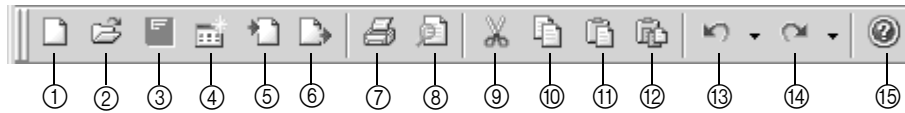


Reference


Chapter 1: Standard Toolbar

Figure 64: Standard toolbar



- | | | |
|----------------------------------|---|--|
| ① New button (page 49) | ⑦ Print button (page 51) | ⑫ Select Paste button (page 52) |
| ② Open button (page 50) | ⑧ Print Preview button (page 51) | ⑬ Undo button (page 53) |
| ③ Save button (page 50) | ⑨ Cut button (page 52) | ⑭ Redo button (page 53) |
| ④ Wizard button (page 50) | ⑩ Copy button (page 52) | ⑮ Help button (page 53) |
| ⑤ Import button (page 51) | ⑪ Paste button (page 52) | |
| ⑥ Export button (page 51) | | |

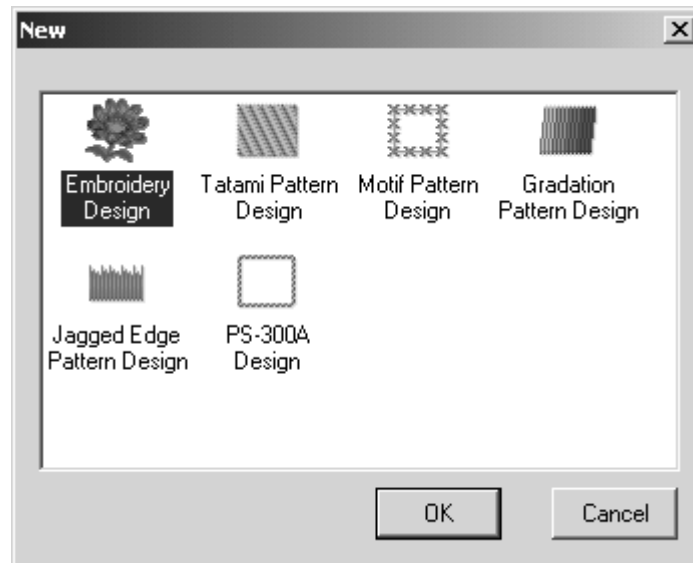
■ **New** button ()

To create a new blank design area, click the **New** button () in the **Standard** toolbar.

If a design area in the Tatami Pattern Design module, Motif Pattern Design module, Gradation Pattern Design module or Jagged Edge Pattern Design module is already open, an empty design area is immediately created in the main window for that module.


If a design area in the Embroidery Design module or PS-300A Design module is already open, the **New** dialog box appears, allowing you to select the module that you wish to use.

Figure 65: New dialog box




- If the Tatami Pattern Design module, Motif Pattern Design module, Gradation Pattern Design module or Jagged Edge Pattern Design module is selected, an empty design area is immediately created in the module's main window.
- If the Embroidery Design module or PS-300A Design module is selected, the corresponding dialog box appears, allowing you to select the type of file to be created. Refer to *New command* on page 74 for more details on creating empty design areas with the Embroidery Design and PS-300A Design modules.

■ Open button ()

To open a file that has previously been saved, click the **Open** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Open** command on the **File** drop-down menu. Refer to *Open command* on page 82 for more details.

■ Save button ()

NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

To save the current embroidery design, click the **Save** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Save** command on the **File** drop-down menu. Refer to *Save command* on page 84 for more details.

■ Wizard button ()


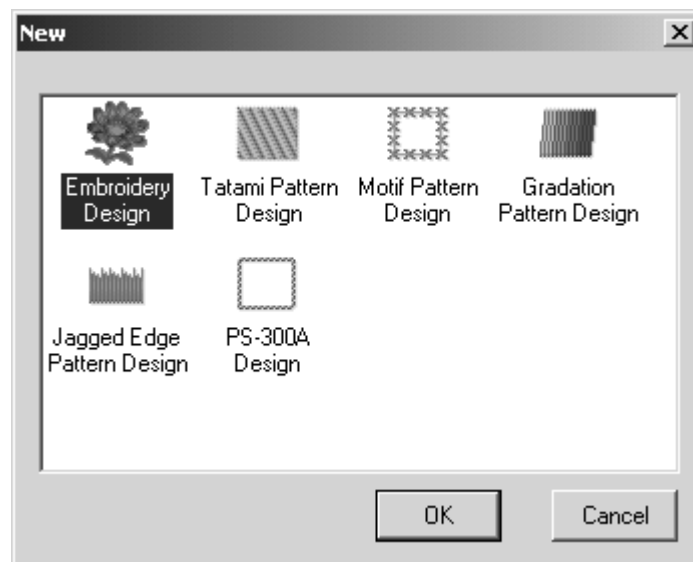

To create a new design area in a different module, click the **Wizard** button () in the **Standard** toolbar. The **New** dialog box appears, allowing you to select the module that you wish to use.

Figure 66: New dialog box




- If the Tatami Pattern Design module, Motif Pattern Design module, Gradation Pattern Design module or Jagged Edge Pattern Design module is selected, an empty design area is immediately created in the module's main window.
- If the Embroidery Design module or PS-300A Design module is selected, the corresponding dialog box appears, allowing you to select the type of file to be created. For details on creating an empty design area in the Embroidery Design module, refer to page 10, and for the PS-300A Design module, refer to page 35.

■ Import button ()

To import embroidery design files (.dst, .10o, .dsb, .sth, .pes, .hus, .exp, .dsz, .one, .zsk, .fmc, .fdr, .ecs, .cnd, .has, .pec, .pcs, .dst, .dsb and .dsz) and use them to create designs in a different file format, click the **Import** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Import** command on the **File** drop-down menu. Refer to *Import command* on page 86 for more details.


■ Export button ()

NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

To export an embroidery design into a file of a different format (.dst, .dsb, .dsz, .ecs, .pes, .exp, .has, .sth, .hus, .pcs, .10o, .fdr and .fmc), click the **Export** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Export** command on the **File** drop-down menu. Refer to *Export command* on page 87 for more details.

■ Print button ()


NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

To print the current embroidery design, click the **Print** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Print** command on the **File** drop-down menu. Refer to *Print command* on page 92 for more details.

NOTE: Before printing the design, click the **Print Setup** command on the **File** drop-down menu to specify the printing settings. For more details, refer to *Print Setup command* on page 89.


■ Print Preview button ()



NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

To preview the contents of the current design area before printing it, click the **Print Preview** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Print Preview** command on the **File** drop-down menu. Refer to *Print Preview command* on page 91 for more details.

■ **Cut button** ()


NOTE: This button is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.



To delete the selected design elements from the design area and temporarily move them to the Clipboard, click the **Cut** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Cut** command on the **Edit** drop-down menu. Refer to *Cut command* on page 98 for more details.

NOTE: If no design element is selected, the **Cut** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

■ **Copy button** ()


NOTE: This button is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To copy the selected design elements to the Clipboard without removing the original from the design area, click the **Copy** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Copy** command on the **Edit** drop-down menu. Refer to *Copy command* on page 98 for more details.

NOTE: If no design element is selected, the **Copy** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

■ **Paste button** ()


NOTE: This button is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To add design elements from the Clipboard to the design area, click the **Paste** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Paste** command on the **Edit** drop-down menu. Refer to *Paste command* on page 98 for more details.


NOTE: If no design element was recently moved to the Clipboard, the **Paste** button is not available.


■ **Select Paste button** ()

NOTE: This button is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To display the Clipboard, from where its contents can be viewed, selected for pasting into the design area, or deleted, click the **Select Paste** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Select Paste** command on the **Edit** drop-down menu. Refer to *Select Paste command* on page 99 for more details.


■ Undo button ()


To reverse the previous action performed, click the **Undo** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Undo** command on the **Edit** drop-down menu. Refer to *Undo command* on page 97 for more details.

To reverse more than one action at one time, click the arrow next to the **Undo** button (), and then, from the drop-down list, select the actions that you wish to undo. All of the selected actions are reversed.

NOTE: If the **Undo** button is not available, there are no actions that can be reversed.


■ Redo button ()

To reverse the previous **Undo** operation, click the **Redo** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Redo** command on the **Edit** drop-down menu. Refer to *Redo command* on page 97 for more details.

To reverse more than one **Undo** operation at one time, click the arrow next to the **Redo** button (), and then, from the drop-down list, select the actions that you wish to redo. All of the selected actions are performed again.

NOTE: If the **Redo** button is not available, there are no **Undo** operations that can be reversed.

■ Help button ()

To start up the online Help feature, click the **Help** button () in the **Standard** toolbar. Clicking this button is the same as clicking the **Help** command on the **Help** drop-down menu. Refer to *Help command* on page 203 for more details.


Chapter 2: Tools Toolbar

Figure 67: Tools toolbar




- ① **Thread Database** button (page 54)
- ② **Realistic** button (page 54)
- ③ **Slow Draw** button (page 54)
- ④ **Environment** button (page 54)

■ Thread Database button ()

To display the **Thread Database** dialog box, click the **Thread Database** button () in the **Tools** toolbar. Clicking this button is the same as clicking the **Thread Database** command on the **Tools** drop-down menu. Refer to *Thread Database command* on page 183 for more details.


■ Realistic button ()

NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.


To display the stitching so that they appear realistic, click the **Realistic** button () in the **Tools** toolbar. Clicking this button is the same as clicking the **Realistic** command on the **Tools** drop-down menu. Refer to *Realistic command* on page 188 for more details.

■ Slow Draw button ()

NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

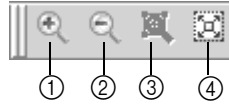
To view a simulation of the stitching, click the **Slow Draw** button () in the **Tools** toolbar. Clicking this button is the same as clicking the **Slow Draw** command on the **Tools** drop-down menu. Refer to *Slow Draw command* on page 189 for more details.

■ Environment button ()

To specify software settings, click the **Environment** button () in the **Tools** toolbar. Clicking this button is the same as clicking the **Environment** command on the **Tools** drop-down menu. Refer to *Environment command* on page 193 for more details.

Chapter 3: Zoom Toolbar


Figure 68: Zoom toolbar




- | | |
|------------------------------------|--------------------------------------|
| ① Zoom In button (page 55) | ③ Fit Select button (page 55) |
| ② Zoom Out button (page 55) | ④ Fit Window button (page 55) |

NOTE: This toolbar is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.


■ Zoom In button ()

To enlarge the design so finer details can be viewed and edited, click the **Zoom In** button () in the **Zoom** toolbar. Clicking this button is the same as clicking the **Zoom In** command on the **View** drop-down menu. Refer to *Zoom In command* on page 102 for more details.


■ Zoom out button ()

To reduce the design so that an overall view can be seen, click the **Zoom Out** button () in the **Zoom** toolbar. Clicking this button is the same as clicking the **Zoom Out** command on the **View** drop-down menu. Refer to *Zoom Out command* on page 102 for more details.

■ Fit Select button ()

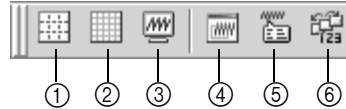
To display the design area so that only the selected design elements are displayed, click the **Fit Select** button () in the **Zoom** toolbar. Clicking this button is the same as clicking the **Fit Select** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.

■ Fit Window button ()

To display the design elements so that they all fit within the main window, click the **Fit Window** button () in the **Zoom** toolbar. Clicking this button is the same as clicking the **Fit to Window** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.


Chapter 4: View Toolbar

Figure 69: View toolbar




- | | | |
|--|---|---------------------------------------|
| ① Reference Lines button
(page 56) | ③ Pseudo 3D button (page
56) | ⑤ Property button (page 57) |
| ② Gridlines button (page 56) | ④ Reference Window button
(page 57) | ⑥ Sequence button (page
57) |

■ Reference Lines button ()


To display the reference lines, click the **Reference Lines** button () in the **View** toolbar. Clicking this button is the same as clicking the **Reference Line** command on the **View** drop-down menu or clicking the **Show Reference Lines** command on the menu that appeared when the **S** button in the upper-left corner of the rulers is clicked. Refer to *Reference Line command* on page 103 for more details.

■ Gridlines button ()

To display the grid lines, click the **Gridlines** button () in the **View** toolbar. Clicking this button is the same as clicking the **Gridlines** command on the **View** drop-down menu or clicking the **Show Gridlines** command on the menu that appeared when the **S** button in the upper-left corner of the rulers is clicked. Refer to *Gridlines command* on page 104 for more details.


■ Pseudo 3D button ()

NOTE: This button is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To display the stitches so that they have a more three-dimensional feel, click the **Pseudo 3D** button () in the **View** toolbar. Clicking this button is the same as clicking the **Pseudo 3D** command on the **View** drop-down menu. Refer to *Pseudo 3D command* on page 106 for more details.


■ Reference Window button ()

NOTE: This button is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To display the **Reference Window**, click the **Reference Window** button () in the **View** toolbar. Clicking this button is the same as clicking the **Reference Window** command on the **Toolbars** sub-menu of the **View** drop-down menu. Refer to *Toolbars sub-menu* on page 107 for more details.


■ Property button ()

NOTE: This button is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To display the **Property** dialog box, click the **Property** button () in the **View** toolbar. Clicking this button is the same as clicking the **Property** command on the **Toolbars** sub-menu of the **View** drop-down menu. Refer to *Toolbars sub-menu* on page 107 for more details.

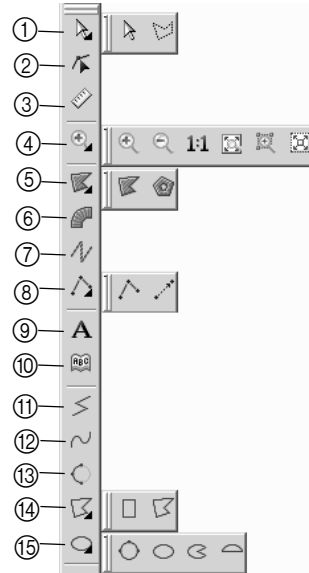
■ Sequence button ()

NOTE: This button is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To display the **Sequence** window, click the **Sequence** button () in the **View** toolbar. Clicking this button is the same as clicking the **Sequence** command on the **Toolbars** sub-menu of the **View** drop-down menu. Refer to *Toolbars sub-menu* on page 107 for more details.

Chapter 5: Design Toolbar



Figure 70: Design toolbar



- | | | |
|--|--|--|
| ① Select & Lasso buttons (page 58) | ⑤ Fill & Hole buttons (page 59) | ⑪ Straight Line button (page 61) |
| ② Select Point button (page 58) | ⑥ Column button (page 60) | ⑫ Curve button (page 61) |
| ③ Measure button (page 59) | ⑦ Running button (page 60) | ⑬ Arc button (page 61) |
| ④ Zoom In, Zoom Out, Actual Size, Fit Hoop, Fit Select & Fit Window buttons (page 59) | ⑧ Stitch & Feed buttons (page 60) | ⑭ Rectangle & Polygon button (page 61) |
| | ⑨ Text button (page 60) | ⑮ Circle, Ellipse, Pie & Arch buttons (page 61) |
| | ⑩ Text Gallery button (page 60) | |

NOTE: This toolbar is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.


■ **Select button () & Lasso button ()**

To select the tool whose icon currently appears on the button, click the button ( or ) in the **Design** toolbar. To select the tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Select** button is the same as clicking the **Select** command on the **Shape** drop-down menu. Refer to *Select command* on page 115 for more details.


Clicking the **Lasso** button is the same as clicking the **Lasso** command on the **Shape** drop-down menu. Refer to *Lasso command* on page 117 for more details.

■ **Select Point button ()**

To select the **Select Point** tool, click the **Select Point** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Select Point** command on the **Shape** drop-down menu. Refer to *Select Point command* on page 116 for more details.







■ Measure button ()

NOTE: This button is not available in the Tatami Pattern Design and Motif Pattern Design modules.

To select the **Measure** tool, click the **Measure** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Measure** command on the **Tools** drop-down menu. Refer to *Measure command* on page 192 for more details.

■ Zoom In button (), Zoom Out button (), Actual Size button (), Fit Hoop button (), Fit Select button () & Fit Window button ()

NOTE: The **Actual Size** and **Fit Hoop** buttons are only available in the Embroidery Design and PS-300A Design modules.

To select the tool whose icon currently appears on the button, click the button ( ,  ,  ,  ,  or ) in the **Design** toolbar. To select a tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Zoom In** button is the same as clicking the **Zoom In** command on the **View** drop-down menu. Refer to *Zoom In command* on page 102 for more details.

Clicking the **Zoom Out** button is the same as clicking the **Zoom Out** command on the **View** drop-down menu. Refer to *Zoom Out command* on page 102 for more details.

Clicking the **Actual Size** button is the same as clicking the **Actual Size** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.



Clicking the **Fit Hoop** button is the same as clicking the **Fit Hoop** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.

Clicking the **Fit Select** button is the same as clicking the **Fit Select** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.

Clicking the **Fit Window** button is the same as clicking the **Fit to Window** command on the **Zoom** sub-menu of the **View** drop-down menu. Refer to *Zoom sub-menu* on page 102 for more details.

■ Fill button () & Hole button ()

NOTE: The **Hole** button is only available in the Embroidery Design module.


To select the tool whose icon currently appears on the button, click the button ( or ) in the **Design** toolbar. To select the tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Fill** button is the same as clicking the **Fill** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.

Clicking the **Hole** button is the same as clicking the **Hole** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.


■ Column button ()

NOTE: This button is only available in the Embroidery Design module.

To select the **Column** tool, click the **Column** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Column** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.



■ Running button ()

NOTE: This button is only available in the Embroidery Design module.

To select the **Running** tool, click the **Running** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Running** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.

■ Stitch button () & Feed button ()

NOTE: This button is only available in the Embroidery Design module.


To select the tool whose icon currently appears on the button, click the button ( or ) in the **Design** toolbar. To select the tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Stitch** button is the same as clicking the **Stitch** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.

Clicking the **Feed** button is the same as clicking the **Hole** command on the **Outline** sub-menu of the **Shape** drop-down menu. Refer to *Outline sub-menu* on page 118 for more details.


■ Text button ()

NOTE: This button is only available in the Embroidery Design module.


To select the **Text** tool, click the **Text** button () in the **Design** toolbar. Clicking this button is the same as clicking the **New** command on the **Text** sub-menu of the **Shape** drop-down menu. Refer to *Text sub-menu* on page 126 for more details.

■ Gallery button ()


NOTE: This button is only available in the Embroidery Design module.

To select the **Text Gallery** tool, click the **Gallery** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Gallery** command on the **Text** sub-menu of the **Shape** drop-down menu. Refer to *Text sub-menu* on page 126 for more details.


■ Straight Line button ()

To select the **Straight Line** tool, click the **Straight Line** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Straight Line** command on the **Shape** drop-down menu. Refer to *Straight command* on page 130 for more details.



■ Curve button ()

To select the **Curve** tool, click the **Curve** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Curve** command on the **Shape** drop-down menu. Refer to *Curve command* on page 131 for more details.

■ Arc button ()

To select the **Arc** tool, click the **Arc** button () in the **Design** toolbar. Clicking this button is the same as clicking the **Arc** command on the **Shape** drop-down menu. Refer to *Arc command* on page 131 for more details.





■ Rectangle button () & Polygon button ()

To select the tool whose icon currently appears on the button, click the button ( or ) in the **Design** toolbar. To select the tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Rectangle** button is the same as clicking the **Rectangle** command on the **Shape** drop-down menu. Refer to *Rectangle command* on page 132 for more details.

Clicking the **Polygon** button is the same as clicking the **Polygon** command on the **Shape** drop-down menu. Refer to *Polygon command* on page 133 for more details.

■ Circle button (), Ellipse button (), Pie button () & Arch button ()

To select the tool whose icon currently appears on the button, click the button ( ,  ,  or ) in the **Design** toolbar. To select a tool whose icon does not currently appear on the button, click the lower-right corner of the button, and then click the desired tool from the list that appeared.

Clicking the **Circle** button is the same as clicking the **Circle** command on the **Shape** drop-down menu. Refer to *Circle command* on page 134 for more details.

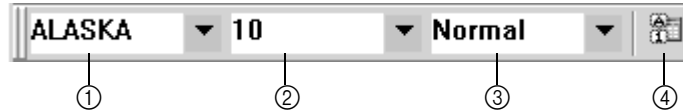
Clicking the **Ellipse** button is the same as clicking the **Ellipse** command on the **Shape** drop-down menu. Refer to *Ellipse command* on page 134 for more details.

Clicking the **Pie** button is the same as clicking the **Pie** command on the **Shape** drop-down menu. Refer to *Pie command* on page 135 for more details.

Clicking the **Arch** button is the same as clicking the **Arch** command on the **Shape** drop-down menu. Refer to *Arch command* on page 136 for more details.

Chapter 6: Text Toolbar

Figure 71: Text toolbar



- ① **Font** drop-down list (page 62)
- ② **Font Size** drop-down list (page 62)
- ③ **Font Style** drop-down list (page 62)
- ④ **Template** button (page 63)

NOTE: This toolbar is only available in the Embroidery Design module.

■ Font drop-down list

To change the font of text in a text shape, select the name of the desired font from the **Font** drop-down list either before adding the text to the design or after selecting the text in a text shape that has already been added to the design.

NOTE: When changing the font of text that has already been added to the design, click the **Text** button (**A**) in the **Design** toolbar, move the pointer over the text so that its shape changes to {!!Text pointer!!}, and then click the text. The flashing text cursor appears. Drag the pointer to highlight the characters whose font you wish to change.

■ Font size drop-down list

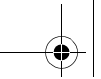
To change the character size of text in a text shape, select the desired character size from the **Font size** drop-down list either before adding the text to the design or after selecting the text in a text shape that has already been added to the design.

NOTE: When changing the character size of text that has already been added to the design, click the **Text** button (**A**) in the **Design** toolbar, move the pointer over the text so that its shape changes to {!!Text pointer!!}, and then click the text. The flashing text cursor appears. Drag the pointer to highlight the characters whose character size you wish to change.


■ Font style drop-down list

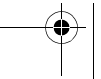
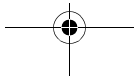
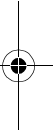
To change the character style of text in a text shape, select the name of the desired character style from the **Font style** drop-down list either before adding the text to the design or after selecting the text in a text shape that has already been added to the design.

NOTE: When changing the character style of text that has already been added to the design, click the **Text** button (**A**) in the **Design** toolbar, move the pointer over the text so that its shape changes to {!!Text pointer!!}, and then click the text. The flashing text cursor appears. Drag the pointer to highlight the characters whose character style you wish to change.



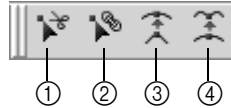
■ **Template button** ()

To display enter template text data, click the **Template** button () in the **Text** toolbar. Clicking this button is the same as clicking the **Template** command on the **Text** sub-menu of the **Shape** drop-down menu. Refer to *Template command* on page 128 for more details.



Chapter 7: Point Toolbar


Figure 72: Point toolbar




- ① **Split** button (page 64)
- ② **Connect** button (page 64)
- ③ **Smooth** button (page 64)
- ④ **Cusp** button (page 65)

■ Split button ()


NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.


To separate the lines that meet at a point, click the **Split** button () in the **Point** toolbar. Clicking this button is the same as clicking the **Split** command on the **Point** sub-menu of the **Modify** drop-down menu. Refer to *Split command* on page 140 for more details.

NOTE: The **Split** button is only available if a point that is not at the end of a manual stitch is selected. For details on selecting a point, refer to *Select Point button* () on page 58.


■ Connect button ()


NOTE: This button is only available in the Embroidery Design and PS-300A Design modules.

To connect manual stitches so that they are joined at a point, click the **Connect** button () in the **Point** toolbar. Clicking this button is the same as clicking the **Connect** command on the **Point** sub-menu of the **Modify** drop-down menu. Refer to *Connect command* on page 141 for more details.


NOTE: The **Connect** button is only available if a point at the end of a manual stitch is selected. For details on selecting a point, refer to *Select Point button* () on page 58.


■ Smooth button ()

To smooth out a corner point (a point between two straight lines), click the **Smooth** button () in the **Point** toolbar. Clicking this button is the same as clicking the **Smooth** command on the **Point** sub-menu of the **Modify** drop-down menu. Refer to *Smooth command* on page 142 for more details.

NOTE: The **Smooth** button is only available if a corner point is selected. For details on selecting a point, refer to *Select Point button* () on page 58.

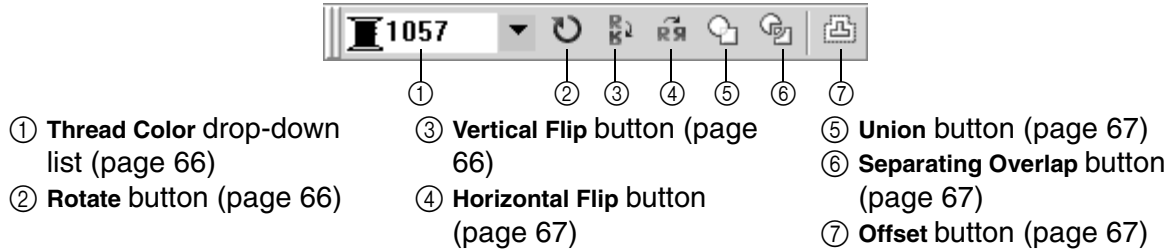
■ Cusp button ()

To straighten a smooth point (a point between two rounded lines), click the **Cusp** button () in the **Point** toolbar. Clicking this button is the same as clicking the **Cusp** command on the **Point** sub-menu of the **Modify** drop-down menu. Refer to *Cusp command* on page 143 for more details.

NOTE: The **Cusp** button is only available if a smooth point is selected. For details on selecting a point, refer to *Select Point button* () on page 58.

Chapter 8: Modify Toolbar

Figure 73: Modify toolbar



NOTE: This toolbar is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.


■ Thread color drop-down list



NOTE: This drop-down list is only available in the Embroidery Design and PS-300A Design modules.

To change the thread color for design elements, select the name of the desired thread color from the **Thread color** drop-down list either before adding the element to the design or after selecting an element that has already been added to the design.


NOTE: The list of thread colors that are displayed can be changed. For details on changing the thread database, refer to *Thread Database command* on page 183.



■ Rotate button ()

To specify the rotation angle and direction for the selected design element(s), click the **Rotate** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Other** command on the **Rotate** sub-menu of the **Modify** drop-down menu. Refer to *Rotate sub-menu* on page 145 for more details.


NOTE: If no design element is selected, the **Rotate** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Vertical Flip button ()

To flip selected design element(s) vertically, click the **Vertical Flip** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Vertical** command on the **Flip** sub-menu of the **Modify** drop-down menu. Refer to *Flip sub-menu* on page 147 for more details.


NOTE: If no design element is selected, the **Vertical Flip** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Horizontal Flip button ()

To flip selected design element(s) vertically, click the **Horizontal Flip** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Horizontal** command on the **Flip** sub-menu of the **Modify** drop-down menu. Refer to *Flip sub-menu* on page 147 for more details.


NOTE: If no design element is selected, the **Horizontal Flip** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Union button ()

To create a single element by combining the shapes of two or more intersecting design elements, click the **Union** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Union** command on the **Modify** drop-down menu. Refer to *Union command* on page 147 for more details.


NOTE: If no design elements are selected, the **Union** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Separating Overlap button ()

To create separate elements from the individual components of two or more intersecting design elements, click the **Separating Overlap** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Separating Overlap** command on the **Modify** drop-down menu. Refer to *Separating Overlap command* on page 148 for more details.

NOTE: If no design elements are selected, the **Separating Overlap** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

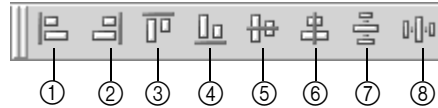
■ Offset button ()

To create an outline of the selected design element(s) with a specified offset, click the **Offset** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Offset** command on the **Modify** drop-down menu. Refer to *Offset command* on page 149 for more details.

NOTE: If no design element is selected, the **Offset** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

Chapter 9: Alignment Toolbar


Figure 74: Alignment toolbar





- | | | |
|---------------------------------------|---|--|
| ① Align Left button (page 68) | ④ Align Bottom button (page 69) | ⑥ Horizontal Center button (page 69) |
| ② Align Right button (page 68) | ⑤ Vertical Center button (page 69) | ⑦ Vertical Equal Space button (page 69) |
| ③ Align Top button (page 68) | | ⑧ Horizontal Equal Space button (page 69) |


NOTE: This toolbar is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.



■ Align Left button ()

To align the left sides of the selected design elements, click the **Align Left** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Align Left** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Align Left** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Align Right button ()

To align the right sides of the selected design elements, click the **Align Right** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Align Right** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Align Right** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Align Top button ()

To align the top edges of the selected design elements, click the **Align Top** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Align Top** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Align Top** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Align Bottom button ()

To align the bottom edges of the selected design elements, click the **Align Bottom** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Align Bottom** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Align Bottom** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Vertical Center button ()

To align the top/bottom centers of the selected design elements, click the **Vertical Center** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Vertical Center** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Vertical Center** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Horizontal Center button ()

To align the left/right centers of the selected design elements, click the **Horizontal Center** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Horizontal Center** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.


NOTE: If no design elements are selected, the **Horizontal Center** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.



■ Vertical Equal Space button ()

To arrange the selected design elements so that they are equally spaced vertically, click the **Vertical Equal Space** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Vertical Equal Space** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.

NOTE: If no design elements are selected, the **Vertical Equal Space** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

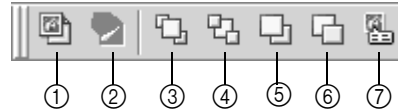
■ Horizontal Equal Space button ()

To arrange the selected design elements so that they are equally spaced horizontally, click the **Horizontal Equal Space** button () in the **Modify** toolbar. Clicking this button is the same as clicking the **Horizontal Equal Space** command on the **Alignment** sub-menu of the **Modify** drop-down menu. Refer to *Alignment sub-menu* on page 150 for more details.

NOTE: If no design elements are selected, the **Horizontal Equal Space** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

Chapter 10: Image Toolbar


Figure 75: Image toolbar




- | | | |
|---|---|---|
| ① Import from File button
(page 70) | ③ Bring to Front button (page
70) | ⑤ Bring to Forward button
(page 71) |
| ② Import from TWAIN Device
button (page 70) | ④ Send to Back button (page
71) | ⑥ Send to Backward button
(page 71) |
| | | ⑦ Property button (page 71) |

NOTE: This toolbar is only available in the Embroidery Design and PS-300A Design modules.

■ **Import from File** button ()


To import an image from a file that can either be traced or used to automatically create stitching, click the **Import from File** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Import from File** command on **Image** drop-down menu. Refer to *Import from File command* on page 175 for more details.

■ **Import from TWAIN Device** button ()

To import an image from a scanner that can either be traced or used to automatically create stitching, click the **Import from TWAIN Device** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Import from TWAIN Device** command on **Image** drop-down menu. Refer to *Import from TWAIN Device command* on page 175 for more details.

NOTE: The **Import from TWAIN Device** button is not available if no scanner is installed.


■ **Bring to Front** button ()



To move an image to the top of a stack of images, click the **Bring to Front** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Bring to Front** command on **Image** drop-down menu. Refer to *Bring to Front command* on page 176 for more details.

NOTE: If no image is selected, the **Bring to Front** button is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the top of a stack of images, the **Bring to Front** button is not available.


■ Send to Back button ()

To move an image to the bottom of a stack of images, click the **Bring to Back** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Bring to Back** command on **Image** drop-down menu. Refer to *Send to Back command* on page 177 for more details.

NOTE: If no image is selected, the **Bring to Back** button is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the bottom of a stack of images, the **Bring to Back** button is not available.


■ Bring to Forward button ()



To move an image one position forward in a stack of images, click the **Bring to Forward** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Bring to Forward** command on **Image** drop-down menu. Refer to *Bring to Forward command* on page 178 for more details.

NOTE: If no image is selected, the **Bring to Forward** button is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the top of the stack of images, the **Bring to Forward** button is not available.


■ Send to Backward button ()

To move an image one position backward in a stack of images, click the **Send to Backward** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Send to Backward** command on **Image** drop-down menu. Refer to *Send to Backward command* on page 179 for more details.

NOTE: If no image is selected, the **Send to Backward** button is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the bottom of the stack of images, the **Send to Backward** button is not available.

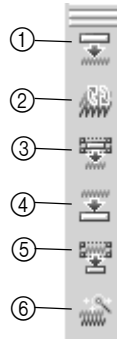
■ Property button ()

To change the brightness or contrast the images in the design area or to lock the images so they cannot be moved, click the **Property** button () in the **Image** toolbar. Clicking this button is the same as clicking the **Property** command on **Image** drop-down menu. Refer to *Property command* on page 179 for more details.

NOTE: If there are no images in the design area, the **Property** button is not available.

Chapter 11: Stitch Toolbar


Figure 76: Stitch toolbar








- | | | |
|---|---|--|
| ① Generate All button (page 72) | ③ Generate Selected button (page 73) | ⑤ Clear Selected button (page 73) |
| ② Generate Update button (page 72) | ④ Clear All button (page 73) | ⑥ Stitch Wizard button (page 73) |

NOTE: This toolbar is only available in the Embroidery Design and PS-300A Design modules.


■ **Generate All** button ()

To generate the stitching for all elements in the design, click the **Generate All** button () in the **Stitch** toolbar. To automatically generate the stitching for all elements in the design (even after design elements are changed), double-click the **Generate All** button. Clicking this button is the same as clicking the **Generate All** command on the **Stitch** drop-down menu. Refer to *Generate All command* on page 155 for more details.


NOTE: If the **Generate All** button () is double-clicked, the **Generate Update** button (), **Generate Selected** button (), **Clear All** button () and **Clear Selected** button () are not available.



To cancel the automatic generating of stitching for all elements in the design, click the **Generate All** button once.

■ **Generate Update** button ()


To update the stitching for all elements in the design, click the **Generate Update** button () in the **Stitch** toolbar. Clicking this button is the same as clicking the **Generate Update** command on the **Stitch** drop-down menu. Refer to *Generate Update command* on page 156 for more details.

■ **Generate Selected button** ()


To generate the stitching for only the selected design element(s), click the **Generate Selected** button () in the **Stitch** toolbar. Clicking this button is the same as clicking the **Generate Select** command on the **Stitch** drop-down menu. Refer to *Generate Select command* on page 156 for more details.



NOTE: If no design element is selected, the **Generate Selected** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

■ **Clear All button** ()


To clear the stitching for all elements in the design, click the **Clear All** button () in the **Stitch** toolbar. Clicking this button is the same as clicking the **Clear All Stitches** command on the **Stitch** drop-down menu. Refer to *Clear All Stitches command* on page 157 for more details.



■ **Clear Selected button** ()

To clear the stitching for only the selected design element(s), click the **Clear Selected** button () in the **Stitch** toolbar. Clicking this button is the same as clicking the **Clear Selected Stitches** command on the **Stitch** drop-down menu. Refer to *Clear Selected Stitches command* on page 157 for more details.

NOTE: If no design element is selected, the **Clear Selected** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

■ **Stitch Wizard button** ()

To create outlines or stitches if an image is selected or to specify the stitches that will be generated if a design shape is selected, click the **Stitch Wizard** button () in the **Stitch** toolbar. Clicking this button is the same as clicking the **Wizard** command on the **Stitch** drop-down menu. Refer to *Wizard command* on page 158 for more details.

NOTE: If no design element is selected, the **Stitch Wizard** button is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

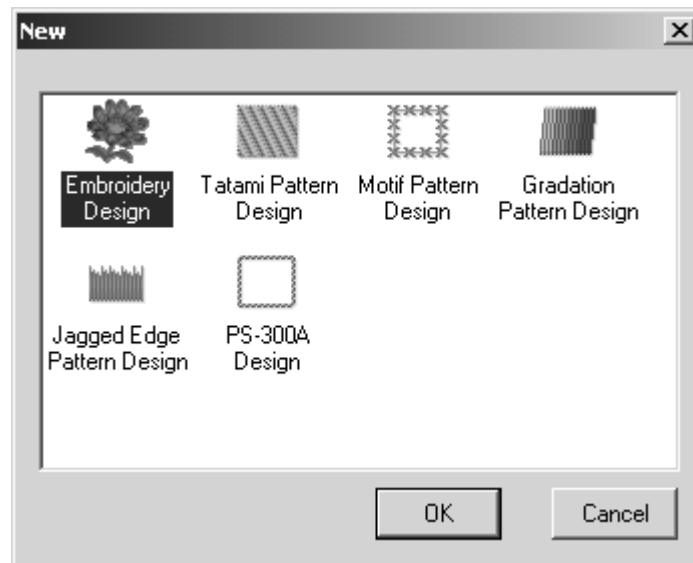
Chapter 12: File Drop-Down Menu

The commands on the **File** drop-down menu provide the basic functions for creating new design areas in addition to saving, importing/exporting or printing designs.

