around the edge of the desired area for the hole.
5 When the area is complete, lift the pen from the tablet (or release the mouse button). The area is closed with a straight line back to the start point.
Note: It is recommended to draw back to the start point. However, you can adjust the shape of the hole afterwards, if it is not the exact shape you desired.
6 Continue to cut as many fill holes as desired.
7 Control–click and choose Finish Freehand Hole Tool to deselect, or simply select another Create tool.
Note: Use Delete Hole ◪ to remove a hole. See "Delete Hole" on page 277.

Point Hole

Use Point Hole ▢ to cut out holes within the currently selected fill area, by placing points or drawing Bezier lines to define the holes.

Note: This function only affects the currently selected fill area.
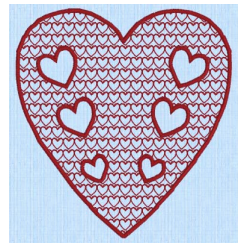
Select Point Hole

- In the Point Create toolbar, click the Point Hole ▢ button.
- Choose Create > Draw Hole > Point Hole.
- Press ^H

Place Points to Create a Hole in a Fill Area

1 In the work area or FilmStrip, select the area in which you want to cut the hole.
2 Select the Point Create ▢ toolbar.

Note: To draw the hole with a Bezier Line, click Bezier Mode , then draw your hole. See "Bezier Mode" on page 164 for information on drawing Bezier Lines.

3   Click the Point Hole button .

4   Click to place the first point for the edge of the desired hole.

5   Continue placing points around the desired hole, such as a chosen section of the background picture.
If you are following the picture, place a point every time the direction of the picture outline changes. A curved line is drawn.

6   To create a corner or straight edge, hold down the Shift key when placing a point.

7   To change the position of an existing point, move the pointer over it until the point becomes the cross pointer , then drag the point.

8   Double-click or press Return to complete the hole. The hole appears in the fill area.

9   Continue to cut as many holes as desired.

10   Control–click and choose Finish Point Hole Tool to deselect, or simply select another Create tool.

Note: Use Delete Hole to remove a hole. See "Delete Hole" on page 277.

Freehand Emboss Line

Use Freehand Emboss Line to draw a line to emboss on a fill area, satin area, or satin column.

Select Freehand Emboss Line

■   In the Freehand Create toolbar, click the Freehand Emboss Line button.

■   Choose Create > Draw Emboss Line > Freehand Emboss Line.

■   Press ^⌥E

Using Freehand Emboss Line

1   Select the Freehand Create toolbar.

2   Select a fill area, satin area, or satin column.

3   Click the Freehand Emboss Line button.

4   Draw a line on the selected area. The first point appears automatically as a small square.

Note: To follow a background picture, click 2D View Mode 2D to view the picture, and zoom in as necessary.

5   Lift the pen from the tablet (or release the mouse button) to end the line. The emboss line appears on the fill, with the first point as a square and later points as circles, except for a square final point.

6   Repeat to place as many embossed lines as desired.

7   Control–click and choose Finish Freehand Emboss Line Tool to deselect, or simply select another Create tool.

8   To change the embossed line, move its points in the work area. Hold down Command to add points, or Option to delete points. Alternatively, use Insert Points or Delete Points in the Control Panel.

Note: Use Delete Emboss Line to remove an embossed line. See "Delete Emboss Line" on page 278.

Point Emboss Line

Use Point Emboss Line ⬚ to place points to emboss a line on a fill area, satin area, or satin column.

Select Point Emboss Line

■ In the Point Create toolbar, click the Point Emboss Line ⬚ button.
■ Choose Create > Draw Emboss Line > Point Emboss Line.
■ Press ^E

Using Point Emboss Line

1 Select the Point Create ⬚ toolbar.
2 Select a fill area, satin area, or satin column.
3 Click the Point Emboss Line ⬚ button.
4 Click to place your first point. The point appears automatically as a small hollow circle.
   Note: To follow a background picture, click 2D View Mode 2D to view the picture, and zoom in as necessary.
5 Click to place a second point.
6 Continue placing points along the desired path. A curved line is drawn.
7 To create a corner or straight section, hold down the Shift key when placing a point.
   Note: You can move points after the line has been created.
8 Double-click or press Return to finish the line. The emboss line appears on the selected fill or other area.
9 Repeat to place as many embossed lines as desired.
10 Control–click and choose Finish Point Emboss Line Tool to deselect, or simply select another Create tool.
11 To change the embossed line, move its points in the work area. Hold down Command to add points, or Option to delete points. Alternatively, use Insert Points ⬚ or Delete Points ⬚ in the Control Panel.

   Note: Use Delete Emboss Line ⬚ to remove an embossed line. See "Delete Emboss Line" on page 278.

Freehand MultiWave Line

Use Freehand MultiWave Line ![icon] to draw a line that shapes the wave patterns in a MultiWave Fill.
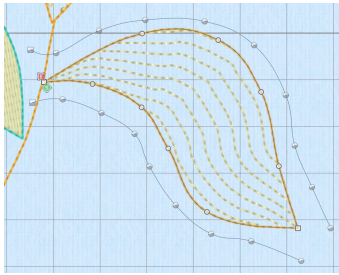
MultiWave Fill, using two long MultiWave lines to shape the flow of the fill within a leaf
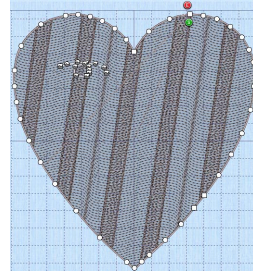
MultiWave Fill, using a short MultiWave line to add texture to an embroidery

Use a long line to position the stitch lines in an embroidery, or use a short line to add texture to the stitching. The lines do not have to be within the fill area, however they should not cross each other. Vary the density or use a motif to change the effect.

Select Freehand MultiWave Line

- ▪ In the Freehand Create toolbar, click the Freehand MultiWave Line ![icon] button.
- ▪ Choose Create > Draw Wave Line > Freehand MultiWave Line.
- ▪ Press ^⌥W

Draw a Freehand MultiWave Line

1 Select a MultiWave Fill area.

2 Select the Freehand Create ![icon] toolbar.

3 Click the Freehand MultiWave Line ![icon] button.

4 Draw a line over or near the selected area.

Note: To follow a background picture, click 2D View Mode [2D] to view the picture, and zoom in as necessary.

5 Lift the pen from the tablet (or release the mouse button) to end the line. The MultiWave line appears on the fill, with the first point as a square and later points as circles, except for a square final point. The wave patterns in the fill will follow this line.

Note: You can move points after the line has been created.

6 Repeat to place as many MultiWave lines as desired.

7 Control–click and choose Finish Freehand MultiWave Line Tool to deselect, or simply select another Create tool.

8 To change the MultiWave line, move its points in the work area. Hold down Command to add points, or Option to delete points. Alternatively, use Insert Points ![icon] or Delete Points ![icon] in the Control Panel.

Note: Use Delete MultiWave Line ![icon] to remove a MultiWave line. See "Delete MultiWave Line" on page 278.

Point MultiWave Line

Use Point MultiWave Line ▧ to place points to form a line that shapes the wave patterns in a MultiWave Fill.

Select Point MultiWave Line

- In the Point Create toolbar, click the Point MultiWave Line ▧ button.
- Choose Create > Draw Wave Line > Point MultiWave Line.
- Press ^W

Place Points for a Point MultiWave Line

1 Select a MultiWave Fill area.

   Note: To follow a background picture, click 2D View Mode 2D to view the picture, and zoom in as necessary.

2 Select the Point Create ◯ toolbar.

3 Click the Point MultiWave Line ▧ button.

4 Click to place your first point. The point appears automatically as a small hollow circle.

5 Click to place a second point.

6 Continue placing points along the desired path. A curved line is drawn.

7 To create a corner or straight section, hold down the Shift key when placing a point.

8 Double-click or press Return to finish the line. The MultiWave line appears on the fill, and the wave patterns in the fill follow this line.

   Note: You can move points after the line has been created.

9 Repeat to place as many MultiWave lines as desired.

10 Control–click and choose Finish Point MultiWave Line Tool to deselect, or simply select another Create tool.

11 To change the MultiWave line, move its points in the work area. Hold down Command to add points, or Option to delete points. Alternatively, use Insert Points ⚏ or Delete Points ⚍ in the Control Panel.

   Note: Use Delete MultiWave Line ▧ to remove a MultiWave line. See "Delete MultiWave Line" on page 278.

Bezier Mode

Use Bezier Mode ⟋ to draw shapes with finely graduated curves. Control the exact shape of the line using the black handles to either side of the points you place.

Select Bezier Mode

- In the Point Create toolbar, click the Bezier Mode ⟋ button.
- Choose Create > Bezier Mode.

Click to place Corner points, or drag to place curve points with handles.
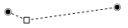
Note: For information on Control Points and the other Bezier Line editing tools, see "Convert Points and Bezier Lines" on page 273.

Creating Bezier Lines

When creating Bezier lines, press the Delete key to remove the last placed point.

- Click without dragging to create a Corner point (no handes)
- Drag to create a Smooth point (the handles are initially symmetric)

Use the Shift key while drawing to affect how the handles are placed:

- Hold down the Shift key while dragging to place the first handle opposite the position where the key was pressed, and the second handle where the mouse is released (the handles are asymmetric and can be angled).
- Hold down the Shift key before clicking, then drag and release. A single handle is placed where the mouse button was released.

Editing Bezier Lines

When a point is dragged, its handles move with it, keeping the same angle and distance.

- The handles on a Smooth point can be moved independently along the straight line between the point and handles.
- The handles on a Symmetric point stay the same distance from their point when moved along the straight line between the point and handles.
- Hold down the Shift key while dragging a handle to create an angle at the point between the two handles.
- Use Insert Points and Delete Points on the Control Panel to add and remove points from the Bezier line.

Draw a Circle in Bezier Mode

1 In the toolbar, click Hoop , and set the hoop to Universal, 100mm x 100mm - Universal Square Hoop 1.
2 Choose mySewnet™ Digitizing > Preferences and ensure that Grid size is set to 10mm.
3 Select the Point Create toolbar.
4 Ensure that Fill and Appliqué are not selected (not highlighted).
5 Set the Line Type to Triple Stitch .
6 Click Bezier Mode to select (highlight) it.
7 Click Create Point Area or Line to select it.
8 Move the pointer over the work area. The Bezier Mode pointer appears .
9 Click to place a point, then click to place three more of these square points in a rough curve.
10 Control–click and choose Finish drawing the line to finish the line. The points are joined by straight lines.
   Note: These are Corner Points, in Bezier Mode they are joined by straight lines.
11 Choose Edit > Undo Add Area to remove the line.

12 Starting 2 squares above the center of the hoop, drag to the right one square, to the crosshairs of the next grid square.

13 Release the mouse.
Note: A yellow square (a Point) appears at the place where you clicked, and a black handle appears at the place where you released the button. This is the forward handle.
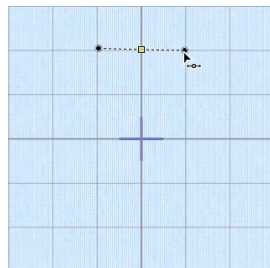
14 Note that a second handle has appeared the same distance behind the yellow point.
Note: This is the backward handle, it is the same distance from the yellow point as the forward handle (it is symmetrical).

15 Starting 2 squares to the right of the center of the hoop, drag downwards one square, then release the mouse.
Note: A curved line appears between the two square points. The new point is yellow, and your original point is now white.

16 Starting 2 squares below the center of the hoop, drag one square to the left to place the next section of the curved line.

17 Then, starting 2 squares to the left of the center of the hoop, drag one square upwards to place another section of the curved line.
You should now have three quarters of a circle.
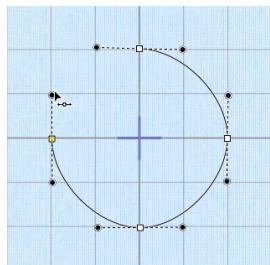
18 Move the pointer over the square white point on the right. The pointer changes to the Move pointer ▸×.

19 Drag the point and place it exactly where the grid lines cross.

20 Move the pointer over the forward handle for that point (the black handle below the point that you just moved).

21 Drag the handle a short distance downwards. The backward handle for this point moves the same distance upwards.
Note: While you are still placing points, if you adjust the handles they behave symmetrically. You can also drag to add symmetrical handles to a Corner point.

22 Move the handle to the right and left.
Note: The curved line changes shape as you move the handle.

23 Move the forward handle so that both handles are over the cross hairs of the squares above and below the point, and so that the line between the handles runs along the grid line.

24 Adjust the other points and handles so that you have a smooth three quarters curve.

25 Control–click and choose Finish drawing the line to place the line.

26 In the FilmStrip, Control–click the Triple Stitch line that you just drew, and select Properties from the Context menu.

27 In the Line tab of the Fill Area and Line dialog, select (check) Closed Border, then click OK. The line becomes a circle.
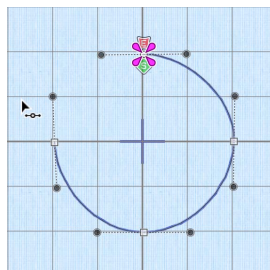
Edit a Bezier Line

28 In the toolbar, select Edit Points ⬚. The points and their handles are highlighted.

29 Move the pointer over the handle above the point on the right (the backward handle for the second point in the line).

30 Drag the handle a short distance downwards. This time the handle below (the forward handle) does not move, and the shape of the circle distorts.
Note: When editing a line the points are Smooth, and not Symmetric. The handles can be moved independently along the straight line.
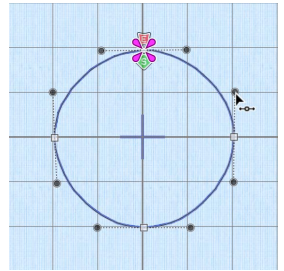
31 In the Convert Points ⬚ pop-up menu in the Control Panel, choose Convert Points to Symmetric ⬚.
Note: Edit Points ⬚ is no longer highlighted.

32 Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Symmetric pointer ⬚.

33 Click on the point. The handles are symmetrical, and the shape you drew becomes a circle again.

34 Control–click and choose Finish Convert Points to Symmetric to deselect Convert Points to Symmetric.
Note: Edit Points is highlighted again.

35 Move the pointer over the handle above the point on the right and move it downwards. The handle below the point moves with the handle above the point.
Note: Using Convert Points to Symmetric locks the handles into Symmetric mode while editing.
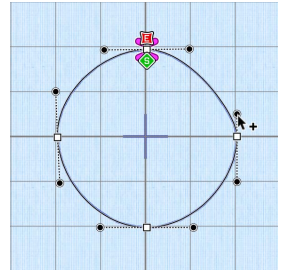
36 In the Convert Points ⬚ pop-up menu in the Control Panel, select Convert Points to Smooth ⬚. Edit Points is no longer highlighted.
Note: For more information on Control Points and the other editing tools, see "Convert Points and Bezier Lines" on page 273.

37 Move the pointer over the square white point whose handles you just changed. The pointer changes to the Convert Points to Smooth pointer ⬚.

38 Click on the point.

39 Control–click and choose Finish Convert Points to Smooth to deselect Convert Points to Smooth. Edit Points is highlighted again, and you can now move the handles independently.
Note: If you move a handle very close to its point and release the mouse, the handle will vanish. The section of the line without a handle becomes straight. Use Convert Points to Smooth to regain use of both handles.
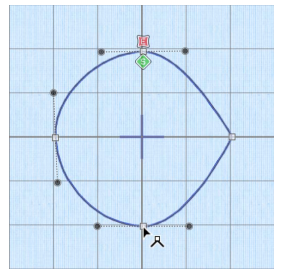
40 In the Convert Points ⬚ pop-up menu in the Control Panel, select Convert Points to Corner ⬚.

41 Move the pointer over one of the square white points in your line. The pointer changes to the Convert Points to Corner pointer ⬚.

42 Click on the point. It now has no handles, and the sections of the line by it are straight.
Note: There are no handles to drag, so you can only change the line by moving this Corner Point. Use Corner Points for straight lines.

43 Control–click and choose Finish Convert Points to Corner to deselect Convert Points to Corner, and then in the Convert Points pop-up menu select Convert Points to Smooth ⊀ and click that point again to return to handle adjustment.

44 Control–click and choose Finish Convert Points to Smooth to deselect Convert Points to Smooth.

Note: To create a corner point with full control over the angle of the lines, hold down Shift and click the point. You can then move the handles independently.

To create a flower design from a motif using Bezier lines see "Draw a Flower using Bezier Curves" on page 168.

Draw a Flower using Bezier Curves

1 In the toolbar, click Hoop ▭, and set the hoop to Universal, 100mm x 100mm - Universal Square Hoop 1.

2 Choose mySewnet™ Digitizing > Preferences and ensure that Grid size is set to 10mm.

3 Click the Load Background 🖼 button on the toolbar (or press ⇧⌘K).

4 Browse to the folder /mySewnet/Samples/Digitizing/Pics, and load the file 'Motif Flower.png'.

5 In the FilmStrip, Control–click the color block and select Properties from the Context menu.

6 In the Color Selection dialog, click Colors 🌈 and select a pink color in the Colors window. Click OK, and close the Colors window.

7 Select the Point Create ◯ toolbar.

8 Ensure that Fill and Appliqué are not selected (not highlighted).

9 Set the Line Type to Satin Line 〰.

10 In the Options pop-up menu, choose Fill Area and Line to open the properties dialog.

11 Set the Line width to 1.5mm, then click OK.

12 Click Bezier Mode ⟋ to select (highlight) it.

13 Click Create Area or Line ▧ to select it. The Bezier Mode pointer appears ▸₀. *Note:* See "Draw a Circle in Bezier Mode" on page 165 for the essentials of drawing Bezier lines.

14 At the left side of the base of the petal at the top, drag up and slightly to the left, then release the mouse.

15 Starting where the petal to the left meets the petal you are drawing, drag upwards a short distance to where the next set of grid lines cross.

16 Click (without dragging) to place a point at the tip of the petal. This is a Corner point.

17 Move the pointer over the second square white point. The pointer changes to the Move pointer ▸ₓ.
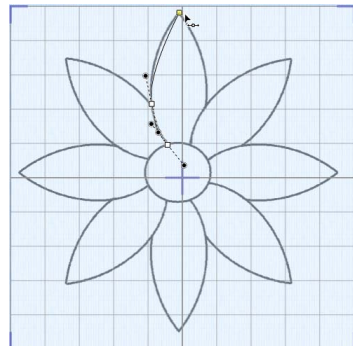
18 Drag the point a short distance up and to the left, along the outline of the petal until the curved line underneath fits the outline of the drawing.

19 Drag downwards a short distance from the mid point of the right side of the petal.

20 Click to place a single point where the line touches the next petal.
Note: As you become more skilled, try clicking and dragging to place a curved line using a single point at the base of the petal.
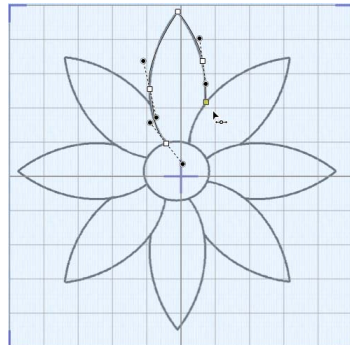
21 Control–click and choose Finish drawing the line to place the line.
Note: The curve of the line will probably need some adjustment, but this is better done later, after you have placed lines for the other petals.

22 At the left side of the base of the petal to the right of the one that you just drew, drag upwards a short distance, then release the mouse.

23 Starting where the petal to the left meets the petal you are drawing, drag diagonally towards the top right corner of the hoop.

24 Release the mouse when you reach the grid line above.

25 Click (without dragging) to place a point at the tip of the petal.
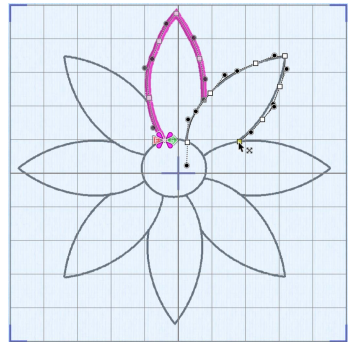
26 From the mid point of the right side of the petal, drag diagonally towards the bottom left corner of the hoop.

27 Click to place a single point where the line touches the next petal.

28 Use the Move pointer to adjust the position of the white squares so that the curved line fits the picture behind.
Note: You can further adjust the Bezier line using the black handles.

29 Control–click and choose Finish drawing the line to place the line.

30 Starting at the bottom left of the third petal, drag a short distance diagonally to the right to place the first point.

31 Where the outline of the petal meets the grid, drag a horizontal line a short distance to the right to place the next part of the curve.
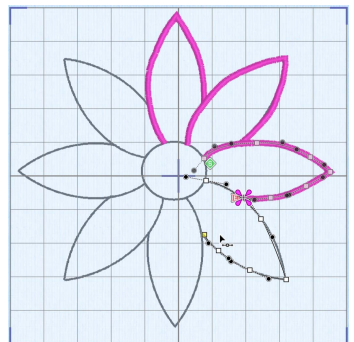
32 Click to place a point at the tip of the petal.

33 Mid way down the other side of the petal, click and drag to the left and slightly down to place the next point.

34 At the base of the petal, click to place a final point, then right-click to place the line.

35 Place Bezier curve lines to draw the other petals, finishing at the petal to the left of where you started.
Note: If you move the black handle to the left or right as you draw, you can place the curve to follow the outline, often with no need for later editing.

36 In the Point Create toolbar, click Add Color Change 🎨.

37 In the Color Selection dialog, click Colors ⬤ and select a yellow color in the Colors window. Click OK, and close the Colors window.

38 Set the Fill Type to Pattern Fill 🟦 (it will be highlighted).

39 Starting at the top of the center of the flower, drag a short distance to the right, then release the mouse.
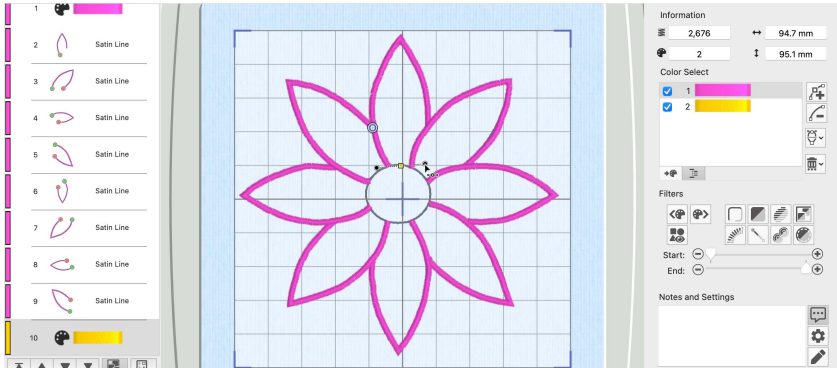
40 Drag vertical and horizontal lines of similar lengths to place the other three points creating the circle.

41 Control–click and choose Finish drawing the line to place the center of the flower.

42 In the toolbar, select Edit Points 🖰. The points you drew for the center of the flower can be seen.
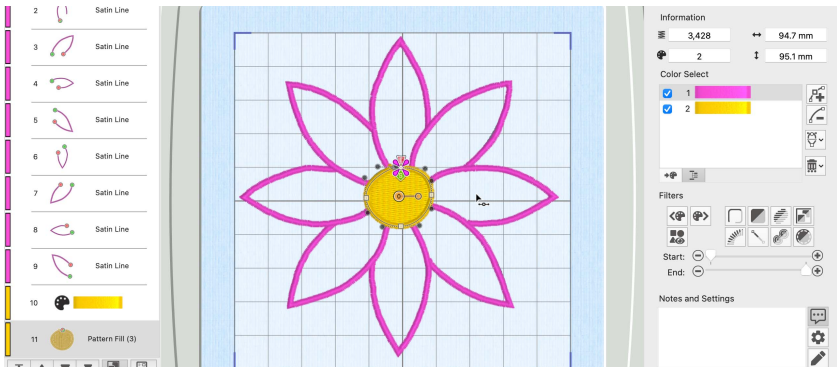
43 In the FilmStrip, click on each petal in turn, and make a note of the ones you will need to adjust.

44 In the toolbar, select Object View 🔾 , to see the outline of the Bezier lines clearly.

45 Drag the Background slider to fade the background so that the Bezier lines can be seen over the original picture.

46 Adjust the handles on the points to make the Bezier line follow the background.
Note: If the handles from two different points overlap, move both nearer to their own point, to smooth the curve.

47 Switch between Object View and 3D View to check the effect of your changes on the Satin Line.
Note: For more information on editing, see "Edit a Bezier Line" on page 167.
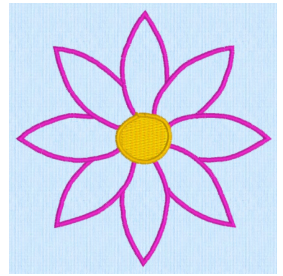
48 When you have made your changes on one petal, select the next petal in the FilmStrip and adjust that one.
Note: If you find that one of corner points actually has very short handles, either use Convert to Corner in the Control Panel to change it to a corner, or drag the handles sufficiently close to their point that they vanish.

49 Save your flower. You can adjust it further when you open the file again.

Creating Shapes

Use Creating Shapes to select a shape and create a fill area, or line, in that shape. Then adjust its size and properties. Select a fill and line to draw a fill area surrounded by a border, or select a line type only to draw a closed line with no fill.

Draw a ring, a square, a frame or other shape using Shape.

Select Shape

■ In the Quick Create toolbar, click the Shape button.

Create a Shape

1 Select a fill and line type, setting the Options as desired.

For a fill, set the Fill Area options, for a line, set the Line options.

2 In the Shape section, select a shape from the pop-up menu.

3 Click the Shape button to place the shape in the work area.

4 Drag one of the square corner handles to resize the shape.

Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.

5 Control–click the shape and choose Properties to change the fill and line type, or other settings for the shape.

Draw a Filled Shape with a Border

1 Select the desired line and fill type, and set the colors for the fill area and border for the shape.

2 Select the type of shape you wish to draw from the Shape pop-up menu.

3 Click the Shape button . The shape is placed in the center of the work area as a selected block.

4 Drag the shape to the preferred position, and resize it as desired using the square corner handles.
Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.

5 Control–click the shape and select Properties to change the stitch type and settings for the line and fill.

6 If desired, draw another shape or use Undo and draw the shape again.
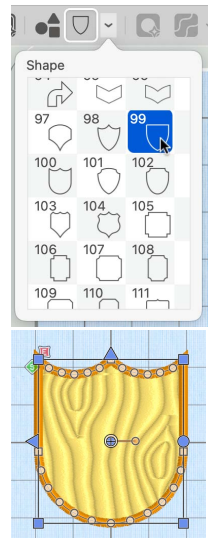
Draw an Unfilled Shape

1 Deselect the Fill Type button, then select the desired line type from the pop-up menu in the Line section of the Quick Create toolbar.

2 Set the line color in the Fill Area options for Line.

3   Select the type of shape you wish to draw from the Shape pop-up menu.

4   Click the Shape button ◐. The shape is placed in the center of the work area as a selected block.

The dimensions of the box surrounding the shape are shown in the status bar.

5   Drag the shape to the preferred position, and resize it as desired using the square corner handles.

Hold down Shift as you drag to resize proportionally. Hold down the Option key to resize from the center.

6   Control–click the shape and select Properties to change the stitch type and settings for the line.

7   If desired, draw another shape or use Undo and draw the shape again.
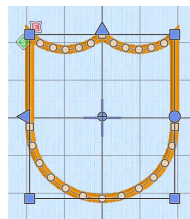
Quick Create from Background

Use Quick Create from Background ⊞ to create a design using the current background picture. If the picture is a vector drawing in .ecq format, it can be loaded directly as an .edo design file, using Bezier lines. Other picture formats can be used to create an Express Embroidery, Express Trace or Express Border design.

Note: Quick Create from Background ⊞ will remove all existing objects from the work area when used.
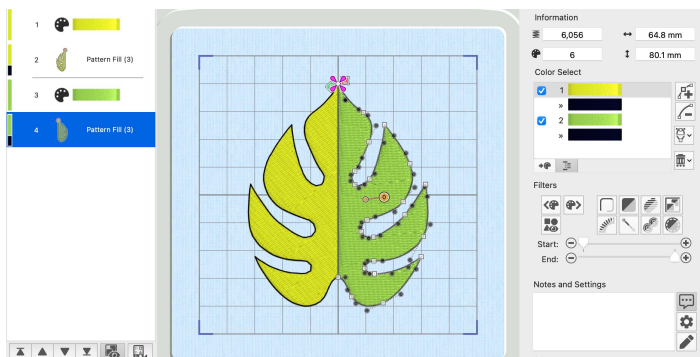
Using Quick Create from Background

■   Load a background picture, then in the Quick Create toolbar click Quick Create from Background ⊞.

Create a Design from an .ecq File

1   Click the Load Background 📁 button on the toolbar, choose View > Load Background (or press ⇧⌘K).

Note: A warning message tells you that all existing objects in the work area will be removed.

2   Browse to the desired folder in the Load Background dialog.

3   Click a picture file to highlight it.

Vector images in .ecq format can be loaded. Other vector formats such as .svg cannot be loaded, but may be opened in mySewnet™ Draw & Paint and saved in .ecq format.

Note: Files other than picture files are dimmed in the Load Background dialog.

4 In the Quick Create toolbar, click Quick Create from Background 🖼️.

5 In the Quick Create from Background dialog you are asked if you want to Retain all individual objects, Remove overlap, or Send entire image to Express Design.

If you choose Retain all individual objects or Remove overlap, the picture is loaded into the Design window as an .edo (design) file.

Note: The design created uses Bezier curves.

Otherwise the Choose Design Type page of the ExpressDesign Assistant will appear. See "ExpressDesign Assistant" on page 81.

Quick Create from Background Dialog

If Quick Create from Background 🖼️ is used with a vector drawing in .ecq format, a dialog asks if it all objects should be retained, if overlap between objects should be removed, or if the image should be send to the ExpressDesign Assistant.
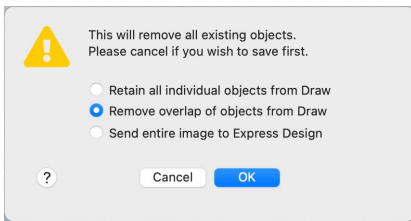
If the objects are retained, or overlap is removed, the image it is loaded directly into the Design window as an .edo (design) file.

Note: If there are no vector (Draw) objects in the .ecq file, or a raster image such as a .png file is loaded, the top two options are dimmed (unavailable).

Retain all individual objects from Draw

The drawing is treated as a complete design, and is loaded as an .edo (design) file into the mySewnet™ Digitizing window.

Note: Lines are converted to running (0.5 or 1mm), triple (2mm), or satin (3mm or above) depending on their width. Filled areas are converted to Pattern Fill.

Remove overlap of objects from Draw

Any overlap in the image is removed, and an .edo (design) file is created from this version of the image.

Send entire image to Express Design

The layers in the drawing are flattened and the Choose Design Type page of the ExpressDesign Assistant appears. See "Choose Design Type" on page 87.

Editing Fills and Lines

You can change the stitch properties for a fill or line in the Area Properties dialog.

■   Select the desired fill area or line on the work area or in the FilmStrip. Control–click it and choose Properties. The Area Properties dialog appears. See "Area Properties" on page 68.

■   To change the properties of a group of fills or lines at one time, select the group with Command–click or Shift–click, then Control–click and choose Properties to open the Area Properties dialog. See "Area Properties" on page 68.

■   To edit all visible fills or lines of one type, Control–click an example and choose Global Properties to open the Area Properties dialog. See "Area Properties" on page 68.

Creating Holes

Use the Hole functions QuickStitch™ Hole, Freehand Hole and Point Hole to create holes in existing fill areas.

To learn how to	Go to
Create a hole automatically	See "QuickStitch™ Hole" on page 150.
Create a hole by drawing a line	See "Freehand Hole" on page 160.
Create a hole by placing points	See "Point Hole" on page 160.

Alternatively, use QuickStitch™ + AutoHole to add holes automatically during fill creation. See "QuickStitch™ + AutoHole" on page 150.

Fill Area with holes using Pattern Fill 111 from Hearts
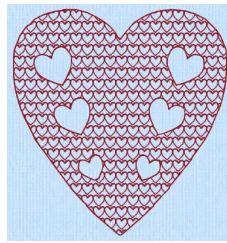
Fill Area with holes using Motif Fill Pattern 6 from General Motifs 1
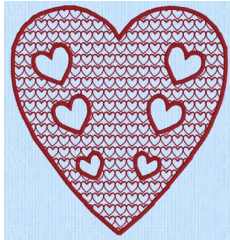
Fill Area with Satin border and holes using Motif Fill Pattern 6 from General Motifs 1
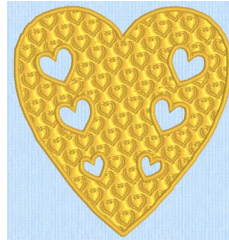
Fill Area with Satin border and holes using Pattern Fill 109 from Hearts

Create a Hole in an Area

1   In the work area, click the desired area to select it.
2   Choose Create > Draw Hole and choose the desired Hole function.
    Note: Choose from QuickStitch™ Hole (), Freehand Hole () and Point Hole ().
3   Cut the hole using the selected hole function.
4   Repeat to create more holes, as desired.
5   Control–click and choose "Finish..." to deselect, or simply select another Create tool.

Using Commands

10

Use Commands to add color changes, stops, single stitches and alignment stitches to your embroidery designs.

Commands are instructions such as the Color Change ✏️🎨 (marker 🔵) that changes the thread at the start of a new color block. The Stop 🛑 (marker 🔴) tells an embroidery machine to stop without a color change. Use Alignment Stitches ✚ (marker 🅰️) to add stitches at the beginning of an embroidery to align the embroidery, for example with a previously embroidered design, or to a background picture.

Color Change

A Color Change command is shown by a small blue circle with a C 🔵. Use Add Color Change 🎨 or Pick Color 🖊️ to select a new thread color for the stitch objects you are about to add to the design. See "Add Color Change, Pick Color and Quick Colors" on page 30.

Stop

Use Stop 🛑 to create a Stop command that is used to tell the embroidery machine to stop without a color change. The Stop command is shown in the work area by a small red circle with an S 🔴.

Note: A common use for the Stop command is to pause the machine while a piece of appliqué fabric is placed in the hoop, then again after it is tacked down with running or double stitch so the excess material can be trimmed before satin borders are used to cover the edge of the fabric.

To view Stop commands with their messages, use the Design Player, or view them in the printed worksheet.

Add a Stop Command
■ Click Stop 🛑 in the Freehand Create toolbar.
■ Click Stop 🛑 in the Point Create toolbar.
■ Choose Create > Stop
■ Choose Edit > Insert > Insert Stop Command
■ Control–click in the FilmStrip and choose Insert Stop Command.
■ Press ^S

Delete a Stop Command
■ Select the Stop in the work area or FilmStrip, then choose Edit > Delete Object. See "Delete Object" on page 264.

Insert a Stop Command

1 Select an object in the FilmStrip or on the work area.

2 In the Freehand or Point Create toolbar, click Stop 🛑. Alternatively, choose Create > Stop. A Stop is inserted after the selected object in the FilmStrip.

3 Control–click the Stop command in the FilmStrip or work area and choose Properties. The Stop Command dialog opens.

4 Use the Quick Text pop-up menu to insert a stitchout hint, or enter a message. See "Stop Properties" on page 178.

5 Click OK to add the message to the Stop Command.
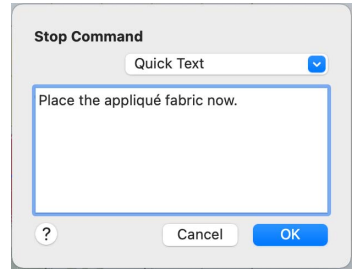
Stop Properties

Add a stitchout hint to a Stop Command in the Stop properties dialog. See "Stop" on page 177.

■ Select a Quick Text comment from the pop-up menu, or enter text in the Comment text field. Click OK to save the text.

Note: To view Stop commands with their messages, use the Design Player, or view them in the printed worksheet.

Quick Text
Select one of the following texts:

- Place the appliqué fabric now
- Cut around the appliqué
- Place the appliqué shape onto the placement line
- Cut the hole in your fabric
- Place the puffy foam on the fabric now
- Remove any excess puffy foam
- Check alignment now.
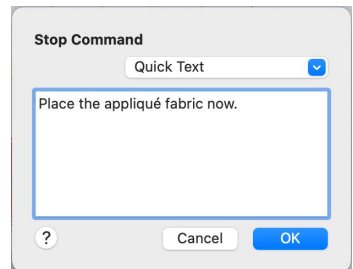
Single Stitch

Use Single Stitch ✎ to create single stitches that will be embroidered at whatever length they are made, or at a maximum length that you define.

Note: Single stitches are represented by a line in the currently selected color. They are useful as short traveling stitches, and to achieve various hand stitching effects.

Select Single Stitch

■ Click Single Stitch ✎ in the Freehand Create toolbar.
■ Click Single Stitch ✎ in the Point Create toolbar.
■ Choose Create > Single Stitch.
■ Press ^1

Create Single Stitches

1 Click Single Stitch ⟋ in the Freehand Create toolbar, or the Point Create toolbar.

2 Click on the work area to place a stitch. A single stitch is placed from the previous object in the design, to where you clicked. It uses the currently selected color.

3 Click to place two more long single stitches.

4 Control–click one of the single stitches in the FilmStrip and choose Properties.

5 Select Break Up Into Smaller Stitches in the Single Stitch dialog.
Break Up into Smaller Stitches breaks each stitch up into stitches of Running Stitch at any length from 1mm to 12mm. The initial setting is 6mm.

6 Set Length to 2mm and click OK.

7 Click the Design Player button on the toolbar.

8 Drag the slider to the right to play through the stitches. The single stitch that you changed has been broken up into smaller stitches.

9 Control–click and choose Finish Single Stitch Tool to stop placing single stitches.
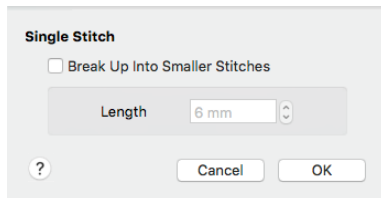
Alignment Stitches

Use Alignment Stitches ✛ to add stitches to an embroidery that you can use to align the embroidery, for example with a patterned fabric, or another section of the embroidery project, or to a background picture.

A marker Ⓐ for a Cross alignment stitch is initially placed. This can be changed to: Cross, Top Left Corner, Top Right Corner, Bottom Left Corner, Bottom Right Corner and Point.

Add an alignment stitch

- Click Alignment Stitches ✛ in the Freehand Create toolbar, then click to place a stitch on the work area.

- Click Alignment Stitches ✛ in the Point Create toolbar, then click to place a stitch on the work area.

- Choose Create > Alignment Stitches, then click to place a stitch on the work area.

Add Alignment Stitches to an Embroidery

1 Click Alignment Stitches ✛ in the Freehand Create toolbar, or the Point Create toolbar.

2 Click the point on the embroidery design or picture where you want to add an alignment stitch. An alignment stitch marker Ⓐ is added at the point where you click.
A Cross is initially used. It is 10mm across.

