Design-N-Quilt
User's Guide

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CHAPTER 1

Getting Started

Welcome to the Design-N-Quilt embroidery design system. This User's Guide provides you with the information you need to learn about and begin using Design-N-Quilt.

Topics covered in this chapter:

- Systems requirements information
- How to install the software.
- Activating the software.

Getting Started

The Design-N-Quilt Package

We recommend that you follow the procedures outlined here to ensure that you install Design-N-Quilt correctly.

Each Design-N-Quilt package includes the following components:

- Design-N-Quilt CD-ROM
- Design-N-Quilt Serial Number

System Requirements

Specifications are subject to change without prior notice.

Recommended System Requirements:

- Genuine Intel Pentium IV, 2GHz PC computer (or higher) with a CD-ROM drive.
- 1 gigabyte of RAM.
- Microsoft® Windows® 7, Windows® 8, or Windows® 10 64-bit operating system (32-bit operating systems are no longer supported).
- Minimum 1 gigabyte hard disk drive space available.
- Mouse

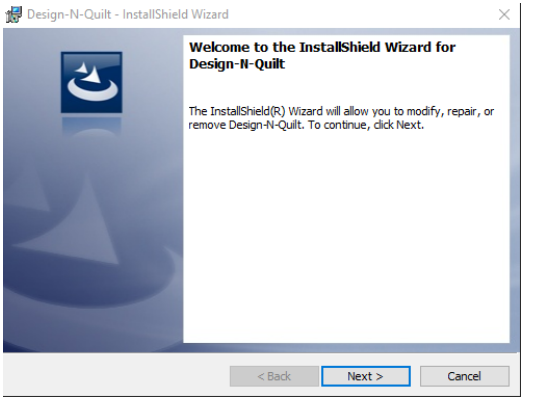
Installing Design-N-Quilt

You must be running Windows® 7, 8 or 10 to install Design-N-Quilt.

To install Design-N-Quilt:

1 Insert the Design-N-Quilt installation CD into the CD-ROM drive.
You see the Design-N-Quilt autorun screen.

2 Click “Install Design-N-Quilt Software.”
You see the initial Installshield Wizard window.



3 Click **Next** to begin the installation.

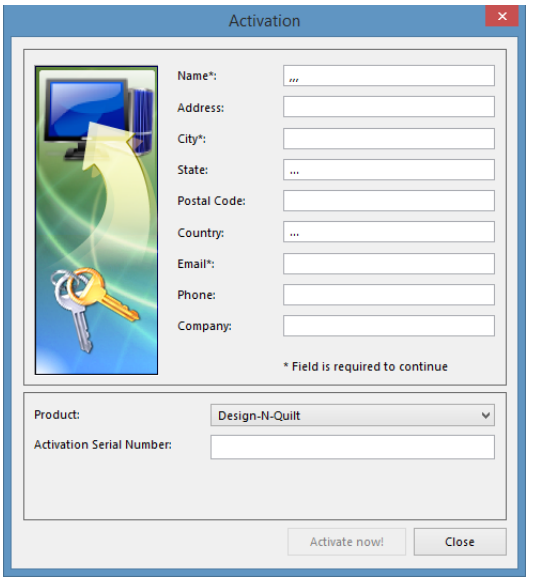
4 Follow the instructions on each screen.
The Design-N-Quilt software will be installed on your computer.

Activating Design-N-Quilt

In order to use the Design-N-Quilt software (once it is installed), you must Activate it first. A serial number is required for activation. You can choose one of the following options to obtain a license:

- Automatically through the internet.
- By obtaining an activation site key from your distributor.

For computers without a connection to the Internet, you must obtain an activation site key from your distributor. For more details, see "Activating without an Internet Connection."



Activating via the Internet

If the computer on which you are installing Design-N-Quilt has an Internet connection, all you need for your activation is the serial number that came with your copy of the software.

To obtain an activation over the Internet:

1 Do one of the following:
   - Double-click the Design-N-Quilt Icon on your desktop.
   - Choose Start—All Programs—Floriani—Design-N-Quilt.

   You see the Activation screen.

2 Fill in the registration information in the appropriate fields.

Fields marked with an asterisk (*) are required – your software will not be activated otherwise.

3 Type your individual serial number (that came with your copy of Design-N-Quilt) into the serial number field.

4 Click the Activate Now button on the dialog.

Design-N-Quilt will open.

Activating without an Internet Connection

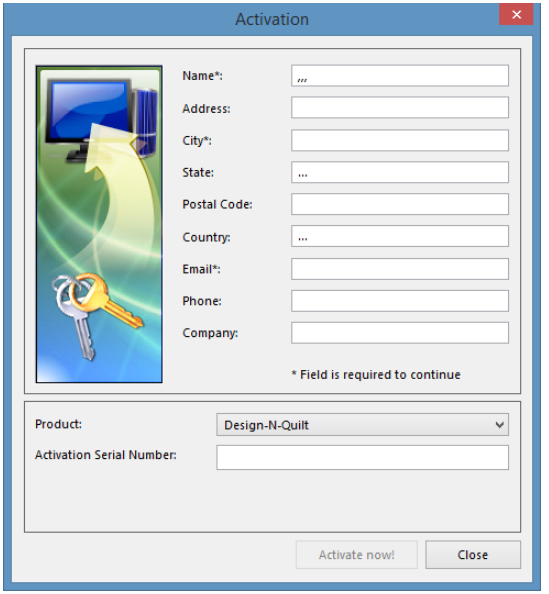
If you have installed the software on a computer that does not have an Internet connection, you will need an activation site key (in addition to the serial number) to complete the activation. You can obtain this site key by contacting your distributor.

To obtain an activation without an internet connection:

1 Do one of the following:

- Double-click the Design-N-Quilt Icon on your desktop.
- Choose Start—All Programs—Floriani—Design-N-Quilt.

You see the Activation screen.



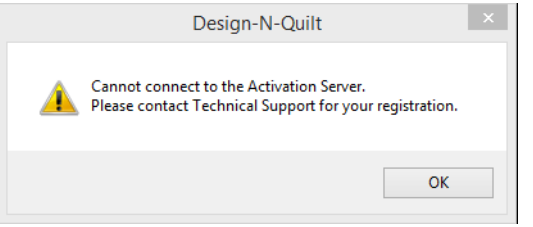
2 Fill in the registration information in the appropriate fields.

Fields marked with an asterisk (*) are required - your software will not be activated otherwise.

3 Type your individual serial number (that came with your copy of Design-N-Quilt) into the serial number field.

4 Click the Activate Now button on the dialog.

You see the following warning message:



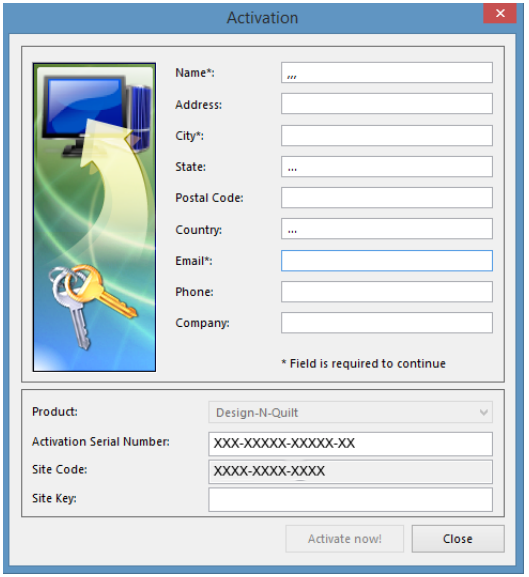
5 Click OK to dismiss the warning message.

The Activation dialog now has a new field for the activation site key. You will also see a Site Code number in the Activation Dialog.

6 Contact your distributor to obtain an activation site key.

For contact information, please refer to the “Getting Started” guide in the Design-N-Quilt packaging.

7 Send your serial number and the Site Code number that is now displayed in the activation dialog; the support department will then send you an new number; this is called the “Site Key.”



8 Enter the Site Key.

9 Click the Activate Now button.
Design-N-Quilt will open.

CHAPTER 2

Learning the Basics

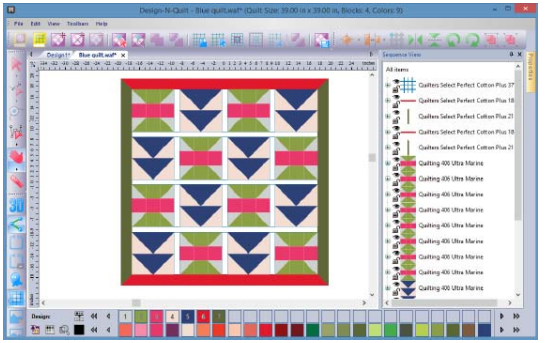
Before you start using the software, we recommend that you understand the Design-N-Quilt design workspace and learn a few of the basic components outlined in this section.

Topics covered in this chapter:

- Creating and altering designs
- Setting up the design workspace environment.
- Opening and saving existing designs as well as creating new designs.
- Printing design worksheets and adjusting print settings.

About the Workspace

The image below shows the Design-N-Quilt workspace, showing the various different areas. The sections that follow give a brief description of the properties/functions of each.



Title Bar

The Title Bar appears along the top of the design window.

When you open a design, the design's name, recipe, machine format, and design information are displayed in the title bar. The number of thread colors in a design, its stitch count, and its dimensions (height × width) are automatically updated in the title bar.

Menu Bar

The Menu Bar appears below the Title bar; it contains the menu tools.

Tools on the Toolbars

There are many tools available in the tool bar. To show or hide a toolbar, go to the Tool Bars menu and select the tool bar's name. The following tables briefly describe each tool.

File Tools

Tool	What it does
	New: Creates a new untitled design.
	Open Design: Opens an existing design file.
	Save: Saves the current design.
	Print Preview: Opens the print preview window, which in turn will let you print the current design.
	Create Snapshot: Instantly creates an image file of the current design.
	Cut : Cuts the selection and copies it to the clipboard.
	Copy: Copies the selection to the clipboard.
	Paste: Pastes the clipboard contents into the design, at the end of the design sequence.
	Undo: Reverses your last action.
	Redo: Reverses the action of the Undo command.
	Program Preferences: Displays the Preferences dialog box, containing the Formats, Environment, and Grid settings.
100%	**Zoom:** "Zoom in" to get a close-up view of your design or "zoom out" to see more of the design at a reduced size.

Edit Tools

Tool	What it does
	**Select:** Selects objects in the design window.
	**Shape:** Used to select and edit anchor points to modify outlines.
	**Close Shape:** Closes an open shape by joining the end points.
	**Stitch Select:** Manipulates individual stitches.
	**Lasso (for stitches):** Selects a group of stitches by drawing a line to fit around parts of the design.
	**Magnifying Glass:** Magnify or enlarge parts of your design.
	**Pan:** Allows you to move the design area around.
	**Ruler:** Measures the distance across any two points.

Design Tools

Tool	What it does
	**Line:** Allows you to toggle between entering straight and curved points.
	**Pen:** Allows you to plot anchor points by clicking and dragging.
	**Bezier:** Allows you to create open and closed paths using Bezier curves.
	Curve: Creates lines with curve or straight anchor points
	Arc: Creates arced curves based on three anchor points.

Tool	What it does
	**Shapes:** Opens the Shapes fly-out menu. Click the icons to draw rectangles, circles, triangles, pentagons or hexagons, or open the Custom Shapes dialog.
	**Custom Shapes library:** Displays the Custom shapes in a new window.
	**Magic Needle:** Allows you to find and trace an outline in a backdrop image.
	**Create Outlines:** Opens the Outlines tool, which can be used to add new artwork surrounding the selected artwork object.
	**Seam Allowance:** Creates a seam allowance artwork path, which is slightly displaced from the selected outline.
	**Fabric Designer:** Opens the Fabric Designer tool, which creates original fabric patterns (for backgrounds) based on an imported image file.
	**Duplicate**: Pastes the selected segment into the design workspace; you quickly choose the size and orientation of the copy that you paste.
	**Auto Baste:** Adds a basting stitch to the current design for use in stabilizing and placement during embroidery.
	**Color Sort:** Automatically reduces the number of thread changes in the selected items be resequencing like colors together.
	**Optimize Entry/Exit:** Minimizes the distance between entry and exit points in designs with multiple segments.
	**Sequence:** Allows you to automatically sequence two or more design objects.

Embroidery Embellishments

Tool	What it does
	**Text:** Creates lettering placed along a baseline.
	**Circular Text:** Creates text arranged on a circular baseline.
	**Embroidery Frames:** Opens the Embroidery Frames dialog.
	**Embroidery Designs:** Opens the Embroidery Designs dialog.
	**Quilting Stitches:** Opens the Quilting Stitches dialog.

Art Edit Tools

Tool	What it does
	**Remove Overlap:** When the selected paths overlap, cuts the part of the lower segment that is underneath.
	**Trim:** Applies to overlapped segments; will delete the part of a segment that is underneath in the layering.
	**Weld:** Applies to overlapped segments; all selected segments will be united into a single segment.
	**Intersect:** Applies to overlapped segments; removes all but the overlapped parts of the selected segments.
	**Exclude**: Removes the area where two selected path intersect, leaving the remaining areas intact.
	**Combine:** Merges two or more individual artwork segments into a single, continuous artwork segment.
	**Break Apart:** Splits any artwork segments that have been merged using the Combine tool into individual segments again.

Arrange Tools

Tool	What it does
	**Align tools:** Opens a fly-out menu containing the Alignment tools. These tools align all selected object relative to one another - to the top, bottom or center.
	**Distribute Tools:** Opens a fly-out menu containing the Distribute tools**.** These tools distribute the selected objects at an equal distance from each other vertically or horizontally.
	**Repetitive Sets:** Makes copies of a selected embroidery or artwork segment and places them in the design as a set of rows and columns,.
	**Flip Horizontal:** Flips one or more selected objects horizontally.
	**Flip Vertical:** Flips one or more selected objects vertically.
	**Rotate Left:** Rotates the current selection to the left in 90º increments.
	**Rotate Right:** Rotates the current selection to the right in 90º increments.
	**Group:** Combines several segments into a group so that they can be treated as a single unit.
	**Ungroup:** When a set of grouped segments is selected, the Ungroup command will

View Tools

Tool	What it does
	**3D:** Realistically renders your design onscreen.
	**Show Stitches:** Toggles the view of stitch points (stitch penetrations) on and off.

Tool	What it does
	**Hoop:** Displays the design as it fits relative to the embroidery hoop. Clicking this button a second time will turn the view off.
	**Select Hoop**: Opens the Select hoop dialog.
	**Ghost**: Displays any hidden segments/ stitches in light gray color in the workspace.
	**Grid:** Displays a background grid, which helps with alignment. Use the grid to align segments in the workspace.
	**Backdrop Tool:** Loads an image into the design workspace, for tracing.
	**Backdrop (Show/hide):** Toggles the view of a backdrop image on and off.
	**Background Color:** Allows you to change the background color or the design window, or replace the background with a fabric pattern.

Blocks Bar

Tool	What it does
	**Quilt block Library:** Opens a dialog that allows you to import blocks into new project.
	**Quilt Library**: Opens the Quilt Library dialog, from which you can open existing quilts.
	**Create Easy Block**: Opens the Quilt Blocks dialog, which contains a selection of Artwork blocks to add to a design.
	**Create Advanced Block**: Use to create a new custom block by drawing lines within a square.

Tool	What it does
	**Foundation Piecing:** Divides the selected block into sections that are suitable for sewing together using the Foundation Piecing method of quilting.
	**Piece Select:** Allows you to select areas in a block so they can be modified (e.g. for changing the color).
	**Lasso Piece Select:** Allows you to draw a line around two or more pieces in a block simultaneously.
	**Unite:** Used to a attach an embroidery segment to a quilt block, so that it can be exported along with the other parts of the block into the project folder.
	**Break Up:** Removes segments that have been attached to a block.
	**Create New Quilt Layout:** Creates a block grid in a new tab.
	**Block Select:** Selects a single block frame in the grid
	**Add Border:** Adds one or more border panels around the outside of a quilt.
	**Add Outer Border:** Adds border panels to the outside of the
	**Export Quilt Files:** Opens the Export dialog to save the blocks in the Quilt Builder grid as a new project.

Slow Draw Bar

The Slow Draw Bar shows how a design will sew out on-screen. You can use the Slow Draw Bar to eliminate potential sewing problems.

When you choose Tool Bars—Slow Draw, the draw bar (scrollbar slider and the sewing simulator) will appear at the top of the design window. The draw bar controls which parts of the design are drawn on the design window.

Scrollbar Slider

The length of the scrollbar slider represents all of the stitches in the opened design. You can move the scrollbar slider by dragging it to see a design as it will look sewn to a particular point. The color display within the scrollbar indicates the thread color that will be sewn when the scrollbar slider is positioned over it. Clicking on the arrows at the ends of the scrollbar will advance or retrace the design position by one stitch.

Sewing Simulator

The sewing simulator allows you to watch your design draw on a stitch-by-stitch basis, simulating the sewing action of your machine. The draw bar controls are similar to a CD player. You can push various control buttons and slide the speed control to vary the rate of sewing.

Using the Slow Draw Bar

The following table explains how to use the Slow Draw Bar in more detail:

Tools	What is does
	**Previous Stitch:** Move backward in the design by one stitch.
	**Scrollbar slider:** Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.
	**Next Stitch:** Move forward in the design by one stitch.
	**Simulate Sewing (backward):** Move backward through the design.
	**Pause/Stop:** Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.
	**Simulate Sewing:** Move forward through the design.
	**Speed control Slider:** Used to vary the rate of sewing.

Stitch Effects Tools

You can use Stitch Effects tools to convert design segments into different stitch types.

Tool	What it does
	Texture: Fills the selected artwork with a repeating embroidery pattern.
	Autostipple: Fills the selected artwork with a random running stitch.
	Advanced Stipple: Fills the selected artwork with a selected pattern of stitches
	Echo Quilting: Fills the area between two selected artwork shapes with spiral fill stitches that "echo" the shape of the interior artwork.
	Contour: Fills the selected artwork with contour stitch (run that parallels the border of the artwork).
	Shape Echo: Fills the selected artwork with a pattern of run stitches that follows the selected shape.
	Run: Converts the selection run stitches.
	Run (Motif): Creates motif run stitches.
	Steil: Creates a steil path.
	Steil-Run: Generates a linear segment that combines a steil and a run component in a single segment.
	Applique: Creates an applique border around your design segments.
	Artwork: Converts outline segments into artwork shapes.

Color Palette

The thread colors of the currently selected thread chart are shown in the Color Palette. To show or hide the Color Palette, choose Toolbars—Color Palette.

You can quickly change the color of a design segment by selecting it, and then clicking on the color square in the color palette. For more information, see "Changing Thread Colors."

Design Palette

The Design palette shows the colors that are used in the current design. It shows both the thread colors and the fill colors of areas within quilt squares.

Superimposed on each square, you will see the needle number corresponds with that color (for embroidery segments) or a capital "F" (for fills). When a color is changed in the design, the Design palette will immediately update to reflect the change. To show or hide the Color Palette, choose Toolbars—Design Palette.