■ New command

To create a new blank design area, click the **New** command on the **File** drop-down menu. The **New** dialog box appears, allowing you to select the module that you wish to use.


Figure 77: New dialog box




If the Tatami Pattern Design module, Motif Pattern Design module, Gradation Pattern Design module or Jagged Edge Pattern Design module is selected, an empty design area is immediately created in the module's main window. If the Embroidery Design module or PS-300A Design module is selected, the corresponding dialog box appears, allowing you to select the type of file to be created.

To create a new design area in the Embroidery Design module:

① Do one of the following:

- ◆ If a design area in the Embroidery Design module is not already open, click the **New** command on the **File** drop-down menu or click the **New** button () in the **Standard** toolbar. The **New** dialog box appears. Click the **Embroidery Design** icon

(). The **New Embroidery Design** dialog box appears.

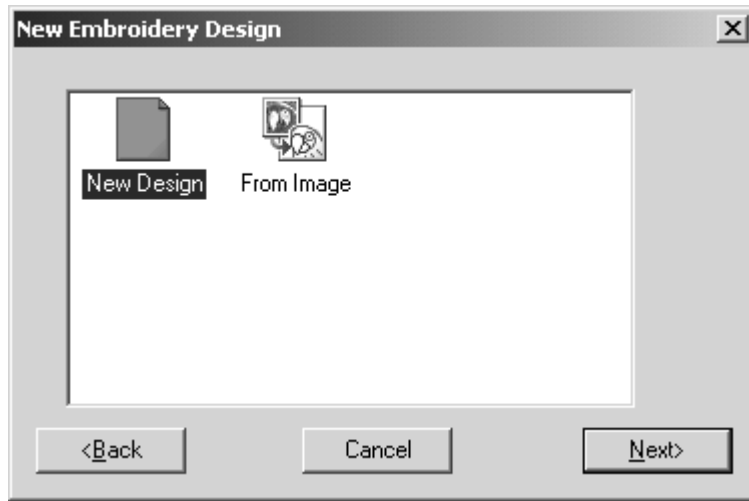
- ◆ If a design area in the Embroidery Design module is already open, do one of the following:

- ◆ On the **File** drop-down menu, click the **New** command. The **New** dialog box

appears. Click the **Embroidery Design** icon (). The **New Embroidery Design** dialog box appears.

- ◆ Click the **New** button () in the **Standard** toolbar. The **New Embroidery Design** dialog box appears.

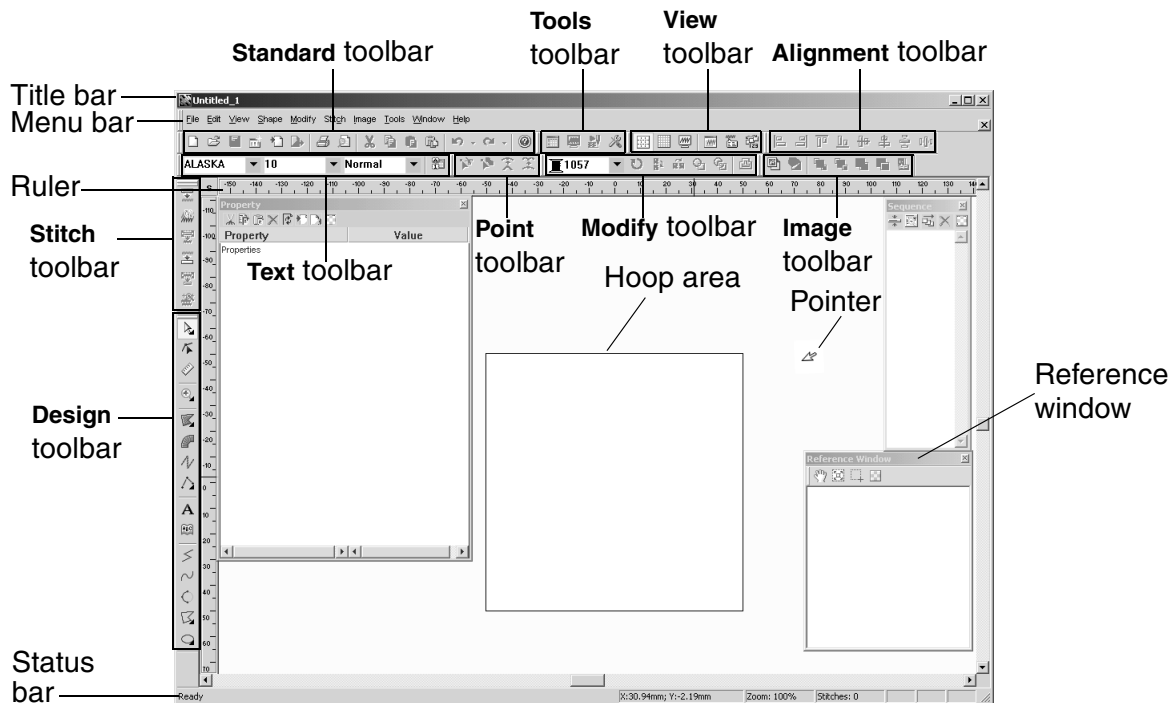
Figure 78: New Embroidery Design dialog box



2 Do one of the following:

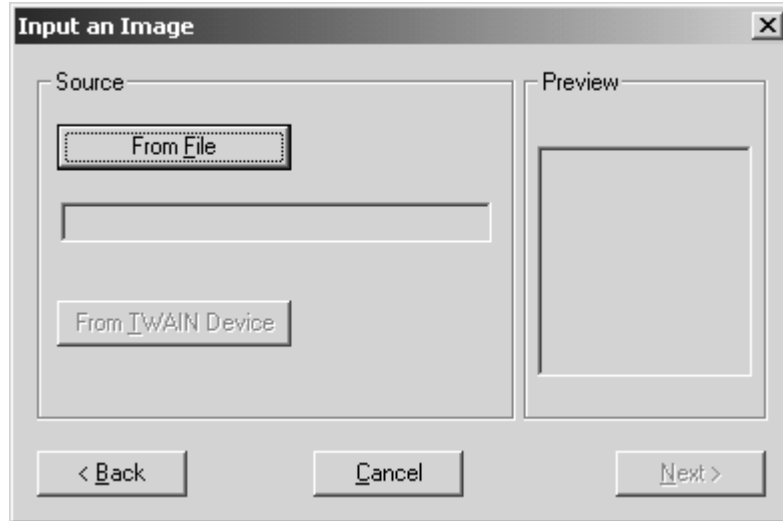
- ◆ To create an embroidery design in a blank design area, click the **New Design** icon, and then click the **Next** button. The main window for the Embroidery Design module appears.

Figure 79



- ◆ To create an embroidery design from an image, click the **From Image** icon, and then click the **Next** button. The **Input an image** dialog box appears.

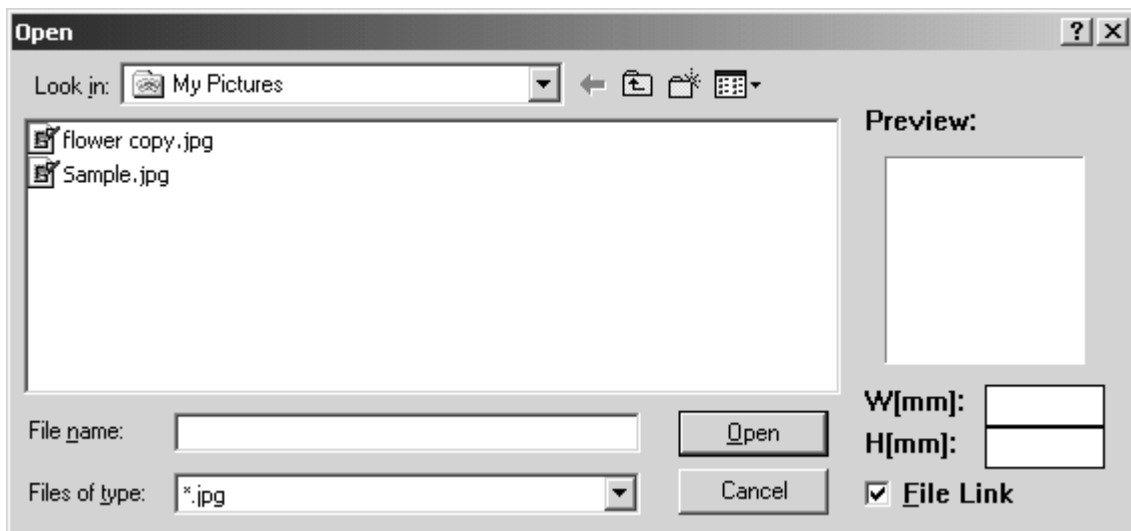
Figure 80: Input an image dialog box



Then, do one of the following:

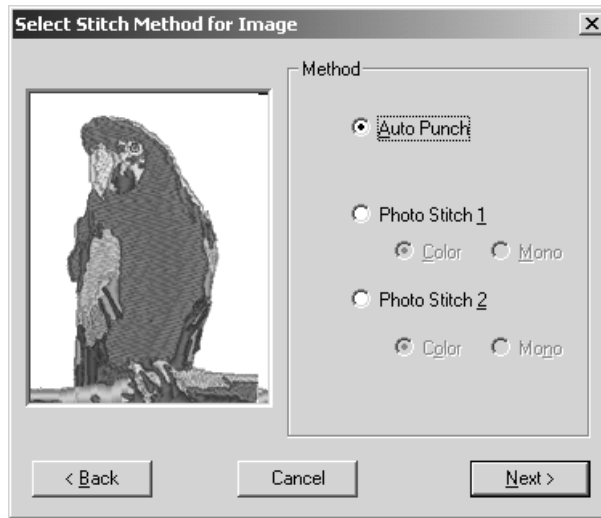
- ◆ Click the **From File** button. The **Open** dialog box appears.

Figure 81: Open dialog box



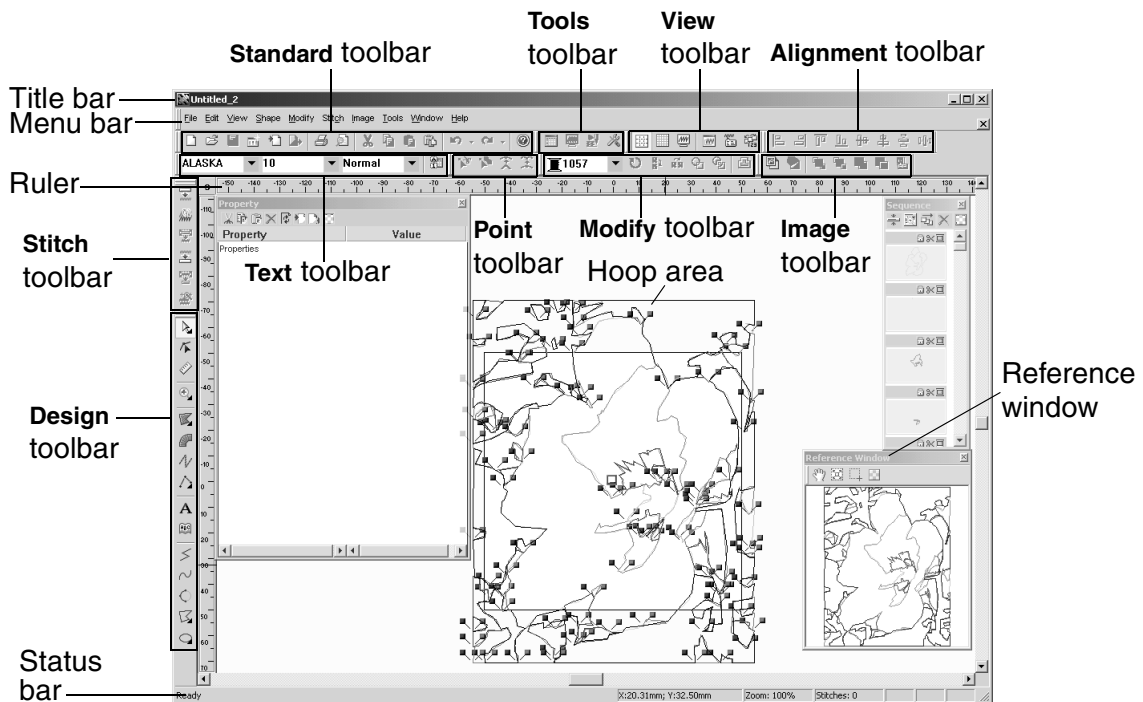
In the **Files of type** drop-down list, select the format for the image file that you wish to use. In the **Look in** drop-down list and the list below it, select the folder containing the desired file, and then select the image file that you wish to use. Click the **Open** button. The **Input an image** dialog box appears again with the selected image displayed in the **Preview** box. Click the **Next** button. The **Select Stitch Method for Image** dialog box appears.

Figure 82: Select Stitch Method for Image dialog box



Select how the image will be converted (**Auto Punch** to automatically extract the image boundaries, **Photo Stitch 1** to automatically create realistic photo embroidery in color or black and white, or **Photo Stitch 2** to automatically create realistic photo embroidery in 4 colors (**Color**) or 1 color (**Mono**)), and then make the desired settings in the dialog boxes that appear. (For more details, refer to *Auto Punch settings* on page 15, *Photo Stitch 1/Color settings* on page 16, *Photo Stitch 1/Mono settings* on page 20, *Photo Stitch 2/Color settings* on page 24 or *Photo Stitch 2/Mono settings* on page 27.) The embroidery design appears in the main window.

Figure 83



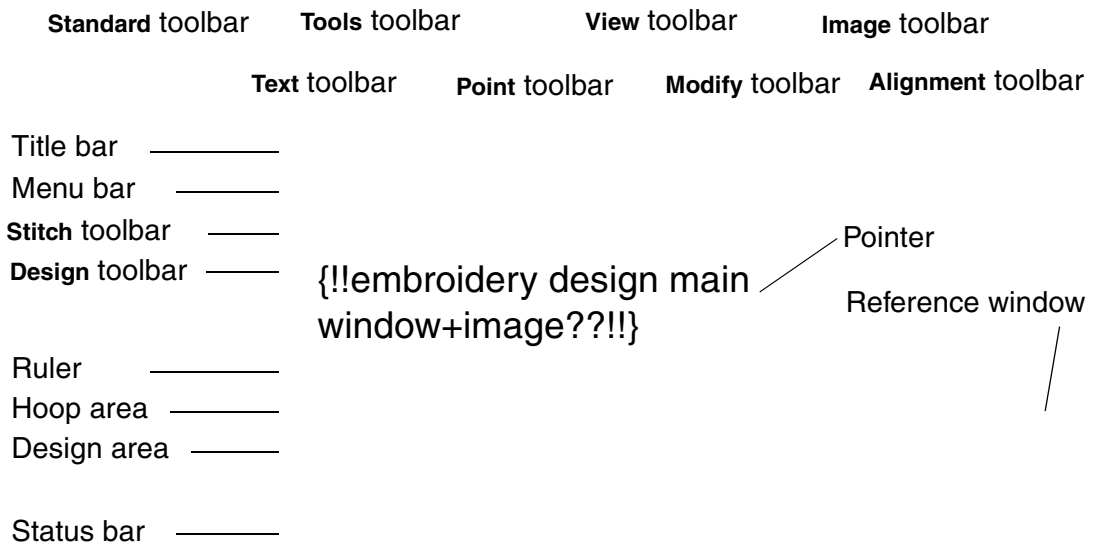
- ◆ Click the **From TWAIN Device** button. The **Scan** dialog box appears.

Figure 84: Scan dialog box

{!!Scan dialog box??!!}

To select a TWAIN device, click the **Select** button, select the desired TWAIN device in the dialog box that appeared, and then click the **Select** button. To scan an image, click the **Acquire** button. The dialog box for the scanner's software appears. Follow the instructions for the scanner's software to scan the image and add the image to the design area. The embroidery design appears in the main window for the Embroidery Design module.

Figure 85



To create a new design area in the PS-300A Design module:





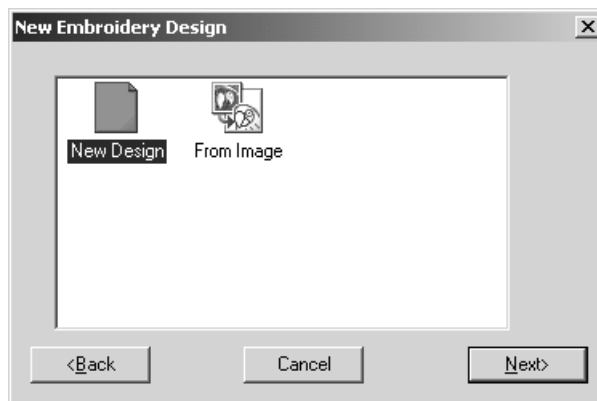
- 1 Do one of the following:
 - ◆ If a design area in the Embroidery Design module is not already open, click the **New** command on the **File** drop-down menu or click the **New** button () in the **Standard** toolbar. The **New** dialog box appears. Click the **PS-300A Design** icon (). The **Machine Model Setting** dialog box appears.
 - ◆ If a design area in the Embroidery Design module is already open, do one of the following:
 - ◆ On the **File** drop-down menu, click the **New** command. The **New** dialog box appears. Click the **PS-300A Design** icon (). The **Machine Model Setting** dialog box appears.
 - ◆ Click the **New** button () in the **Standard** toolbar. The **Machine Model Setting** dialog box appears.

Figure 86: Machine Model Setting dialog box

{!!Machine Model Setting dialog box??!!}

- 2 Select the model of the embroidering machine that you are creating a design for, and then click the **Next** button. The **New Embroidery Design** dialog box appears.

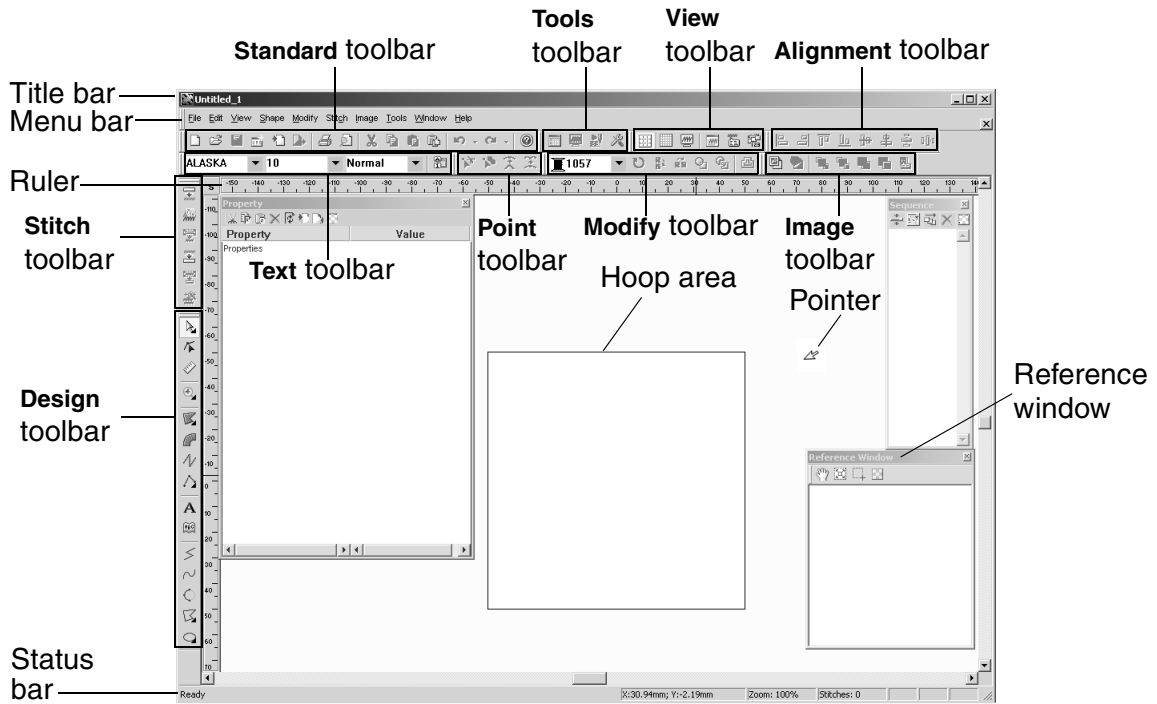
Figure 87: New Embroidery Design dialog box



3 Do one of the following:

- ◆ To create an embroidery design in a blank design area, click the **Blank Design** icon, and then click the **Next** button. The main window for the PS-300A Design module appears.

Figure 88



- ◆ To create a new stitch pattern based on one of those that already exist, click the **Pat-**tern icon, and then click the **Next** button. The **New Pattern Design** dialog box appears.

Figure 89: New Pattern Design dialog box

{!!New Pattern Design dialog box??!!}

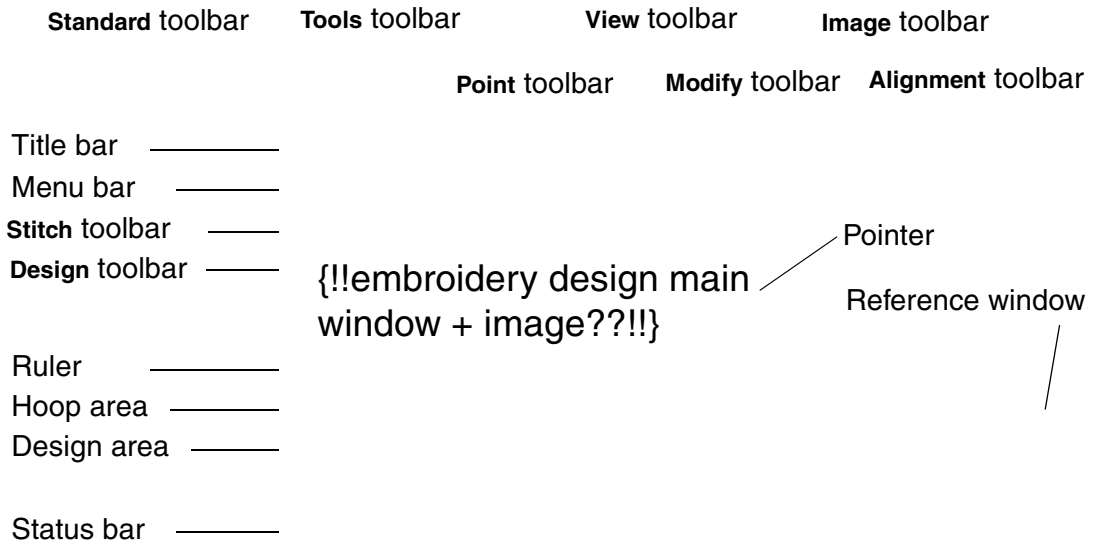
Select the pattern that you wish to base the new pattern on, and then click the **Next** button. The **Pattern Parameter Setting** dialog box for the selected pattern, like the one shown below, appears.

Figure 90: Pattern Parameter Setting dialog box

{!!Pattern Parameter Setting dialog box??!!}

Adjust the parameters for the pattern as desired, and then click the **OK** button. The selected pattern appears in main window for the PS-300A Design module.

Figure 91




■ Open command

Files with the following extensions can be opened and edited or used to create new stitches or embroidery designs.

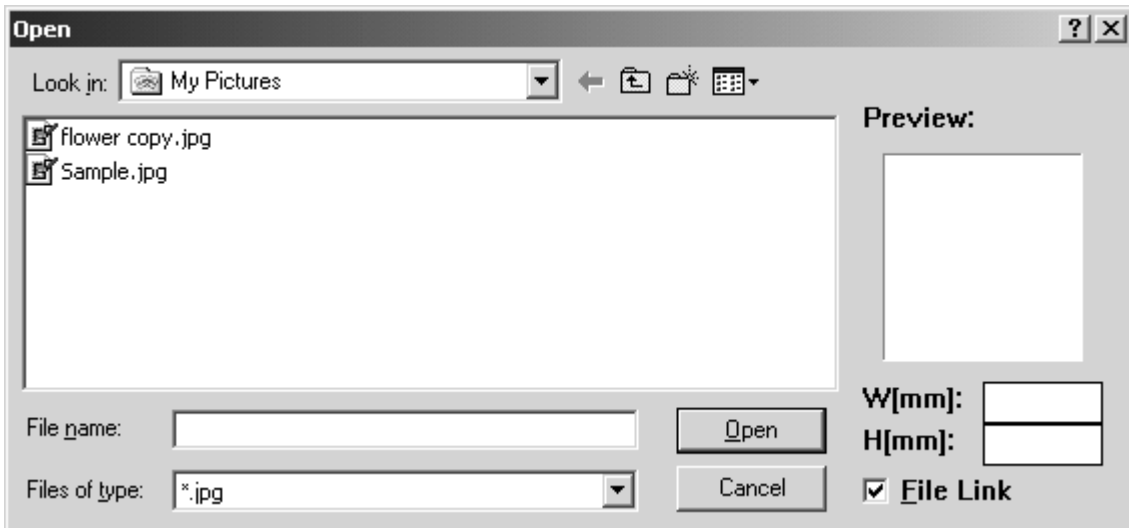
.bfi — Brother font project file	.dsz — ZSK stitch data
.dst, .dsb, .dsz — Tajima stitch file	.exp — Melco expanded data
.bef — Brother embroidery data file	.hus — Husqvarna stitch data
.pcs — Pfaff stitch data	.pes — Brother PE-Design data
.emb — Embroidery shape file	.dxf — Auto CAD DXF file
.pec — Brother PE-Design card data	.wmf — Windows meta file
.has — Brother stitch data	.emf — Enhanced Windows meta file
.cnd — Melco condensed data	.sth — Brother communication data
.ecs — Brother stitch data	.dsb — Barudan stitch data
.bdf — Brother data format shape file	.10o — Toyota stitch data
.one — Brother data format block data	.dst — Brother/Tajima stitch data

To open a file that has previously been saved:

- ① Do one of the following:
 - ◆ On the **File** drop-down menu, click the **Open** command.
 - ◆ Click the **Open** button () in the **Standard** toolbar.

The **Open** dialog box appears.

Figure 92: Open dialog box

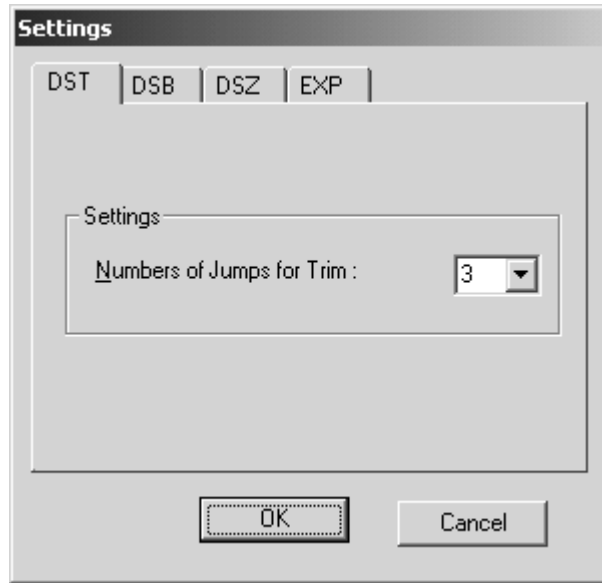


- ② In the **Files of type** drop-down list, select the format for the file that you wish to open.
- ③ In the **Look in** drop-down list and the list below it, select the folder containing the desired file, and then select the file that you wish to open.

NOTE: To preview the files, select the **Preview** check box. A small image of the contents for the selected file appears in the box at the right side of the dialog box. If a preview image of the file cannot be created, the message “Can’t Preview” appears in the preview box.

To adjust settings for .dst, .dsb, .dsz and .exp file formats, click the **Settings** button. In the **Settings** dialog box that appeared, click the tab for the file format whose settings you wish to specify, and then specify the desired settings. In the **Settings** group box, type or select the desired number of jumps for a trim. In the **Color Change Command** group box, select whether the **PAUSE (Use PAUSE Command as Color Change)** or the **NEEDLE (Use NEEDLE Command as Color Change)** command is used as the color change command.

Figure 93: Settings dialog box



- 4 Click the **Open** button. The selected file is opened in the main window for the appropriate module.

■ Wizard command

To create a new design area in a different module, point to **Wizard** on the **Shape** drop-down menu, and then click the name of the module where you wish to create a new design area. If the Embroidery Design module or PS-300A Design module is selected, the corresponding dialog box appears, allowing you to select the type of file to be created. For details on creating an empty design area in the Embroidery Design module, refer to page 10, and for the PS-300A Design module, refer to page 35.

■ Close command

To close the current design, click the **Close** command on the **File** drop-down menu. If the current design has not been edited or if the changes have already been saved, the design is immediately closed.

If there are unsaved changes in the current design, a message appears asking if you wish to save the changes. Do one of the following:

- ◆ To save the changes, click the **Yes** button.
- ◆ To close the design without saving the changes, click the **No** button.
- ◆ To quit trying to close the design, click the **Cancel** button.

■ Save command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

This command is only available if the driver for the ISM-Protector has been installed. For details, refer to *Installing the software* on page 4.

Embroidery designs created with the Embroidery Design and PS-300A Design modules can be saved for later use or editing. Designs saved with the **Save** command in these modules will be saved in the .bef format.

To save an embroidery design as a .bef file:

● Do one of the following:

- ◆ On the **File** drop-down menu, click the **Save** command.
- ◆ Click the **Save** button ({!!Save button??!!}) in the **Standard** toolbar.

If the design has already been saved at least once, it is saved immediately with the current file name.

If the design is still untitled (it has never been saved as a file) or if, for some reason, the original file cannot be found, the **Save As** dialog box appears.

Figure 94: Save As dialog box

{!!Save As dialog box??!!}

In the **Save in** drop-down list and the list below it, select the folder where you wish to save the design file. In the **File name** box, type the desired file name. Then, click the **Save** button to save the design as a .bef file.

■ Save As command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

This command is only available if the driver for the ISM-Protector has been installed. For details, refer to *Installing the software* on page 4.

Using the **Save As** command, embroidery designs can be saved in the .bef, .emf, and .wmf formats with the Embroidery Design module, and in the .bef, .dxf, .emf, and .wmf formats with the PS-300A Design module.

To save an embroidery design in a different format:

- 1 On the **File** drop-down menu, click the **Save As** command. The **Save As** dialog box appears.

Figure 95: Save As dialog box

{!!Save As dialog box??!!}


- 2 In the **Save in** drop-down list and the list below it, select the folder where you wish to save the design file.
- 3 In the **File name** box, type the desired file name.
- 4 In the **Save as type** drop-down list, select the format in which you wish to save the file.
- 5 Click the **Save** button. The design is saved in the selected format.

■ Import command

Embroidery design files with the following extensions can be imported into BES and used to create designs in a different file format.

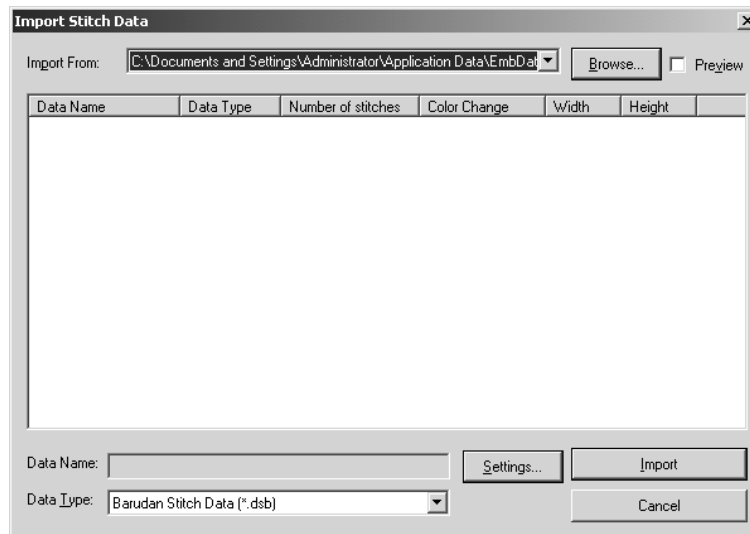
.dst — Tajima stitch data	.zsk — Zsk data
.10o — Toyota stitch data	.fmc — Barudan fmc data
.dsb — Barudan stitch data	.fdr — Barudan fdr data
.sth — Brother communication data	.ecs — Brother stitch data
.pes — Brother PE-Design data	.cnd — Melco condensed data
.hus — Husqvarna stitch data	.has — Brother stitch data
.exp — Melco expanded data	.pec — Brother PE-Design card data
.dsz — Zsk machine stitch data	.pcs — Pfaff stitch data
.one — Brother block data	.dst, .dsb, .dsz — TFD stitch file

To import a file:

- ① Do one of the following:
 - ◆ On the **File** drop-down menu, click the **Import** command.
 - ◆ Click the **Import** button () in the **Standard** toolbar.

The **Import Stitch Data** dialog box appears.

Figure 96: Import Stitch Data dialog box



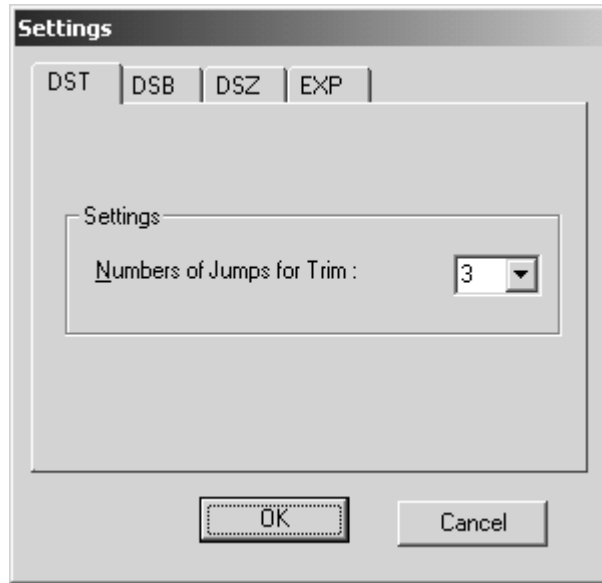
- ② In the **Data Type** drop-down list, select the format for the file that you wish to import.
- ③ In the **Import From** drop-down list, select the path to the folder containing the design file that you wish to import.

NOTE: If the desired path is not listed, click the **Browse** button. The **Browse for Folder** dialog box appears. Select the folder containing the desired file, and then click the **OK** button.

To preview the files in the selected folder, select the **Preview** check box. Small images of the contents for the selected folder appear in the box. If a preview image of the file cannot be created, the icon of the file appears in the box.

To adjust settings for .dst, .dsb, .dsz and .exp file formats, click the **Settings** button. In the **Settings** dialog box that appeared, click the tab for the file format whose settings you wish to specify, and then specify the desired settings. In the **Settings** group box, type or select the desired number of jumps for a trim. In the **Color Change Command** group box, select whether the **PAUSE (Use PAUSE Command as Color Change)** or the **NEEDLE (Use NEEDLE Command as Color Change)** command is used as the color change command.

Figure 97: Settings dialog box



- 4 In the list below the **Import** drop-down list, select the file that you wish to import.
NOTE: The data type, number of stitches, number of color changes, and the design width and height are also listed.
- 5 Click the **Import** button. The design in the selected file is imported into the main window for the current module.


■ Export command

NOTE: This command is only available if the driver for the ISM-Protector has been installed. For details, refer to *Installing the software* on page 4.

An embroidery design can be exported as a file with any of the following extensions.

- | | |
|---|---------------------------------------|
| .dst, .dsb, .dsz — TFD stitch file | .dsb — Barudan stitch data |
| .ecs — Brother stitch data | .dsz — Zsk machine stitch data |
| .pes — Brother PE-Design data | .10o — Toyota stitch data |
| .has — Brother stitch data | .fdr — Barudan fdr data |
| .sth — Brother communication data | .fmc — Barudan fmc data |
| .pcs — Pfaff stitch data | .zsk — Zsk data |
| .dst — Tajima stitch data | |

To export a design:

- 1 Do one of the following:
 - ◆ On the **File** drop-down menu, click the **Export** command.
 - ◆ Click the **Export** button () in the **Standard** toolbar.

The **Export Stitch Data** dialog box appears.

Figure 98: Export Stitch Data dialog box

{!!Export Stitch Data dialog box??!!}

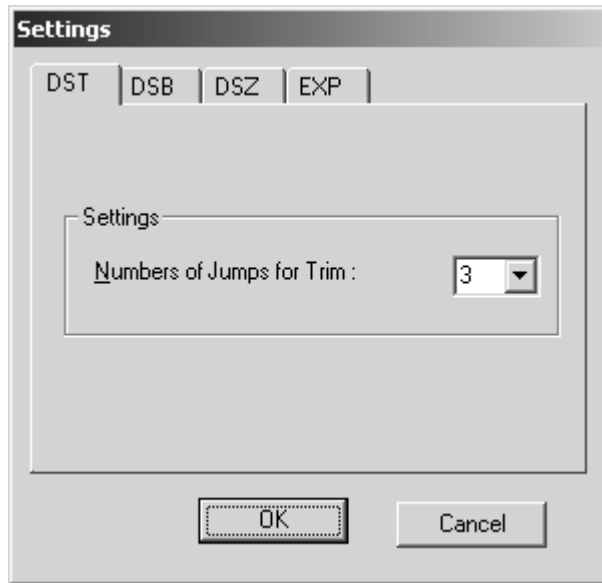
- 2 In the **Data Type** drop-down list, select the file format into which you wish to export the design.
- 3 In the **Export** drop-down list, select the path to the folder where you wish to export the design.