3 Control–click the alignment stitch in the FilmStrip and choose Properties.

4 In the Alignment Stitch properties dialog select your preferred stitch type.

5 Click OK to close the dialog.
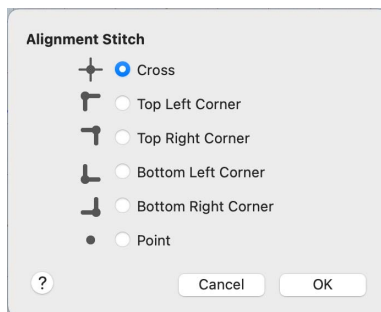
6 Add and change any further alignment stitches.
Note: To delete an alignment stitch, select the marker in the work area or FilmStrip, then choose Edit > Delete Object.

7 Control–click and choose Finish Alignment Stitches Tool to stop placing alignment stitches.

Creating and Using Satin Areas 11

Use the Satin Area tools to create satin areas for your embroidery design.

Satin areas contain zigzag stitches that fill the area from one end to the other at the same density. The stitch angle changes with the shape of the area, and can be adjusted as desired. You can use automatic edge walk and/or zigzag underlay.

Note: Satin areas are best suited to shapes without branches.

Set stitch options before creating, or after satin areas have been created you can use Area Properties to change the density, pattern and underlay, or switch to another stitch type.

In the work area, adjust stitch angle lines and start and end points for individual satin areas, or change all visible or selected satin areas with Properties or Global Properties.

Satin Area

Create Satin Areas with the Satin Area functions: QuickStitch™ Satin Area ![icon], QuickStitch™ Multiple Satin Areas ![icon], Freehand Satin Area ![icon] and Point Satin Area ![icon].

To learn how to	Go to
Create simple Satin Areas automatically with QuickStitch™ Satin Area	See "QuickStitch™ Satin Area" on page 182.
Create complex Satin Areas automatically with QuickStitch™ Multiple Satin Areas	See "QuickStitch™ Multiple Satin Areas" on page 183.
Create a Satin Area by drawing a line	See "Freehand Satin Area" on page 186.
Create a Satin Area by placing points	See "Point Satin Area" on page 187.
Adjust the stitching and shape of a Satin Area	See "Adjust a Satin Area" on page 185.
Select the settings for a Satin Area before creation	See "Satin Area Dialog" on page 188.
Change a Satin Area after creation	See "Satin Area Dialog" on page 188.

QuickStitch™ Satin Area

Use QuickStitch™ Satin Area 🪡 to fill an area with satin stitches automatically, by clicking in a color area of the picture. If required, use Color Tolerance to select a larger area according to the similarity of adjacent colors.

Note: QuickStitch™ Satin Area works best with relatively simple areas of the picture that do not have any complex branches. For branching or other complex areas, use QuickStitch™ Multiple Satin Areas.

To select QuickStitch™ Satin Area

- In the Satin Area section of the Quick Create toolbar, click QuickStitch™ Satin Area 🪡.
- Choose Create > Create Satin Area > QuickStitch Satin Area.
- Press ^⌥M

Create a Satin Area Automatically

1 Load a background picture.
2 In the Satin Area section of the Quick Create toolbar, click the Options pop-up menu, choose Satin Area, and then select the settings for the satin area. Click OK.
3 In the Quick Create toolbar, click QuickStitch™ Satin Area 🪡.
4 Click in the color area you wish to fill with stitches.
5 If Color Tolerance is enabled then the Color Tolerance dialog appears. Adjust the Color Tolerance as required. The area selected by the Color Tolerance value is previewed. See "Use Color Tolerance to Select an Area or Line" on page 144.
6 Click OK to confirm. Satin stitches appear in the selected area.
7 Repeat to place as many satin areas as desired.
8 Control–click and select Finish QuickStitch Satin Area Tool to deselect, or simply select another Create tool.
9 Control–click the satin area and choose Properties.
10 In the Area Properties dialog, change density, pattern and underlay, or change to another stitch type, then click OK. See "Satin Area Dialog" on page 188.

Change the properties for several satin areas

- Select each satin area in turn, Control–click to change the satin properties of the area in the properties dialog, then click OK. See "Satin Area Dialog" on page 188.
- To change the properties of several satin areas together, in the FilmStrip use Command–click to select individual satin areas, or Shift–click to select a series of satin areas. Then Control–click one of the selected areas and choose Properties. In the properties dialog make your desired changes. All settings in the properties dialog are applied to your selected satin areas when you click OK.
- To change the properties for all visible satin areas, Control–click a satin area in the FilmStrip, and choose Global Properties. In the properties dialog make your

desired changes. All settings in the properties dialog are applied to all visible satin areas when you click OK.

Branching Satin Areas

QuickStitch™ Satin Area works best with relatively simple areas of the picture that do not have any complex branches. For example, if the area has long branches or branches that double-back on each other, you may not get the best result.

For branching or other complex areas, use QuickStitch™ Multiple Satin Areas. Alternatively, edit the picture to make separate areas of any extra branches.

A tree with many branches
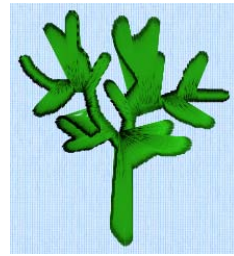
Left as one color, a single QuickStitch™ Satin Area is created
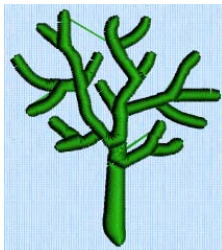
Use QuickStitch™ Multiple Satin Areas
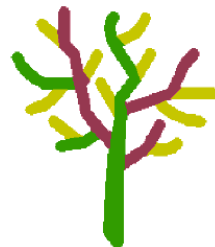
Or split up the branches by using different colors

QuickStitch™ Multiple Satin Areas

Use QuickStitch™ Multiple Satin Areas ⬛ to fill a branching or other complex area with satin stitches automatically, by clicking in a color area of the picture. If required, use Color Tolerance to select a larger area according to the similarity of adjacent colors.
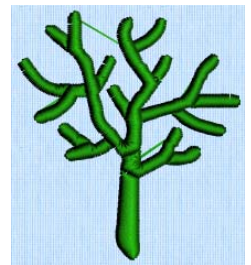
To select QuickStitch™ Multiple Satin Areas

- In the Satin Area section of the Quick Create toolbar, click QuickStitch™ Multiple Satin Areas 🐜.
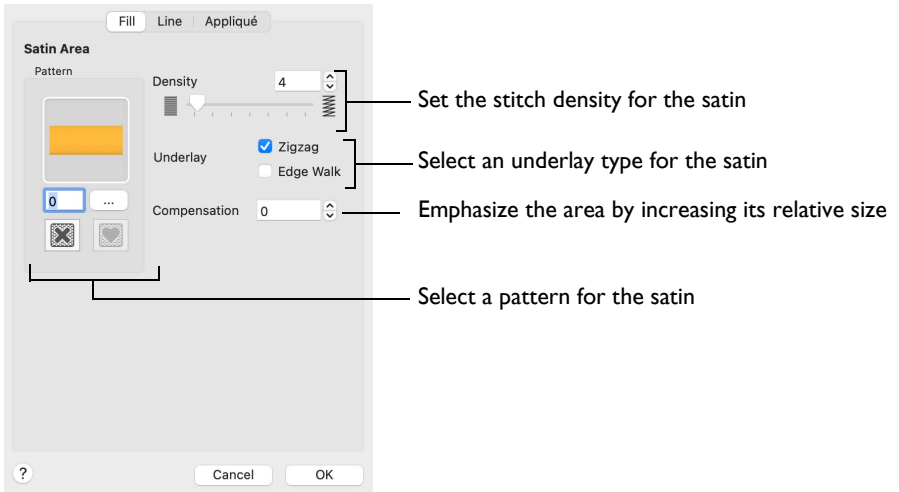- Choose Create > Create Satin Area > QuickStitch Multiple Satin Areas.
- Press ^M

Create QuickStitch™ Multiple Satin Areas

1 Load a background picture.
2 In the Satin Area section of the Quick Create ◌ toolbar, click the Options pop-up menu, choose Satin Area, and then select the settings for the satin area. Click OK.
3 In the Quick Create toolbar, select QuickStitch™ Multiple Satin Areas 🐜.
4 Click in the color area you wish to fill with stitches.
5 If Color Tolerance is enabled then the Color Tolerance dialog appears. Adjust the Color Tolerance as required. The area selected by the Color Tolerance value is previewed. See "Use Color Tolerance to Select an Area or Line" on page 144.
6 Click OK to confirm. Satin stitches appear in the selected area.
7 Repeat to place as many satin areas as desired.
8 Control–click and select Finish QuickStitch Multiple Satin Areas Tool to deselect, or simply select another Create tool.

Note: To adjust the stitching and shape of a satin area, see "Adjust a Satin Area" on page 185, to change the density, underlay and pattern or stitch type, see "Satin Area Dialog" on page 188, and to change multiple satin areas see "Change the properties for several satin areas" on page 182.

Adjusting Satin Areas

Stitch angle lines and start and end points can be adjusted on satin areas individually.
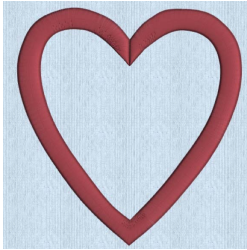
Satin Area created as a strip around the picture shape, so stitches are short enough to leave as plain satin

Large Satin Area covering the whole picture shape, with a pattern to break up long stitches
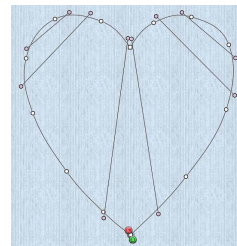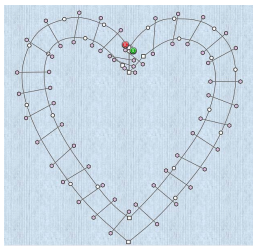
If the edge of the area does not match the background picture as closely as desired, you can move, delete and insert points in the work area. You can also move the green start ⬢ or red end 🔳 markers.

Adjust a Satin Area

1 Click a satin area in the FilmStrip or work area to select it.
2 If another function is being used, in the toolbar click Edit Points 🖐.
3 Drag one of the points defining the satin area to change its shape.
4 Hold the Shift key and click one of the points. The point becomes square and the lines on either side of that point become straight. Use Shift–click to create corners or straight lines.
5 Release the Shift key and click the point again. The point is round, and the line is curved.
6 In the Control Panel, click Insert Points 🖉. The pointer changes to the Insert Points pointer ▸+.
   Note: Alternatively, hold the Command key to use the Insert Points pointer ▸+.
7 Click on the outline of the satin area. A point is added to the area outline.
8 In the Control Panel, click Delete Points 🖉. The pointer changes to the Delete Points pointer ▸–.
9 *Note:* Alternatively, hold the Option (⌥) key to use the Delete Points pointer ▸–.
10 Click the point you just added. It is removed from the design.
11 In the toolbar, click Edit Points 🖐.

12 Drag a hexagonal control point on one of the stitch angle lines. The stitching in the satin area changes.

13 Click Insert Points 🔧 (or hold the Command key) and draw a line over the satin area that runs parallel to one of the stitch angle lines. A stitch angle line is added to the design.

14 Click Delete Points 🔧 (or hold the Option key) and click one of the hexagonal controls at the end of the line you just added. The stitch angle line is removed.

15 In the toolbar, Edit Points 🔧.

16 Drag the start marker ◈ to a different point on the area outline. This position becomes the new start point for the satin area.

17 Drag the end marker 🔳 to a different point on the area outline. This position becomes the new end point for the satin area.

Freehand Satin Area

Use Freehand Satin Area 📄 to draw outlines to define the edge of an area filled with satin stitch.

Note: Satin areas are best suited to shapes without branches. If there are branches that double-back on the main part of a satin area, the satin area may not give the desired result.

To select Freehand Satin Area

■ In the Satin Area section of the Freehand Create toolbar, click Freehand Satin Area 📄.

■ Choose Create > Create Satin Area > Freehand Satin Area.

■ Press ^⌥A

Create a Freehand Satin Area

1 If desired, load a background picture.

2 In the Satin Area section of the Freehand Create toolbar, click the Options pop-up menu, choose Satin Area, and then select the settings for the satin area. Click OK.

3 In the Freehand Create toolbar, select Freehand Satin Area 📄.

4 Draw a line around the edge of the desired area.

5 When the area is complete, lift the pen from the tablet (or release the mouse button). The area is closed with a straight line back to the start point, and filled with satin stitches.

Note: It is recommended to draw back to the start point. However, you can adjust the shape of the area if it is not exactly as planned.

6 Continue to draw as many satin areas as desired.

7 Control–click and select Finish Freehand Satin Area Tool to deselect, or simply select another Create tool.

Note: To adjust the stitching and shape of a satin area, see "Adjust a Satin Area" on page 185, to change the density, underlay and pattern or stitch type, see "Satin Area Dialog" on page 188, and to change multiple satin areas see "Change the properties for several satin areas" on page 182.

Point Satin Area

Use Point Satin Area ≣ to place points to define the edge of an area filled with satin stitch. Satin areas are best suited to shapes without branches.

Note: Satin areas are best suited to shapes without branches. If there are branches that double-back on the main part of a satin area, the satin area may not give the desired result.

To select Point Satin Area

- In the Satin Area section of the Point Create toolbar, click Point Satin Area ≣.
- Choose Create > Create Satin Area > Point Satin Area.
- Press ^A

Create a Point Satin Area

1 If desired, load a background picture.
2 In the Satin Area section of the Point Create toolbar, click the Options pop-up menu, choose Satin Area, and then select the settings for the satin area. Click OK.
3 In the Point Create toolbar, select Point Satin Area ≣.
4 Click to place the first point for the edge of the desired area.
5 Continue placing points around the desired area, such as a chosen section of the background picture.
If you are following the picture, place a point every time the direction of the picture outline changes. A curved line is drawn.
6 To create a corner or straight edge, hold down the Shift key when placing a point.
7 To change the position of an existing point, move the pointer over it until the point becomes the cross pointer ⭦, then drag the point.
8 Double-click or press Return to complete the area.
9 Continue to place as many satin areas as desired.
10 Control–click and select Finish Point Satin Area Tool to deselect, or simply select another Create tool.

Note: To adjust the stitching and shape of a satin area, see "Adjust a Satin Area" on page 185, to change the density, underlay and pattern or stitch type, see "Satin Area Dialog" on page 188, and to change multiple satin areas see "Change the properties for several satin areas" on page 182.

Satin Area Dialog

Use the Satin Area dialog to set density, compensation, pattern and underlay for satin areas.

Set the stitch density for the satin

Select an underlay type for the satin

Emphasize the area by increasing its relative size

Select a pattern for the satin

Note: The same options are available for Satin Area in the Area Properties dialog. See "Area Properties" on page 68.

Density

Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 4.

Underlay

Set the Underlay option to be used for the satin area.

- Zigzag creates zigzag lines of running stitch as underlay. Use zigzag underlay for wide areas of satin. Zigzag is initially selected.
- Edge walk places lines of running stitch just inside the edges of the satin areas. Use edge walk when the satin areas have both wide and narrow sections.
- For very wide areas of satin, select both underlay types.

Compensation

Compensation is used to make an area 'bolder' by increasing its relative size. Set Compensation from 0 to 30. The higher the number, the bolder the area appears.
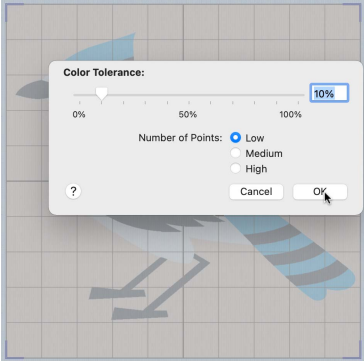
Pattern

Choose from more than 250 patterns for satin (for areas wider than around 8-10mm). The initial setting is 0. Add new patterns using Manage My Fills. See "Manage My Fills" on page 230.

Note: View the patterns in the pattern gallery. See "Fill and Satin Patterns" on page 233.

- Click a pattern sample or enter the Pattern number to select a pattern.
- Set the Pattern number to 0 for standard satin with no pattern, or click No Pattern.

Create a Blue Jay Embroidery

1 Choose File > New to open a new design window.
2 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.
3 Ensure that the Control Panel ▯ and FilmStrip ▤ are available.
4 Click Load Background 🖼 in the main toolbar and browse to /mySewnet/Samples/Embroidery/Pics.
5 Select Birds4.png (a Blue Jay) and click Open. The jay is displayed as your background picture.
6 Control–click the color at the top of the FilmStrip and choose Properties.
7 In the Color Selection dialog ensure that Robison-Anton Rayon 40 is selected as the thread range.
8 Enter 2614 (Pro Lusty Blue) as the thread number and click OK.
9 Click Quick Create ◯ to open the Quick Create toolbar, then click the QuickStitch™ Satin Area ≣ button.
10 Click on the medium blue on the lower back of the jay.
  The Color Tolerance dialog appears, with the lower back area filled with a checkered pattern. See "Use Color Tolerance to Select an Area or Line" on page 144.
11 Click OK to confirm.
  The lower back of the blue jay is now covered by a medium blue satin area.
12 In the Quick Create toolbar, click the Add Color Change 🎨 button.
13 In the Color Selection dialog, select 2522 (Bridgeport Blue) and click OK.
14 Ensure that QuickStitch™ Satin Area ≣ is still selected.
15 Click the light blue on the top of the jay's head, then click OK in Color Tolerance. The top of the head is filled with a pale blue satin area.
16 Click on the light blue on the upper back of the jay, then click OK in Color Tolerance. The rest of the back and the upper wing is filled with a pale blue satin area.
17 If needed, fill the pale blue in the lower part of the wing with a QuickStitch™ Satin Area.
18 Click the Zoom To Rectangle 🔍 button on the toolbar.
19 Drag a rectangle around the jay's tail to zoom in.
20 Click Point Create ◯ to open the Point Create toolbar, then click the Point Satin Area ≣ button.
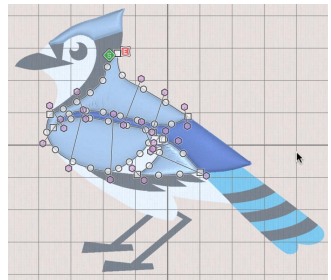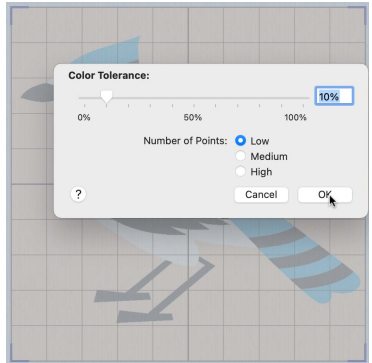
21 Click to place the first point at the top left corner of the top pale blue tail section.

22 Place a point in the middle of the top of this tail section. The point is round.
Note: Round points are used for curved edges to the area.

23 Hold the Shift key and place a point at the top right corner of this section. This point is square.
Note: Square points are used for straight sections of the edge of the area, or for corners.

24 Still holding the Shift key, click to place a point at the bottom right corner of the tail section.

25 Release the Shift key and place two round points for the curve at the bottom of the tail section.

26 Hold the Shift key and place a square point for the bottom left corner of the tail section.

27 Press Return to complete the area.

28 Click to place the first point at the top left corner of the second pale blue tail section.

29 Place a point in the middle of the top of this tail section.

30 Hold the Shift key and place a point at the top right corner of this section, and then another point for the bottom right corner.
Note: If you misplace a point, move the pointer over the top of that point and when the pointer changes to the cross pointer ⬚, drag it to the correct position. Then continue to place points.

31 Release the Shift key and place two round points for the curve at the bottom of the tail section, then hold the Shift key to place a square point for the bottom left corner.

32 Press Return to complete the area.

33 Place round and square points to create the third pale blue tail section, then press Return to finish.

34 Create the final pale blue tail section by placing points. Use a square point for the notch on the bottom edge.

35 Control–click and select Finish Point Satin Area to close the Point Satin Area tool.

36 In the toolbar, click 2D View Mode 2D to see the picture behind the stitching, then adjust the points on the final area as desired.
Note: Hold the Shift key when dragging square points, so that they remain square.

37 Click the other tail sections in turn to select them, and make any adjustments needed.
Note: In the Control Panel use Delete Point to remove points, and Insert Point to add points, and if needed use Edit Points in the toolbar to enable points editing. Drag the pink hexagonal control points on the stitch angle lines to change the angle of the stitching. See "Adjust a Satin Area" on page 185.

38 In the toolbar, click 3D View Mode 3D, and then click Zoom to Fit to view the whole design.

39 In the Create toolbar, click the Add Color Change button.

40 In the Color Selection dialog, select 2440 (Blue Ink) and click OK.

41 Click the Zoom To Rectangle button on the toolbar and drag a rectangle around the bottom of the wing to zoom in.
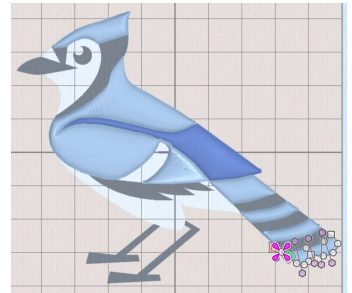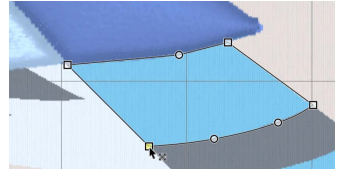
42 Click Point Satin Area ≣ and place points for the satin area. Use square points for sharp angles, and round points for curves.

43 Press Return to complete the area.

44 Note that between the feathers at the bottom of the wing, parts of the stitching overlap the line that you drew.
Undo the area that you placed.

45 Click the Quick Create ◯ button to open the Quick Create toolbar, then click the QuickStitch™ Multiple Satin Areas ≣ button.

46 Click the bottom of the wing, then click OK in Color Tolerance. The new satin area is created in several sections. It follows the outline of the area with no overlap.
Note: Use QuickStitch™ Multiple Satin Areas when creating complex satin areas. Alternatively, create several sections using the Freehand or Point tool.

47 Click Zoom to Fit ⊞ to view the whole design.

48 Click the beak, then click OK in Color Tolerance. The beak is created separately from the flash above.

49 Click Zoom To Rectangle ▦ on the toolbar and drag a rectangle around the eye.

50 Click Freehand Create ✎ to open the Freehand Create toolbar, then click Freehand Satin Area ≣.

51 Starting at the top, draw a line around the edge of the blue part of the eye, finishing where you started. Then lift the pen from the tablet (or release the mouse).
The area is closed with a straight line back to the start point, and filled with satin stitches.

52 Control–click and select Finish Freehand Satin Area to close the tool.

53 Adjust, add and delete points and angle lines as desired.

54 Click Zoom to Fit ⊞ to view the whole design.

55 Click Quick Create ◯ to open the Quick Create toolbar, then click the QuickStitch™ Satin Area ≣ button.

56 Fill the remaining area on the head, and the dark blue tail sections with satin.

57 In the stitch type area of the Create toolbar, choose Pattern Fill from the Fill Area pop-up menu, and deselect Line Type (this will create a fill area without a border). See "Select a Stitch Type" on page 58.

58 Click Zoom To Rectangle ▦ on the toolbar and drag a rectangle around the legs.

59 Click Point Create ◯ to open the Point Create toolbar, then click the Create Area or Line ▧ button.

60 Hold the Shift key and click to place straight lines for each of the legs. Press Return to complete each fill area.
Note: The Quick Create, Freehand Create and Point Create tools work exactly the same, regardless of whether you are creating a line, fill or satin area.

61 Click Zoom to Fit ⊞ to view the whole design.

62 In the Create toolbar, click the Add Color Change ⊞ button.

63 In the Color Selection dialog, select 2343 (Eggshell) and click OK.

64 Click Quick Create ◯ to open the Quick Create toolbar, then click QuickStitch™ Satin Area ≣ and fill the white middle section of the wing.

65 Click the QuickStitch™ ▦ button.

66 Click to fill the white area above the legs, and the small white area above the beak.

67 Click the QuickStitch™ + AutoHole ▦ button.
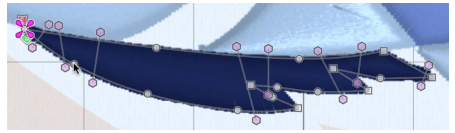
68 Click the white area of the face that includes the eye. The area is filled with the eye still visible.

Note: You can create holes in fills, but not in satin areas.

69 Control–click and select Finish QuickStitch + AutoHole to close the tool.

70 Click the Design Player ▶ button on the toolbar.

71 Click Play ▶ to view how the blue jay embroidery will be stitched out.

72 Choose File > Save.

Save the embroidery design as Blue Jay.edo.

Using Fill Areas

12
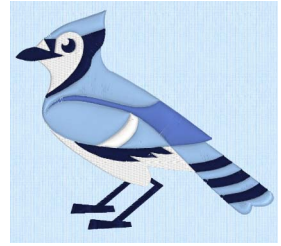
Use the QuickStitch™ , Freehand, Point and Shape functions to create many different types of fills.

Creating Fill Areas

Create Fill areas with the Quick Create, Freehand Create, or Point Create functions.

Fill Areas are areas of fill surrounded by a border. The fill can be any of the fill types, or 'No Fill'. The border can be any of the line types, or 'No Line'.

Pattern Fill Area with Pattern 39 from Animals 1

Pattern Fill Area with Multicolor Gradient

Motif Fill Area with two motifs, 13 and 19, from Hand Stitches 2
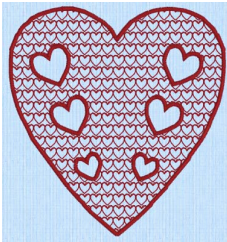
Motif Fill Area with motif 6 from General Motifs 1, QuickStitch AutoHole and a 2.0mm Satin Border
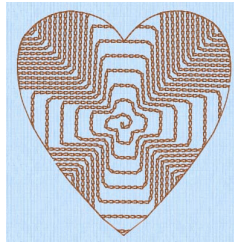
Shape Fill Area using Shape 23 and Motif 1 from Hand Stitches 1
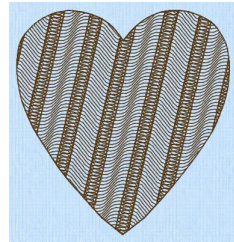
MultiWave Fill, using a density of 15, and a short Freehand MultiWave Line to add texture

You can select your fill type, and the line type for the surrounding border, in the Create toolbar before creating the fill. Alternatively, change either the fill or border type afterwards using Area Properties.

Note: You can change any fill type into another fill type, or into a Satin Area.

Create holes at the same time as the fill with QuickStitch™ + AutoHole, or add holes to an existing fill with QuickStitch™ Hole, Freehand Hole or Point Hole.

To learn how to	Go to
Create Fill areas with QuickStitch™	See "Creating with Quick Create" on page 143.
Create Fill areas with Freehand and Point Create	See "Creating with Freehand and Point Create" on page 145.
Add holes to a fill	See "Creating Holes" on page 176.
Select a fill type before creation	See "Select a Stitch Type" on page 58.
Change a fill type after creation	See "Area Properties" on page 68.

Fill

You can use and edit the properties for the following fill types:

Pattern Fill	QuiltStipple Fill	Echo Fill
Motif Fill	Contour Fill	Satin Area
Shape Fill	Crosshatch Fill	No Fill
Radial Fill	Curved Crosshatch Fill	
Spiral Fill	MultiWave Fill	

Pattern Fill

A pattern fill ▦ area is an area of stitching where the threads all lie parallel to each other, and that has stitch points inserted to create different types of patterns. The density and color can also be changed with single gradient density and multicolor gradient density.

The patterns may be simple textures or decorative shapes. A satin-effect pattern (pattern number 36 in Standard 3) is also available.
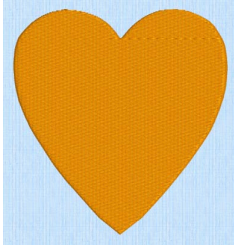
Pattern Fill Area with Pattern 3 from Standard 1
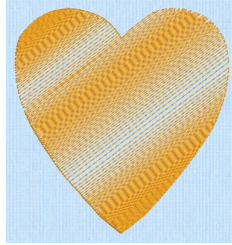
Pattern Fill Area with Single Color Gradient Density
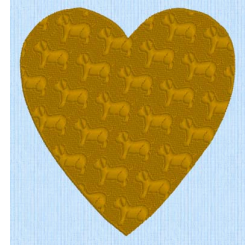
Pattern Fill Area with Pattern 39 from Animals 1

Pattern Fill Area with Multicolor Gradient
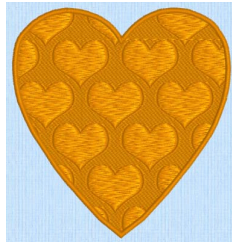
Fill Area with Pattern 114 from Hearts and a 2.0mm Satin Border.

Fill Area with Satin border and holes using Pattern Fill 109 from Hearts

Change the properties for a pattern fill area in the Pattern Fill properties dialog.

To show the Pattern Fill dialog

- Click a pattern fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Pattern Fill in the Fill pop-up menu in the Create toolbar, then in the Options pop-up menu, click Fill Area and Line.

Pattern Fill

Use the Pattern Fill dialog to set the properties on a pattern fill area.

Select a Pattern in the Patterns dialog

Select Constant or Gradient Density

Set the pattern Angle

Choose Underlay density

Set Compensation

Use a My Fills pattern

Set the density for Constant Density

Use the Gradient dialog to set Gradient Density
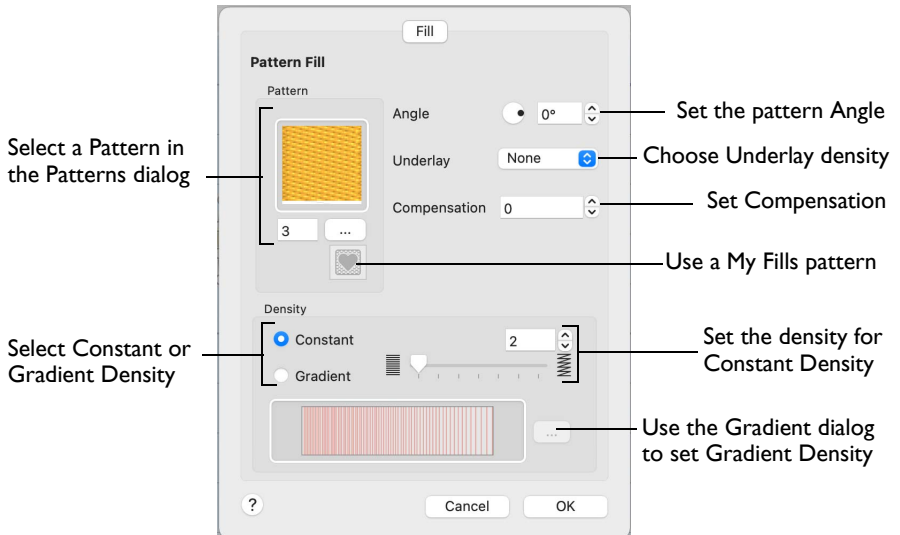
Pattern

Choose a fill pattern in the Pattern viewer. See "Pattern" on page 198.

Angle

The angle of the fill pattern, as shown by the rotational slider and numbers box. The thread is at a right angle to the fill pattern. You can set the Angle from 0 to 359 degrees.

You can also adjust the angle of a fill pattern with the handle on the Origin marker ⊙━⊙.
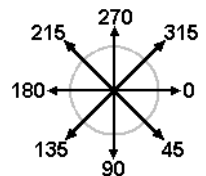
Note: The fill angle also affects the orientation of a gradient fill.

Underlay

Underlay is a low density fill that is perpendicular to the stitches of the actual fill area. It is useful for stabilizing large fill areas.

Note: Underlay stitches are not generated for areas using gradient density. However it can be selected, as you may change the area to constant density. Underlay is only generated when stitches are created.

■   Choose None, Low, Medium or High density underlay from the pop-up menu.

Compensation

Compensation is used to make an area 'bolder' by increasing its relative size. The higher the number, the bolder the area appears. The initial setting is 0.

■ Use the up and down arrows to set Compensation from 0 to 20, or enter a value in the numbers box.

Density

Constant density creates a uniform fill at the chosen density. Gradient density creates a fill with varying density or color.

■ Select between Constant and Gradient density.

Setting Constant Density

The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

■ Select Constant, then use the slider or the numbers box to set the Density.

Setting Gradient Density

■ Select Gradient, then click the ellipsis button (3 dots) to open the Gradient dialog. See "Gradient" on page 199.

Change a Pattern Fill

1 Open the Pattern Fill window of the Area Properties dialog. See "Area Properties" on page 68.
2 Click the button with the ellipsis (three dots) to open the Pattern viewer.
3 Scroll through the Pattern categories, and click a pattern to select it.
4 Choose a Pattern category from the pop-up menu, or click the previous and next buttons to view all categories.
5 Click a pattern to select it.
6 Set the angle for the pattern.

You can also adjust the angle of a fill pattern with the handle on the Origin marker .
7 Click OK to close the Area Properties dialog and view your changes.

To create your own fill, see "Manage My Fills" on page 230 and "Use a Bee for a My Fill Pattern" on page 232.

Pattern

Use the Pattern viewer to select the pattern used for fill a area.

Preview the selected Pattern

Click to browse Patterns in the viewer

Search for a Pattern by number

Use a My Fills pattern

Click to select a Pattern

Scroll to view other Pattern Categories
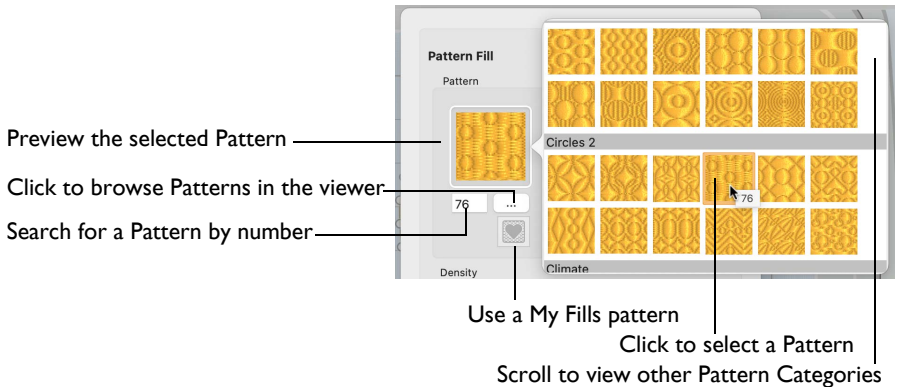
To create your own fill, see "Manage My Fills" on page 230.

Selecting a Pattern

The current pattern is highlighted when the viewer is opened.

- Scroll through the pattern viewer, and click to choose a Pattern.
- Enter a Pattern number directly in the Pattern box.
- Click My Patterns 🟦 to use a fill from those you have imported into My Patterns.

For the full list, see "Fill and Satin Patterns" on page 233.

Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together.

- Pattern 36 produces a 'satin effect' fill stitch.
- The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient.
- Patterns 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect for lace designs. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, 2.8mm to combine with Pattern 258, and so on.

Gradient

Use the Gradient dialog to see and change the gradient density or the color gradient of a fill.

Single Color Gradient

Use Single Color Gradient to change the density across a fill with only one color. Set a value for the start and end density markers for the fill, and the density gradually changes between the two values. Add multiple markers for a more complex pattern. The higher the value, the less dense the fill.

Use the adjustment marker above the gradient bar to change the gradient across the fill.
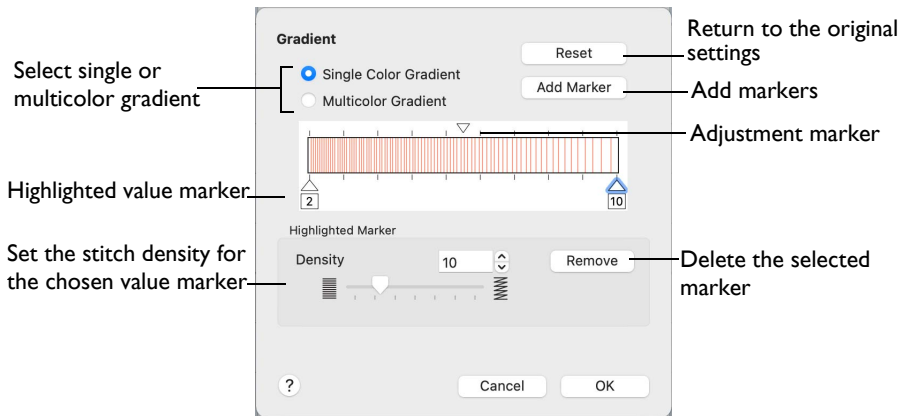
Select single or multicolor gradient

Highlighted value marker

Set the stitch density for the chosen value marker

Return to the original settings

Add markers

Adjustment marker

Delete the selected marker

The markers can each take a value of 2 to 40, which means you can reverse the gradient simply by swapping the start and end values. A higher value means the fill is less dense.

The initial start marker density setting is 2, and the end marker density setting is 8.

Reset
Return to the initial settings.

Add Marker
Add Marker places an new value marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial value for the marker is between the existing markers. Any combination of density values is possible across a fill area.

■   Click Add Marker to add new markers, then edit the density value and move the value and adjustment markers as desired.

Density

Set the fill density. The higher the number, the less dense the fill.

- Use the slider or the numbers box to set the Density of the stitching from 2 to 40.

Remove

Click Remove to delete the highlighted marker.

Using Single Color Gradient

1 Open the Pattern Fill dialog. See "Changing Stitch Types" on page 78.
2 Select Gradient.
3 Click the ellipsis (3 dots) button to open the Gradient dialog.
4 Select Single Color Gradient.
5 Click a value marker (the marker below the gradient bar) and change the number in the Density box to the required density value.
6 Press Return to refresh the gradient bar with the new number.
7 Move the adjustment marker above the gradient bar to vary the change in density across the fill.
8 Click Add Marker to add another value marker and adjustment marker.
9 Change the density of the fill as desired.
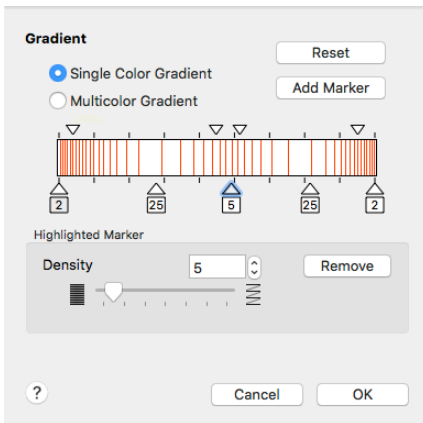
10 Click OK twice to close the Gradient dialog and the Pattern Fill dialog, and view your changes in the work area.

Note: If you change a gradient density fill back to standard, then you should also select the desired underlay.

11 To adjust your settings, Control–click the area, and then choose Properties from the context menu. The Pattern Fill dialog re-opens.

Multicolor Gradient

Use Multicolor Gradient to change the color across a fill with only one density. Set colors for the start and end markers for the fill, and the color gradually changes between the two values. Add extra markers for further color changes. Any combination of colors is possible across a fill area.

Use the markers above the gradient bar to change the color gradient across the fill.

Select single or multicolor gradient

Selected color marker

Choose a thread for the highlighted color marker

Set the stitch density for the whole fill

Return to the original settings

Add markers

Adjustment markers

Delete the selected marker

Change the color on a fill area over a range, or use multiple color changes across a fill, to create gradual color changes for a sunset, or subtle shadow effects.