The thread palettes: Design Palette (top) and the Color Palette (below).

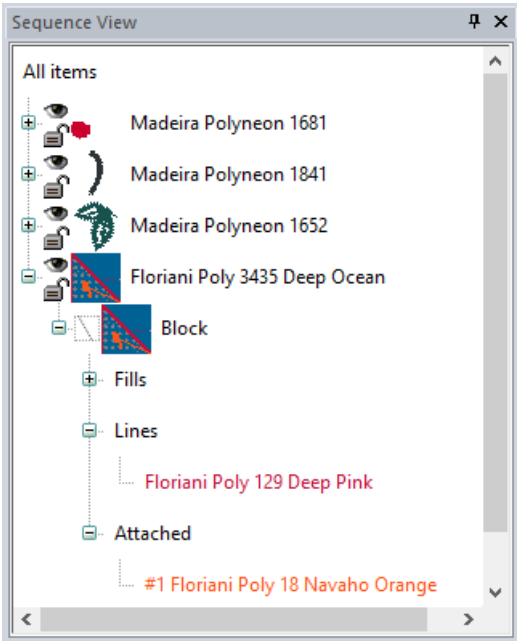
Sequence View

Sequence View allows you to view information that takes the form of branches. For instance, each color in your design will have different lines of stitching in that color. You can also select outlines and stitches in the Sequence View by clicking on them. This becomes important when you want to view or adjust an

individual part of your design. The sequence view also displays the number of stitches in each individual segment. These appear in round brackets to the right of the thread color name.

The Sequence View control allows you to expand and contract branches (colors) allowing you to see or hide the individual outline segments inside them.

You open and close the branches of the control by clicking on the + (plus) and –



To show or hide the Sequence View, choose Tool Bars—Sequence View.

Status Line

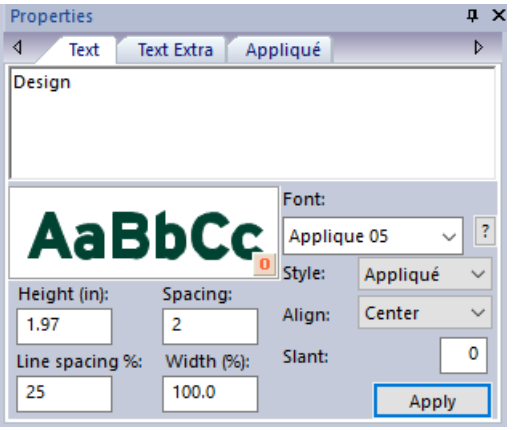
The Status Line appears at the bottom of the Design-N-Quilt window. To show or hide the Status Line, choose Tool Bars—Status Line.

As you move the mouse over different sections of the workspace, this indicator will tell you what that area or button does. You will also find specific design information in other areas of the status bar. For example, the status bar shows the total segments in the design, the number of selected segments and the number of stitches in the selected segments.

Properties Panel

The design properties of selected segments are shown in the Properties box. The Properties box is located at the right edge of the design window and contains tabs related to selected segments.

- To show or hide the Properties box, on the Menu bar, select Tool Bars—Properties.



The Properties panel, in this instance when a text segment is selected

Setting the Program Preferences

Certain global properties of the Design-N-Quilt program can be configured on the Preferences dialog. Open this dialog by clicking the Program Preferences button on the file toolbar.

There are a number of different categories of preferences that can be configured in the dialog, each on its own page. The settings in each category will be treated separately in the following sections.

Format Preferences

All designs in Design-N-Quilt have a machine format. These formats have their own profile settings that determine how embroidery information will be interpreted when you save designs in that particular format.

When you set machine format properties in the Program Preferences, all new designs will use these machine format properties as its default settings.

There are also settings on the Formats tab for the Hoop Bracket location, and the Automatic Color Match feature.

To change machine format properties:

1. On the File toolbar, click the Program Preferences tool.
   You see the Preferences dialog box.
2. Click the Formats tab.
3. From the Recipe drop-down list, select the default style you want to use for your design. A "recipe" is a set of sewing machine settings that are adjusted to make the embroidery work best with different kinds of fabric, e.g. satin, blankets, etc.
4. From the Machine format list, select the machine format that you want applied to new design files.
5. From the Hoop drop-down list, select the hoop brand/dimensions that match your sewing machine.
6. Adjust the Hoop Bracket Location setting. When the hoop is displayed in the workspace, the hoop preview will show which side the hoop bracket (mount) will be displayed on (top, bottom, left or right)
7. (Optional) Check the "Color match on loading" option to match the colors of any stitch files you open with the selected thread chart. For more information, see "Note: Color Match on Loading", below.
8. Click OK.

Note: Color Match on Loading

When you first open a design file in Design-N-Quilt, the thread colors will be the ones belonging to the thread palette used when it was created, rather than the palette that is currently open. However, you can convert the thread colors to a different thread palette using Color Match.

When you open a stitch (machine) file, Color Match searches the selected palette for the closest matches to the design's current thread colors, and automatically replaces them. Then, when you save this design again, it will retain the new thread color values.

Color match applies to all types of stitch files (such as *PES, *JEF, *SEW, etc.) However, if the design you are opening is a *.WAF (outline) file, it will retain its original colors whether this option is checked or not.

Environment Preferences

Design-N-Quilt allows you to set up your design workspace environment for all opened design files. You can predetermine the units of measurement you want to use for your designs, as well as decide how often open design files get saved. The following describe the units of measurement in Design-N-Quilt.

Metric

The dimensions in Design-N-Quilt can be displayed in metric values. This is not the default; however, if you set your design preferences to metric, it will remember for you each time you run Design-N-Quilt. It is generally preferable for embroiderers to use the metric values because the manufacturers of the machines and designs all are based in metric countries. The machines and software 'think' in the metric system.

Inches versus Metric

If you would prefer to measure in inches, set Design-N-Quilt to use the Imperial system; under Program Preferences, click the Environment tab, where you can select English from the Units list.

Embroidery machines typically use metric units; therefore, it is likely that from time to time you will have to switch back.

To set the Environment Preferences:

1 On the File toolbar, click the Program Preferences tool.

You see the Preferences dialog box.

2 Click the Environment tab. Adjust one or more of the following:

- From the **Units** list, select the units of measurement you want used for your designs: Metric or Inches.

You can also select the units of measurement using the menu options available in your design workspace. Right-click on the ruler at the left or top of the window and select Metric or Inches.

- On the Autosave list, select the interval between auto-saves.
- From the **Image editing program** list, select the image editing program you want to use. If you want to use a program not listed, select Other Program and browse to the location of the program.
- In the **Language** drop-down list, choose you preferred language from the drop-down list.

3 Click OK.

View Preferences

On the Preferences—View tab, there are a number of options that can be selected that change the view of the workspace.

To set View preferences:

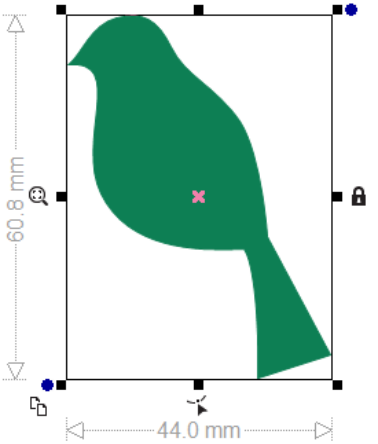
1 On the File toolbar, click the Program Preferences tool.

You see the Preferences dialog box.

2 Click the View tab, and adjust one or more of the following:

- **Highlight Selection**: When enabled, this setting will highlight the selected embroidery segment with an outline of color. (Highlight selection does not apply to artwork segments.)
- **Highlight Color:** If "Highlight selection" is enabled, select a new highlight color by clicking the color "swatch" and choosing a new color from the drop-down list.
- **Show Backdrop below Grid:** When selected, the backdrop image will cover the grid lines. When not selected, the grid lines will appear on top of the backdrop
- **Show Size Tooltip**: When checked, a tooltip will "pop up" showing the dimensions an design object while you are resizing it.

- **Hide Activation Codes**: Hides the Activation code of your Design-N-Quilt software in the Licence Activator dialog.
- **Draw Selection Size:** Check this setting to display selection size bars in the workspace. These bars show the vertical and horizontal size of whatever segment or group is currently selected.



3 Click OK to apply the settings.

Grid Preferences

The Grid Settings help you align and measure artwork and design elements. You can set the grid to measure in millimeters or inches according to your preference.

Also on the Grid Page, you will find the controls that turn on and of the snapping behavior of the drawing tools (Line, Pen, Bézier, etc.). You can set these tools to snap to the grid, to guidelines, or to anchors.

To set the grid and snap to preferences:

1 Open the Program Preferences tool.
You see the Preferences dialog box.

2 Click the Grid tab.
You see the Grid settings.

3 In the Spacing area, complete the following:

- In the Horizontal spacing box, enter the measurements for horizontal spacing in millimeters or inches.

- In the Vertical spacing box, enter the measurements for vertical spacing millimeters or inches.
- In the Color field, select a predefined color to use for the minor grid.

4 In the Grid Major area, complete the following:

- In the Horizontal lines box, enter how often you want horizontal lines to be highlighted in the major grid. For example, if you enter 3 in the horizontal lines box, every third horizontal line will be highlighted in the major grid.
- In the Vertical lines box, enter how often you want vertical lines to be highlighted in the major grid. For example, if you enter 5 in the vertical lines box, every fifth vertical line will be highlighted in the major grid.
- From the Color list, select a predefined color to use for the major grid.

For the both the “Grid Major and “Spacing” grid lines, you have the option of selecting the grid line color from a larger range of colors; click More... at the bottom of the color selection field, and choose your color in the Colors dialog that appears.

5 In the Style area, select one of the following grid styles:

- Show grid as solid lines
- Show grid as dashed lines
- Show grid as dots

6 In the Options area, select one or more of the “snap to” options:

- **Snap to grid:** the path will “snap” onto grid line when you click to place an anchor point near it.
- **Snap to guidelines:** the path will snap to the nearby guideline (if any have been placed in the design).
- **Snap to anchors**: When you click near an anchor point of existing path segment, the new path you are drawing will “snap” to that anchor.

7 Click OK.

Conversion Preferences

When converting artwork paths to embroidery segments (i.e.with the Stitch Effects tools), Total Quilter would normally create the embroidery by converting the artwork path to a totally new type of segment effectively “using up” this path in the process.

However, if you want have both the original artwork and the new embroidery segment, there is a setting on the Preferences—Conversion called “Keep artwork segments in embroidery conversion.” This setting is enabled by default, meaning that keeping the artwork is now the normal behavior. If you do NOT want to keep the artwork after converting to embroidery, you can disable this setting by un-checking the box; click OK to save the preference change.

Adjusting the Workspace

Showing and hiding toolbars

You can hide or move a toolbar if it is blocking your view of the workspace and cluttering the screen. You can move the tool bars anywhere

on the screen. If you drag a toolbar to the edge of the design workspace, it attaches to the sides, top, or bottom edge of the workspace. You can arrange the tool bars in an order that is comfortable for you. You can also leave tool bars floating on your workspace.

To see the name of each tool on the various tool bars, simply mouse-over each tool icon; a small Tool Tip box will pops up displaying the tool name.

To show or hide a toolbar:

1 Choose the Tool Bars menu and select the toolbar you want to show or hide.
A check mark indicates that the toolbar is visible on your screen.

2 To move the tool bars, drag the floating toolbar by its title bar or drag by the gray area around the buttons.

Showing and Hiding the Slow Draw bar

You can show or hide draw bar tools. The draw bar tools control which parts of the design are drawn.

For more information on using Slow Draw tools, see "Slow Draw Tools".

To show or hide the Slow Draw Bar tools:

- Do either of the following:
  - Choose Tool Bars—Slow Draw.
  - Press Ctrl + R.

Showing and Hiding the Grid

You can show the workspace grid or hide it again if it interferes with your view of the current design.

To show the grids:

- Do one of the following:
  - On the View toolbar, select the Grid  tool.
  - Choose View—Grid.

  To hide the Grid again, click.the Grid tool again, or uncheck Grid on the View menu.

Changing the Background of the Current Window

Depending on the type of artwork you are using or the type of design you are creating, you may want to change the background color of your window. For example, if you are creating a design with light color threads, you may want your background darker so that the stitches are more visible on-screen.

It may also be helpful to see the design preview against a fabric background. The software comes with a selection of fabric images already installed which can be used in place of a solid color.

To change the background color:

1 Do one of the following:
  - On the View toolbar, click the Background Color  tool.
  - Press Ctrl + B on the keyboard.

  You see a menu.

2 To change the design window background to a different color, do the following:
   - From the menu, select Color.
     You see the Color dialog.
   - Choose a preset color or a custom color.
   - Click OK.

   The new color replaces the old color on your design window.
3 To change the design window background to an image of a fabric, do the following:
   - From the menu, select Fabric.
     You see the Open dialog.
   - Select one of the available fabrics or browse to the location of the image file for your own scanned fabrics.

     Usually it is best to save your fabric image as a JPEG file, as these take up less disk space than other formats.

     Try to keep your file small in pixel size - 300x200 is typical, and more than 640x480 is going to give you a large image. If there is a quality setting, use 'Web' or 'Low' quality. Don't be afraid to experiment; if a scan is too big or small or there is some other problem, adjust the settings and try again.

     You see a preview on the right of the dialog.
   - Click Open.

   The image of the fabric replaces the old color on your design window.

Viewing 3D stitches

You can use the "Show 3D" tool to preview a realistic view of the embroidery in your design.

To show the stitches in 3D view:

- Do any of the following:
  - On the View toolbar, click the 3D tool.
  - On the menu bar, select View—Draw 3D.
  - On the keyboard, type Ctrl+3.

The stitches will now appear in 3D preview mode.
To turn 3D view mode off, perform any of the above actions again.

Showing and Hiding Machine Commands

The Machine Commands icons show where the embroidery machine performs commands, such as trims and jumps. These locations are marked with different symbols to display the command type.

To show commands:

- Do one of the following:
  - On the menu bar, select View—Commands.
  - On the keyboard, press Alt + I.

The commands icons now appear in the design window.
To hide the command symbols, simply uncheck Commands on the View menu, or type Alt + I again.

Showing and Hiding the Stitch Points

Use the Stitch Points tool to see the location of the stitch penetration points in the embroidery segments; these points appear in the workspace as small black dots.

To show the stitch points:

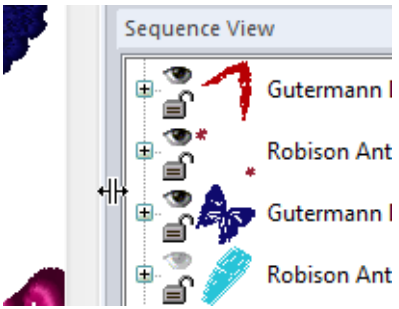
- Do one of the following:

- On the View toolbar, click the Stitch Points tool.
- On the Menu bar, select View—Stitch Points.
- On the keyboard, press **P**.

You see the stitch points in the design. To hide the stitch points, perform any of the above actions again.

Adjusting the Workspace Splitter

The design workspace is separated from the Color Palette, Sequence View and Properties box by a "splitter", which is the right edge of the design window. To move a splitter, hover the mouse over it exactly as you would a window edge, and then drag it where you want. You'll notice that when you're over a splitter, the cursor will change to a double-sided arrow.



It is possible to reduce a splitter to the point where nothing from the second window is visible. If you have done this, just drag the splitter, being careful that you're not dragging the outside window edge.

Changing the Workspace View

You can change the view of designs in the workspace using the Magnifying Glass and Pan tools.

The Magnifying Glass

The Magnifying Glass tool sets the Zoom Mode on and off. When you turn Zoom Mode on, you will see your cursor change. With this cursor you can perform three actions:

- Left-Click: This zooms the display in, using the point you clicked on as the center for the display.
- Right-Click: This zooms the display out, using the point you clicked on as the center for the display.
- Left-Drag: If you drag a box on the screen, the display will zoom to fit that box. This is a really handy feature if you want to adjust a small area of a large design, for instance, one letter out of a multi-line text item.

As you zoom, you see the Zoom control on the File toolbar adjust according to your zoom percentage.

The Pan Tool

The Pan tool turns your cursor into an icon of a hand. This allows you to drag the window around, while, at the same time, being

able to see where you are moving. This is similar to moving around the window using the scrollbars.

The Pan tool does not move any design objects, only the area of the overall design that is being displayed.

If the Pan tool is selected, you can right-click to change to the Select tool.

Working with Hoops

Viewing the hoop or frame on the screen lets you ensure that your design fits properly when you run it on the machine. The hoop serves as a guide to help size and position your design in the design window.Desing-N-Quilt comes with many different pre-loaded hoop sizes. Your hoop size determines how big your design can be when you go to save it.

Viewing the Embroidery Hoop

The Hoop tool toggles the display of the embroidery hoop on and off.

The hoop size is set by your settings under the Hoops dialog in Floriani Total Quilter. Clicking the Hoop tool has no effect on the current mode, but will affect your current zoom. If the hoop is off and you turn it on, the display will zoom to fit the hoop into the window.

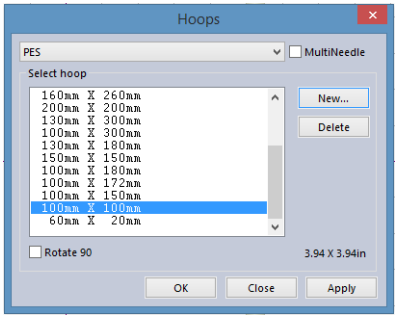
Choosing a Hoop

You can select one of many pre-loaded hoops using the Hoops dialog. To open this dialog, click the Select Hoop tool on the View toolbar.

Note that there are different file formats available. This is useful when you want to make sure that your design will fit for more than one kind of embroidery machine.

To choose a hoop:

1 On the View toolbar, click the Select Hoop tool.
You see the Select hoop dialog.



2 From the drop-down list at the top of the dialog, choose a machine format.
The list of hoops will change to reflect the available pre-loaded hoops in that format.

3 From the list of hoops, select the one you want to use by clicking on it.
The selected hoop will be highlighted.

4 If you wish to turn the hoop through a 90-degree angle in your workspace, check Rotate 90.

5 Click Okay.
The chosen hoop will be displayed in the workspace.

The hoop that you select will be the limit to the size of the design for saving purposes. When you save a design that is too big for the hoop you have chosen, you will get an error message.

Creating a custom-sized hoop

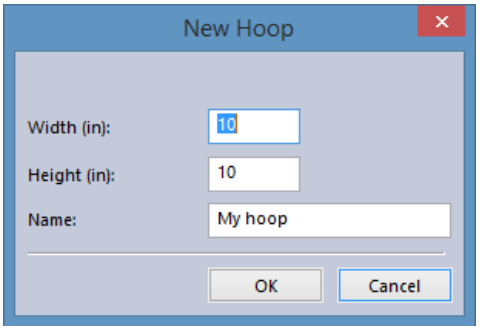
Through the Hoop dialog, you can create your own hoops. You set the width and height of the hoop, and give it a name. Your new hoop will now be available in the Hoops window for you to select.