NOTE: If the desired path is not listed, click the **Browse** button. The **Browse for Folder** dialog box appears. Select the folder where you wish to save the new file, and then click the **OK** button.

To preview the files in the selected folder, select the **Preview** check box. Small images of the contents for the selected folder appear in the box. If a preview image of the file cannot be created, the icon of the file appears in the box.

To export a design containing text so that it can be used as a template (arranged text shapes can be repeatedly sewn while changing the text that they contain), select the **Template Text** check box.

To adjust settings for .dst, .dsb, .dsz and .exp file formats, click the **Settings** button. In the **Settings** dialog box that appeared, click the tab for the file format whose settings you wish to specify, and then specify the desired settings. In the **Settings** group box, type or select the desired number of jumps for a trim. In the **Color Change Command** group box, select whether the **PAUSE (Use PAUSE Command as Color Change)** or the **NEEDLE (Use NEEDLE Command as Color Change)** command is used as the color change command.

Figure 99: Settings dialog box

To format the floppy disk for the selected non-dos file format, click the **Format** button. The floppy disk is formatted for the selected format, and then ??.

- ④ In the **Data Name** box, type the desired file name.
- ⑤ Click the **Export** button. The design is exported as a file in the selected format and saved in the selected folder.

■ **Print Setup command**

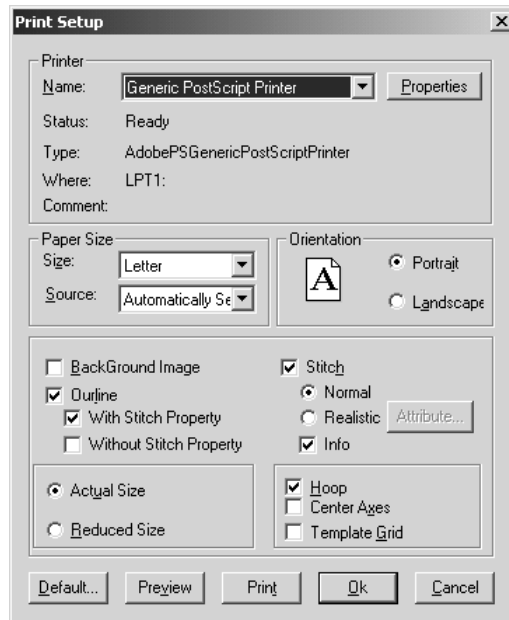
NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Before printing the design, the printing settings must be specified.

To setup the printer:

- 1 On the **File** drop-down menu, click the **Print Setup** command. The **Print Setup** dialog box appears.

Figure 100: Print Setup dialog box

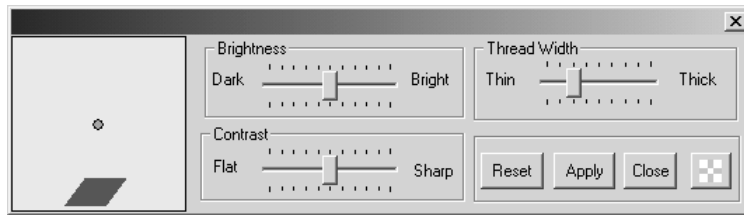


- 2 Do any of the following:

- ◆ To specify the printer properties, click the **Properties** button. The printer's **Properties** dialog box appears. For more details, refer to the user's manual for the printer.
- ◆ To change the paper size, select the desired size from the **Size** drop-down list.
- ◆ To change the paper source, select the desired source from the **Source** drop-down list.
- ◆ To change the paper orientation, select the desired setting from the **Orientation** group box.
- ◆ To print or display the print preview with the background image, select the **BackGround Image** check box.

NOTE: This check box is not available if the file does not contain a background image. For details on adding a background image, refer to *Hoop Setting command* on page 199.


- ◆ To specify if only outlines with stitching properties (**With Stitch Property**) are printed or displayed in the print preview or if designs without stitching properties (**Without Stitch Property**) are also printed or displayed in the print preview, select the **Outline** check box, and then select the desired setting.
- ◆ To print the stitching as lines and dots (**Normal**) or as a realistic image (**Realistic**), select the **Stitch** check box, and then select the desired setting. If **Realistic** is selected, specify the attributes by clicking the **Attribute** button, and then, in the dialog box that appeared, select the desired brightness, contrast and thread thickness settings.

Figure 101: Dialog box for **Realistic** attributes

Click the **OK** button to apply the specified settings.

NOTE: To revert the settings in the dialog box for the **Realistic** attributes to the software defaults, click the **Reset** button.

To apply the new settings without closing the dialog box for the **Realistic** attributes, click the **Apply** button.

To adjust the transparency of the dialog box for the **Realistic** attributes, click the **Transparency setting** button () in the dialog box for the **Realistic** attributes. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.

- ◆ To print the stitching details, select the **Stitch** check box, and then select the **Info** check box.
- ◆ To specify whether the design will be printed in its actual size on one sheet with the stitching details on another sheet (**Actual Size**) or the design and stitching details will be printed reduced on a single sheet (**Reduced Size**), select the desired setting from the **Print Type** group box.
- ◆ To print black lines indicating the sewing area (**Hoop**) or data axes (**Center Axes**) or to print green lines representing the grid (**Template Grid**), select the corresponding check boxes.
- ◆ To preview the design, click the **Preview** button. A dialog box containing a preview of the design appears. For more details, refer to *Print Preview command* on page 91.
- ◆ To print the design with the specified settings, click the **Print** button. The **Print** dialog box appears. For more details, refer to *Print command* on page 92.


③ Click the **OK** button to apply the specified settings.

■ Print Preview command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

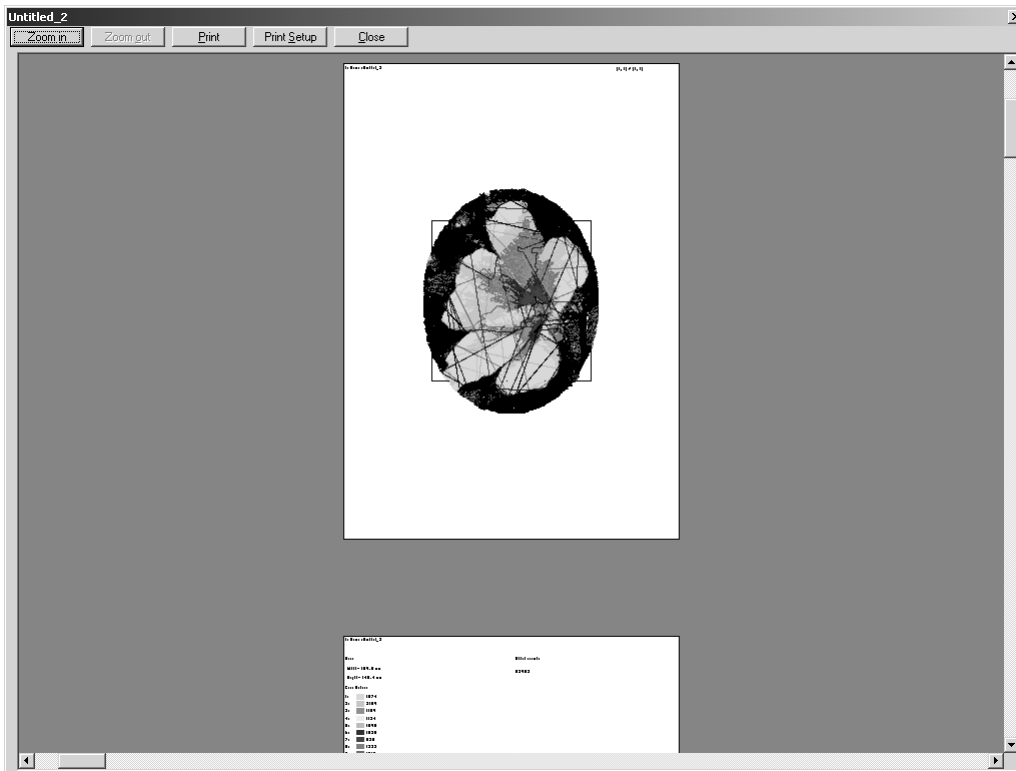
To preview the contents of the current design area before printing it:

① Do one of the following:

- ◆ On the **File** drop-down menu, click the **Print Preview** command.
- ◆ Click the **Print Preview** button () in the **Standard** toolbar.

A dialog box containing a preview of the design appears.

Figure 102



2 Do any of the following:


- ◆ To enlarge the size of the image, click the **Zoom In** button or, if the pointer appears as *{!Zoom In pointer!}*, click the design area.
- ◆ To reduced the size of the image, click the **Zoom Out** button or, if the pointer appears as *{!Zoom Out pointer!}*, click the design area.
- ◆ To print the design as it appears, click the **Print** button. The **Print** dialog box appears. For more details, refer to *Print command* on page 92.
- ◆ To specify the printing settings, click the **Print Setup** button. The **Print Setup** dialog box appears. For more details, refer to *Print Setup command* on page 89.
- ◆ To close the dialog box displaying the preview of the design, click the **Close** button.

Print command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

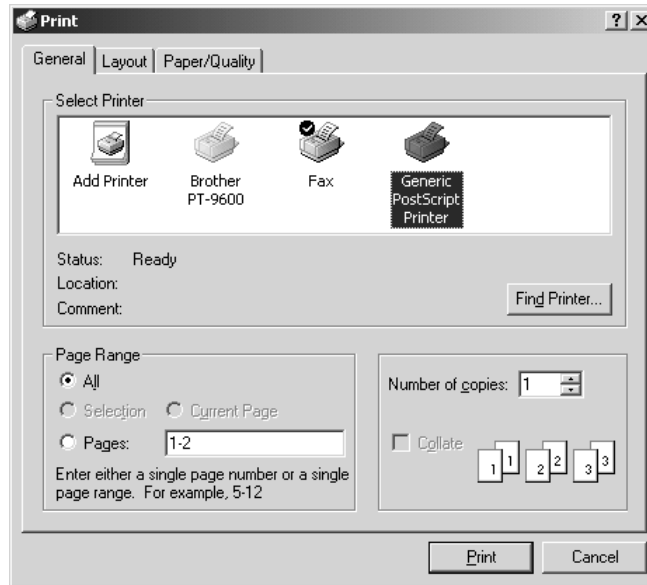
To print the current design:

1 Do one of the following:

- ◆ On the **File** drop-down menu, click the **Print** command.
- ◆ Click the **Print** button () in the **Standard** toolbar.

The **General** tab of the **Print** dialog box appears.

Figure 103: General tab of Print dialog box



NOTE: If the printer has not yet been set up for the current design area, a warning message appears. If the **OK** button is clicked, the **Print Setup** dialog box appears. Refer to *Print Setup command* on page 89 for more details. If the **Cancel** button is clicked, the **Print** dialog box appears.

- ② In the **Page Range** group box, select the pages to be printed.
 - ③ In the **Number of copies** box, type or select the desired number of copies.
- NOTE:** To select a different printer, click the desired printer in the **Select Printer** list.
- ④ Click the **Print** button. The current design area is printed as specified.

■ Design Info command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

To view the stitching properties for the current design:

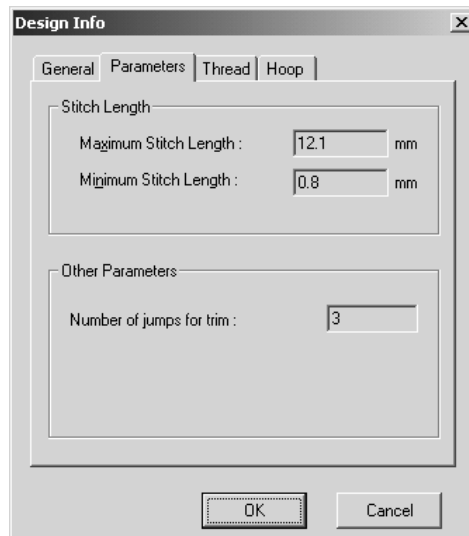
- On the **File** drop-down menu, click the **Design Info** command. The **General** tab of the **Design Info** dialog box appears.

Figure 104: General tab of Design Info dialog box



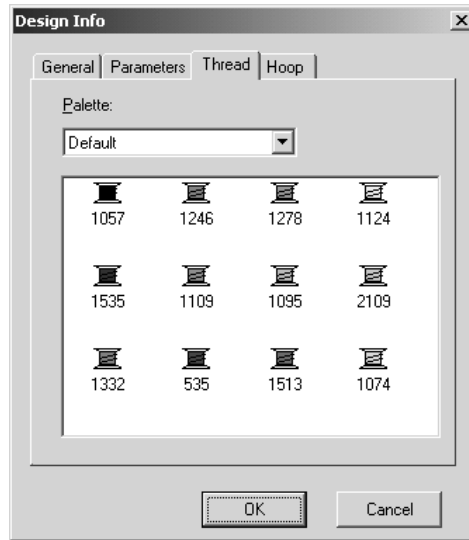
- ◆ The **General** tab shows general information, such as the number of color changes, the number of stitches, the number of colors, and the date and time that the file was last changed. In addition, the designer's name, the design name and other comments can be entered in the appropriate boxes.
- ◆ The **Parameters** tab shows the maximum and minimum stitch lengths and any other parameters that have been specified.

Figure 105: Parameters tab of Design Info dialog box



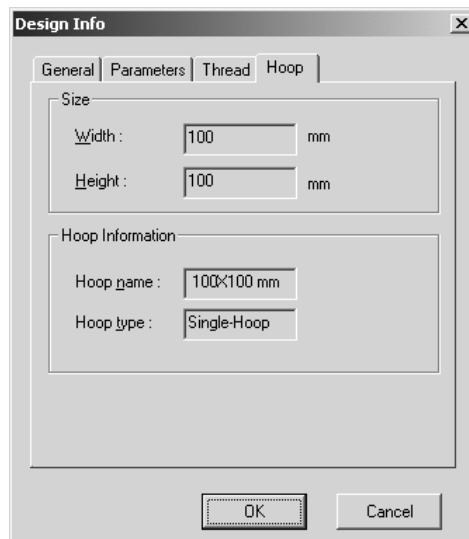
- ◆ The **Thread** tab shows the selected thread palette.

Figure 106: Thread tab of Design Info dialog box



- ◆ The **Hoop** tab shows the height and width of the embroidery frame (hoop) and other hoop information.

Figure 107: Hoop tab of Design Info dialog box



- ◆ Click the **OK** button to close the dialog box.

■ Recent Files command

A list of the 10 most recently used files is available, enabling the files to quickly be reopened. To open a file that has recently been used, point to **Recent Files** on the **File** drop-down menu, and then click the name of the file that you wish to open.

■ Exit command

To quit the BES application, click the **Exit** command on the **File** drop-down menu.

If the current design has not been edited or if the changes have already been saved, the application is immediately exited.

If there are unsaved changes in the current design, a message appears asking if you wish to save the changes. Do one of the following:

- ◆ To save the changes, click the **Yes** button.
- ◆ To close the design without saving the changes, click the **No** button.
- ◆ To quit trying to close the design, click the **Cancel** button.


Chapter 13: Edit Drop-Down Menu

The commands on the **Edit** drop-down menu enable you to perform simple operations on design elements, such as cutting, pasting, duplicating and grouping/ungrouping.

■ Undo command

This command is useful if, for example, you accidentally deleted a design element. To reverse the previous action performed:


● Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Undo** command.
- ◆ Click the **Undo** button () in the **Standard** toolbar.

NOTE: If no operation has been performed, there are no actions that can be reversed.

To reverse more than one action:

● Do one of the following:


- ◆ Continue clicking the **Undo** command on the **Edit** drop-down menu until all of the desired actions are reversed.
- ◆ Click the arrow beside the **Undo** button () in the **Standard** toolbar, and then click the action that you wish to reverse. All actions that were performed after the selected action are also reversed.

■ Redo command

This command is useful if, for example, you used the **Undo** command to delete a design element that you just added, then decided that you did not want to delete it after all.

To reverse the previous **Undo** operation:


● Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Redo** command.
- ◆ Click the **Redo** button () in the **Standard** toolbar.

NOTE: If no operation has been undone, there are no **Undo** operations that can be reversed.

To reverse more than one **Undo** operation:

● Do one of the following:

- ◆ Continue clicking the **Redo** command on the **Edit** drop-down menu until all of the desired actions are performed again.
- ◆ Click the arrow beside the **Redo** button () in the **Standard** toolbar, and then click the action that you wish to perform again. All actions that were performed before the selected action are also performed again.



■ Cut command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.


With this command, design elements can be removed from the design area and temporarily saved to the Clipboard so that they can be reused.

To delete design elements from the design area and temporarily move them to the Clipboard:

- 1 Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Cut** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- 2 Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Cut** command.
- ◆ Click the **Cut** button () in the **Standard** toolbar.
- ◆ Right-click the selected element(s), and then click the **Cut** command in the menu that appeared.



■ Copy command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.


With this command, a copy of design elements can be temporarily saved to the Clipboard so that they can be reused, without removing the original from the design area.

To copy the selected design elements to the Clipboard:

- 1 Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Copy** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- 2 Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Copy** command.
- ◆ Click the **Copy** button () in the **Standard** toolbar.
- ◆ Right-click the selected element(s), and then click the **Copy** command in the menu that appeared.

■ Paste command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.

To add design elements from the Clipboard to the design area:

● Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Paste** command.
- ◆ Click the **Paste** button () in the **Standard** toolbar.
- ◆ Right-click an empty space in the design area, and then click the **Paste** command in the menu that appeared.

A copy of the last design element(s) moved to the Clipboard is added to the current design area.


NOTE: If no design element was recently moved to the Clipboard, the **Paste** command is not available.

■ Select Paste command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.

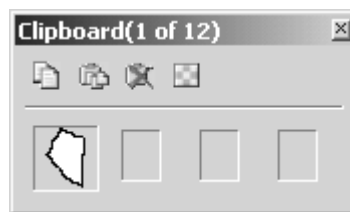
To display the Clipboard, from where its contents can be viewed, selected for pasting into the design area, or deleted:


● Do one of the following:




- ◆ On the **Edit** drop-down menu, click the **Select Paste** command.
- ◆ Click the **Select Paste** button () in the **Standard** toolbar.




The **Clipboard** appears.

Figure 108: Clipboard



- ◆ To add data from the Clipboard to the design area, click the icon of the data that you wish to paste. The selected data is added to the design area.
- ◆ To save a copy of the selected design element(s) to the Clipboard, click the **Copy** button () in the **Clipboard** dialog box.

NOTE: If no design element is selected in the design area, the **Copy** button () is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- ◆ To add all of the contents of the Clipboard to the design area, click the **Paste All** button () in the **Clipboard** dialog box.
- ◆ To delete all of the contents of the Clipboard, click the **Clear Clipboard** button () in the **Clipboard** dialog box.
- ◆ To adjust the transparency of the **Clipboard** dialog box, click the **Set Transparency** button () in the **Clipboard** dialog box. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.

■ Select All command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.

To select all elements in the design area:

● Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Select All** command.
- ◆ Right-click an empty space in the design area, and then click the **Select All** command in the menu that appeared.



A selection frame of “dancing ants” (moving dashes) appears around all elements in the design area to show that they are selected.

■ Delete command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.

To delete selected design elements from the design area:

① Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Delete** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

② Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Delete** command.
- ◆ Right-click the selected element(s), and then click the **Delete** command in the menu that appeared.

NOTE: The deleted elements are not saved to the Clipboard and can only be reused if the **Undo** command on the **Edit** drop-down menu is clicked. For more details, refer to *Undo command* on page 97.



The selected elements can also be deleted by pressing the keyboard's Delete key.

■ Duplicate command

NOTE: This command is not available in the Gradation Pattern and Jagged Edge Pattern modules.

To duplicate selected design elements:

① Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Duplicate** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

② Do one of the following:

- ◆ On the **Edit** drop-down menu, click the **Duplicate** command.
- ◆ Right-click the selected element(s), and then click the **Duplicate** command in the menu that appeared.

The selected elements are duplicated and added to the design area over the originals.

■ Group command



NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

By grouping design elements, all elements in the group can all be moved, copied, deleted, enlarged, reduced, etc. in the same way at the same time. In addition, when any part of the grouped elements is clicked, the entire grouped design element is selected.

To combine selected design elements into a single element:

- ① Select all of the design elements that you wish to group. A selection frame of “dancing ants” (moving dashes) appears around the elements.

NOTE: If only one design element is selected, the **Group** command is not available.

For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- ② On the **Edit** drop-down menu, click the **Group** command. All of the selected design elements are grouped.

■ Regroup command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

To recombine all design elements that have been separated using the **Ungroup** command, click the **Regroup** command on the **Edit** drop-down menu.

NOTE: If all elements except one have been deleted, the **Regroup** command is not available.

■ Ungroup command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

To separate grouped design elements into individual elements so each can be changed separately:

- ① Select the grouped design element that you wish to ungroup. A selection frame of “dancing ants” (moving dashes) appears around the elements.
- ② On the **Edit** drop-down menu, click the **Ungroup** command. The selected design element is separated into its individual elements.



Chapter 14: View Drop-Down Menu

The commands on the **View** drop-down menu allow you to change how the design, design area and window appear.

■ Zoom In command

With the **Zoom In** command, the design can be enlarged so finer details can be viewed and edited.

To display an enlarged view:

- ① Do one of the following:
 - ◆ On the **View** drop-down menu, click the **Zoom In** command.
 - ◆ With the Embroidery Design, Tatami Pattern Design, Motif Pattern Design, and PS-300A Design modules: Click the **Zoom In** button () in the **Design** toolbar.
 - With the Gradation Pattern Design and Jagged Edge Pattern Design modules: Click the **Zoom In** button () in the **Zoom** toolbar.

When the pointer is moved into the design area, its shape changes to .

- ② Do any of the following:
 - ◆ To select a specific area to be enlarged, move the pointer near the area to be enlarged, and then, while holding down the left mouse button, drag the pointer until the desired area is enclosed in the zoom selection box.
 - ◆ To enlarge a general area of the design area, click the desired area.

■ Zoom Out command

With the **Zoom Out** command, the design can be reduced so that an overall view is displayed.

To display a reduced view:

- ① Do one of the following:
 - ◆ On the **View** drop-down menu, click the **Zoom Out** command.
 - ◆ With the Embroidery Design, Tatami Pattern Design, Motif Pattern Design, and PS-300A Design modules: Click the **Zoom Out** button () in the **Design** toolbar.
 - With the Gradation Pattern Design and Jagged Edge Pattern Design modules: Click the **Zoom Out** button () in the **Zoom** toolbar.

When the pointer is moved into the design area, its shape changes to .

- ② Click in the design area.

■ Zoom sub-menu

The commands on the **Zoom** sub-menu are used to adjust the view of the design area to its actual size, to the size that would fit within the embroidery frame (hoop), to display only the selected design elements, or to display all design elements.

To change how the design area is displayed:

- ① On the **View** drop-down menu, click **Zoom**.

② On the **Zoom** sub-menu, do one of the following:

- ◆ To display the design area so that the design elements appear at their actual size, click the **Actual Size** command.

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

With the Embroidery Design and PS-300A Design modules, clicking this command is the same as clicking the **Actual size** button in the **Design** toolbar.

- ◆ To display the design area so that only the area that would fit within the embroidery frame (hoop) is displayed, click the **Fit Hoop** command.

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

With the Embroidery Design and PS-300A Design modules, clicking this command is the same as clicking the **Fit Hoop** button in the **Design** toolbar.

- ◆ To display the design area so that only the selected design elements are displayed, click the **Fit Select** command.

NOTE: With all modules except the Gradation Pattern Design and Jagged Edge Pattern Design modules, clicking this command is the same as clicking the **Fit select** button in the **Design** toolbar.

With the Gradation Pattern Design and Jagged Edge Pattern Design modules, clicking this command is the same as clicking the **Fit select** button in the **Zoom** toolbar.

- ◆ To display the design elements so that they all fit within the main window, click the **Fit to Window** command.

NOTE: With all modules except the Gradation Pattern Design and Jagged Edge Pattern Design modules, clicking this command is the same as clicking the **Fit window** button in the **Design** toolbar.

With the Gradation Pattern Design and Jagged Edge Pattern Design modules, clicking this command is the same as clicking the **Fit window** button in the **Zoom** toolbar.

■ Reference Line command

The reference lines are useful for aligning and arranging elements in the design area.

NOTE: For details on specifying the positions of the reference lines, refer to *Snap Setting command* on page 112.

To display the reference lines:

● Do one of the following:


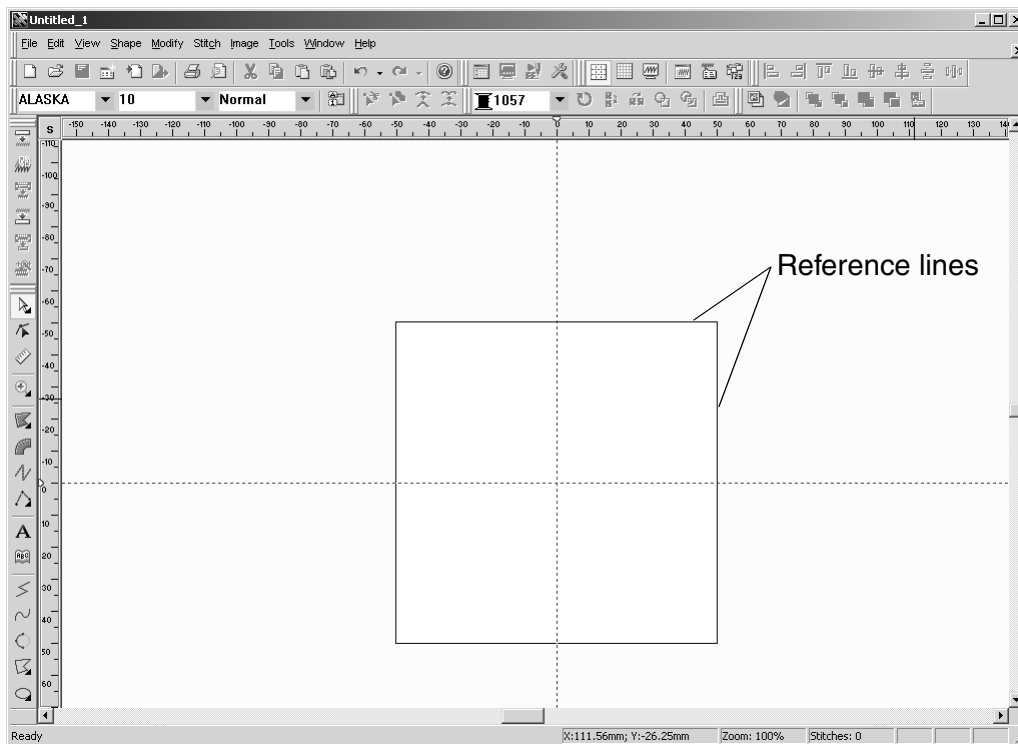

- ◆ On the **View** drop-down menu, click the **Reference Line** command. A frame appears around the icon beside the **Reference Line** command.
- ◆ Click the **Reference Lines** button () in the **View** toolbar. The **Reference Lines** button appears selected.
- ◆ Click the **S** button in the upper-left corner of the rulers. Click the **Show Reference Lines** command in the menu that appeared.

Figure 109



To hide the reference lines:

● Do one of the following:

- ◆ On the **View** drop-down menu, click the **Reference Line** command. A frame no longer appears around the icon beside the **Reference Line** command.
- ◆ Click the **Reference Lines** button () in the **View** toolbar. The **Reference Lines** button no longer appears selected.
- ◆ Click the **S** button in the upper-left corner of the rulers. Click the **Hide Reference Lines** command in the menu that appeared.

■ Gridlines command

The grid is useful for aligning and measuring while drawing elements in the design area.

NOTE: For details on specifying the size of the gridlines, refer to *Snap Setting command* on page 112.

To display the grid lines:

● Do one of the following:


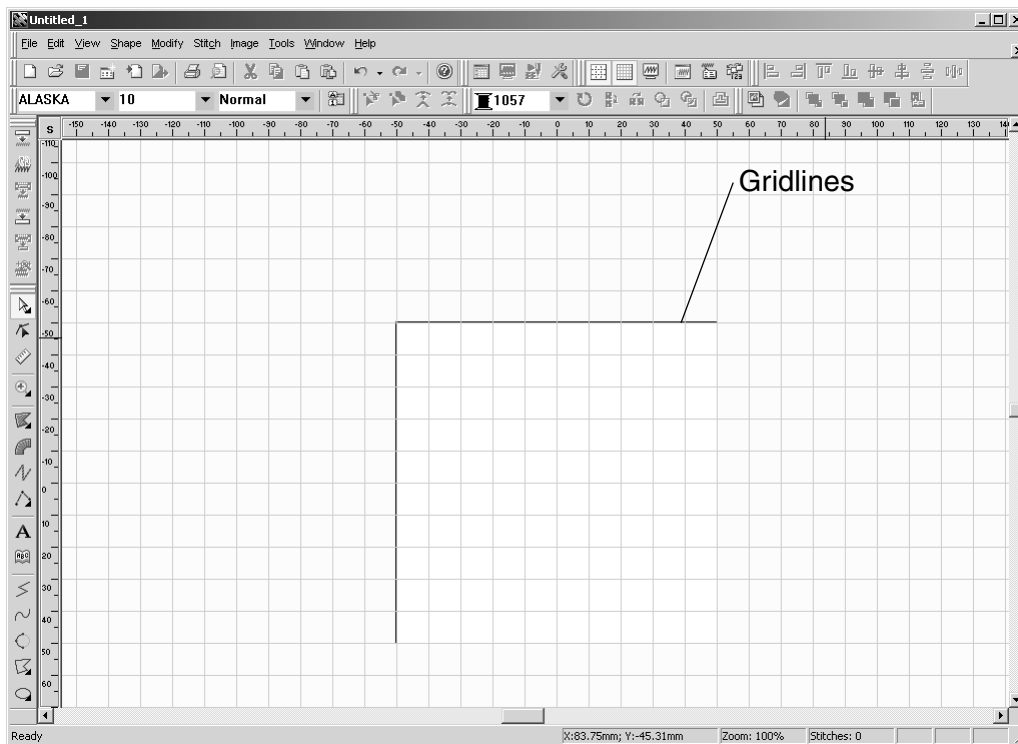

- ◆ On the **View** drop-down menu, click the **Gridlines** command. A frame appears around the icon beside the **Gridlines** command.
- ◆ Click the **Gridlines** button () in the **View** toolbar. The **Gridlines** button appears selected.
- ◆ Click the **S** button in the upper-left corner of the rulers. Click the **Show Gridlines** command in the menu that appeared.

Figure 110



To hide the grid lines:

● Do one of the following:

- ◆ On the **View** drop-down menu, click the **Gridlines** command. A frame no longer appears around the icon beside the **Gridlines** command.
- ◆ Click the **Gridlines** button () in the **View** toolbar. The **Gridlines** button no longer appears selected.
- ◆ Click the **S** button in the upper-left corner of the rulers. Click the **Hide Gridlines** command in the menu that appeared.

■ Hide command

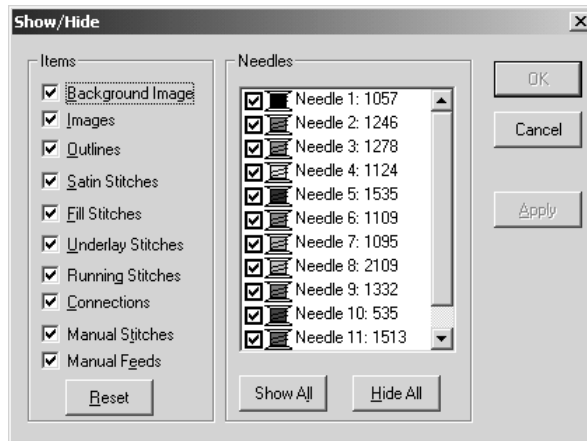
NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

In order to edit or view designs better, various image and stitching elements can be hidden. In addition, by hiding certain needle (thread) colors, multi-colored designs can be edited more easily.

To hide or show parts of the design:

- 1 On the **View** drop-down menu, click the **Hide** command. The **Show/Hide** dialog box appears.

Figure 111: Show/Hide dialog box



- 2 Do any of the following:
 - ◆ To hide the background image, any imported images, the outlines, any of the specified stitches or the connections, clear the check box for the desired item in the **Items** group box.
 - ◆ To show an item that was specified to be hidden, select the check box for the desired item in the **Items** group box.
NOTE: To show all items in the **Items** group box, click the **Reset** button.
 - ◆ To hide a needle (thread) color, clear the check box for the desired color in the **Needles** list.
NOTE: To hide all needle (thread) colors, click the **Hide All** button.
 - ◆ To show a needle (thread) color that was specified to be hidden, select the check box for the desired color in the **Needles** list.
NOTE: To show all needle (thread) colors, click the **Show All** button.
- 3 Click the **OK** button to apply the specified settings.
NOTE: To apply the new settings without closing the **Show/Hide** dialog box, click the **Apply** button.

■ Pseudo 3D command

This command is used to display stitches so that they are thicker, giving them a more three-dimensional feel.

To display stitches in pseudo 3D:


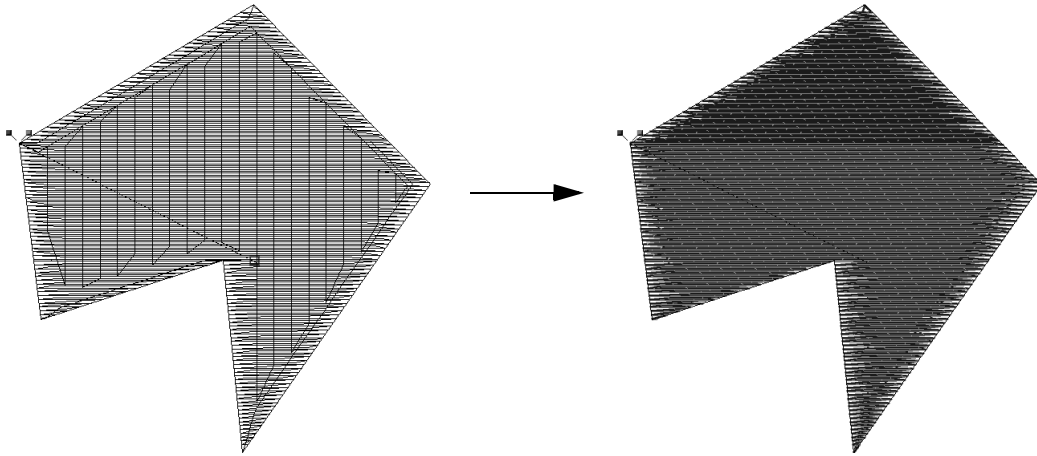

- Do one of the following:
 - ◆ On the **View** drop-down menu, click the **Pseudo 3D** command. A frame appears around the icon beside the **Pseudo 3D** command.
 - ◆ Click the **Pseudo 3D** button () in the **View** toolbar. The **Pseudo 3D** button appears selected.

Figure 112



To display the stitches normally:

- Do one of the following:
 - ◆ On the **View** drop-down menu, click the **Pseudo 3D** command. A frame no longer appears around the icon beside the **Pseudo 3D** command.
 - ◆ Click the **Pseudo 3D** button () in the **View** toolbar. The **Pseudo 3D** button no longer appears selected.

■ Toolbars sub-menu

The commands on the **Toolbars** sub-menu are used to show and hide the various toolbars and display windows.

To hide or show toolbars and windows:

- ① On the **View** drop-down menu, click **Toolbars**.
- ② On the **Toolbars** sub-menu, do one of the following:
 - ◆ To hide or display the **Standard** toolbar, click the **Standard** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Standard** toolbar, refer to *Chapter 1: Standard Toolbar* on page 49.)
 - ◆ To hide or display the **Tools** toolbar, click the **Tools** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Tools** toolbar, refer to *Chapter 2: Tools Toolbar* on page 54.)
 - ◆ To hide or display the **Zoom** toolbar, click the **Zoom** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Zoom** toolbar, refer to *Chapter 3: Zoom Toolbar* on page 55.)