Note: Embroidery on thick fabrics usually looks better with more stitch coverage (a low density setting). Choose a low value such as 2 or 3 for heavy knit fabrics, and a higher value such as 5 or 6 for a light material such as linen or satin.

Reset
Return to the initial settings.

Add Marker
Add Marker places an new color marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial color for the marker is the same as the currently highlighted marker.

■ Click Add Marker to add new markers, then change the colors and move the color and adjustment markers as desired.

Thread Color
Use Thread Color to change the color of the highlighted marker.

■ Click Thread Color to open the Color Selection dialog.

Remove
- Click Remove to delete the highlighted marker.

Create a Multicolor Gradient Fill

1 Open the Pattern Fill dialog. See "Changing Stitch Types" on page 78.
2 Select Gradient.
3 Click the ellipsis (3 dots) button to open the Gradient dialog.
4 Select Multicolor Gradient.
5 Click a color marker (the marker below the gradient bar) and click Thread Color 🎨 to open the Color Selection dialog. See "Color Selection Dialog" on page 31.
6 Change the color to the required color and click OK.
7 Move the adjustment marker above the gradient bar to vary the change in color across the fill.
8 Click Add Marker to add another color marker and adjustment marker.
9 Change the color of the fill as desired.
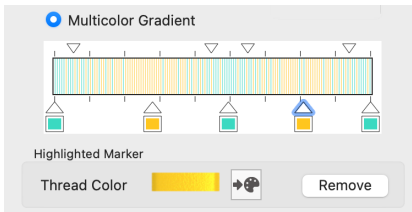
10 Click OK twice to close the Gradient dialog and the Pattern Fill dialog, and view your changes in the work area.
Note: If you change a gradient density fill back to standard, then you should also select the desired underlay.
11 To adjust your settings, Control–click the fill area, and then choose Properties from the context menu. The Pattern Fill dialog re-opens.

Motif Fill

Motif fill areas ▩ contain repeated small stitches placed using one of the Universal or machine motif patterns. Motifs are used at any angle, at varying sizes, and alternate lines can use different motifs. Typically, there are spaces between the motifs in a pattern. A motif fill area can also have holes defined inside it.
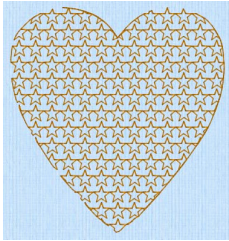
Motif Fill Area with default motif 5 from General Motifs 1
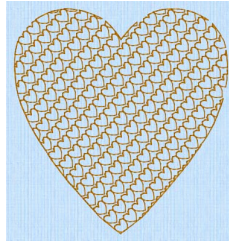
Motif Fill Area with motif 6 from General Motifs 1

Motif Fill Area with two motifs, 13 and 19, from Hand Stitches 2
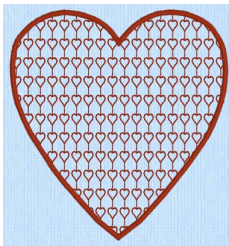
Motif Fill Area with motif 22 from Candlewicking 1 and a 2.0mm Satin Border
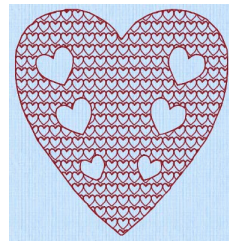
Motif Fill Area with motif 6 from General Motifs 1 and QuickStitch AutoHole
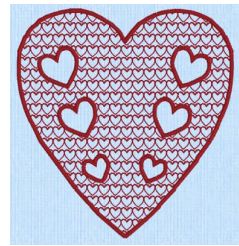
Motif Fill Area with motif 6 from General Motifs 1, QuickStitch AutoHole and a 2.0mm Satin Border

In the Motif Fill dialog you can select motifs, and set the motif angle, spacing, offset, stitch type and length when creating a motif fill area. Use Motif 1 to select the first motif and its size, and Motif 2 for a second optional motif.

To show the Motif Fill dialog

- Click a motif fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Motif Fill in the pop-up menu in the stitch type area of the Create toolbar, then click Options and choose Fill Area and Line from the pop-up menu.

Use 1 or 2 motifs — **Motif Fill** / 1 Motif / 2 Motifs

Adjust the motif angle — Angle — 350°

Space the motifs regularly — Center Motifs 1 and 2

Gap — Horizontal 0% / Vertical 0%

Set the distance between motifs and lines of motifs

Select a motif and its size — Motif 1... / Motif 2...

Offset — Horizontal 15% / Vertical 0%

Set the relative position of motifs and lines of motifs

Stitch — Type — Running / Triple

Select a line type

Length — 2 mm

Set the stitch length

Cancel   OK
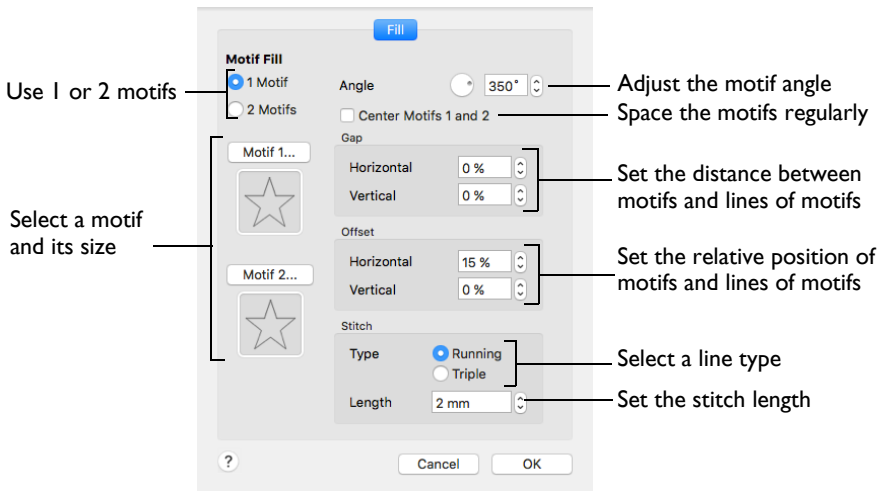
Motifs

Set the number of motifs in the fill to 1 or 2, and select the motif(s) and their size. A second motif is placed on alternating lines with the first motif.

To select motifs for a fill

- Decide whether to use 1 or 2 motifs, then click the Motif 1 or Motif 2 button to open the Motif Selection dialog. See "Motif Selection" on page 237.

Angle

Change the angle of the motif fill pattern from 0 to 359 degrees.

Center Motifs 1 and 2

When selected, extra stitches are added to either side of the narrower of the two motifs, so it is the same width as the wider motif. The motifs then can be centered, and any horizontal offset between them is constant.

Gap

Use Horizontal gap to add or remove space between motifs along a line, and Vertical gap to add or remove space between lines of motifs. Horizontal and Vertical gap can be set from -50% to +100%.

Offset

Use Horizontal offset to move motifs along a line, relative to their position in the previous line. Use Vertical offset to adjust the position of a line of motifs, relative

to the previous line of motifs. Horizontal and Vertical offset can be set from -50% to 50%.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Shape Fill

Shape fill areas use one of 120 different shapes. Vary the stitch density, use motif lines for the fill and add holes.
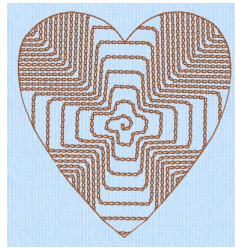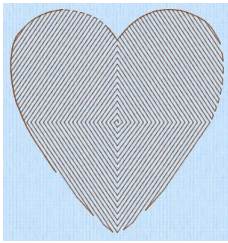
Shape Fill Area using Shape 11 and Density 18

Shape Fill Area using Shape 23 and Motif 1 from Hand Stitches 1

Use the Shape Fill properties dialog to set all the properties on a shape fill area.

To show the Shape Fill dialog

■ Click a shape fill area so that the points defining its shape are shown, then Control–click and choose Properties.
■ Select Shape Fill in the pop-up menu in the stitch type area of the Create toolbar, then click Options and choose Fill Area and Line from the pop-up menu.

- Set the stitch density for the fill
- Select a shape for the fill
- Use motif lines in the fill
- Select a motif
- Set the gap between the motifs in the line
- Adjust the position of the motifs in the line
- Select a stitch type for the motif lines
- Set the maximum stitch length for the motif lines
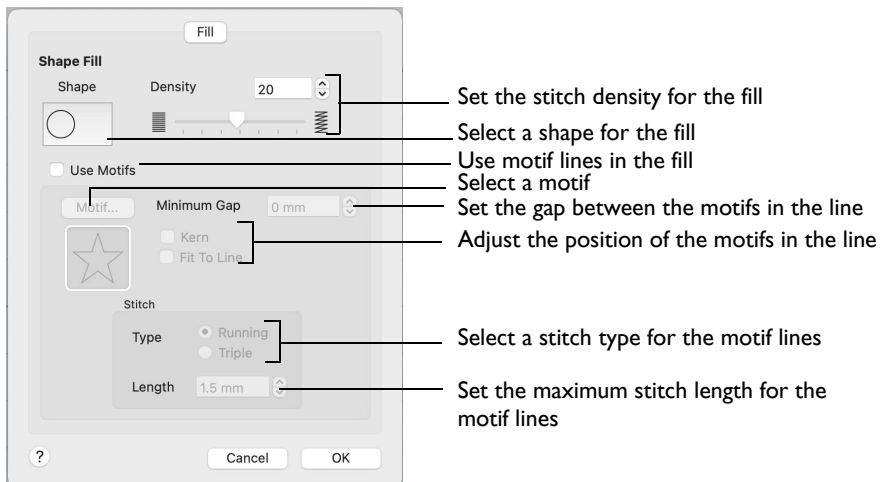
Density

Create a uniform fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

■ Use the slider or the numbers box to set the Density.

Shapes

Select one of 120 shapes for the fill.

■ Click the Shape button, and choose a Shape from the pop-up menu.

Use Motifs

Use a motif line instead of a plain line to follow the shape selected for the fill.

Note: The displayed motif is only used by Shape Fill if this option is selected.

■ Select the Use Motifs checkbox, then click the Motif button to choose a motif. See "Motif Selection" on page 237.

Minimum Gap

This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.

When Fit To Line is off, the ends of each motif are placed on the line.

When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif.

Change a Shape Fill

1 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.
2 Ensure that the Control Panel ▢ is available.
3 For stitch type choose Shape Fill and ensure that Line Type is not selected (highlighted). See "Select a Stitch Type" on page 58.
4 Click Load Background 🖼 in the toolbar and browse to /mySewnet/Samples/Embroidery/ Pics.

5 Select 1CHo005.png (a shamrock) and click Open. The shamrock is displayed as your background picture.

6 Click Quick Create ◯, and in the Quick Create toolbar click the QuickStitch™ ▣ button.

7 Click on the darker green part of the shamrock.
The Color Tolerance dialog appears, and some of the shamrock is filled with a checkered pattern. See "Use Color Tolerance to Select an Area or Line" on page 144.

8 Drag the slider until all of the shamrock including the base of the stalk, but none of the background, is filled with the checkered pattern. (This is likely to be at just over 70%.)

9 Click OK to confirm.
An embroidered shamrock using Shape Fill with no border appears in the work area.

10 In the toolbar click Background Visibility ▣ and choose Background Off. You can now see the shape clearly.

11 Control–click and select Finish QuickStitch to close the QuickStitch tool.

12 Control–click the shamrock and choose Properties to open the Shape Fill window of the Area Properties dialog.

13 Change the Shape to 1 (a circle) and click OK.
The straight lines in the background are now curved.

14 Drag the Origin marker ◉ to the base of the shamrock stem.
The center of the circular pattern is now in the stem.

15 Drag the origin back to the center of the design (where the grid lines cross).

16 Control–click the shamrock and choose Properties to change the Shape Fill properties.

17 Change the Shape from 1 (a circle) to 65 (a cross) and click OK. The background shows the cross pattern clearly.

18 Use Area Properties to change the Shape back to 1 (a circle).

19 In the Area Properties dialog, set Density to 2 and click OK to view the changes. The circular lines of stitching form a dense cover.

20 In the Area Properties dialog, set Density to 40 and click OK to view the changes. The fill lines are widely spaced.

21 In the Area Properties dialog, set Density to 8.

22 Select Use Motifs. The motif options become available.

23 Click OK. The shape is now filled with concentric lines of stars (the default motif).

24 Open the Area Properties dialog.

25 Set the Minimum Gap to 2mm and click OK. There are now gaps between the motifs in the lines.

26 Open the Area Properties dialog and try out the effect of using Kern and Fit To Line.

27 Open the Area Properties dialog and set the Minimum Gap back to 0mm.
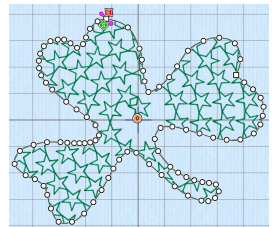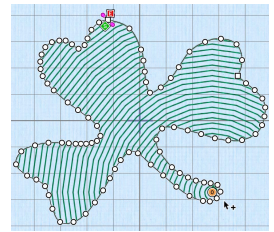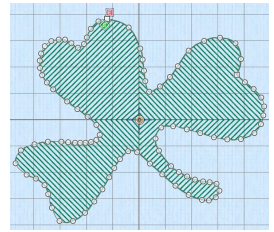
28   Click the Motif button.

29   In the Motif selection dialog, choose Hand Stitches 1 from the Category pop-up menu.

30   Select motif number 11.

31   Click OK twice to close the Motif selection and Area Properties dialogs. The shamrock shows the new motif.
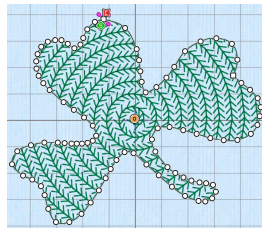
Radial Fill

Radial fill areas ▦ use a pattern of radiating lines from an origin point that can be moved. Vary the stitch density and add holes.
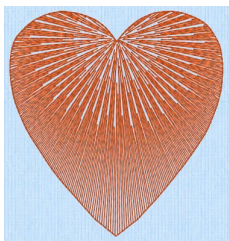
Radial Fill with origin moved to top of heart

To show the Radial Fill dialog

- Click a radial fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Radial Fill in the pop-up menu in the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.
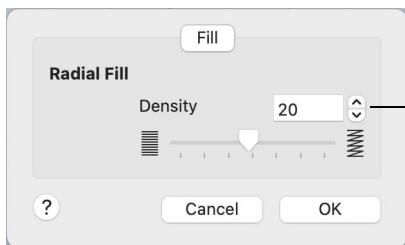
Set the density from 2 to 40

Density

Create a radial fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40. The initial setting is 20.

- Use the slider or the numbers box to set the Density.

Spiral Fill

Spiral fill areas ⊚ use a spiral pattern from an origin point that can be moved. Use constant or gradient density, and add holes.
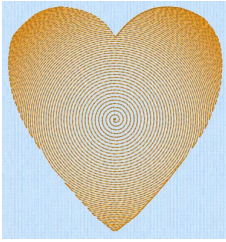
Spiral Fill using Gradient Density
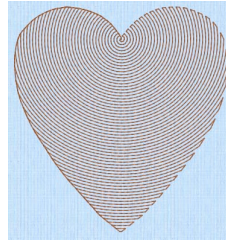
Spiral Fill with origin moved to top of heart

Change the density on a spiral fill area over a range, or use multiple density changes from the origin to the edge of the fill. There are two density options: Constant and Gradient.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage, or a low density setting. Choose a low value such as 2 or 3 for heavy knit fabrics, a higher value such as 5 or 6 for a light material like linen or satin.

To show the Spiral Fill dialog

- Click a spiral fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Spiral Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.

Select Constant or Gradient Density

Set the density for Constant Density

Use the Gradient dialog to set Gradient Density
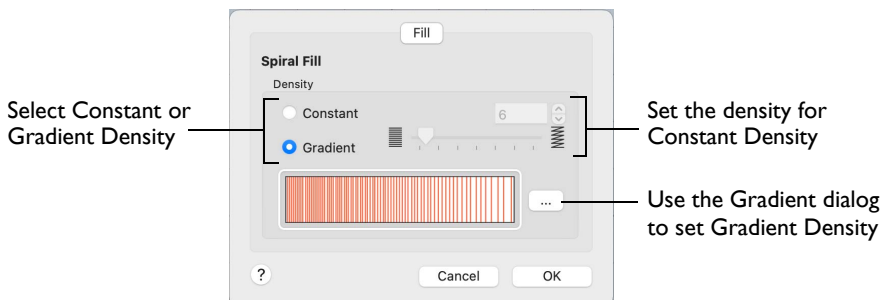
Density

Constant density creates a uniform fill at the chosen density. Gradient density creates a fill with varying density.

- Select between Constant and Gradient density.

Setting Constant Density

The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

■ Select Constant, then use the slider or the numbers box to set the Density.

Setting Gradient Density

■ Select Gradient, then click the ellipsis button (3 dots) to open the Gradient dialog.

Gradient

Use Gradient Density to change the density across the Spiral Fill. Set a value for the start and end density markers for the fill, and the density gradually changes between the two values. The start value is used at the origin of the spiral fill, and the end value is used at the edge.

Add multiple markers for a more complex pattern. The higher the value, the less dense the fill.

Use the marker above the gradient bar to change the gradient across the fill.
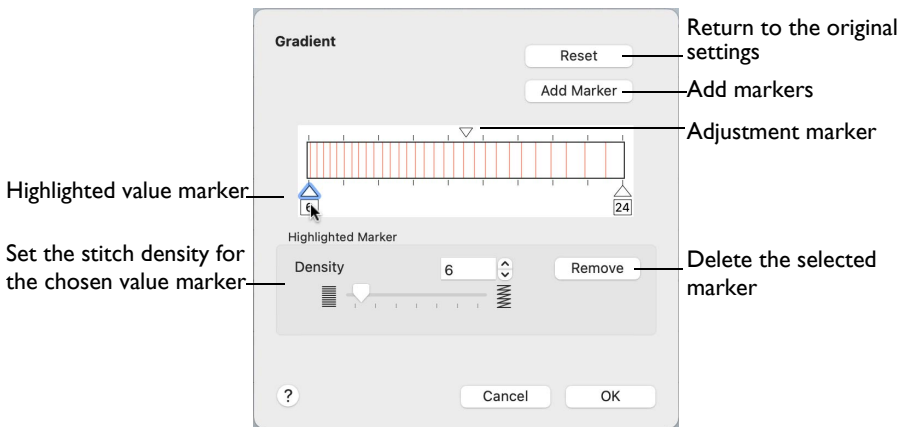
The markers can each take a value of 2 to 40, which means you can reverse the gradient simply by swapping the start and end values.

Reset

Return to the initial settings.

Add Marker

Add Marker places a new value marker below the gradient bar, and an extra adjustment marker above the gradient bar. The initial value for the marker is between the existing markers. Any combination of density values is possible across a fill area.

Note: The marker furthest to the left affects the spiral fill at the origin, then from left to right to the edge of the spiral fill.

■ Click Add Marker to add a new markers, then edit the density value and move the value and adjustment markers as desired.

Density

Set the fill density. The higher the number, the less dense the fill.

■ Use the slider or the numbers box to set the Density of the stitching from 2 to 40.

Remove

Click Remove to delete the highlighted marker.

Using Spiral Gradient

1 Open the Spiral Fill properties dialog. See "Changing Stitch Types" on page 78.
2 Select Gradient.
3 Click the ellipsis (3 dots) button to open the Gradient dialog
4 Click a value marker (the marker below the gradient bar) and change the number in the Density box to the required density value.
5 Move the adjustment marker above the gradient bar to vary the change in density across the fill.
6 Click Add Marker to add another value marker and adjustment marker.
7 Change the density of the fill as desired.
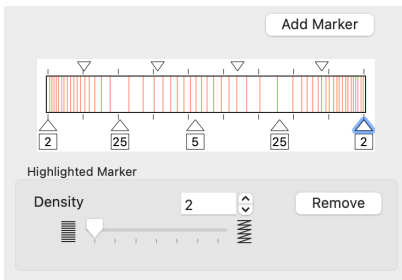
8 Click OK twice to close the Gradient dialog and the Spiral Fill dialog, and view your changes on the work area.
9 To adjust your settings, Control–click the area, and then choose Properties from the context menu. The Spiral Fill dialog re-opens.

QuiltStipple Fill

QuiltStipple fill areas 🏁 use stipple stitch in curved or straight lines. Vary the gap between stitch lines, use running or triple stitch, and add holes.
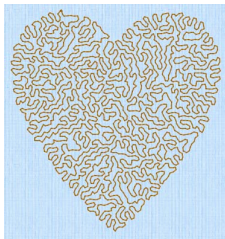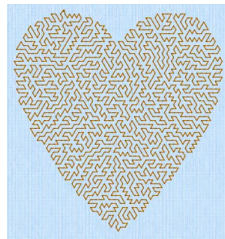
QuiltStipple Fill using a curved style   QuiltStipple Fill using a straight style

To show the QuiltStipple Fill dialog

■ Click a QuiltStipple fill area so that the points defining its shape are shown, then Control–click and choose Properties.

■ Select QuiltStipple Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.
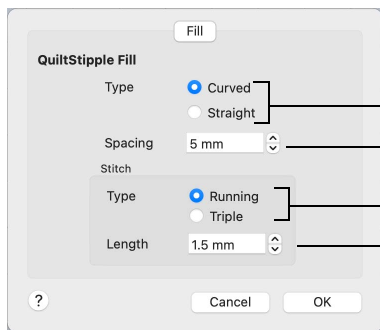
Select curved or straight stipple lines

Set the spacing between the stipple lines

Select a stitch type for the stipple lines

Set the stitch length for the stipple line

Type

Use straight or curved quiltstipple lines in the fill.
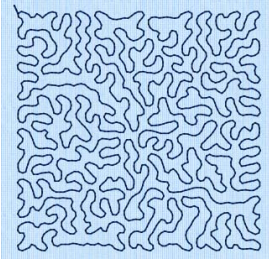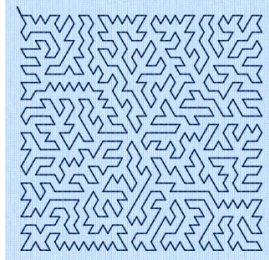
Curved	Straight

■ Select between curved or straight fill lines.

Spacing

Use Spacing to set the preferred distance between lines of stitching. The distance can be set from 1 to 20mm in steps of 0.1mm. It is initially set to 5.0mm.

Note: Where possible, this is also the border inside the area, between the edge of the area and the fill pattern.

■ Click the Spacing up and down arrows, or enter a number.

Stitch

Use Stitch to select the stitch type for stitching out the fill, and the length of the stitches used. Set stitch length from 1 to 12mm in steps of 0.1mm. The initial setting is 1.5mm.

■ Select Running or Triple stitch, and click the Length up and down arrows, or enter a number.

Contour Fill

Contour fill areas ▣ use contour stitch lines. Vary the gap between stitch lines and the length of the stitches, use running, double or triple stitch, and add holes.
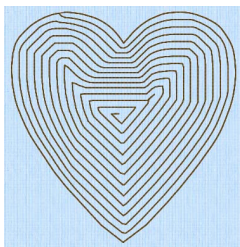
Contour Fill, using Triple Stitch and a 3.0mm gap

To show the Contour Fill dialog

- Click a contour fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Contour Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.
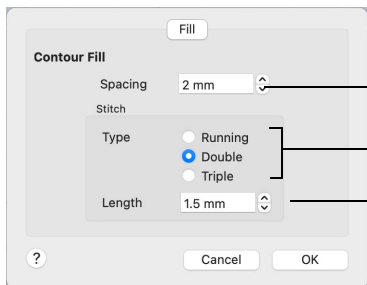
Set the space between the lines in the fill

Select a stitch type for the contour lines

Set a stitch length for the contour lines

Spacing

Use Spacing to set the preferred distance between lines of stitching. The distance can be set from 0.2 to 5mm in steps of 0.1mm. It is initially set to 2mm.

Note: This also is the border inside the area, between the edge of the area and the fill pattern.

- Click the Spacing up and down arrows, or enter a number.

Stitch

Use Stitch to select the stitch type for stitching out the fill, and the length of the stitches used. Set stitch length from 1 to 12mm in steps of 0.1mm. The initial setting is 1.5mm.

- Select Running, Double or Triple stitch, and click the Length up and down arrows, or enter a number.

Crosshatch Fill

Crosshatch fills are used in quilting, and to create free-standing lace.
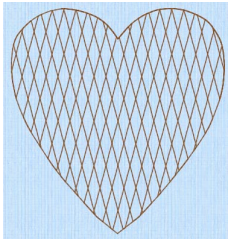
Crosshatch Fill, using Diamond style and an Angle of 75 degrees

To show the Crosshatch Fill dialog

■ Click a crosshatch fill area so that the points defining its shape are shown, then Control–click and choose Properties.

■ Select Crosshatch Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.

The Crosshatch Fill Properties dialog enables you to set the gap, style, line angle, stitch type and stitch length for the crosshatched lines of stitching in the fill. The preview changes according to the options chosen.

Select a style for the Crosshatch fill

Set the angle for one or both crosshatch lines

Preview your settings

Adjust the gap between the stitch lines

Select a stitch type for the crosshatch lines

Set the stitch length for the fill lines

Set the width for zigzag lines
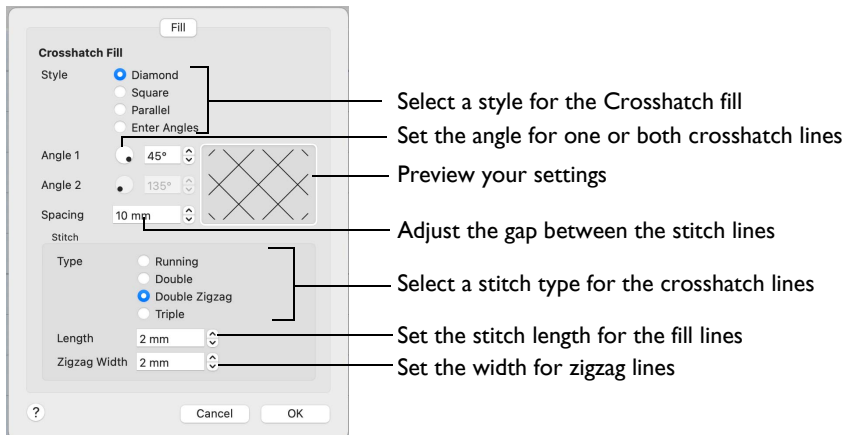
Style

Select Diamond, Square, Parallel or Enter Angles.

• **Diamond** creates a symmetrical crosshatch pattern (balanced horizontally).
• **Square** creates a crosshatch pattern of lines set at 90 degrees.
• **Parallel** creates a pattern of parallel lines, with an initial angle of 0 degrees.
• **Enter Angles** can be used to create an asymmetrical crosshatch pattern. Enter an angle for each of the two line directions in the crosshatch.

Note: The Pattern Fills 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect for lace. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, 2.8mm to combine with Pattern 258, and so on.

Angle 1
Use Angle 1 to set the line angle for Diamond, Parallel and Enter Angles fill. Angle1 is initially set to the same angle as the Diamond style previously used.

Angle 2
Use Angle 2 to set the line angle for the second line in Enter Angles crosshatch fill. Angle2 is initially set to Angle 1 plus 90 degrees.

Spacing
Set the Gap for the desired distance between the lines of stitching. You can set Gap from 5mm to 20mm in steps of 1mm. It is initially set to 10mm.

Stitch Type
Select a stitch type for the crosshatch fill. Choose from:

• Running Stitch
• Double Stitch
• Double Zigzag
• Triple Stitch

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh. After embroidering on water soluble stabilizer, the mesh of stitches provides strength when the stabilizer is washed away.

Stitch Length
Set the Stitch Length for the line type used in the crosshatch fill. You can set Stitch Length from 1 to 12mm in steps of 0.1mm. The initial setting is 2.0mm.

Zigzag Width
Set the Zigzag width for Double Zigzag from 0.2 to 6mm in steps of 0.1mm. The initial setting is 2mm.

Change a Crosshatch Fill

1 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.

2 In the work area, create the initials "J" and "S" using the font Display, Revue Patchwork UC 50-120mm XH and set the Size to 50mm. See "Insert Lettering" on page 292.
This crosshatch fill font uses Double Zigzag stitching in a Diamond style with an angle of 315 degrees, and a spacing of 10mm.

3 Ensure that the FilmStrip 📃 is available.

4 Use Command–click to select the Crosshatch Fill entries for the two letters in the FilmStrip, then Control–click and choose Properties.

5 In the Crosshatch Fill window of the Area Properties dialog, use the down arrow to set Spacing to 8mm. The preview on the right changes.

6 Set Angle 1 to 30 degrees. The preview reflects your changes.
Note that Angle 2 is dimmed.

7 Click OK to view your changes in the work area.

8 Control–click the lettering again and choose Properties > Crosshatch Fill to open the properties dialog.

9 In Style, select Enter Angles.
Angle 2 is now available.

10 Set Angle 2 to 100 degrees.

11 Click OK to view your changes in the work area, then open the Crosshatch Fill Properties dialog again.

12 In Style, select Parallel.
Angle 2 is no longer available, and its angle is now identical to Angle 1.

13 Change Angle 1 to 70 degrees.

14 Click OK to view your changes in the work area, then open the Crosshatch Fill dialog again.

15 In Style, select Square.
Neither Angle 1 nor Angle 2 is available, and their values are 0 degrees and 90 degrees.

16 Click OK to view your changes in the work area, then open the Crosshatch Fill dialog again.

17 Set Zigzag width to 4mm. This changes the stitch lines in the fill.

18 Click OK to view your changes in the work area. The stitch lines are much wider.

19 Open the Crosshatch Fill dialog again.

20 Change Stitch Type to Running (running stitch).
Note that Zigzag Width is no longer available.

21 Click OK to view your changes in the work area. The square crosshatch now consists of fine stitch lines.
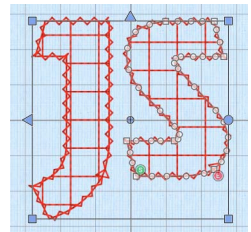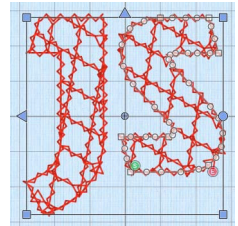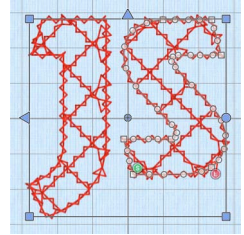
Curved Crosshatch Fill

Curved Crosshatch fills ▨ use curving lines in the crosshatch, which can be used to create a feeling of depth. They are used in quilting, and to create free-standing lace.

To show the Curved Crosshatch Fill dialog

- Click a curved crosshatch fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select Curved Crosshatch Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.

The Curved Crosshatch Fill properties dialog enables you to set the curve, gap, style, line angle, stitch type and stitch length for the curved crosshatched lines of stitching in the fill, and to use Motif lines for the fill.
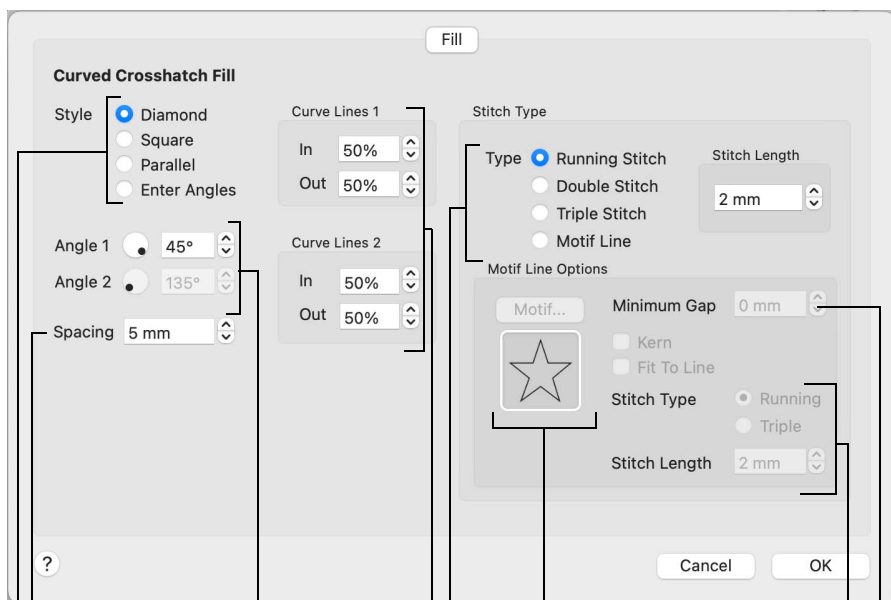
Set the angle for one or both curved crosshatch lines

Set the gap between the fill lines

Set a curve for the curved crosshatch lines

Select a style for the Curved Crosshatch fill

Choose a Motif for the fill lines

Select a stitch type and length for the curved crosshatch fill lines

Select a stitch type and max length for the curved crosshatch motif fill lines

Adjust the gap between the motif lines

Style

Select Diamond, Square, Parallel and Enter Angles.

- **Diamond** creates a symmetrical crosshatch pattern (balanced horizontally).
- **Square** creates a crosshatch pattern of lines set at 90 degrees.
- **Parallel** creates a pattern of parallel lines, with an initial angle of 0 degrees.
- **Enter Angles** can be used to create an asymmetrical crosshatch pattern. Set an angle for each of the two line directions in the crosshatch.

Note: The Pattern Fills 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, 2.8mm to combine with Pattern 258, and so on.

Spacing
Set the spacing to the preferred distance between lines of stitching from 1mm to 20mm in steps of 0.1mm. It is initially set to 5mm.

Curved Crosshatch
Use Lines 1 and 2 to change the curve on the crosshatch lines.

Note: You can also change the curves in the crosshatch lines using the handles in the work area.

Lines 1
Change the position of the origin for one of the sets of curved lines.

■ Set percentage Curve In and Curve Out from -100 to 100. The initial setting for Curve In % and for Curve Out % is 50.

Lines 2
Change the position of the origin for the other set of curved lines.

■ Set percentage Curve In and Curve Out from -100 to 100. The initial setting for Curve In % and for Curve Out % is 50.

Stitch Type
Select a stitch type for the curved crosshatch fill. Choose from:
- Running Stitch
- Double Stitch
- Triple Stitch
- Motif Line

Stitch Length
Set the Stitch Length for the line type used in the curved crosshatch fill. You can set the Stitch Length from 1 to 12mm in steps of 0.1mm. The initial setting is 2.0mm.

Motif
The selected Motif is only used by the Curved Crosshatch Fill if the Motif Line option is selected in the Stitch Type section.

■ Click Motif to select a motif in the Motif Selection dialog. See "Motif Selection" on page 237.

Minimum Gap

The Minimum Gap is the minimum amount of extra stitching that is placed between the motifs along the line. This is in addition to any spacing that is part of the selected motif.

Kern

■ Use Kern to automatically increase the space between adjacent motifs where necessary, so that the motifs fit along the line without overlapping.

Fit Motif To Line

Select this option to make the shape of the motifs follow the curves of the line.
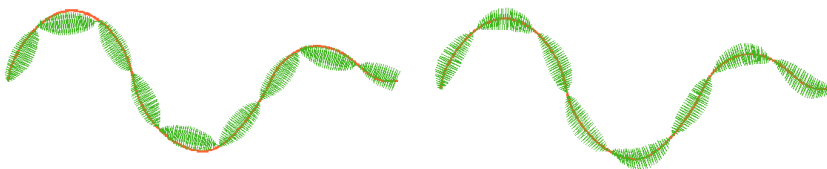
When Fit To Line is off, the ends of each motif are placed on the line.

When Fit To Line is on, each motif is adjusted to fit along the line.

Stitch Type

■ Select Running or Triple stitch for stitching out the motifs. Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm. Length is initially set to the recommended value for each motif.

Curved Crosshatch Fill in a Teardrop

1 Choose File < New.
2 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.
3 Click Quick Create 🔾 to open the Quick Create toolbar.
4 Ensure that the Fill and Line buttons are selected, and that Appliqué is not selected.
5 In the Fill pop-up menu select Curved Crosshatch Fill, and in the Line menu select Satin Line.

6   In Options, choose Fill Area and Line to open the Fill Area and Line dialog.

7   Set Spacing to 3.5mm.

8   In the Line tab set Width to 1.5mm.

9   Click OK to close the Fill Area and Line dialog.

10 In the Shape pop-up menu, choose Shape 77, a teardrop.
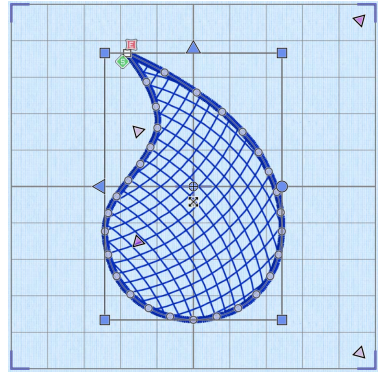
11 Click Shape ●. A curved crosshatch fill area appears on the work area in a selection box with blue handles. The crosshatch follows the curves of the shape. It has four pink triangular handles.

12 Hold down the Option and Shift keys, and drag a corner handle to enlarge the teardrop from the center so that the teardrop is about 80mm high.
    Note: Ensure that all of the pink handles are within the hoop.

13 Control–click outside the selection box, while keeping the teardrop selected, and choose Finish Box Select.
    Note: This deselects the Box Select function.

14 Drag the handle on the bottom left towards the left. One set of crosshatch lines becomes less curved.

15 Click and drag the handle at the bottom right upwards. The lines become closer together.
    Note: The four handles enable you to adjust the curves of the lines in the fill. Use the handles to make the curves in the fill follow the outline of the shape.

16 Control–click the fill area and choose Properties in the context menu. The Fill Area and Line properties dialog opens.

17 In Style, select Parallel, then click OK. The fill is now curved parallel lines.
    Note: The Style options set the type of parallel or crosshatched fill. Use Angle to set the angle for the lines.

18 Open the dialog again and select Square, then click OK to return to the original style.

19 Open the dialog again and set Spacing to 4.0mm, then click OK. The lines are now further apart.
    Note: Use Spacing to set the distance between the crosshatch lines.

20 Open the dialog and in Lines 1 set Curve In and Curve Out to 0%, then click OK. The horizontal hatching in the fill now consists of straight lines. Set the Curves back to 50%.
    Note: Setting Lines 2 to 0% as well would form a square grid. Lines 1 and 2 set the initial curve of the lines in the fill. Use the pink handles to adjust the curves within the shape.

21 In Stitch Type, note that several line types are available. Select Motif Line, then click the Motif button.

22 Set the Group to Universal and the Category to Hand Stitches 1. Pattern 1, a chain stitch pattern, is selected automatically.