To create a custom hoop:

1 Do one of the following:
- On the View toolbar, click the Select Hoop tool.
- From the menu bar, select View—Select Hoop.

You see the Select hoop dialog.

2 Click the New button.
You see the New Hoop dialog.



3 In the appropriate boxes, type in the desired height, width, and name for the new hoop.

4 Click OK.

The New Hoop dialog closes, and the name of the new hoop is displayed in the list in the Hoops dialog box.

Creating New Designs

When you open Design-N-Quilt, you can immediately begin creating a new, untitled design in the design window. When a design is already open, and you open another new file, it will open in its own tab.

To create a new design:

- To open a new design, do one of the following:
  - On the menu bar, choose File—New.
  - On the File tool bar, click New .
  - Press Ctrl+N on the keyboard.

  You see a new, blank design.

Opening and Closing Designs

When you open an outline file (*.WAF), the default file type, into the unified design window, your single design file contains both outlines and stitches.

To open an existing design:

1 To open an existing design, do one of the following:
- Choose File—Open.
- From the File toolbar, click the Open Design tool.

You see the Open Design dialog box.

2 In the Look in list, browse to the location of the file you want to open.
3 In the Files of type list, select a design file type for the design you want to open.
4 In the File name box, enter the file name, or select the file you want to open by clicking the file.

To open multiple files, press Ctrl on your keyboard while selecting the files you want to open. To open all files, select any file and press Ctrl+A on your keyboard

5 Select Preview to view a thumbnail (a small representation) of the design.
6 The Convert to Outlines option will be checked by default. This setting ensures that any stitch (i.e. non-outline) design, or individual stitch segment contained in the design, will be converted to outlines when it is opened.
7 Click Open.

To close a design:

- Choose File—Close.

Tips

- To open a file you have recently worked on, choose File and then choose the design file from the list.
- To limit the number of displayed designs in the Open Design dialog, you can enter the first letter of the design name, followed by an asterisk (*) and the file extension. For example, if you have a design file named Cats, enter “C.waf” in the File Name box and press **ENTER**. You see a list of all the designs starting with C.

Saving Designs

You can use Save or Save As to save designs in a variety of file formats.

Using the Save and Save As commands

The Save As command lets you save an alternative version of the design with a different name, location, or file format. Save As is handy when you want to keep your original design and create another design with slight modifications. The Save command saves the changes you make to the current design.

To save a design:

1 Choose File—Save As.
You see the Save As dialog box.
2 In the Save in list, browse to the location you want to save your file. You can save design files to your hard drive or external memory device.
3 In the File Name box, enter the file name for the design you want to be saved.
4 In the Save As type list, select the file type you want the design to be saved as.
5 Click Save.

To save changes to the current design:

- Choose File—Save.

Restoring Autosaved Design Files

Design-N-Quilt makes it easy to restore the last design file you worked on. You can restore a saved design file as well as restore a copy of the last design file you closed but did not save.

To restore unsaved designs:

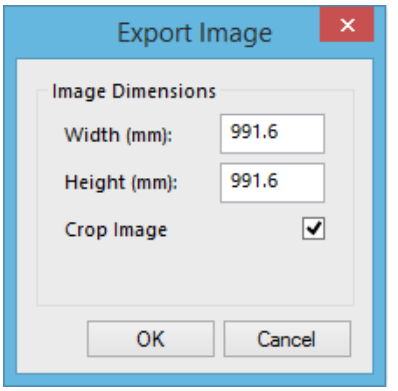
- Choose File—Restore Autosaved.
  The restored design file opens in the design workspace.

Outputting the Design as an Image

At any point in the design procedure, you can use the Create Snapshot tool to save design as an image. This tool can be used to make snapshots of either individual blocks or entire quilts. The images thus generated can be saved in *.BMP, *.JPG or *.PNG format.

To export a design as an image:

1. Open a Quilt or Block design.
2. On the file toolbar, click the Create Snapshot tool.
   You see the Image dialog.
3. In the Save in list, browse to the folder or directory you want to save your file.
4. In the File Name field, enter the file name for the design.
5. In the Save as type: field, choose a file type to save as - *.BMP, *.JPG, *.PNG or *.GIF.
6. Click Save.
   You see the Export Image dialog.



7. Set the size (width and height) of the image.
8. (Optional) Check the "Crop Image" box to remove the white space from around the outside of the image.
9. Click OK.
   The image of the design will be saved to the selected directory.

Printing Designs

Previewing a Design before Printing

You can preview a worksheet on the screen before sending it to the printer.

To preview a design:

1. Do one of the following:
   - From the File toolbar, click the Print Preview tool.
   - Choose File—Print Preview.
2. To zoom in and out of the previewed worksheet, do the following:

- To zoom in on the worksheet, click Zoom In and scroll to view specific parts of the design.
- To zoom out on the worksheet, click Zoom Out and scroll to view specific parts of the design.

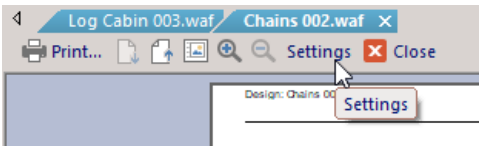
3 To change the settings for the design worksheet, click Settings.
4 Click OK.
5 To close print preview and return to the design window, click Close.

Printing Design Worksheets

You can print worksheets for design files. When you print a worksheet for a design file, the worksheet information depends on the selected settings in the Print Settings dialog.

To print a worksheet for your design:

1 Choose File—Print Preview to view the worksheet before you print.
2 You may want to adjust the settings of the worksheet that you are going to print out. To do so, click the Settings button, which is located at the top of the Print Preview window.



This will open the Print Settings dialog, on which you can choose the appropriate print options. See the following section for a description of these options.

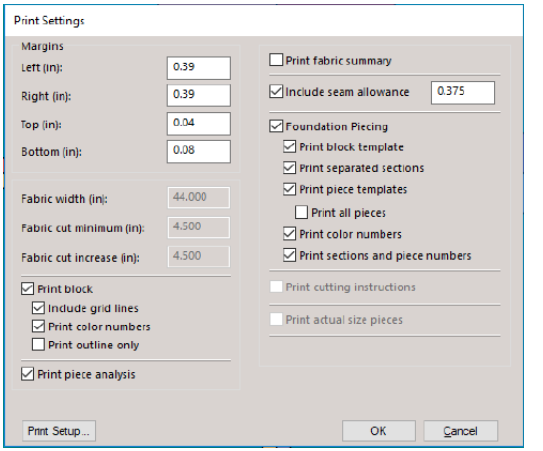
3 After adjusting the print settings, click OK.
4 Click Print.

Print Settings

You can customize your print settings for your worksheet by way of the Print Settings dialog. This allows you to decide which of the various different categories of information that will be included on the printed worksheets.

To change a design's print settings:

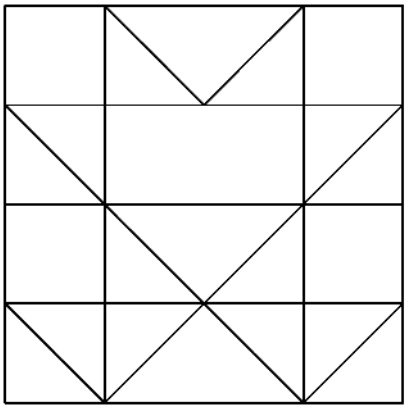
1 Choose File—Print Preview.
You see the print preview, displaying your design.
2 On the "title bar" of the preview window, click Settings.
The Print Settings dialog opens.



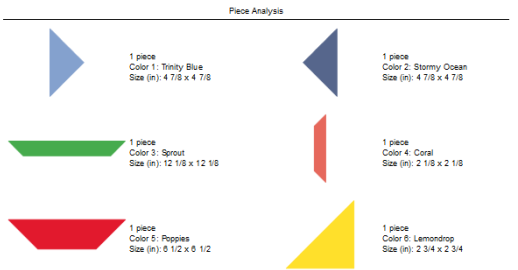
3 In the Margins area, enter the size of margins you want for your design worksheet.
4 In the Fabric width area adjust any of the following:
- Width of the fabric.
- Fabric cut minimum (in)
- Fabric cut increase (in)

5 Check **Print block** to enable the following settings:

- **Include grid lines:** When enabled, grid lines will be superimposed on the block in preview.
- **Print color numbers:** The numbers assigned to each color in the block will be printed on each piece in the template.
- **Printed outline:** When enabled, an outline preview of the selected block pieces will be printed; this preview will appear on a separate page from the individual pieces.



6 **Print piece analysis**: Select this option to a include list of all the pieces you need to cut to create the block/quilt: includes the shape, color, number required, and size.



7 **Print fabric summary:** When enabled, the print preview will include a separate page that lists each fabric (by color), the number assigned to that color an estimate of the amount (in yards) of fabric required.

8 Check the **Include seam allowance** box to include the seam allowance in the print-out; in the field to the right of the Seam Allowance, enter the of seam allowance to be included in the print preview.

9 To print Foundation Piecing templates, check the **Foundation Piecing** check box.
The options in the Foundation Piecing area of the dialog now become editable.

- **Print block template:** The complete template will be printed, showing all the pieces together.
- **Print separated sections:** When enabled, each section will be printed individually (including seam allowance).
- **Print piece templates:** When enabled, the print preview will include one instance of each FP piece separately.

By default, only one copy of each distinct piece will be printed when "Print piece templates" is enabled will be included. Select "Print all pieces" if you want the print as many pieces as are required for the block.

10 **Print cutting instructions**: Select this option to include the step-by-step instructions along with the print preview.

11 **Print actual size pieces**: select to print the piece templates at actual size.

Note that these two options only apply when you are doing conventional piece cutting, not to Foundation Piecing.

12 Click OK.

The Print Preview worksheet(s) will be modified accordingly.

CHAPTER 3

Creating Individual Quilt Blocks

Using the tools on the Blocks bars, you can create new quilt squares using a number of different tool.

You can use additional tools to add embroidery to the new quilt squared, such as frames and design embellishments.

Topics covered in this chapter:

- Opening and modifying Quilt blocks from the Design-N-Quilt library
- Creating original Quilt Blocks using the Create Easy Block and Create Advanced Block tools.
- Adding extra embroidery to designs, including embellishments, decors, and borders to designs
- Converting artwork to embroidery using the Stitch Effects tools

Creating New Quilt Blocks

You can use several different Design-N-Quilt tools to create new Quilt Blocks, or modify existing ones. New, original Quilt Blocks can be created using any of these methods.

- Opening an existing quilt block from the Library and adjusting the colors.
- Using the Create Easy Block tool.
- Using the Create Advanced Block tool.

These methods are each described separately in the procedures that follow.

Quilt Block Library

Design-N-Quilt installation includes a large number of quilt blocks that come already installed with the software.

You can access this library of existing blocks by way of the Artwork Block tool to place these blocks into the design workspace. Quilt blocks consist of filled, colored artwork shapes. Select from the large array of block patterns, organized into categories such as Log Cabins, Stars, Pinwheels, etc.

Once the Block has been opened, the individual sections can be selected. You can change the colors of the sections, and/or use them as the basis for generating stitch segments using the Stitch Effects tools.

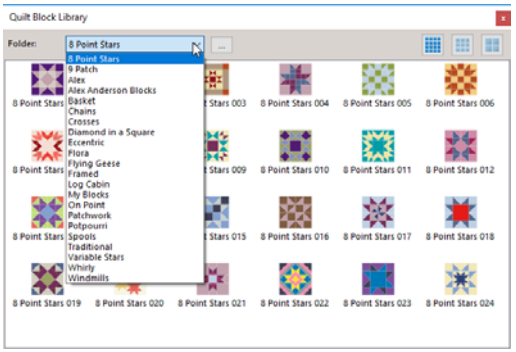
To add a Quilt Block:

1 Using the New tool, open a new tab in the Workspace.

2 On the Blocks toolbar, click the Artwork Block  tool.

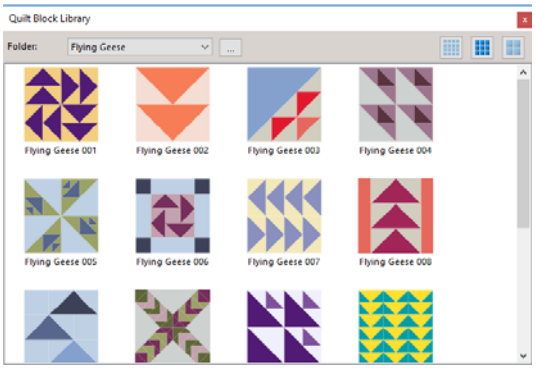
You see the Blocks dialog.

3 Click the down-arrow to view the drop-down list of Block folders (categories).



4 Click a category name to choose a category of block you want.

You see an array of thumbnail images of the available blocks in that category



There are three options that can be applied to change the size of block previews in this dialog, At the top-right of the dialog, select either the “Small icons”  “Medium icons”  or “Large icons”  buttons to change the size of these icons, and therefore the number of that will fit into the from.

5 Click the thumbnail to select the desired quilt block.

The block appears in the workspace. Using the "Piece Select" tool, you can now edit the block (e.g. by recoloring areas) and save it under a new name, if required.

Using the Easy Block Tool

Using the Create Easy Block tool, you can easily design new quilt blocks of your own. When you create a new block using this tool, it creates a grid consisting of an array of small cells. You can then fill in the pieces of the new block by selecting and filling (cells) on this grid.

You can then save your completed block to the Custom folder of the Advanced Quilt Design's library, making them available for use in assembling quilt blocks.
See "Adding Blocks to the Quilt" above.

To create a custom block:

1 On Blocks toolbar, select the Create Easy Block tool.

A new tab opens. On this tab, you see the default grid layout (8 X 8 rectangle).

2 On the Properties panel, make the following selections:

- In the Type drop-down list, select the grid style to apply. Select one of the following:
  - Rectangle
  - Quarter Square Triangles
  - Half Square Triangles up
  - Half Square Triangles down

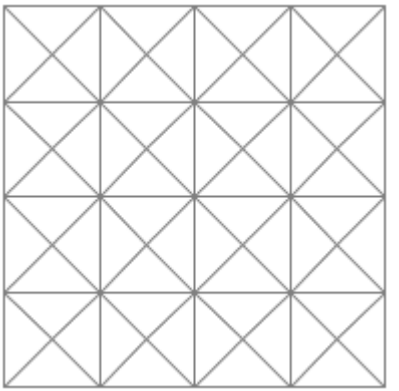
The style chosen should reflect the style of the shape you are trying to trace, for example, use the Rectangle style to make rectangular blocks.

The style of the overlay grid will change accordingly

- In the Across and Down fields enter the number rows and columns of "cells" in the block overlay grid.
- In the Width and Height fields, you can adjust the dimensions of individual "cells" in the overlay grid, if required.
- By default, the "Keep Aspect Ratio" box will be enabled; when it is, the height and width change proportionally when you adjust either dimension. To change one dimension without affecting the other, uncheck "Keep aspect ratio" before entering a new value for height or width.

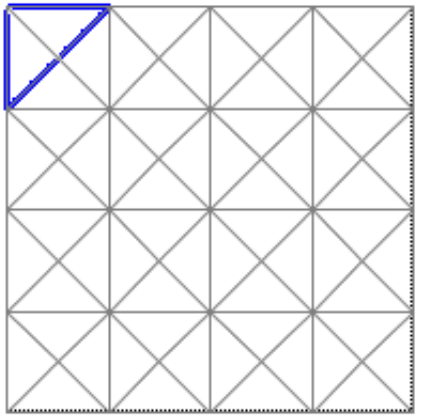
3 Click Apply.

The new block will appear in the workspace, show the specified properties. In the example below, the quarter square triangles style has been applied.



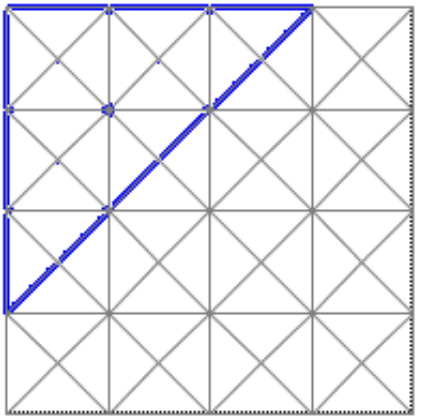
4 On the Block tab, click the Piece Select tool. Fill in the colors of the block by doing the following:

- On the block grid, click individual cells to select them; hold down the Ctrl key while clicking to select multiple cells.



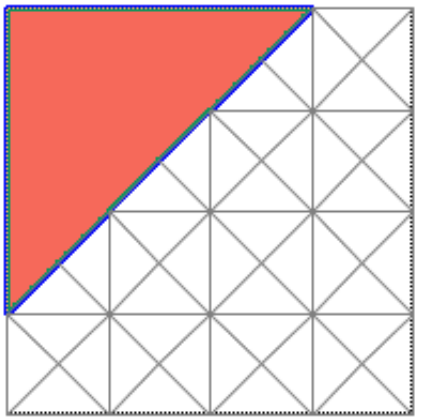
- Continue clicking on cells until a whole piece of the block has been selected.

In this example, all of the cells in the upper-left triangle of the block are selected.



- To join the cells as a unit, do one of the followIng:
  - On the Block tab toolbar, click the Unite icon.
  - Right-click on the selected pieces, and select Unite from the context menu.

5 In the Block Color palette, click on a color square to change the piece to the desired color.



6 Repeat steps **4-6** for the other pieces of the block.

7 If required, you can undo the action of the Unite tool, so that the selected pieces revert to individual "cells." Select the united piece and do one of the following:

- Click the Break up tool on the Block tab toolbar.
- Right-click on the piece and select Break up from the context menu.

8 Using the Save or Save As commands, save the block.

*The block will be saved as a outline file (*WAF).*

If you want to make blocks available in the Quilt Block Library, you can save it to the My Blocks folder. By default, this folder will be found in the following directory: C\Program Data\ Quliter's Select\Design-N-Quilt\ Library\Blocks\My Blocks.

Creating an Advanced Quilt Block

You can use Create Advanced Block  tool to make your own customized quilt blocks.Using this tool, you can make quilt blocks in any size, draw outlines for piece shapes, and fill the shapes with color. You can then convert the outlines to quilting stitches using the stitch tool.

When a block is finished, you can export it to a project folder. This folder will contain the files for the fabric cutting machine and the embroidery file for sewing the block together.

To build an advanced quilt block, do the following:

1 On the Blocks bar, click the Create Advanced Block  tool.

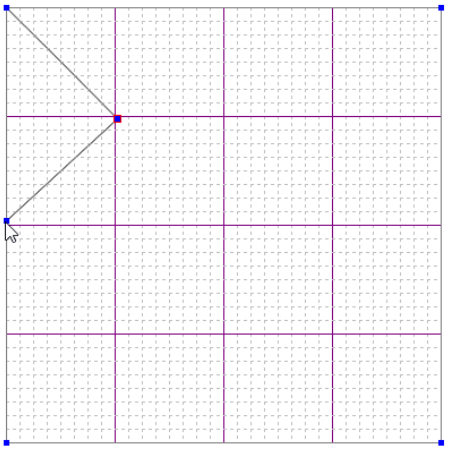
A new tab will open in the workspace; this tab will contain an outline of the a block.