NOTE: This toolbar is only available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

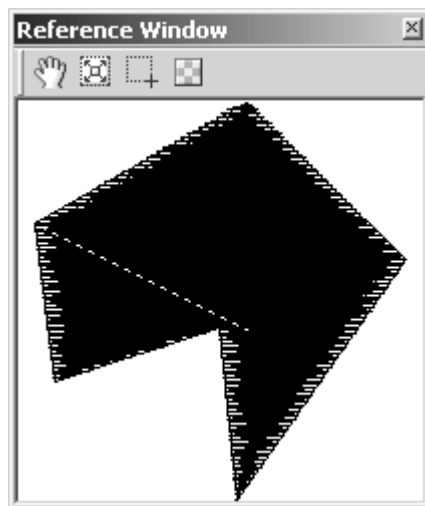
- ◆ To hide or display the **View** toolbar, click the **View** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **View** toolbar, refer to *Chapter 4: View Toolbar* on page 56.)
- ◆ To hide or display the rulers, click the **Ruler** command. If a check mark appeared in front of this command before it was clicked, the rulers will be hidden.
- ◆ To hide or display the **Design** toolbar, click the **Design** command. (For more details, refer to *Chapter 5: Design Toolbar* on page 58.)
NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.
- ◆ To hide or display the **Text** toolbar, click the **Text** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Text** toolbar, refer to *Chapter 6: Text Toolbar* on page 62.)
NOTE: This command is only available in the Embroidery Design module.
- ◆ To hide or display the **Point** toolbar, click the **Point** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Point** toolbar, refer to *Chapter 7: Point Toolbar* on page 64.)
NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.
- ◆ To hide or display the **Modify** toolbar, click the **Modify** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Modify** toolbar, refer to *Chapter 8: Modify Toolbar* on page 66.)
NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.
- ◆ To hide or display the **Alignment** toolbar, click the **Alignment** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Alignment** toolbar, refer to *Chapter 9: Alignment Toolbar* on page 68.)
NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.
- ◆ To hide or display the **Image** toolbar, click the **Image** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Image** toolbar, refer to *Chapter 10: Image Toolbar* on page 70.)
NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.
- ◆ To hide or display the **Stitch** toolbar, click the **Stitch** command. If a check mark appeared in front of this command before it was clicked, the toolbar will be hidden. (For more details on the **Stitch** toolbar, refer to *Chapter 11: Stitch Toolbar* on page 72.)
NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

- ◆ To hide or display the **Reference Window**, click the **Reference Window** command. If a frame appeared around the icon beside the command before it is clicked, the window will be hidden.





NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Clicking this command is the same as clicking the **Reference Window** button in the **View** toolbar.

Figure 113: Reference Window



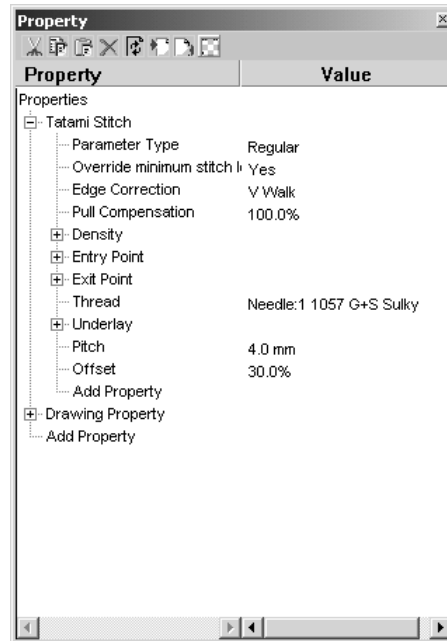
The contents of the **Reference Window** differ depending on the design that is created.

- ◆ To select the area of the design area that is displayed in the Reference Window, click the **Move Visual Rectangle** button () in the **Reference Window**, and then drag the gray frame so that it surrounds the area to be displayed.
- ◆ To display all design elements in the Reference Window, click the **Show All Objects** button () in the **Reference Window**.
- ◆ To select the area to be displayed in the Reference Window, click the **Select Visual Rectangle** button () in the **Reference Window**, and then drag the pointer over the desired design elements.
- ◆ To adjust the transparency of the **Reference Window**, click the **Window Transparency Setting** button () in the **Reference Window**. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.
- ◆ To hide or display the **Property** dialog box, click the **Property** command. If a frame appeared around the icon beside the command before it is clicked, the dialog box will be hidden.









NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Clicking this command is the same as clicking the **Property** button in the **View** toolbar.

Figure 114: Property dialog box



The contents of the **Property** dialog box differ depending on the design element that is selected.

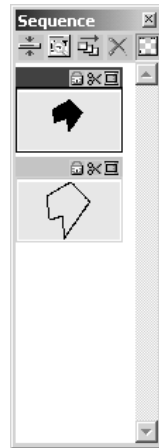
- ◆ To remove a property and temporarily save it to the Clipboard so that it can be reused, select it, and then click the **Cut** button () in the **Property** dialog box.
- ◆ To copy a property, select it, and then click the **Copy** button () in the **Property** dialog box.
- ◆ To paste the cut or copied property, click the **Paste** button () in the **Property** dialog box.
- ◆ To delete a property, select it, and then click the **Delete** button () in the **Property** dialog box.
- ◆ To update the changes to the properties, click the **Refresh** button () in the **Property** dialog box.
- ◆ To import properties, click the **Import** button () in the **Property** dialog box. The **Open** dialog box appears. Select a property file (.bsm), and then click the **Open** button.
- ◆ To export the current properties, click the **Export** button () in the **Property** dialog box. The **Save As** dialog box appears. Select the folder where you wish to save the design file, type the desired file name, and then click the **Save** button.
- ◆ To adjust the transparency of the **Property** dialog box, click the **Transparency** button () in the **Property** dialog box. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.

- ◆ To hide or display the **Sequence** window, click the **Sequence** command. If a frame appeared around the icon beside the command before it is clicked, the window will be hidden.

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Clicking this command is the same as clicking the **Sequence** button in the **View** toolbar.

Figure 115: Sequence window



The contents of the **Sequence** window differ depending on the design that is created.

- ◆ To reduce (or enlarge) the **Sequence** window, click (or) in the **Sequence** window.
- ◆ To display each design element so that it fills the frame (or so that it is proportionally sized), click (or) in the **Sequence** window.
- ◆ To automatically arrange the frames in sequence, click the **Auto Sequence** button () in the **Sequence** window.
- ◆ To delete a frame, click a frame to select it, and then click the **Delete** button () in the **Sequence** window.
- ◆ To adjust the transparency of the **Sequence** window, click the **Transparency** button () in the **Sequence** window. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.
- ◆ To display the different properties of a design element in different frames, click . appears in each frame of a design element with properties displayed in different frames.
- ◆ To display the different properties of a design element in the same frame, click . appears in the frame of a design element with different properties.
- ◆ To lock a design element so that it cannot be changed, click in the frame for the design element that you wish to lock. appears selected.




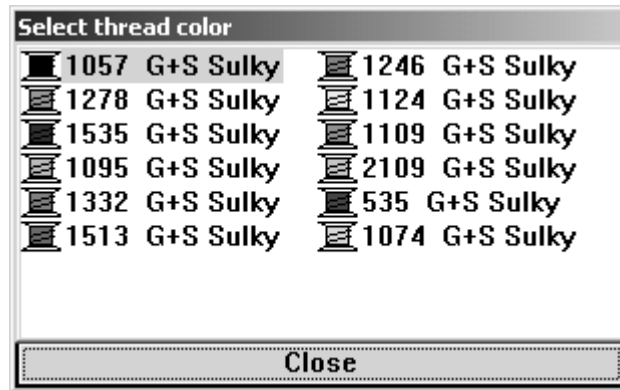
- ◆ To specify a trim command for the design element in a frame, click  so that it appears selected. To cancel the trim command for the design element in a frame, click  again so that it no longer appears selected.
- ◆ To change the thread color for the design element in the frame, click . The **Select thread color** dialog box appears.

Figure 116: Select thread color dialog box



Click the new thread color to select it. The dialog box closes when a different thread color is selected.

NOTE: To close the **Select thread color** dialog box without selecting a different thread color, click the **Close** button.

■ Snap Setting command

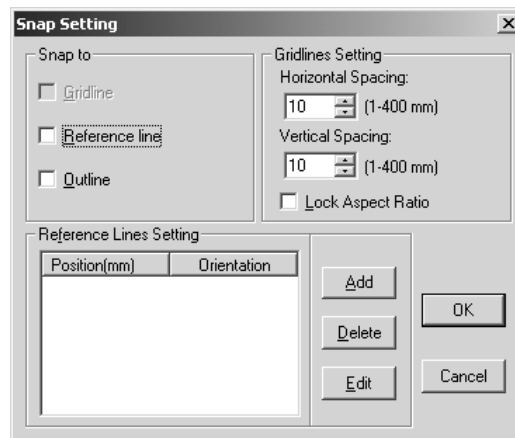
When selecting, drawing or moving, design elements or points can be aligned on (snapped to) the lines of the grid, the reference lines or outlines for more precision.

To specify the snap settings:

- Do one of the following:
 - ◆ On the **View** drop-down menu, click the **Snap Setting** command.
 - ◆ Click the **S** button in the upper-left corner of the rulers. Click the **Setting** command in the menu that appeared.

The **Setting** dialog box appears.

Figure 117: Setting dialog box



③ Do any of the following:

- ◆ To snap to the lines of the grid, select the **Gridline** check box in the **Snap to** group box.

NOTE: This check box is only available if the grid is displayed. For details on displaying the grid, refer to *Gridlines command* on page 104.

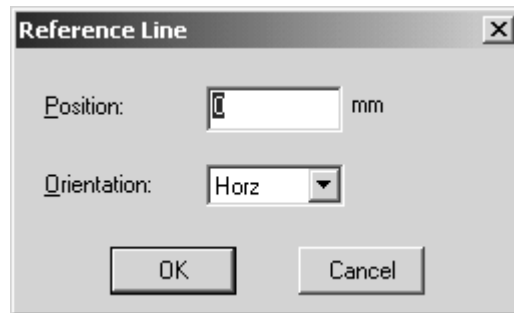
This setting can also be selected by clicking the **S** button in the upper-left corner of the rulers, and then clicking the **Snap Gridlines** command in the menu that appeared. If a check mark appeared in front of this command before it was clicked, snapping to the gridlines will be cancelled.

- ◆ To snap to the reference lines, select the **Reference line** check box in the **Snap to** group box.

NOTE: This check box is only available if the reference lines are displayed. For details on displaying the grid, refer to *Reference Line command* on page 103.

This setting can also be selected by clicking the **S** button in the upper-left corner of the rulers, and then clicking the **Snap Reference Lines** command in the menu that appeared. If a check mark appeared in front of this command before it was clicked, snapping to the reference lines will be cancelled.

- ◆ To snap to the outlines of the design elements, select the **Outline** check box in the **Snap to** group box.
- ◆ To change the horizontal interval of the grid lines, type or select the desired width (in millimeters) in the **X** box of the **Gridlines setting** group box.
- ◆ To change the vertical interval of the grid lines, type or select the desired width (in millimeters) in the **Y** box of the **Gridlines setting** group box.
- ◆ To maintain the same horizontal and vertical distances in the grid lines, select the **Lock Aspect Ratio** check box.
- ◆ To add a new reference line, click the **Add** button. The **Reference Line** dialog box appears.

Figure 118: Reference Line dialog box

In the **Position** box, type the desired position (in millimeters) of the reference line. In the **Orientation** drop-down list, select whether to add a horizontal (**Horz**) or vertical (**Vert**) reference line. Then, click the **OK** button.

- ◆ To change the position or orientation of a reference line, select the desired reference line from the list, and then click the **Edit** button. A **Reference Line** dialog box, similar to the one shown above, appears. Type the new position (in millimeters) in the **Position** box, select the new orientation in the **Orientation** drop-down list, and then click the **OK** button.

NOTE: The **Reference Line** dialog box can also be displayed by right-clicking the reference line marker in the ruler, then clicking the **Move** command in the menu that appeared.

- ◆ To remove a reference line, select the desired reference line from the list, and then click the **Delete** button. The selected reference line is deleted.

NOTE: The **Reference Line** dialog box can also be removed by right-clicking the reference line marker in the ruler, then clicking the **Delete** command in the menu that appeared.

- 4 Click the **OK** button to apply the specified settings.

Chapter 15: Shape Drop-Down Menu

NOTE: This menu is only available in the Embroidery Design, Tatami Pattern Design, Motif Pattern Design and PS-300A Design modules.



The commands on the **Shape** drop-down menu enable you to create various elements for your design.

■ Select command

In order to move or change design elements, such as resizing them or changing their color, the elements must first be selected using the **Select** tool.

To select a design element using the **Select** tool:

① Do one of the following:

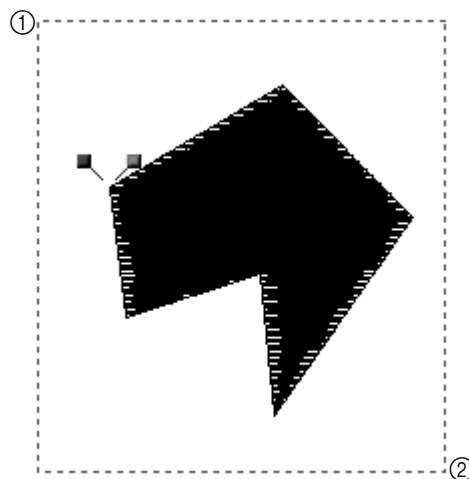
- ◆ On the **Shape** drop-down menu, click the **Select** command. A frame appears around the icon beside the **Select** command.
- ◆ Click the **Select** button () in the **Design** toolbar. If the **Lasso** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Select** button from the list that appeared. The **Select** button appears selected.

When the pointer is moved into the design area, its shape changes to {!!Select pointer!!}.

② Do any of the following:

- ◆ Click the outline of a design element.
- ◆ To select more than one design element, hold down the Ctrl key while clicking the outline of each additional element.
- ◆ To select all elements in a specific area of the design, drag the pointer over the design elements (① and ② in figure 119).

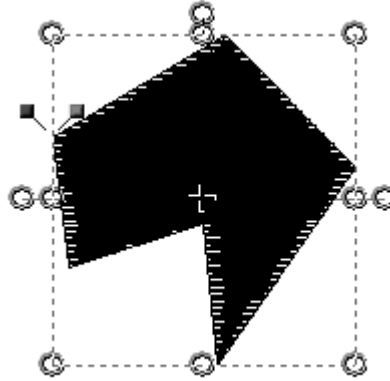
Figure 119



A selection frame of “dancing ants” (moving dashes) appears around the elements to show that they are selected.

NOTE: If other design elements were accidentally selected, click outside of the selection frame, and then try selecting the elements again.

Figure 120




■ Select Point command

In order to change the shape of design elements by adding, deleting or moving individual points, the points must first be selected using the **Select Point** tool.

To select a point using the **Select Point** tool:

- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the **Select Point** command. A frame appears around the icon beside the **Select Point** command.
 - ◆ Click the **Select Point** button () in the **Design** toolbar. The **Select Point** button appears selected.

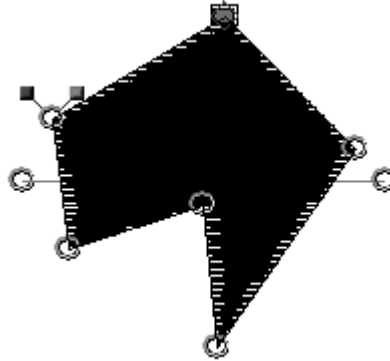
When the pointer is moved into the design area, its shape changes to .

- ② Click a design element. The points in the design element appear as circles.
- ③ Do any of the following:
 - ◆ Click a point.
 - ◆ To select points that are in sequence, hold down the keyboard's Shift key and click the last point in the sequence.
 - ◆ To select points that are not in sequence, hold down the keyboard's Ctrl key while clicking each additional point.
 - ◆ To select all points in a specific area of the design, drag the pointer over the points so that the selection box encloses them.

The circles change to green squares to show that they are selected.

NOTE: To deselect points, do any of the operations listed above. The deselected points change back to circles.

Figure 121





■ Lasso command

The **Lasso** tool is useful for selecting a design element that is positioned where it cannot be easily selected.

To select a design element using the **Lasso** tool:

① Do one of the following:

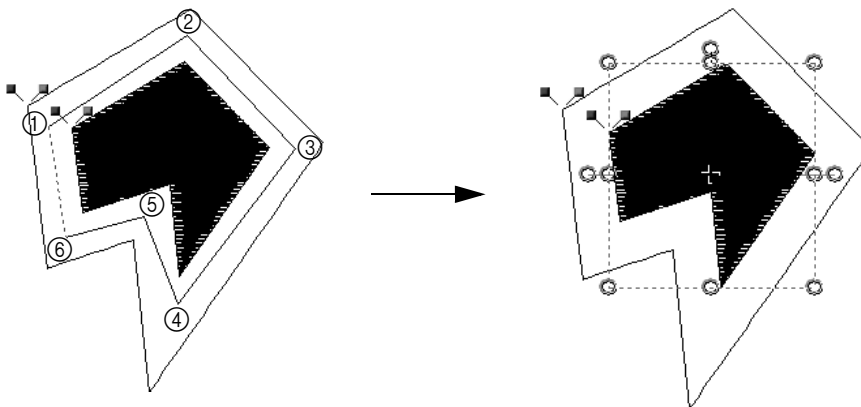
- ◆ On the **Shape** drop-down menu, click the **Lasso** command. A frame appears around the icon beside the **Lasso** command.
- ◆ Click the **Lasso** button () in the **Design** toolbar. If the **Select** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Lasso** button from the list that appeared. The **Lasso** button appears selected.

When the pointer is moved into the design area, its shape changes to .

② Click in the design area to draw a frame around the design elements (① through ⑥ in figure 122), and then right-click once to close the shape. A selection frame of “dancing ants” (moving dashes) appears around the elements to show that they are selected.

NOTE: If other design elements were accidentally selected, click outside of the selection frame, and then try selecting the elements again.

Figure 122



■ Outline sub-menu



The tools available by clicking the commands on the **Outline** sub-menu are used to create a variety of graphic elements, such as paths (i.e., lines that stitching follows) and different types of filled areas.

NOTE: This sub-menu is only available in the Embroidery Design and ??PS-300A Design?? modules.

Using the Fill tool

Fill stitches are commonly used for covering larger areas of a design. Using the **Fill** tool, these filled areas can be added to the design in any shape.

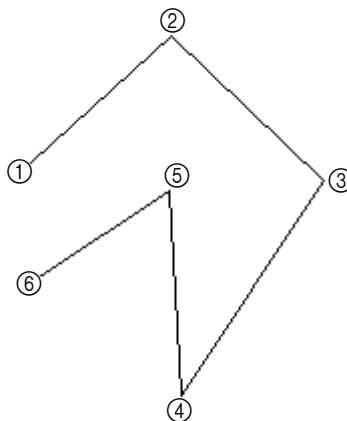
To add a filled shape to the design:

- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Fill** command. A frame appears around the icon beside the **Fill** command.
 - ◆ Click the **Fill** button () in the **Design** toolbar. If the **Hole** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Fill** button from the list that appeared. The **Fill** button appears selected.
- ② Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape.
 - ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape. When the pointer is moved into the design area, its shape changes to the one corresponding to the selected tool.
- ③ In the design area, click to specify the starting point of the shape, and then continue clicking at the points that will define the shape of the desired element (① through ⑥ in figure 123).

NOTE: To delete the last point that was added, press the Backspace key.

For more details on drawing the selected shape, refer to pages 130 to 136.

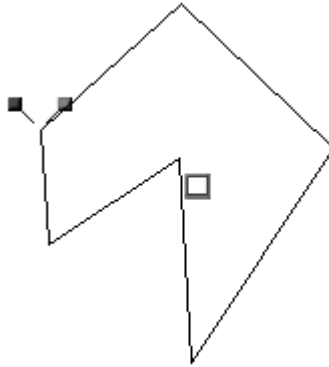
Figure 123



- ④ After specifying the last point in the shape, right-click once to close the shape. The entry point and exit point for the element appear.

NOTE: The shape will be filled with stitches when the stitching is generated. For more details on generating stitching, refer *Chapter 17: Stitch Drop-Down Menu* on page 155.



Figure 124



Using the Hole tool

The **Hole** tool can be used to create a filled area with holes of any size and shape cut out. To add a filled shape with a hole to the design:

① Do one of the following:

- ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Hole** command. A frame appears around the icon beside the **Hole** command.
- ◆ Click the **Hole** button () in the **Design** toolbar. If the **Fill** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Hole** button from the list that appeared. The **Hole** button appears selected.

② Do one of the following:

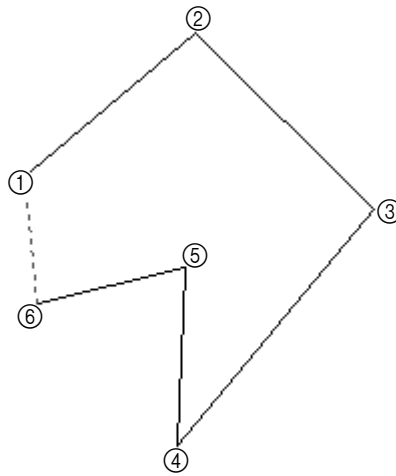
- ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape.
- ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape. When the pointer is moved into the design area, its shape changes to the one corresponding to the selected tool.

③ In the design area, click to specify the starting point of the shape, and then continue clicking at the points that will define the shape of the desired element (① through ⑥ in figure 125).

NOTE: To delete the last point that was added, press the Backspace key.

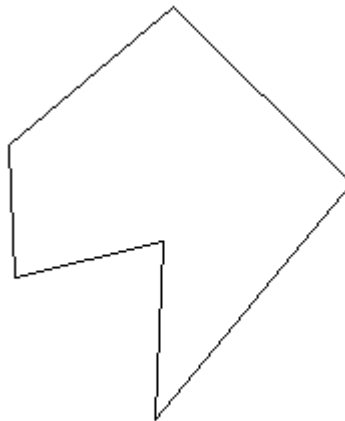
For more details on drawing the selected shape, refer to pages 130 to 136.

Figure 125



- ④ After specifying the last point in the shape, right-click once to close the shape.

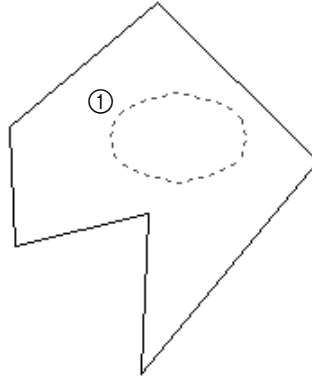
Figure 126



- ⑤ Do one of the following:
- ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape.
 - ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape. When the pointer is moved into the design area, its shape changes to the one corresponding to the selected tool.
- ⑥ Click within the shape outline that was drawn to specify the starting point of the hole outline, and then continue clicking at the points that will define the shape of the hole (① in figure 127).

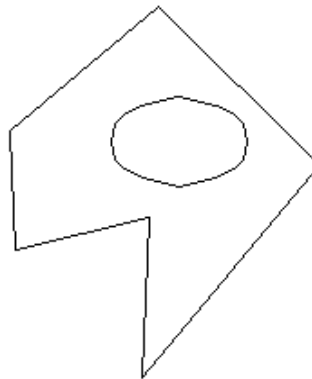
NOTE: When creating holes, do not allow the outlines to overlap or cross, otherwise the holes will not be cut out of the shape.

Figure 127



⑦ After specifying the last point in the hole outline, right-click once to close the outline.

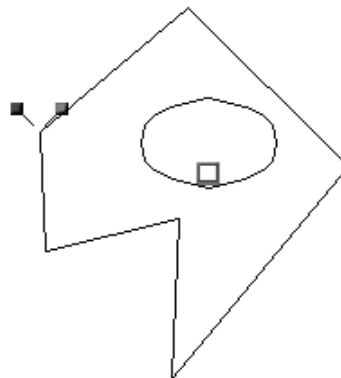
Figure 128



- ⑧ Repeat steps ⑤ through ⑦ until all desired hole outlines are specified.
- ⑨ Right-click a second time to finish the element. The message “End hole?” appears.
- ⑩ Click the **Yes** button. The entry point and exit point for the element appear.

NOTE: The shape will be filled with stitches when the stitching is generated.

Figure 129




Using the Column tool

Using the **Column** tool, satin-stitched areas with varying stitch lengths and following pairs of points placed at different distances can be added to the design.

To add a column to the design:




① Do one of the following:

- ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Column** command. A frame appears around the icon beside the **Column** command.
- ◆ Click the **Column** button () in the **Design** toolbar. The **Column** button appears selected.

② Do one of the following:

- ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape.

NOTE: Only the **Straight** command, **Curve** command or **Arc** command are available.
- ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape.

NOTE: Only the **Straight Line** button (), **Curve** button () or **Arc** button () are available.

When the pointer is moved into the design area, its shape changes to {!!Column pointer!!}.

③ In the design area, click to specify the starting point of the shape (① in figure 130), and then click to specify the matching point of the pair (② in figure 130).

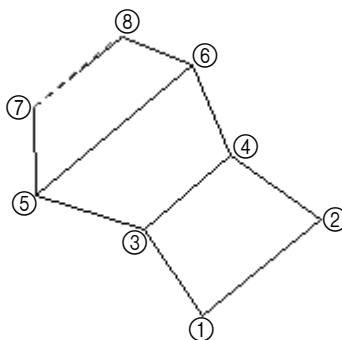
NOTE: To delete the last point that was added, press the Backspace key.

For more details on drawing the selected shape, refer to pages 130 to 136.

④ Continue clicking on alternate sides of the column at the points that will define the shape of the desired element (③ through ⑧ in figure 130).

NOTE: Be sure to position the points so that the outline does not cross over itself.

Figure 130

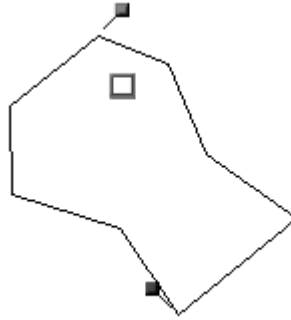


- 5 After specifying the last point in the shape, right-click once to close the shape. The entry point and exit point for the column appear.

NOTE: When a column is selected, red lines that connect the pairs of points appear.

The shape will be filled with stitches when the stitching is generated.


Figure 131



Using the Running tool

With the **Running** tool, lines of running stitches can be added to the design as outlining or fine detailing.

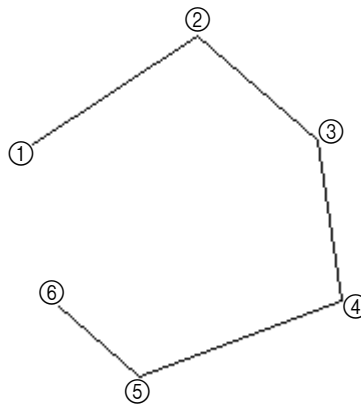
To add a line to the design:

- 1 Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Running** command. A frame appears around the icon beside the **Running** command.
 - ◆ Click the **Running** button () in the **Design** toolbar. The **Running** button appears selected.
- 2 Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape.
 - ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape. When the pointer is moved into the design area, its shape changes to the one corresponding to the selected tool.
- 3 In the design area, click to specify the starting point of the line (1 in figure 132), and then continue clicking at the points that will define the path of the line (2 through 6 in figure 132).

NOTE: To delete the last point that was added, press the Backspace key.

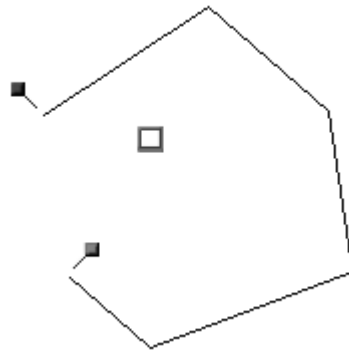
For more details on drawing the selected shape, refer to pages 130 to 136.

Figure 132



- ④ After specifying the last point in the line, right-click once to finish the line. The entry point and exit point for the running stitches appear.


Figure 133





Using the Stitch tool

With the **Stitch** tool, individual needle punchpoints can be added in order to control the stitch length or provide intricate details to a shape (such as a small copyright or trademark symbol or extra lock stitches).

To add single stitches to the design:

- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Stitch** command. A frame appears around the icon beside the **Stitch** command.
 - ◆ Click the **Stitch** button () in the **Design** toolbar. The **Stitch** button appears selected.

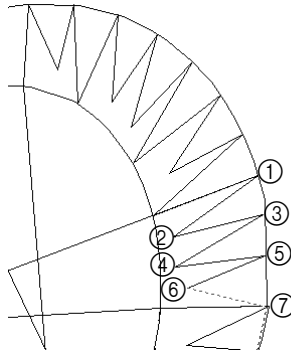
The **Straight** command on the **Shape** drop-down menu (**Straight Line** button () in the **Design** toolbar) is selected. When the pointer is moved into the design area, its shape changes to {!!Straight Line pointer!!}.

NOTE: Only the **Straight** command (**Straight Line** button ()) is available.

- ② In the design area, click to specify the placement of the stitches.

- ③ Right-click once to finish adding stitches. The entry point and exit point for the stitches appear.


Figure 134





Using the Feed tool

With the **Feed** tool, jump stitches (stitches sewn when the needle is moved from one design to another) can be added to connect designs, enabling separate designs to be sewn continuously.

To add a feed (jump) stitch to the design:

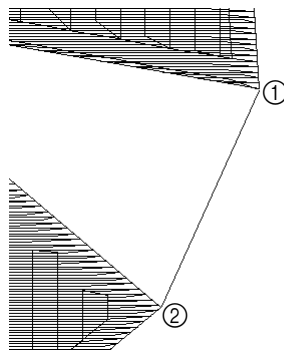
- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Outline**. On the **Outline** sub-menu, click the **Feed** command. A frame appears around the icon beside the **Feed** command.
 - ◆ Click the **Feed** button () in the **Design** toolbar. The **Feed** button appears selected.

The **Straight** command on the **Shape** drop-down menu (**Straight Line** button () in the **Design** toolbar) is selected. When the pointer is moved into the design area, its shape changes to {!!Straight Line pointer!!}.

NOTE: Only the **Straight** command (**Straight Line** button ()) is available.

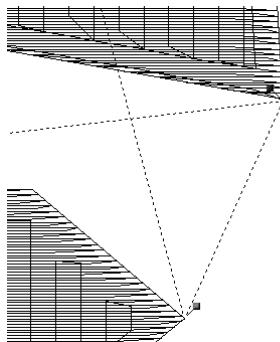
- ② In the design area, click to specify the placement of the stitches (① and ② in figure 135).

Figure 135



- ③ Right-click once to finish adding stitches. The entry point and exit point for the stitches appear.

Figure 136



■ Text sub-menu

NOTE: This sub-menu is only available in the Embroidery Design module.

The commands on the **Text** sub-menu provide various ways of adding text to the design.

New command

Selecting the **New** command allows you to use the **Text** tool to draw a shape used to arrange the text and add text to a design.

To arrange text in the design using the **Text** tool:

- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Text**. On the **Text** sub-menu, click the **New** command. A frame appears around the icon beside the **New** command.
 - ◆ Click the **Text** button (**A**) in the **Design** toolbar. The **Text** button appears selected.
- ② Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the command for the tool used to draw the desired shape of the text.

NOTE: If the **Straight** command, **Curve** command or **Arc** command was clicked, shape can be changed while it is being drawn.
 - ◆ In the **Design** toolbar, click the button for the tool used to draw the desired shape of the text.

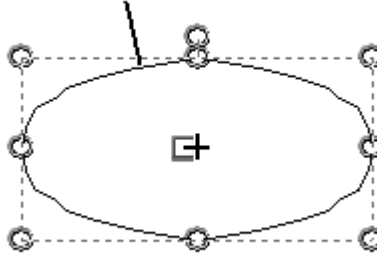
NOTE: If the **Straight Line** button (**=**), **Curve** button (**~**) or **Arc** button (**<**) was clicked, shape can be changed while it is being drawn.

When the pointer is moved into the design area, its shape changes to the one corresponding to the selected tool.

- ③ In the design area, draw the desired shape of the text. For details on the various shape tools, refer to pages 134 to 131. After the outline of the shape is drawn, the shape of the pointer changes to (**!!Text pointer!!**) when it is moved either on or inside of the outline for the shape.

- 4 Click either on the outside or inside of the shape outline. The flashing text cursor appears.

Figure 137




- 5 Type the desired text.
- 6 ???

Gallery command

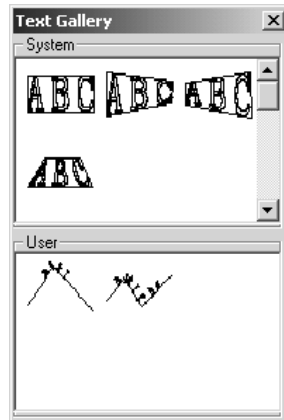
The gallery contains various preset shapes for arranging text. In addition, shapes that you create for arranged text can be saved in the gallery for future use. (For details on saving arranged text shapes that you have created, refer to *Save as Gallery command* on page 129.)

To add arranged text from the gallery to the design:

- 1 Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Text**. On the **Text** sub-menu, click the **Gallery** command.
 - ◆ Click the **Gallery** button () in the **Design** toolbar.

The **Text Gallery** dialog box appears.

Figure 138: Text Gallery dialog box



- 2 In either the **System** box or the **User** box, select the desired text shape.
- 3 Move the pointer into the design area, and then, while holding down the left mouse button, drag the pointer until a box at the desired location and in the desired size is drawn.

- ④ Click either on or inside of the outline for the shape. The flashing text cursor appears.

Figure 139

{!!Example??!!}


- ⑤ Type the desired text.

- ⑥ ???

Template command

Using template data, arranged text shapes can be repeatedly sewn while changing the text that they contain. In this way, the format of a text shape in a design that you have created can be reused without recreating the design or reformatting the text shape each time you change the text.

To enter template text data:

- ① Open the design that you wish to create template data for.
- ② Do one of the following:
 - ◆ On the **Shape** drop-down menu, click **Text**. On the **Text** sub-menu, click the **Template** command.
 - ◆ Click the **Template** button () in the **Text** toolbar.

The **Template Setting** dialog box appears.

Figure 140: Template Setting dialog box


{!!Template Setting dialog
box??!!}

- ③ Click the **Add** button. A number with a check box is added to the **NO** column.

NOTE: To close the **Template Setting** dialog box without making any changes to the template data, click the **Cancel** button.

- ④ Double-click the row below **Text1**, and then type in the desired text.
- ⑤ To enter additional text, double-click the row below **Text2**, and then type in the desired text.
- ⑥ After adding the desired template text, click the **OK** button.

To edit or delete template text:

- ① Open the design whose template data you wish to edit or delete.
- ② Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the **Text** command. On the **Text** sub-menu, click the **Template** command.
 - ◆ Click the **Template** button () in the **Text** toolbar.

The **Template Setting** dialog box appears.

Figure 141: Template Setting dialog box

{!!Template Setting dialog box
w/ text!!}


- ③ Do one of the following:
 - ◆ To edit template text, double-click the text that you wish to edit, and then edit it.
 - ◆ To delete the row of template data, select the row, and then click the **Delete** button.

NOTE: To stop making changes to the template data, click the **Cancel** button.
- ④ Click the **OK** button.

Save as Gallery command

Shapes that you create for arranging text can be saved in the gallery for future use.

To add an arranged text shape to the gallery:

- ① Using the **Select** tool (), select the arranged text shape that you wish to add to the gallery. A selection frame of “dancing ants” (moving dashes) appears around the shape.

- ② On the **Shape** drop-down menu, click **Text**. On the **Text** sub-menu, click the **Save as Gallery** command. The **Save Gallery** dialog box appears.


Figure 142: Save Gallery dialog box

{!!Save Gallery dialog box!!}

- ③ In the **Name** box, type the desired text shape name.
- ④ In the **Comment** box, type any desired comments.
- ⑤ Click the **OK** button.

■ Straight command

To draw a straight line using the **Straight** tool:

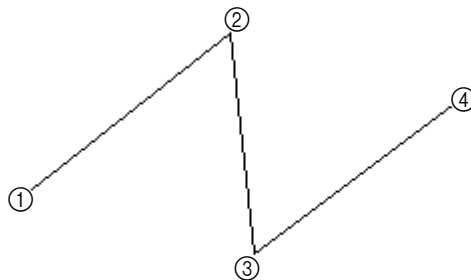
- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the **Straight** command.
 - ◆ Click the **Straight Line** button () in the **Design** toolbar.

When the pointer is moved into the design area, its shape changes to {!!Straight Line pointer!!}.

- ② Click in the design area to specify the desired location for the starting point of the straight line (① in figure 143).
- ③ Click in the design area to specify the desired location for every other corner of the straight line (② through ④ in figure 143).

NOTE: To remove the last point that was entered while drawing the straight line, press the Backspace key. Continue pressing the Backspace key until all points that you wish to remove from the straight line are deleted.

Figure 143




- ④ Right-click once to specify the last point as the ending point of the straight line.

■ Curve command

To draw a curved line using the **Curve** tool:

- ① Do one of the following:

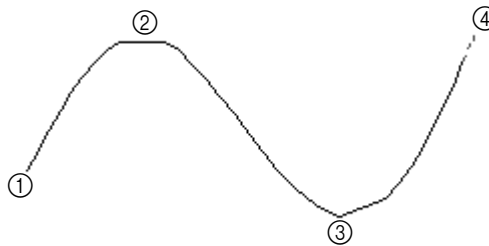
- ◆ On the **Shape** drop-down menu, click the **Curve** command.
- ◆ Click the **Curve** button () in the **Design** toolbar.

When the pointer is moved into the design area, its shape changes to {!!Curve pointer!!}.

- ② Click in the design area to specify the desired location for the starting point of the curved line (① in figure 144).
- ③ Click in the design area to specify the desired location for every other bend in the curved line (② through ④ in figure 144).

NOTE: To remove the last point that was entered while drawing the curved line, press the Backspace key. Continue pressing the Backspace key until all points that you wish to remove from the curved line are deleted.