23 Set the Height to 1.0mm. The Width will automatically change to 2.5mm because Proportional 🔒 is selected.

24 Click OK twice. The Curved Crosshatch Fill now uses a motif in the stitch lines.

25 Adjust the lines in the fill further, as desired.
    Note: Use Curved Crosshatch Fill for intersecting patterns and 3D effects.
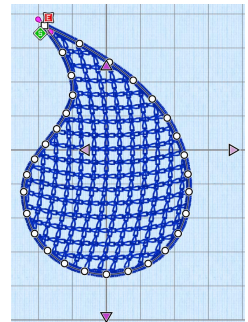
MultiWave Fill

MultiWave Fill areas ▨ use a wave pattern defined by a line, or lines, drawn on the fill area. Vary the density, or use a motif for the stitch lines.
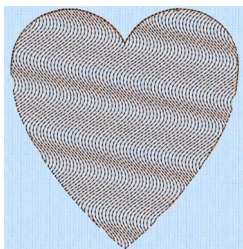
MultiWave Fill, using a density of 15
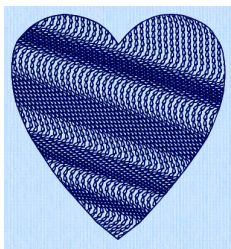
MultiWave Fill, using a density of 15, a Freehand MultiWave Line, and a Hand Stitches 1, Pattern 1 motif
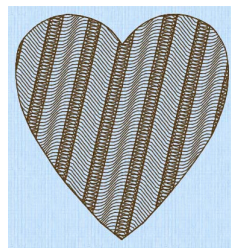
MultiWave Fill, using a density of 15, and a short Freehand MultiWave Line to add texture

You can change the direction of the stitch lines, or add texture, with Freehand MultiWave Line and Point MultiWave Line. See "Freehand MultiWave Line" on page 163.

To show the MultiWave Fill dialog

- Click a MultiWave fill area so that the points defining its shape are shown, then Control–click and choose Properties.
- Select MultiWave Fill in the pop-up menu in the the fill area section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu.
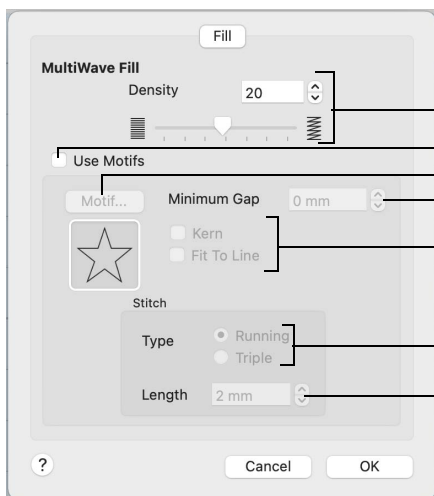
Set the stitch line density for the fill

Use a motif line

Select a motif

Set the gap between the motifs in the line

Adjust the position of the motifs in the line

Select a stitch type for the motif lines

Set the max stitch length for the motif lines

Density

Create a uniform fill at the chosen density. The lower the number, the closer together the stitches and the more stitches are produced. You can set Density from 2 to 40.

■ Use the slider or the numbers box to set the Density.

Use Motifs

Use a motif line instead of a plain line to follow the line angle selected for the fill.

■ Select the Use Motifs checkbox, then click the Motif button to choose a motif. See "Motif Selection" on page 237.

Minimum Gap

This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.

When Fit To Line is off, the ends of each motif are placed on the line.

When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 12mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif.

Adjust a MultiWave Fill

1 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.
2 Ensure that the Control Panel ▢ is available.
3 In the stitch types area choose MultiWave Fill and No Line. See "Select a Stitch Type" on page 58.

4 Click Load Background 🖼 in the toolbar and browse to /mySewnet/Samples/Embroidery/ Pics.

5 Select Climate2.png (a thunder cloud) and click Open. The cloud is displayed as your background picture.

6 Click Quick Create 🔍, and in the Quick Create toolbar click the QuickStitch™ 🔲 button.

7 Click on the dark gray part of the cloud.
The Color Tolerance dialog appears, and some of the cloud is filled with a checkered pattern. See "Use Color Tolerance to Select an Area or Line" on page 144.

8 Use the slider in the Color Tolerance dialog to ensure that the outline of the cloud, but none of the background or flash, is filled with the checkered pattern. (The inner pale gray areas will be included in the fill unless AutoHole is used.)

9 Click OK to confirm.
An embroidered cloud using MultiWave Fill with no border appears in the work area.

10 In the toolbar click Background Visibility and choose Background Off. You can now see the shape clearly. The lines in the fill are widely spaced.

11 Control–click and select Finish QuickStitch to close the QuickStitch tool.

12 Control–click the cloud and choose Properties to open the MultiWave Fill window of the Area Properties dialog.

13 Note that the fill uses a Density of 20.

14 Set the Density to 10, then click OK.
The fill is now closely spaced.

15 Control–click the cloud again and choose Properties to open the MultiWave Fill window of the Area Properties dialog.

16 Set the Density to 40, then click OK.
The fill is now very widely spaced.

17 Control–click the cloud again and choose Properties.

18 Reset the Density to 20, then select Use Motifs. The motif area becomes available.

19 Click the Motif button. The Motif selection dialog opens.

20 In the Universal Group, General Motifs 1 Category, select the motif in row 1, column 2 (number 2).

21 Click OK twice to close the Motif selection dialog and the Area Properties dialog.
The running stitch fill lines have been replaced by motif lines with closely spaced motifs.

22 Open the Area Properties dialog and the Motif selection dialog.

23 Click Flip Vertically 🔄, and close both dialogs. The pattern on alternate lines in the fill is reversed.

24 Open the Area Properties dialog.

25 Set the Minimum Gap to 2mm and click OK. There are now gaps between the motifs in the lines.

26 Open the Area Properties dialog.

27 Try the effects of selecting Kern and Fit To Line.

28 Open the Area Properties dialog.

29 Deselect (uncheck) Use Motifs.

30 Click OK to close the dialog.
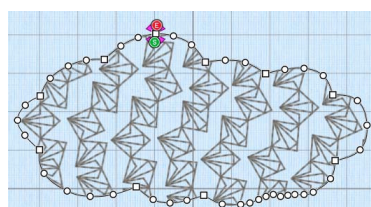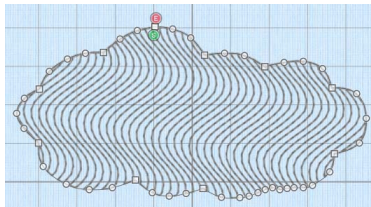
31 Click Freehand Create ⊘ , and in the Freehand Create toolbar click Freehand MultiWave Line 🖌 .

32 Draw a line across the middle of the cloud. The MultiWave lines follow the line that you drew.

33 Undo the MultiWave line. The original pattern returns.

34 With Freehand MultiWave Line still selected, draw a very short spiral line. The pattern follows the shape of the line that you just drew.
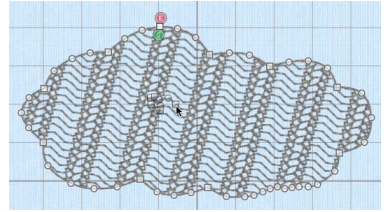
Echo Fill

Echo Fill 🔲 places echo lines within or around a shape. Choose from rounded, square and diagonal corners, and set the gap between the echo lines.
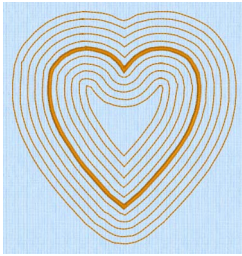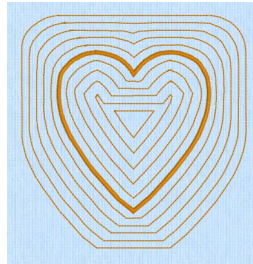
Rounded corners   Square corners   Diagonal corners

Echo Fill Properties

The Echo Fill properties dialog enables you to place echo lines within a shape. Set the style, gap, stitch type and stitch length.

Echo Fill

Echo Area: ● Internal Fill ○ Internal Lines ○ External Lines ○ External and Internal Lines — Place echo lines inside and/or around a shape

Echo Lines: 5 — Set the number of echo lines

Spacing: 5 mm — Set the space between the echo lines

Style: 1 2 3 — Choose rounded, square or diagonal corners for the fill

Stitch Type: ● Running Stitch ○ Double Stitch ○ Triple Stitch — Select a stitch type for the lines

Stitch Length: 1.5 mm — Set the stitch length for the lines

Style

Choose from 1, 2 or 3. For a square shape:

- 1 ▥ creates rounded corners
- 2 ▥ creates square corners
- 3 ▥ creates diagonal corners

Rounded corners (1) is initially selected.

Stitch type

Select a line type for the echo lines in the fill. Choose from:

- Running Stitch
- Double Stitch
- Triple Stitch

Spacing

Set the Spacing to the preferred distance between lines of stitching.

Set the Spacing from 2mm to 20mm in steps of 0.1mm. It is initially set to 5mm.

Stitch Length

Set the stitch length for the echo lines from 1 to 12mm in 0.1mm steps. The initial setting is 2mm.

Create an Echo Fill Heart

1 Set the hoop size to 100mm x 100mm - Universal Square Hoop 1. See "Hoop Selection" on page 17.
2 In Preferences set the Grid size to 10mm. See "Grid Size" on page 299.
3 Ensure that the Control Panel ▯ and FilmStrip ▤ are open.
4 Click Quick Create ◌, and in the stitch types area choose Echo Fill and Satin Line. See "Select a Stitch Type" on page 58.
5 Select the heart, number 71, in the Shape pop-up menu.
6 Click the Shape button ◌. The heart is placed in the center of the work area as a selected block.
7 Hold down the Option key and the Shift key and drag one of the corner handles so that the heart is six squares high. Several echo lines appear.
Note: Shift resizes proportionally and Option resizes from the center.
8 Control–click the heart in the FilmStrip and select Properties. The Area Properties dialog opens.
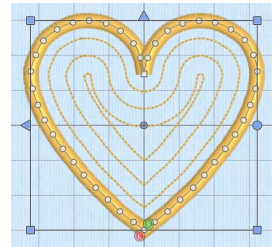
9   Set Spacing to 2mm and click OK. Closely spaced echo lines now fill the heart.

10 Control–click the heart in the FilmStrip and select Properties to open the Area Properties dialog.

11 Select Internal Lines and click OK. There are now only four echo lines within the satin line.

12 Open Area Properties and select External and Internal Lines, then click OK. Echo lines are placed outside and inside the satin line heart.

13 Open Area Properties and select Square Corners ▤ , then click OK. The shape of the echo lines changes.

14 Try using Diagonal Corners ▤ and changing the stitch type to Double Stitch or Triple Stitch.
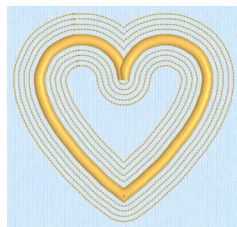
Satin Area

For information on Satin Areas, see "Satin Area Dialog" on page 188 and "Creating and Using Satin Areas" on page 181.

No Fill

For No Fill ✖ , no fill type is selected. Only the properties for the selected line are available.

Note: Use this where only a line is desired.

Manage My Fills

Use Manage My Fills to load new pictures for fill patterns, export an existing My Fill pattern as a picture and delete unwanted My Fills.

Note: If you have a design using a My Fill pattern and give it to a friend, it is likely that their My Fill database will have different patterns to your My Fill database. Export the My Fill pattern and give the picture to your friend to import into their My Fill database.
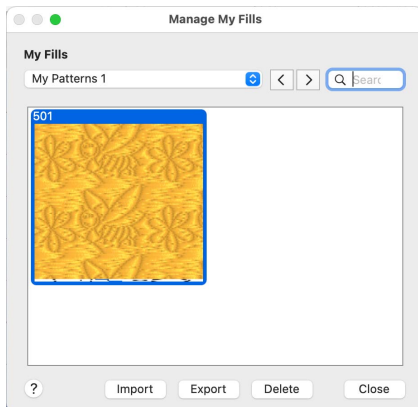
To Select Manage My Fills
■ Choose Edit > Manage My Fills.

Export
Use Export to save a My Fill pattern as a picture. The picture can then be copied and imported into a friend's My Fills.

To Export a Picture from My Fills
■ Click Export. In the save dialog the file name is automatically set to the number used for the pattern in your My Fills.
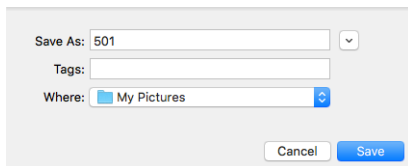
The following file formats may be saved: Windows or OS2 Bitmap (.bmp), JPEG Low Quality (.jpg), JPEG High Quality (.jpg), Tagged Image File Format uncompressed (.tif) and Portable Network Graphics (.png).

Delete
Use Delete to remove the selected My Fill pattern. Delete can be used to remove unwanted patterns.

Note: When a My Fill pattern is deleted, any designs that used that pattern will use standard Pattern 3 until a new pattern is chosen.

To Delete a Picture from My Fills
■ Select a My Fills pattern, then click Delete. A message appears to ask for confirmation. Click OK to remove the pattern.

Import

Use Import to create a new My Fill based on a picture or a previously exported My Fill. After importing a picture, that fill will be available in the My Patterns ◈ category of the Pattern dialog.

To Import a Picture for a My Fill

- Click the Import button and in the open dialog select the picture to import, then click Open.

  Note: The height and width of the picture must each be from 120 to 700 pixels.
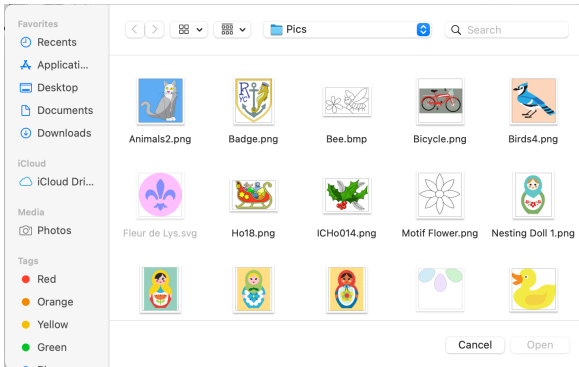
The following file formats may be loaded: Windows or OS2 Bitmap (.bmp), JPEG-JFIF Compliant (.jpg, .jif, .jpeg), Portable Network Graphics (.png), Tagged Image File Format uncompressed (.tiff, .tif), High Efficiency Image Format (.heic) and Windows Icon (.ico).

Note: The picture is automatically converted to black and white to determine the best positions for stitch points. Therefore, the best results are usually obtained from simple pictures drawn in black and white.

A My Fill pattern is repeated every 0.1mm for each pixel in the source picture. For example, if your picture is 300 x 200 pixels, it is repeated every 30mm horizontally and 20mm vertically if the fill angle is set to 0.

Use a Bee for a My Fill Pattern

1 If required, choose File > New.

2 Choose Edit > Manage My Fills.

3 In the Manage My Fills dialog, click Import and the open picture dialog appears.

4 Browse to the folder /mySewnet/Samples/Digitizing/ Pics.
Note: Simple black and white pictures are recommended. The height and width of the picture must be between 120 and 700 pixels.

5 Click 'Bee.bmp', then click Open. The bee fill is created and a preview sample is shown in the Manage My Fills dialog.

6 Click Close.

7 Click Point Create ◯ to open the Point Create toolbar.

8 In the stitch types area choose Pattern Fill and No Border Line. See "Select a Stitch Type" on page 58.

9 Click the Create Point Area or Line ▨ button. See "Create Point Area or Line" on page 158.

10 Draw a large circle in the work area. It is filled with Pattern Fill.

11 Control–click the circle in the FilmStrip and choose Properties.

12 Click the Pattern (ellipsis) button to open the Pattern viewer, and scroll down the list to My Patterns. The bee design has automatically been given pattern number 501. Enter this number to go directly to the bee pattern.
Alternatively, click My Patterns ♥. The bee pattern is automatically selected if it is the only pattern.
The bee pattern is now displayed in the Area Properties dialog.

13 Click OK to close the Area Properties dialog and view the bee fill pattern on your fill.
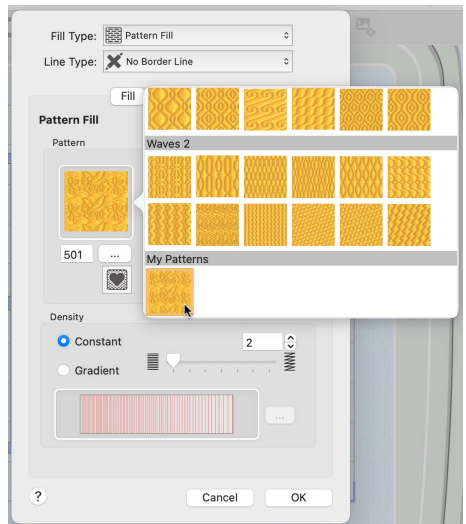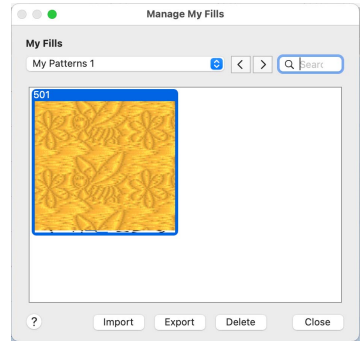
Fill and Satin Patterns

Set the Fill Pattern number for fill areas, satin areas and columns. When a pattern fill area is first created, for example by converting from another stitch type, the initial setting is pattern 3. Standard satin uses Pattern 0, which is not available for Pattern Fill areas.

- Patterns in categories other than Standard are recommended for use in relatively large fill areas, as they have repeating patterns which work well when 'tiled' together. Pattern 36 produces a 'satin effect' fill stitch.
- The first four patterns in the Gradient & Lace category (253-256) are recommended for multicolor gradient.
- Patterns 257 to 264 provide banded fill patterns that combine with crosshatch parallel fills to create a weave effect for lace designs. Set Spacing for the parallel fill at 2.4mm to combine with Pattern 257, 2.8mm to combine with Pattern 258, and so on.

For a complete reference to all the fill patterns that can be used for fonts and shapes, see the Fill Patterns Sample Guide. This is provided as a PDF for viewing and printing.

Animals 1 — Patterns 37 to 48

Arrows — Patterns 49 to 60
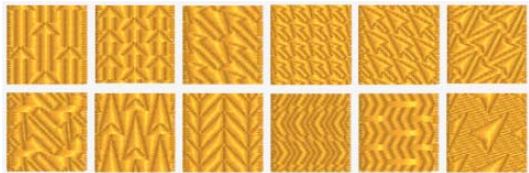
Circles 1 — Patterns 61 to 72
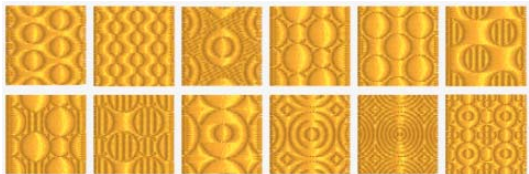
Circles 2 — Patterns 73 to 84
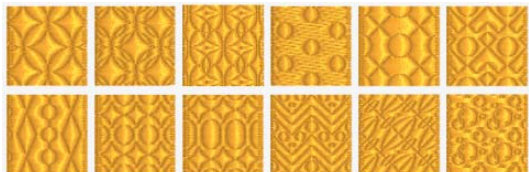
Climate — Patterns 85 to 96
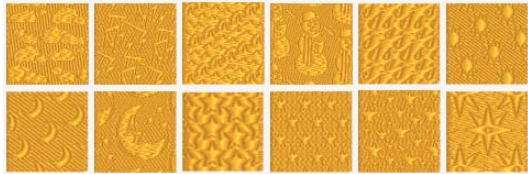
Diamonds — Patterns 97 to 108
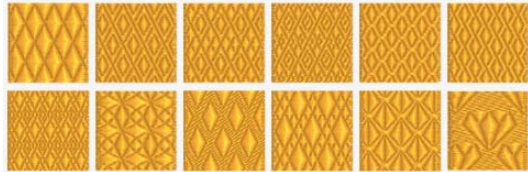
Gradient & Lace —
Patterns 253 to 264
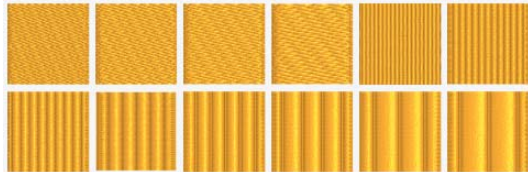
Hearts — Patterns 109 to 120
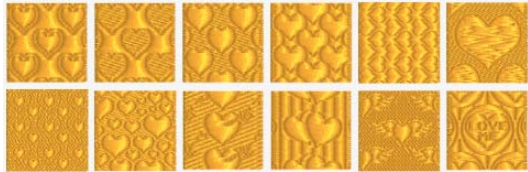
Leisure 1 — Patterns 121 to 132

Mosaic 1 — Patterns 133 to 144
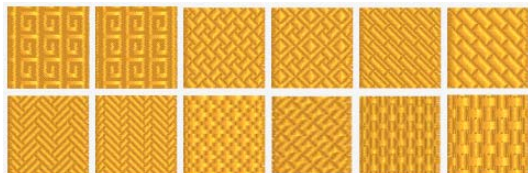
Mosaic 2 — Patterns 265 to 276
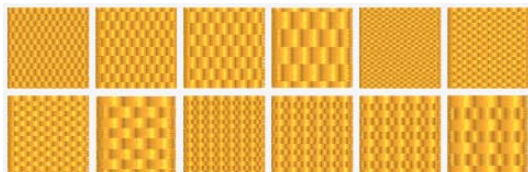
People — Patterns 145 to 156
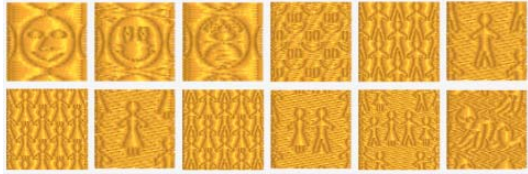
Plants & Flowers 1 —
Patterns 157 to 168
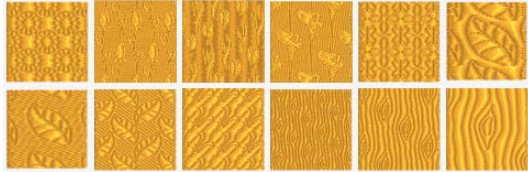
Polygons — Patterns 169 to 180
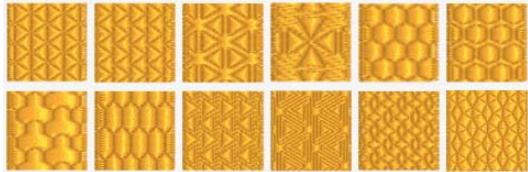
Rope & Chains —
Patterns 181 to 192
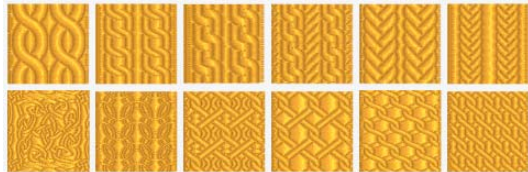
Squares 1 — Patterns 193 to
204
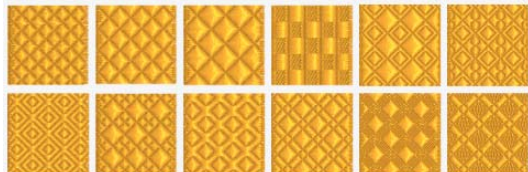
Squares 2 — Patterns 205 to
216
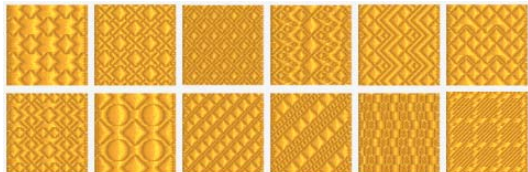
Standard 1 — Patterns 1 to 12
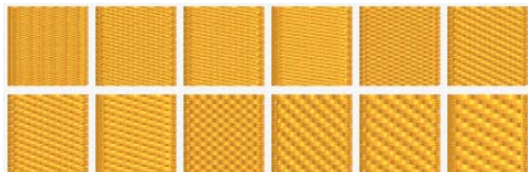
Standard 2 — Patterns 13 to 24
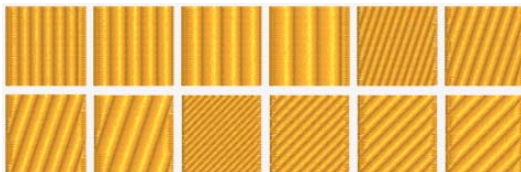
Standard 3 — Patterns 25 to 36

Transport — Patterns 217 to 228

Waves 1 — Patterns 229 to 240
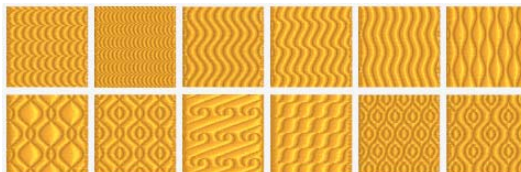
Waves 2 — Patterns 241 to 252
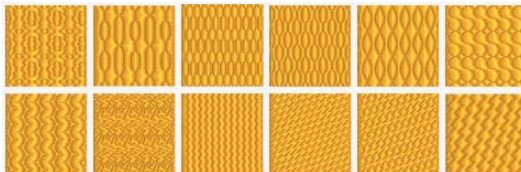
Motif Selection

Use the Motif selection dialog to select motifs for motif lines, fills, tapered motif columns, and as lines within a Shape, MultiWave or Curved Crosshatch Fill.

Choose a motif Group and Category

Select a motif

Set the height and width of the motif

Flip the motif horizontally or vertically

Adjust the dimensions proportionally (lock closed)
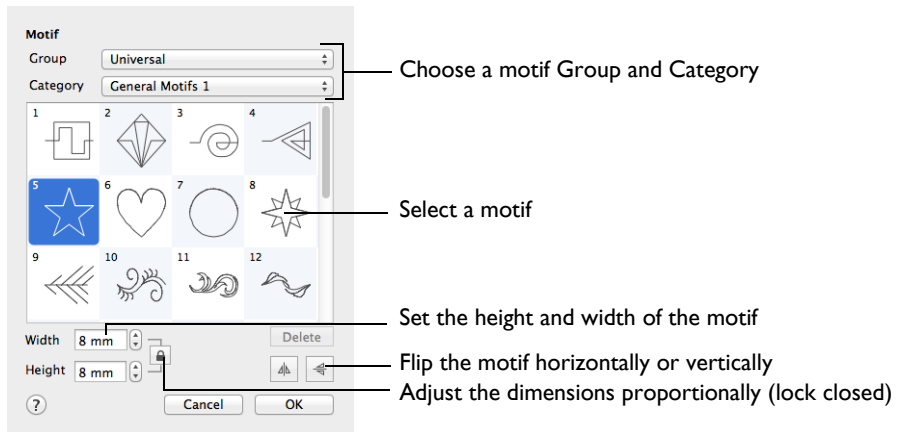
The delete function is only available for motifs you have created in My Motifs.

Note: You can only delete motifs in My Motifs if two or more motifs have been created.

Group
Click the pop-up menu to select the desired group of motif patterns.

Category
Click the pop-up menu to select the desired category of motif patterns.

Pattern
Select the desired motif visually. Motifs are numbered for convenient reference.

Height and Width
The Height and Width are initially set according to the chosen motif. The maximum and minimum values for Height and Width are individual to each motif.

Proportional
Use Proportional to keep the relative Height and Width in proportion when either is changed. Use Non-Proportional to change the relative Height and Width separately.

Flip Horizontal
Use Flip Horizontal to reverse the direction of the motif along the line of motifs. Some motifs are symmetrical and will have no apparent change when they are reversed.

Note: This is useful, for instance, if you have placed a QuickStitch™ Motif Line and wish to reverse the motif direction.

Flip Vertical

Use Flip Vertical to mirror the motif along the motif line. Some motifs are symmetrical and will have no apparent change when they are mirrored.

Selecting a Motif

1   In the Motif Fill, Motif Line or Shape Fill dialog, click the Motif (1 or 2) button.
2   Choose a Group from the pop-up menu.
3   Choose a motif Category from the pop-up menu.
4   Select a motif.
5   Set the Width and Height for the motif. If desired, select Proportional to preserve the Height and Width ratio.
6   Use Flip Horizontal or Flip Vertical to mirror the motif horizontally or vertically.
    Note: When creating a Motif Fill, you can set Motif 1 and Motif 2 so that the motif is reversed on alternate lines.
7   Click OK to use your selected motif.

Using Lines

13

Lines can be created as individual parts of the design, or as a border to a fill area.
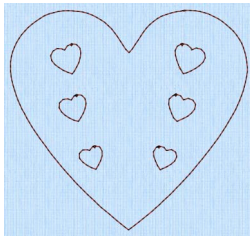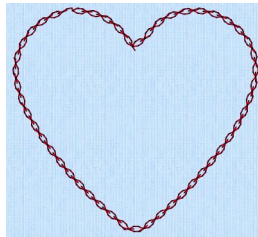
| Running Stitch | Motif Line using Pattern 2 from Hand Stitches 1 | Satin Line |
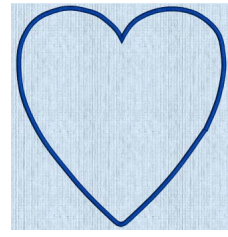
Create a Line

1 Choose a line type from the pop-up menu in the stitch type area of the Create toolbar. See "Select a Stitch Type" on page 58.

2 Click the Options... button in that area, and set the options for your selected stitch type in the properties dialog, then click OK.

3 Choose a QuickStitch™, QuickTrace, Point or Freehand tool to draw your line. See "Creating Fills and Lines" on page 143.

4 Create the line on the work area.

5 On the work area, change the position of the line, or select groups of lines.

6 Control–click the line you created, choose Properties, and change its properties in the Area properties dialog. See "Area Properties" on page 68.

Note: You can use the Area Properties dialog to change the properties for a line, and to convert any line (or area) type to any other line or area type.

To learn how to	Go to
Create a stitch area or line automatically using a background picture	See "Use Color Tolerance to Select an Area or Line" on page 144.
Create a line by drawing on the work area	See "Using the Freehand Create Functions" on page 146.
Create a line by placing points on the work area	See "Place Points for Point Create" on page 147.
Create a fill with a border	See "Create a QuickStitch™ Heart" on page 148.
Create a stitch line automatically by tracing a background picture	See "Using QuickTrace" on page 152.
Select a line type before creation	See "Select a Stitch Type" on page 58.
Change a line type after creation	See "Area Properties" on page 68.

Line Types

You can create individual lines using the following line types:

✎	Running Stitch	▨	Satin Line
✎₂	Double Stitch	⋆⋆	Motif Line
⌐	Double Zigzag	✖	No Border Line
✎₃	Triple Stitch		

Lines as Borders

Any line can be changed into an area. A straight line is placed between either end of the original line when it is closed to form an area. The line will then form the border to the newly created area.

Change a Line into an Area

1   Ensure that the Fill pop-up is not selected (it is not highlighted in blue).
2   In the Freehand Create toolbar, select Create Freehand Area or Line ▨ .
3   Draw a slightly curved line on the work area.
4   Control–click and choose Finish Freehand Area or Line Tool.
5   Control–click the line that you drew and choose Properties. The Area Properties dialog is opened at the Line tab. See "Area Properties" on page 68.
6   Note that 'Same As Fill Area' is selected in the Thread Color area of the dialog.
7   In the Fill Type pop-up menu choose Pattern Fill.
8   Click OK. The line that you drew is now the border to a fill area.

Border Color and Closed Border

A border may be the same color as the fill within it, or it can be a different color. You can change the line color for the border in the Area Properties dialog. See "Area Properties" on page 68.

A color change is inserted between the border line and the enclosed fill area.
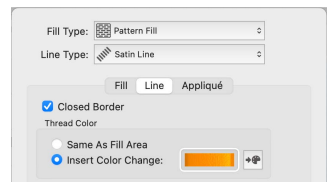
Note: The inserted color change is only used when the affected line forms the border to a fill area.

Change the Border Color for a Fill

1   Ensure that both the Fill pop-up and the Line pop-up are selected (are highlighted in blue).
1   In the Freehand Create toolbar, select Create Freehand Area or Line ▨ .
2   Draw a rough circle on the work area.
3   Control–click and choose Finish Freehand Area or Line Tool.
4   Control–click the shape that you drew and choose Properties. The Area Properties dialog is opened at the Fill tab.
5   Click Line to view the line tab. The line properties for the border are shown.

Note: If No Border Line is set as the Line Type, the line options are dimmed.

6 In the Line Type pop-up menu, choose Satin Line.

7 Select Insert Color Change.

8 Click Color Change 🍥 to open the Color Selection dialog. See "Color Selection Dialog" on page 31.

9 Scroll down and select a contrasting color.

10 Click OK twice. The border of the shape is now a different color from the fill.

Closed Border

Set the line as an open line or a closed line (a shape).

Note: Use Closed Border to change an open line to a closed one, or vice versa. This allows you to create a fill area with a closed or open border (a border that runs all the way around a fill area, or only part of the way).

Running Stitch

Running stitch ✐ is a row of small stitches going forward.

Use lines of running stitch for light markout or as underlay for satin columns and fill areas. Running stitch is also useful for traveling stitches between sections of a design, if it can be placed where it will be covered by later stitch objects.
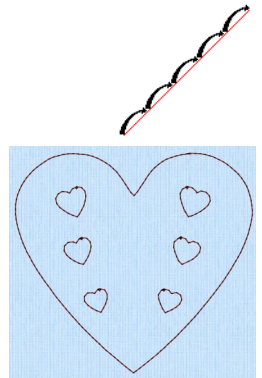
To show the Running Stitch dialog

▪ Click a Running Stitch line so that the points defining it are shown, then Control–click and choose Properties.

▪ Select Running Stitch in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.
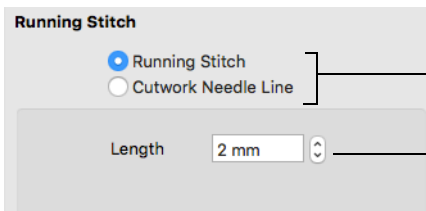
Select running stitch or cutwork line

Set the stitch length

Length

Set the Length of Running stitch from 0.3 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

Cutwork Needle Line

The cutwork needle features allow you to draw a cutting line within a design, optimized for the INSPIRA® Cutwork Needles. Use two or four cutwork needles, add secure points for fabric stability, and add a stabilizing line.

View a demonstration video

Select 2 or 4 Cutwork Needles

Set cutwork line length

Create stability gaps in the cutwork line

Set the distance between the gaps
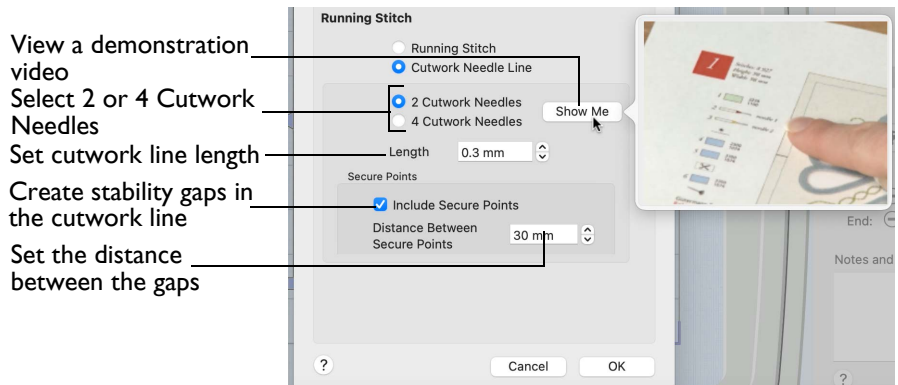
Select between 2 and 4 needles:

With 2 needles, a bladed needle set at one angle is used to cut around the shape, and then the second needle travels around the shape cutting at a different angle. By default 2 needles is selected.

With 4 needles a more precise cutting method is used, where each needle is used for the section of the shape that closely matches its angle. This method is recommended for more delicate fabrics.

Length
Set the Stitch Length from 0.3 to 6.0mm in 0.1mm steps. The default setting is 0.3mm.

Secure Points

Include Secure Points
Include Secure Points creates gaps in the cutwork needle line.

Note: This allows the cut fabric to remain attached for stability while all the cutwork needle lines are created. Afterwards it can be easily trimmed with scissors. By default this option is selected.

Distance Between Secure Points
Set the Distance Between Secure Points from 10mm to 100mm in steps of 1mm. The initial setting is 30mm.

Double Stitch

Double stitch ✎₂ is a row of small stitches going forward, followed by a row of small stitches going backward, so it ends at the same point where it began.

Use double stitch for markout and to place branching outlines that need to return to their starting points.
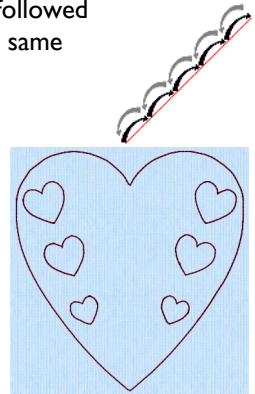
To show the Double Stitch dialog

- Click a Double Stitch line so that the points defining it are shown, then Control–click and choose Properties.
- Select Double Stitch in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.

Double Stitch

Length   2 mm ⌃⌄ ——————— Set the stitch length

?   Cancel   OK
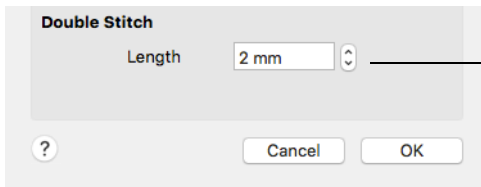
Length
Set the Length of Double stitch from 1 to 12mm in steps of 0.1mm.

The initial setting is 2mm.

Double Zigzag

Double Zigzag stitch ⌐⌐ is a row of small stitches going forward, followed by a zigzag row of small stitches going backward, so it ends at the same point where it began.

Note: Double Zigzag is a special stitch type, recommended for lace. A running stitch line is retraced in a zigzag pattern to create a mesh if sections are placed together. Alternatively, use this stitch type for crosshatch fill.
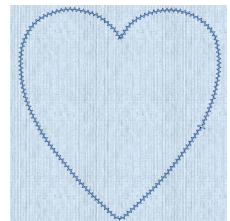
To show the Double Zigzag dialog

- Click a Double Zigzag line so that the points defining it are shown, then Control–click and choose Properties.

■ Select Double Zigzag in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.

Double Zigzag

Length	2 mm	——— Set the stitch length
Zigzag Width	0.6 mm	——— Set the width of the zigzag line
☑ Include a Linking Stitch		——— Use a linking stitch between sections of Double Zigzag

(?)   [Cancel]   [OK]
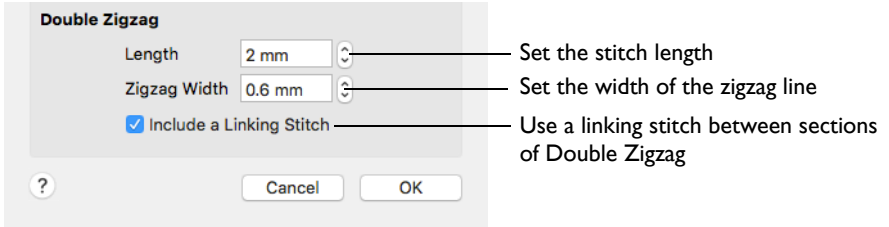
Length
Set the Length of Double Zigzag stitch from 1 to 12mm in steps of 0.1mm. The initial setting is 2mm.

Zigzag Width
Set the Width of the Zigzag part of the stitch from 0.2 to 6mm in steps of 0.1mm. The initial setting is 2mm.

Include a Linking Stitch
Use a linking stitch between sections of Double Zigzag.