The block will appear with the default dimensions of 8 in X 8 in. If you want to change the block dimensions, you can do so at this point in the Properties panel; click Apply to see the change in the workspace.

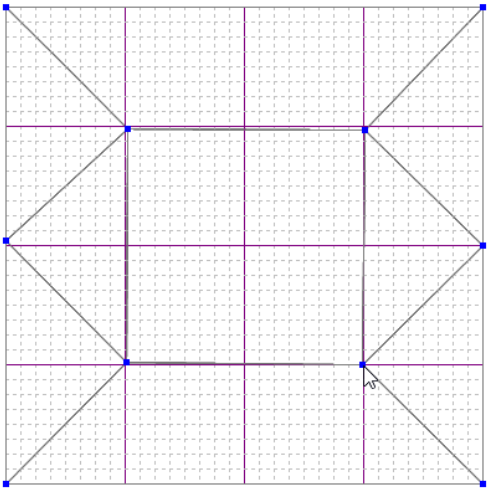
2 To create pieces within the block do the following:

- On the Block toolbar, select the Block Line  tool.
- Click and drag within the block to place the first piece border line within the block.

The ends of the line will "snap" to the boundary of the new block.



- Click and drag to draw additional lines to create outlines of all the pieces you need. Note that you can "anchor" new lines to any line that you drew previously.



3 To adjust the position of existing lines in the block design, do the following:

- Select the Block Point tool.

  When this tool is selected, the lines in the block will appear with blue dots at each end.
- To move a line, click on a blue anchor point and drag it to the new position.

  The position of the line that the anchor point was attached to will be adjusted accordingly.
- To remove a block point that you may have placed in error, select the point and right click; then, in the context menu, select Delete point.

  The point will be removed from the design.

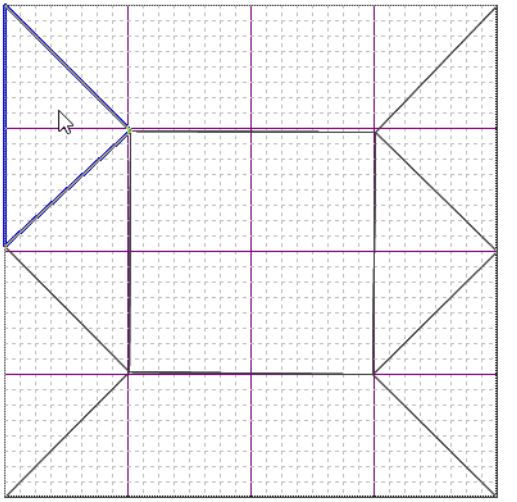
4 (Option) **Reset Block:** If you want to start over completely, right-click anywhere in the block and select “Reset Block” from the pop-out menu. This will remove any and all points you have placed in the new block.

5 When you have delineated all the piece shapes you want, you can now color the artwork fill. To do this, do the following:

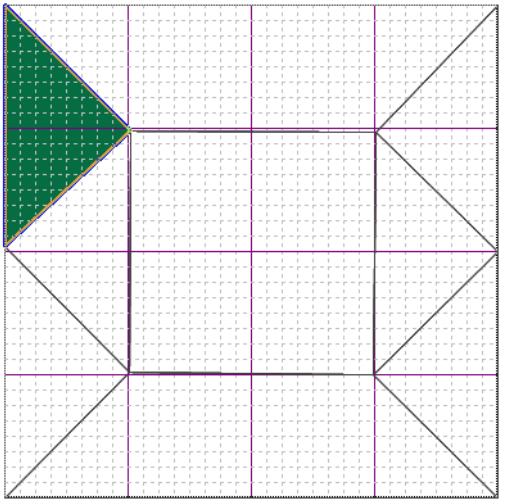
6 Click the Piece Select tool.

- Click within the area of a piece to select it.

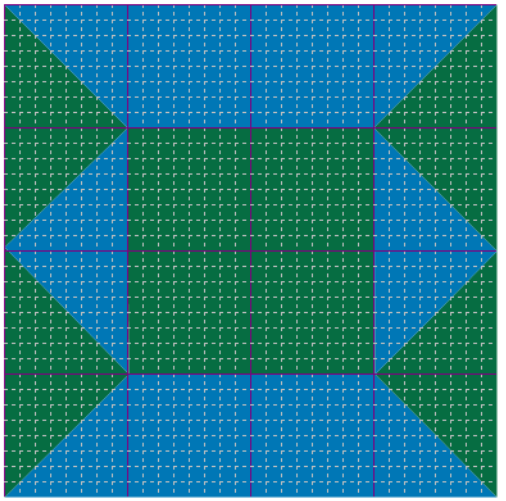
  The piece will be outlined in blue to show that it is selected.



- Select a color (or fabric) from the Color Palette or the Pop-up Palette to fill the area.



- Repeat this step for the remaining areas in the Block.



7 When all the pieces have been filled in with color (or fabric) click Save.

8 You see the Save as dialog; browse to directory you want to save to and enter a name for the block.

9 Click Save.

The new block will be saved to the selected directory.

If you save the block in the Library--My Blocks folder, you can easily access it via the "Quilt Block Library" tool. The My Blocks folder is located at C:\ProgramData\ Quilter"s Select\Design-N-Quilt\ Library\Blocks\My Blocks.

Selecting Block Pieces

You can use the Piece Select tool or the Lasso Piece select tools to select pieces within a block or quilt design. When a block piece is selected with this tool, it allows you can change its color using the color palette. (There are several different methods of for changing piece colors, depending on the context; please refer to the "Working with the color palettes" section, below).

To use the Piece Select tool:

1 On the Blocks toolbar, click the Piece Select tool. There are three different ways that you can select pieces using this tool:

- To select one individual piece in a block, click on it.
- To select a number of adjacent pieces, click and drag a rectangular box over the pieces you want to select.

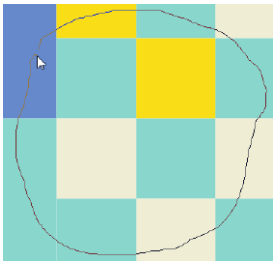
- To select a number of non-adjacent pieces, hold down the Ctrl key while clicking on the individual pieces.

The selected piece (or group of pieces) will now be outlined in blue, indicating that it is selected.

To use the Lasso Piece Select tool:

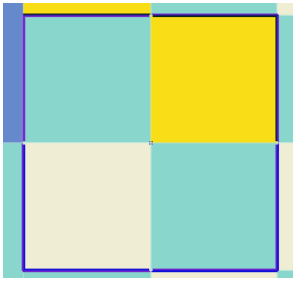
1 On the Blocks toolbar, select the, click the Lasso Piece Select tool.

2 In the workspace click and drag, holding down the mouse button while drawing a line around the pieces you want to select.



3 Release the mouse button.

The pieces within the traced line will be outlined in blue, indicating that they are selected.



Selecting Pieces by Color and Shape

One way to speed up the coloring-in of pieces in a block is by using the “select same” options on the right-click menu. These options allow you to select all other pieces of the same size, shape, or combination of size and shape. You can then change the color of all similar pieces in a block (or quilt) at the same.

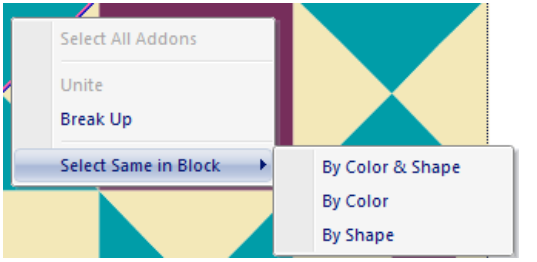
To select multiple pieces simultaneously:

1 On either the Quilt or Block tabs, click the Piece Select tool.

2 Select a piece you want to edit, and then right-click

3 On the context menu that appears, choose “Select same in block” or “Select same in quilt”.

You see a fly-out menu.



4 On the menu, choose one of the following options:

- By Color & Shape
- By Color

- By Shape

Note that this method can be used both when working on a single block or on a whole quilt. In the case of working with a block, only the "Select same in block" option will be available at this point.

In the block (or quilt), all the pieces that match the original piece will now be selected.

Using the Foundation Piecing tool

Design-N-Quilt includes a special tool for organizing the pieces of blocks for the "foundation piecing" method of assembling quilt pieces.

This Foundation Piecing tool opens a "wizard" type dialog, which is used to assign the pieces of the block into groups (or "sections") that will pieced together to assemble the block The "Foundation Piecing" tool can create these groupings automatically for you, or you can use the options on the tool to create the groupings manually.

After the Foundation Piecing tool has been apply to a block, you will find that the pieces have be grouped into sections when you print out the block as a worksheet. In each the sections, note that the section letters (A, B, C, etc and piece numbers (1, 2, 3, etc) will appear in each piece.

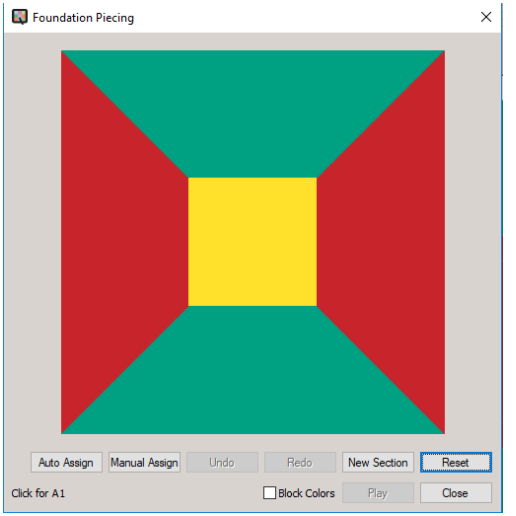
You can choose exactly what information will appear on the worksheets opening the Print Preview settings. For details on the settings see Learning the Basics--Printing designs--Print Settings.

To create Foundation Piecing sections automatically:

1 Open a quilt block design.

2 On the Blocks toolbar, click the Foundation Piecing tool.

You see the Foundation Piecing dialog. The current block appears in the dialog's preview window.

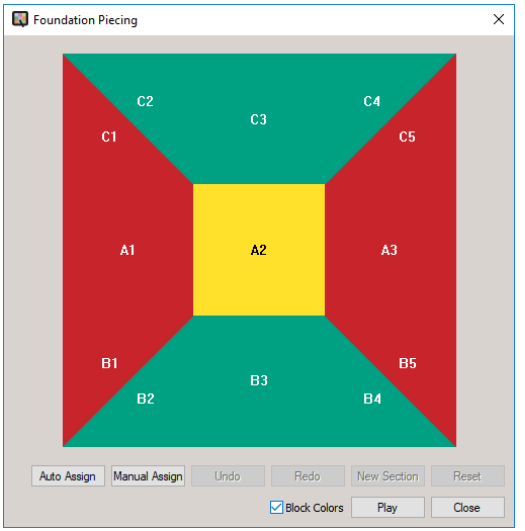


3 In the dialog, click the Auto-assign button.

The Foundation Piecing wizard will now analyze the block to determine the optimal arrangement for the purposes. When the process is complete, the preview window will show your block divided into sections by color.

Each section is assigned an upper-case letter, and each individual piece within a section will be numbered. So, for example,. the first section's pieces will be labeled A1, A2, A3... and those in the second section will be labelled B1, B2, B3...

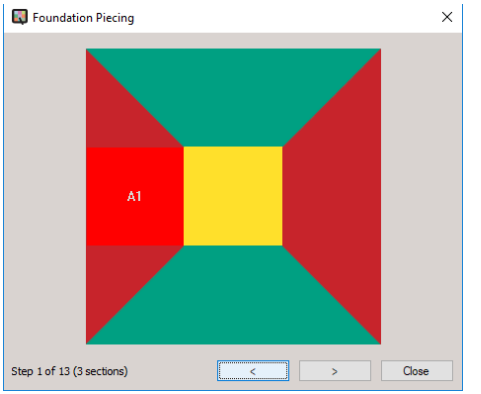
4 If you want switch the preview back to the original block colors, check the Block Colors box.



5 To review the order of Foundation Piecing do the following:

- Click the Play button.

You see a small preview of the block in a new dialog.



- In this dialog, click the “forward” and “back” buttons to review the order of the piecing step-by-step.
- Click close to return to the main dialog.

6 Click the “forward” and “back” buttons to preview the order of sewing together the pieces).

7 Click Close to exit the dialog.

In the Print Preview, the block’s pieces will be grouped into numbered sections.

To generate Foundation Piecing sections manually:

1 Open a quilt block design.

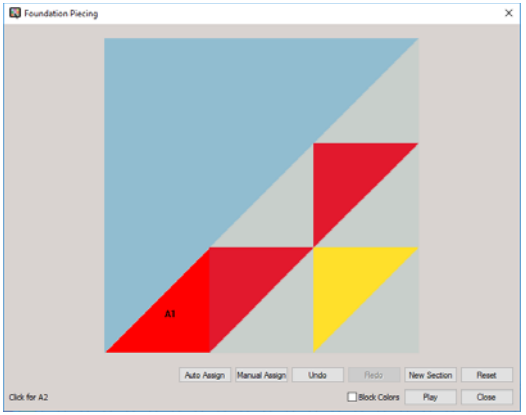
2 On the Blocks toolbar, click the Foundation Piecing  tool.

You see the Foundation Piecing dialog. The current block appears in the dialog’s preview window.

3 On the dialog, click the Manual Assign button. To assign pieces to a section, do the following:

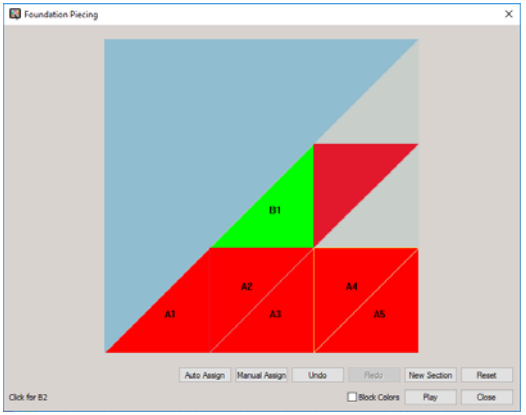
- Click with the outline of the first piece.

The piece change color, and the code "A1" on top of the selected piece, indicating that it is the first piece in the first section.



- Click in the other pieces you want to include in the first section, in order.

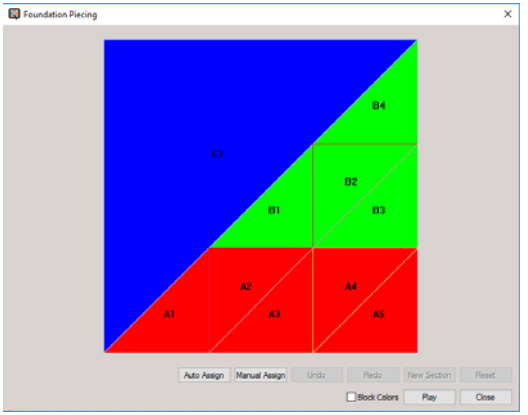
  These sections will also be filled with color, and new number codes (A2, A3, etc) will be assigned to them.



- To start a new section, click the "New Section" button.
- Repeat the procedure above for the second section.

  The pieces will be assigned a new color, and the codes B1, B2, B3 etc.
- Repeat until you have assigned each piece in the block.

Note that, at any point in the process, you can use the "Undo" button to go back and "de-assign" a piece that you have added to a section. Or, you can click the "Reset" button to remove all of the piece assignments and start over.

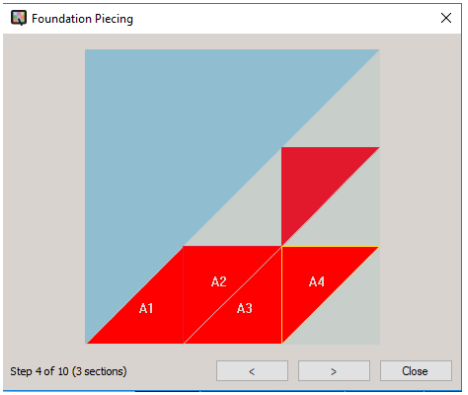


4 To switch back to the original block colors, check the Block Colors box.

5 To review the order of Foundation Piecing do the following:

- Click the Play button.

  You see small preview of the block in a new dialog.



- In this dialog, click the “forward” and “back” buttons to review the order of the piecing step-by-step.
- Click close to return to the main dialog.

6 Click Close to exit the Foundation Piecing wizard.

In the design worksheets, the block’s pieces will be grouped into the sections as you have specified.

Changing Design Colors

You can use the following methods to change the colors of pieces in a block. You can also apply these methods to coloring border and sashing pieces in whole quilt projects (see the following chapter “Building Quilts” for more details on borders and sashing).

Changing Colors

Design-N-Quilt allows you to adjust the colors of a design using the Color Palette. Use the following procedure for changing the thread colors of embroidery segments, for example, those in imported embellishment designs.

To change thread colors:

1 Select a Piece (or group of pieces) in the design.

2 In the Color Palette area, do one of the following:

- From the list, select a Thread Chart and click one of the color boxes with the thread color you want to use.
- Using the current list, click one of the color boxes with the thread color you want to use.

Changing Colors with the Popup Palette

You can use the Popup color palette to quickly change the color of piece that you have selected in the current block. Or, if you are working with a whole quilt, you can also use the Popup Palette to add colors to/change the color of the borders and sashing.

Using the options on the Popup palette, you can choose your fill from either (a) the current thread chart (b) a fabric image, or (c) a custom color selected from the color chooser dialog. Each of these methods is described individually in the procedures that follow.

When the “Fabric” option is selected, you can select a fabric swatch and edit it. Using this tool you can change properties such as size, resolution and angle, and save the image

under a new name. See the following procedure "Editing Fabric Swatches, for more details.

To add a fill color from the thread chart:

1 On the Block tool bar, click the Piece Select tool.

2 Select the piece you want to fill with color.

3 Click the Expand Popup Palette button.
The Popup palette will open, displaying all the colors in the current thread chart.

4 To select the thread color, click on the corresponding color swatch.

If you "hover over" a color swatch, a pop-up tag will display the name and thread chart of the color in the swatch.

The selected area will be filled with the chosen color; note that this color will now be added to the "Block colors" palette, if it was not already there.

5 Click close Popup to close the dialog.

Fabric Fill Option: The Popup palette has option to use a fabric image as the fill for a block piece. The fabric image can be selected from the pre-installed fabrics library, or you can use your own fabric images.

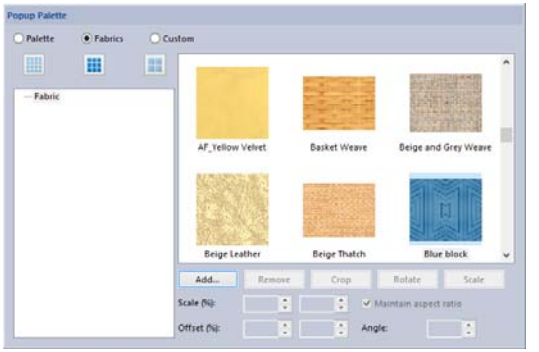
To fill a piece with fabric background:

1 On the Block tool bar, click the Piece Select tool.

2 Select the piece you want to fill with color.

3 Click the Expand Popup Palette button.
The Popup palette will open.

4 On the Popup palette, click the Fabrics radio button.
The palette now displays the list of available fabrics.



5 Click on the fabric you want to use as the fill.
The fabric will now fill the selected block piece; note also that this fabric will be added to the "Block colors" palette, if it was not already there.