Figure 144




- ④ Right-click once to specify the last point as the ending point of the curved line.

■ Arc command

To draw an arc using the **Arc** tool:

- ① Do one of the following:

- ◆ On the **Shape** drop-down menu, click the **Arc** command.
- ◆ Click the **Arc** button () in the **Design** toolbar.

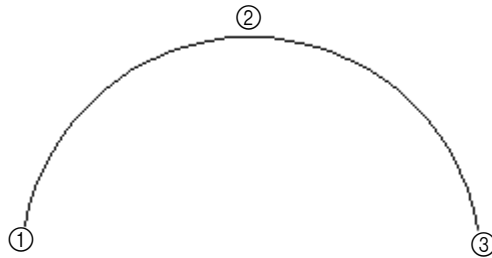
When the pointer is moved into the design area, its shape changes to {!!Arc pointer!!}.

- ② Click in the design area to specify the desired location for the starting point of the arc (① in figure 145).
- ③ Click in the design area to specify the desired location for a second point of the arc (② in figure 145).
- ④ Drag the pointer until the arc has the desired size and shape, and then click in the design area to specify the desired location for a third point of the arc (③ in figure 145).

NOTE: To remove the last point that was entered while drawing the arc, press the Backspace key. Continue pressing the Backspace key button until all points that you wish to remove from the arc are deleted.

To draw more arcs so that they are all linked together, repeat steps ② through ④.

Figure 145





⑤ Right-click once to finish drawing arcs.

■ Rectangle command

To draw a rectangle using the **Rectangle** tool:

① Do one of the following:

- ◆ On the **Shape** drop-down menu, click the **Rectangle** command.
- ◆ Click the **Rectangle** button () in the **Design** toolbar. If the **Polygon** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Rectangle** button from the list that appeared.

When the pointer is moved into the design area, its shape changes to  (Rectangle pointer).

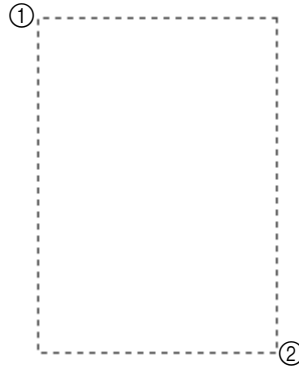
② Click in the design area to specify the desired location for one corner of the rectangle (① in figure 146).

NOTE: To cancel drawing the rectangle, press the Backspace key or the right mouse button.

③ Drag the pointer until the rectangle has the desired size and shape, and then click in the design area (② in figure 146).

NOTE: To draw a square, hold down the keyboard's Shift key while dragging the pointer.



Figure 146



■ Polygon command

To draw a polygon using the **Polygon** tool:

❶ Do one of the following:

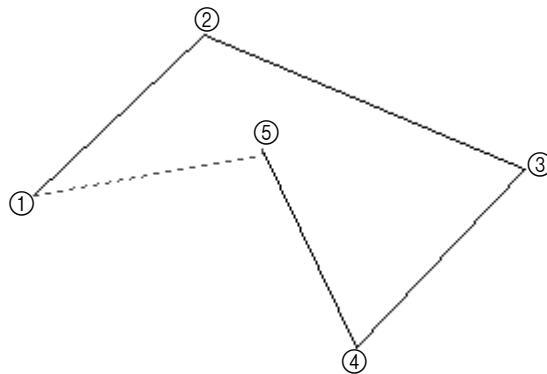
- ◆ On the **Shape** drop-down menu, click the **Polygon** command.
- ◆ Click the **Polygon** button () in the **Design** toolbar. If the **Rectangle** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Polygon** button from the list that appeared.

When the pointer is moved into the design area, its shape changes to .

- ❷ Click in the design area to specify the desired location for one corner of the polygon (❶ in figure 147).
- ❸ Click in the design area to specify the desired location for every other corner of the polygon (❷ through ❹ in figure 147).

NOTE: To remove the last point that was entered while drawing the polygon, press the Backspace key. Continue pressing the Backspace key until all points that you wish to remove from the polygon are deleted.

Figure 147







- ❹ Right-click once to close the polygon.

■ Circle command

To draw a circle using the **Circle** tool:

① Do one of the following:

- ◆ On the **Shape** drop-down menu, click the **Circle** command.
- ◆ Click the **Circle** button () in the **Design** toolbar. If the **Ellipse** button (), the **Pie** button () or the **Arch** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Circle** button from the list that appeared.

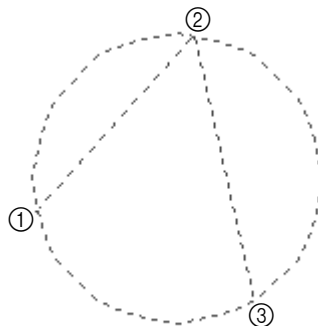
When the pointer is moved into the design area, its shape changes to .

- ② Click in the design area to specify the desired location for one point of the circle (① in figure 148).
- ③ Click in the design area to specify the desired location for a second point of the circle (② in figure 148), which also determines the minimum diameter of the circle.

NOTE: To remove the last point that was entered while drawing the circle, press the Backspace key or the right mouse button. Continue pressing the Backspace key or the right mouse button until all points that you wish to remove from the circle are deleted.

- ④ Click in the design area to specify the desired location for a third point of the circle (③ in figure 148), so that the circle is the desired size.





Figure 148



■ Ellipse command

To draw an ellipse using the **Ellipse** tool:

① Do one of the following:

- ◆ On the **Shape** drop-down menu, click the **Ellipse** command.
- ◆ Click the **Ellipse** button () in the **Design** toolbar. If the **Circle** button (), the **Pie** button () or the **Arch** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Ellipse** button from the list that appeared.

When the pointer is moved into the design area, its shape changes to .

- ② Click in the design area to specify the desired location for one side of the ellipse (① in figure 149).

NOTE: To cancel drawing the ellipse, press the Backspace key or the right mouse button.

- ③ Drag the pointer until the ellipse has the desired size and shape, and then click in the design area (② in figure 149).

NOTE: To draw a circle, hold down the keyboard's Shift key while dragging the pointer.





Figure 149



■ Pie command

The **Pie** tool allows you to draw a design element in the shape of a pie (a circle or ellipse with a piece cut out or a piece cut out of a circle or ellipse).

To draw a pie shape using the **Pie** tool:

- ① Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the **Pie** command.
 - ◆ Click the **Pie** button () in the **Design** toolbar. If the **Circle** button (), the **Ellipse** button () or the **Arch** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Pie** button from the list that appeared.

When the pointer is moved into the design area, its shape changes to .

- ② Click in the design area to specify the desired location for one side of the circle or ellipse (① in figure 151).
- ③ Drag the pointer until the circle or ellipse has the desired size and shape, and then click in the design area (② in figure 151).

NOTE: To draw a circle, hold down the keyboard's Shift key while dragging the pointer.

Figure 150



- 4 Click in the design area to specify the desired position of the dotted line from the center of the circle or ellipse (3 in figures 151 and 152), which specifies the starting point of the pie shape.

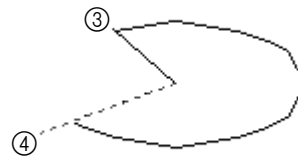
NOTE: To remove the last point that was entered while drawing the pie shape, press the Backspace key or the right mouse button. Continue pressing the Backspace key or the right mouse button until all points that you wish to remove from the pie shape are deleted.

- 5 Drag the pointer until the pie shape has the desired size and shape, and then click in the design area (4 in figures 151 and 152).

Figure 151





Figure 152



■ Arch command

The **Arch** tool allows you to draw a design element in the shape of a circle or ellipse with a section cut off.

To draw an arch using the **Arch** tool:

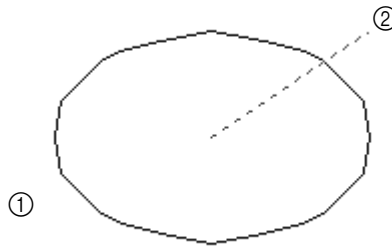
- 1 Do one of the following:
 - ◆ On the **Shape** drop-down menu, click the **Arch** command.
 - ◆ Click the **Arch** button () in the **Design** toolbar. If the **Circle** button (), the **Ellipse** button () or the **Pie** button () currently appears in the **Design** toolbar, click the lower-right corner of the button, and then click the **Arch** button from the list that appeared.

When the pointer is moved into the design area, its shape changes to .

- ② Click in the design area to specify the desired location for one side of the circle or ellipse (① in figure 153).
- ③ Drag the pointer until the circle or ellipse has the desired size and shape, and then click in the design area (② in figure 153).

NOTE: To draw a circle, hold down the keyboard's Shift key while dragging the pointer.

Figure 153



- ④ Click in the design area to specify the desired position of the line from the center of the circle or ellipse (③ in figures 154 and 155), which specifies one end of the section that is cut off.

NOTE: To remove the last point that was entered while drawing the arch, press the Backspace key or the right mouse button. Continue pressing the Backspace key or the right mouse button until all points that you wish to remove from the arch are deleted.

- ⑤ Drag the pointer until the arch has the desired size and shape, and then click in the design area (④ in figures 154 and 155).

Figure 154

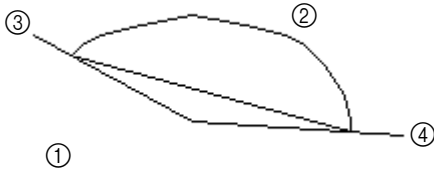
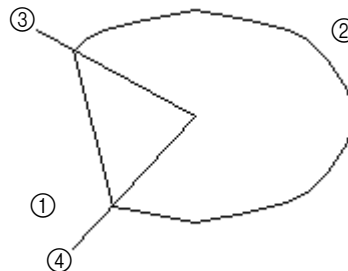


Figure 155



Chapter 16: Modify Drop-Down Menu

The **Modify** drop-down menu provides you with a variety of commands for modifying the elements of your design.

■ Hole command



NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Use the **Hole** command to specify hole sewing for a smaller design element enclosed by a larger one. With hole sewing, the area covered by the smaller design element will be sewn only once (not twice—once with the thread for the larger element and once with the thread for the smaller element). Specifying hole sewing enables the stitching to be sewn evenly, instead of being thicker in areas where elements overlap.

To specify hole sewing:

- 1 Select two or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If only one design element is selected, the **Hole** command is not available.

For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

The smaller design element(s) must be completely enclosed by the larger element.

Figure 156: Groups of design elements where hole sewing can be specified

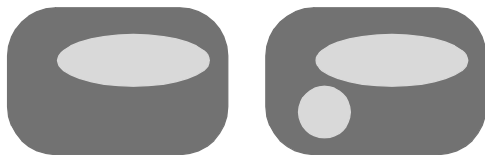
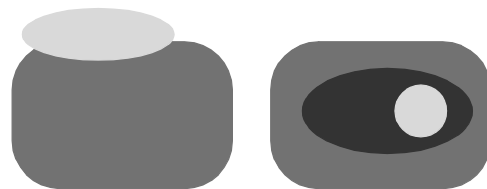


Figure 157: Groups of design elements where hole sewing cannot be specified



- 2 On the **Modify** drop-down menu, click the **Hole** command. A frame appears around the icon beside the **Hole** command.

NOTE: This command is only available if two or more design elements have been selected.

Design elements that have been specified for hole sewing are grouped. In order to change the stitching pattern, color, shape, size or position of one element, select the grouped elements, and then click the **Hole** command on the **Modify** sub-menu to cancel hole sewing.

■ Convert to sub-menu


NOTE: This sub-menu is only available in the Embroidery Design and PS-300A Design modules.



Manual Stitch command

With the **Manual Stitch** command, a design element with stitching that has been generated can be converted to manual stitching, allowing you to move, add and delete specific points of the element.

NOTE: For details on generating stitching, refer to *Chapter 17: Stitch Drop-Down Menu* on page 155.

To convert stitching to manual stitching:

- 1 Using the **Select** tool (), select an outline with stitching that has been generated. A selection frame of “dancing ants” (moving dashes) appears around the outline.

NOTE: If no design element is selected, the commands on the **Convert to** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- 2 On the **Modify** drop-down menu, click **Convert to**. On the **Convert to** sub-menu, click the **Manual Stitch** command. The **Convert To Stitch** dialog box appears.

Figure 158: Convert To Stitch dialog box



- 3 Do any of the following:
 - ◆ To leave the original outline in the design area after converting to manual stitching, select the **Leave Original Outline** check box.
 - ◆ To leave the original stitching with its original properties, select the **Leave Original Property** check box.


NOTE: The **Leave Original Property** check box cannot be selected if the **Leave Original Outline** check box is not selected.



- 4 Click the **OK** button.

Outline command

Use the **Outline** command to create an outline around or along manual stitches or manual feeds (drawn using the **Stitch** tool or **Feed** tool).

To create an outline from manual stitching:

- 1 Using the **Select** tool (), select an element that contains manual stitches or manual feeds. A selection frame of “dancing ants” (moving dashes) appears around the element.

NOTE: If no design element is selected, the commands on the **Convert to** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.


For details on inserting manual stitches or manual feeds, refer to *Using the Stitch tool* on page 124 and *Using the Feed tool* on page 128.



- 2 On the **Modify** drop-down menu, click **Convert to**. On the **Convert to** sub-menu, click the **Outline** command. An outline is created around or along the manual stitches or manual feeds.

Column command

Use the **Column** command to convert a satin stitch or bordering stitch design element to a column, whose outline follows pairs of points that can individually be moved.

To convert a satin-stitched element to a column:

- 1 Using the **Select** tool (), select a satin stitch or bordering stitch element. A selection frame of “dancing ants” (moving dashes) appears around the element.

NOTE: If no design element is selected, the commands on the **Convert to** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

For details on changing properties, refer to ??.

- 2 On the **Modify** drop-down menu, click **Convert to**. On the **Convert to** sub-menu, click the **Column** command. The satin stitch or bordering stitch element is converted to a column and the pairs of points appear with a red line connecting them.

■ Point sub-menu

NOTE: This sub-menu is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules. Instead, the **Smooth** and **Cusp** commands are available directly from the **Modify** drop-down menu.


The commands on the **Point** sub-menu provide various ways of modifying single points in a design element.


Split command

NOTE: This command is not available in the Motif Pattern Design, Gradation Pattern Design and Jagged Edge Pattern Design modules.


With the **Split** command, you can split manual stitches at individual points, allowing the design element to be split or edited.

To separate the stitches that meet at a point:

- 1 Using the **Select Point** tool (), select the point where you wish to split the manual stitch. The selected point changes to a green square.

NOTE: The **Split** command is only available if a point that is not at the end of a manual stitch is selected. For details on selecting a point, refer to *Select Point button* () on page 58.

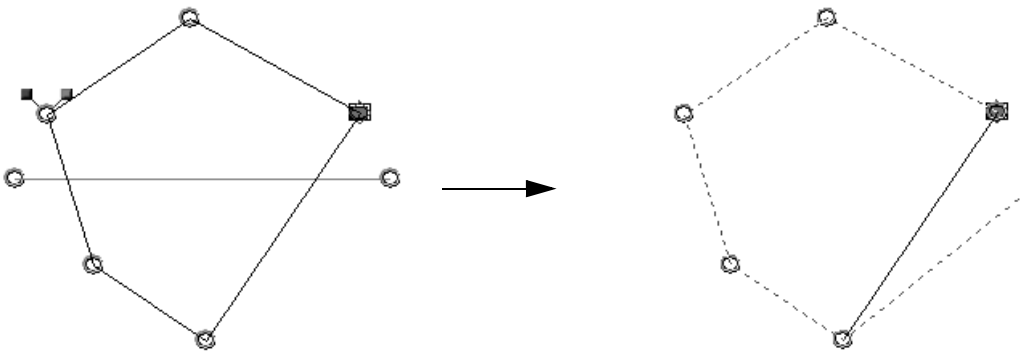
- 2 Do one of the following:

- ◆ On the **Modify** drop-down menu, click **Point**. On the **Point** sub-menu, click the **Split** command.
- ◆ Click the **Split** button () in the **Point** toolbar.
- ◆ Right-click the selected point, and then click the **Split** command in the menu that appeared.

Each manual stitch can be moved separately.

NOTE: After splitting a manual stitch, stitches should be inserted to form lock stitching in order to prevent the stitching from unraveling. For details on inserting manual stitches, refer to *Using the Stitch tool* on page 124.

Figure 159: Example





Connect command

NOTE: This command is not available in the Motif Pattern Design, Gradation Pattern Design and Jagged Edge Pattern Design modules.

The **Connect** command allows you to join two points at the ends of manual stitches, allowing you to connect two design elements.

To connect manual stitches so that they are joined at a point:

- 1 Using the **Select Point** tool (), select the point at the end of the manual stitch that you wish to connect to another point. The selected point changes to a green square.

NOTE: The **Connect** command is only available if a point at the end of a manual stitch is selected. For details on selecting a point, refer to *Select Point button* () on page 58.


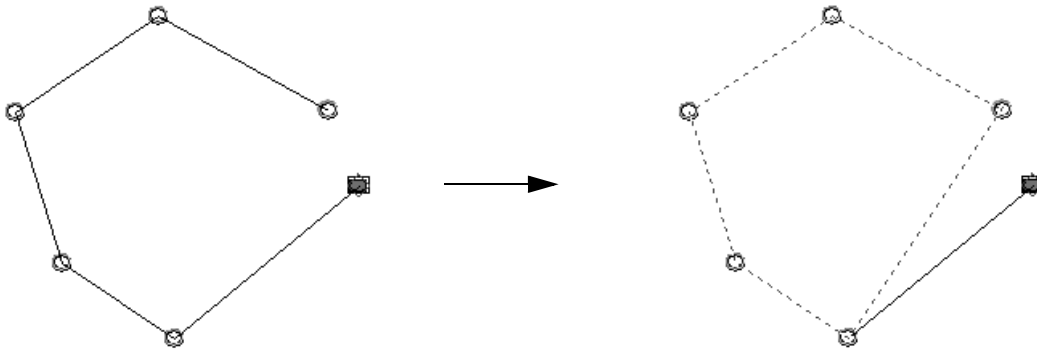
- 2 Do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Point**. On the **Point** sub-menu, click the **Connect** command.
 - ◆ Click the **Connect** button () in the **Point** toolbar.
 - ◆ Right-click the selected point, and then click the **Connect** command in the menu that appeared.
- 3 Click the point where you wish to connect the stitch. The two points are combined into one and the stitches are connected.


Figure 160





Smooth command

The **Smooth** command allows you to round off a corner point between two straight lines in a design element.

To smooth out a corner point:

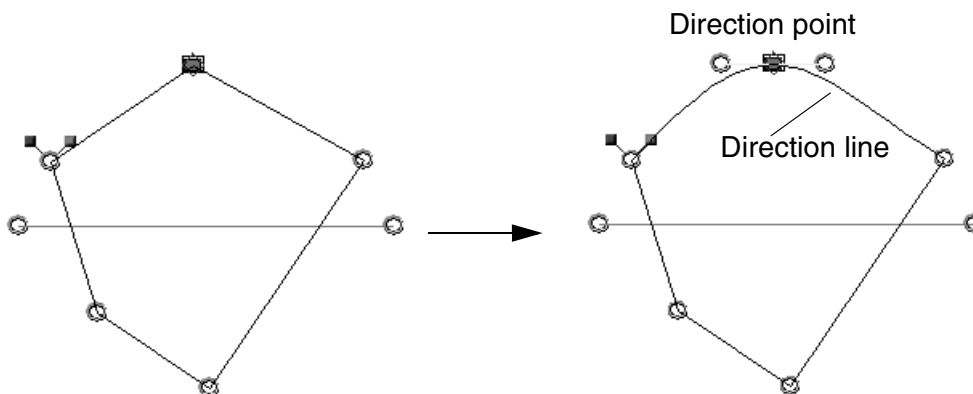
- 1 Using the **Select Point** tool (), select the corner point that you wish to round off. The selected point changes to a green square.

NOTE: The **Smooth** command is only available if a corner point is selected. For details on selecting a point, refer to *Select Point button* () on page 58.

- 2 Do one of the following:
 - ◆ With the Embroidery Design, Tatami Pattern Design, Motif Pattern Design, and PS-300A Design modules: On the **Modify** drop-down menu, click **Point**. On the **Point** sub-menu, click the **Smooth** command.
 - With the Gradation Pattern Design and Jagged Edge Pattern Design modules: On the **Modify** drop-down menu, click the **Smooth** command.
 - ◆ Click the **Smooth** button () in the **Point** toolbar.
 - ◆ Right-click the selected point, and then click the **Smooth** command in the menu that appeared.

The two straight lines that meet at the corner point are smoothed out and a direction line with a direction point on each end appears. The curve can be widened by dragging a direction point to make the direction line longer. The direction of the curve can be adjusted by dragging a direction point to change the angle of the direction line.


Figure 161




Cusp command


The **Cusp** command allows you to straighten a smooth point between two rounded lines in a design element.

To straighten a smooth point:

- 1 Using the **Select Point** tool (), select the smooth point that you wish to straighten. The selected point changes to a green square.

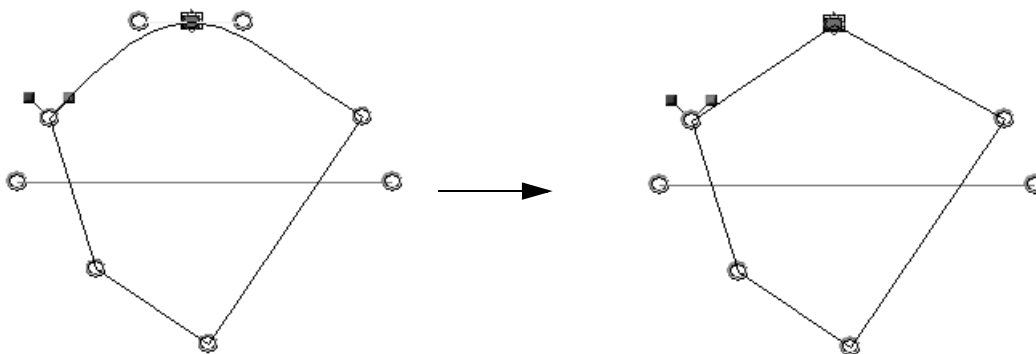
NOTE: The **Cusp** command is only available if a smooth point is selected. For details on selecting a point, refer to *Select Point button* () on page 58.

- 2 Do one of the following:

- ◆ With the Embroidery Design, Tatami Pattern Design, Motif Pattern Design, and PS-300A Design modules: On the **Modify** drop-down menu, click **Point**. On the **Point** sub-menu, click the **Cusp** command.
- With the Gradation Pattern Design and Jagged Edge Pattern Design modules: On the **Modify** drop-down menu, click the **Cusp** command.
- ◆ Click the **Cusp** button () in the **Point** toolbar.
- ◆ Right-click the selected point, and then click the **Cusp** command in the menu that appeared.

The two rounded lines that meet at the smooth point are straightened out.

Figure 162



■ Resize command



NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

With the **Resize** command, the size of a design element can be enlarged or reduced to specific dimensions (in millimeters) or to a percentage of the original size.

NOTE: The design element(s) can also be enlarged or reduced by dragging a handle (circle) on the selection frame around the selected element(s). For more details on manually resizing the design element, refer to *Resizing design elements* on page 44.

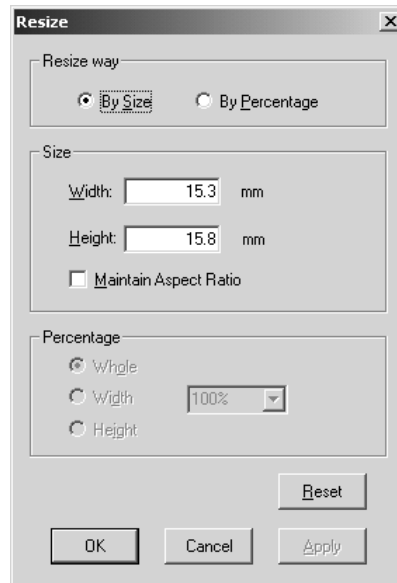
To resize design elements:

- 1 Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Resize** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- 2 On the **Modify** drop-down menu, click the **Resize** command. The **Resize** dialog box appears.

Figure 163: Resize dialog box



- 3 In the **Resize way??** group box, select whether to resize the element to a specific dimension (**By Size**) or to a percentage of the original size (**By Percentage**).
- 4 Do one of the following:
 - ◆ If **By Size** was selected, type the desired width in the **Width** box and the desired height in the **Height** box. To maintain the element’s current height-to-width proportion, select the **Maintain Aspect Ratio** check box.

- ◆ If **By Percentage** was selected, type or select the desired percentage, and then do one of the following:

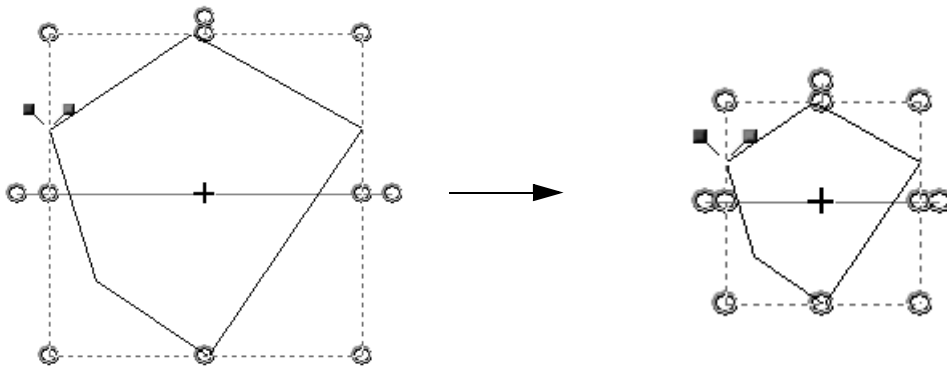
- ◆ Select **Whole** to resize both the width and height of the element.
- ◆ Select **Width** to resize just the width of the element.
- ◆ Select **Height** to resize just the height of the element.

NOTE: To revert the settings in the dialog box to the software defaults, click the **Reset** button.

- 5 Click the **OK** button.

NOTE: To apply the new settings without closing the **Resize** dialog box, click the **Apply** button.

Figure 164



■ Rotate sub-menu



NOTE: This sub-menu is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

Use the commands on the **Rotate** sub-menu to rotate design elements in any direction.

NOTE: If the design element(s) do not contain an image, the element(s) can also be rotated by dragging the rotation handle (circle that extends from the selection frame around the selected element(s)). For more details on manually rotating the design element, refer to *Rotating design elements* on page 44.

To rotate design elements:

- 1 Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

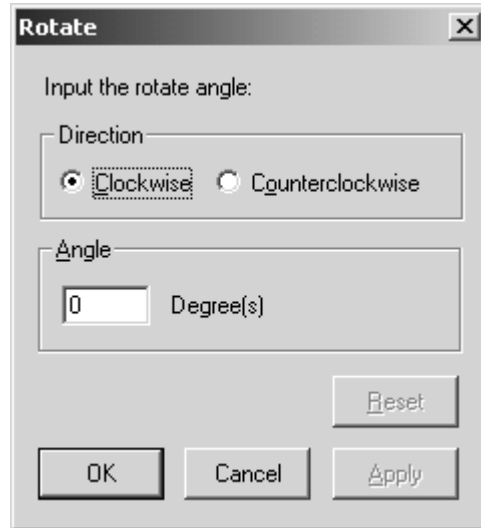
NOTE: If no design element is selected, the commands on the **Rotate** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- 2 Do one of the following:

- ◆ On the **Modify** drop-down menu, click **Rotate**. On the **Rotate** sub-menu, do one of the following:
 - ◆ To rotate the design element(s) 30°, 45°, 90° or 180° counterclockwise, click the desired rotation angle.

- ◆ To specify the rotation angle and direction for the design element(s), click the **Other** command. The **Rotate** dialog box appears.

Figure 165: Rotate dialog box



In the **Direction** group box, select the desired rotation direction. In the **Angle** group box, type the desired rotation angle. Then, click the **OK** button to apply the specified settings.

NOTE: To revert the settings in the **Rotate** dialog box to the software defaults, click the **Reset** button.

To apply the new settings without closing the **Rotate** dialog box, click the **Apply** button.


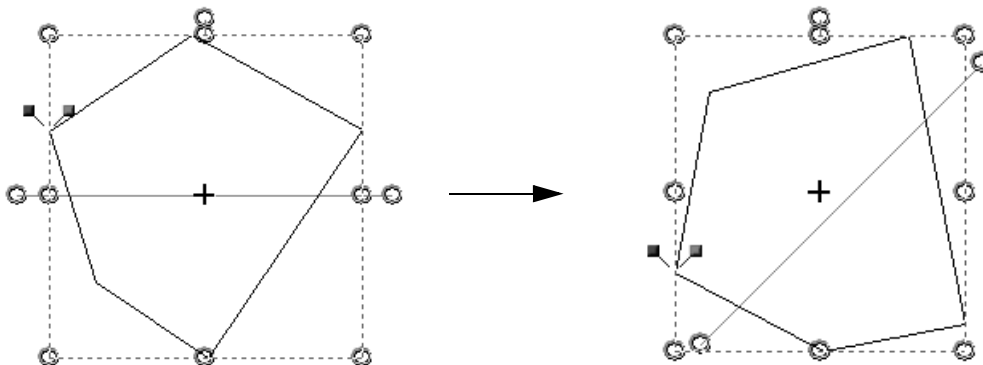
- ◆ Click the **Rotate** button () in the **Modify** toolbar. The **Rotate** dialog box appears. In the **Direction** group box, select the desired rotation direction. In the **Angle** group box, type the desired rotation angle. Then, click the **OK** button to apply the specified settings.

Figure 166



■ Flip sub-menu

NOTE: This sub-menu is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

The commands on the **Flip** sub-menu allow you to flip the selected design element(s) vertically or horizontally so that they appear as mirror images.

To flip design elements:

- 1 Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the commands on the **Flip** sub-menu are not available. For details on selecting design elements, refer to *Select button*

() & *Lasso button* () on page 58.

- 2 Do one of the following:



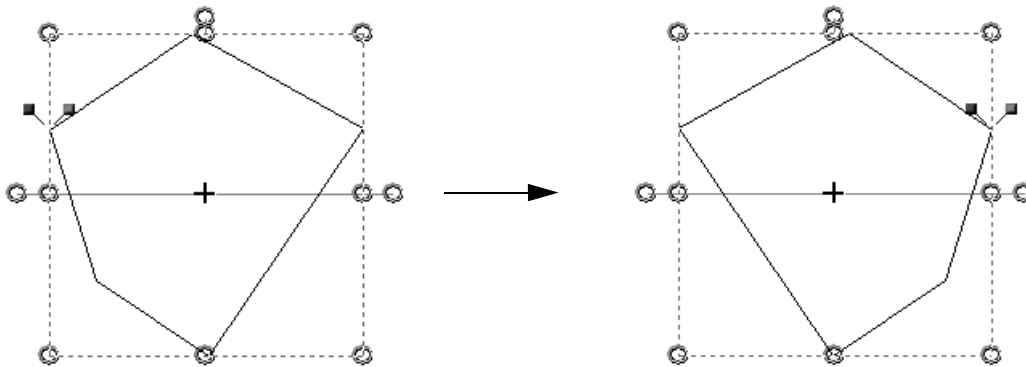
- ◆ On the **Modify** drop-down menu, click **Flip**. On the **Flip** sub-menu, do one of the following:
 - ◆ To flip the selected design element(s) vertically, click the **Vertical** command.
 - ◆ To flip the selected design element(s) horizontally, click the **Horizontal** command.
- ◆ To flip the selected design element(s) vertically, click the **Vertical Flip** button () in the **Modify** toolbar.
- ◆ To flip the selected design element(s) horizontally, click the **Horizontal Flip** button () in the **Modify** toolbar.

Figure 167





■ Union command

NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.


The **Union** command allows you to create a single element by combining the outlines of two or more intersecting design elements.

To unite design elements:

- 1 Select two or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Union** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

② Do one of the following:

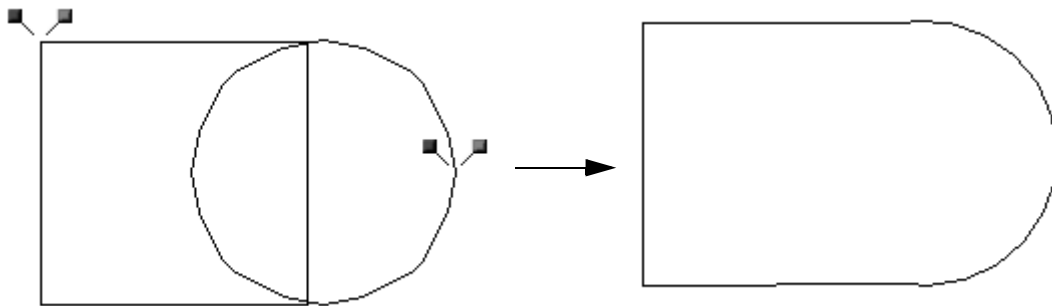
- ◆ On the **Modify** drop-down menu, click the **Union** command.
- ◆ Click the **Union** button () in the **Modify** toolbar.

A new design element is created with an outline that traces over the outline of all selected elements as if they were a single element.

NOTE: The original design elements are not deleted.

Any design element that is either fully enclosed within another element or is not closed is ignored.

Figure 168: Example





■ Separating Overlap command

NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.


The **Separating Overlap** command allows you to create separate elements from the individual components of two or more intersecting design elements.

To separate design elements into their components:

- ① Select two or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Separating Overlap** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

② Do one of the following:

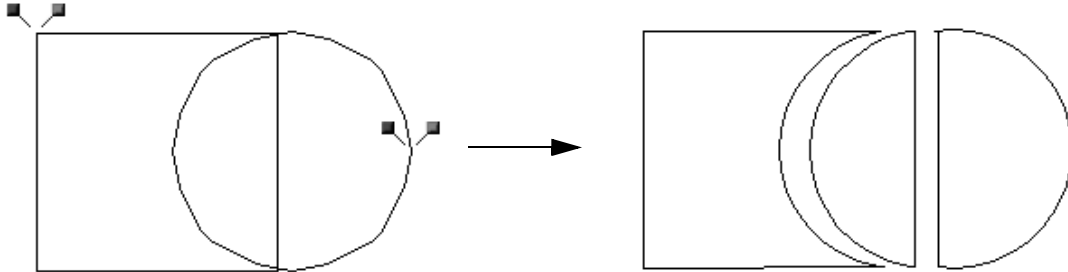
- ◆ On the **Modify** drop-down menu, click the **Separating Overlap** command.
- ◆ Click the **Separating Overlap** button () in the **Modify** toolbar.

New design elements are created with each separate component of the intersecting elements.

NOTE: The original design elements are not deleted.

Any design element that is fully enclosed within another element is ignored. To cut an area out of a design element, click the **Hole** command on the **Modify** drop-down menu. For more details, refer to *Hole command* on page 138.

Figure 169: Example





■ Offset command

NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

With the **Offset** command, an outline of the selected design element(s) can be created with a specified offset.

To create an outline of the selected design element(s):

- ① Select one or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Offset** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.


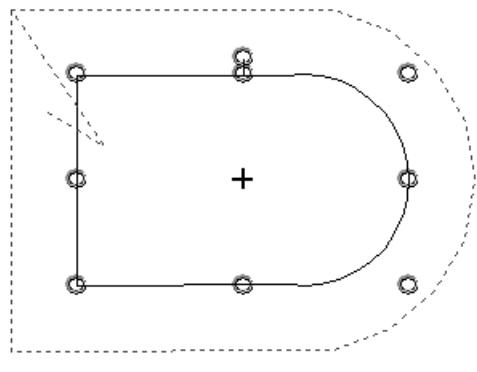
- ② Do one of the following:
 - ◆ On the **Modify** drop-down menu, click the **Offset** command.
 - ◆ Click the **Offset** button () in the **Modify** toolbar.
- ③ Drag the pointer until the new design element appears with the desired offset.

Figure 170



4 Do one of the following:

- ◆ To create the new design element as it appears, hold down the keyboard's Shift key, and then release the mouse button.
- ◆ To specify an offset value, release the mouse button. The **Offset** dialog box appears.

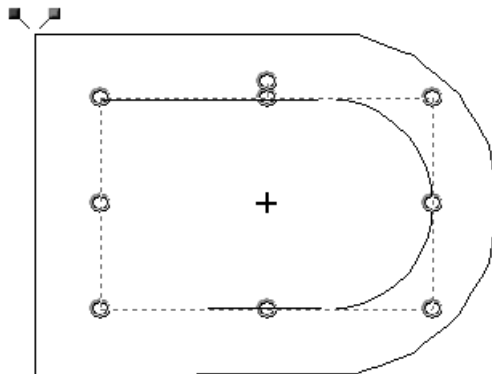
Figure 171: Offset dialog box



In the box, type the desired amount of offset (in millimeters), and then click the **OK** button.

NOTE: The original design elements are not deleted.

Figure 172





■ Alignment sub-menu

NOTE: This sub-menu is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

Use the commands on the **Alignment** sub-menu to align two or more design elements and to equally space three or more design elements.