Triple Stitch

Triple stitch is a row of small three-part stitches, each composed of one stitch going forward, one going backward then one going forward. The stitch length can be changed from 1mm to 12mm for individual lines in the Area Properties dialog, or for all visible lines in the work area.

Use triple stitch for heavy markout or as heavy joining lines between sections of a design.
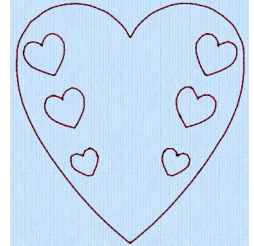
To show the Triple Stitch dialog

- Click a Triple Stitch line so that the points defining it are shown, then Control–click and choose Properties.
- Select Triple Stitch in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.

Triple Stitch

Length   2 mm   ——— Set the stitch length

?   Cancel   OK
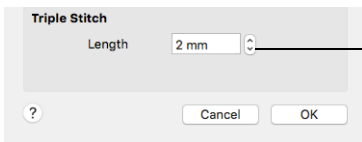
Length

Set the Length of Triple stitch from 1 to 12mm in steps of 0.1mm. The initial setting is 2mm.

Satin Line

Satin Line ⫿ is a line of constant-width satin stitch. The width of the line can be set from 1 to 12mm.

Use Satin Line as a line, or as a border to an area.
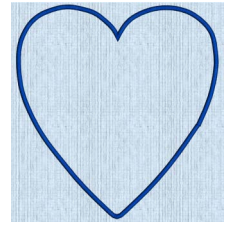
To show the Satin Line dialog

- ■ Click a satin line so that the points defining it are shown, then Control–click and choose Properties.
- ■ Select Satin Line in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.

Set the satin line width ——————————————

Set the stitch density for the line ————

Use edge walk underlay inside each edge of the line ————————————

Taper the ends of the satin line————————

Satin Line		Start Point
Width	4 mm	▲
Density	4	45
		End Point
☑ Underlay		45

| ? | Cancel | OK |
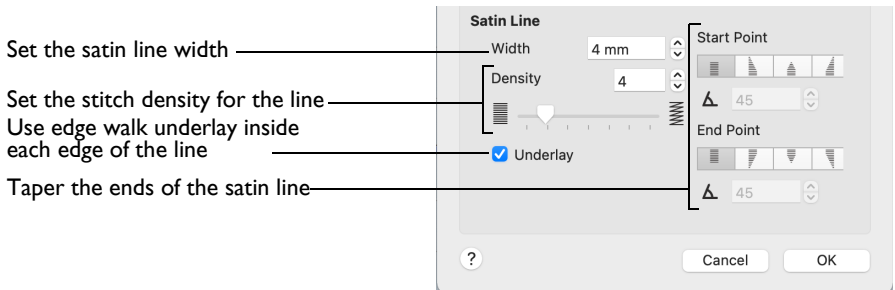
Use the Satin Line dialog to set density and width for satin lines and borders.

Density

Set Density from 2 to 15. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 4.

Note: Embroidery on thicker fabrics usually looks better with more stitch coverage (a low density setting). Choose a low value such as 2 or 3 for heavy knit fabrics, and a higher value such as 5 or 6 for a light material like linen or satin.

Width

Set Width for satin border from 1 to 12mm. The initial setting is 4mm.

Underlay

Use this option to place edge walk underlay inside each edge of the satin border. Underlay is not generated if the Border Width is set below 2mm.

Tapered Ends

The Start Point and End Point settings can be used to taper the ends of your satin lines.

Note: Use these options to create mitered or pointed ends for your satin lines.

Start Point

Use these options to change the type of line beginning for the satin line. Select a taper type, then set the Taper Angle ◿ .

- No Taper ▤
- Left Taper ◣
- Central Point ▲
- Right Taper ◿

End Point

Use these options to change the type of line end for the satin line. Select a taper type, then set the Taper Angle ◿ .

- No Taper ▤
- Left Taper ◥
- Central Point ▼
- Right Taper ◣

Motif Line

Use Motif line ✦ to draw a line of motifs.

Use motif lines for decorative stitches and details, and to frame other embroideries.
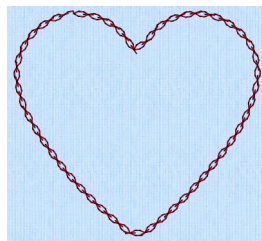
To show the Motif Line dialog

■ Click a motif line so that the points defining it are shown, then Control–click and choose Properties.

■ Select Motif Line in the line pop-up menu in the stitch type section of the Create toolbar, then click the Options button and select Fill Area and Line from the pop-up menu. In the Area Properties dialog, click Line.

Motif Line dialog label	Description
—	Change the motif in the Motif selection dialog
Minimum Gap	Set the gap between the motifs in the line
Kern / Fit To Line	Adjust the position of the motifs in the line
Type — Running / Triple	Select a stitch type for the motif line
Length	Set the max stitch length for the motif line
Start Point / End Point	Taper the start or end of the motif line
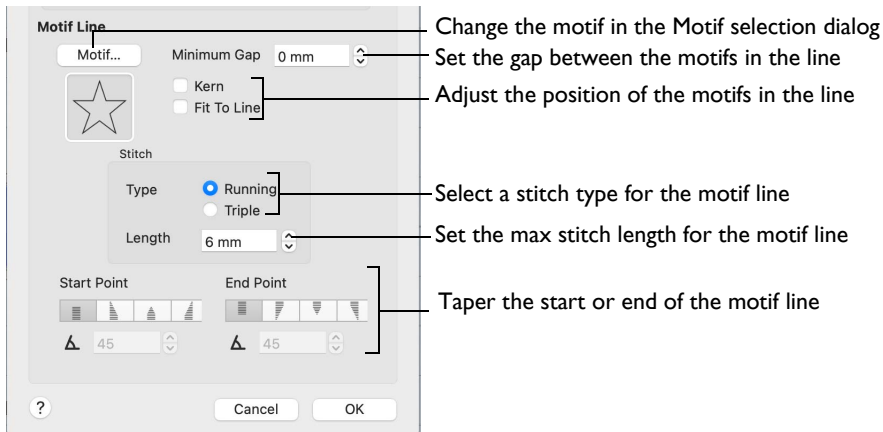
In the Motif Line dialog you can select motifs, and set the motif spacing, stitch type and length when creating a motif line.

Motif

Select a motif to use for the motif line.

■ Click the Motif button to choose a motif. See "Motif Selection" on page 237.

Minimum Gap

This is the minimum amount of extra stitching that is placed between the motifs along the line. Minimum Gap is in addition to any spacing that is part of the selected motif.

Fit To Line

Select how the motifs follow the curves of the line.

When Fit To Line is off, the ends of each motif are placed on the line.
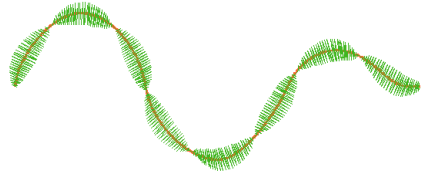
When Fit To Line is on, each whole motif is adjusted to fit along the line.

Kern

Kern automatically increases the space between adjacent motifs, so that the motifs fit along the line without overlapping.

Stitch

Select between Running and Triple stitch for stitching out the motif line.

Set the maximum stitch Length from 1 to 20mm in steps of 0.1mm.

Note: Length is initially set to the recommended value for each motif. The actual stitch length will usually be set by the stitch points within the chosen motif.

Tapered Ends

The Start Point and End Point settings can be used to taper the ends of your motif lines.

Note: Use these options to create mitered or pointed ends for your motif lines.

Start Point

Use these options to change the type of line beginning for the motif line. Select a taper type, then set the Taper Angle ⊿.

- No Taper ▤
- Left Taper ◨
- Central Point ◮
- Right Taper ◢

End Point

Use these options to change the type of line end for the motif line. Select a taper type, then set the Taper Angle ⊿.

- No Taper ▤
- Left Taper ▧
- Central Point ▧

- Right Taper ▤

No Border Line

No Border Line ✖ is used where a fill area is desired without a border, for example an area of QuiltStipple fill.

To select No Border Line

- Select No Border Line in the line pop-up menu in the stitch type section of the Create toolbar.
- Select No Border Line in the line pop-up menu in the Area Properties dialog. See "Area Properties" on page 68.

Creating Columns

14

Create stitch columns with the column functions: Satin Column, Feathered Satin, Richelieu Bars or Tapered Motifs.

Columns

Use the Column functions to place one of the following column types: Satin Column ◢, Feathered Satin ◢, Richelieu Bars ◢ or Tapered Motifs ◢.

Select the column type in the Freehand Create toolbar, or the Point Create toolbar, before creating the column, or change it after creation in the Column properties dialog. See "Column Properties" on page 72.

Create a Column by Placing Points

1   Select the desired column type, then click on the work area to place the first point in the column (Point 1).

2   Click to place Point 2 to start the other side of the column. A line appears to indicate the width of the column.

3   Click to place Points 3 and 4 for the next section of the column. The first column section appears.

4   Repeat to place points indicating the width and position of the column.

5   Press Return to complete the column. It appears in the work area.
     Note: The first and last pairs of points in a column are always square (control points).

6   Control–click and choose Finish... to deselect column, or simply select another Create tool.

7   If desired, Control–click the column to open the Column properties dialog and change the settings, or to choose a different column type from the popup menu.
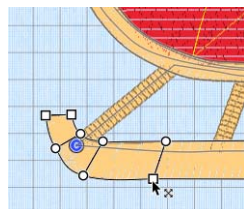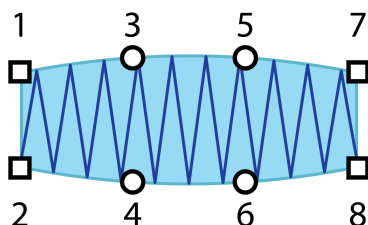
Draw a column with Bezier Curves

Note: Bezier Mode is only available in the Point Create toolbar.

1   Click the Point Create toolbar.

2   Select Bezier Mode ◢.

3   Set stitch options, then click the desired Column function and drag to place the first point of your column (Point 1).
     Note: A movement stitch is placed between the last object in the design and this point.

4   Drag to place Point 2 to start the other side of the column. A line is placed to indicate the width of the column.
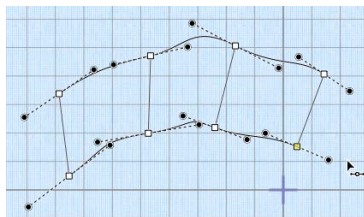
5 Drag to place Points 3 and 4 for the next section of the column. The first column section appears.

6 Repeat to place points indicating the width and position of the column. The outline shape of the column is drawn.

7 Control–click and choose Finish drawing the column to place the column.

8 Control–click and choose Finish Satin Column to deselect the function.
Note: If desired, click the column to select it, and then Control–click it and choose Properties in the Context menu to open the Column dialog.
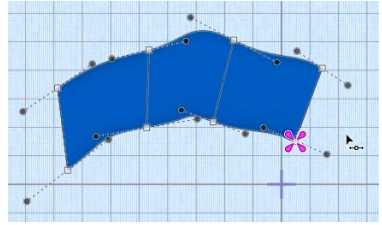
Column

Select a column type from the Freehand Create toolbar, the Point Create toolbar, or the Column Type menu:

Satin Column

Feathered Satin

Richelieu Bars

Tapered Motifs

Choose a different column type

▪ Control–click on a column and choose Properties. In the Column dialog, choose a different column type from the popup menu.

Satin Column

Use Satin Column to place a column of straight or curving satin in the work area. The satin is formed from zigzag stitches that fill the column from one side to the other.

Use the Satin Column dialog to set density, compensation, pattern (for columns wider than around 8-10mm) and underlay.
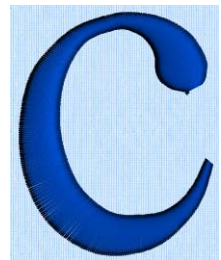
Create a Satin Column

1 In the Freehand Create or Point Create toolbar, click Satin Column. Alternatively, choose Create > Satin Column (or press ^N).

2 Choose Options > Satin Column to set density, compensation, pattern (for wide columns) and underlay.

3 Place alternate points on the work area to define the column of satin column.

4 Press Return to complete the column. It appears in the work area.

5   If desired, Control–click the Satin Column column to adjust the settings, or choose a different column type from the popup menu.
Alternatively, select several Satin Columns and change their properties, or select a single Satin Column and use Global Properties to change the properties of all visible satin columns.

6   Control–click and choose Finish Satin Column Tool to deselect satin column, or simply select another Create tool.
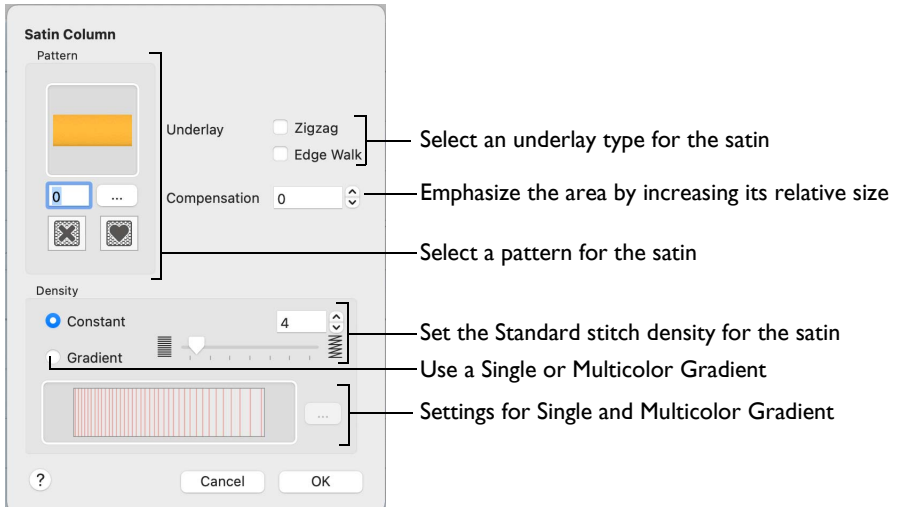
Select Satin Column

- In the Freehand Create or Point Create toolbar, click Satin Column 〰.
- Choose Create > Satin Column.
- Press ^N

Density
Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 4.

Compensation
Compensation is used to make an area 'bolder' by increasing its relative size. Set Compensation from 0 to 30. The higher the number, the bolder the area appears. The initial setting is 0.

Pattern
Choose from more than 250 patterns for satin (for areas wider than around 8-10mm). The initial setting is 0. Add new patterns using Manage My Fills. See "Manage My Fills" on page 230.

View the patterns in the pattern viewer. See "Fill and Satin Patterns" on page 233.

- Click a pattern sample or enter the Pattern number to select a pattern.
- Set the Pattern number to 0 for standard satin with no pattern, or click No Pattern.

Underlay

Choose Zigzag or Edge Walk underlay.

- Zigzag creates zigzag lines of running stitch as underlay.
- Edge walk places lines of running stitch just inside the edges of the satin areas.

Satin stitch will 'pull up' in the direction that the stitches are sewn, so it is advisable to lay down underlay stitches for stabilization.

Feathered Satin

Use Feathered Satin ⟨ᵢₗₗᵢ⟩ to create columns of satin that are feathered on one, or both sides. A Feathered Satin column uses zigzag stitches where the start and end points of the stitches are random rather than all parallel.
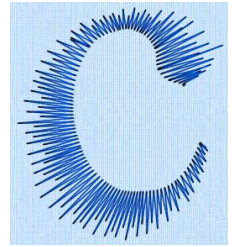
Create feathered satin for realistic feathers or fur in animal designs, or shading in flowers. Typical shapes are arches, semicircles, circles and ovals, and squares, rectangles and triangles are also possible.

Use the Feathered Satin dialog to set density, Feather Type, and Stitch Length.

Create a Column of Feathered Satin

1   In the Freehand Create or Point Create toolbar, click Feathered Satin ⟨ᵢₗₗᵢ⟩.
    Alternatively, choose Create > Feathered Satin (or press ^T).

2   Choose Options > Feathered Satin to set density, feather type, and stitch length.

    Note: To use Bezier lines instead of placing points, click to enable Bezier Mode ⟨ᵧ⟩, then draw your Feathered Satin column using Bezier lines. See "Draw a column with Bezier Curves" on page 251.

3   Place alternate points on the work area to define the column of feathered satin.

4   Press Return to complete the column. It appears in the work area.

5   If desired, Control–click the feathered satin column to adjust the settings, or choose a different column type from the popup menu.
    Alternatively, select several Feathered Satin columns and change their properties, or select a single Feathered Satin column and use Global Properties to change the properties of all visible feathered satin columns.

6   Control–click and choose Finish Feathered Satin Tool to deselect, or simply select another Create tool.
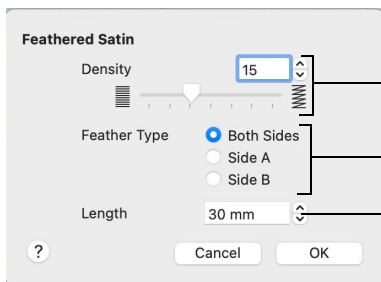
Feathered Satin	
Density 15	Set the density for the feathered satin
Feather Type ● Both Sides ○ Side A ○ Side B	Select which side of the column to feather
Length 30 mm	Set the length of the feathering stitches
? Cancel OK	

Select Feathered Satin

■   In the Freehand Create or Point Create toolbar, click Feathered Satin ⟨ᵢₗₗᵢ⟩.

■   Choose Create > Feathered Satin.

■   Press ^T

Density

Set Density from 2 to 40. The lower the number, the closer together the stitches and the more stitches are produced. The initial setting is 15.

Feather Type

Select which side of the column to feather. The available options are Both, Side A or Side B, according to the side where the first (A) or second (B) point was placed.

Length

Set the stitch Length of the feathering stitches from 2 to 30mm in steps of 1mm. The initial setting is 30mm.

Feather Both Sides

Create a satin column with both edges feathered.
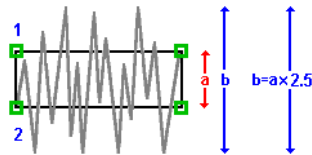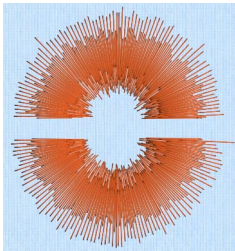
The start and end points of the stitches are random rather than all parallel.

The final width of the section is 2-2.5 times larger than it is for standard satin, as shown.

Feather One Side

Create a satin column with one edge feathered.
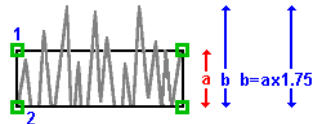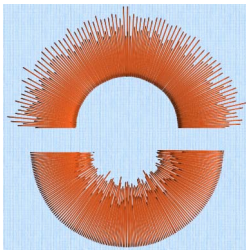
One edge is feathered, so the start and end points of the stitches on the feathered are random rather than all parallel.

The final width of the section is 1.5 to 1.75 times larger than it would be for standard satin, as shown.

The side of the feathering is determined by the relative position of point 1. If desired, the feathered side may be altered in the properties dialog.

mySewnet™ Digitizing Creating Columns

Richelieu Bars
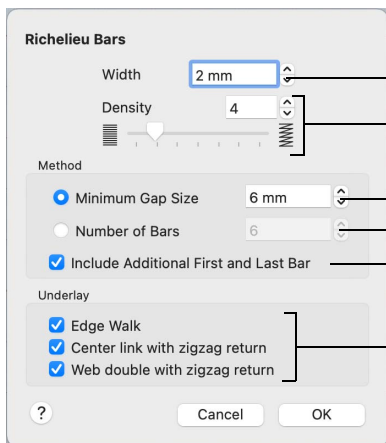
Use Richelieu Bars ![icon] to place bars in the work area. Richelieu bars are short sections of satin set perpendicular to the direction of the column. They are often used in lace designs.
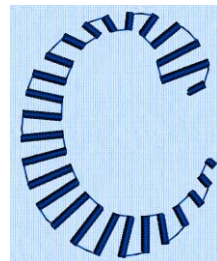
Use the Richelieu Bars dialog to set the width and density of the satin bars, the gap between the bars, and the number of bars.

Create Richelieu Bars

1   In the Freehand Create or Point Create toolbar, click Richelieu Bars ![icon].
    Alternatively, choose Create > Richelieu Bars (or press ^R).
2   Choose Options > Richelieu Bars to set the width and density of the satin bars and either the number of bars, or the gap between them.

    Note: To use Bezier lines instead of placing points, click to enable Bezier Mode ![icon], then draw your Richelieu Bars using Bezier lines. See "Draw a column with Bezier Curves" on page 251.
3   Place alternate points on the work area to define the column of Richelieu Bars.
4   Press Return to complete the column. It appears in the work area.
5   If desired, Control–click the Richelieu Bars to adjust the settings, or choose a different column type from the popup menu.
    Alternatively, select several Richelieu Bars columns and change their properties, or select a single Richelieu Bars column and use Global Properties to change the properties of all visible Richlieu Bars columns.
6   Control–click and choose Finish Richelieu Bars Tool to deselect, or simply select another Create tool.

Richelieu Bars	
Width 2 mm	Set the width for the bars
Density 4	Set the stitch density for the bars
Method	
⦿ Minimum Gap Size 6 mm	Set the minimum distance between the bars
○ Number of Bars 6	Set the number of bars
☑ Include Additional First and Last Bar	Place a bar at either end of the column
Underlay	
☑ Edge Walk ☑ Center link with zigzag return ☑ Web double with zigzag return	Select underlay for the Richelieu bars
? Cancel OK	

Select Richelieu Bars

■   In the Freehand Create or Point Create toolbar, click Richelieu Bars ![icon].
■   Choose Create > Richelieu Bars.

■ Press ^R

Width

Set the Width of the satin bars from 1mm to 6mm in steps of 0.1mm. The initial setting is 2mm.

Density

Set the Density of the satin bars from 2 to 15. The initial Density is 4.

Method

Select a method for setting the number of bars.

• Select Minimum Gap Size to set the distance between the bars from 1mm to 50mm in steps of 1mm. The initial setting is 6mm.
• Select Number of Bars to set the number of bars from 1 to 50. The initial number is 6.

Include Additional First and Last Bar

Place an extra bar at either end of the column. This option is initially selected.

Note: If the edges of the Richelieu bar area are to be covered by satin, turn off Include Additional First and Last Bar.

Underlay

Choose from Edge walk, Center link with zigzag return, and Web double with zigzag return. All three options are initially selected.

• Edge walk places lines of running stitch just inside the edges of the satin bars.
• Center link with zigzag return places a central line of running stitch, with a zigzag return line.
• Web double with zigzag return places a crosshatch pattern of stitching with a zigzag return line.

Note: Vary the combination of underlay, depending on the type of design. It is recommended to use all three types for free-standing lace.

Tapered Motifs

Use Tapered Motifs ✳ to create a line of motifs that varies in size according to the width of the column. Tapered motifs are often used in lace designs.

Use the Tapered Motifs dialog to set the motif type, stitch type, and placement method.

Create a Column of Tapered Motifs

1 In the Freehand Create or Point Create toolbar, click Tapered Motifs ✳.
   Alternatively, choose Create > Tapered Motifs (or press ^P).

2 Choose Options > Tapered Motifs to set the motif, stitch length and either the number of motifs or the gap between them.

   Note: To use Bezier lines instead of placing points, click to enable Bezier Mode ⌐ , then draw your Tapered Motifs using Bezier lines. See "Draw a column with Bezier Curves" on page 251.

3 Place alternate points on the work area to define the Tapered Motifs column.

4 Press Return to complete the column. It appears in the work area.

5 If desired, Control–click the Tapered Motifs to adjust the settings, or choose a different column type from the popup menu.
   Alternatively, select several Tapered Motif columns and change their properties, or select a single Tapered Motif column and use Global Properties to change the properties of all visible Tapered Motif columns.

6 Control–click and choose Finish Tapered Motifs to deselect, or simply select another Create tool.
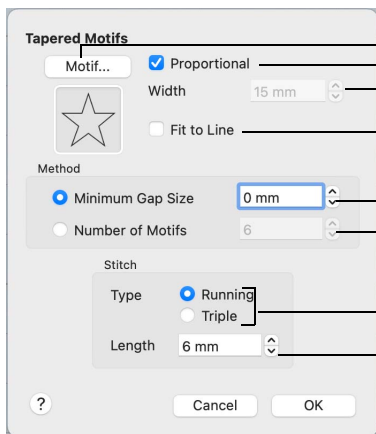
Tapered Motifs	
Motif... ☑ Proportional	— Change the motif in the Motif selection dialog
	— Retain motif proportions as column width changes
Width 15 mm	— Set the motif width
☆ ☐ Fit to Line	— Adjust the position of the motifs in the column
Method	
⦿ Minimum Gap Size 0 mm	— Set the gap between the motifs in the column
○ Number of Motifs 6	— Set the number of motifs in the column
Stitch	
Type ⦿ Running ○ Triple	— Set a stitch type for the tapered motifs
Length 6 mm	— Set the stitch length for the tapered motifs
? Cancel OK	

Select Tapered Motifs

■ In the Freehand Create or Point Create toolbar, click Tapered Motifs ✳.

■ Choose Create > Tapered Motifs.

■ Press ^P

Motif

Select the motif in the Motif selection dialog.

To select tapered motifs

- Click the Motif button to open the Motif selection dialog. See "Motif Selection" on page 237.

Note: As the motif size is set by the column width, the size functions are dimmed in the Motif Selection dialog.

Proportional

Use this option to keep the relative height and width of the motif in proportion when the column width is changed. This option is selected by default.

Width

The Width is initially set according to the chosen motif. The maximum and minimum values for Width are individual to each motif.

Fit To Line

Select how the motifs follow the curves of the line.
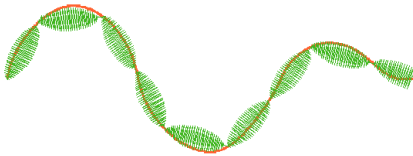
When Fit To Line is off, the ends of each motif are placed on the line.
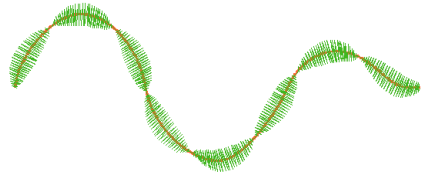
When Fit To Line is on, each whole motif is adjusted to fit along the line.

Method

Minimum Gap Size

The Minimum Gap is the minimum amount of extra stitching that is placed between the motifs along the line. This is in addition to any spacing that is part of the selected motif.

Number of Motifs

Set the number of Motifs from 2 to 50. The initial number is 6.

Stitch

Type

Select Running or Triple stitch for stitching out the motifs.

Length

Set the Length of stitches from 1 to 20mm in steps of 0.1mm. Length is initially set to the recommended value for each motif.

Editing a Design

15

After you have created an object such as a line, fill or hole, you may want to change its properties; for example the motif size, fill pattern or stitch length.

Select individual objects, or select objects as a block. See "Select a Block of Objects" on page 279.

To Edit an Object

■ Control–click the object in the FilmStrip, and choose Properties.

■ Control–click the object in the work area and choose Properties.

■ To change the properties of all visible objects of the selected type, Control–click in the FilmStrip or in the work area and choose Global Properties.

■ To change the properties of several objects of the same type, Command–click or Shift–click the objects in the FilmStrip to select them, then Control–click and choose Properties.

You can then make the desired changes in the properties dialog. See "Area Properties" on page 68.

Note: If an object is difficult to select, use the color worksheet, object Filters and Draw Range to help isolate it, then select it on the FilmStrip.

Select Objects

In mySewnet™ Digitizing, designs are made up of a sequence of lines and areas (e.g. stitch lines, fills and columns). Each area, line or column is defined by a number of points that can be seen in the work area. The selected object is highlighted in the FilmStrip.

Note: To change the properties of all visible objects of the selected type, Control–click in the FilmStrip and choose Global Properties.

Select a Place to Insert New Objects

1 In the FilmStrip or in the work area, find the object after which you wish to insert new objects and click it to highlight it.

2 Select one of the Create tools. The create cursor � can be seen at the insert point.

3 Insert the new object. It appears below the object that you selected.

Insertion Markers

When a Freehand tool is selected, a marker shows the location of the last point of the preceding object. This is where new objects are inserted:

■ When objects will be added to the end of the design, the marker is pink ✿.

- When objects are to be inserted (i.e. the selected object is not the last object in the design), the marker showing the final point of the selected object is green ✂.
- When objects are to be inserted, a red marker ⋖ shows the position of the first point in the next object in the design.

Select an Object to Edit

- In the work area, click an object to show the points that make it up, and check what type it is in the FilmStrip.
- Click an object in the FilmStrip. It is highlighted in the work area.

  You can then drag the points on the object to change its shape, delete it, or Control–click and choose Properties to change the stitch type.

Step Through Designs

- Click an object in the work area and press the arrow keys on the keyboard to step through all the objects in sequence. (If a selection box is visible, then use the arrow keys to nudge the selected object(s).)
- Click an object in the FilmStrip and use the up and down arrow keys on the keyboard to step through all the objects in sequence.
- Click the Page Up (or fn ↑), Page Down (or fn ↓), Home (or fn ←) and End (or fn →) keys to move rapidly up and down the FilmStrip.
- Click Select Last Visible Object 🖳 to move to the last object in the FilmStrip.
- Control–click the FilmStrip and choose Display Only From Start to show only the objects from the start to the selected object.
- Control–click the FilmStrip and choose Display Only To End to show only the objects from the selected object to the end of the design.
- Control–click the FilmStrip and choose Display Only Selected to show only the selected object.
  Note: The color worksheet, object filters and Draw Range are useful to isolate objects.

Select Several Objects

- Click the top of a sequence of objects selected in the FilmStrip, then hold the Shift key and click the bottom of the desired sequence (Shift-click).
- Hold the Command key and click the desired objects (Command-click).

Change Object Settings

Change Settings for a Single Object

1 In the work area select a stitch object (a stitch line or fill).
2 Control–click the object and choose Properties. The Area Properties dialog is displayed.
3 In the Area Properties dialog make the desired changes. See "Area Properties" on page 68.
  Note: You can also change multiple objects of the same type this way. Select several objects, then change the properties for one of the selected objects. All are changed.

Change Object Settings in Complex Designs

1   Click the Control Panel button ▯ on the toolbar.

2   Click the FilmStrip button ▤ on the toolbar.

3   To select an object directly on the work area, click on the desired object, or click an adjacent object then use the left and right arrow keys to step through to the required object (for example, to select a color change).

    Note: To make it easier to select the desired object, use the color worksheet, Filters and slider bars to hide other objects.

4   To select an object with the FilmStrip, scroll through the FilmStrip and select the desired object, or click any object and use the up and down arrow keys to step through the FilmStrip.

5   To change the properties of the selected object, Control–click it on the work area, or Control–click the entry in the FilmStrip, and then select Properties. Then change the entries in the properties dialog.

6   To change the properties for all visible objects of the selected type, Control–click the entry in the FilmStrip and select Global Properties. Then change the entries for all objects of that type in the properties dialog.

7   To change the properties for several selected objects of the same type, use Shift–click or Command–click to select the desired objects in the FilmStrip. Control–click one of the selected objects and select Properties. Then change the entries for that selected object in the properties dialog. All of the selected objects are changed.

8   When you have made your changes, click OK to apply the new settings.
Click Cancel if you decide not to save the new settings.

    Note: When you click OK for changing Global or Properties, or the properties for several selected objects, all of the settings in the dialog are applied to all visible or selected objects of that type.

9   Repeat as desired with other objects, then click Design Player to see the design as it will be stitched.

Delete Object

Use Delete Object to remove the currently selected object from the design. Select the object in the work area or in the FilmStrip.

To delete the selected object

- Click Actions ⚙ˇ on the toolbar and choose Delete Object.
- Control–click the selected object and choose Delete Object.
- Control–click the object in the Filmstrip and choose Delete Object.
- Choose Edit > Delete Object.
- On full-size keyboards, press Delete ⌦.
- On Mac portable keyboards, press Function–Delete or Function–Backspace (fn ⌫).

Insert Commands

Use the FilmStrip to insert a new Color Change or Stop Command immediately after the selected object.

Insert a Command

- Select the object above the insertion point, then Control–click that object and choose the desired option from the context menu.

Insert Color Command

Insert a Color Change 🎨 after the currently selected object. The Color Selection dialog appears so you can choose the new color. See "Color Selection Dialog" on page 31.

Insert Stop Command

Insert a Stop 🛑 after the currently selected object. See "Stop" on page 177.

Note: A Stop will not be inserted if this would place two Stops together.

Change Objects' Sequence

Objects and groups of objects can be dragged to move them up and down the FilmStrip, or moved with the arrow (Layout Order) buttons. This changes the order of the objects, and also changes the order in which the stitches are created for the final embroidery. See "FilmStrip" on page 41.

To open the FilmStrip

- Click the FilmStrip button ▤ on the toolbar.
- Choose View > Show FilmStrip

Note: If desired, use the color worksheet and Filter Objects buttons to hide other objects. This can make it quicker to move the desired object(s).

The first object is always a color

No line between linked objects

View the object color in the Thread Color Bar

Line between chains of linked objects

Objects are shown by their shape or a marker

Scroll up and down the FilmStrip

View the name of the object type

Use the Layout Order buttons to move objects in the FilmStrip

Select the last visible object

Display objects within groups

Moving an object up and down the FilmStrip does not change the position of the object on the work area. However, it may change the appearance of the design according to whether or not it changes the overlap with adjacent objects. For example, the color may change.

Note: You cannot move or delete the first visible object in the FilmStrip. Also, you cannot move objects above the first visible object in the FilmStrip. This ensures that, when it is visible, the initial color change in the design cannot be moved or deleted and nothing can be moved before it, unless it is another color change.

Drag an Object within the FilmStrip

1 To move an object by dragging it, click the desired object and drag it up or down the FilmStrip. A bar moves up and down the list to show the new list position.

2 Release the mouse button to drop the object at the desired point.

Drag Several Objects in the FilmStrip

1 Select a number of objects in the FilmStrip.

2 Drag one of the objects in the selection. A bar will show where the objects can be inserted in the FilmStrip.

3 Move the bar up or down the FilmStrip to the desired insertion point.

4 Release the mouse button to insert the objects.

Note: Hidden objects will not be moved.

5 To move to a part of the FilmStrip that is not visible, move the pointer above the top or below the bottom of the list. The list scrolls automatically.

6 To scroll faster, move the pointer further above or below the list.

7 Move the pointer back into the list to stop scrolling.

Note: Moving the pointer onto the scroll bar has no effect when dragging an object up or down the FilmStrip.

Move a selection of objects

■ Select several objects, then click the desired Layout Order button, or drag the selection by moving the bar up or down the list to the desired point, and release the mouse button.

Layout Order

Move Forwards

Move Forwards ▼ brings the selected object(s) one step down the FilmStrip.

■ At the bottom of the FilmStrip click Move Forwards ▼.
■ Choose Object > Layout Order > Move Forwards.
■ Control–click the object in the FilmStrip and choose Layout Order > Move Forwards.
■ Press ⌘F

Move Backwards

Move Backwards ▲ brings the selected object(s) one step up the FilmStrip.

■ At the bottom of the FilmStrip click Move Backwards ▲.
■ Choose Object > Layout Order > Move Backwards.
■ Control–click the object in the FilmStrip and choose Layout Order > Move Backwards.
■ Press ⌘B

Move to Front of Design

Move to Front of Design ▼ places the selected object(s) at the bottom of the FilmStrip.

■ At the bottom of the FilmStrip click Move to Front of Design ▼.
■ Choose Object > Layout Order > Move to Front of Design.
■ Control–click the object in the FilmStrip and choose Layout Order > Move to Front of Design.
■ Press ⌥⌘F

Move to Back of Design

Move to Back of Design ▲ places the selected object(s) at the top of the FilmStrip.

■ At the bottom of the FilmStrip click Move to Back of Design ▲.
■ Choose Object > Layout Order > Move to Back of Design.
■ Control–click the object in the FilmStrip and choose Layout Order > Move to Back of Design.
■ Press ⌥⌘B

Move an Object With the Layout Order Buttons

1   To move an object with the Layout Order buttons, click the desired object. It is highlighted in the FilmStrip.

2   Click Move Backwards ▲ to move the object one step up the FilmStrip (towards the first stitch object in the design). A bar moves up the list to show the new position.

Note: Move Forwards ▼ will move the object one step down the FilmStrip. Move to Back ⊼ will make the object the first to be stitched out, and Move to Front ⊻ the last.

3   Move the object to the desired position.

Edit Lines and Areas

The shape of a line or area can be changed in the work area by moving the points that define its outline. The points for the currently selected object are shown.
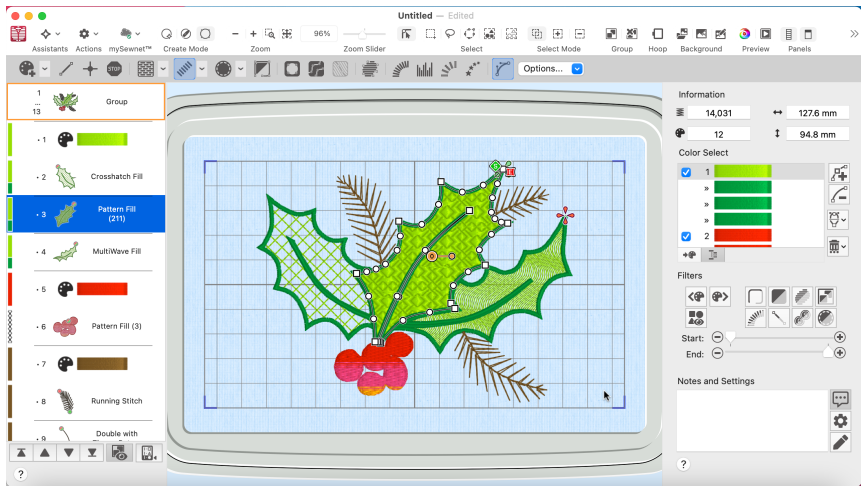
To Select an Object

■ Click on the object in the work area or the FilmStrip.
■ Use the arrow keys to step through the objects in the order they are used in the design.

Points, Angle Lines and Markers

When the desired line or area is selected, its points can be moved. The points are shown as small circles or squares. Square points are used for straight sections and corners. Round points are used for curves.

Some stitch object types, such as single stitches have a fixed number of points.

Other objects, such as fill areas, running stitch and satin lines, can have any number of points, and points may be inserted and deleted, allowing greater control over their shapes.
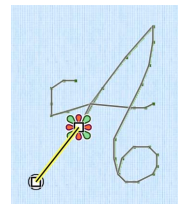
A Single Stitch is defined by two square points

The start and end points for fill and satin areas can be changed, typically to reduce the need for trimming. Satin areas have angle lines that are used to control the satin angle.
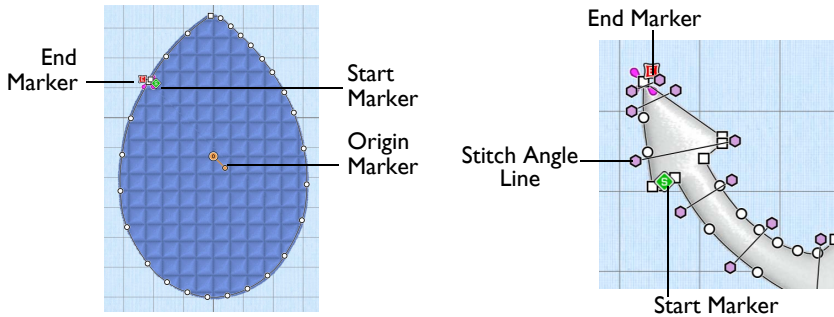
Fill areas have as many points as needed to define their outlines, and also have moveable start, end and origin markers

Satin areas have moveable start and end markers, and adjustable stitch angle lines

Color change and stop commands, and alignment stitches are shown as a single point when selected.