6 Click close Popup to close the dialog.

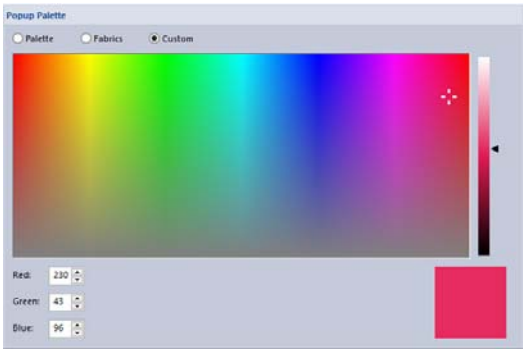
To add a custom fill color:

1 On the Block tool bar, click the Piece Select tool.

2 Select the piece you want to fill with color.

3 Click the Expand Popup Palette button.
The Popup palette will open.

4 Select the Custom radio button.
The dialog will now display the RGB color chooser spectrum.



5 Do one of the following:

- Click in the spectrum to choose the color (“hue”) that you want. Adjust to “tone’ slider to the right of the spectrum to make the color lighter or darker, if required.
- If you already know the Red/Green/Blue values of your material, enter these into the corresponding fields at the bottom of the dialog.

Note that, as you adjust the color values, the color will be previewed in the preview swatch in the bottom-right corner of the dialog.

6 Click Close Popup to close the dialog.
The selected area will be filled with the chosen color; note that the custom color will now be added to the “Block colors” palette.

Editing Fabric Images

When you have selected the fabric option in the popup palette, it includes an option to edit the image. This tool opens a separate dialog, which allows you to modify certain properties of the fabric image, including its dimensions, its resolution, and its angle.

Another function on the Edit Fabric dialog is cropping; the crop bars, located at the corners of the image preview, allow to “crop out” unwanted areas of the image.

You can also use the Edit Fabric dialog to manually adjust the horizon (orientation angle) and/or scale of the image:

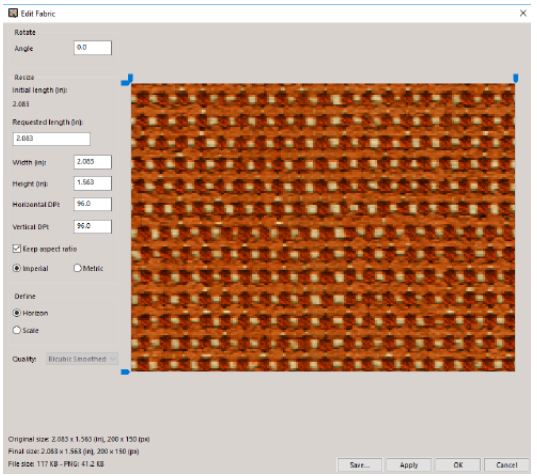
- The **Define Horizon** feature allows you to select the orientation of the horizontal axis.
- The **Define Scale** feature allows you to trace a line across a given portion of the image, and then assign an exact size to it. The whole image will then be re-scaled according to the value you set, which is called the “requested length.”

To edit a fabric image:

1 In the Popup palette, select the “Fabric” radio button.

2 In the sidebar, select the folder containing the fabric “swatch” image that you want to edit.
The fabric images in the selected folder appear in the preview window.

3 Select the fabric swatch you want to adjust, and select Edit.
You see the Edit Fabric dialog.

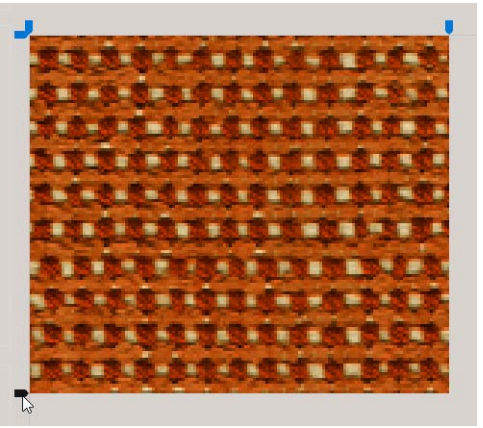


4 In the Edit Fabric dialog, do one or more of the following;:

- **Angle:** To rotate the image by an exact amount, enter the number of degrees in the Angle field.
- **Size:** To resize the image, enter the desired values into the Width and Height fields.
- **Resolution**: To change the screen resolution of the image (dots per inch) enter new values in the Vertical DPI and/or Horizontal DPI fields.

Note that the "Keep aspect ratio" option will be enabled by default, so any change to the horizontal dimension and/or DPI will also be applied to the vertical size/DPI (and vice versa). You can s

- **Select Units**: By default, measurements in dialog will be in inches ("imperial" units). To switch to cm, select the radio button marked Metric.
- **Cropping**: To crop the image, click and drag the dark blue bars at the corners of the preview window.



Note that you can crop the image from the top, bottom, left or right.

5 To define the Horizon do the following:

- In the Define area, click the "Horizon" radio button.
- Click and drag a straight line in the desired orientation.
- When you release the mouse button, the orientation of the image will change to match the line.

6 To define the Scale, do the following:

- In the "Define" area, click the Scale radio button.
- Click and drag to trace a line across the part of the image that you want to set the length of.

- In the “Requested Length” field, enter the length you want to apply to this portion of the image.

When you apply the change, the whole of the fabric image will be scaled accordingly.

7 Click **Apply** to preview your changes.

8 When adjustment are complete do one of the following:

- Click **OK** to save the fabric swatch with the current name and folder location.
- Click **Save** to open the Save as dialog; this allows you to save it with a new name and/or to a different folder.

The modified fabric image will be saved accordingly.

Searching for a Specific Color

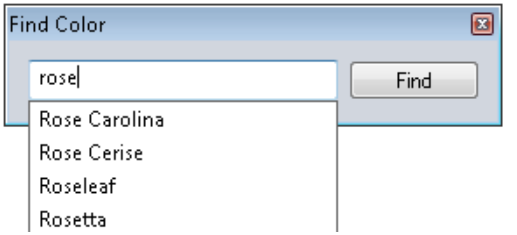
The Find color tool is located near the left end of the thread palette. This tool allows you to search for a particular thread in the palette, if you know the name or thread number.

To search for a thread color:

1 Click the Find color button.
You see the Color Search dialog.

2 Type in all or part of the name or number of the thread.

If you only know part of the thread name, and there is more than one possible match for that partial name, the search dialog will present you with a number of choices (as in the example below).



3 When you have found the color you want, click on it to select it.

4 Click Find.
The color you were looking for will now be the selected color in the palette.

Matching the Color Palette

Using the Match Palette function, the in the current design palette can be exchanged with in a new palette of your choosing. This tool analyzes the colors in your current design and automatically selects those colors from a new palette, selected by you, which match them most closely.

To use automatic color match:

1 Open a design.

2 On the Color Palette, click on the Match Palette icon.
A list of all the available color palettes will “pop up”.

3 From the list, click the thread palette that you want to use for the current design.
The design thread colors will be converted to the closest equivalent colors from the new palette.

4 Save the design.

Adding Embroidery

Quilting Stitches

Quilting Stitches consist of run stitches, which are surrounded by border of artwork. This border may be used to create a frame for the embellishment, by selecting it and converting it to a stitch type with one of the Stitch effects tools (see "Converting Artwork to Different Stitch Types"). Alternatively, the border may be deleted if it is not going to be used.

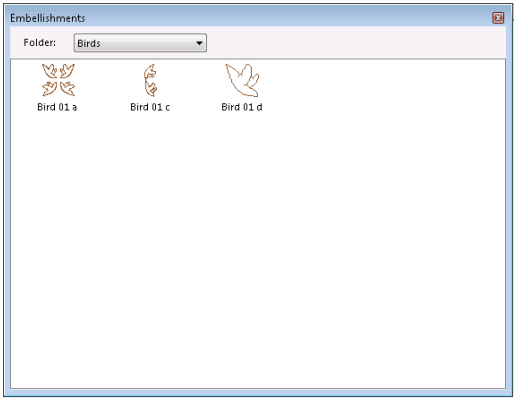
Most of the embellishments come in sets, containing different motifs (or arrangements) of some basic elements. Types of motifs include round, square, rectangle, borders, and corner/triangle motifs.

Four different embellishments, based on the same "feather" motif.

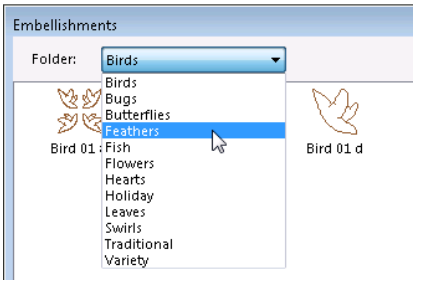
Embellishments may also be combined with blocks for a decorative effect.

To add an embellishment:

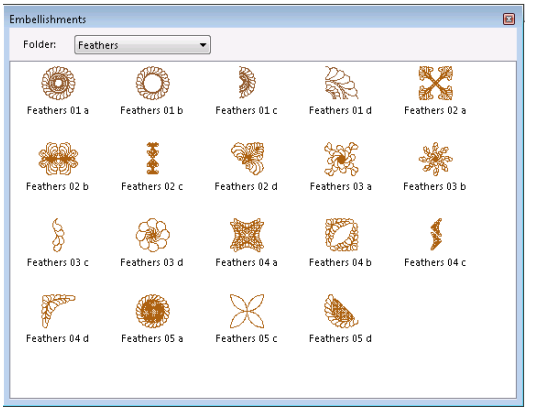
1 From the Modify toolbar, select the Embellishment tool.
You see the Embellishment dialog.



2 Click to the right of the Folder field to view the drop-down list of folders (categories) of Embellishments.



3 Select a category of embellishments.
The embellishments in the selected category appear in the dialog.



4 Click on an embellishment to select it.
The selected embellishment appears in the workspace.

if required, you can now resize the embellishment by clicking and dragging the frame handles.

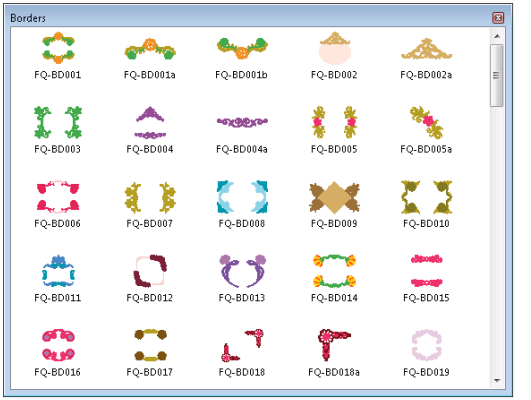
Adding an Embroidery Frame

The Frames tool is an easy-to-use tool that allows you to add an embroidery frame to a design. Choose from a variety of frame types, which come pre-loaded with the software.

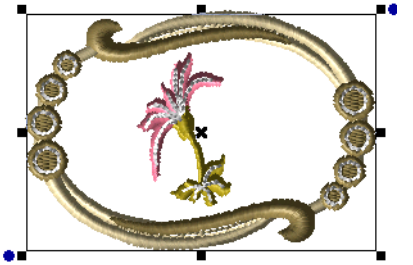
Note that, by default, the border will be placed so that it is centered on the current selection. Once it is in place, it can be adjusted by using the frame handles to move, rotate, or resize it.

To add a Frame:

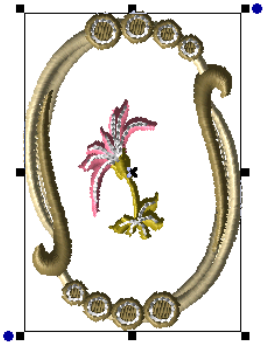
1 On the Edit toolbar, select the Frames tool.
You see a the Frames dialog.



2 Click on the thumbnail image to select it.
The selected frame design appears in the workspace, centered over the current selection.



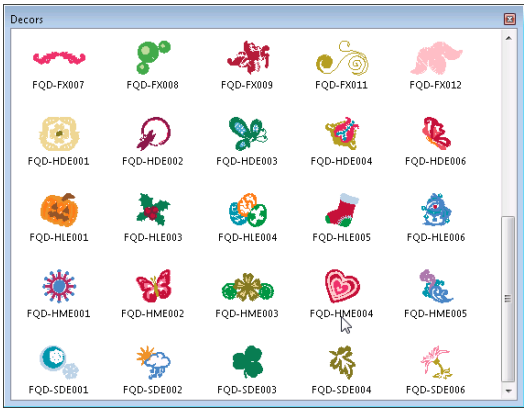
3 Adjust the frame's position, size and orientation (angle) as required.



Adding Decor Designs

The Decor tool can be used to embellish your quilting with extra decorative embroidery. You can choose from a variety of embroidery designs, and quickly and easily place them into the workspace.

1 On the Edit toolbar, select the Decors tool.
You see a the Decors dialog.



2 Click on the thumbnail image to select it.
The selected decor design appears in the workspace, centered in the workspace.
3 Using the frame handles, adjust the decor's position, size and orientation (angle) as required.

Using the Stitch Effects tools

With the stitch effects tools, you can convert art segments to stitch types. For instance, artwork segments can be selected and converted to a run, steil, or fill stitches.

To convert segments to different stitch types:

1 Select one or more segments you want to convert.
2 From the Stitch Effects toolbar, select the stitch effect you want applied to your segment.
You see the segment altered accordingly.

Creating a Texture Fill

Texture fill is a method of filling a large areas with a continuous pattern of stitches. You can choose from a large variety of pre-loaded Texture fill patterns, which you will see in the Pattern field of the properties box.

To create a Textured fill segment:

1 Select a closed artwork segment.
2 From the Stitch Effects toolbar, select the Texture tool.
The segment is filled with fill stitches.
3 In the Properties box, select a pattern.
4 Make any other adjustments, if required.
5 Click Apply.
The fill will be adjusted accordingly.

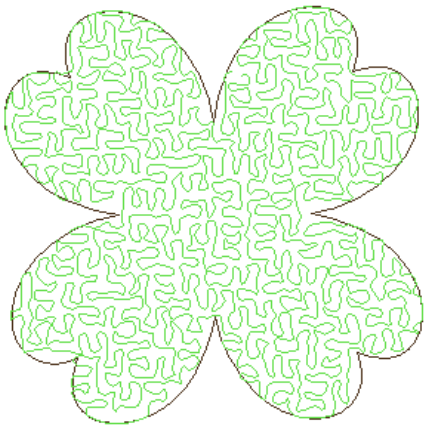
Creating Stippling

When you create an Automatic Stippling segment, the segment gets filled with random run stitches. Traditionally, stippling is one continuous line of stitching that never crosses itself.

To create a fill with Auto Stipple tool:

1 Select a closed artwork segment.

2 From the Stitch Effects toolbar, select the Auto Stipple tool.
The selected artwork segment will be filled with stippling.



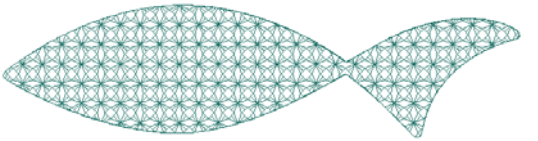
3 In the Properties panel, make any necessary adjustments.
For more information, see “Changing Segment Settings—Adjusting Fill Properties.”
4 Click Apply

Advanced Stippling

Advanced stippling consists of a repeated pattern of embroidery motifs. This type of fill is traditionally used as background, to surround another embroidery design.

To create a Textured fill segment:

1 Select a closed artwork segment.
2 From the Stitch Effects toolbar, select the Stipple tool.
3 In the Properties box, select a pattern.
The segment will be filled with the selected pattern.



4 In the Properties panel, make any necessary adjustments to the fill settings. See “Changing Segment Settings—Fill Properties.”
5 Click Apply

Echo Quilting

The Echo Quilting tool is used to fill the space between two outlines with spiral fill stitches. The spiral fill pattern is generated such that it automatically follows the contours of the inner outline.

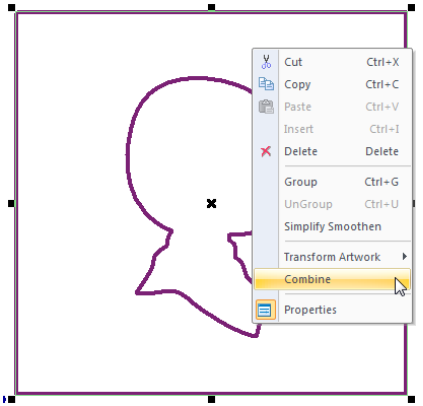
Note that the inner shape can be any type of segment, so long as it includes an outline.

To create an Echo Quilting Segment:

1 Open a new design file.
2 Create two outline shapes - one (larger) to serve as the frame or outside shape, and the other to go in the center.
3 Place the smaller shape inside the larger one.

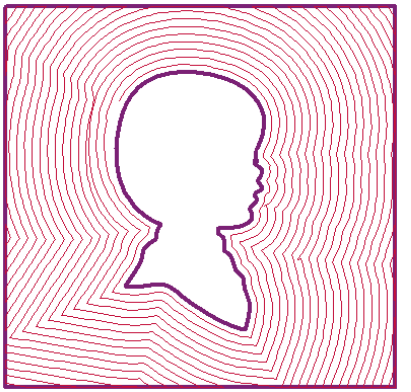
4 Ensure that both shapes are selected. To do this, click on one to select it, then press Ctrl and click on the outline of the second shape to add it.

5 With both shapes are selected, right-click and choose Combine from the context menu.



6 Click the Echo Quilting tool in the Stitch effects toolbar.

The area between the two shapes will now be filled with run stitches in a spiral pattern.



Creating a Contour Segment

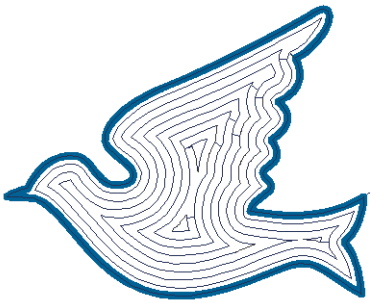
The Contour Fill tool creates a kind of fill which can be used to fill large areas with relatively few stitches. Contour fill is different from the other fill types in that it creates a set of concentric "rings" of run stitching, which are sewn parallel to the original artwork outline

To create Contour fill segment:

1 Select a closed artwork segment.

2 From the Stitch Effects toolbar, select the Contour tool.

The shape will be filled with stitches.



3 In the Properties box, adjust the stitch length or density of the fill, if necessary. See “Adjusting Fill Properties,” later in this chapter.

4 Click Apply.
The segment will be altered accordingly.

Creating a Shape Echo Segment

A Shape Echo fill consists of a run stitch segment which follows the outline of a given shape. The run stitches proceed in a continuous spiral from the center of the shape out to the edge of the artwork. The outside border of the artwork effectively “cuts off” the Shape Echo pattern so that it fits the artwork.