To align design elements:

- 1 Select two or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If only one design element is selected, the commands on the **Alignment** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

2 Do one of the following:


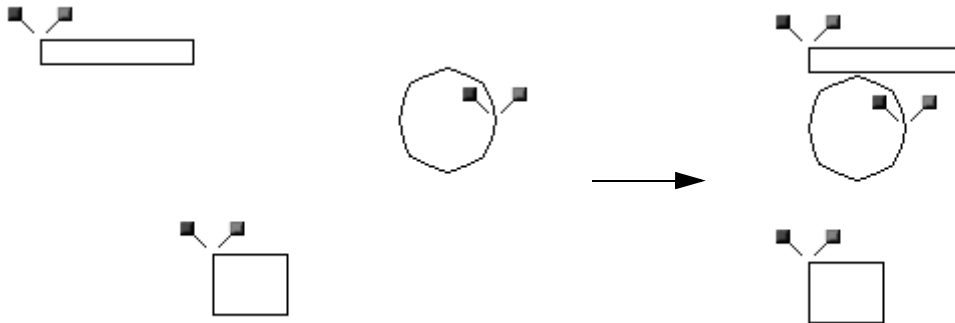
- ◆ To align the left sides of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Align Left** command.
 - ◆ Click the **Align Left** button () in the **Alignment** toolbar.
- The design elements are aligned on the left side of the selection frame.

Figure 173: Example




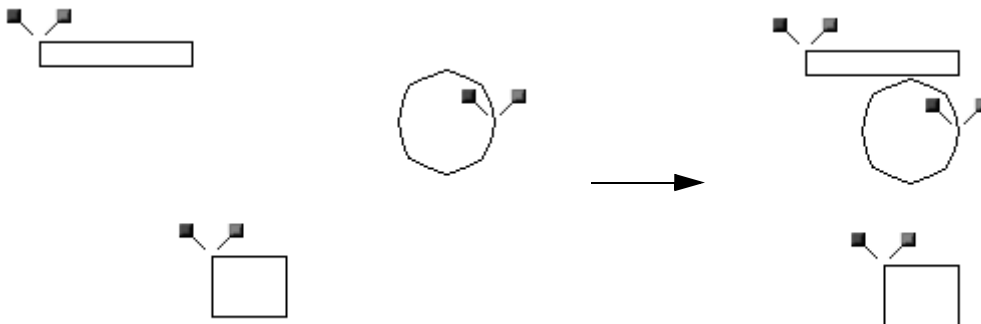

- ◆ To align the right sides of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Align Right** command.
 - ◆ Click the **Align Right** button () in the **Alignment** toolbar.
- The design elements are aligned on the right side of the selection frame.

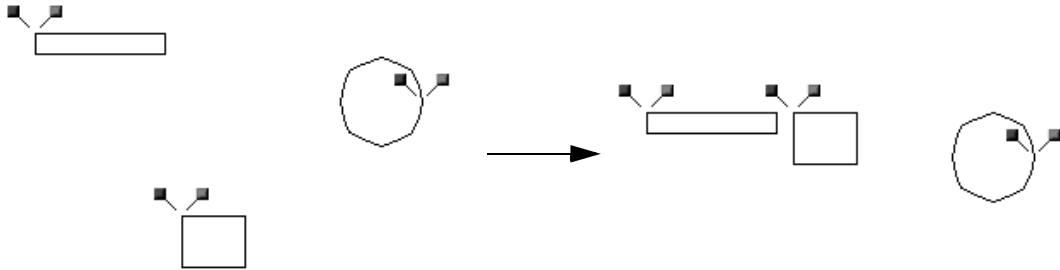
Figure 174: Example



- ◆ To align the top edges of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Align Top** command.
 - ◆ Click the **Align Top** button () in the **Alignment** toolbar.

The design elements are aligned on the top edge of the selection frame.

Figure 175: Example




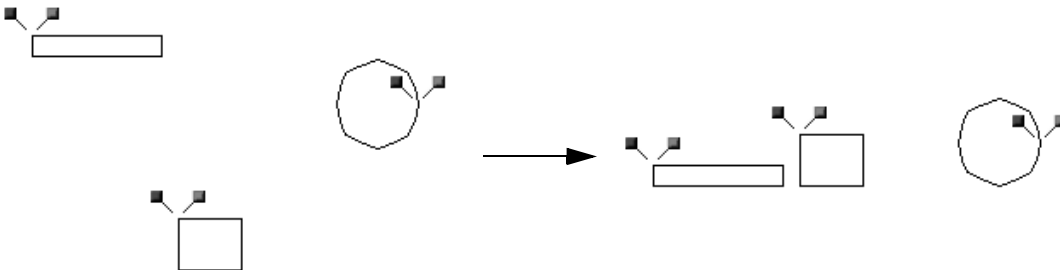

- ◆ To align the bottom edges of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Align Bottom** command.
 - ◆ Click the **Align Bottom** button () in the **Alignment** toolbar.
- The design elements are aligned on the bottom edge of the selection frame.

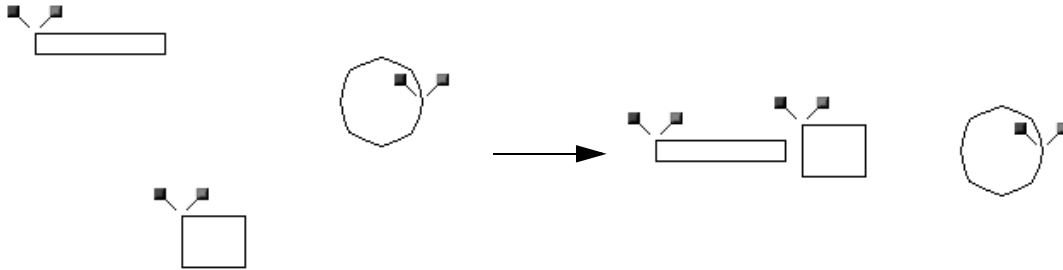
Figure 176: Example



- ◆ To align the top/bottom centers of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Vertical Center** command.
 - ◆ Click the **Vertical Center** button () in the **Alignment** toolbar.

The design elements are aligned on the top/bottom center of the selection frame.

Figure 177: Example




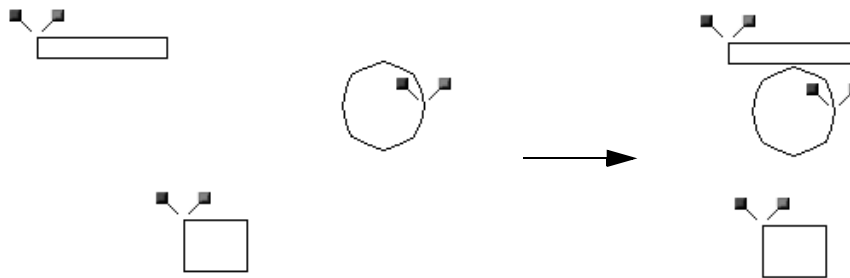


- ◆ To align the left/right centers of the selected design elements, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Horizontal Center** command.
 - ◆ Click the **Horizontal Center** button () in the **Alignment** toolbar.
- The design elements are aligned on the left/right center of the selection frame.


Figure 178: Example



To equally space design elements:

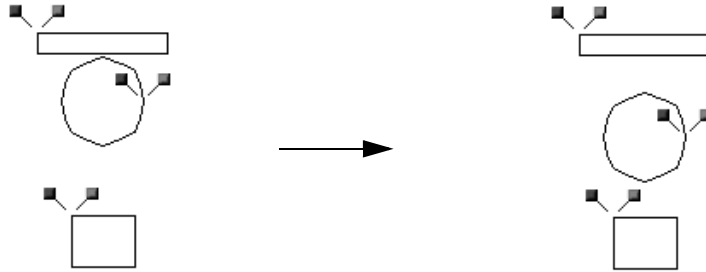
- ① Select three or more design elements. A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If only one design element is selected, the commands on the **Alignment** sub-menu are not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.

- ② Do one of the following:
 - ◆ To arrange the selected design elements so that they are equally spaced vertically, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Vertical Equal Space** command.
 - ◆ Click the **Vertical Equal Space** button () in the **Alignment** toolbar.

The design elements are equally spaced vertically within the selection frame.

Figure 179: Example




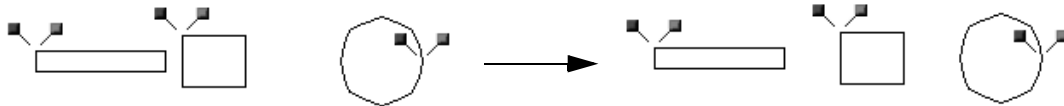
- ◆ To arrange the selected design elements so that they are equally spaced horizontally, do one of the following:
 - ◆ On the **Modify** drop-down menu, click **Alignment**. On the **Alignment** sub-menu, click the **Horizontal Equal Space** command.
 - ◆ Click the **Horizontal Equal Space** button () in the **Alignment** toolbar.
- The design elements are equally spaced horizontally within the selection frame.

Figure 180: Example



Chapter 17: Stitch Drop-Down Menu

NOTE: This menu is only available in the Embroidery Design and PS-300A Design modules.

Once the design is drawn as you wish, use the commands on the **Stitch** drop-down menu to generate or update the stitching.

■ Generate All command

To generate the stitching for all elements in the design:


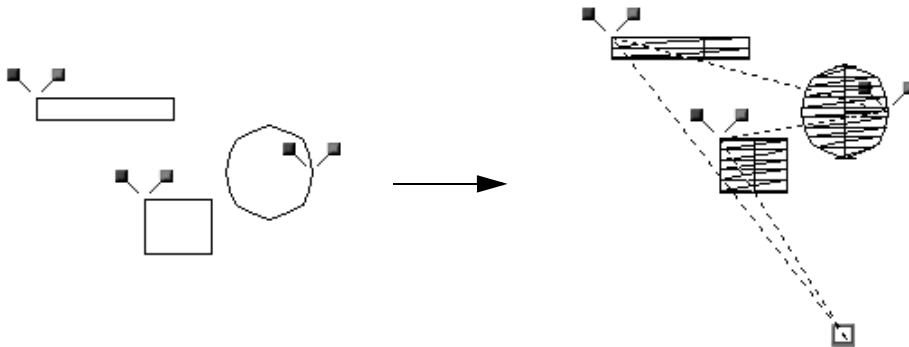






- Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Generate All** command.
 - ◆ Click the **Generate All** button () in the **Stitch** toolbar.


Figure 181



To automatically generate the stitching for all elements in the design (even after design elements are changed):

- Do one of the following:
 - ◆ On the **Stitch** drop-down menu, double-click the **Generate All** command. A frame appears around the icon beside the **Generate All** command.
 - ◆ Double-click the **Generate All** button () in the **Stitch** toolbar. The **Generate All** button appears selected.

NOTE: If the **Generate All** command (or **Generate All** button ()) is double-clicked, the **Generate Update** command, **Generate Select** command, **Clear All Stitches** command and **Clear Selected Stitches** command (or **Generate Update** button (), **Generate Selected** button (), **Clear All** button () and **Clear Selected** button ()) are unavailable.

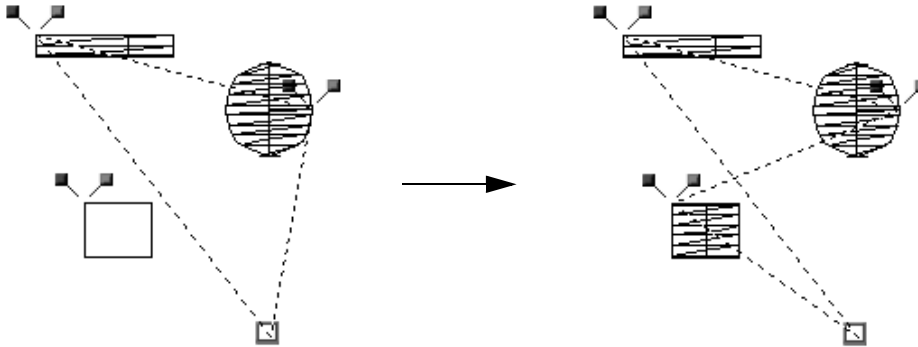
To cancel the automatic generating of stitching for all elements in the design, click the **Generate All** command (or **Generate All** button ()) once.

■ Generate Update command

To update the stitching for all elements in the design:


- Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Generate Update** command.
 - ◆ Click the **Generate Update** button () in the **Stitch** toolbar.

Figure 182





■ Generate Select command

To generate the stitching for only the selected design element(s):

- 1 Using the **Select** tool (), select the design element(s). A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Generate Select** command is not available.

For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.


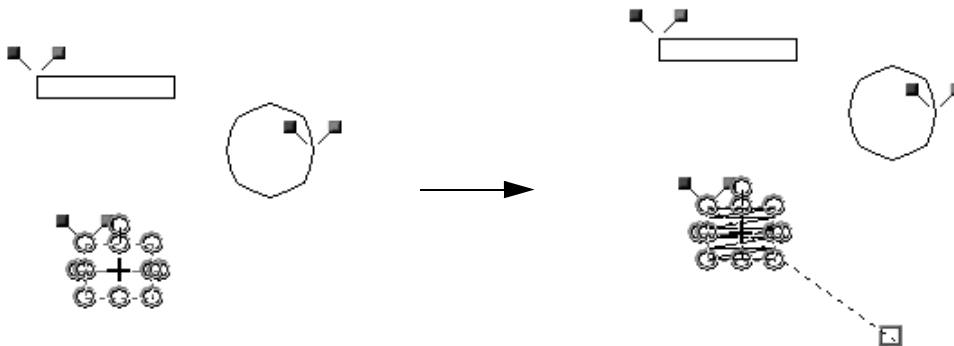
- 2 Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Generate Select** command.
 - ◆ Click the **Generate Selected** button () in the **Stitch** toolbar.

Figure 183



■ Clear All Stitches command

To clear the stitching for all elements in the design:


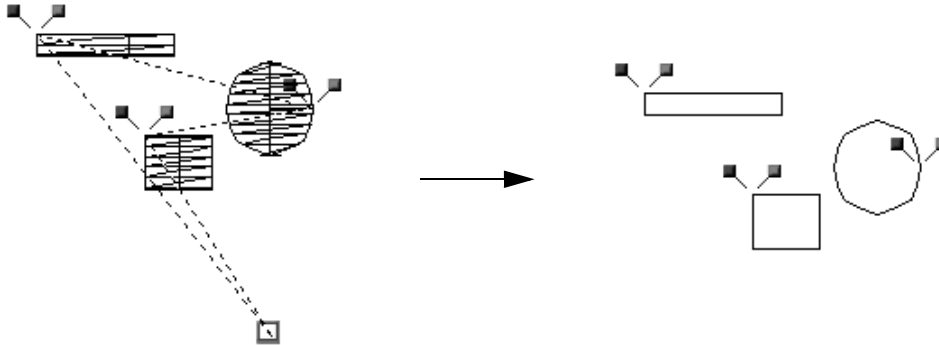

- Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Clear All Stitches** command.
 - ◆ Click the **Clear All** button () in the **Stitch** toolbar.



Figure 184



■ Clear Selected Stitches command

To clear the stitching for only the selected design element(s):

- ① Using the **Select** tool (), select the design element(s). A selection frame of “dancing ants” (moving dashes) appears around the element(s).

NOTE: If no design element is selected, the **Clear Selected Stitches** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.


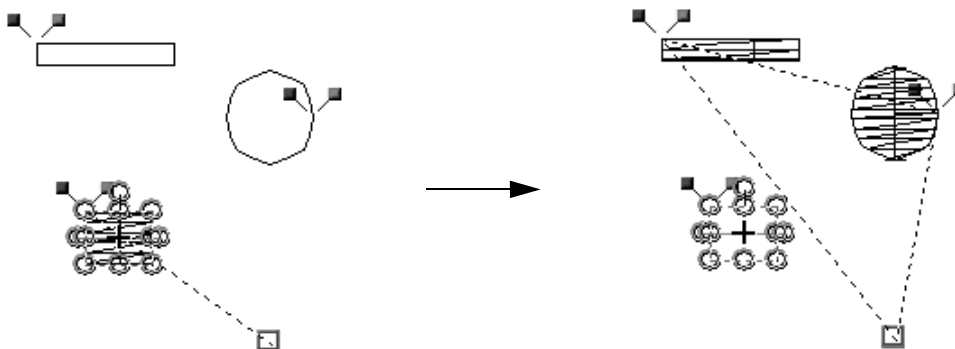
- ② Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Clear Selected Stitches** command.
 - ◆ Click the **Clear Selected** button () in the **Stitch** toolbar.


Figure 185





■ Wizard command

Use the **Stitch Wizard** to specify the stitches that will be generated if a design shape is selected or to create outlines or stitches if an image is selected.

To specify the stitches that will be generated for the selected design shape(s):

- ① Using the **Select** tool (), select the design shape(s). A selection frame of “dancing ants” (moving dashes) appears around the shape(s).

NOTE: If no design element is selected, the **Wizard** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.





- ② Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Wizard** command.
 - ◆ Click the **Stitch Wizard** button () in the **Stitch** toolbar.
 The **Stitch Wizard** dialog box appears.


Figure 186: Stitch Wizard dialog box





- ③ Do any of the following:
 - ◆ To select a stitch to be generated, select the name of a stitch in the **Stitch Property Items** list, and then click  .
 - ◆ To cancel a stitch from being generated, select the name of a stitch in the **Selected Items** list, and then click  .
- ④ Click the **OK** button to apply the specified settings.

NOTE: If the **Generate All** command (or **Generate All** button ()) has not been double-clicked to automatically regenerate the stitching, click the necessary command on the **Stitch** drop-down menu to update the stitching.

To create outlines or stitches for a selected image:

- ① Using the **Select** tool (), select the image. A selection frame of “dancing ants” (moving dashes) appears around the image.

NOTE: If no design element is selected, the **Wizard** command is not available. For details on selecting design elements, refer to *Select button* () & *Lasso button* () on page 58.


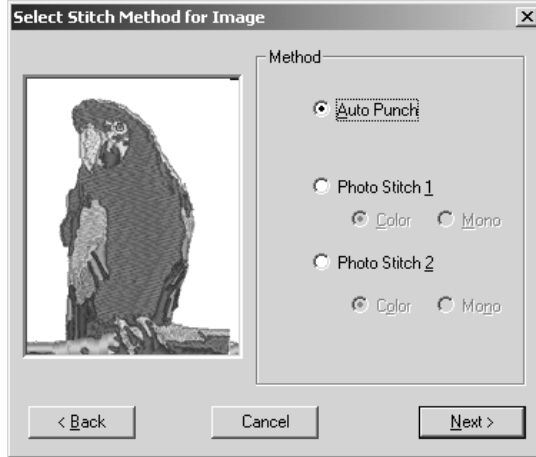
- 2 Do one of the following:
 - ◆ On the **Stitch** drop-down menu, click the **Wizard** command.
 - ◆ Click the **Stitch Wizard** button () in the **Stitch** toolbar.
- The **Select Stitch Method for Image** dialog box appears.

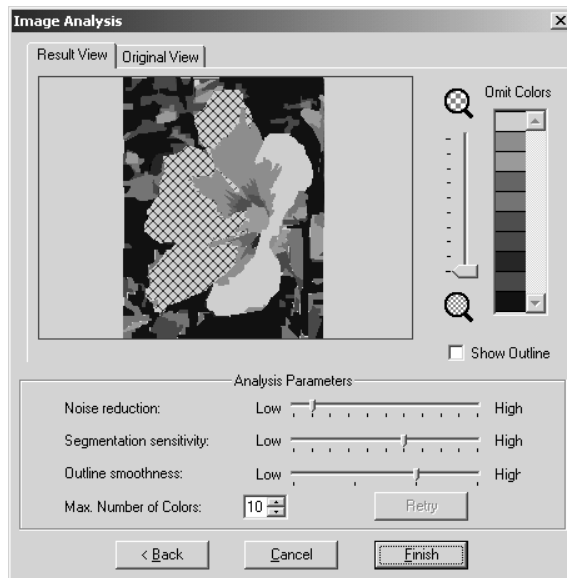
Figure 187: Select Stitch Method for Image dialog box





Select how the image will be converted (**Auto Punch** to automatically extract the image boundaries, **Photo Stitch 1** to automatically create realistic photo embroidery in color or black and white, or **Photo Stitch 2** to automatically create realistic photo embroidery in 4 colors (**Color**) or 1 color (**Mono**)), and then make the desired settings in the dialog boxes that appear to display the embroidery design in the main window. (For more details, refer to *Auto Punch settings* on page 159, *Photo Stitch 1/Color settings* on page 160, *Photo Stitch 1/Mono settings* on page 164, *Photo Stitch 2/Color settings* on page 168 or *Photo Stitch 2/Mono settings* on page 171.)

Auto Punch settings

Figure 188: Image Analysis dialog box



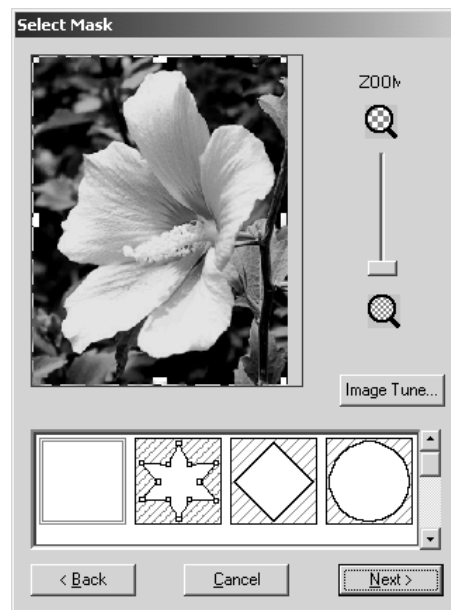
- ◆ To select areas of the design that will not be sewn, click them so that they are filled with a crosshatch pattern.
- ◆ To enlarge the design so that details can be viewed, move the slider toward .
- ◆ To reduce the design so that the entire design can be viewed, move the slider toward .
- ◆ To omit specific colors from the embroidery design, click the color in the **Omit Colors** list. Colors that are crossed out are specified to not be sewn.
- ◆ To display the outline extracted from the image, select the **Show Outline** check box.
- ◆ To adjust the level of noise that is removed from the image, move the **Noise reduction** slider to the desired setting.
- ◆ To adjust the sensitivity for determining how areas are separated, move the **Segmentation sensitivity** slider to the desired setting.
- ◆ To adjust the smoothness of the extracted outline, move the **Outline smoothness** slider to the desired setting.
- ◆ To specify the maximum number of colors used, type or select the desired number in the **Max. Number of Colors** box.
- ◆ To reconvert the image after changing any of the settings in the **Analysis Parameters** group box, click the **Retry** button.

NOTE: If the **Retry** button is not clicked after the desired settings in the **Analysis Parameters** group box are changed, the new settings will not be applied when the image is converted.

- ◆ To display the original image, click the **Original View** tab.
- ◆ To display the converted image as an embroidery design in the main window, click the **Finish** button.

Photo Stitch 1/Color settings

Figure 189: Select Mask dialog box






- ◆ To enlarge the design so that details can be viewed, move the **ZOOM** slider toward .
- ◆ To reduce the design so that the entire design can be viewed, move the **ZOOM** slider toward .
- ◆ To trim the image into a different shape, select the desired mask shape from the list at the bottom of the dialog box.
- ◆ To create a specific mask shape, select , and then do any of the following:
 - ◆ To move a point, move the pointer over a handle (small square) on the selection frame that appears, and then drag the handle to the desired location.
 - ◆ To add a point, click on the selection frame.
 - ◆ To delete a point, select the desired point, and then press the keyboard's Delete key.
 - ◆ To adjust the sharpness, brightness or contrast of the original image, click the **Image Tune** button. The **Image Tune** dialog box appears.

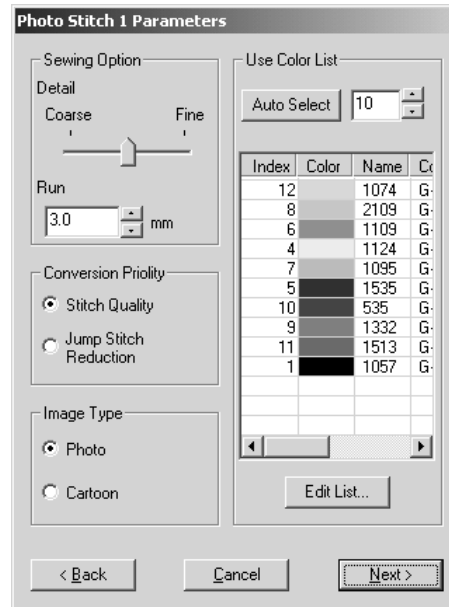
Figure 190: Image Tune dialog box



Move the sliders to adjust the image as desired, and then click the **OK** button.

- ◆ To apply the settings selected in the **Select Mask** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Color** method, click the **Next** button. The **Photo Stitch 1 Parameters** dialog box appears.

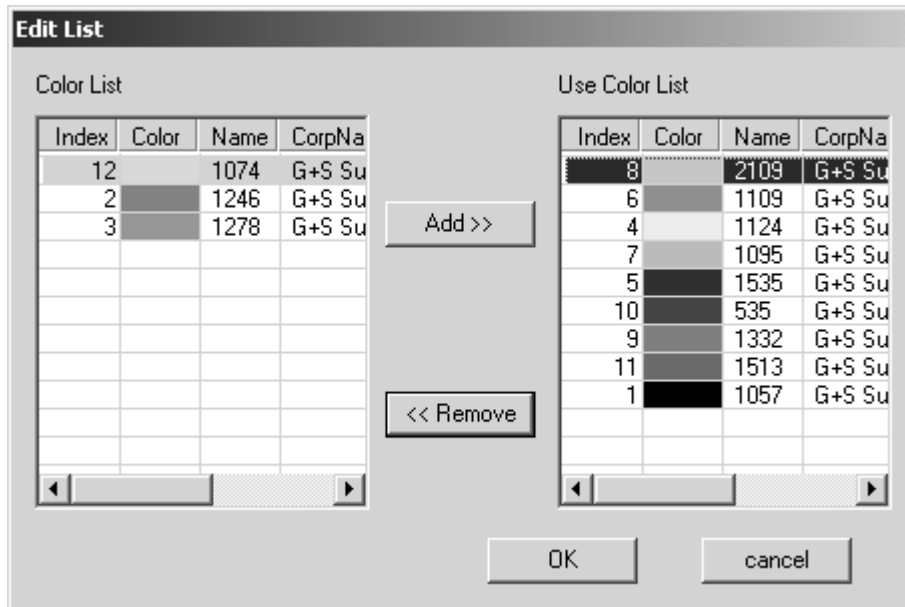
Figure 191: Photo Stitch 1 Parameters dialog box



- ◆ To adjust how detailed the embroidery data will be, move the **Detail** slider to the desired setting.
NOTE: Selecting a setting close to **Fine** creates more details in the design and increases the number of stitches.
- ◆ To adjust the minimum sewing pitch used in the pattern, type or select the desired value in the **Run** box.
- ◆ In **Conversion Priority** group box, select whether to give priority to **Stitch Quality**, which will result in many jump stitches, or **Jump Stitch Reduction**, which will reduce complications during embroidering, but will also slightly reduce the stitching quality.
- ◆ In the **Image Type** group box, select whether the image is a photograph (**Photo**) so that the thread colors will be mixed, giving the design a more natural look, or an illustration (**Cartoon**) so that the thread colors will not be mixed, giving the design a more simply colored look.
- ◆ To specify the maximum number of colors used, type or select the desired number in the **Use Color List** box.
- ◆ To automatically select the most appropriate thread colors, click the **Auto Select** button.
NOTE: The selected thread colors appear in the list in order of their brightness levels, which is also the order that they will be sewn. The order cannot be changed. In addition, a maximum number of 50 colors can appear in the list.

- ◆ To manually specify the thread colors that will be used, click the **Edit List** button. The **Edit List** dialog box appears.

Figure 192: Edit List dialog box



Do any of the following:

- ◆ To add a color to the **Use Color List**, select the desired color from the **Color List**, and then click the **Add** button. The color is moved from the **Color List** to the **Use Color List**.
- ◆ To remove a color from the **Use Color List**, select the desired color from the **Use Color List**, and then click the **Remove** button. The color is moved back from the **Use Color List** to the **Color List**.

NOTE: The selected thread colors appear the lists in the order of their brightness levels, which is also the order that they would be sewn. The order cannot be changed. In addition, a maximum number of 50 colors can appear in the **Use Color List**.

To apply the changes to the list of colors that will be used, click the **OK** button.

- ◆ To apply the settings selected in the **Photo Stitch 1 Parameters** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Color** method, click the **Next** button. The **Preview** dialog box appears.

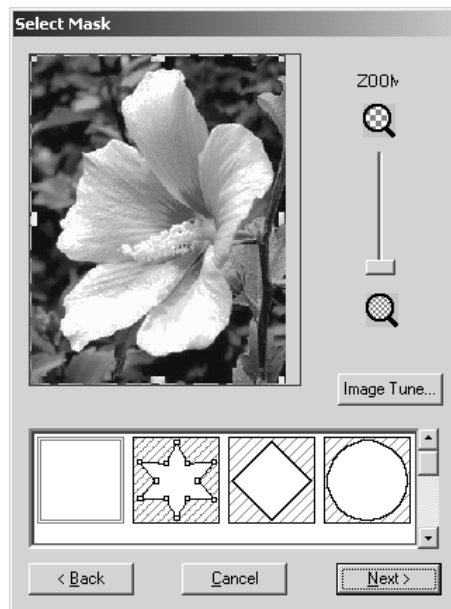
Figure 193: Preview dialog box





- ◆ To display the converted image as an embroidery design in the main window, click the **Finish** button.

Photo Stitch 1/Mono settings

Figure 194: Select Mask dialog box



- ◆ To enlarge the design so that details can be viewed, move the **ZOOM** slider toward .
- ◆ To reduce the design so that the entire design can be viewed, move the **ZOOM** slider toward .


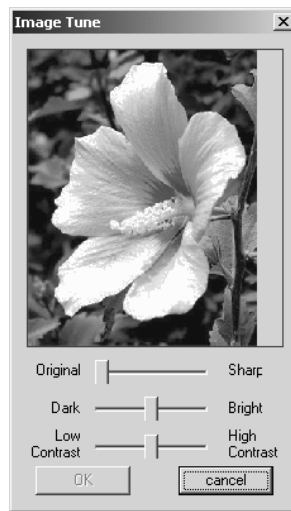
- ◆ To trim the image into a different shape, select the desired mask shape from the list at the bottom of the dialog box.
- ◆ To create a specific mask shape, select , and then do any of the following:
 - ◆ To move a point, move the pointer over a handle (small square) on the selection frame that appears, and then drag the handle to the desired location.
 - ◆ To add a point, click on the selection frame.
 - ◆ To delete a point, select the desired point, and then press the keyboard's Delete key.
- ◆ To adjust the sharpness, brightness or contrast of the original image, click the **Image Tune** button. The **Image Tune** dialog box appears.

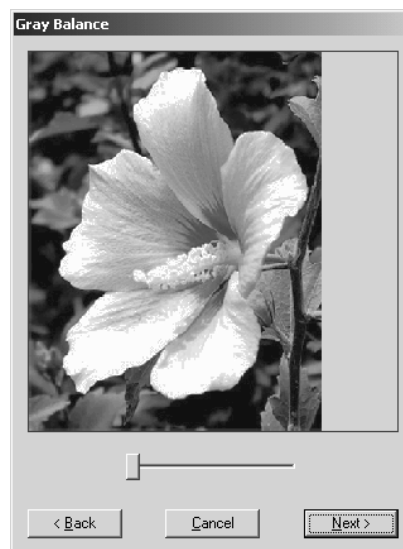
Figure 195: Image Tune dialog box



Move the sliders to adjust the image as desired, and then click the **OK** button.

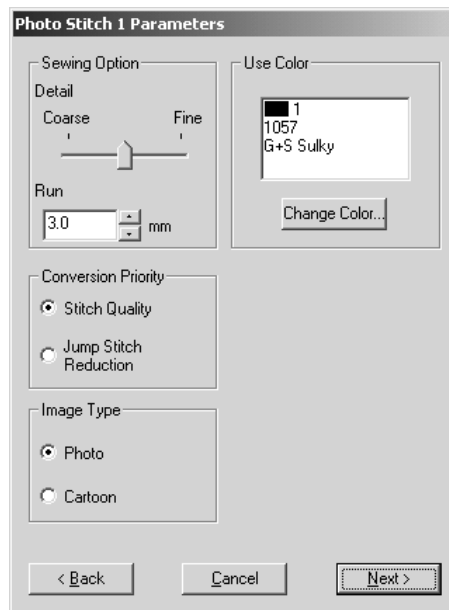
- ◆ To apply the settings selected in the **Select Mask** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Mono** method, click the **Next** button. The **Gray Balance** dialog box appears.

Figure 196: Gray Balance dialog box

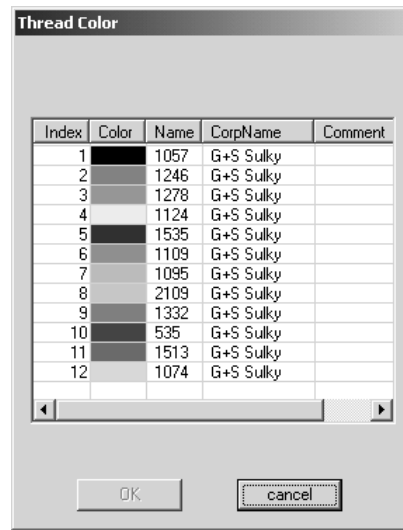


- ◆ To specify the parts of the image that embroidery data will be created for, move the slider until the desired parts remain in black. (Embroidery data will not be created for any part of the image that becomes white.)
- ◆ To apply the setting selected in the **Gray Balance** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Mono** method, click the **Next** button. The **Photo Stitch 1 Parameters** dialog box appears.

Figure 197: Photo Stitch 1 Parameters dialog box



- ◆ To adjust how detailed the embroidery data will be, move the **Detail** slider to the desired setting.
 NOTE: Selecting a setting close to **Fine** creates more details in the design and increases the number of stitches.
- ◆ To adjust the minimum sewing pitch used in the pattern, type or select the desired value in the **Run** box.
- ◆ In **Conversion Priority** group box, select whether to give priority to **Stitch Quality**, which will result in many jump stitches, or **Jump Stitch Reduction**, which will reduce complications during embroidering, but will also slightly reduce the stitching quality.
- ◆ In the **Image Type** group box, select whether the image is a photograph (**Photo**) so that the thread colors will be mixed, giving the design a more natural look, or an illustration (**Cartoon**) so that the thread colors will not be mixed, giving the design a more simply colored look.
- ◆ To change the thread color that will be used to create the embroidery design, click the **Change Color** button. The **Thread Color** dialog box appears.

Figure 198: Thread Color dialog box

Select the desired thread color from the list, and then click the **OK** button.

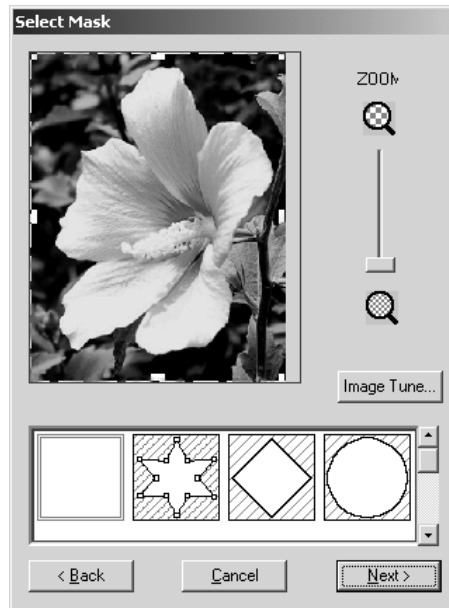
- ◆ To apply the settings selected in the **Photo Stitch 1 Parameters** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Mono** method, click the **Next** button. The **Preview** dialog box appears.

Figure 199: Preview dialog box

- ◆ To display the converted image as an embroidery design in the main window, click the **Finish** button.

Photo Stitch 2/Color settings

Figure 200: Select Mask dialog box






- ◆ To enlarge the design so that details can be viewed, move the **ZOOM** slider toward .
- ◆ To reduce the design so that the entire design can be viewed, move the **ZOOM** slider toward .
- ◆ To trim the image into a different shape, select the desired mask shape from the list at the bottom of the dialog box.
- ◆ To create a specific mask shape, select , and then do any of the following:
 - ◆ To move a point, move the pointer over a handle (small square) on the selection frame that appears, and then drag the handle to the desired location.
 - ◆ To add a point, click on the selection frame.
 - ◆ To delete a point, select the desired point, and then press the keyboard's Delete key.
- ◆ To adjust the sharpness, brightness or contrast of the original image, click the **Image Tune** button. The **Image Tune** dialog box appears.