Points

The points that define the currently selected stitch object (satin column, fill area, running stitch, etc.) are shown as small squares and circles. Emboss lines and MultiWave lines have similar points.

The points used to start and end all fill and satin areas are shown by the start ⑤ and end 🇪 markers. Some types of fill areas also have an origin, marked by an orange circle ⓞ. In addition, satin areas have stitch angle lines with pink hexagonal ends.
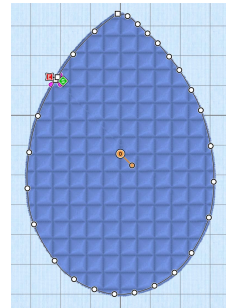
Edit Points

Use Edit Points 🇫 to enable the moving and editing of an object's points if another function is being used. Alternatively, click an object to select it and you will be in Edit Points mode.

Select Edit Points

- In the Control Panel, click Edit Points 🇫 .
- Choose Edit > Points > Edit Points.
- Press ⇧⌘E

Select and Move Points

1 In the Control Panel, click Edit Points 🇫 .

2   Click an object in the FilmStrip, or on the work area, to select it and view its points.

3   Drag the points to change the shape of the object.

Note: Moving the points that define a satin area may affect the stitch angle lines, but moving the stitch angle lines will not affect the shape of a satin area.

Straight and Curved Lines

Lines using round points are curved, and lines using square points are straight. The outlines defining most types of lines and areas can have both curved and straight sections:

- The first and last pair of points for a column are always square.
- To have any curves, a line must be defined by at least four points.
- To have any curves, an area must be defined by at least three points.

Change a Round Point to a Square Point

■   Hold down the Shift key and click the point without moving it.

When adjacent points are square, the line between them is straight. This is useful if, for instance, a point was not added as a corner at the desired place on a fill area or stitch line.
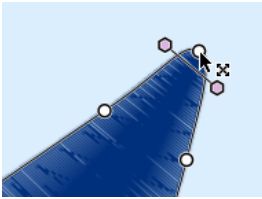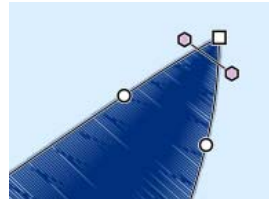
Point is a curve   Point is a corner after Shift–click

Change a Square Point to a Round Point

■   Click the point without moving it.

There must be at least two round points next to each other to make a line curved, so if there is one round point between two square points then the lines to the round point are straight.

Note: If a line does not have enough points to make the desired section curved, insert an extra point to use for the curve.

Insert Points

Use the Insert Points pointer ➤₊ to insert a point in the currently selected object outline, or a stitch angle line for a satin area.

Points can be inserted into all line and area types, including emboss lines and MultiWave lines. The only exception is Single Stitch, where points cannot be added or removed.

Select Insert Points

- In the Control Panel, click Insert Point 🖋, then click to insert points.
- Choose Edit > Points > Insert Points, then click to insert points.
- Use Command–click to add a point at the selected position.
- Press ⌥⌘E

Note: A pair of points is inserted when a point is added to a column.

Insert a Point in an Object Outline

1 Click the Control Panel button ⬜ on the toolbar.
2 Click the desired object to show the points that make it up.
3 Click Edit Points 🖈 to enable points editing.
4 Hold the Command key, and move the pointer over the object outline. The pointer changes to the insert point pointer ⯈₊. Alternatively, click Insert Points 🖋.
5 Click the place on the object outline where you want to add the new point.
6 Drag to move any of the points in the object to alter its shape.
7 If desired, Command–click to add further points.
8 To add a stitch angle line to a satin area, hold the Command key and drag to draw a line across the desired section of the area.
   Note: If the angle line does not appear, then it is not allowed in the place you attempted to draw it. For example, the line drawn my cross another angle line.

Delete Points

Use the delete points pointer ⯈₋ to remove points from the currently selected object outline, or a stitch angle line for a satin area.

Points may be deleted from all line and area types, including emboss and MultiWave lines, except Single Stitch.

You may not delete all the points for an object. To remove all the points for an object, use Delete Object.

- A fill or satin area must have at least three points.
- Satin border, motif lines and running, double and triple stitch lines must have at least two points.
- A column must have a least four points (the start and end pairs).
- A satin area must also have at least one angle line.

- In the Control Panel, click Delete Point 🖊, then click to delete points.
- Choose Edit > Points > Delete Points, then click to delete points.
- Use Option–click (⌥) to delete a point at the selected position.
- Press ^⌘E

Delete a Point from an Object Outline

1 Click the Control Panel button ⬜ on the toolbar.
2 Click the desired object to show the points that make it up.

3   Click Delete Points ⟋ to enable point deletion. Alternatively, when in Edit Points mode, use Option–click.

4   Move the pointer over one of the points on the object outline. The pointer changes to the delete point pointer ▸₋ .

     Note: The delete points pointer is only available for objects that can have points deleted.

5   Click the place on the object outline where you want to delete the point. The points that you delete are removed and the object will change shape accordingly.

6   To remove an angle line for a satin area, click the hexagonal control point at either end of the line.

7   Change back to Edit Points mode to drag the points for the object to alter its shape.

Convert Points and Bezier Lines

Use the Convert Points ✍ functions to change between types of points in a line in Bezier Mode, or to change a Point Line to a Bezier Line, or a Bezier Line to a Point Line.

Note: For information on how to draw and adjust Bezier Lines, see "Bezier Mode" on page 164.

Convert Points to Corner

Use Convert Points to Corner ⋀ to change the selected point in a Bezier line to a Corner point (a point with no handles).

Select Convert Points to Corner

■   In the Control Panel, click Convert Points ✍ , then choose Convert Points to Corner ⋀ .

■   Choose Edit > Convert Points > Convert Points to Corner.

Change a Bezier Mode Point to a Corner Point

1   Click on an object created in Bezier Mode to show the points that make it up.

2   In the Convert Points ✍ pop-up menu in the Control Panel, select Convert Points to Corner ⋀ .

     Note: Edit Points ⟰ is no longer highlighted.

3   Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Corner pointer ▸ₐ .

4   Click on the point. It now has no handles, and the sections of the line by it are straight.

5   Click to adjust any other points that you want to change in your design.

6   Control–click and choose Finish Convert Points to Corner to deselect.

     Note: Edit Points is highlighted again.

7   If desired, choose Convert Points to Corner ⋀ again and repeat.

     Note: For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 167.

Convert Points to Smooth

Use Convert Points to Smooth ⋀ to change the selected point in a Bezier line to a Smooth point (a point with handles that can be adjusted independently).

Select Convert Points to Smooth

■ In the Control Panel, click Convert Points ✍, then choose Convert Points to Smooth ✲.

■ Choose Edit > Convert Points > Convert Points to Smooth.

Change a Bezier Mode Point to a Smooth Point

1 Click on an object created in Bezier Mode to show the points that make it up.

2 In the Convert Points ✍ pop-up menu in the Control Panel, select Convert Points to Smooth ✲.
Note: Edit Points ⬚ is no longer highlighted.

3 Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Smooth pointer ⬚.

4 Click on the point. It now has two handles, and the dashed line between them is straight.

5 Click to adjust any other points that you want to change in your design.

6 Control–click and choose Finish Convert Points to Smooth to deselect.
Note: Edit Points is highlighted again.

7 If desired, choose Convert Points to Smooth ✲ again and repeat.
Note: For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 167.

Convert Points to Symmetric

Use Convert Points to Symmetric ✲ to change the selected point in a Bezier line to a Symmetric point (a point with handles that are the same distance from the point).

Select Convert Points to Symmetric

■ In the Control Panel, click Convert Points ✍, then choose Convert Points to Symmetric ✲.

■ Choose Edit > Convert Points > Convert Points to Symmetric.

Change a Bezier Mode Point to a Symmetric Point

1 Click on an object created in Bezier Mode to show the points that make it up.

2 In the Convert Points ✍ pop-up menu in the Control Panel, select Convert Points to Symmetric ✲.
Note: Edit Points ⬚ is no longer highlighted.

3 Move the pointer over one of the points in your object. The pointer changes to the Convert Points to Symmetric pointer ⬚.

4 Click on the point. It now has two handles at an equal distance from the point, with a straight dashed line between them.

5 Click to adjust any other points that you want to change in your design.

6 Control–click and choose Finish Convert Points to Symmetric to deselect.
Note: Edit Points is highlighted again.

7 If desired, choose Convert Points to Symmetric ✲ again and repeat.
Note: For more information on how to adjust Bezier Lines, see "Edit a Bezier Line" on page 167.

Convert to Point Line

Use Convert to Point Line to change the selected Bezier Line to a Point Line.

Note: The change takes place immediately.

Select Convert to Point Line

- In the Control Panel, click Convert Points ✎ , then choose Convert to Point Line.
- Choose Edit > Convert Points > Convert to Point Line.

Change a Bezier Line to a Point Line

1 Click on an object created in Bezier Mode.
2 In the Convert Points ✎ pop-up menu in the Control Panel, select Convert to Point Line. The line changes to a standard Point Create line immediately.
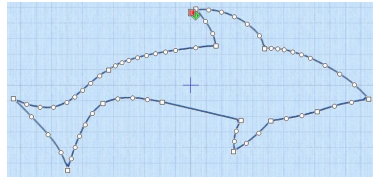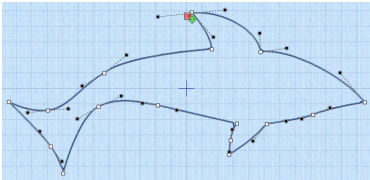
Note: Curved points are added to the line when it is converted. If you change your mind, use Undo rather than converting back.
3 If desired, select another object and choose Convert to Point Line again to repeat.

Convert to Bezier Line

Use Convert to Bezier Line to change the selected Point Line to a Bezier Line. The change takes place immediately.

Note: A smoothly drawn line with the minimum of points is more likely to produce a good result.

Select Convert to Bezier Line

- In the Control Panel, click Convert Points ✎ , then choose Convert to Bezier Line.
- Choose Edit > Convert Points > Convert to Bezier Line.

Change a Point Line to a Bezier Line

1 Click on an object created in Point Mode.
Note: This is an object that was created with Quick Create, Freehand Create or drawn by placing points in Point Create.
2 In the Convert Points ✎ pop-up menu in the Control Panel, select Convert to Bezier Line. The line changes to a Bezier line immediately.
Note: If you change your mind, use Undo rather than converting back.
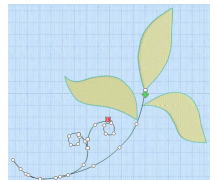
Note: The number of points in the Bezier line will depend on the number of points in the original line. Delete points and adjust the handles on the remaining points to optimize the Bezier line.

If desired, select another object and choose Convert to Bezier Line again to repeat.
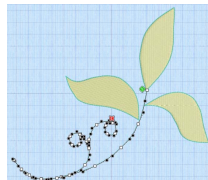
Start and End Points for Areas

The start and end points for fill and satin areas are shown by circular markers. The start marker 🟢 is on the inside of the object, and the end marker 🔲 is on the outside of the object.

Move the Start and End Points for Areas

- Drag the desired marker. Move the marker to the point that you wish to use as the new start or end point of the area. Drop at the desired point and the position of the marker will change.

Note: The marker snaps to the nearest point on the edge of the object. If an area does not have a point in the desired position, insert a point at that place.

The Origin for Areas

Some types of fill areas have an origin, marked by an orange circle 🟠. This is used to move the start point for the pattern in a pattern fill, or the center point for Radial fill, Spiral fill and Shape fill types.

Note: Use the Origin to control how the pattern is repeated in a pattern fill area, and use the handle to change the angle of the fill.

For Radial fill, Spiral fill and Shape fill areas, the origin can also be moved. This sets the center point for the fill, such as the point from which stitches radiate on a Radial fill.

Move the Origin for Areas

■   Drag the origin marker ⊙ to the desired position. The origin can be moved anywhere on the design area.

You can create several of the same types of fill area with a common origin. Move the origin to the same grid position for all the desired areas, so that the pattern of stitches is unified across the group of areas. Here, Radial Fill is used.
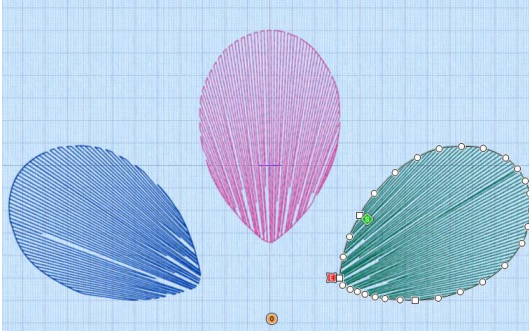
Change the Stitch Angle for Satin Areas

Satin areas have stitch angle lines that show and adjust the angle of the stitches across the area. The stitch angle lines have hexagonal handles at each end that are used to adjust each line individually.

Drag the desired hexagonal handle. Drop at the desired point and the position of the angle line will change. If the line does not move, this is because the new end point is not usable. This will happen if, for example, you attempt to force two angle lines to cross each other within the area.
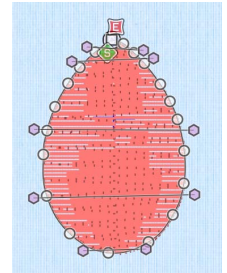
Add Angle Lines

■   To add angle lines, click Insert Point 🖫 (or press the Command key), then draw a line where you want to add the line.

Delete Angle Lines

■   To delete angle lines, click Delete Point ∠ (or press the Option key), then click the hexagon at either end of the line to be deleted.

Note: A satin area must have at least one angle line. Therefore, the last angle line may not be deleted.

Delete Hole

Use Delete Hole 🗑 to delete one or more holes from the currently selected area.

Remove a Hole from an Area

1 Click the Control Panel button ☐ on the main toolbar to select the Control Panel.
2 Click a fill area containing one or more holes. The points that make up the hole are shown.
3 In the Delete pop-up menu in the Control Panel, select Delete Hole ⬚ to enable hole removal.
4 Move the pointer over the edge of a hole. The pointer changes to the delete pointer ▸_ .
5 Click the edge of the hole. The hole is removed from the design.
6 If desired, delete further holes.
7 Control–click to deselect the function.

Delete Emboss Line

Use Delete Emboss Line ⬚ to delete one or more embossed lines from the currently selected area.

Note: Use Delete a Point to remove individual points from an emboss line. See "Delete Points" on page 272.

Remove an Emboss Line from an Area

1 Click the Control Panel button ☐ on the toolbar.
2 Click a fill area or column containing one or more emboss lines. The points that make the object and its emboss lines are shown.
3 In the Delete pop-up menu in the Control Panel, select Delete Emboss Line ⬚ to enable emboss line removal.
4 Move the pointer over an emboss line. The pointer changes to the delete pointer ▸_ .
5 Click the emboss line. It is removed from the fill area.
6 If desired, delete further emboss lines.
7 Control–click to deselect the function.

Delete MultiWave Line

Use Delete MultiWave Line ⬚ to delete one or more MultiWave lines from the currently selected MultiWave Fill area.

Note: Use Delete a Point to remove individual points from an MultiWave line. See "Delete Points" on page 272.

Remove a MultiWave Line from a MultiWave Fill Area

1 Click the Control Panel button ☐ on the toolbar.
2 Click a MultiWave fill area containing one or more MultiWave lines. The points that make the object and its MultiWave lines are shown.
3 In the Delete pop-up menu in the Control Panel, select Delete MultiWave Line ⬚ to enable MultiWave line removal.
4 Move the pointer over a MultiWave line. The pointer changes to the delete pointer ▸_ .
5 Click the MultiWave line. It is removed from the MultiWave fill area.
6 If desired, delete further MultiWave lines.
7 Control–click to deselect the function.

Break Apart

Use Break Apart to break apart a fill area with a border into a separate line and fill area.

■ Choose Object > Break Apart.

Break Apart a Fill Area with a Border

1 Click on a fill area with a border.
Note: In the FilmStrip, the area is listed as a single item, e.g. Pattern Fill.

2 Choose Object > Break Apart.
The selected area is separated into a fill and a line, together with color commands if the line is a different color.

Reversal Functions

Reverse Column End to End

Reverse the order of all the points defining a column so that the start becomes the end, and vice versa.

Note: This option is only available when a column is selected.

■ Choose Object > Reversal > Reverse Column End to End.

Reverse Column Side to Side

Swap each pair of points within a column.

Thus, if a column started with a left point and ended with a right point, then all right points would be swapped to become left points. The column would then start on the right and end on the left.

Note: This option is only available when a column is selected.

■ Choose Object > Reversal > Reverse Column Side to Side.

Reverse Line

Reverse the order of the points defining a line so that the start becomes the end, and vice versa.

Note: This option is only available when a line is selected.

■ Choose Object > Reversal > Reverse Line.

Select a Block of Objects

The select functions in the main toolbar allow you to select a block of objects. A selected block of objects can be resized, rotated, mirrored, moved, copied and cut.

■ Click on an object in the FilmStrip or work area to select it. Command–click or Shift–click in the FilmStrip to select additional objects individually or in a sequence.

■ Use the Select Mode tools to replace, add to, or remove from your selection. Replace Selection ⬚ replaces the selected objects, Add to Selection ⊞ adds the

new selection to the selected objects, and Remove from Selection ⊟ removes the new selection from the selected objects.

Note: Use Control–click to finish using a select tool, or select a different create or select tool.

When a block has been selected, it has a selection box around it on the work area. The selection box has handles which are used to resize, rotate and flip the block.

Flip Vertical Handle

Resize Handle

Flip Horizontal Handle

Rotate Handle
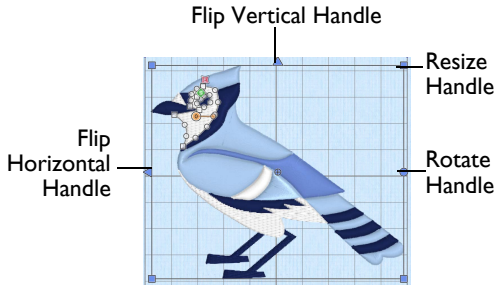
Note: The handles are blue to indicate that you can freely manipulate the selection without changing density or stitch length in the objects. This is because the stitches are only generated when you use Export Embroidery.

Move and Resize a Block of Objects

- Drag inside the block to move it.
- Drag the square corner handles ⊹ to resize the block.
  Note: Hold down the Shift key as you drag to resize proportionally. Hold down the Option key to resize from the center.

- Drag the round rotate handle ♀ to rotate the block freely.
- Click the triangular handles to flip the block horizontally ◁ or vertically △.

Note: When making a selection, only objects that are completely enclosed by the selection line (box, freehand line) are included in the selection. If you cut across a Running stitch line when making a selection, it is not included because it was not completely enclosed in the selection.

Inserting or Pasting a Block

When a new selection is added to a design by paste or one of the insert functions, it is automatically selected as the current block.

Deselect a Block

- Click the work area outside a block to deselect it. The selection box around the block will disappear.

Box Select

With Box Select ⬚, drag to draw a rectangle around the area you want to select. Only objects that are completely enclosed by the selection line are selected.

Select Box Select

- In the main toolbar, click Box Select ⬚.
- Choose Edit > Box Select.

Select an Area with Box Select

1 If desired, use the FilmStrip, Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required objects.
2 In the main toolbar, click the Box Select button ⬚.
3 Drag to draw a rectangle around the area you want to select.
4 Lift the pen or release the mouse button when the required objects are enclosed. They become the current selection, as indicated by a rectangle with blue handles.
5 If you want to make a new selection, click outside the current selection to deselect it. Then draw a new box around the required objects.
6 Control–click and select Finish Box Select Tool to cancel the Box Select tool.

Point Select

With Point Select ⬡, place points to select a block of stitches of any shape around the desired area. Only objects that are completely enclosed by the selection line are selected.

Point Select may be easier to use than Freehand Select for precise selections.

Select Point Select

- In the main toolbar, click Point Select ⬡.
- Choose Edit > Point Select.

Select an Area with Point Select

1 If desired, use the FilmStrip, Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required objects.
2 In the main toolbar, click the Point Select ⬡ button. The pointer changes to the Point Select pointer ▸⬡
3 Click to place the first point, and the pointer changes to the point pointer ▸○.
4 Click to place a series of points around the required objects.
   Note: As you click the third point on the line, the line becomes curved. The line may 'swing' while you place points. Just carry on, you can adjust it afterwards.
5 Use Shift–click to place square points for straight lines.
6 Move the pointer over one of the points on the line. The pointer changes to the Move Node pointer ▸⬚. Adjust the point as desired.
   Note: When the Move Node pointer is active you can adjust existing points. If you click while the point pointer ▸○ is active, another point is added to the line.
7 When your line is as desired, double-click or press Return to surround the area with a selection box.
8 If you want to make a new selection, complete the current selection and then place a new line around the required stitches.
   Note: Use Command–click to add an area to your selection, and Shift–click to remove an area from your selection.
9 Control–click and select Finish Point Select Tool to deselect the function.

Freehand Select

With Freehand Select ♀, drag to draw an irregular outline around the desired area. Only objects that are completely enclosed by the selection line are selected.

Select Freehand Select

- In the main toolbar, click Freehand Select ♀.
- Choose Edit > Freehand Select.

Select an Area with Freehand Select

1 If desired, use the FilmStrip, Draw Range sliders, Filters and color worksheet to hide objects so that it is easier to see the required objects.
2 In the main toolbar, click the Freehand Select button ♀.
3 Drag to draw a line around the required objects, and lift the pen or release the mouse button to close the area. The objects inside the line are selected, as indicated by a rectangle with blue handles.
   Note: The line is closed automatically by a straight line between your start point and the point. If the start and end points are not close enough, you may leave out some objects by accident.
4 To make a new selection, click outside the current selection to deselect it. Then draw a new line around the required objects.
5 Control–click and select Finish Freehand Select Tool to cancel the Freehand Select tool.

Replace Selection

Use Replace Selection ▦ to replace the currently selected objects with the new selection.

To change the selection with Replace Selection

- Click Replace Selection ▦ in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection replaces the old one.
- Choose Edit > Select Mode > Replace Selection.

Add to Selection

Use Add to Selection ⊞ to add the new selection to the currently selected objects.

To change the selection with Add To Selection

- Click Add to Selection ⊞ in the toolbar, and select several objects. Click one of the selection tools and select a few different objects. The new selection is added the old one.
- Choose Edit > Select Mode > Add to Selection.

Remove from Selection

Use Remove from Selection ⊟ to remove the new selection from the currently selected objects.

To change the selection with Remove From Selection

- With several objects selected, in the toolbar click Remove from Selection ⊟ . Click one of the selection tools and select objects within that selection. The objects you selected are removed from the selection.
- Choose Edit > Select Mode > Remove from Selection.

Select All Visible

Select All Visible ⬛ selects all visible objects in the design.

Select Select All Visible

- In the main toolbar, click Select All Visible ⬛.
- Choose Edit > Select All Visible.
- Press ⌘A

Selecting Objects with Select All Visible

1 If desired, use the FilmStrip, Draw Range sliders, Filters and color worksheet to hide objects so that only the required objects are visible.
2 In the main toolbar, click Select All Visible button ⬛. The currently visible objects are selected, as indicated by a rectangle with blue handles.
  After using Select All Visible, the previously active selection tool, or Box Select, is active.

Deselect All

Deselect All ⬛ will deselect every selected object, including any that are outside the chosen hoop.

To Deselect All

- In the main toolbar, click Deselect All ⬛.
- Choose Edit > Deselect All.
- Press ⇧⌘A

Select Last Visible

Use Select Last Visible ⬛ to move to the last visible object in the FilmStrip.

- In the FilmStrip, click Select Last Visible Object ⬛.
- Choose Edit > Select Last Visible.

Multiple Select and Groups

-

Multiple Select

Use multiple select to select more than one object at a time.

The selected objects are surrounded by a selection box with a solid outline, and blue handles. The whole selection can be scaled, rotated and mirrored.

Note: If you click outside the selection box, the objects become separate. Use Undo, or select them again to recreate the multiple selection.

Select Several Objects

- In the FilmStrip, hold down the Command key and click the desired objects.
- Use one of the multiple select tools in the Select area.

A selection box is placed around the selected objects.

Grouping Selected Objects

In mySewnet™ Digitizing, you can edit objects individually, in a selected block, or in groups which remain as a selection after saving.

Note: When a design including groups is loaded using Insert or Open, all sections are grouped together, ready for moving, resizing and so on.

To reshape or change the properties of an individual object inside a group, select it on the FilmStrip.

Note: To view the contents of Groups within the FlimStrip, use Display Group Contents ![icon] (see "Display Group Contents" on page 286).

Group

Use Group ![icon] to make a more permanent group of all the currently selected objects. Use Group to group the objects permanently, or to make a temporary Group while moving or editing them.

Note: A group can be modified in the same way as a selection. You can move, resize, mirror and rotate it.

Group ![icon] can only be used in conjunction with one of the selection tools.

The grouped objects are surrounded by a selection box with a solid outline, and orange handles. The group can be scaled, rotated and mirrored.

Note: If you click outside the selection box, and then click one of the objects within the group, the objects will still be grouped.
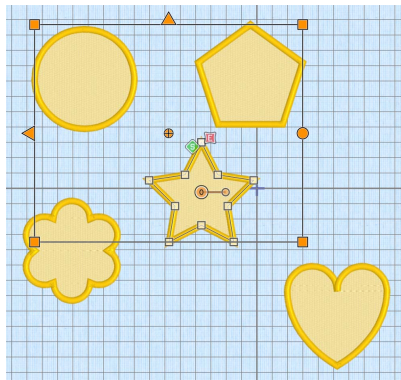
Create a Group of Objects

- Select several objects in the FilmStrip or on the work area, then click Group ![icon].
- Select several objects, then choose Object > Group.
- Press ⌘G

Ungroup

Use Ungroup ![icon] to split the selected group into the objects which make it up.

Note: Ungroup can only be used when a group is selected.

Ungroup a Group of Objects

- Select a Group, then click Ungroup ![icon].
- Select a Group, then choose Object > Ungroup.
- Press ⌥⌘G

Select Similar from Visible

Use Select Similar from Visible to select all visible objects with similar properties (i.e. the same name in the FilmStrip); for example, select all Radial Fill areas, or all Satin Lines.

Note: Select Similar from Visible selects all Pattern Fills, whether or not they have a border, but does not select Pattern Fill Appliqué areas at the same time as Pattern Fill.

- Choose Edit > Select Similar > Select Similar from Visible.

Select Similar from Group

Use Select Similar from Group to select all objects with similar properties (i.e. the same name in the FilmStrip) that are in the same Group.

Note: Objects with similar properties that are in a different Group, or in no Group will not be selected.

- Choose Edit > Select Similar > Select Similar from Group.

Scale to Fit Hoop

Use Scale to Fit Hoop to resize the design in the work area proportionally, to fit within the boundaries of the hoop, centered in the hoop. The whole design is resized, including hidden areas.

Note: Use this to resize a whole design to fit in a different hoop. You should consider whether to change settings or stitch types. For example, when enlarging you could add a pattern to wide satin columns.

- Choose Edit > Scale to Fit Hoop.

Change Design Size

Use the Change Design Size dialog to alter a design automatically to a new size, allowing for the stitch objects used. Resize the design to the desired width or height.

Note: It is not possible to resize the design to a size greater than the selected hoop. If a larger size is entered, the design is scaled to fit the selected hoop, and a warning message displayed. To enlarge the design more, select a bigger hoop before using Change Design Size.
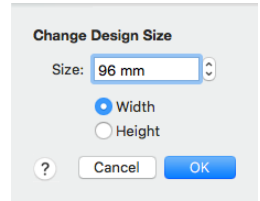
Resize a Design

■ Choose Edit > Change Design Size.

Change the Size of a Design

1 Select a block of objects or a design.
2 Choose Edit > Change Design Size.
3 Select Width or Height to select the dimension to use for resizing.
4 Enter the desired Width or Height in millimeters in the text box.
5 Click OK to show your changes in the work area.
Note: Use Undo to reverse your changes.

Display Group Contents

Use Display Group Contents to show all objects within Groups in the FilmStrip, or to show only the Groups themselves.

■ In the FilmStrip, click Display Group Contents 📇.

Modify a Block of Objects

Flip Vertical Handle

Resize Handle

Flip Horizontal Handle

Rotate Handle
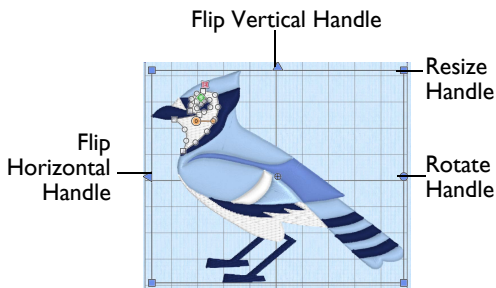
Move a Block of Objects

You can move a selected block using drag, or nudge. Click inside the block and drag it to the required position, or use the arrow keys to nudge it into place.

Moving a Block of Objects

1 Click anywhere inside the selection and drag it to the required position. The rectangle around the selection is dragged with the pointer.

2 Lift the pen or release the mouse button to drop the selection in place. The selected objects are redrawn in their new location.

3 Alternatively, you can use the arrow keys to nudge the selection into position, then click outside the block to place it.

Resize a Block of Objects

Drag one of the square corner handles ⊞ to resize.

Resizing a Block of Objects

1 Drag any of the square resize handles.

To keep the selected objects in proportion, hold down the Shift key.

2 Lift the pen or release the mouse button, and then release the Shift key if you used that to keep the proportions. The selection is redrawn at its new size.

Note: Hold down the Option key to resize from the center.

Mirror a Block of Objects

Mirror a block of stitches vertically or horizontally using the flip handles on the block selection box.

Horizontally Flip Block

■ Click the Flip Horizontal handle ◁ to mirror a block horizontally.

Vertically Flip Block

■ Click the Flip Vertical handle △ to mirror a block vertically.

Rotate a Block of Objects

■ Drag the rotation handle to rotate the block freely to any angle.

The selection box around the block is rotated around its center. The block is redrawn in its new position.

Rotate 45

Rotate 45 rotates the selected block of objects in 45 degree steps.

To rotate a block of objects freely in the work area, see "Rotate a Block of Objects" on page 287.

To Rotate a Block of Objects by 45 Degrees

■ Select the block of objects, then choose Object > Rotate 45.

Undo to return to the previous angle.

Modify Block

Use Modify Block to open a dialog where you can resize and rotate the selected block.

To Open the Modify Block Dialog

■ Select the block, then choose Object > Modify Block.
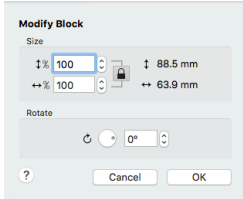
In the Modify Block dialog you can change the height and width of the block, or rotate the block. The changes are made when you click OK.

Click the lock button to adjust dimensions proportionally (lock closed 🔒) or non-proportionally (lock open 🔓).

Size

Adjust height and width separately, or select Lock to change them proportionally. The size is given in millimeters, and as a percentage of the size when the dialog was opened.

Changing the Size

■ Enter a number in the height or width number box.
■ Use the arrows to increase or decrease the height or width.
■ Select Lock to automatically resize height together with width.

Rotate

Rotate the block to the desired angle.

Rotating the Block

■ Enter a number in the rotation angle number box.
■ Use the arrows to increase or decrease the angle of rotation.
■ Drag the rotational slider to rotate the block.

Cut, Copy and Paste Objects

Once objects have been selected with Box Select, Point Select, Freehand Select or Select All Visible, they can be cut and copied. The selection of objects on the clipboard can be pasted as many times as desired in the work area of the mySewnet™ Digitizing app.

Note: Only objects that are completely enclosed by the selection line are selected.

Cut

Use Cut to cut out the selected objects and place them on the clipboard. The selection can then be pasted back in.

- Click Actions ⚙⌄ on the toolbar and choose Cut.
- Control–click and choose Cut.
- Choose Edit > Cut.
- Press ⌘X

Copy

Use Copy to copy the selected objects to the clipboard, without affecting the objects on the work area. The selection can then be pasted back in.

- Click Actions ⚙⌄ on the toolbar and choose Copy.
- Control–click and choose Copy.
- Choose Edit > Copy.
- Press ⌘C

Paste

Use Paste to paste the objects on the clipboard back into the design.

Note: Color changes are only transferred if they are within the copied block. If there are no Color changes in a pasted block then all the objects will use the thread color already in use where the block is pasted.

- Click Actions ⚙⌄ on the toolbar and choose Paste.
- Control–click and choose Paste.
- Choose Edit > Paste.
- Press ⌘V

Paste into New Window

Use Paste into New Window to paste the objects on the clipboard back into a design on a different window.

Note: Color changes are only transferred if they are within the copied block. Therefore some or all objects may be the initial blue color.

- Choose Edit > Paste into New Window.
- Press ⇧⌘V

Paste into Center

Use Paste into Center to paste the objects on the clipboard into the center of the work area.

Note: Color changes are only transferred if they are within the copied block. If there are no Color changes in a pasted block then all the objects will use the thread color already in use where the block is pasted.

- Choose Edit > Paste into Center.
- Press ⌥⌘V

Paste and Replace

Use Paste and Replace to paste the objects on the clipboard, replacing the objects that are currently selected on the work area at their position in the FilmStrip.

Note: Color changes are only transferred if they are within the copied block. Therefore some or all objects may be the initial blue color.

Paste and Replace can be used to copy part of a design to a separate window, adjust it, and use it to replace the section that was originally copied.

- Choose Edit > Paste and Replace.
- Press ^⌘V

Duplicate Selected

Use Duplicate Selected to make a copy of the selected object or block. The copy is automatically pasted on the work area below and to the right of the original.

To duplicate the selected object

- Select the object or block, then click Actions ⚙️˅ on the toolbar and choose Duplicate Selected.
- Choose Edit > Duplicate Selected.
- Press ⌘D
- Control–click and choose Duplicate Selected.

Copy Embroidery

Use Copy Embroidery to copy the whole design to the clipboard, without affecting the objects on the work area. The design can then be pasted into any mySewnet™ Embroidery Software app.

To copy the selected object as an embroidery

- Choose Edit > Copy Embroidery.
- Press ⌘E

Clipboard

When objects are copied and cut they are placed on the Clipboard. The selection of objects on the clipboard can be pasted as many times as desired within mySewnet™ Digitizing.

Insert Design

Use Insert Design to insert existing outline designs (.edo files) into the current design. The design is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut. Designs are inserted at the size they were created.

Choose a folder

Search by name

Click to select a design

Click Open to load
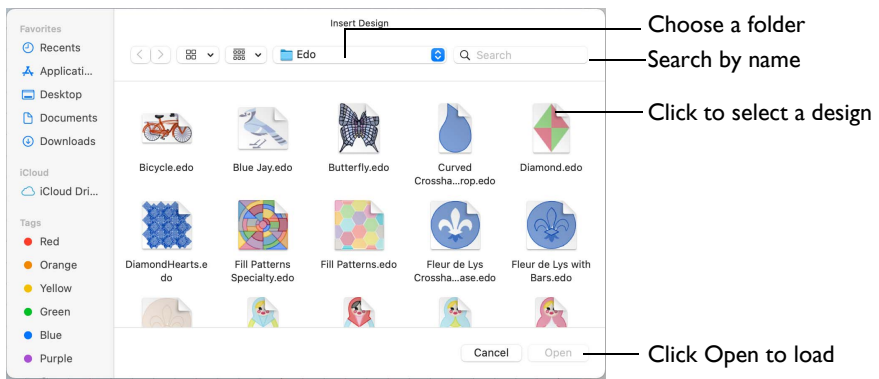
- Click Actions ⚙️⌄ on the toolbar and choose Insert Design.
- Choose Edit > Insert > Insert Design.
- Press ⌘I

Insert a Design

1 Click Actions ⚙️⌄ on the toolbar and choose Insert Design.
  Alternatively, choose Edit > Insert > Insert Design.
2 Browse to the desired folder in the Insert Design dialog.
3 Click a .edo design file to highlight it.
  Files other than .edo design files are dimmed in the Insert Design dialog.
4 Click the Open button to load the design. The design is placed in the work area.

Transferring Design Elements with Insert Design

You can use Insert Design to transfer design elements between design files.

1 Delete all the objects from a design except the desired design element (for instance, in a floral design, delete everything except one flower that you want to use elsewhere).
2 Save the isolated design element as a new outline design file (.edo).
3 Open the design in which you want to insert the isolated design element.
4 Insert the new element with Insert Design.
  If you do this several times then you will gradually build up your own library of design elements.

File Formats

mySewnet™ Digitizing can only load embroidery design outlines in files with the extension .edo.

Insert Embroidery

Use Insert Embroidery to insert any embroidery into the current design, or into a new window.

An inserted embroidery is automatically converted to stitch objects and selected as a block. The first object in the block is placed after the selected object or the last visible object in the design. The block can be moved, resized, mirrored, rotated, copied or cut. Embroideries are inserted at the size they were created.
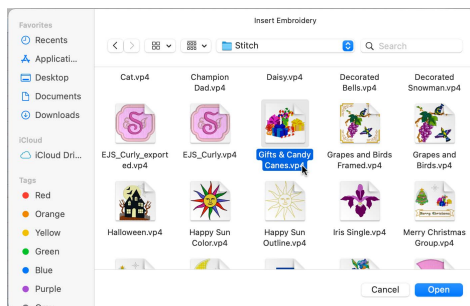
■ Choose Edit > Insert > Insert Embroidery.

Insert an Embroidery

1 If desired, choose File > New to open a new window.

2 Choose Edit > Insert > Insert Embroidery to open the Insert Embroidery dialog.

3 Browse to the desired folder.

4 Click on an embroidery to select it, then click Open.

The embroidery is converted to a block of objects and placed in the center of the work area.

5 Use the FilmStrip to view the stitch objects.

The following embroidery file formats may be loaded: Bernina (.art version 1, 2, 3), Brother/Baby Lock/Bernina PEC (.pec), Brother/Baby Lock/Bernina PES (.pes version 2 - 11), Compucon/Singer PSW (.xxx), Husqvarna Viking / Pfaff (.vp4, .vp3 and .vip), Husqvarna (.hus and .shv), Janome (.jef and .sew), Melco (.exp), Pfaff (.pcs), Tajima (.dst) and Toyota (.10*).

Files that hold color information, such as .vp4, .vp3, .vip, .hus, .shv, .pcs, .pes, .jef, .sew and .xxx, are shown in the nearest match to the colors in which they were created for the selected Thread Range (set in mySewnet™ Configure). For files that do not store colors, such as .dst, .exp and .10*, the embroidery is shown in a default color sequence.

Insert Lettering

Use Insert Lettering to insert letters from any mySewnet™ Embroidery Software font into the current design. The character is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut. Characters are inserted at a fixed size relative to the 'A' character in the font.