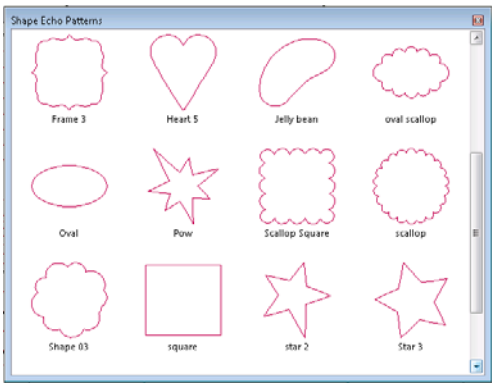
You can also move the center of the shape (origin of the spiral), to change its position with respect to the outline.

To create Shape Echo segment:

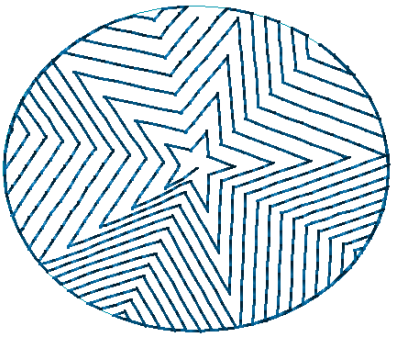
1 Select a closed artwork segment.

2 From the Stitch Effects toolbar, select the Shape Echo tool.

3 You see the Shape Echo Patterns dialog.



4 From this dialog elect a pattern to apply.
The artwork outline shape will be filled run stitches, shaped like the pattern selected.



Note that the original artwork that the Shape Echo was generated from will still be there; you can use this to create a border for the Shape Echo, or select it and delete it if not needed.

5 In the Properties box, adjust the stitch length or density of the fill, if required. See “Changing Segment Settings—Fill Properties.”

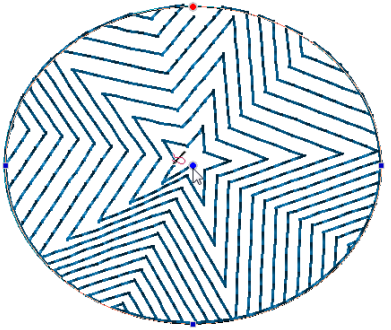
6 Click Apply.

The segment will be altered accordingly.

To change the origin of the Shape Echo Pattern:

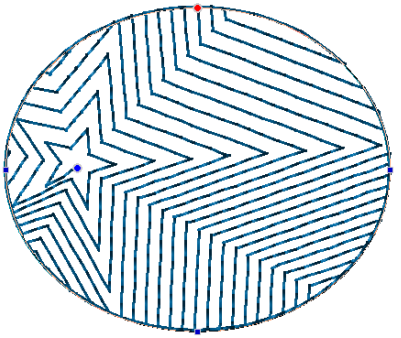
1 Using the Select tool, select the Shape Echo segment.

2 On the Edit toolbar, select the Shape tool.
You see a blue bead at the “entry point” at the center of the Shape Echo segment.



3 Move the mouse to this blue bead; when another blue bead appears next to the cursor arrow, click and drag to move the origin to its new position.

4 Release the mouse button, and then click in the workspace to complete the change.
The Shape Echo stitches will be regenerated, based on the new origin.



Converting Artwork to Run, Steil, and Appliqué segments

Convert to Run Stitches

Use the Run tool to create single and double run stitches.

- A Single Run stitch is a simple forward-moving stitch that looks like any straight stitch produced by a sewing machine.
- A Double Run stitch sews over the line twice: once forward, and once backward, thus it ends up where it starts.
- A Bean (or three-ply stitch is also known as a Three Ply stitch and is a running stitch where the machine sews over each stitch three times before it moves to the next stitch. The result is a heavy running stitch.

To create single, run, double run, or bean stitches:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Run tool.

3 In the Properties box, click the Run tab.

4 In the Stitch length (mm) box, enter the stitch length.

5 From the Type list, select one of the following:
- Single run
- Double run.
- Bean.

6 Click Apply.
You see the segment altered accordingly.

Convert to Motif stitches

Use the Run or Run (Motif) tools to create Run (Motif) stitches. Run (Motif) stitches are decorative stitches, similar to those found on today's top-of-the-line computerized sewing machines. They can be used to make decorative embellishments or to add to the theme of any particular project.

To create Run (Motif) stitches:

1. Select one or more segments you want to convert.
2. Do one of the following:
   - From the Stitch Effects toolbar, select the Run tool. In the Properties box, click the Run tab and select Motif from the Type list.
   - From the Stitch Effects toolbar, select the Run (Motif) tool. In the Properties box, click the Run tab.
3. In the Stitch length (mm) box, enter the stitch length.
4. From the Motif list, select a motif pattern.
5. In the Run spacing (mm) box, enter the amount of spacing you want between the motifs.
6. Click Apply.
   The segment is altered accordingly.

Convert to Steil stitches

Use the Steil tool from the Stitch Effects toolbar to create a small satin stitch commonly used for borders and other detail. The satin stitching generated is a constant width and length.

To create Steil stitches:

1. Select one or more segments you want to convert.
2. From the Stitch Effects toolbar, select the Steil tool.
3. In the Properties box, click the Steil tab.
4. In the Width (mm) box, enter the width for the steil segment.
5. In the density box, enter the density to apply to the segment.
6. Click Apply.
   You see the segment(s) altered accordingly.

Creating a Steil-Run Segment

In some situations, it may be useful to have quilt border that combines both a steil and a run component. Once the segment has been converted, you can modify the properties of steil and run portions separately in the properties panel.

To create a Steil-run Segment:

1. Select the outline segment you want to convert.
2. On the Stitch Effects toolbar, select the Steil-Run tool.
   The selected segment will now combine steil and run components.
3. (Optional) By default, the steil component of the segment will sew first; if you want to change the sewing order, select the Steil-run tab in the Properties panel and change the order to "Run first."
   Adjust Steil and Run properties in the Properties panel, as required. For more

information, see "Changing Segment Settings—Run Properties" and "Changing Segment Settings—Steil Properties."

4 Click Apply.

Using the Appliqué tool

Use the Appliqué  tool to create an applique border around your design segments.

Note that instructional notes for sewing out Appliqués will be included in the Sequence View; see "Sequence View–Notes in Sequence View" for further information.

To create stitches using the Applique tool:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Applique  tool.

3 In the Properties box, make any necessary changes and click Apply.

For more information on the properties of these segments, see "Changing Segment Settings—Appliqué Properties."

Converting Outline segments to Artwork

You can use the Artwork  tool to easily convert outline embroidery segments (for example, run, Steil, or fill segments) into artwork shapes.

Note that this tool will not work for "machine format" embroidery segments, e.g. stitch segments that have been imported using the Merge design function.

However, it is possible to convert such designs to artwork if you check the "Convert to Outlines" box when importing them.

To convert embroidery to artwork segments:

1 Select one or more segments you want to convert.

2 From the Stitch Effects toolbar, select the Artwork  tool.

You see the segment(s) altered accordingly.

3 In the Properties box, make any necessary changes and click Apply.

Duplicating Segments

Duplicate is a quick and easy way to take a segment and paste an additional copy of it into your design. Duplicate allows you to change the size and angle of the placed component using only the mouse. You can also place multiple instances of the same segment using Duplicate.

To use Duplicate:

1 Select a segment that you wish to copy.

- Click on the Duplicate  button on the Design toolbar.
- Press Crtl+D on the keyboard.

The mouse pointer becomes a crosshair.

2 Click, hold, and drag the mouse to create the baseline. Drag parallel to the direction of the baseline to determine the scale of copy; then, drag perpendicular to the line to change the orientation of the pasted object.

3 Release the mouse button to set the pasted copy in place.

Duplicate allows you to make multiple copies of a segment; the design stays 'loaded' in Duplicate's memory until you select a new tool, or right-click.

CHAPTER 4

Building Quilts

Using the “New Quilt Layout” tool, you can create new quilt layouts with any set of dimensions you like, using the tools on Blocks bar. You can then add individual quilt squares to the quilt to build unique quilt designs.

When the quilt is finished, you can export the assembled quilt to a folder, which will include all the stitching and cut files required to sew out the quilt.

Topics covered in this chapter:

- Creating a new quilt grid
- Adding blocks to the quilt
- Adding borders to the Quilt design, including Piecing borders and Outer borders
- Modifying the quilt properties
- Exporting the finished quilt as a project

Working with the Quilt Builder Tools

Using the tools on the Blocks toolbar, you can create new quilting projects. You can create and customize a new quilt grid, and arrange quilt blocks in it. You can then export the project to a folder. You can export the project with either embroidery segments only, cut line segments only, or both.

Creating a Quilt Block Grid

To start a Quilt Builder Project, the first step is to create a new grid, which serves as a framework to build the quilt project on. The Quilt Block grid will open with a default size and spacing in place, but you can adjust these settings as necessary in the Properties panel–Quilt Grid Properties tab.

If a border (or multiple borders) is included as part of your quilt design, you can adjust its width and corner style in the Properties panel -- Borders tab.

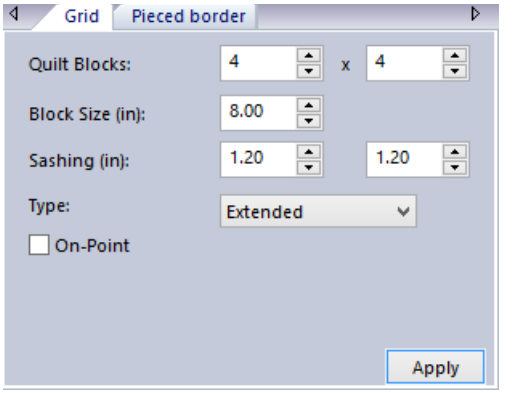
There is also an option in the Properties panel to include a Pieced border in the design; when this option is enabled, a border consisting of empty block frames will

To create a new Grid:

1 Click on the New Block Grid  tool.
A new grid appears in the workspace, in its own tab.
Initially, the grid will have the default pattern dimension (5 ×5) and block size.

2 To set the dimensions of the grid, do the following:

- On the properties panel, select the Quilt Grid Properties tab of the Properties panel.

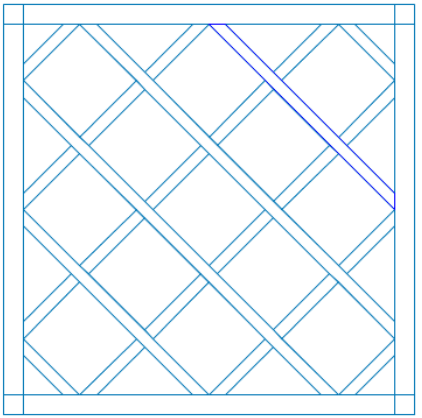


- Adjust the number of rows and/or columns of quilt squares by entering new values in the Quilt Blocks fields.
- In the Block Size area, adjust the width and/or height values for the grid blocks.
- In the Sashing fields, enter values (in inches) for the horizontal and vertical sashing. These set the spacing between rows and columns of blocks, within the quilt.
- Adjust the Border settings for the Quilt Block grid; this sets the size of the border that goes around to outside of the Quilt Grid

You can also adjust any of these values up and down by clicking the arrows to the right of the corresponding field.

- In the Type field, select type of sashing you want to apply to quilt layout:
  - Strip Horizontal
  - Strip Vertical
  - Corner Block
  - Extended

- To change the orientation of grid, check the On Point option; when selected, this will rotate the grid through 45°.

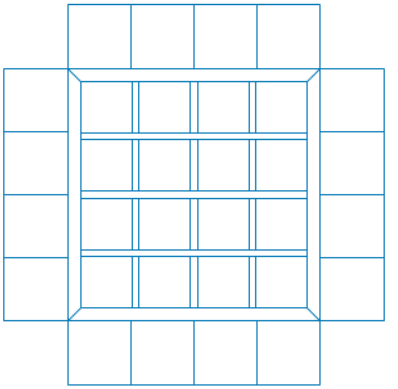


The quilt grid with the "On point" setting applied.

3 Click Apply,
The Grid properties will change accordingly.

To add a Pieced border to the quilt grid:

1 In the Properties panel, select the Pieced border tab.
2 On the Pieced Border properties, check the **Enable** box.
The pieced border squares appear around the outside of the quilt grid.



3 (Optional) Check the **Corners** box to add pieces at the corners of the Pieced border.
4 To set the number of pieces that will make up the top and bottom sides of the border, adjust the **Repeats X** field
5 To set the number of pieces that will make up the top and bottom sides of the border, adjust the **Repeats Y** field.

The Repeats X and Repeats Y settings do not include the "Corner" block frames, if that option is selected.

6 Click Apply.
The "Pieced Border" appears around the outside of the grid, as specified.

(Optional) To add a border around the outside edge of the Pieced border, click the Outside border tool.

A default border appears around the Piece border squares.

As with normal borders, you can change the properties of the outer borders by selecting it and then selecting the "Borders" tab in the properties panel. See "Adjusting border properties", below.

Adjusting Border Settings

The Properties of the Quilt's borders (if any) are adjusted separately from the main quilt properties, on the Border tab of the properties panel. These settings apply both "normal" and "outer" borders.

Note that the Border tab will only be shown when a border is selected.

To adjust the Border settings:

1 Select the Block Select tool.
2 Click on the border to select it.
The Border tab will appear in the Properties panel.
3 In the Style drop down list, select one of the following:
- Mitred
- Blocked
- Strip horizontal
- Strip Vertical.

4 Set the widths of each border by entering the desired value in the Top, Bottom, Left and Right boxes respectively.
5 Click Apply.
The border will be adjusted accordingly.

Inserting Blocks into the Grid

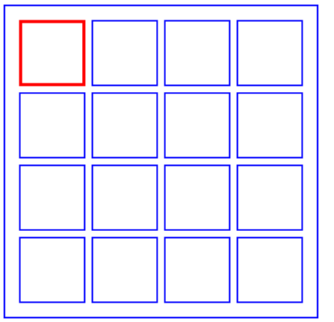
Design-N-Quilt contains a very large number of quilt blocks, in a variety of categories. These come already installed with the software.

To place one of your own quilt blocks, click the browse ... button to the right of the Folders field in the Appliquilt dialog, and browse to the folder where the block was saved.

Use the Block Select tool to place these blocks into the design workspace. Once the block has been placed, the individual pieces within it can be selected using the Piece Select tool and edited.

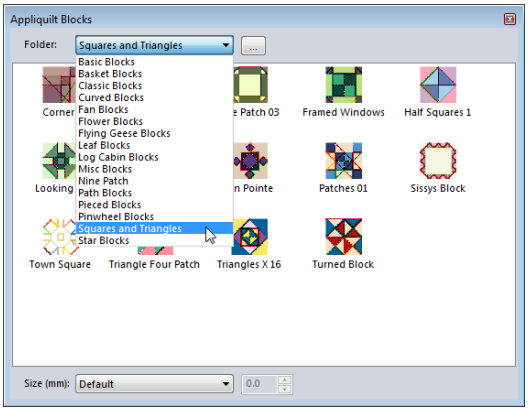
To add a Quilt Block to the Grid:

1 On the Blocks toolbar, click the Block Select tool.
2 Select a square in the grid.
The selected square will be highlighted.



3 From the Blocks toolbar, select the Appli-Quilt Blocks tool.
You see the Appli-Quilt Blocks dialog.

4 Click to the right of the Folder field to view the drop-down list of folders (categories).



5 Select a category from the list.

You see an array of thumbnail images of the available Appli-Quilt blocks in that category.

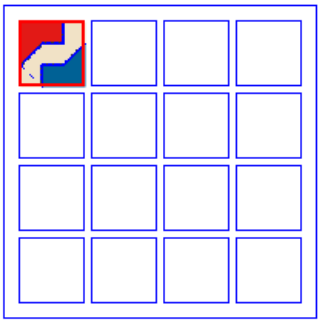
6 Select block size (optional). Select the size of the block from the drop-down at the bottom of the Blocks field; dimensions are in inches.

Choose one of the following:

- 4.00 × 4.00.
- 6.00 × 6.00.
- 8.00 × 8.00.
- Custom (enter the size, in inches, in the box to the right).
- Default (block will appear with its original dimensions).

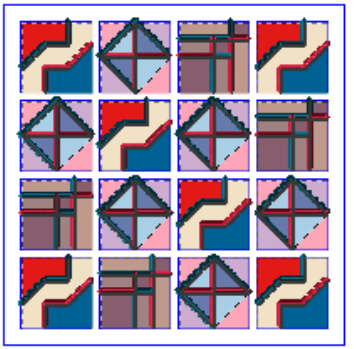
7 Click the thumbnail to select the Appli-Quilt block you want.

The block appears in the selected spot in the grid.



8 Repeat the above step(s) to fill each square in the grid.

If you want to place the same quilt block in as number of different places in the grid, use Ctrl+C to copy it, select a different square in the grid, and then press Ctrl+V to paste it.



9 Save the quilt.

To remove a block from the Quilt Grid:

1 On the Blocks toolbar, click the Block Select tool.

2 On the Blocks toolbar, click the Delete Block tool.

The selected block will be removed from the grid.

Quilt Paste Options

When you are building a Quilt project, there are going to be times when you want to a particular quilt block to be repeated in the grid in a pattern. You can use the options on the paste menu to speed up this process - by either filling in an entire row or column, or by filling in every other place in the grid.

To use the Quilt Builder paste options:

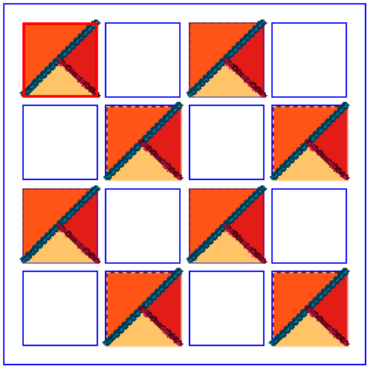
1 On the Blocks toolbar, click the Block Select tool.

2 Select a square in the grid.

3 Right-click, and select one of the following from the context menu.

- Paste (pastes only to the selected square).
- Paste to all blocks.
- Paste to selected row.
- Paste to selected column.
- Paste to every other.

The grid squares will be populated accordingly.



Example of a Quilt Builder project grid with blocks pasted every other square.

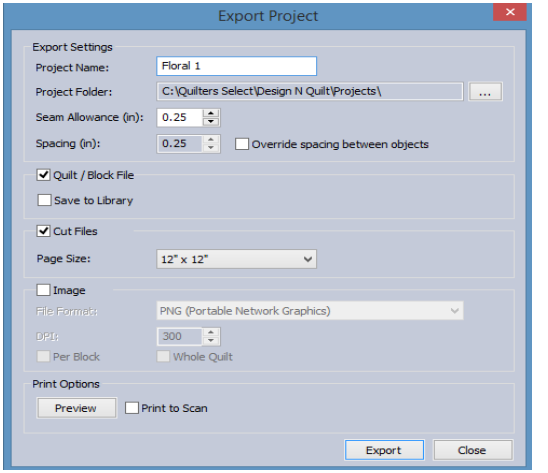
Exporting a Quilt as a Project

Once you finished filling in all the blocks in the Quilt Builder Grid, you will want to export the cut files and stitch files to a project folder. Then, you can send the cut files to the cutting machine, and the finishing stitch files to the quilting machine.