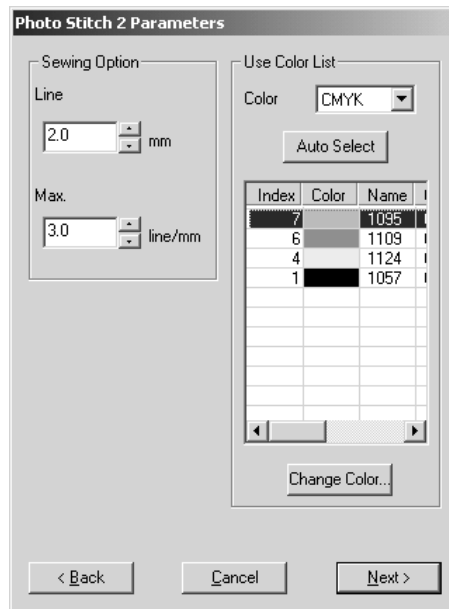
Figure 201: Image Tune dialog box



Move the sliders to adjust the image as desired, and then click the **OK** button.

- ◆ To apply the settings selected in the **Select Mask** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 2/Color** method, click the **Next** button. The **Photo Stitch 2 Parameters** dialog box appears.

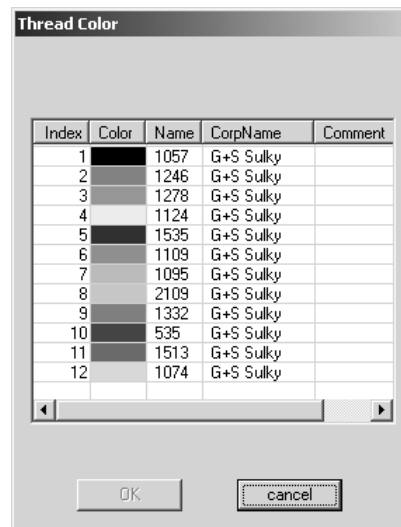
Figure 202: Photo Stitch 2 Parameters dialog box



- ◆ To specify the spacing of parallel lines used to create the embroidery design, type or select the desired value in the **Line** box.
- ◆ To specify maximum stitch density for areas of the embroidery design sewn with the zigzag stitch, type or select the desired value in the **Max.** box.

- ◆ To specify the four colors used from those available (cyan (C), magenta (M), yellow (Y), black (K), red (R), green (G) and blue (B)), select the desired combination from the **Color** drop-down list.
- ◆ To automatically select the most appropriate thread colors from the selected thread color combination, click the **Auto Select** button. The selected thread colors appear in the **Use Color List**.
- ◆ To change the thread colors that will be used to create the embroidery design, select a color in the **Use Color List**, and then click the **Change Color** button. The **Thread Color** dialog box appears.

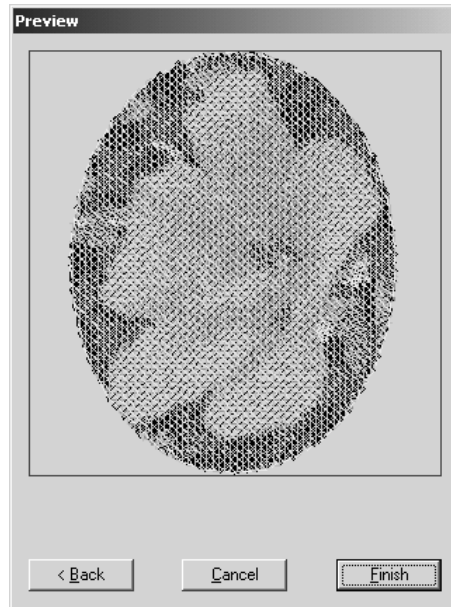
Figure 203: Thread Color dialog box



Select the desired thread colors from the list, and then click the **OK** button.

- ◆ To apply the settings selected in the **Photo Stitch 2 Parameters** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 2/Color** method, click the **Next** button. The **Preview** dialog box appears.

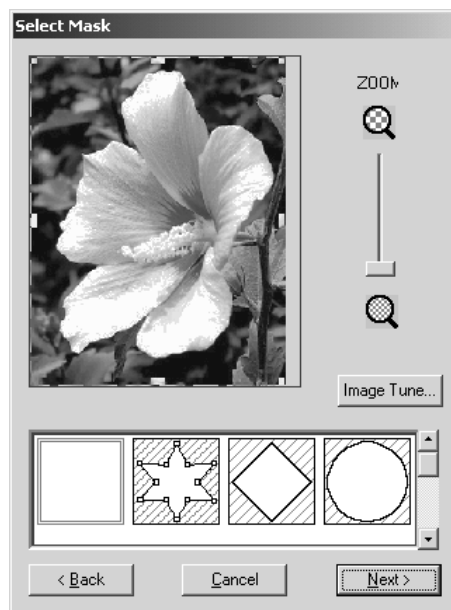
Figure 204: Preview dialog box



- ◆ To display the converted image as an embroidery design in the main window, click the **Finish** button.

Photo Stitch 2/Mono settings

Figure 205: Select Mask dialog box






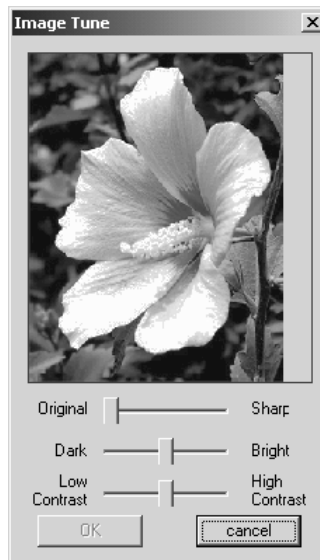
- ◆ To enlarge the design so that details can be viewed, move the **ZOOM** slider toward .
- ◆ To reduce the design so that the entire design can be viewed, move the **ZOOM** slider toward .
- ◆ To trim the image into a different shape, select the desired mask shape from the list at the bottom of the dialog box.
- ◆ To create a specific mask shape, select , and then do any of the following:
 - ◆ To move a point, move the pointer over a handle (small square) on the selection frame that appears, and then drag the handle to the desired location.
 - ◆ To add a point, click on the selection frame.
 - ◆ To delete a point, select the desired point, and then press the keyboard's Delete key.
- ◆ To adjust the sharpness, brightness or contrast of the original image, click the **Image Tune** button. The **Image Tune** dialog box appears.

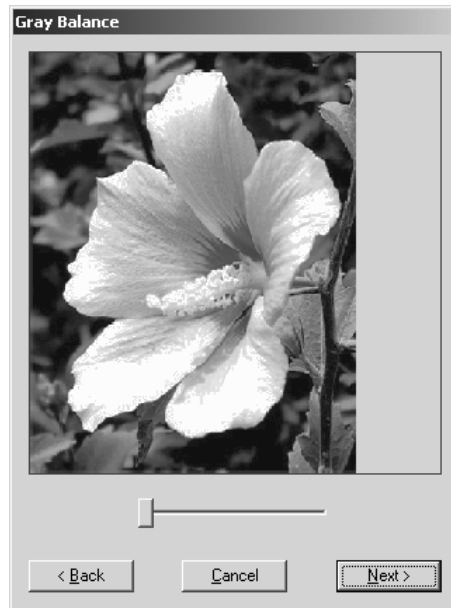
Figure 206: Image Tune dialog box



Move the sliders to adjust the image as desired, and then click the **OK** button.

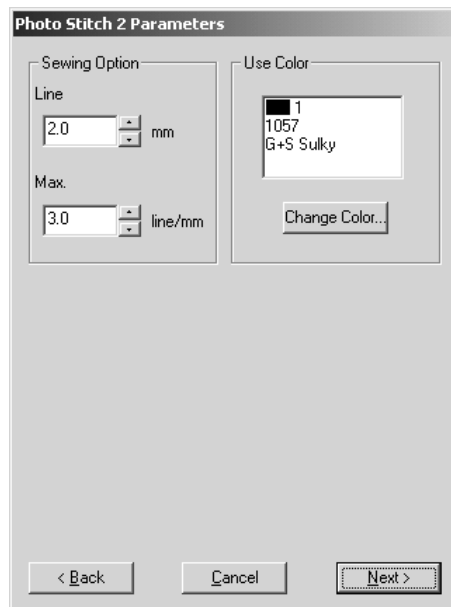
- ◆ To apply the settings selected in the **Select Mask** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 1/Mono** method, click the **Next** button. The **Gray Balance** dialog box appears.

Figure 207: Gray Balance dialog box



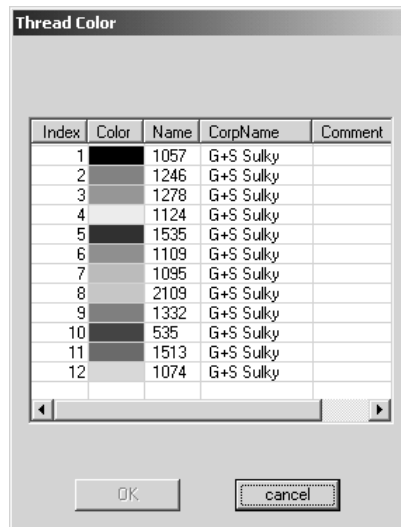
- ◆ To specify the parts of the image that embroidery data will be created for, move the slider until the desired parts remain in black. (Embroidery data will not be created for any part of the image that becomes white.)
- ◆ To apply the setting selected in the **Gray Balance** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 2/Mono** method, click the **Next** button. The **Photo Stitch 2 Parameters** dialog box appears.

Figure 208: Photo Stitch 2 Parameters dialog box



- ◆ To specify the spacing of parallel lines used to create the embroidery design, type or select the desired value in the **Line** box.
- ◆ To specify maximum stitch density for areas of the embroidery design sewn with the zigzag stitch, type or select the desired value in the **Max** box.
- ◆ To change the thread color that will be used to create the embroidery design, click the **Change Color** button. The **Thread Color** dialog box appears.

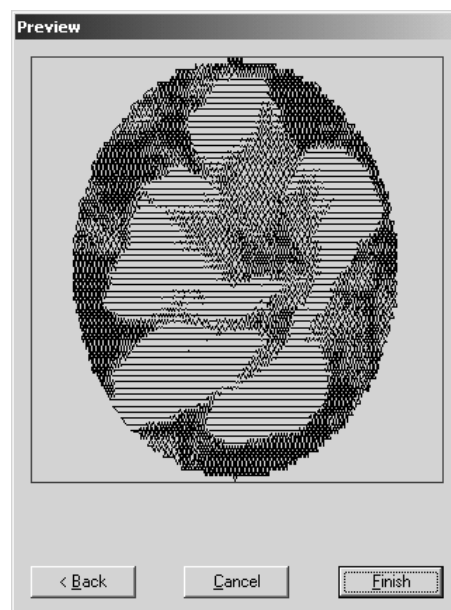
Figure 209: Thread Color dialog box



Select the desired thread color from the list, and then click the **OK** button.

- ◆ To apply the settings selected in the **Photo Stitch 2 Parameters** dialog box and continue converting the image data to an embroidery design using the **Photo Stitch 2/Mono** method, click the **Next** button. The **Preview** dialog box appears.

Figure 210: Preview dialog box



- ◆ To display the converted image as an embroidery design in the main window, click the **Finish** button.

Chapter 18: Image Drop-Down Menu


NOTE: This menu is only available in the Embroidery Design and PS-300A Design modules.

The **Image** drop-down menu contains a variety of commands for importing and arranging images that are used to create stitching designs.

■ Import from File command

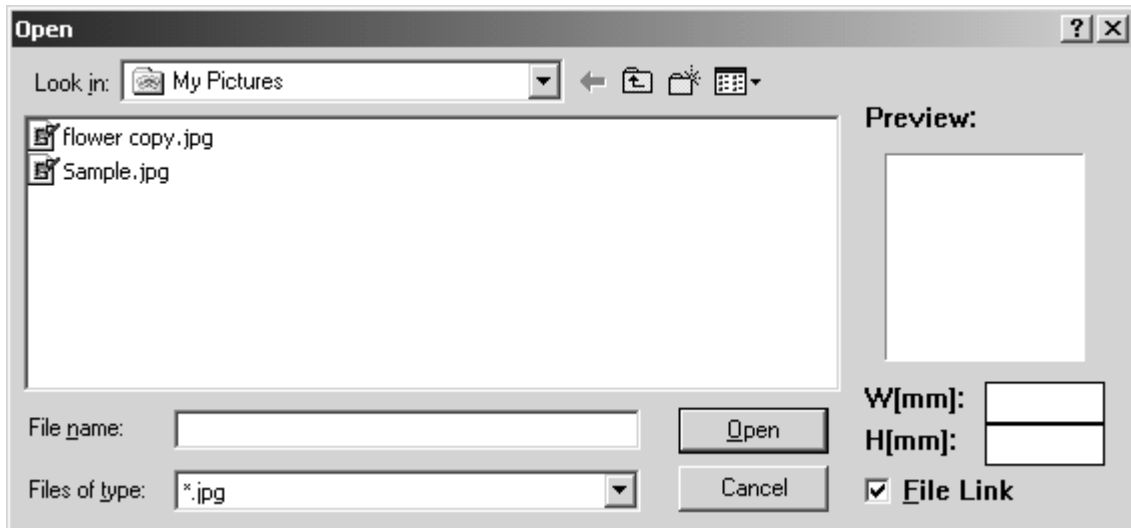
Use the **Import from File** command to import an image from a file that you can either trace or use to automatically create stitching.

To import an image from a file:

- 1 Do one of the following:
 - ◆ On the **Image** drop-down menu, click the **Import from File** command.
 - ◆ Click the **Import from File** button () in the **Image** toolbar.

The **Open** dialog box appears.

Figure 211: Open dialog box




- 2 In the **Files of type** drop-down list, select the format for the image file that you wish to import.
- 3 In the **Look in** drop-down list and the list below it, select the folder containing the desired file, and then select the image file that you wish to use.
- 4 Click the **Open** button. The selected image is added to the design area.

■ Import from TWAIN Device command

NOTE: This command is not available if no scanner is installed.

Use the **Import from TWAIN Device** command to import a scanned image that you can either trace or use to automatically create stitching.

To import an image from a scanner:

- 1 Do one of the following:
 - ◆ On the **Image** drop-down menu, click the **Import from TWAIN Device** command.
 - ◆ Click the **Import from TWAIN Device** button () in the **Image** toolbar.

The **Scan** dialog box appears.

Figure 212: Scan dialog box

{!!Scan dialog box??!!}

- 2 Do one of the following:
 - ◆ To select a TWAIN device, click the **Select** button. The ??? dialog box appears.

Figure 213: Scan dialog box


{!!???dialog box!!}



Select the desired TWAIN device, and then click the ??**Select**?? button.

- ◆ To scan an image, click the **Acquire** button.
The dialog box for the scanner's software appears. Follow the instructions for the scanner's software to scan the image and add the image to the design area.

■ **Bring to Front** command


To move an image to the top of a stack of images:

- 1 Using the **Select** tool (), select the image. A selection frame of “dancing ants” (moving dashes) appears around the image.

NOTE: If no image is selected, the **Bring to Front** command is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

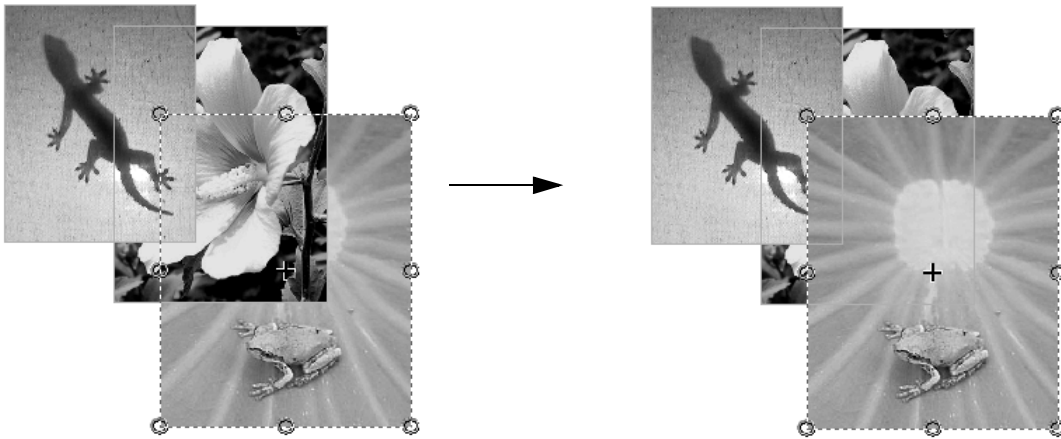
If the selected image is already on the top of a stack of images, the **Bring to Front** command is not available.

② Do one of the following:

- ◆ On the **Image** drop-down menu, click the **Bring to Front** command.
- ◆ Click the **Bring to Front** button () in the **Image** toolbar.


The selected image is moved to the top of the stack of images.



Figure 214



■ Send to Back command


To move an image to the bottom of a stack of images:

① Using the **Select** tool (), select the image. A selection frame of “dancing ants” (moving dashes) appears around the image.

NOTE: If no image is selected, the **Send to Back** command is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

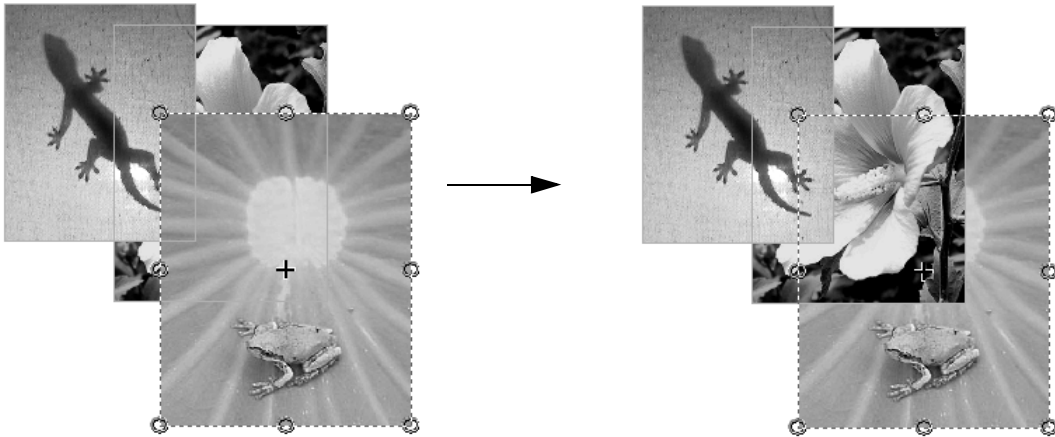
If the selected image is already on the bottom of a stack of images, the **Send to Back** command is not available.

② Do one of the following:

- ◆ On the **Image** drop-down menu, click the **Send to Back** command.
- ◆ Click the **Send to Back** button () in the **Image** toolbar.


The selected image is moved to the bottom of the stack of images.



Figure 215




■ Bring to Forward command

To move an image one position forward in a stack of images:

- ① Using the **Select** tool (), select the image. A selection frame of “dancing ants” (moving dashes) appears around the image.

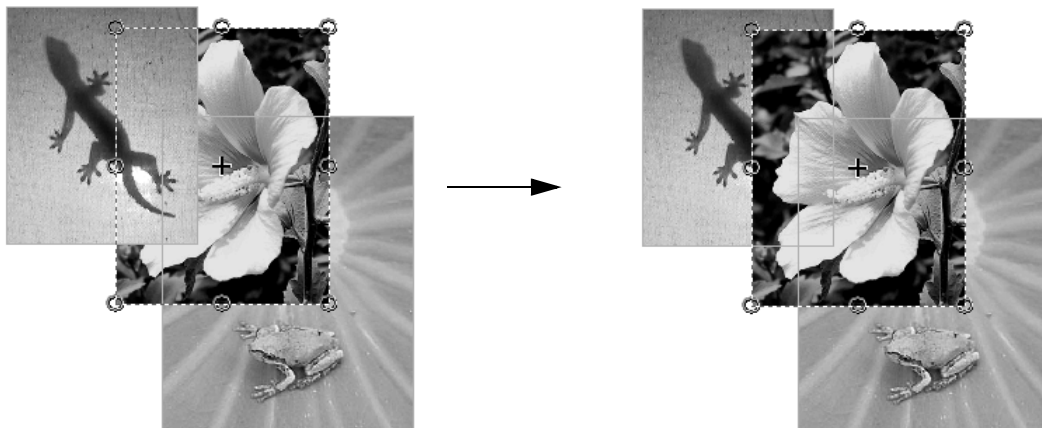
NOTE: If no image is selected, the **Bring to Forward** command is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the top of the stack of images, the **Bring to Forward** command is not available.

- ② Do one of the following:
 - ◆ On the **Image** drop-down menu, click the **Bring to Forward** command.
 - ◆ Click the **Bring to Forward** button () in the **Image** toolbar.


The selected image is moved forward one position in the stack of images.



Figure 216




■ Send to Backward command

To move an image one position backward in a stack of images:

- ① Using the **Select** tool (), select the image. A selection frame of “dancing ants” (moving dashes) appears around the image.

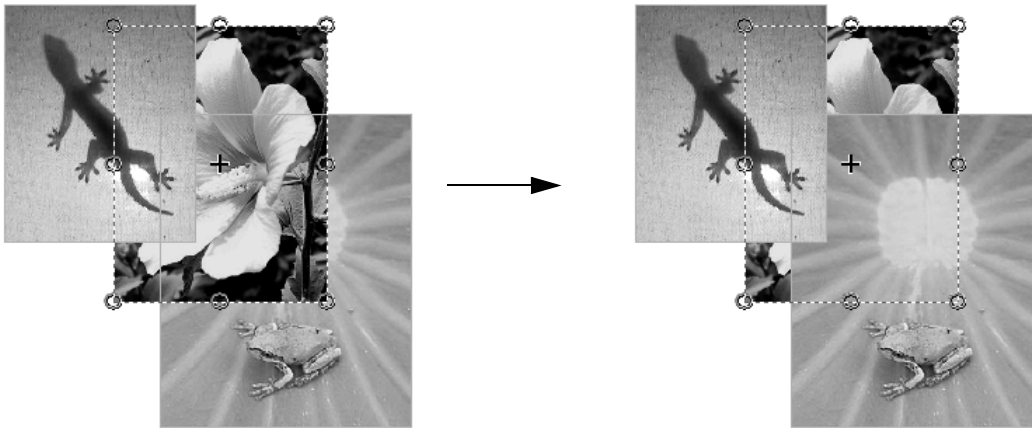
NOTE: If no image is selected, the **Send to Backward** command is not available. For details on selecting images, refer to *Select button* () & *Lasso button* () on page 58.

If the selected image is already on the bottom of the stack of images, the **Send to Backward** command is not available.

- ② Do one of the following:
 - ◆ On the **Image** drop-down menu, click the **Send to Backward** command.
 - ◆ Click the **Send to Backward** button () in the **Image** toolbar.

The selected image is moved backward one position in the stack of images.


Figure 217



■ Property command

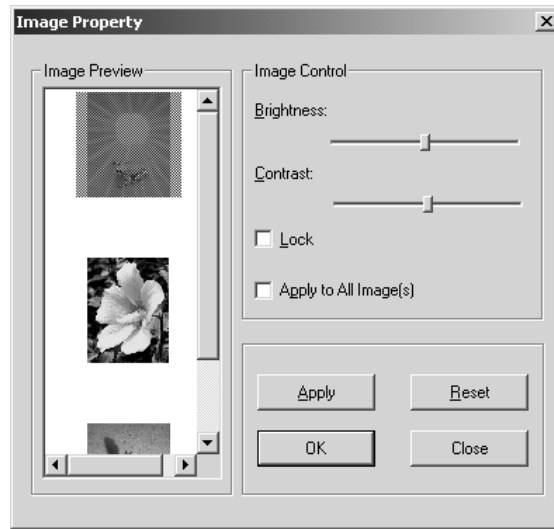
NOTE: If there are no images in the design area, the **Property** command is not available.

To change the brightness or contrast the images in the design area or to lock the images so they cannot be moved:

- ① Do one of the following:
 - ◆ On the **Image** drop-down menu, click the **Property** command.
 - ◆ Click the **Property** button () in the **Image** toolbar.

The **Image Property** dialog box appears.

Figure 218: Image Property dialog box



2 Do any of the following:

- ◆ To select the image to be changed, click the desired image in the **Image Property** box.

NOTE: The contents of the **Image Property** box differ depending on the images that have been imported into the design area.

- ◆ To change the brightness of the selected image, move the **Brightness** slider to the right to increase the brightness or move the slider to the left to decrease the brightness.
- ◆ To change the contrast of the selected image, move the **Contrast** slider to the right to decrease the contrast or move the slider to the left to increase the contrast.
- ◆ To lock the position of the image, select the **Lock** check box.
- ◆ To apply the settings to all images in the design area, select the **Apply to All Image(s)** check box.

NOTE: To revert the settings in the **Image Property** dialog box to the software defaults, click the **Reset** button.

3 Click the **OK** button to apply the specified settings.

NOTE: To apply the new settings without closing the **Image Property** dialog box, click the **Apply** button.

Chapter 17: Pattern Drop-Down Menu

The commands on the **Pattern** drop-down menu are used to create new patterns and name them.

NOTE: This menu is not available in the Embroidery Design and PS-300A Design modules.

■ Add command

NOTE: This command is not available in the Tatami Pattern Design module.

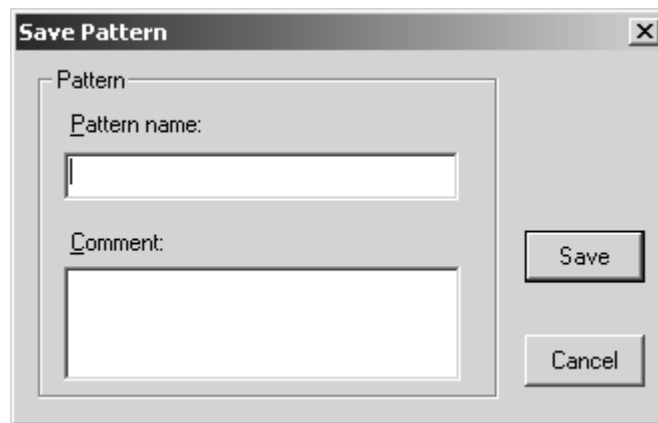
To create a new pattern:

① Do one of the following:

- ◆ On the **Pattern** drop-down menu, click the **Add** command.
- ◆ Right-click the **User** folder in the pattern tree, and then click the **Add** command in the menu that appeared.

The **Save Pattern** dialog box appears.

Figure 219: Save Pattern dialog box



- ② In the **Pattern name** box, type the name of the new pattern.
- ③ In the **Comment** box, type any desired comments.
- ④ Click the **Save** button. A new pattern with the specified name is added to the **User** folder in the pattern tree.

■ Rename command

To rename a pattern:

① Do one of the following:

- ◆ In the pattern tree, click the pattern that you wish to rename, and then click the **Rename** command on the **Pattern** drop-down menu.
- ◆ In the pattern tree, right-click the pattern that you wish to rename, and then click the **Rename** command in the menu that appeared.

- ② In the pattern tree, type the new name of the pattern.
- ③ Press the keyboard's Enter key to change the name.

■ Generate Random command

NOTE: This command is not available in the Motif Pattern Design and Tatami Pattern Design modules.

To randomly generate a pattern:

- Do one of the following:
 - ◆ Display the pattern that you wish to convert to a randomly generated pattern, and then click the **Generate Random** command on the **Pattern** drop-down menu.
 - ◆ In the pattern tree, right-click the pattern that you wish to change to a randomly generated pattern, and then click the **Generate Random** command in the menu that appeared.

A pattern is randomly generated.

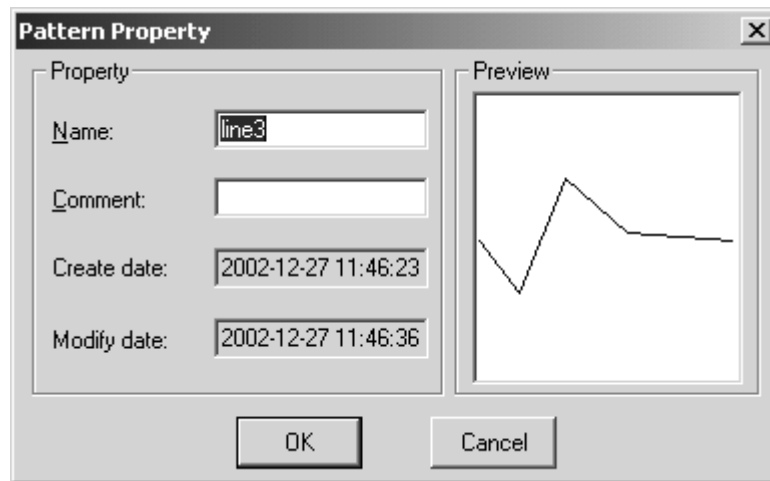
■ Property command

To view the properties for a pattern:

- Do one of the following:
 - ◆ Display the pattern whose properties you wish to view, and then click the **Property** command on the **Pattern** drop-down menu.
 - ◆ In the pattern tree, right-click the pattern whose properties you wish to view, and then click the **Property** command in the menu that appeared.

The **Pattern Property** dialog box appears.

Figure 220: Pattern Property dialog box




- ◆ The name of the pattern appears in the **Name** box. The pattern name can be changed by typing a new name in the **Name** box.
- ◆ Any comments that have been specified appear in the **Comment** box. The comments can be changed by typing new comments in the **Comment** box.
- ◆ The date and time that the pattern was created appear in the **Create date** box.
- ◆ The date and time when the pattern was last modified appear in the **Modify date** box.
- ◆ An image of the pattern appears in the **Preview** area.
- ◆ Click the **OK** button to close the dialog box.

Chapter 19: Tools Drop-Down Menu

■ Thread Database command

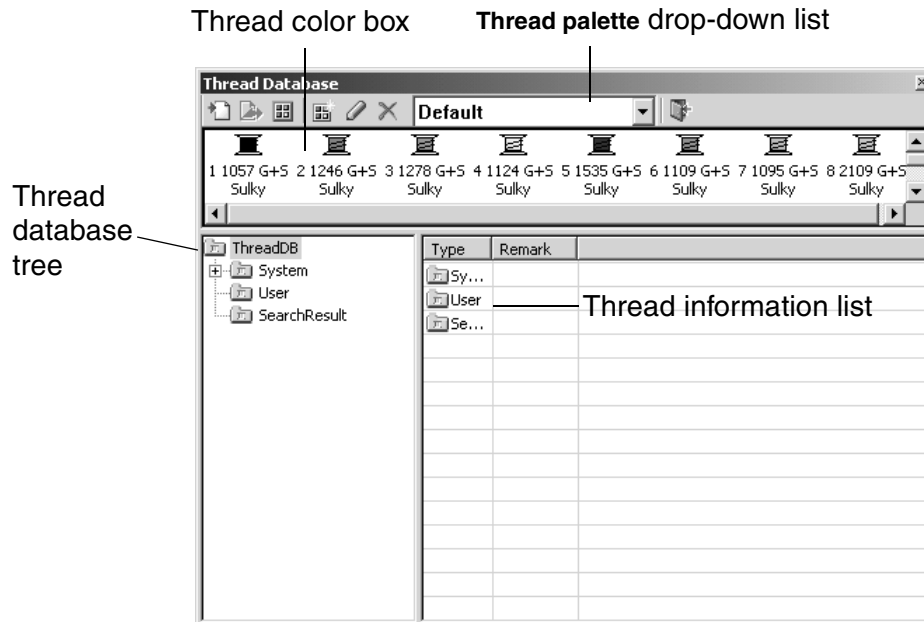
The currently selected palette of thread colors appears in the **Thread Database** dialog box. From this dialog box, a different preset palette of thread colors can be selected, the current palette of thread colors can be edited, or a new palette can be created from the many preset thread databases that are available.


To display the **Thread Database** dialog box:

- ① Do one of the following:
 - ◆ On the **Tools** drop-down menu, click the **Thread Database** command.
 - ◆ Click the **Thread Database** button () in the **Tools** toolbar.

The **Thread Database** dialog box appears.

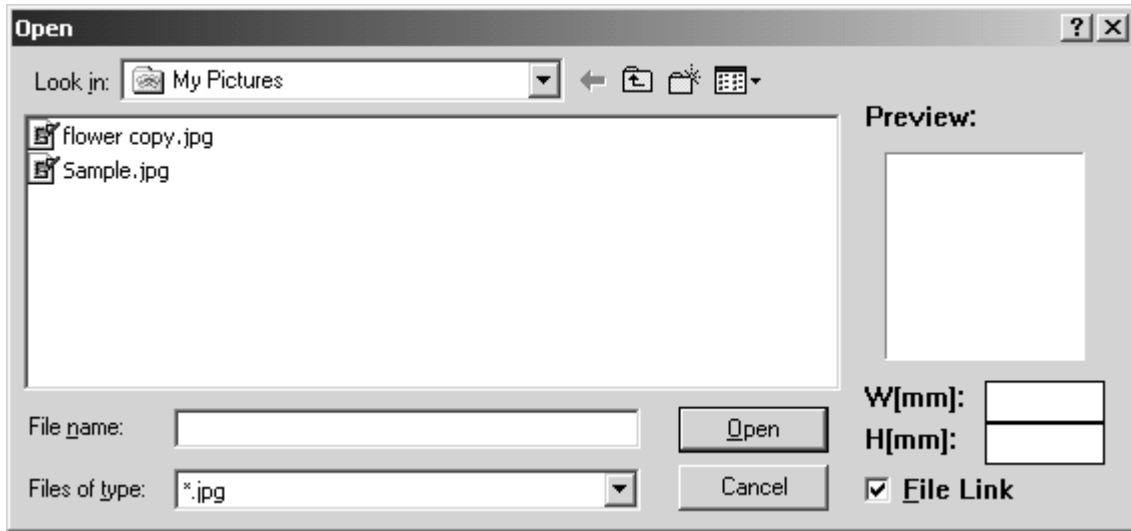
Figure 221: Thread Database dialog box




- ② Do any of the following:
 - ◆ To import a thread database, do one of the following:
 - ◆ Click the **User** folder in the thread database tree, and then click the **Import** button ().
 - ◆ Right-click the **User** folder in the thread database tree, and then click the **Import** command in the menu that appeared.

The **Open** dialog box appears.

Figure 222: Open dialog box



In the **Look in** drop-down list and the list below it, select the folder containing the desired thread database file (.btd), and then select the file that you wish to import. Then, click the **Open** button to add the selected thread database to the **User** folder.

- ◆ To export a thread database, do one of the following:
 - ◆ In the thread database tree, select the thread database that you wish to export, and then click the **Export** button ().
 - ◆ In the thread database tree, right-click the thread database that you wish to export, and then click the **Export** command in the menu that appeared.

The **Save As** dialog box appears.

Figure 223: Save As dialog box

{!????? dialog box!!}

In the **Save in** drop-down list and the list below it, select the folder where you wish to save the thread database file (.btd), and then click the **Save** button to export the selected thread database to the specified folder.



- ◆ To specify the thread palette currently selected in the **Thread palette** drop-down list as the default, click the **Set Default Palette** button ().
- ◆ To create a new thread palette, click the **Create New Palette** button (). The **Color palette** dialog box appears.

Figure 224: Color palette dialog box

Type in the name of the new thread palette, and then click the **OK** button. A new thread palette with the specified name is added to the **Thread palette** drop-down list.




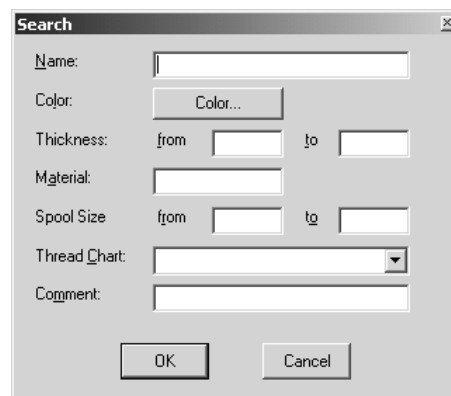
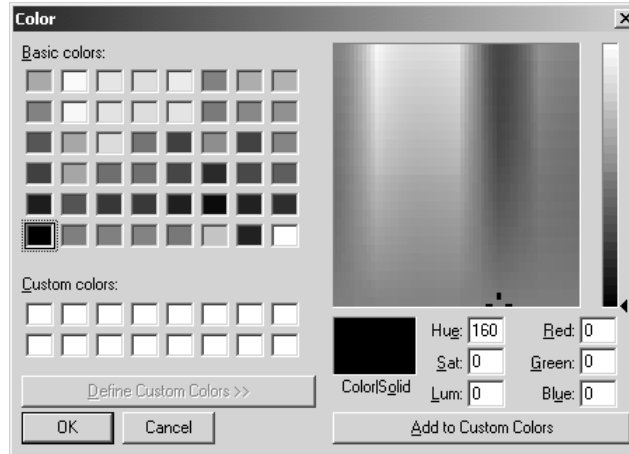
- ◆ To rename the currently displayed thread palette, click the **Rename Palette** button (). The **Color palette** dialog box appears. Type in the new name of the thread palette, and then click the **OK** button.
- ◆ To delete the currently displayed thread palette, click the **Delete Palette** button (). The message “This palette will be deleted. Do you want to delete this color palette?” appears. Click the **Yes** button to delete the thread palette.
- ◆ To select a different thread palette, select the desired palette from the **Thread palette** drop-down list.
- ◆ To close the **Thread Database** dialog box, click the **Close** button ().
- ◆ To view the thread database that contains a thread color in the currently displayed thread palette, right-click the thread color in the thread color box, and then click the **Detail** command in the menu that appeared. The thread database that contains the thread color is highlighted in the thread database list, and any information on the thread color appears in the thread information list.
- ◆ To delete a thread color from the currently displayed thread palette, right-click the thread color in the thread color box, and then click the **Delete** command in the menu that appeared.
- ◆ To search a thread database, right-click the database in the thread database tree, and then click the **Search** command in the menu that appeared. The **Search** dialog box appears.