Choose a font

Set the font size

Choose a letter
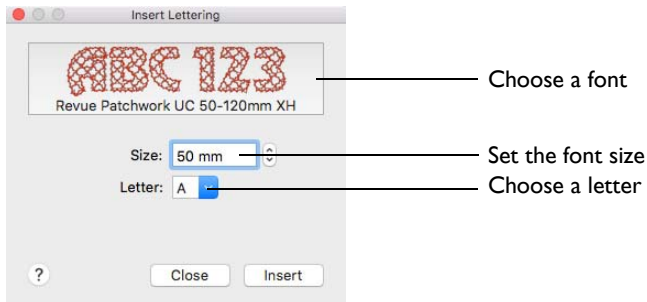
- ■ Click Actions ![gear] on the toolbar and choose Insert Lettering.
- ■ Choose Edit > Insert > Insert Lettering.

Insert Lettering into a Design

1 Click Actions ![gear] on the toolbar and choose Insert Lettering.

2 In the Insert Lettering dialog, click the displayed font. The Font Viewer opens.

3 Scroll through the Font Viewer to select a font. Alternatively, search for a font by name or size.

4 In the Insert Lettering dialog, set the Size in millimeters as desired, from 3mm to 200mm. *Note:* This sets the height of the 'A' character in the font. Other characters and symbols are sized accordingly.

5 Choose a letter from the pop-up menu and click Insert. The letter is placed in the work area.

6 Select and Insert other letters to create a word.

7 Click Close to finish placing lettering. The last placed letter is automatically selected with Box Select ![icon], so you can adjust it as desired.

8 Repeat to place additional text as desired.

Font Viewer

Use the Font Viewer to browse fonts and select a font for lettering.

To Open the Font Viewer

1 In the Insert Lettering dialog, click the displayed font. The Font Viewer opens.
2 Scroll in the viewer to choose a font. Alternatively, enter a part of a font name in the Search box to search for a font, or search for fonts by size.
3 Click on a font to highlight it.
4 Click OK to select the font.

Insert SuperDesign

Use Insert SuperDesign to insert a SuperDesign from the SuperDesign sets available in mySewnet™ Digitizing.

SuperDesigns are special designs that can be resized with constant stitch density. Some SuperDesigns are multicolored, and the stitch type and style for many can be changed. Alter the size, proportions, stitch type and thread color.

Note: Choose a Style for certain SuperDesign sets, for example the Animals 1 set contains Natural, Sepia and Line styles.

SuperDesign sets are grouped into categories. Each set contains 9 SuperDesigns. The SuperDesign dialog shows thumbnails of all the SuperDesigns in the selected SuperDesign set.
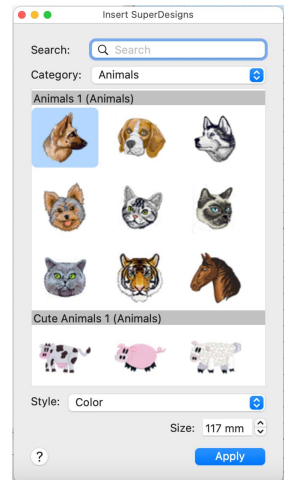
■ Click Actions ⚙⌄ on the toolbar and choose Insert SuperDesign.
■ Choose Edit > Insert > Insert SuperDesign.

Insert a SuperDesign

1 Click Actions ⚙⌄ on the toolbar and choose Insert SuperDesign to open the Insert SuperDesign dialog.
2 Search for a SuperDesign in the Search box (see "Search for a SuperDesign" on page 295), or choose a SuperDesign Category from the pop-up Category menu. The preview shows the first design set in that category.
   Note: Select a single Category, or browse All categories.
3 Scroll through the SuperDesign sets in the selected Category, then click a design to select it.
   Note: Choose a Style for certain SuperDesign sets from the Style pop-up menu. For instance, the Animals 1 set contains Natural, Sepia and Line styles.

4   Set the Size in millimeters as desired, from 5mm to 200mm. This sets the height of the SuperDesign, and the width is set proportionally.

5   Click Apply. The SuperDesign is inserted in the work area as a Group, leaving any existing SuperDesigns unchanged.

6   Insert any other SuperDesigns, as desired. Close the Insert SuperDesigns dialog when you have finished.

Search

You can search for a SuperDesign by name, folder name, or keyword.

■   Enter the desired text in the Search field. Click Clear Search ⊗ to remove the search text.

Search for a SuperDesign

1   Click Actions ⚙ˇ on the toolbar and choose Insert SuperDesign to open the Insert SuperDesign dialog.

2   Enter a search term in the Search box, for example 'christmas'. Designs related to Christmas appear in the Search Results panel.

3   Scroll to view all of the Christmas designs.

Note: These designs are from the Christmas categories, and single designs with a Christmas theme.

4   Choose a SuperDesign Category from the pop-up menu, those designs are now displayed instead of your search.

5   In the Search box enter 'dog'.

Note: Besides 18 household pets, there are also three pictures of a sausage in a roll (a hotdog). Searching may sometimes produce unexpected results!

6   Click Clear Search ⊗ to return to Category view.

Note: Click Clear Search before browsing SuperDesigns by Category.

7   In the Search box enter 'lion', then press Enter. There are 12 different Lion designs.

8   Place the pointer over the first six lions in turn.
The first three are part of the Animals set in the Appliqué Category, the next two from Cute Animals, and the sixth is from Tassels. They are all named Lion. You can search on Category or SuperDesign name.

9   Place the pointer over the last six lions.
All of these lions are from Zodiac, and are named Leo. The term "Lion" is from the keywords for these SuperDesigns.

10   Click to select the first Leo, then click Apply. The lion is inserted as a group in the work area.
Note: The Search function finds all varieties of a particular SuperDesign, there is no need to click the Style option for a SuperDesign set individually when using Search. In the example above, the appliqué lions using Satin Line, and the two styles of Motif Line are found.
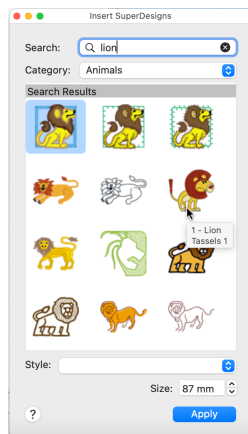
Insert Single Motif

Use Insert Single Motif to insert a single motif into the current design, using the motif selection dialog. See "Motif Selection" on page 237.

The motif is automatically selected so that it can be moved, resized, mirrored, rotated, copied or cut.

Note: You may also modify the inserted motif and save the selection as a new My Motif.

■ Choose Edit > Insert > Insert Single Motif.

Insert a Motif into a Design

1 Choose Edit > Insert > Insert Single Motif.
2 In the Motif dialog, choose a motif Group.
3 In Category, choose a motif type.
4 Select a motif.
5 Set the size for the motif.
6 Click OK to place the motif on the work area.

The motif is automatically selected with Edit Points ⬚, so you can adjust it as desired.
7 Repeat to place additional motifs as desired.

Notes and Settings

Use the Notes 💬 and Settings ⚙ to add a description to your design. The Notes and Settings boxes are found on the Control Panel.

Store up to 2000 characters of notes about a design. This information is shown in the Notes and Settings tabs of the box on the Control Panel.

Note: To keep the Notes information, use the file type Husqvarna Viking / Pfaff (.vp4, .vp3 or .vip) when exporting your embroideries.

To Edit the Notes or Settings

■ In the Control Panel 🗔, select Notes 💬 or Settings ⚙, then click Edit 🖊 to open the Notes or Settings dialog and add some text.

Note: Use Option–Return or Control–Return to start a new line of text.

Notes

The Notes dialog allows free text and keywords to be added to the Notes for the selected design.

Up to 2000 characters can be entered in the Notes.

Add Keywords for the design from the list.
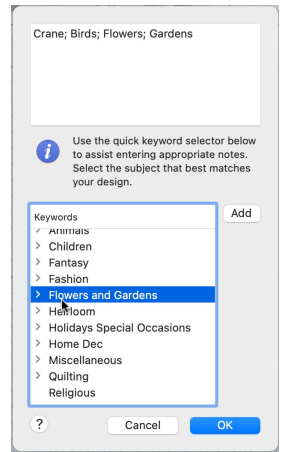
Enter Notes for a Design

1   Select the design for which you want to add some notes.
2   Open the Control Panel 🔲 .
3   Click Notes 💬 .
4   Click Edit ✏️. The Notes dialog appears.
5   In the Notes text box add some text to the Notes.
    Use Option–Return or Control–Return to start a new line of text.
6   To add keywords, select the Keyword from the Category heading or subcategory in the scrolling list. Then click Add to add them to the Notes.
7   Click OK to save your Notes. The notes can be seen in the Control Panel.

Settings

Use the Settings to store information on the settings used in your design.

Up to 2000 characters can be entered in the Settings.
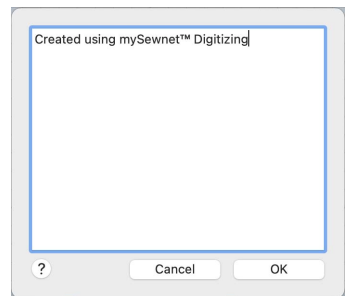
Enter Settings Information

1   Select the design for which you want to add some settings.
2   Open the Control Panel 🔲 .
3   Click Settings ⚙️ .
4   Click Edit ✏️. The Settings dialog appears.
5   In the Settings text box add some text to the Settings.
    Use Option–Return or Control–Return to start a new line of text.

6   Click OK to save your Settings. The settings can be seen in the Control Panel.

Undo and Redo

Undo

Use Undo to reverse the last action. Unlimited Undos are possible. Every time you use Undo, the previous action is reversed. If you are not satisfied with the result of the Undo, you can use Redo.

Note: The Zoom commands cannot be reversed using Undo.

To use Undo

- Click Actions ⚙˅ on the toolbar and choose Undo.
- Choose Edit > Undo.
- Press ⌘Z
- Control–click and choose Undo.

Note: When using Undo from the Edit menu, the name of the specific action to be undone is listed.

Redo

Use Redo to reverse the last action that was undone by Undo. If you are not satisfied with the result of the Redo, use Undo.

To use Redo

- Click Actions ⚙˅ on the toolbar and choose Redo.
- Choose Edit > Redo.
- Press ⇧⌘Z
- Control–click and choose Redo.

Note: When using Redo from the Edit menu, the name of the specific action to be redone is listed.

Preferences

16

Use Preferences to set stitch length for single and machine stitches, for felting needle stitches, and color tolerance and screen options.

When the Preferences settings are changed, the new settings are remembered when mySewnet™ Digitizing is closed and reopened. The tabs in the Preferences dialog are:

- General Preferences
- Creating Stitches Preferences

To open Preferences

■ Choose mySewnet™ Digitizing > Preferences, then click the desired tab.
■ Press ⌘,

General Preferences

Set the Grid Size, select whether or not to use color tolerance, and set the maximum stitch length for single stitches.
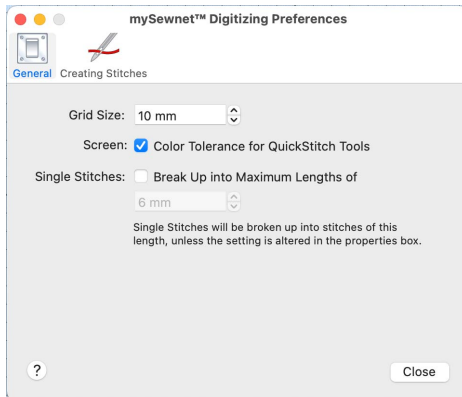
Grid Size

Set the grid size between 1 and 50mm, depending on what setting is most suitable for your screen resolution and designs. The grid size is initially set to 10mm.

Turn the background grid on or off using View > Grid.

Change the Grid Size

■ Click the arrows or enter a value for the grid size.

Note: The grid size is measured in pixels of the background picture, so the apparent grid size will vary according to the dimensions of the picture stored in a design. The grid may be turned on and off.

Color Tolerance for QuickStitch Tools

Selecting the Color Tolerance option causes the Color Tolerance dialog to appear when any of the QuickStitch™ or QuickTrace functions are used. It allows parts of a picture to be selected for filling or tracing according to how similar they are in color to the chosen color. This option is initially selected. See "Color Tolerance" on page 143.

Single Stitches: Break Up into Maximum Lengths of

Set the maximum Single Stitch length from 1 to 12mm in steps of 1mm. The initial setting is 6mm.

Note: Single Stitches are broken up into stitches of this length, unless the setting is altered in the properties box.

Creating Stitches Preferences
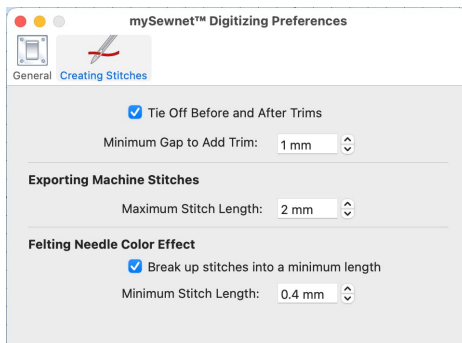
Set whether or not to automatically add tie stitches, and the maximum stitch length for machine stitches.

Tie Off Before and After Trims

Select this option to automatically add a tie stitch before and after a trim. It is initially selected.

Note: When this option is not checked (selected), no ties are automatically added.

Minimum Gap to Add Trim

Set the minimum gap between objects to automatically add a trim.

- Click the arrows or enter a value for the gap size.

Exporting Machine Stitches

Set the maximum length of machine stitches from 1 to 20mm in steps of 0.1mm. The initial setting is 2mm.

- Click the arrows or enter a value for the maximum stitch length.

Felting Needle Color Effect

Set the stitch length for Felting Needle stitches. These settings are used whenever a felting needle color is selected in mySewnet™ Digitizing.

Break Up Stitches to a Minimum Length

Select this option to Break up felting needle stitches into a preset minimum length.

Stitch Length

Set the stitch length for Felting Needle stitches from 0.1mm to 6.0mm in steps of 0.1mm. The initial setting is 0.4mm.

■ Click the arrows or enter a value for the felting needle stitch length.

Printing 17

Use the Print dialog to select your print settings, and to print a worksheet for your embroidery.

To open the Print dialog

■ Choose File > Print
■ Press ⌘P

Print

Select Show Details to choose the information to be printed with the embroidery, select the printer and page layout, and choose a scale for the printout. Then print any combination of the embroidery worksheet, plan view and an individually printed picture. All options are initially enabled. Step through the pages to choose which to print.
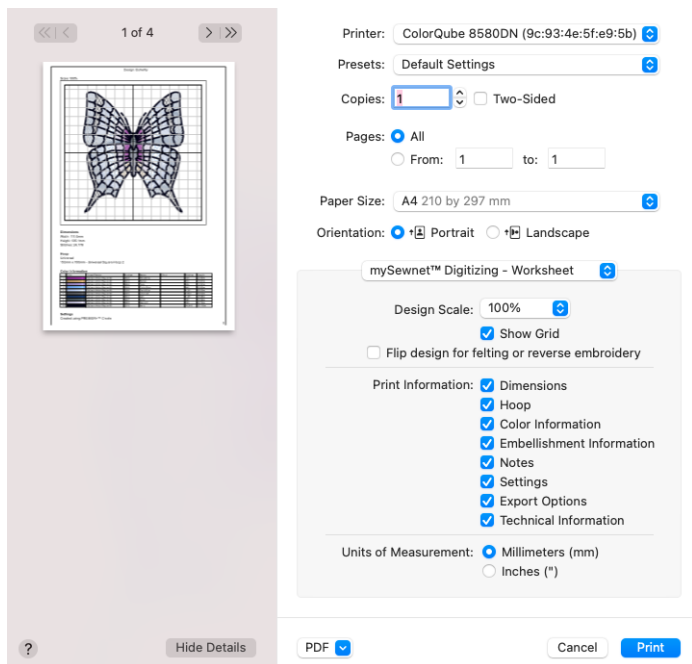
Note: If the embroidery is not within the hoop, or is too large for the hoop, a message is displayed instead of the Print dialog. Change the hoop size, or adjust the embroidery so that it fits in the hoop.

Preview

Display the active embroidery as it would appear when printed. Other information, such as the Dimension, Color Information, Notes and Settings and Technical Information is shown, depending on the choices made in the Print dialog. Export options such as Combine, Remove Overlap, ColorSort and Optimize Stitch Length are shown, depending on the choices made in the Export dialog. See "Export Embroidery" on page 119.

If there are multiple pages, step through them with Next Page ▶ and Previous Page ◀.

Scale and Information

Select the information to be printed with the embroidery, such as the Dimensions, Color Information, Notes and Technical Information. In addition, the scale may be altered and a grid turned on or off. Set the Units of Measurement for the Dimensions and Technical Information to mm or inches, as desired.

Worksheet

Choose mySewnet™ Digitizing - Worksheet to set options for printing a worksheet for the embroidery. Use the scale and print information options to alter the appearance and contents of the printed worksheet.

Design Scale: Select 25%, 50%, 75% or 100% scaling when printing the overview of your embroidery. This is how large the embroidery will print compared to the real size of a stitched out embroidery. Use a reduced Design Scale if you want to ensure that the worksheet fits on one page. Use the preview to see how many pages will be printed.

Grid: This determines whether or not a grid is printed with the embroidery. If you turn this off you will still get a rectangle representing the hoop.

Overview Scale: Select To Fit or 100% scaling when printing your embroidery.

Grid: This determines whether or not a grid is printed with the embroidery.

Print Information: This determines what additional information is printed. All items are selected initially.

Dimensions: The size of the embroidery and the stitch count.

Color Information: The sequence of thread colors used and, if available, the thread specification (range, thread number and name). Stop Commands and their messages (where present) are also shown.

Notes: Any notes and settings that are included with the embroidery.

Technical Information: The distance of each edge of the embroidery from the center of the embroidery.

Units of Measurement: Select between Millimeters and Inches.

Plan & Picture

Choose mySewnet™ Digitizing - Plan & Picture to set options for printing a plan view of the picture, with either the whole embroidery or the alignment stitches printed over the picture. When stitching out, use the plan view as a guide for aligning the embroidery to the picture.

Print Plan View

Select this option to print a plan view of the picture, with either the whole embroidery or the alignment stitches printed over the picture. When stitching out, use the plan view as a guide for aligning the embroidery to the picture.

Print Whole Embroidery: The whole embroidery is printed on the plan view. If there are alignment stitches under the embroidery, they may be obscured by the embroidery.

Print Alignment Stitches Only: Only the alignment stitches (if present) in the first color block in the embroidery are printed. If the alignment stitches will be obscured by the rest of the embroidery, choose Print Alignment Stitches Only. Otherwise, it is generally better to choose Print Whole Embroidery.

Print Picture

Select this option to print a page that shows only the picture. This is so that you can load your printer with the printable fabric or transfer, without printing the worksheet or plan view first.

The picture can optionally be flipped and/or have the colors faded by 50%.

■   When you are ready to print the picture onto printable fabric or an iron-on transfer, deselect Print Plan View, leaving only Print Picture selected.

Flip Picture for Iron-On Tee Shirt Transfer: Use this option to print onto iron-on transfer paper, instead of printing directly onto the fabric.

This is typically used for transferring the picture to a tee-shirt. Using iron-on transfer paper flips the picture, so use this option to flip it back again, ensuring that the picture is correctly orientated when it is ironed onto the tee-shirt.

Fade Picture: Use this option to fade the picture by 50%, if desired. This will make the threads stitched over the picture stand out.

Note: Fade Picture affects both the plan view and the individually printed picture.

Align Picture To

Use this option to position the printed picture on your printable fabric or transfer paper. Choose from Center, Top or Bottom.

If you have a small picture, you can use this option to conserve the printable media by moving the printed picture to the top or bottom of the page. Alternatively, use center alignment to make hooping up easier.

Use Print Preview to verify the size and position if you have already printed on the other part of the media.

PDF
Choose PDF creation settings.

Hide Details
View a concise version of the Print dialog.

Printer
Select the printer you want to use.

Presets
Choose a saved printer setup.

Copies
Select the number of Copies you wish to print, and whether to print on two sides.

Pages
Select the range of pages you wish to print.

Paper Size
Select the size of paper that the embroidery is to be printed on.

Orientation
Choose Portrait or Landscape. Generally, you should not need Landscape for the standard hoop sizes as the embroidery is rotated automatically by the print process when you print an embroidery that uses a Horizontal hoop.

Settings Menu
Select the settings details for the following from the pop-up menu under the app name:

- Layout
- Color Matching
- Paper Handling
- Paper Feed
- Cover Page
- Supply Levels

Layout
Choose the number of pages per sheet, whether to use a border, and whether to print on two sides, reverse the page orientation, and flip horizontally.

Color Matching
Select the color match profile.

Paper Handling

Select page order, whether to collate pages, which pages to print, and scale relative to paper size.

Paper Feed

Select your paper source.

Troubleshooting 18

Error Messages

Loading Designs

"The file doesn't exist."
This message appears if the desired design is not where the app expects it to be, for example if a design was saved to a network drive, then deleted or renamed. The message would appear if you tried to load the design from the Open Recent list on the File menu.

"Unrecognized file format."
This message appears if the design you are attempting to load is corrupt. For example, it might have the extension .edo, yet not be a proper design outline file.

"Unrecognized file extension."
This message may appear if the design you are attempting to load is corrupt. For example, it might have the extension .edo, yet not be a proper design outline file.

"The data is from an incompatible version."
The design outline file was created by a later version of mySewnet™ Digitizing, or is corrupt. Refer to source of this file for a solution.

"Some incompatible data was lost."
The design outline file was created by a later version of mySewnet™ Digitizing, or is corrupt. The design may behave unpredictably. Refer to source of this file for a solution.

"The data is not in the correct format."
The design outline file was created by a later version of mySewnet™ Digitizing, or is corrupt. Refer to source of this file for a solution.

"The file XX is locked. If you want to make changes to this document, click Unlock. To keep the file unchanged and work with a copy, click Duplicate."
This message appears when trying to edit an embroidery design outline which is locked, or is on a read-only medium such as a CD-R. Unlock the embroidery design outline before editing, or duplicate it and then edit it, if it is on a read-only medium.

"The file XX is on a read-only volume and cannot be unlocked. You can duplicate this document and edit the duplicate."
This message appears when trying to unlock an embroidery design outline which is on a read-only medium such as a CD-R. Duplicate it, then edit and save it.

Inserting Designs

"Insert Design Error. Failed to load the supplied EDO file."
This message appears if an .edo file cannot be inserted. For example, it might have the extension .edo, yet not be a proper design outline file.

Tracing Areas

"Trace Failed. Maybe the image is too thick?"
This happens when you use one of the Trace tools (Double Trace, Quadruple Trace, Satin Line Trace or Motif Line Trace) to follow an outline in the picture and then Trace finds a part of the outline that is very thick. This can be caused by excessively broad outlines or by selecting too much of the picture with a high Color Tolerance value. In this case, Trace does not know where to trace the outline as the problem part of the outline is more like a fill area. Use a lower Color Tolerance value, or change the picture in a picture editor to make the outline thinner or break up the outline so that the wide parts are isolated from the rest of the outline.

Using Stitch Types

"The value '*' is invalid. Please provide a valid value."
This message appears in the following circumstances:

- If the Density for Satin Line is below 2mm or above 15mm, or is not a number.
- If the Density for Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill is not a number.

"The value * is too large. Please provide a valid value."
This message appears in the following circumstances:

- If the value entered in the Compensation box in the Satin Column, Satin Area or Pattern Fill dialog is greater than 30.
- If the value entered in the Angle box in the Pattern Fill, Crosshatch Fill, Curved Crosshatch Fill or Motif Fill dialog is greater than 360°.
- If the value entered in the Density box in the Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill dialog is greater than 40.
- If the value entered in the Echo Lines box in Echo Fill is greater than 30.
- If the value entered in the Horizontal or Vertical Gap box in the Motif Fill dialog is greater than 100%.
- If the value entered in the Horizontal or Vertical Offset box in the Motif Fill dialog is greater than 50%.

"The value * is too small. Please provide a valid value."
This message appears in the following circumstances:

- If the value entered in the Compensation box in the Satin Column, Satin Area or Pattern Fill dialog is smaller than 0.
- If the value entered in the Angle box in the Pattern Fill, Crosshatch Fill, Curved Crosshatch Fill or Motif Fill dialog is smaller than 0°.
- If the value entered in the Density box in the Satin Area, Satin Column, Pattern Fill, MultiWave Fill, Shape Fill, Radial Fill or Spiral Fill dialog is smaller than 2.
- If the value entered in the Echo Lines box in Echo Fill is smaller than 1.
- If the value entered in the Horizontal or Vertical Gap box in the Motif Fill dialog is smaller than -50%.
- If the value entered in the Horizontal or Vertical Offset box in the Motif Fill dialog is smaller than -50%.

"The value '*mm' needs to be in the range 0.0 to 20 mm. Please provide a valid value."

This message appears if the size entered in the Minimum Gap box in the Motif Line dialog, or the Motif section of the MultiWave Fill or Shape Fill dialog is below 0mm or above 20mm.

"The value '*mm' needs to be in the range 0.2 to 5 mm. Please provide a valid value."

This message appears if the size entered in the Spacing box in the Contour Fill dialog is below 0.2mm or above 5mm, or is not a number.

"The value '*mm' needs to be in the range 0.2 to 6 mm. Please provide a valid value."

This message appears if the size entered in the Zigzag Width box in the Double Zigzag dialog or the Crosshatch Fill dialog is below 0.2mm or above 6mm, or is not a number.

"The value '*mm' needs to be in the range 0.3 to 12 mm. Please provide a valid value."

This message appears if the size entered in the Length box in the Running Stitch dialog is below 0.3mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 5 mm. Please provide a valid value."

This message appears if the size entered in the Spacing box in the QuiltStipple Fill dialog is below 1mm or above 5mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 12 mm. Please provide a valid value."

This message appears if the size entered in the Length box in the Double Stitch, Double Zigzag or Triple Stitch dialog, or the Stitch Length box in the Echo Fill, MultiWave Fill, Motif Fill, Shape Fill, Crosshatch Fill, Curved Crosshatch Fill,

QuiltStipple Fill or Contour Fill dialog is below 1mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 12 mm. Please provide a valid value."
This message appears if the size entered in the Width box in the Satin Line dialog is below 1mm or above 12mm, or is not a number.

"The value '*mm' needs to be in the range 1 to 20 mm. Please provide a valid value."
This message appears if the size entered in the Stitch Length box in the Motif Line dialog, or the Spacing box in Echo Fill is below 1mm or above 20mm, or is not a number.

"The value '*mm' needs to be in the range 2 to 20 mm. Please provide a valid value."
This message appears if the size entered in the Spacing box in the Crosshatch Fill or Curved Crosshatch Fill dialog is below 2mm or above 20mm, or is not a number.

Background Images

"Background Image Warning. This will remove your existing image, continue?"

This message appears if you try to load a background image when an image has already been loaded. Click OK to load a new image, or Cancel to use your existing image.

"Background Image Error. Could not open the background image."

This message appears if you try to load a background image and the picture is corrupt. For example, it might have an extension such as .bmp or .jpg, yet not be a proper picture file.

Inserting Lettering

"This character is not in the font. Please enter a valid character."
This message appears if the character selected is not in the font, or if there is no character in the Letter text box. Such characters include square brackets [] and braces {}. Select a valid character from the popup menu.

"The value '*mm' needs to be in the range 3 to 200 mm. Please provide a valid value."
This message appears if the size entered in the Size box in the Insert Lettter dialog is below 3mm or above 200mm, or is not a number. The Size setting refers to the height in millimeters of an uppercase 'A' in the selected font. If you wish to increase letter above this you could drag one of the corner boxes to resize of rescale it.

Creating Stitches

"Could not create new document for 'Paste into New Window'"
This message appears if the object pasted from the Clipboard is not stitch data. It may be from another app. Make the selection again, then copy and paste it.

Creating My Fills

"Delete My Fill: Are you sure you want to delete the selected pattern? This action cannot be undone."
This message appears when you delete a My Fill pattern from the Manage My Fills dialog. Click Yes or No, as desired.

"Import Failed: Cannot load picture XX. The width and height must be between 120 and 700 pixels."
This message appears when you import a picture for a My Fill, but the picture is too large. Click OK to close the message, and resize the picture in a picture editor before trying again.

"Unable to Export My Fill image."
This message appears when you try to Export a My Fill picture, but the picture cannot be exported. For example, if you tried to save it to a CD-R. Click OK to close the message, and choose another place to save the picture before trying again.

Using My Demo in Life View

"Do you want to remove all points from your demo? This cannot be undone."
This message appears if you use Reset My Demo in Life View. Click Yes to continue, or No to keep your existing My Demo.

Saving Files

"The document XX could not be saved. No stitch data to save."
This message appears if there are no stitches in your embroidery design. For instance, if you deleted the embroidery and then tried to save it.

"The document XX could not be saved as XX. The volume is read only. Try saving the file to another volume."
This message appears if, for instance, you try to save an embroidery design to a CD-R. A CD-R is read only, therefore you will not be able to save the embroidery design. Save the embroidery design to another medium.

"The document XX could not be autosaved. The volume is read only. Try saving the file to another volume. You can also duplicate the document or discard your changes to close it."

This message appears if, for instance, you have loaded an embroidery design from a CD-R and then attempt to save the embroidery design back to the CD. A CD-R is read only, therefore you will not be able to save the embroidery design. Save the embroidery design to another medium .

"The file already exists. Do you want to replace it?"

This message appears if an embroidery you are trying to Save has a name that has already been used. Replace the existing embroidery, or choose a new name before saving.

"XX.edo already exists. Do you want to replace it?"

This happens when you are doing a Save on an .edo design outline file and you have given the name of a file that is already there. Click Cancel or Replace as appropriate.

Exporting Embroideries or Sending Embroideries

"Embroidery is too large or will not fit in hoop."

This message appears if an embroidery you are trying to Export is outside the selected hoop or larger than will fit in it. For example, with the 100mm x 100mm hoop selected, an embroidery smaller than 100mm x 100mm might be placed partially outside the work area when you choose Export. This message would then appear. Move the embroidery completely within the four blue corners of the work area and try again. Alternatively, change the size of the hoop.

"The file already exists. Do you want to replace it?"

This message appears if an embroidery you are trying to Export has a name that has already been used. Replace the existing embroidery, or choose a new name before exporting.

"ExportDesign too large for export format. Exporting XX file failed."

Certain formats are limited to the number of stitches they can save or the size of hoop used on their specific embroidery machine, for example the .sew or Pfaff (.pcs) file format. If you attempt to save a file in this format that is bigger than the largest available hoop size, or has more stitches than are allowed, this message will appear.

"Exporting to XX failed."

This message appears if you cannot save the embroidery to the selected place, for example if you try to save to a CD-R, or to an incompatible drive.

Printing Embroideries

"Print. Embroidery is too large or will not fit in hoop."
This message appears if the embroidery on screen is partially outside the selected hoop. Move the embroidery completely within the four blue corners of the work area and try again, or change the hoop size.

Miscellaneous

"Not enough memory available to perform function."
This message appears when system resources are low. Close other apps and try again. If this does not work, try restarting your computer.

"Could not understand the string XX."
This message appears if the value entered in a number box is outside the valid range, or is not a number.

Other Topics

Screen Appearance

"Some of the items in a menu are dimmed."
Certain items (for example Undo in the Edit menu) are only available once an embroidery design is shown on the screen.

"I have changed grid color and spacing and now I wish to return to the original settings."
Use mySewnet™ Configure to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your mySewnet™ Embroidery Software software is 127, 127, 127 (RGB). You can use the RGB Sliders in the Colors Sliders tab to return to this color.

Use Preferences to change the grid spacing. Set the Grid Size to 10mm.

"I have changed the screen background color and now I wish to return to the original light blue."
Use mySewnet™ Configure to change the grid color. Click the Color block and the Colors window appears to allow you to choose a color. The color set by default for your mySewnet™ Embroidery Software software is 211, 233, 255 (RGB). You can use the RGB Sliders in the Colors Sliders tab to return to this color.

"I can't see the toolbar or some of the icons."
Use Reset All Apps in mySewnet™ Configure to return the toolbar and windows in the app to their default settings.

To return the icons in the toolbar to their default settings, choose View > Customize Toolbar, and drag the default icon set into the toolbar.

To use Reset All Apps

1 Ensure your designs are saved in any mySewnet™ Embroidery Software apps that are open.
2 Click the mySewnet™ Configure icon in the Launchpad , or double-click the mySewnet™ Configure icon in the Finder .
3 Click the Utilities tab.
4 Click Reset All Apps.
5 Click the Quit Open mySewnet Apps button to close all open apps.
6 Click the Reset All Apps button.
Note: If some mySewnet apps are still open, a message appears, saying that some apps appear to be running. Click OK to close all running mySewnet apps, or click Cancel.
The toolbar and windows in your app will have been restored to their original state.
Note: If preferred, to check the toolbar choose View, then choose Show Toolbar if the toolbar has been hidden, or choose Customize Toolbar to reset the toolbar if

buttons have been added to or removed from the toolbar. If this does not restore the toolbar, use Reset All Apps.

Inserting Designs

"I cannot Insert a .can file"
The .can file format was the design file format for older versions of the digitizing software on Windows. To insert a .can file on Mac, first save it as an .edo file on Windows.

Choosing Thread Colors

"When I try to use the numbers box to select a thread number, the wrong thread shade is selected."
The find thread feature in Color Selection allows you to enter partial thread numbers. The first thread in the list matching the number is found, with priority given to an exact match. The existing thread number is also listed. If you are attempting to find a thread with only part of the number, the first thread matched may not be the desired thread. To ensure you select the correct thread, enter the thread number as it appears in the list. Some thread ranges have prefix characters on the thread number. These must also be entered to obtain an exact match.

"A thread in an embroidery from a friend had a different name or number when I first opened it."
The thread name or number is changed when the thread is opened if the Thread Range of the selected color is not found in your thread database. This could happen if the design you are attempting to edit was supplied by someone with a later version of the thread database. The color is replaced with the nearest match in the Import Thread Range you have set in mySewnet™ Configure. You can alter it to any other color if desired. To check for the latest updates for the mySewnet™ Embroidery Software, use mySewnet™ Configure.

Using Backgrounds

"How can I use a .SVG vector graphics file as a Background?"
You can load a mySewnet™ Draw & Paint graphics format .ecq file as a Background, but not other vector graphics formats such as .SVG. Save a copy of the image as an .ecq file in mySewnet™ Draw & Paint. Then load that image as your Background.

Using the ExpressDesign Assistant

"When I open a picture the name is displayed, but I cannot see the picture and Continue is dimmed."
This can happen if the desired picture is corrupt. For example, it might have an extension such as .bmp or .jpg, yet not be a proper picture file.

Size of Design

"The size of my embroidery in the dialog is bigger than the height or width I entered, or the hoop size."

If you edit the outermost areas of a design, for example by changing satin column to feathered satin, the size of the actual embroidery may exceed the original height or width of the design.

Reduce the size of the design, or use a larger hoop.

Freehand, Point or Quick Create Areas

"The fill shape created with QuickStitch™ when I click inside the area is not the one I want."

The pictures used should have well differentiated color areas, which may be solid or stippled, to fill easily. Clipart is excellent for this purpose. If there is a gap where the same color flows into another area, the fill will not work as expected. If Color Tolerance is switched off then switch it on in Preferences. Color Tolerance will then allow you to preview any area for QuickStitch™ functions, which should reveal any problems with color areas in the picture. You can then alter the picture in a picture editor such as mySewnet™ Draw & Paint or Preview. Alternatively, use the Freehand or Point Create functions to place the Fill Area.

"None of the picture is selected for QuickStitch™ when I click inside a small color area."

QuickStitch™ will not create an area from part of the picture that is very small or very thin. This is because the area will either have insignificantly few stitches, or it is not wide enough for stitches to go across it. Use Color Tolerance, or try editing your picture to enlarge the area, so that it is big enough to be used as a QuickStitch™ area. Alternatively, use single or running stitches. For thin lines, use one of the Trace functions.

"I am looking for the origin of my fill area, but there is no orange circle."

The origin for a Pattern, Shape, Radial or Spiral fill is usually shown as an orange circle. It may be a different color, depending the underlying picture or background colors. Also, the origin can be moved anywhere on the work area. Try Zoom To Fit to see the whole work area.

"When I create stitches one of my fill areas doesn't fill completely with stitches."

Try changing the angle of orientation. Even one degree can be enough to allow the artificial intelligence of the program to fill the object. Another possibility is to move the start point slightly.

Freehand, Point or QuickStitch™ Motif Fill Areas

"When I use motif fill areas, the design takes a long time to appear."
On slower computers, large or complex motif fill areas may take some time to draw, particularly if there are holes in the area. This may be noticeable when you create new motif fill areas and when you return to mySewnet™ Digitizing from another mySewnet™ Embroidery Software app.

QuickStitch™ Borders

"The border line created by QuickStitch™ Satin Line/Running Stitch/ Double Stitch/Triple Stitch when I click inside an area is not the one I want."
The pictures used should have well differentiated color areas, which may be solid or stippled, to fill easily. Clipart is excellent for this purpose. If there is a gap where the same color flows into another area, the fill will not work.

If Color Tolerance is switched off then switch it on in Screen Preferences. Color Tolerance will then allow you to preview the border, which should reveal any problems with color areas in the picture. You can then alter the picture in a picture editor such as mySewnet™ Draw & Paint or Preview. Alternatively, use the Freehand or Point Create functions to place the border.

Life View

"How do I backup a My Demo animation?"
The My Demo animated preview is stored in the AnimationPath.txt file in the folder //[User]/Library/ApplicationSupport/mySewnet/Embroidery1/System. This location may not be visible on your Mac® , but you can find it using the following steps.

To Backup a My Demo Animation
1 Open the Finder window.
2 Open the Go menu.
3 Hold down the Option (Alt) key, and choose Library.
4 Browse to /ApplicationSupport/mySewnet/Embroidery1/System.
5 Copy the file AnimationPath.txt to your backup location.

Editing the Design

"I am trying to change colors for some objects but they don't appear on the color worksheet in the Control Panel."
Colors for multicolor gradient density may only be edited by selecting the pattern fill area and changing its properties. Similarly, the border color for a fill plus border area is on the line tab in the properties box.

"I have inserted a new point and moved an outline but there is still an outline in the old position."

Some functions in the Create toolbars create more than one outline at a time, such as Double and Quadruple Trace. For example, Quadruple Trace puts lines of triple and running stitches directly on top of each other. This means that if you want to add and move a new point to change a Quadruple Trace then you will have to do so twice, once for each of the lines. This could also happen if you used Break Apart on a fill area with border, and then moved one of its points.

"I have pasted a block but it is not the original color."

A color change is only copied when it is part of the selected block. If you paste a block that does not start with a color change then it will use the color that is active at the point where the block is pasted. If you want to preserve the color, either copy the relevant color change or use the FilmStrip to insert the desired color.

"All of my design turned blue when I used Paste into New Window."

Color changes are only transferred if they are within the copied block. If there are no Color changes in a pasted block then all the objects will use the initial thread color for a new design, which is blue.

"I did not select all the objects I wanted with Box, Point or Freehand Select."

Objects must be fully enclosed by the selection line to be selected as part of a block. If even the smallest part of an object is outside the line then it will not be selected.

"I have created a satin border with Satin Trace but I can't change the width of it all at once."