To export the quilt block files to the Project folder:

1 On the Blocks toolbar, click the Export Quilt Files tool.

You see the Export dialog



2 By default, the project will be given the same name as the file name of the block or quilt; you can rename it by entering the new name in the Project Name field.

3 Select the output directory, click the browse ... button and browse to the directory you want to save to.

4 If required, adjust the seam allowance setting. The seam allowance sets the amount of "extra" border around the fabric piece to allow for the fabric that is taken up by the finishing stitches.

5 The Spacing setting determines how much separation will be inserted between individual pieces in the cut file. To override the default value, check the "Override spacing between Objects" box, and enter a new value in the field.

6 To export the design as blocks, check the "Quilt/Block file" option (check "Save to Library" to

7 To export the quilt project pieces as Cut files, do the following:
- Check the Cut files option.
- From the Page Size drop-down list, select the appropriate page size: 12" X 12" or 12" X 24".

8 To export the blocks as image files, do the following:
- Select the Image check box.
- From the File Format drop down list, select an image file type you want to output – *.JPG, *.BMP, or *.PNG.
- Adjust the resolution of the exported image in dots per inch (DPI).

You can opt to Export only a single block at a time by checking "Per Block". To export all the pieces in the Quilt, select the "Whole Quilt" option.

9 Click **Preview** to see a preview the design's worksheets. This will include a view of the design (quilt or block) followed by images of all the cut files (pieces) in the project, grouped by color.

10 (Optional) Select the Print to Scan" check box. When enabled, each of the pieces will be output as an outline in the print preview, suitable for scanning on certain types of cutting machines.

Note that the cut images on the print preview pages will include the seam allowance.

11 Click Export.

The Export dialog will close, and the cut files and embroidery files will be sent to the project folder.
A browser dialog will open automatically, showing the project folder directory; in this directory, you will see all the cut files in the project.

CHAPTER 5

Adjusting Segment Settings

Design-N-Quilt provides an easy and efficient way to help you change the settings and properties of your design segments. You can change segment settings when you create new design files or use outline files (*.WAF).

When you make major changes to the properties of segments, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Topics covered in this chapter:

- Understanding Segment settings panel.
- Adjusting Run, Motif, and Steil properties.
- Adjusting the properties of a Texture fill.
- Adjusting Stippling, Advanced Stippling, and Appliqué properties.
- Adding Fabric backgrounds to Artwork and Appliqué segments.

Changing Segment Properties

In any design window, you can change a segment's properties. For example, you can adjust the pull-compensation or underlay of a segment.

To change the settings of a segment:

1. Open an existing design.
2. Select the segment you want to change.
   You see the tabs in the Properties box change according to the selected segment. If the Properties box is not visible, choose Tool Bars—Properties.
3. In the Properties box, make the necessary adjustments to the settings.
4. Click Apply.

Run Properties

There are a number of different "linear" stitch types that can be applied to a Run segment – as well as the standard Single and Double run types, you can also make the run a motif, crazy quilting motif, or AQ binding motif.

The properties that you will see on the Run tab will change, depending on which type of run is selected. These different settings are covered separately in the sections that follow.

Basic Run Properties

On the Run tab of the properties panel you can control the length for Run stitches using the Stitch Length setting select the type of run stitch you want to generate.

To change the stitch length:

1. Select the Run segment.
2. In the Properties box, click the Run tab.
3. In the Type list, select the type of run you want to use; choose one of the following:
   - Single run
   - Double run
   - Motif
   - Crazy Quilting
   - AQ Binding Motif
4. In the Stitch Length box, enter the desired stitch length.
5. Click Apply.
   The selected segment will be updated accordingly.

Repeating Run Stitches

You can repeat Run stitches to create a heavier Run segment. If you repeat a Run stitch 3 times, each stitch is sewn three times before moving to the next stitch in the segment to create stitching similar to Bean stitches.

To repeat Run stitches:

1. Select the Run segment.
2. In the Properties panel, select the Run Extra tab.
3. From the Bean Style drop-down list, select Bean.
4. In the Bean Repeat field, enter the desired number of repeats (3, 5, 7, 9, or 11).

Alternatively, you can change the number of Bean repeats directly from the keyboard. Select the segment and press Shift + 3, 5, 7, or 9 to change the Bean Repeats setting to the corresponding number.

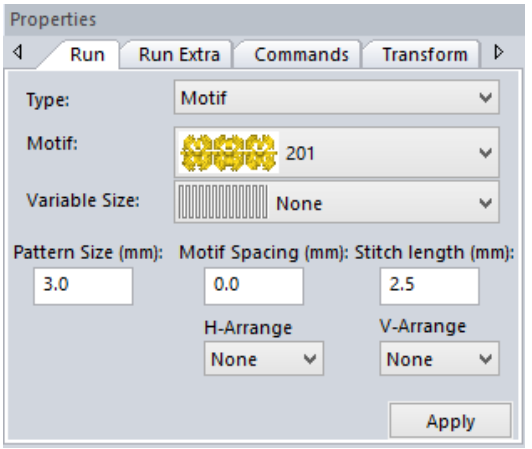
5. Click Apply.

Adjusting the spacing in Motif run stitches

On the properties panel, you can change the appearance of Motif run stitches by changing the motif spacing. This setting determines the spacing between each repeated unit in the motif pattern; the units will remain connected by a simple running stitch.

To change the spacing between motif run stitches:

1 Select a run segment.
2 In the Properties panel, click the Run tab.
You see the Run properties page.



3 In the Type field, select Motif from the drop-down list.
4 From the Motif list, select the motif pattern you want to use.
5 In the Run spacing field, enter the spacing between motif run stitches.
6 Click Apply.

Motif Pattern Size

The Pattern Size setting changes the length of individual units in a motif fill segment. When you adjust the Pattern size setting, it sets the size of each unit in the motif pattern and the width of each unit is then scaled accordingly.

Note that the Pattern Size does not affect the length of individual stitches in the motif run. The stitch length is set independently in the Stitch length field.

To adjust the size of the motif run pattern:

1 Select a run segment.
2 In the properties panel, select the Run tab.
You see the Motif properties.
3 In the Type field, select Motif from the drop-down list.
4 From the Motif list, select the motif pattern you want to use.
5 In the Pattern Size field, enter a pattern dimension (in mm).
6 Click Apply
You see that the motif pattern size has changed accordingly.

Motif Pattern Variable Size

For any selected Motif run segment, you have the option of imposing a pattern size that varies along the length of the run. You select the manner in which the size changes in the Variable size field The dimensions of the motif pattern are based on the Pattern size as entered in the Properties panel (referred to below as the "set" value).

To set the Variable Size profile:

1 Select a Motif Run stitch segment.

2 In the properties panel, select the Run tab.
You see the Motif properties page.

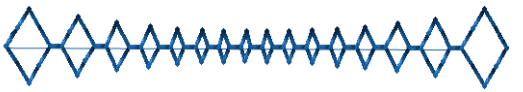
3 In the Variable Size field, select one of the following options:

- **Linear increasing:** Gradually increases the pattern size from a minimum value to the set value.

- **Linear decreasing:** Gradually decreases the pattern size from the set value to a minimum value.

- **Convex:** Gradually increases the pattern size from a minimum value at the beginning of the segment to the set value at the center of the segment, then decreases it to a minimum at the end of the segment.

- **Concave:** Gradually decreases the pattern size from the set value at the beginning of the segment to a minimum size at the center of the segment, and then increases it to the set value at the end of the segment.



4 Click Apply.
The variable motif pattern will be applied to the selected segment.

Motif Pattern Arrange

The H-arrange and V-arrange settings for motif run stitch segments allow you to make new motif patterns by changing the orientation of individual units in an existing pattern.

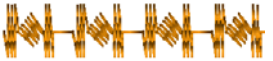
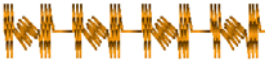
These settings determine the arrangement in the horizontal direction (H-arrange) and the vertical direction (V-arrange). The default setting for both is “None” - when both are set to “None” the motif pattern is in the original state. The “Flip” setting reverses the orientation of all unit of a motif pattern. The “Alternate” setting will flip only every other motif in the pattern.

To adjust the arrange settings:

1 Select a Motif Run stitch segment.
2 In the properties panel, select the Run tab.
You see the Motif properties.
3 Click in the H-arrange field, and select Flip or Alternate from the drop-down list.
4 Click in the V-arrange field, and select Flip or Alternate from the drop-down list.
5 Click Apply.
The selected motif run segment will be altered accordingly.

The following table shows examples of how applying these settings will affect one particular motif pattern.

Note that the original, unaltered pattern is shown in the top row.

Arrange Setting		Motif Pattern
H-Arrange	V-Arrange	
None	None	
Flip	None	
None	Flip	
None	Alter	

The table only shows a few examples of the possible arrangements; more patterns can be created by combining H-arrange and V-arrange settings.

Motif Inset Percentage

Use the Inset Percentage setting to shift the position of the motif stitch border relative to the original outline of the shape. Insetting the Motif stitches allows you to compensate for any gaps that may appear between the border and the fill pieces of the square.

To set the inset distance:

1. Select the motif stitch segment.
2. Select the Run Extra tab.
3. In the Inset (%) field, enter the desired inset percentage.

   A 50% offset (the default value) means that the motif run exactly straddles the outline; a 0% offset means that the motif is just outside the outline; and a 100% offset means that the motif is entirely inside the outline.
4. Click Apply.

   The offset will be applied to the Motif segment.

Motif Bean Style

You can now add bean repeats to a motif run stitch segment. You can choose to apply either half-bean of full bean repeats to the motif stitch.

To set the motif bean style:

1. Select the motif stitch segment.
2. On the properties panel, select the Run Extra tab.
3. in the Bean style drop-down menu, select one of the following:
   - None (i.e. regular motif stitch)
   - Half-bean
   - Bean.
4. Click Apply.

Texture & Stipple Fill Properties

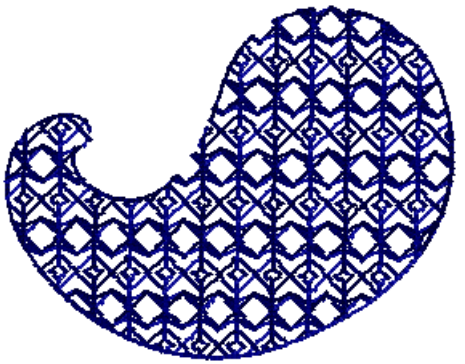
On the Fill tab of the Properties panel, you can adjust the properties of Texture and Advanced Stippling segments. Among other settings, you can change the fill type from Texture to Advanced Stippling, or vice versa; this will change the set of patterns available in the Pattern and Pattern2 lists (if applicable).

There is also an option to add a second Texture or Advanced Stippling type to the fill. When this option is applied, the two fill types will appear as alternating rows in the filled segment.

You can also adjust the pattern spacing, stitch length, and offset percentage of the selected fill.

To adjust Fill properties:

1. Select a Texture fill or Advanced Stippling Segment.
2. In the Properties box, click the Fill tab.
3. From the Pattern list, select the fill pattern you want to apply.
4. (Optional) To add a second pattern to the fill, do the following:
   - Check the Mixed Patterns box.
     The Pattern2 field becomes active.
   - In the Pattern2 drop-down list, select a second Texture or Advanced Stippling pattern.



A filled shape with mixed texture fills applied

5. In the Pattern Size field, enter the pattern size value to determine the dimension of the of repeated fill pattern.
6. In the stitch length field, enter the basic stitch length for the fill pattern; this length will be the maintained as a constant, while the pattern size is increased or decreased.
7. In the Offset (%) field, enter the percentage offset to apply; this determines the amount of offset between adjacent rows in the pattern fill.
8. Click Apply.
   The fill segment will be changed accordingly.

Steil Properties

Width Setting

Use the Steil tab on the Properties panel to set the width of stitches created with the Steil tool.

To set the width for Steil stitches:

1. Select the Steil segment.
2. In the Properties box, click the Steil tab.
3. In the Width box, enter the width.
4. Click Apply.
   You see your segment altered accordingly.

Adjusting the Steil Density

You can adjust the density setting for Steil stitches created with the Steil tool and other Stitch Effects tools.

To adjust the density for Steil stitches:

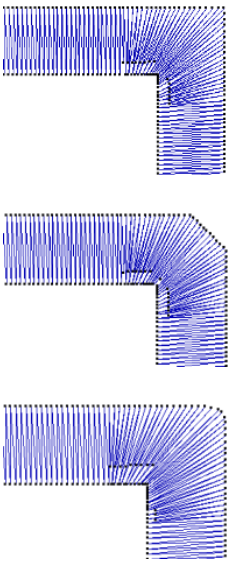
1. Select the Steil segment.
2. In the Properties box, click the Steil tab.
3. In the Steil density box, enter the density value for your Steil stitches.
4. Click Apply.Applying Spiral Effects to Satin Stitches

Selecting the Corner type

In the properties panel, you can select different corner styles (or shapes) for a Steil segment.

To select the Steil corner type:

1 Select a Steil segment.
2 In the Properties panel, select the Steil tab.
3 In the corner field of the Steil tab, select one of the following:
- Sharp.
- Bevel.
- Round.



The different types of steil corners. From top to bottom, sharp, bevel, and round.

4 Click Apply.
The corners are adjusted accordingly.

Angle Setting for Steil Stitches

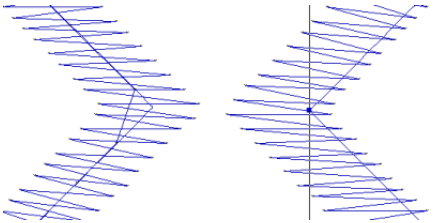
You can change the angle of Steil stitches. If Steil stitches are angled, they cover more area with fewer stitches allowing you to decrease stitch count.

To set the angle for Steil stitches:

1 Select the Steil segment.
2 In the Properties panel, select the Steil tab.
3 In the Angle box, enter the angle for the stitches; the angle value may be set between -60 and 60 degrees.
4 Click Apply.

Steil Inset

You can shift Steil stitches with the Inset Percentage setting. For example, you can adjust this setting to move a Steil border relative to an adjacent fill segment - if the border is moved closer, it can compensate for any gaps that may appear between the border and the fill.



Inset Percentage 50% and Inset Percentage 85%

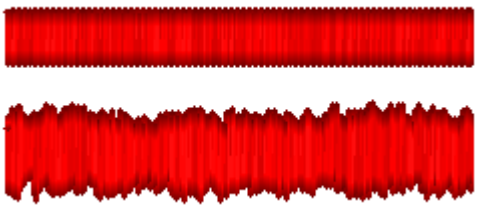
To set the Steil inset:

1 Select the Steil segment.
2 If it is not already displayed, open the Selection Settings panel.
You see the Selection settings pages.
3 Click the Steil property page.

4 In the Inset Percentage box, enter the width percentage.
5 Press **Enter** to apply the change.
Your steil segment is altered accordingly.

Applying a Jagged Effect

You can apply jagged edges to Steil paths, by choosing a jagged type and value. The jagged value can be a positive or a negative value. If you set a negative value, the jagged edge is placed on the inside of the column. If you set a positive value, the jagged edge is placed on the outside of the column.



Satin segment and column segment with jagged effect applied (Jagged value = 3.0).

To apply a jagged effect:

1 Select the Steil segment.
2 In the Properties box, click the Column tab.
3 From the Jagged type list, select one of the following jagged effect types:
- None.
- Both to make both sides of the stitches jagged.
- First to make the first side of the stitches jagged.
- Second to make the second side of the stitches jagged.

4 In the Jagged Value box, enter one of the following:
- A negative value to place the jagged edge on the inside of the column.
- A positive value to place the jagged edge on the outside of the column.

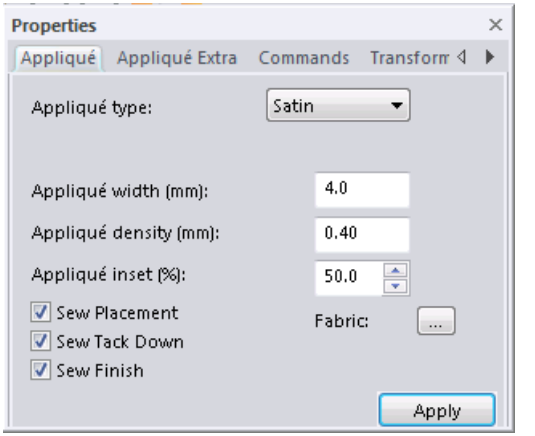
You can also use the Jagged Value slider below to change the segment's jagged value.

5 Click Apply.
You see your segment altered accordingly.

Appliqué Properties

Sew out settings

Normally, an Appliqué segment will consist of a Placement stitch, a Tack Down stitch, and Finish or border stitch. However, in the Appliqué tab of the properties panel, there is an option to disable sewing on one or more of these components.



There are three checkboxes at the bottom of the panel, corresponding to each of part of the appliqué; by default, all three will be 'on', that is, enabled. However, if you want on of the

component to not be sewn, uncheck its box, and that part of the Appliqué segment will not be sewn out.

Adjusting Satin Settings for an Appliqué border

After you select the Appliqué stitch type, you can adjust any of the default settings available. You must make all changes to the Appliqué stitches in the Appliqué box

To adjust Satin stitch settings:

1. Select the Appliqué segment.
2. In the Properties box, click the Appliqué tab.
3. From the Appliqué type list, select Satin.
4. In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5. In the Appliqué width box, enter the width of the satin stitching.
6. In the Appliqué density box, enter the density of the Satin stitching.
7. Click Apply.
   You see the segment altered accordingly.

Adjusting Blanket Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust blanket settings:

1. Select the Appliqué segment.
2. In the Properties box, click the Appliqué tab.
3. From the Appliqué type list, select Blanket.
   You can adjust any of the default settings that are available for the Blanket stitching.

You must make all changes to Blanket stitching in the Appliqué box.

4. In the Stitch Length box, enter the stitch length of the positioning and tack down runs.
5. In the Appliqué width box, enter the width of the Blanket stitching.
6. In the Blanket density box, enter the spacing for the Blanket stitching.
7. Click Apply.
   You see the segment altered accordingly.

Adjusting Motif Settings for an Appliqué Border

After you select the Appliqué stitch type, you can adjust any of the default settings available.

You must make all changes to the Appliqué stitches from the Appliqué box.

To adjust motif settings:

1. Select the Appliqué segment.
2. In the Properties box, click the Appliqué tab.
3. From the Appliqué type list, select Motif.
   You can adjust any of the default settings that are available for the Motif stitching.