Figure 225: Search dialog box

Do any of the following:

- ◆ To search for a thread name, type the name in the **Name** box.
- ◆ To search for a color, click the **Color** button. The **Color** dialog box appears.

Figure 226: Color dialog box



Select a color, and then click the **OK** button.

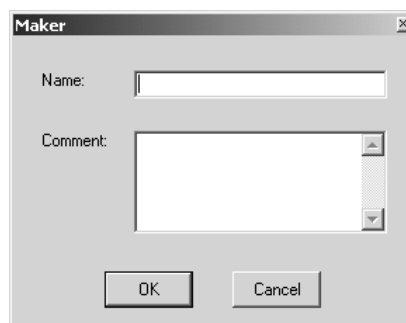
NOTE: To create a color in order to search for one that is not already listed, either click inside the color spectrum and move the luminosity pointer, or type values in the **Hue**, **Sat** (saturation), **Lum** (luminosity), **Red**, **Green** and **Blue** boxes, and then click the **Add to Custom Colors** button.

- ◆ To search for thread with a thickness in a specified range, type the range in the **from** and **to** boxes beside **Thickness**.
- ◆ To search for thread of a specified material, type the name of the material in the **Material** box.
- ◆ To search for thread with a spool size in a specified range, type the range in the **from** and **to** boxes beside **Spool Size**.
- ◆ To search for thread in a specified database, select the desired database from the **Thread Chart** drop-down list.
- ◆ To search for thread with a specified comment, type the comment in the **Comment** box.

Click the **OK** button to perform the search and display the results in the thread information list.

- ◆ To add a new thread database, right-click the folder in the thread database tree where you wish to add the new database, and then click the **New Maker Thread** command in the menu that appeared. The **Maker** dialog box appears.

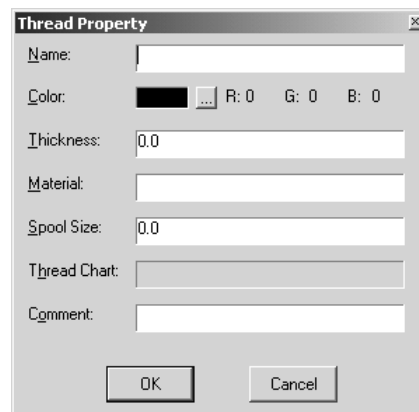
Figure 227: Maker dialog box



In the **Name** box, type the name of the new database. In the **Comment** box, type any necessary comments. Click the **OK** button to add a new database with the specified name to the selected folder.

- ◆ To rename a thread database, right-click the database in the thread database tree, and then click the **Rename** command in the menu that appeared. The **Maker** dialog box appears. Type the new name in the **Name** box, and then click the **OK** button.
- ◆ To delete a thread database, right-click the database in the thread database tree, and then click the **Delete** command in the menu that appeared. The message “delete this maker?” appears. Click the **Yes** button to delete the thread database.
- ◆ To add a thread color to the currently displayed thread palette, select the desired database in the thread database tree, right-click the desired thread color in the thread information list, and then click the **Add to Palette** command in the menu that appeared.
- ◆ To replace a thread color in the currently displayed thread palette with a different thread color, select the color to be replaced in the thread color box, right-click the new thread color in the thread information list, and then click the **Replace Item of Palette** command in the menu that appeared.
- ◆ To add a thread to the thread database, right-click an empty cell in the thread information list, and then click the **Add Thread** command in the menu that appeared. The **Thread Property** dialog box appears.

Figure 228: Thread Property dialog box



- ◆ To specify a name for the thread, type the name in the **Name** box.
 - ◆ To specify a color for the thread, click the **Color** button. The **Color** dialog box appears. Select a color, and then click the **OK** button. For more details on the **Color** dialog box, refer to page 186.
 - ◆ To specify the thickness for the thread, type a value in the **Thickness** box.
 - ◆ To specify the material of the thread, type the name of the material in the **Material** box.
 - ◆ To specify a spool size for the thread, type a value in the **Spool Size** box.
 - ◆ To specify a thread chart, type the name of thread database in the **Thread Chart** box.
 - ◆ To specify any comments for the thread, type the comments in the **Comment** box.
- Click the **OK** button to create a thread with the specified settings and add it to the thread information list.


- ◆ To delete a thread, right-click the thread in the thread information list, and then click the **Delete Thread** command in the menu that appeared. The message “Delete this item” appears. Click the **OK** button to delete the thread.
- ◆ To edit the properties of a thread, right-click the thread in the thread information list, and then click the **Edit Property** command in the menu that appeared. In the thread information list, click the cell that contains the information that you wish to edit, type in the new information, and then click outside of the cell.
- ◆ To change the color of a thread, right-click the thread in the thread information list, and then click the **Edit Color** command in the menu that appeared. The **Color** dialog box appears. Select a color, and then click the **OK** button. For more details on the **Color** dialog box, refer to page 186.
- ◆ To copy a thread color so that it can be pasted into another thread database, right-click the thread in the thread information list, and then click the **Copy** command in the menu that appeared.
- ◆ To paste a thread color that has been copied onto the Clipboard, right-click the thread information list of the thread database where you wish to add the thread color, and then click the **Paste** command in the menu that appeared. The thread color is added to the database.
- ◆ To display the properties of a thread, right-click the thread in the thread information list, and then click the **Property** command in the menu that appeared. The **Thread Property** dialog box appears. For more details on the **Thread Property** dialog box, refer to page 187.

■ Realistic command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

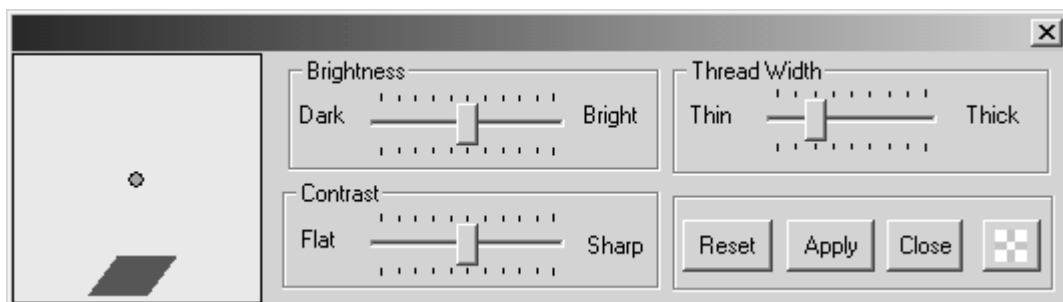
To display stitching so that it appears to be realistic:

① Do one of the following:



- ◆ On the **Tools** drop-down menu, click the **Realistic** command. A frame appears around the icon beside the **Realistic** command.
- ◆ Click the **Realistic** button () in the **Tools** toolbar. The **Realistic** button appears selected.

A dialog box appears, allowing the brightness, contrast and thread thickness to be specified.

Figure 229: Dialog box for **Realistic** attributes



2 Do any of the following:

- ◆ To adjust the position of the light source that shines on the stitching, drag the red circle in the diagram on the left side of the dialog box until it is at the desired location.
- ◆ To adjust the brightness of the stitching, move the **Brightness** slider to the desired setting.
- ◆ To adjust the contrast of the stitching, move the **Contrast** slider to the desired setting.
- ◆ To adjust the thread thickness of the stitching, move the **Thread Width** slider to the desired setting.
- ◆ To adjust the transparency of the dialog box for the **Realistic** attributes, click the **Transparence setting** button () in the dialog box for the **Realistic** attributes. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.
- ◆ To revert the settings in the dialog box for the **Realistic** attributes to the software defaults, click the **Reset** button.
- ◆ To apply the new settings to the stitching, click the **Apply** button.
- ◆ To close the dialog box for the **Realistic** attributes and quit displaying the stitching so that it appears to be realistic, do one of the following:
 - ◆ Click the **Close** button.
 - ◆ On the **Tools** drop-down menu, click the **Realistic** command. The frame no longer appears around the icon beside the **Realistic** command.
 - ◆ Click the **Realistic** button () in the **Tools** toolbar. The **Realistic** button no longer appears selected.


■ Slow Draw command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Use the **Slow Draw** command to view a simulation of the stitching in order to check for any possible problems.

To view a simulation of the stitching:

1 Do one of the following:

- ◆ On the **Tools** drop-down menu, click the **Slow Draw** command.
- ◆ Click the **Slow Draw** button () in the **Tools** toolbar.

The **Slow draw** dialog box appears.

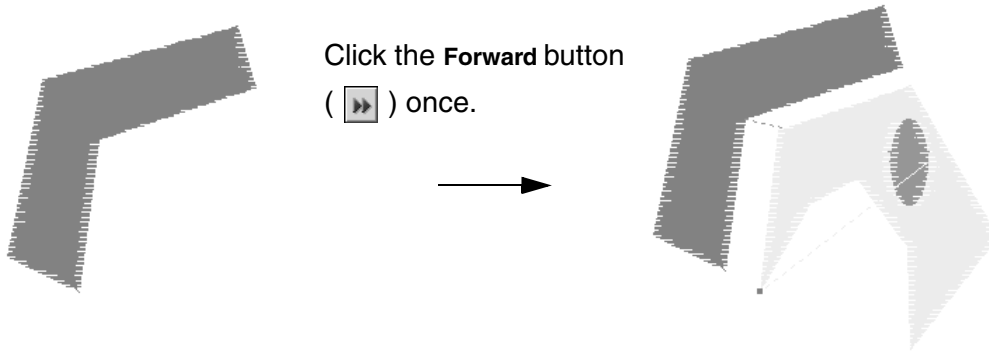
Figure 230: Slow draw dialog box



2 Do any of the following:

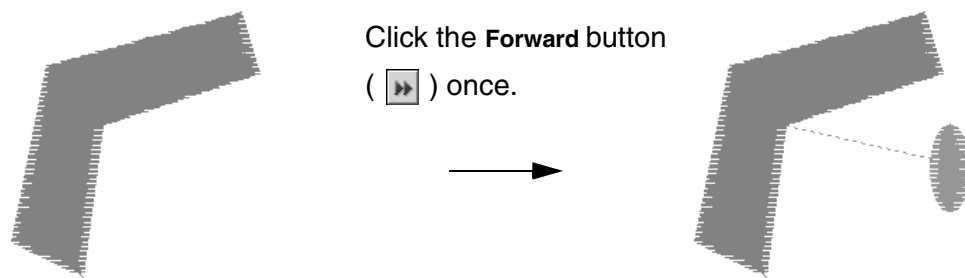
- ◆ To specify that stitching be skipped to the next or previous outline, select **Outline** in the **Show object** group box.

Figure 231: Example



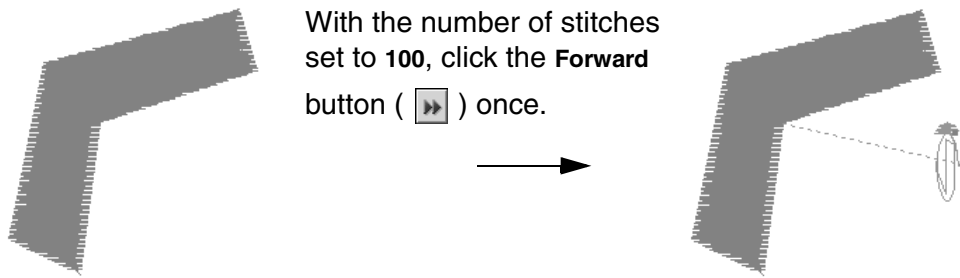
- ◆ To specify that stitching be skipped to the next or previous color, select **Color** in the **Show object** group box.


Figure 232



- ◆ To specify that stitching be skipped to the next or previous set of stitches, select **Stitch** in the **Show object** group box, and then type or select the desired number of stitches.

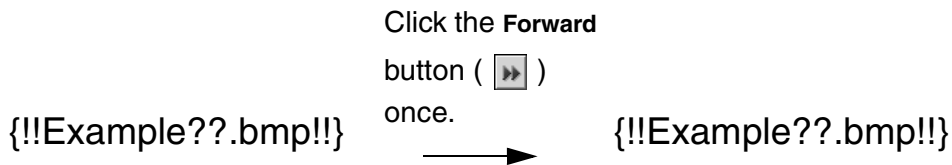
Figure 233



With the number of stitches set to 100, click the **Forward** button () once.

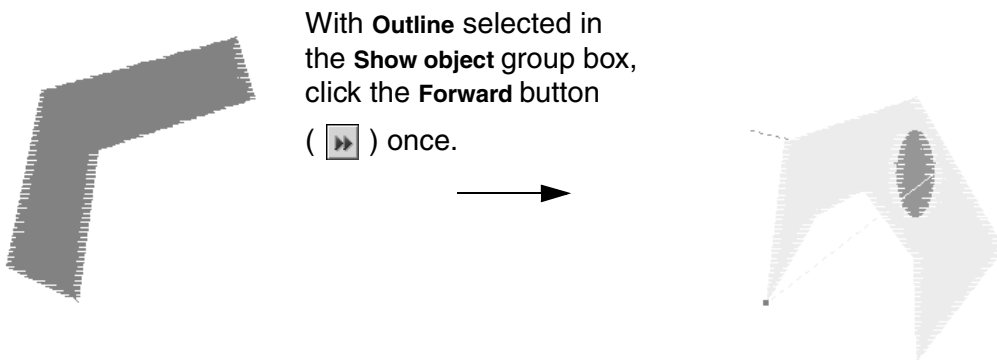
- ◆ To specify that stitching be skipped to the next or previous code, select **Code** in the **Show object** group box, and then select the desired code from the drop-down list.


Figure 234




- ◆ To display only the object that is skipped to, select the **Along step** check box.








Figure 235



With **Outline** selected in the **Show object** group box, click the **Forward** button () once.

- ◆ To zoom in so that the object that is skipped to fills the window, select the **Auto fit** check box.
- ◆ To adjust the drawing speed, move the **Speed** slider to the desired setting.

NOTE: To adjust the transparency of the **Slow draw** dialog box, click the **Transparent setting** button () in the **Slow draw** dialog box. A slider appears. Move the slider up to increase the transparency or move the slider down to decrease the transparency. After the transparency is adjusted, click the **OK** button to apply the selected setting.


- ◆ To begin drawing all of the stitching from the beginning, click the **Start** button ().
 - ◆ To stop the drawing of the stitching, click the **Stop** button ().
 - ◆ To pause the drawing of the stitching, click the **Pause** button ().
 - ◆ To skip to the beginning of the stitching, click the **Back to head** button ().
 - ◆ To skip to the beginning of the previous object, click the **Reverse** button ().
 - ◆ To skip to the beginning of the stitching, click the **Forward** button ().
 - ◆ To skip to the end of the stitching, click the **To end** button ().
- ③ Click the **Close** button to close the dialog box.

■ Measure command

NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

The **Measure** tool allows you to measure the distance between two points.

To measure using the **Measure** tool:

- ① Do one of the following:
 - ◆ On the **Tools** drop-down menu, click the **Measure** command. A frame appears around the icon beside the **Measure** command.
 - ◆ Click the **Measure** button () in the **Design** toolbar. The **Measure** button appears selected.

When the pointer is moved into the design area, its shape changes to .


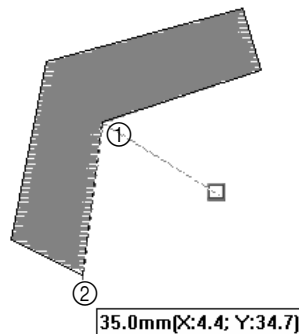
- ② Click in the design area to specify the desired location for the starting point (① in figure 236). The shape of the pointer changes to .
- ③ Move the pointer to the desired location for the ending point (② in figure 236). The measurement appears near the pointer.

Figure 236

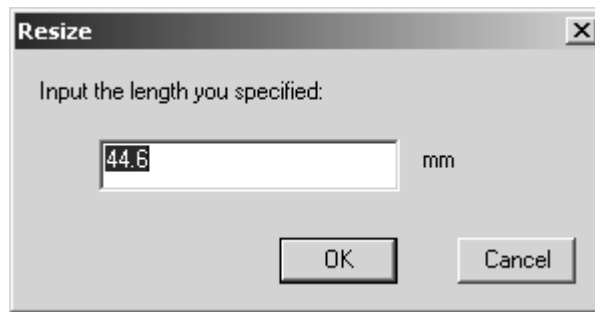


NOTE: To continue measuring from the ending point of the previous measurement, click once to specify that location as the starting point for the next measurement.

To quit using the **Measure** tool, right-click once, and then click the **Cancel** command in the menu that appeared.

To change the size of the selected design element(s) so that the measured length is the desired length, right-click once, and then click the **Resize** command in the menu that appeared. The **Resize** dialog box appears.

Figure 237: Resize dialog box




Type in the desired length, and then click the **OK** button. The selected design elements are resized to the desired length.

■ Environment command

Use the settings on the **Environment** dialog box to specify shortcut keys and the general appearance of the software, such as the software language, the size of toolbar buttons, and the transparency of ToolTips (descriptions that appear when the pointer is positioned on a button) and certain windows (such as, the **Reference Window**, the **Property** dialog box and the **Sequence** window).

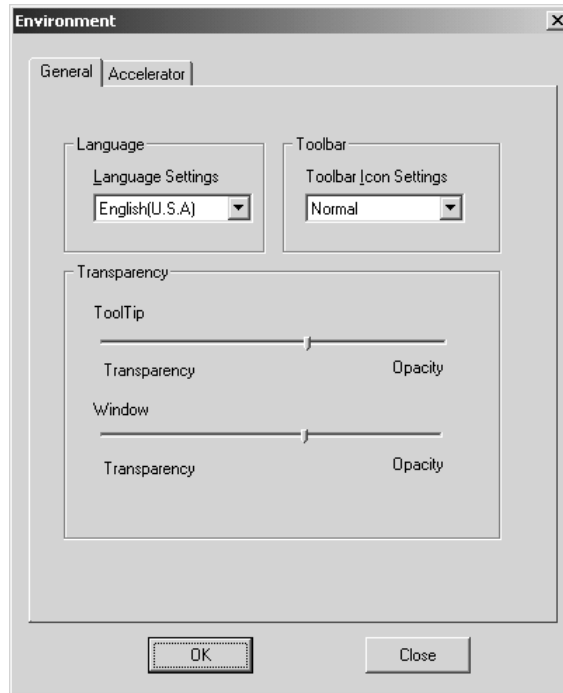
To specify software settings:

① Do one of the following:

- ◆ On the **Tools** drop-down menu, click the **Environment** command.
- ◆ Click the **Environment** button () in the **Tools** toolbar.

The **General** tab of the **Environment** dialog box appears.

Figure 238: General tab of Environment dialog box

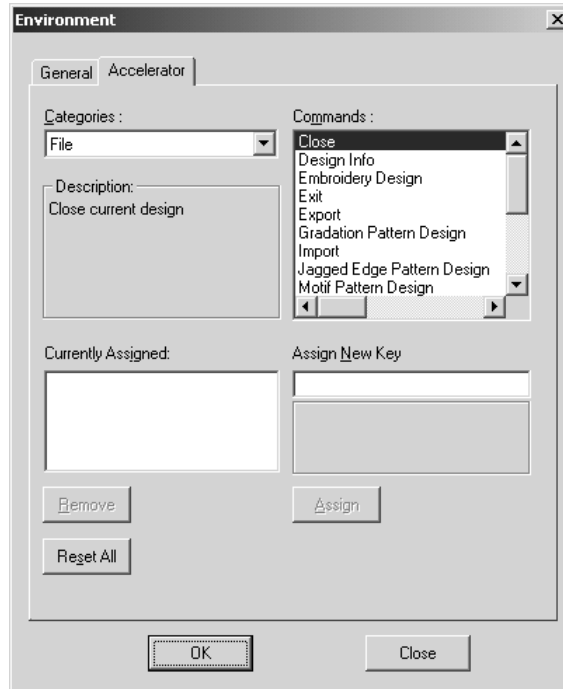


② On the **General** tab, do any of the following:

- ◆ To change the language of the software, select the desired language from the **Language Settings** drop-down list.
- ◆ To change the size of the toolbar buttons, select the desired size from the **Toolbar Icon Settings** drop-down list.
- ◆ To change the transparency of the ToolTips, move the **ToolTip** slider to the left to increase the transparency or move the slider to the right to decrease the transparency.
- ◆ To change the transparency of the windows, move the **Window** slider to the left to increase the transparency or move the slider to the right to decrease the transparency.

- ③ To specify shortcut keys for commands, click the **Accelerator** tab. The **Accelerator** tab of the **Environment** dialog box appears.

Figure 239: Accelerator tab of Environment dialog box



In the **Categories** drop-down list, select a menu, and then, in the **Commands** list, select the command whose shortcut you wish to create or edit. Click in the **Assign New Key** box, press the keys on the keyboard that you wish to use as the new shortcut, and then click the **Assign** button to add the new shortcut to the **Currently Assigned** list.

NOTE: If the pressed keys have already been assigned to a different command, the name of the command appears in the **Currently assigned to** group box and the **Assign** button is not available.

To cancel a shortcut that you have assigned, select the shortcut in the **Currently Assigned** list, and then click the **Remove** button. Default shortcuts, which appear in gray, cannot be cancelled.

- ④ Click the **OK** button to apply the specified settings.

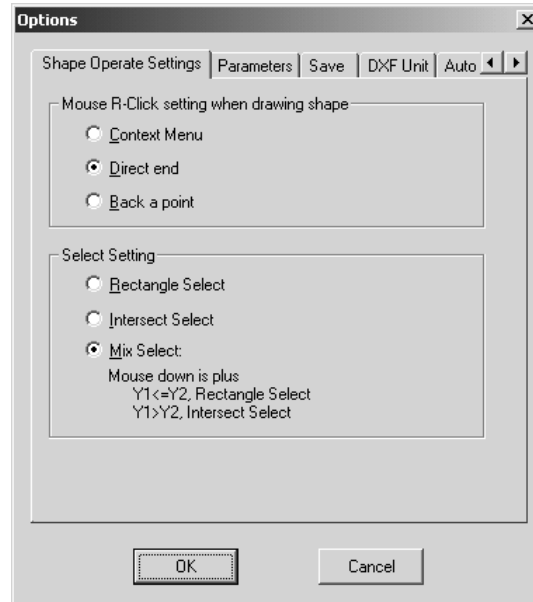
■ Options command

NOTE: This command is not available in the Gradation Pattern Design and Jagged Edge Pattern Design modules.

To specify the various software settings:

- 1 On the **Tools** drop-down menu, click the **Options** command. The **Shape Operate Settings** tab of the **Options** dialog box appears.

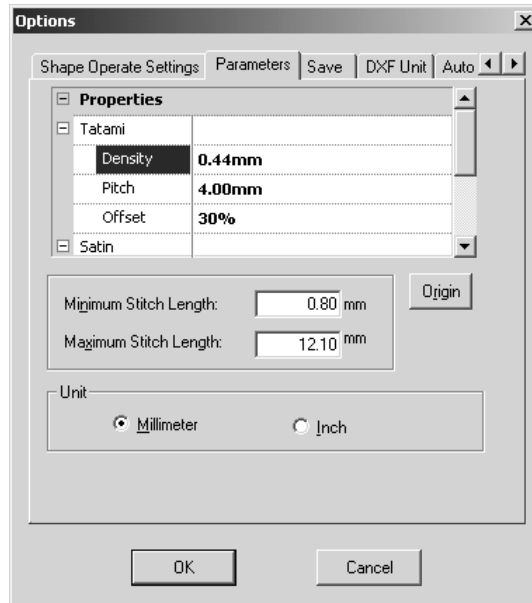
Figure 240: Shape Operate Settings tab of the Options dialog box



- 2 On the **Shape Operate Settings** tab, do any of the following:
 - ◆ To specify whether a menu appears (**Context Menu**), drawing is completed (**Direct end**) or the drawing returns to the previous point (**Back a point**) after right-clicking while drawing, select the desired setting from the **Mouse R-Click setting when drawing shape** group box.
 - ◆ To specify whether the pointer must be dragged to draw a frame that completely encloses the element(s) that you wish to select (**Rectangle Select**), whether all elements that the frame contacts is selected (**Intersect Select**), or whether a combination of the two selection methods is used depending on the vertical position of the first click (Y1) compared to that of the second click (Y2), select the desired setting from the **Select Setting** group box.
- 3 To specify default settings for various stitching parameters, click the **Parameters** tab. The **Parameters** tab of the **Options** dialog box appears.

NOTE: This tab is only available in the Embroidery Design and PS-300A Design modules.

Figure 241: Parameters tab of Options dialog box

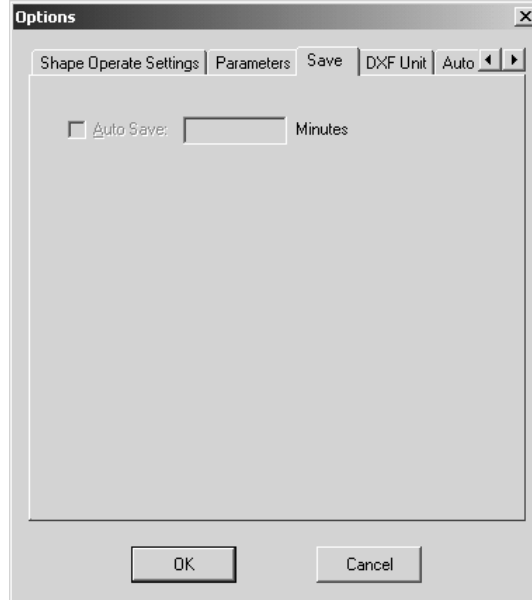


Do any of the following:

- ◆ To change the default setting for a parameter in the **Property** dialog box, select the parameter in the **Properties** box, and then type the new setting beside it.
 - ◆ To change the minimum (or maximum) stitch length, type the desired setting in **Minimum Stitch Length** box (or **Maximum Stitch Length** box).
 - ◆ To revert the settings to the software defaults, click the **Origin** button.
 - ◆ To change the units of measure, select the desired setting from the **Unit** group box.
- ④ To specify if the current design is automatically saved, click the **Save** tab. The **Save** tab of the **Options** dialog box appears.

NOTE: This tab is only available in the Embroidery Design and PS-300A Design modules.

Figure 242: Save tab of Options dialog box

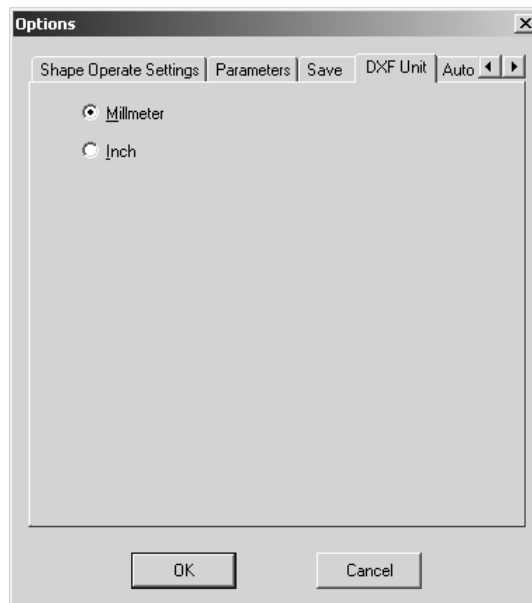


To automatically save the design, select the **Auto Save** check box, and then type in the time interval at which the design is automatically saved.

- 5 To specify the units of measure for .dxf files, click the **DXF Unit** tab. The **DXF Unit** tab of the **Options** dialog box appears.

NOTE: This tab is only available in the Embroidery Design and PS-300A Design modules.

Figure 243: DXF Unit tab of Options dialog box

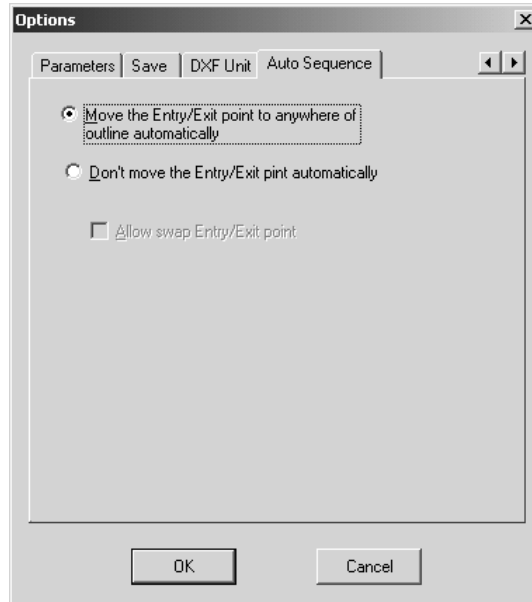


To change the units of measure, select the desired setting.

- ⑥ To specify how positions of the entry and exit points are specified, click the **Auto Sequence** tab. The **Auto Sequence** tab of the **Options** dialog box appears.

NOTE: This tab is only available in the Embroidery Design and PS-300A Design modules.

Figure 244: Auto Sequence tab of Options dialog box



To specify whether the entry and exit points are automatically positioned to optimize stitching (**Move the Entry/Exit point to anywhere on outline automatically**) or whether the entry and exit points are fixed and cannot be moved (**Don't move the Entry/Exit point automatically**), select the desired setting. If **Don't move the Entry/Exit point automatically** is selected, specify that the entry and exit points can be switched by selecting the **Allow swap Entry/Exit point** check box.

NOTE: The **Allow swap Entry/Exit point** check box cannot be selected if **Don't move the Entry/Exit point automatically** is not selected.

- ⑦ Click the **OK** button to apply the specified settings.

■ Hoop Setting command

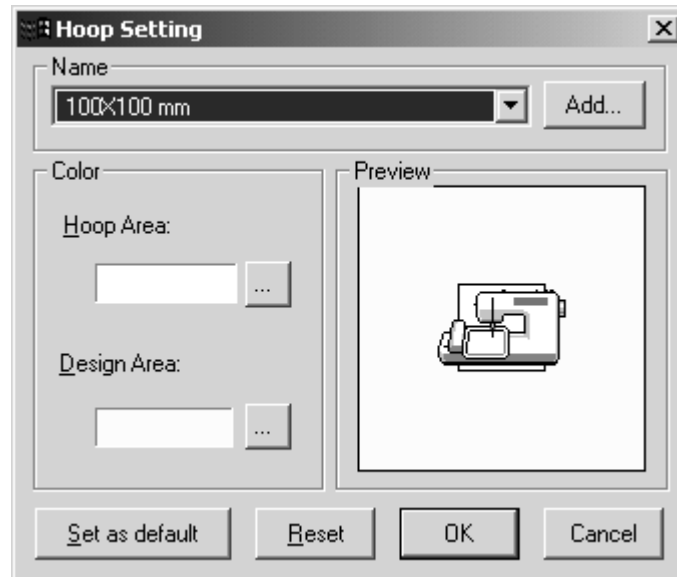
NOTE: This command is only available in the Embroidery Design and PS-300A Design modules.

Use the settings on the **Hoop Setting** dialog box to specify the size of the hoop area and the colors of the hoop area and design area.

To specify the various hoop area and design area settings:

- 1 On the **Tools** drop-down menu, click the **Hoop Setting** command. The **Hoop Setting** dialog box appears.

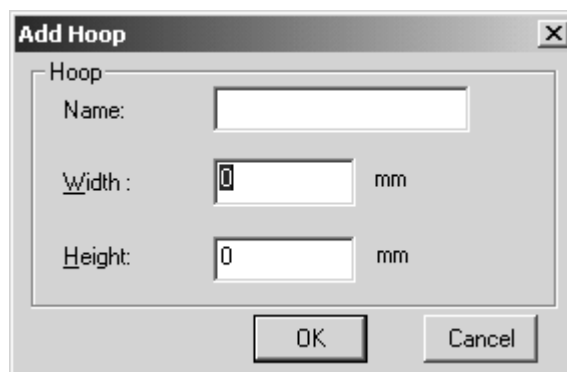
Figure 245: Hoop Setting dialog box



- 2 Do any of the following:
 - ◆ To change the hoop size, select the desired setting from the **Name** drop-down list.

NOTE: Hoop sizes with an asterisk (*) in front of them are used to sew designs in sections using an embroidery frame that can be attached to an embroidering machine at three installation positions. Make sure that you have a multi-position embroidery frame and that these type of designs can be sewn using your embroidering machine.
 - ◆ To create a new hoop size, click the **Add** button. The **Add Hoop** dialog box appears.

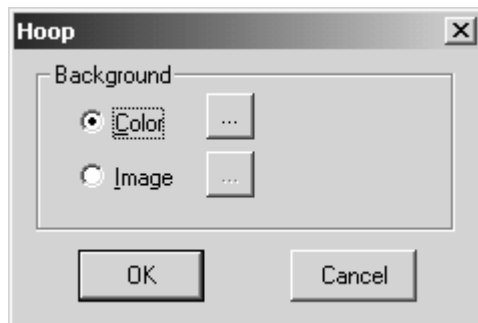
Figure 246: Add Hoop dialog box





In the **Name** box, type the name of the hoop size. In the **Width** and **Height** boxes, type the width and height (in millimeters or inches). Click the **OK** button to create a hoop size with the specified settings and add it to the **Name** drop-down list.

- ◆ To change the color of hoop area, click  beside the **Hoop Area** box. The **Hoop** dialog box appears.


Figure 247: Hoop dialog box



Do one of the following:

- ◆ To select that a color be displayed in the hoop area, select **Color**, and then click  beside the **Color** box. The **Color** dialog box appears. Select a color, or click the **Define Custom Colors** button and create a color. For more details on the **Color** dialog box, refer to page 186.
- ◆ To select that an image be displayed in the hoop area, select **Image**, and then click  beside the **Image** box. The **Open** dialog box appears. In the **Files of type** drop-down list, select the format for the image file that you wish to use. In the **Look in** drop-down list and the list below it, select the folder containing the desired file, and then select the image file that you wish to use. Click the **Open** button.

Click the **OK** button to apply the specified settings.

- ◆ To change the color of design area, click  beside the **Design Area** box. The **Hoop** dialog box appears. The **Color** dialog box appears. Select a color, or click the **Define Custom Colors** button and create a color. For more details on the **Color** dialog box, refer to page 186.
 - ◆ To specify the selected settings as the default, click the **Set as default** button.
 - ◆ To revert the settings in the **Hoop Setting** dialog box to the software defaults, click the **Reset** button.
 - ◆ The **Preview** area shows how the design area and hoop area will appear and how the embroidery frame should be attached to the embroidering machine.
- 3 Click the **OK** button to apply the specified settings.

Chapter 20: Window Drop-Down Menu

■ Horizontality command

To horizontally arrange all windows for designs from the same module:

- On the **Window** drop-down menu, click the **Horizontality** command.

■ Verticality command

To vertically arrange all windows for designs from the same module:

- On the **Window** drop-down menu, click the **Verticality** command.

■ Tile command

To arrange all windows for designs from the same module in a tile arrangement so that they cover the entire window:

- On the **Window** drop-down menu, click the **Tile** command.

■ List of currently open files

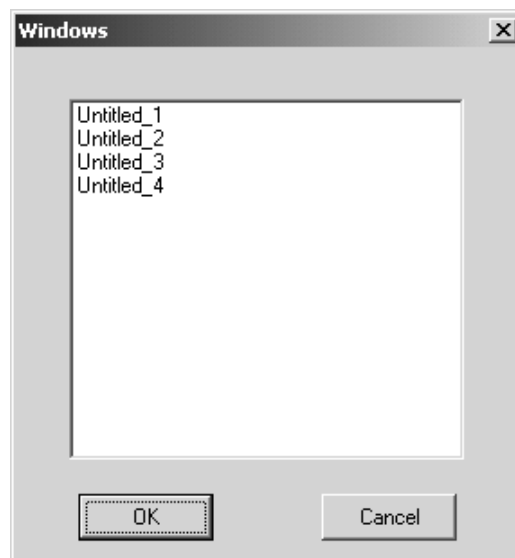
A list at the bottom of the **Window** drop-down menu is maintained to show the names of all windows that are open.

■ Windows command

To select an open window that is not list in the **Window** drop-down menu:

- ① On the **Window** drop-down menu, click the **Windows** command. The **Windows** dialog box appears.

Figure 248: Windows dialog box



- ② In the list, select the window that you wish to view, and then click the **OK** button.

Chapter 21: Help Drop-Down Menu

■ Help command

To start up the online Help feature:

- Click the **Help** command on the **Help** drop-down menu. A dialog box containing the table of contents for the Help feature appears.

■ About command

To display the information on the version of this application:

- Click the **About** command on the **Help** drop-down menu. A dialog box containing information about this version of the application appears.