Use the FilmStrip, slider bars and Filters to hide all objects except the satin lines and traveling running stitch used to create the trace. Select any satin line object in the trace, then Control–click in the FilmStrip and select Global Properties. The properties dialog for Satin Line appears. Make adjustments as desired and click OK. The new properties are applied to all visible satin lines.

"Color Tolerance does not show me all the lines that will be traced by a QuickTrace function."

The hatched shading used by Color Tolerance may not show on thin lines that are selected by Color Tolerance. Simply try the QuickTrace function and if the result is not satisfactory then Undo the result and retry the trace with a higher Color Tolerance value.

"There is no underlay under a fill area."

This will happen when you select Gradient or Multi-Gradient Density for a pattern fill area. Underlay stitches are only generated for fill areas with Normal Density

selected. This is because the underlay stitching will spoil the effect of Gradient or Multi-Gradient Density.

"How do I change the border color for a fill area?"

The border forms part of a fill area. To change the color of a fill area border, do as follows:

1 Select a fill area with a border.
2 Control–click the fill area and choose Properties from the context menu.
3 Click the Line tab.
4 Select Insert Color Change, then click Color Selection 🎨.
5 In the Color Selection dialog select a new thread color for the border.
6 Click OK twice to close the Color Selection dialog and the Properties dialog. The fill now has a differently colored border.

Exporting as an Embroidery

"How are trims and ties added to my design?"

When you export your design as an embroidery, trims and ties are automatically added between objects.

Sending Files

"I cannot send a design to my embroidery machine."

First, confirm that the mySewnet™ Machine app is running. mySewnet™ Machine appears as a machine icon 💾 in the menu bar.

If mySewnet™ Machine is not running, start it.

■ Click the mySewnet™ Machine icon in the Launchpad 🔲, or double-click the mySewnet™ Machine icon in the Finder 🔲.

Second, confirm that the mySewnet™ Machine app is communicating with your embroidery machine.

Quick Reference Guide

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Menus

mySewnet™ Digitizing Menu

	About mySewnet™ Digitizing	Display app information, version number and copyright.
⌘,	Preferences	Set stitch length for single and machine stitches, and color tolerance and screen options.
	Services	
⌘H	Hide mySewnet™ Digitizing	Hide the current app.
⌥⌘H	Hide Others	Hide other apps.
	Show All	Show all apps.
⌘Q	Quit mySewnet™ Digitizing	Exit the app.
⌥⌘Q	Quit and Close All Windows	Exit the app and close all windows.

File Menu

⌘N	New	Open a new window with no embroideries on the screen.
⌘O	Open	Open an existing embroidery design outline.
	Open Recent	Open recently used embroidery design outlines.
⌘W	Close	Close the current window.
⌥⌘W		Close All Close all open windows. (Press Option when viewing the menu to see this function.)
⌘S	Save	Save the contents of the open window as an embroidery design outline in .edo format.
⇧⌘S	Duplicate	Make a copy of the design in the current window under a new name.
⌥⇧⌘S		Save As Save the contents of the window as a multipart embroidery in .vp4 format under a new name. (Press Option when viewing the menu to see this function.)
	Rename	Rename the document in the currently selected window.
	Move To	Move a document from the folder it is saved in, to another folder.
	Revert To	Return to a previous version of your design.

⌥⌘S	Export Embroidery	Save the design outline in the current window as a .vp4 file, or in an alternative embroidery format, optimized for sewing.
	Export Appliqué Pieces	Save or print appliqué outlines ready for cutting by a fabric cutter or INSPIRA™ Cutwork Needles.
⌘P	Print	Print the embroidery on the screen with its worksheet.
⌥⌘1	Send	Send the selected embroidery to the mySewnet™ Cloud, or to the connected machine or computer.

Edit Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the Clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard for use in this app.
⌘V	Paste	Paste the object that has been cut or copied to the Clipboard onto the screen.
⇧⌘V	Paste into New Window	Paste the object on the Clipboard back into a design on a different window.
⌥⌘V	Paste into Center	Paste the object(s) on the Clipboard into the center of the work area.
^⌘V	Paste and Replace	Paste the objects on the clipboard, replacing the objects that are currently selected.
⌘D	Duplicate Selected	Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.
⌫	Delete Object	Remove the selected object from the screen without moving it to the clipboard.
⌘E	Copy Embroidery	Make a copy of the whole design and place it on the clipboard for use in any mySewnet™ Embroidery Software app.
	Points	
⇧⌘E		Edit Points Enable the moving and editing of an object's points, if another function is being used.
⌥⌘E		Insert Points Insert a point in the currently selected object outline, or a stitch angle line for a satin area.
^⌘E		Delete Points Remove points from the currently selected object outline, or a stitch angle line for a satin area.
	Insert	
⌘I		Insert Design Insert existing outline designs (.edo files) into the current design.
		Insert Embroidery Insert embroidery files as designs into the current design.
		ExpressDesign: ExpressDesign into Hoop Create a new embroidery in the ExpressDesign Assistant that is a best-fit to the currently selected hoop.

		ExpressDesign: ExpressDesign into Rectangle Create a new embroidery design in the ExpressDesign Assistant that is a best-fit to a rectangular area you draw on the screen.
		Insert Lettering Insert individual letters from any mySewnet™ Embroidery Software font into the current design.
		Insert SuperDesign Insert a SuperDesign from the SuperDesign sets available in mySewnet™ Embroidery Software.
		Insert Single Motif Insert a single motif into the current design.
		Insert Color Change Insert a Color Change after the currently selected object. The Color Selection dialog appears so you can choose the new color.
		Insert Stop Command Add a command which instructs the embroidery machine to stop at the point where you click.
	Delete	
		Delete Hole Delete one or more holes from the currently selected area.
		Delete MultiWave Line Delete one or more MultiWave lines from the currently selected MultiWave Fill area.
		Delete Emboss Line Delete one or more embossed lines from the currently selected area.
	Convert Points	
		Convert Points to Smooth Change the selected point in a Bezier line to a Smooth point.
		Convert Points to Symmetric Change the selected point in a Bezier line to a Symmetric point.
		Convert Points to Corner Change the selected point in a Bezier line to a Corner point.
		Convert to Point Line Change the selected Bezier Line to a Point Line.
		Convert to Bezier Line Change the selected Point Line to a Bezier Line.
Space	Box Select	Select a block of objects by drawing a rectangle.

	Freehand Select	Select a block of objects by drawing a line around the required objects.
	Point Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
⌘A	Select All Visible	Select all visible objects as a single block.
⇧⌘A	Deselect All	Deselect every selected object, including any that are outside the hoop.
	Select Mode	
		Replace Selection Replace the currently selected objects with the new selection.
		Add to Selection Add the new selection to the currently selected objects.
		Remove from Selection Remove the new selection from the currently selected objects.
	Select Last Visible	Move to the last visible object in the FilmStrip.
	Select Similar	
		Select Similar from Visible Select all visible objects with similar properties.
		Select Similar from Group Select all objects with similar properties that are in the same Group.
	Scale to Fit Hoop	Resize the design in the work area proportionally, to fit within the boundaries of the hoop.
	Change Design Size	Resize a design to the desired width or height.
	Manage My Fills	Open pictures for fill patterns, export existing My Fill patterns as pictures and delete unwanted My Fills.
	Hoop	Select the desired hoop size.
fn fn	Start Dictation	Use your voice instead of typing into a text field.
⌃⌘Space	Emoji & Symbols	Select characters from the Characters dialog, for example to enter into the Notes.

View Menu

⌘.	Grid	Turn the background grid on and off.
⇧⌘K	Load Background	Load a background picture.
	Paste Image as Background	Paste the image on the Clipboard as a background picture.
	Background Visibility	
		Fade Background Open the Fade Background dialog to adjust the background visibility.
		Background Off
		Fade Background to 10%
		Fade Background to 20%
		Fade Background to 30%
		Fade Background to 40%
		Fade Background to 50%
		Fade Background to 60%
		Fade Background to 70%
		Fade Background to 80%
		Fade Background to 90%
		Background On
⌘K	Edit Background	Open mySewnet™ Draw & Paint to edit or create a background picture.
	Zoom	
⌘+		Zoom In Increase magnification.
⌘–		Zoom Out Decrease magnification.
⌘*		Zoom To Rectangle Drag a rectangle around the area you want to zoom in to.
⌘0		Zoom To Fit Fit the work area to the screen.
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%

	View Mode	
	Object View Mode	
	View object outlines with no stitches.	
	3D View Mode	
	See the embroidery design, background and hoop in 3D mode.	
	2D View Mode	
	See the individual stitches in your embroideries as lines with no shading, together with the object outlines.	
⇧⌘Y	Life View	Show how an embroidery exported from the project will look in 3D with real-world perspective.
⌘Y	Design Player	Play through the stitches in the embroidery as if they were being stitched from an exported embroidery.
⌘L	Get Length	Measure the distance between any two points on the work area.
	Scroll Into View	Automatically scroll the work area so that the selected object can be seen in the work area.
⇧⌘/	Show FilmStrip	Show the FilmStrip.
⌘/	Show Control Panel	Show the Control Panel.
⌃⌘F	Enter Full Screen	
⌥⌘T	Hide Toolbar	
	Customize Toolbar	Change the buttons on the toolbar.

Create Menu

^C	Color Change		Open the Color Selection dialog to insert a color change in your design.
	Pick Color		Select a color from the background picture as the new thread color.
^S	Stop		Create a Stop command that is used to tell the embroidery machine to stop without a color change.
^I	Single Stitch		Create single stitches that will be embroidered at whatever length they are made, or at a maximum length that you define.
	Alignment Stitches		Add stitches to an embroidery that you can use to align the embroidery, for example with a patterned fabric, or another section of the embroidery project, or to a background picture.
	Fill Area		
^⇧N		No Fill	Create an area with no fill.
^⇧P		Pattern Fill	Create a fill area with small stitches in a repeating pattern.
^⇧M		Motif Fill	Create a fill area with one or two motif stitches in a repeating pattern.
^⇧H		Shape Fill	Create a fill area where the stitching lines follow one of 120 shapes, using motif lines if desired.
^⇧U		Radial Fill	Create a fill area that radiates out from the center.
^⇧B		Spiral Fill	Create a fill area that follows a spiral path from the center.
^⇧Q		QuiltStipple Fill	Create a stippled fill area.
^⇧C		Contour Fill	Create a fill area that follows the contours of the outline.
^⇧O		Crosshatch Fill	Create a crosshatched fill area.
^⇧V		Curved Crosshatch Fill	Create a crosshatched fill area with curving lines.
^⇧W		MultiWave Fill	Create a fill that uses a wave pattern defined by a line, or lines, drawn on the fill area.
^⇧E		Echo Fill	Create an Echo Fill Area.

	Line Type	
^⇧X	No Line	
	Create a fill area with no line around it.	
^⇧R	Running Stitch	
	Create a border of running stitches (small consecutive stitches).	
^⇧D	Double Stitch	
	Create a border of double stitch (small stitches going forward, followed by small stitches going backward).	
^⇧Z	Double Zigzag	
	Create a border of small stitches going forward, followed by zigzag stitches going backward.	
^⇧T	Triple Stitch	
	Create a border of triple stitch (small three-part stitches, each composed of one stitch going forward, one going backward then one going forward).	
^⇧L	Satin Line	
	Create a border of satin stitches of constant width.	
^⇧M	Motif Line	
	Create a border of motif stitches.	
	Appliqué	
^⌘A	No Appliqué	
	Create an area without appliqué.	
^⇧A	Appliqué	
	Create an area with appliqué.	
	Select Fabric	
	Select a fabric for the appliqué.	
	Create Area or Line	
^Q	QuickStitch™	
	Fill the selected area with stitches automatically.	
^⌥Q	QuickStitch™ + AutoHole	
	Fill the selected area with stitches and create holes automatically.	
^⌥F	Freehand Area or Line	
	Fill an area with stitches by drawing a line around it, or draw a line.	
^F	Point Area or Line	
	Fill an area with stitches by placing points around it, or place points for a line.	
	Draw Hole	
^O	QuickStitch™ Hole	
	Insert a hole automatically in the selected fill area.	

^⌥H		Freehand Hole
		Cut out holes within the selected fill area, by drawing outlines to define the holes.
^H		Point Hole
		Cut out holes within the selected fill area, by placing points to define the holes.
	Draw Emboss Line	
^⌥E		Freehand Emboss Line
		Draw one or more embossed lines of needle points over the selected object(s).
^E		Point Emboss Line
		Place points to define one or more embossed lines of needle points over the selected object(s).
	Draw Wave Line	
^⌥W		Freehand MultiWave Line
		Draw one or more MultiWave lines within the selected MultiWave Fill object.
^W		Point MultiWave Line
		Place points to define one or more MultiWave lines within the selected MultiWave Fill object.
	Create Satin Area	
^⌥M		QuickStitch™ Satin Area
		Create a satin area automatically in the selected area.
^M		QuickStitch™ Multiple Satin Areas
		Create a multiple part satin area automatically in the selected areas.
^⌥A		Freehand Satin Area
		Draw an outline to create a satin area.
^A		Point Satin Area
		Place points to create a satin area.
^N	Satin Column	Place alternate points to define a column of satin column.
^T	Feathered Satin	Place alternate points to define a column of feathered satin.
^R	Richelieu Bars	Place alternate points to define a column of Richelieu bars (short sections of satin perpendicular to the direction of the column).
^P	Tapered Motifs	Place alternate points to define a line of motifs that vary in size according to the width of the column.
	Trace	
		Double Trace
		Create a double layer of running stitches automatically following the selected line, by clicking on the line.

		Quadruple Trace Create a quadruple layer of running stitches automatically following the selected line, by clicking on the line.
		Satin Line Trace Create a satin line of constant width automatically following the selected line, by clicking on the line.
		Motif Line Trace Create a line of motif stitches automatically following the selected line, by clicking on the line.
	Options	
		Fill Area and Line Options Open the options dialog for the fills and lines.
		Satin Area Options Open the options dialog for Satin Area.
		Satin Column Options Open the options dialog for Satin Column.
		Feathered Satin Options Open the options dialog for the Feathered Satin.
		Richlieu Bars Options Open the options dialog for Richlieu Bars.
		Tapered Motifs Options Open the options dialog for Tapered Motifs.

Object Menu

	Display		
⌘[		Draw Previous Color Block	
		Step through the color blocks in reverse order.	
⌘]		Draw Next Color Block	
		Step through the color blocks one at a time.	
		Display Only Selected	
		Display only the currently selected object, or sequence of objects, and hide all other objects.	
		Display Only From Start	
		Display the currently selected object, and all objects before it in the FilmStrip.	
		Display Only To End	
		Display the currently selected object, and all objects after it in the FilmStrip.	
⌘\		Display All Objects	
		Display all objects and commands in the design.	
	Rotate 45	Rotate the selected block of objects in 45 degree steps.	
	Modify Block	Open a dialog where you can resize and rotate the selected block.	
	Filter		
		Hide Line Types	
		Show and hide Running, Double, Double Zigzag and Triple Stitches, Tapered Motifs, and Motif Lines in the work area.	
		Hide Fill Types	
		Show and hide pattern fill areas, motif fill areas and shape, radial, spiral, QuiltStipple, contour, crosshatch, MultiWave and echo fill areas in the work area.	
		Hide Satin Area	
		Show and hide satin areas in the work area.	
		Hide Column Types	
		Show and hide satin column, Richelieu bars, satin borders, feather satin and satin line in the work area.	
		Hide Single Stitches	
		Show and hide Single Stitches and Alignment Stitches in the work area.	
		Hide Stops and Colors	
		Show and hide Color Change and Stop commands.	
		Hide Groups	
		Show and hide Groups.	
		Hide Appliqués	
		Show and hide appliqué areas.	

		Layout Order	
⌘F		Move Forwards Bring one step closer to the front of the design.	
⌘B		Move Backwards Bring one step closer to the back of the design.	
⌥⌘F		Move to Front of Design Place at the front of the design.	
⌥⌘B		Move to Back of Design Place at the back of the design.	
⌘G	Group	Group selected objects together so they may be moved, resized or scaled and rotated together.	
⇧⌘G	Ungroup	Ungroup a selected group so that each object may edited independently.	
	Break Apart	Break a fill area with a border into a separate line and fill area.	
	Reversal		
		Reverse Column End to End Reverse the order of all the points defining a column so that the start becomes the end and vice versa.	
		Reverse Column Side to Side Swap each pair of points within a column.	
		Reverse Line Reverse the order of the points defining a line so that the start becomes the end, and vice versa.	
⌘↵	Properties	Show the properties dialog for the selected object or objects.	
⇧⌘↵	Global Properties	Show the properties dialog for the selected type of object, to change the properties of all visible objects of that type.	

Window Menu

⌘M	Minimize	
⌥⌘M		Minimize All
	Zoom	
	Bring All to Front	

Help Menu

(⌘?)	Search	
	mySewnet™ Digitizing Help	List Help topics.
	Keyboard Shortcuts	

Context Menu

⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected object from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard.
⌘V	Paste	Paste the object that has been cut or copied to the clipboard onto the screen.
⌘D	Duplicate Selected	Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.
⌫	Delete Object	Remove the selected object from the screen without moving it to the clipboard.
	Zoom	
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
⌘.	Grid	Turn the background grid on and off.
	Background Visibility	
		Background Off
⌘K		Fade Background Open the Fade Background dialog to adjust the background visibility.
		Fade Background to 10%
		Fade Background to 20%
		Fade Background to 30%
		Fade Background to 40%
		Fade Background to 50%
		Fade Background to 60%
		Fade Background to 70%
		Fade Background to 80%

		Fade Background to 90%
		Background On
⌥⌘1 Send		Send the selected embroidery to the mySewnet™ Cloud, or to the connected machine or computer.

Assistants Menu

	ExpressDesign	
		ExpressDesign into Hoop Create a new embroidery in the ExpressDesign Assistant that is a best-fit to the currently selected hoop.
		ExpressDesign into Rectangle Create a new embroidery design in the ExpressDesign Assistant that is a best-fit to a rectangular area you draw on the screen.

Actions Menu

	Insert Design	Insert existing outline designs (.edo files) into the current design.
	Insert Lettering	Insert individual letters from any mySewnet™ Embroidery Software font into the current design.
	Insert SuperDesign	Insert a SuperDesign from the SuperDesign sets available in mySewnet™ Embroidery Software.
	Finish	Close the currently selected tool.
⌘Z	Undo	Reverse the last action.
⇧⌘Z	Redo	Reverse the last action that was undone by Undo.
⌘X	Cut	Delete the selected embroidery from the screen and place it on the clipboard.
⌘C	Copy	Make a copy of the selected embroidery and place it on the clipboard.
⌘V	Paste	Paste an embroidery that has been cut or copied to the clipboard onto the screen.
⌘D	Duplicate Selected	Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.
⌫	Delete Object	Remove the selected embroidery from the screen without moving it to the clipboard.
	Zoom	
⌘1		Zoom 100%
⌘2		Zoom 200%
⌘3		Zoom 400%
⌘4		Zoom 800%
⌘5		Zoom 75%
⌘6		Zoom 50%
⌘7		Zoom 25%
⌘.	Grid	Turn the background grid on and off.
	Background Visibility	
		Background Off
		Fade Background to 10%
		Fade Background to 20%
		Fade Background to 30%
		Fade Background to 40%
		Fade Background to 50%
		Fade Background to 60%
		Fade Background to 70%
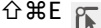
		Fade Background to 80%
		Fade Background to 90%
		Background On
⌘S	Save	Save the contents of the open window as an embroidery design outline in .edo format.
⌥⌘S	Export	Save the design outline in the current window as a .vp4 file, or in an alternative embroidery format, optimized for sewing.
⌘P	Print	Print the embroidery on the screen with its worksheet.
⌥⌘1	Send Express	Send the selected embroidery to the screen of the connected embroidery machine.

mySewnet™ Menu

Connected	Connected to your mySewnet™ enabled embroidery machine.
mySewnet Options	View the mySewnet™ options in mySewnet™ Configure.
Manage my Account	Log in to your mySewnet™ account.
Send	Send the selected embroidery to the mySewnet™ Cloud, or to the connected machine or computer.

Toolbar

Main Toolbar

		Assistants Menu	Use the Assistants menu to get quick access to the ExpressDesign Assistant.
		Actions Menu	Use the Actions menu to get quick access to many functions.
		mySewnet™ Menu	Manage your mySewnet™ account and your mySewnet™ enabled embroidery machine via the mySewnet™ cloud.
		Quick Create Mode	Create new stitch objects by using color areas in the background picture.
		Freehand Create Mode	Create new stitch objects by drawing an outline on the work area.
		Point Create Mode	Create new stitch objects by placing points to create an outline on the work area.
		Zoom Out	Decrease magnification.
		Zoom In	Increase magnification.
		Zoom To Rectangle	Drag a rectangle around the area you want to zoom in to.
		Zoom To Fit	Fit the work area to the screen.
⇧⌘E		Edit Points	Enable the moving and editing of an object's points.
		Box Select	Select a block of objects by drawing a rectangle.
		Freehand Select	Select a block of objects by drawing a line around the required objects.
		Point Select	Select a block of objects by drawing an area of any shape made of straight and curved lines, defined by a series of points.
⌘A		Select All Visible	Select all visible objects as a single block.
		Deselect All	Deselect every selected object, including any that are outside the chosen hoop.
		Replace Selection	Replace the currently selected objects with the new selection.
		Add to Selection	Add the new selection to the currently selected objects.
		Remove from Selection	Remove the new selection from the currently selected objects.
		Group	Make a more permanent group of all the currently selected objects.
		Ungroup	Split the selected group into the objects which make it up.
		Hoop	Select the desired hoop size.

		Load Background	Load a background picture.
		Background Visibility	Open the Fade Background dialog to adjust the background visibility.
		Edit Background	Open mySewnet™ Draw & Paint to edit or create a background picture.
		Object View Mode	View object outlines with no stitches.
		3D View Mode	See the embroidery design, background and hoop in 3D mode.
		2D View Mode	See the individual stitches in your embroideries as lines with no shading, together with the object outlines.
		Life View	Show how an embroidery exported from the project will look in 3D with real-world perspective.
		Design Player	Play through the stitches in the embroidery as if they were being stitched from an exported embroidery.
		FilmStrip	View the numbered sequence of objects in the design.
		Control Panel	View the Control Panel.

Quick Create Toolbar

		Color Change	
^C			Color Change Open the Color Selection dialog to insert a color change in your design.
			Pick Color Select a color from the background picture as the new thread color.
			Quick Colors Click one of the Quick Colors to set a new thread color.
		Fill Area	
^⇧P			Pattern Fill Create a fill area with small stitches in a repeating pattern.
^⇧M			Motif Fill Create a fill area with one or two motif stitches in a repeating pattern.
^⇧H			Shape Fill Create a fill area where the stitching lines follow one of 120 shapes, using motif lines if desired.
^⇧U			Radial Fill Create a fill area that radiates out from the center.

^⇧B	⊚		Spiral Fill Create a fill area that follows a spiral path from the center.
^⇧Q			QuiltStipple Fill Create a stippled fill area.
^⇧C			Contour Fill Create a fill area that follows the contours of the outline.
^⇧O			Crosshatch Fill Create a crosshatched fill area.
^⇧W			MultiWave Fill Create a MultiWave fill area.
^⇧E			Echo Fill Create an echo fill area.
		Line Type	
^⇧N	✖		No Border Line Create a fill area with no line around it.
^⇧R	⁄		Running Stitch Create a border of running stitches (small consecutive stitches).
^⇧D	⁄₂		Double Stitch Create a border of double stitch (small stitches going forward, followed by small stitches going backward).
^⇧Z			Double Zigzag Create a border of small stitches going forward, followed by zigzag stitches going backward.
^⇧T	⁄₃		Triple Stitch Create a border of triple stitch (small three-part stitches, each composed of one stitch going forward, one going backward then one going forward).
^⇧L			Satin Line Create a border of satin stitches of constant width.
^⇧F			Motif Line Create a border of motif stitches.
		Appliqué	
			Select Appliqué Fabric Change and add appliqué fabrics.
^Q		QuickStitch™	Fill the selected area with stitches automatically.
^⌥Q		QuickStitch™ + AutoHole	Fill the selected area with stitches and create holes automatically.
		Creating Shapes	Draw a fill area or line on the work area.
^O		QuickStitch™ Hole	Insert a hole automatically in the selected fill area.
		Emboss Line	

⌃⌥E			Freehand Emboss Line Draw one or more embossed lines of needle points over the selected object(s).
⌃E			Point Emboss Line Place points to define one or more embossed lines of needle points over the selected object(s).
		MultiWave Line	
⌃⌥W			Freehand MultiWave Line Draw one or more MultiWave lines within the selected MultiWave Fill object.
⌃W			Point MultiWave Line Place points to define one or more MultiWave lines within the selected MultiWave Fill object.
		Trace	
			Double Trace Create a double layer of running stitches automatically following the selected line, by clicking on the line.
			Quadruple Trace Create a quadruple layer of running stitches automatically following the selected line, by clicking on the line.
			Satin Line Trace Create a satin line of constant width automatically following the selected line, by clicking on the line.
			Motif Line Trace Create a line of motif stitches automatically following the selected line, by clicking on the line.
⌃⌥M		QuickStitch™ Satin Area	Create a satin area automatically in the selected area.
⌃M		QuickStitch™ Multiple Satin Areas	Create a multiple part satin area automatically in the selected areas.
		Options	
			Fill Area and Line Options Open the options dialog for the fills and lines.
			Satin Area Options Open the options dialog for Satin Area.
		Quick Create from Background	Create a design using the background image in the work area.

Freehand Create Toolbar

		Color Change	
^C	🎨	Color Change	Color Change
			Open the Color Selection dialog to insert a color change in your design.
	🖊		Pick Color
			Select a color from the background picture as the new thread color.
			Quick Colors
			Click one of the Quick Colors to set a new thread color.
^I	✎	Single Stitch	Create single stitches that will be embroidered at whatever length they are made, or at a maximum length that you define.
	✛	Alignment Stitches	Add stitches to an embroidery that you can use to align the embroidery, for example with a patterned fabric, or another section of the embroidery project, or to a background picture.
^S	STOP	Stop	Create a Stop command that is used to tell the embroidery machine to stop without a color change.
		Fill Area	
^⇧P	▦		Pattern Fill
			Create a fill area with small stitches in a repeating pattern.
^⇧M	✺		Motif Fill
			Create a fill area with one or two motif stitches in a repeating pattern.
^⇧H	◈		Shape Fill
			Create a fill area where the stitching lines follow one of 120 shapes, using motif lines if desired.
^⇧U	❋		Radial Fill
			Create a fill area that radiates out from the center.
^⇧B	◎		Spiral Fill
			Create a fill area that follows a spiral path from the center.
^⇧Q	▦		QuiltStipple Fill
			Create a stippled fill area.
^⇧C	▣		Contour Fill
			Create a fill area that follows the contours of the outline.
^⇧O	▨		Crosshatch Fill
			Create a crosshatched fill area.
^⇧W	≋		MultiWave Fill
			Create a MultiWave fill area.
^⇧E	▣		Echo Fill
			Create an echo fill area.

		Line Type	
⌃⇧N	✖		No Border Line Create a fill area with no line around it.
⌃⇧R	╱		Running Stitch Create a border of running stitches (small consecutive stitches).
⌃⇧D	╱₂		Double Stitch Create a border of double stitch (small stitches going forward, followed by small stitches going backward).
⌃⇧Z	⌐		Double Zigzag Create a border of small stitches going forward, followed by zigzag stitches going backward.
⌃⇧T	╱₃		Triple Stitch Create a border of triple stitch (small three-part stitches, each composed of one stitch going forward, one going backward then one going forward).
⌃⇧L	⫸		Satin Line Create a border of satin stitches of constant width.
⌃⇧F	⁎⁎		Motif Line Create a border of motif stitches.
		Appliqué	
			Select Appliqué Fabric Change and add appliqué fabrics.
⌃⌥F	▨	Create Freehand Area or Line	Fill an area with stitches by drawing a line around it.
⌃⌥H	▨	Freehand Hole	Cut out holes within the selected fill area, by drawing outlines to define the holes.
⌃⌥E	▨	Freehand Emboss Line	Draw one or more embossed lines of needle points over the selected object(s).
⌃⌥W	▨	Freehand MultiWave Line	Draw one or more MultiWave lines within the selected MultiWave Fill object.
⌃⌥A	▨	Freehand Satin Area	Draw an outline to create a satin area.
⌃N	⫸	Satin Column	Place alternate points to define a column of satin column.
⌃T	⊞	Feathered Satin	Place alternate points to define a column of feathered satin.
⌃R	⫸	Richelieu Bars	Place alternate points to define a column of Richelieu bars (short sections of satin perpendicular to the direction of the column).
⌃P	⁎⁎	Tapered Motifs	Place alternate points to define a line of motifs that vary in size according to the width of the column.
		Options	

			Fill Area and Line Options
			Open the options dialog for the fills and lines.
			Satin Area Options
			Open the options dialog for Satin Area.
			Satin Column Options
			Open the options dialog for Satin Column.
			Feathered Satin Options
			Open the options dialog for the Feathered Satin.
			Richlieu Bars Options
			Open the options dialog for Richlieu Bars.
			Tapered Motifs Options
			Open the options dialog for Tapered Motifs.

Point Create Toolbar

		Color Change	
^C	🎨	Color Change	Open the Color Selection dialog to insert a color change in your design.
	🖊	Pick Color	Select a color from the background picture as the new thread color.
		Quick Colors	Click one of the Quick Colors to set a new thread color.
^I	╱	Single Stitch	Create single stitches that will be embroidered at whatever length they are made, or at a maximum length that you define.
	✛	Alignment Stitches	Add stitches to an embroidery that you can use to align the embroidery, for example with a patterned fabric, or another section of the embroidery project, or to a background picture.
^S	STOP	Stop	Create a Stop command that is used to tell the embroidery machine to stop without a color change.
		Fill Area	
^⇧P	▦		Pattern Fill — Create a fill area with small stitches in a repeating pattern.
^⇧M	✸		Motif Fill — Create a fill area with one or two motif stitches in a repeating pattern.
^⇧H	◈		Shape Fill — Create a fill area where the stitching lines follow one of 120 shapes, using motif lines if desired.

^⇧U			**Radial Fill** Create a fill area that radiates out from the center.
^⇧B			**Spiral Fill** Create a fill area that follows a spiral path from the center.
^⇧Q			**QuiltStipple Fill** Create a stippled fill area.
^⇧C			**Contour Fill** Create a fill area that follows the contours of the outline.
^⇧O			**Crosshatch Fill** Create a crosshatched fill area.
^⇧W			**MultiWave Fill** Create a MultiWave fill area.
^⇧E			**Echo Fill** Create an echo fill area.
		Line Type	
^⇧N			**No Border Line** Create a fill area with no line around it.
^⇧R			**Running Stitch** Create a border of running stitches (small consecutive stitches).
^⇧D			**Double Stitch** Create a border of double stitch (small stitches going forward, followed by small stitches going backward).
^⇧Z			**Double Zigzag** Create a border of small stitches going forward, followed by zigzag stitches going backward.
^⇧T			**Triple Stitch** Create a border of triple stitch (small three-part stitches, each composed of one stitch going forward, one going backward then one going forward).
^⇧L			**Satin Line** Create a border of satin stitches of constant width.
^⇧F			**Motif Line** Create a border of motif stitches.
		Appliqué	
			Select Appliqué Fabric Change and add appliqué fabrics.
^F		Create Point Area or Line	Fill an area with stitches by placing points around it.
^H		Point Hole	Cut out holes within the selected fill area, by placing points to define the holes.

^E		Point Emboss Line	Place points to define one or more embossed lines of needle points over the selected object(s).
^W		Point MultiWave Line	Place points to define one or more MultiWave lines within the selected MultiWave Fill object.
^A		Point Satin Area	Place points to create a satin area.
^N		Satin Column	Place alternate points to define a column of satin column.
^T		Feathered Satin	Place alternate points to define a column of feathered satin.
^R		Richelieu Bars	Place alternate points to define a column of Richelieu bars (short sections of satin perpendicular to the direction of the column).
^P		Tapered Motifs	Place alternate points to define a line of motifs that vary in size according to the width of the column.
		Bezier Mode	Draw shapes with finely graduated curves using Bezier lines.
		Options	
			Fill Area and Line Options Open the options dialog for the fills and lines.
			Satin Area Options Open the options dialog for Satin Area.
			Satin Column Options Open the options dialog for Satin Column.
			Feathered Satin Options Open the options dialog for the Feathered Satin.
			Richlieu Bars Options Open the options dialog for Richlieu Bars.
			Tapered Motifs Options Open the options dialog for Tapered Motifs.

FilmStrip

FilmStrip Items

Object Number
The number of the object.

Thread Color Bar
The color bar shows the color of each object, even when the Color Changes are hidden.

Object
Each object is represented graphically. Markers are shown for Color Changes, Alignment Stitches and Stops. A Color Change also shows a thread sample. All other object types show the shape of the objects as black outlines.

Object Type
The name of the object type is shown.

Layout Order

▼	Move Forwards	Bring one step closer to the front of the design.
▲	Move Backwards	Bring one step closer to the back of the design.
▼	Move to Front of Design	Place at the front of the design.
▲	Move to Back of Design	Place at the back of the design.
🔲	Display Group Contents	Show all objects within Groups in the FilmStrip, or show only the Groups themselves.
🔳	Select Last Visible	Move to the last visible object in the FilmStrip.

FilmStrip Context Menu

	Display Only Selected	Show only the currently selected object.
	Display Only From Start	Display only the visible objects from the start of the design to the selected object. Hence, all objects after the selected object are hidden.
	Display Only To End	Display only the visible objects from the selected object to the end of the design. Hence, all objects before the selected object are hidden.
⌘\	Display All Objects	Display all objects and commands in the design.
⌘X	Cut	Delete the selected object from the screen and place it on the Clipboard.
⌘C	Copy	Make a copy of the selected object and place it on the clipboard for use in this app.

⌘V	Paste	Paste the object that has been cut or copied to the Clipboard onto the screen.
⌘D	Duplicate Selected	Make a copy of the whole design or the currently selected objects, which is automatically pasted on the work area.
⌫	Delete Object	Delete the selected object or the last object in the design.
	Insert Color Change	Insert a Color Change after the currently selected object. The Color Selection dialog appears so you can choose the new color.
	Insert Stop	Insert a Stop after the currently selected object.
	Group	Group selected objects together so they may be moved, resized or scaled and rotated together.
	Ungroup	Ungroup a selected group so that each object may edited independently.
	Select Similar from Visible	Select all visible objects with similar properties.
	Select Similar from Group	Select all objects with similar properties that are in the same Group.
⌘↵	Properties	Show the properties dialog for the selected object or objects.
⇧⌘↵	Global Properties	Show the properties dialog for the selected type of object, to change the properties of all visible objects of that type.
	Scroll into View	Automatically scroll the work area so that object selected in the FilmStrip can be seen in the work area.
	Layout Order	
⌘F		Move Forwards Bring one step closer to the front of the design.
⌘B		Move Backwards Bring one step closer to the back of the design.
⌥⌘F		Move to Front of Design Place at the front of the design.
⌥⌘B		Move to Back of Design Place at the back of the design.

Control Panel

Design Information

Stitch Count ≣: The Stitch Count of the embroidery.

Width ↔ : The Width of the embroidery.

Height ↕ : The Height of the embroidery.

Colors ✿ : The number of colors in the embroidery.

Color Select

A worksheet panel showing the color blocks in the design. Click a block to change the thread color.

⇥✿	Change Color	Change the selected thread color in the Color Selection dialog.
☰	Design Property Colors	Show or hide thread colors in the Color Select area that are part of an object's property.

Edit Lines

⛏	Insert Points	Insert a point in the currently selected object outline, or a stitch angle line for a satin area.
⟋	Delete Points	Remove points from the currently selected object outline, or a stitch angle line for a satin area.
✐	Convert Points	
⌒		Convert Points to Smooth Change the selected point in a Bezier line to a Smooth point.
⌒		Convert Points to Symmetric Change the selected point in a Bezier line to a Symmetric point.
⋏		Convert Points to Corner Change the selected point in a Bezier line to a Corner point.
		Convert to Point Line Change the selected Bezier Line to a Point Line.
		Convert to Bezier Line Change the selected Point Line to a Bezier Line.
	Delete	
⌦		Delete Hole Delete one or more holes from the currently selected area.

	Delete Emboss Line	Delete one or more embossed lines from the currently selected area.
	Delete MultiWave Line	Delete one or more MultiWave lines from the currently selected MultiWave Fill area.

Filters

Use the filters to select which objects and commands are visible in the work area. The FilmStrip also shows the selection of visible objects and commands.

⌘[		Draw Previous Color Block	Step through the color blocks in reverse order.
⌘]		Draw Next Color Block	Step through the color blocks one at a time.
⌘\		Display All Objects	Display all objects and commands in the design.
		Hide Line Types	Show and hide Running, Double and Triple Stitches, Tapered Motifs and Motif Lines in the work area.
		Hide Fill Types	Show and hide pattern fill areas, motif fill areas and shape, radial, spiral, QuiltStipple, contour, crosshatch, MultiWave and echo fill areas in the work area.
		Hide Satin Area	Show and hide satin areas in the work area.
		Hide Column Types	Show and hide satin column, Richelieu bars, satin borders, feather satin and satin line in the work area.
		Hide Single Stitches	Show and hide Single Stitches and Alignment Stitches in the work area.
		Hide Stops and Colors	Show and hide Color Change and Stop commands.
		Hide Groups	Show and hide Groups.
		Hide Appliqués	Show and hide appliqué areas.

Draw Range

The upper slider bar sets the Start object that is visible. The lower slider bar sets the End object that is visible. Move the appropriate slider bar to change the start or end object. Objects are not displayed when the color block containing the object is hidden.

Notes

Enter up to 2000 characters in the Notes for information and keywords about the design.

Settings ⚙

Enter up to 2000 characters in the Settings for information on the techniques used for the design.

Edit ✎

Click Edit to update the Notes or Settings by using the dialog.

Help

Show help for the control panel.

Keyboard Shortcuts

You can use your keyboard, mouse, and trackpad to quickly perform many tasks in mySewnet™ Digitizing. To find shortcuts for common menu commands, look in the menus (or see the shortcuts listed here). To perform an action, press the keys in the order shown here.

Action	Shortcut
Working with designs	
Select the next object in the work area	Command–right arrow (⌘→)
Select the previous object in the work area	Command–left arrow (⌘←)
Add objects to (or remove them from) the current selection	Command–click to add or remove objects from the current selection
Resize the selected object(s)	Drag corner handle
Resize proportionally	Hold Shift and drag a corner handle
Resize from center	Hold Option and drag a corner handle
Nudge the selected object(s) to the left	Left arrow (←)
Nudge the selected object(s) to the right	Right arrow (→)
Nudge the selected object(s) up	Up arrow (↑)
Nudge the selected object(s) down	Down arrow (↓)
Rotate the selected object(s)	Drag round handle
Mirror the selected object(s) vertically	Click the triangular top handle
Mirror the selected object(s) horizontally	Click the triangular side handle
Open a Shortcut Menu	Control–click

■ For more shortcuts, see "Tools and Techniques" on page 5 and "Quick Reference Guide" on page 320.

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