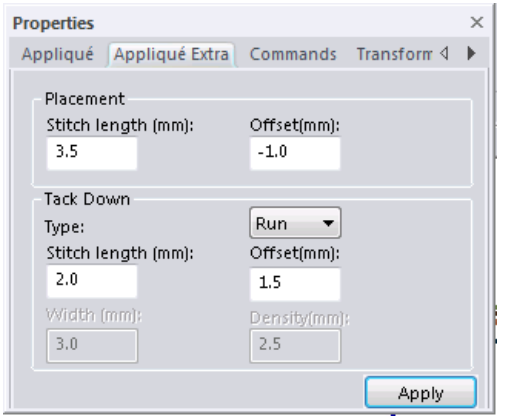
You must make all changes to Motif stitching in the Appliqué box.

4. In the Stitch Length box, enter the stitch length of the positioning and tack down runs.

5 From the Motif list, select a Motif pattern that will be used as the Appliqué stitching.
6 In the Motif stitch length box, enter the motif stitch length. The motif stitch length affects the size of the motif and represents the length (width) of each motif pattern.
7 Click Apply.

Adjusting the Placement and Tack Down settings

On the Appliqué Extra tab, you can set parameters for the Placement stitches and tack down stitches. You can set the stitch length for them, as well as the degree of offset from the outline.



To adjust Placement stitch settings:

1 Select the Appliqué segment.
2 In the Properties box, click the Appliqué Extra tab.
3 In the Stitch length field, enter a stitch length for the Placement stitches.
4 Select the amount of offset from the original artwork outline - a negative value to move it inside of the outline, a positive value to move it outwards from the outline.
5 Click Apply to save the changes.

To adjust Tack Down stitch settings:‘

1 Select the Appliqué segment.
2 In the Properties box, click the Appliqué Extra tab.
3 Select the tack down type: Run or Zigzag.
4 For a Run tack down, do the following:
- In the Stitch length field, enter a stitch length for the Placement stitches.
- Select the amount of offset from the outline - a negative value to move it inside of the outline, a positive value to move it outwards from the outline.

5 For a ZigZag tack down, do the following:
- In the Width field, enter the width of the ZigZag tack down stitch.
- In the Density field, enter a density value of the ZigZag tack down stitch (determines how close together, or tight the ZigZag will be).

6 Click Apply to save your changes.

Auto Stipple Properties

There are two adjustments you can make in the Properties box for Auto Stippling segments: stitch length and density adjustments.

To change auto stipple properties:

1 Select the Auto Stipple segment.
2 In the Properties box, click the Autostipple tab.

3 In the Density box, enter the distance between rows of stippling.
4 In the Stitch Length box, enter the maximum length of the stitches that make up the stippling.

Although you can set the maximum stitch length for stippling, the actual stitches' lengths will vary depending on the radius of any curves being stitched around.

5 Click Apply.

Artwork Properties

Adjusting the Pen Width in Artwork Segments

You can change the thickness of the lines drawn in your artwork segments.

To adjust the pen width:

1 Select the Artwork segment.
2 In the Properties box, click the Artwork tab.
3 In the Pen width box, enter the width you want for the lines in your artwork.
4 Click Apply.

Applying Fill Color to Artwork

You can use the settings on the Artwork tab to fill artwork segments with color.

To apply fill color to artwork:

1 Select the Artwork segment.
2 In the Properties box, click the Artwork tab.
3 To fill the open areas of artwork with color, select Fill if not already selected.
4 Click Apply.

Applying a Fabric Background

In Design-N-Quilt, you can insert a fabric background image into any artwork or appliqué segment. Select from a variety of sample fabrics in the Floriani Quilter library folder.

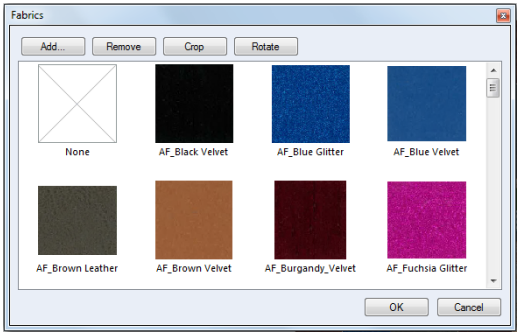
To apply fill color to artwork:

1 Select an artwork or appliqué segment.
2 In the Properties box, select the Artwork or Appliqué tab.

The tab label will depend on which type of segment you have selected

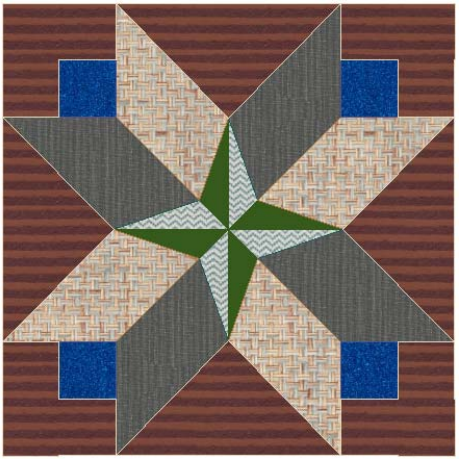
3 In the Properties panel, click the Fabric button.

The Fabrics dialog will open.



4 Click a fabric 'swatch' to select it.
5 Click OK.

The Fabrics dialog will close. In the workspace, the segment will be filled with the selected fabric background.



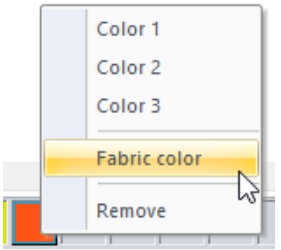
Apply a Thread Background

You can also select one of the colors on the Color Palette or Design palette, and use this as the background for an appliqué segment.

To use a thread color as the Appliqué background:

1 Select the Appliqué segment.

2 In the Design palette or the Color palette, left-click on the thread color you want to use as the background.
You see a pop-up menu of options.



3 From the menu, select the “Fabric colors” option.
The selected color will appear as the background in the Appliqué segment.

Commands Properties

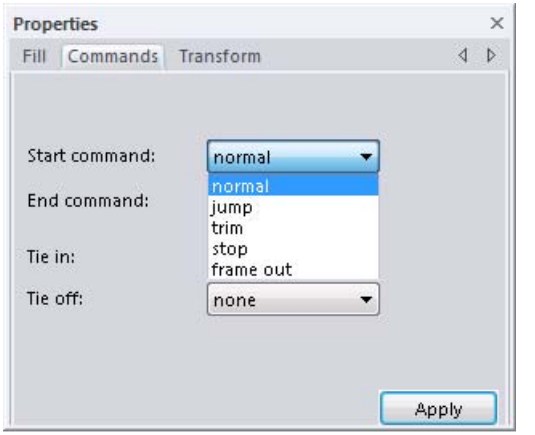
Changing a segment’s Start and End commands

Using the properties panel, you can add specific machine commands to the start and/or end of embroidery segments – such as trims, stops, and jumps.

To add a machine command:

1 Select an embroidery segment.

2 Open the Properties panel, and click the Commands tab.
You see the Commands settings.



3 In the Start Command list and Stop Command list, select one of the following commands:

- **Normal:** Inserts a normal stitch.
- **Trim:** Trims the thread.

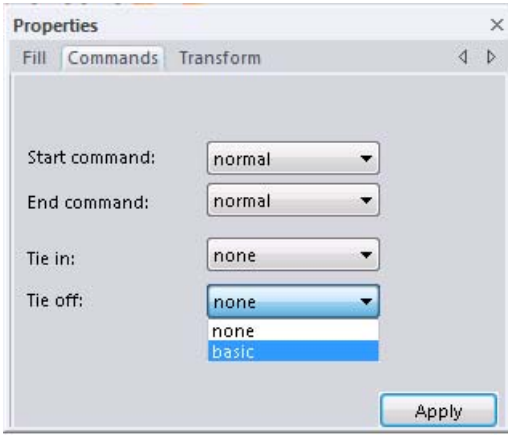
- **Jump:** Inserts a jump command, creating a stitch with the needle up.
- **Stop:** Stops the machine.
- **Frame Out:** Moves the embroidery machine's frame out to allow the operator to adjust the item being sewn on; this command can be very useful when placing an appliqué on a garment.

Adding Tie in and Tie off Stitches

To keep the end stitches of a segment from 'pulling', you can add Tie in and/or Tie off stitch commands. These commands add a short series of overlapping stitches at the entry and exit points of the segment, effectively pinning down the two ends of the selected segment.

To add or remove Tie in and Tie off segments:

1 Select an embroidery segment.
2 Open the Properties panel, and click the Commands tab.
You see the Commands settings.



3 Do one of the following:
   - To add a Tie-in or Tie-off, choose basic from the corresponding field.
   - To remove a Tie-in or Tie-off, choose none from the corresponding field.
4 Click Apply.

CHAPTER 6

Creating Lettering

You can add lettering to your designs using the various text tools. Generate embroidery text in an array of shapes and sizes using Text tool, and create Circular text too.

Topics covered in this chapter:

- Using the Text and Circle tools to create lettering.
- Adjusting the shape of the various different kinds of text segments.
- Selecting and adjusting the position of individual letters in a design.
- Adjusting the properties of text segments (such as spacing, fill type, and start/end commands) in the Properties panel.

Creating Normal Text

Normal text items are created using the Text tool. Normal text items are those that are contained in Envelopes. They start out with normal proportions for the font, and can be adjusted.

To create normal text:

1 From the Modify toolbar, click the Text tool.
2 Click once in the design window.

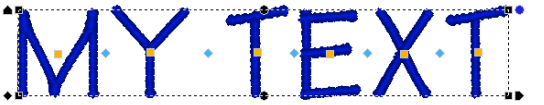
If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default string, "My Text" appears in the design window.

3 In the Properties box, click the Text tab.
4 In the text box, change the default text accordingly.
5 Make any other changes in the Text Properties box.
For more information on changing normal text settings in the tabs, see "Normal Text Properties".
6 Click Apply.
Your text will change accordingly.

Adjusting the Size of Normal Text

The size of text items can be adjusted using the Proportional Sizing handle.



This handle is on the top left of the design and it appears as a black pennant pointing up. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also gets taller.

Adjusting the Width of Normal Text

The Width of text items can be adjusted using the Width handle.

This handle is on the bottom right of the design and it appears as a black pennant pointing right. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height.

If you want to adjust the height of a design, it can be done in the Height (mm) box in the Text tab. Enter the new size and click Apply.

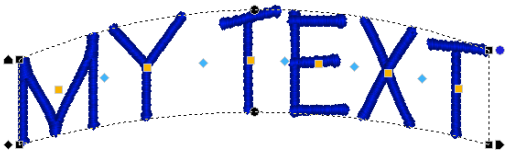
Adjusting the Corners of Normal Text

The corners of text items can be adjusted up or down using the Corner handles.

The Corner handles are at each corner of the design, and are black in color. Their purpose is to adjust the vertical position of each corner. Using the corner handles, you can create text that appears as if it is going up or down hill.

Adjusting the Shape With the Envelope Handles

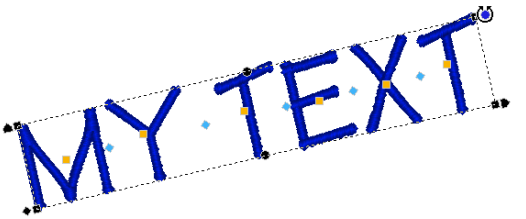
Text items can be made to fit inside a shape, called an Envelope. To adjust this shape, use the Envelope handles.



The Envelope handles are the round, black handles that are centered on the design, both above and below the text. These handles adjust vertically to form a curved shape to the text, top and bottom independently.

Rotating Text

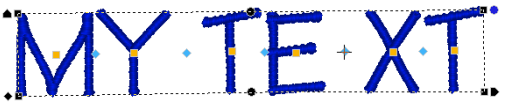
To rotate text, use the Rotation handle. The Rotation handle is at the top right of the design and appears as a blue disk. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻.



Dragging this handle rotates the design to any angle. You will see an outline of the design rotate onscreen as you are dragging, and the text will recalculate when you release the mouse.

Adjusting the Kerning (spacing between letters)

The space between individual letters can be adjusted using the Kerning handles.

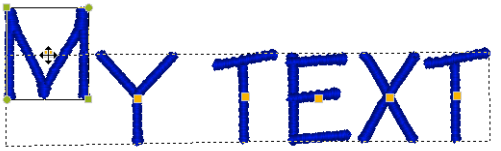


The Kerning handles are the blue diamond-shaped handles between each letter. These handles move horizontally and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters, thus if you add space, you will see the entire text item expand, keeping the distances you have between each of the other letters.

Repositioning Individual Letters

Moving individual letters can be accomplished with the Letter handles.



The Letter handles are the orange squares at the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter handle to adjust the letter position left, right, up or down.

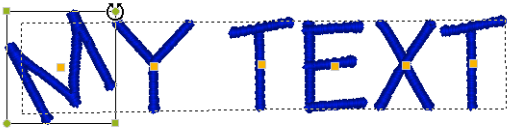
Adjusting Individual Letter Sizes

Letters can be individually resized using the Letter Size handles.

Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

Individual letters can be rotated using the Letter Rotation handles.



The Letter Rotation handles appear only when an individual Letter handle has been clicked on. The Letter Rotation handles are on the top right and bottom left of the letter and are olive green. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .

These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

When the cursor is placed over the text function handles, the cursor changes for the different functions.

Circle Text

Overview

Circle text is the application of lettering around a circle. You can adjust the size, width and spacing of the letters, as well as the size of the circle. You can also rotate the letters around on the circle, and easily encircle an embroidery design. Circle Text is controlled in two ways: A set of 'handles' that allow individual adjustments to the text by dragging them with the mouse, and using the Properties box.

Once you have created a Circle text segment, you enter the text you want in the Upper and Lower text boxes on the Circle Text properties page. For more information, see "Circle Text Properties".

Creating Circle Text

Circle Text items are created with the Circle tool. Circle text items are those that are created on a circle. They start out with normal proportions for the font, and can be adjusted.

To create circle text:

1. On the Modify toolbar, click the Circle text tool.
2. Click once in the design window.

If another text item was already selected, your first click only de-selected that item. You'll have to click again.

The default "MY TEXT" appears in the design window.

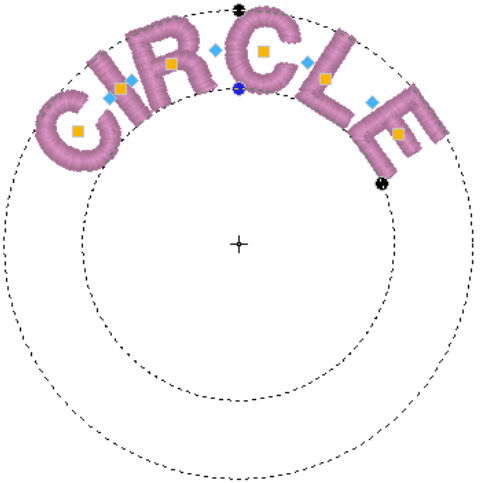
3. In the Properties box, click the Circle tab.
4. In the upper and lower text boxes, change the default text accordingly.
5. Make any other changes in the Circle text Properties box.

   For more information on changing Circle text settings in the tabs, see "Circle Text Properties".
6. Click Apply.

   Your text will change accordingly.

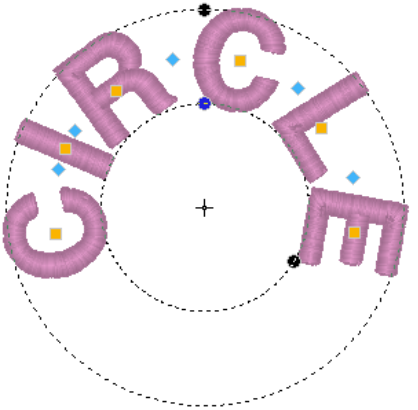
Adjusting Circle Text using the Handles

The adjustment handles for Circle text can be used to change the text segment in many different ways. The following sections outline how to use these handles.



Adjusting the Size of Circle Text

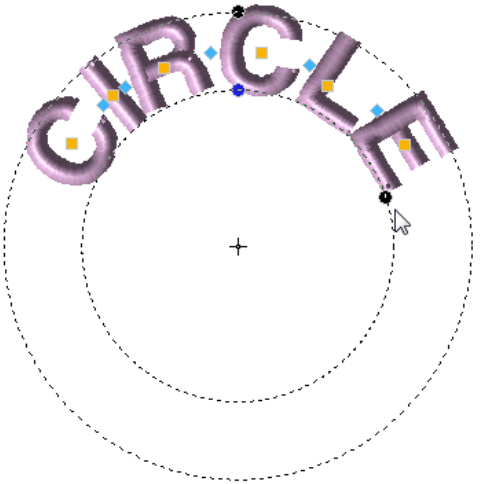
The Sizing handle will adjust the height of letters in the Circle text frame.



This handle appears on the top of the design and it appears as a black dot. If you drag this handle, you will see the design scale proportionally, which means that as you make the design wider, the design also get taller. As you resize the design, however, the basic circle that the text is on does not change.

Adjusting the Width of Text Around a Circle

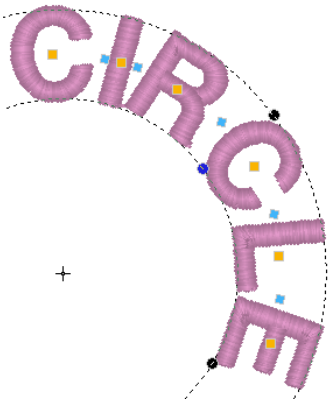
The Width handle adjusts the width of circle text.



This handle initially appears on the bottom right of the text as a black dot. If you drag this handle, you will be able to adjust the width of the design, but you will not be able to change the height. This has the effect of filling around the circle more (wider text) or less (narrower text).

Rotating Text Around the Circle

Text can be rotated around the circle using the Rotation handle.



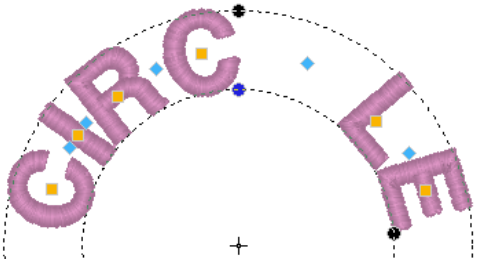
The Rotation handle is a blue dot centered on the lower edge of the top lettering of the Circle text. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle .

Dragging this handle rotates the design to any angle. You see an outline of the text rotating onscreen as you drag. This handle also controls the diameter of the circle that the text is on. Moving the cursor closer to the center of the circle creates a smaller diameter, and moving the cursor away from the center creates a larger diameter circle.

Adjusting the Kerning (Space between letters)

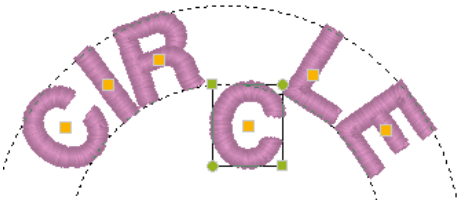
You can adjust the space between each letter in the text with the Kerning handles. These are the blue diamond handles that appear between each letter. These handles move 'horizontally' and can be dragged to adjust the space between each letter.

If you move a kerning handle in the middle of a word, you adjust only the space between those two letters. So, if you add space, you entire text segment will expand, keeping the distances you have between each of the other letters.



Adjusting Individual Letter Positions

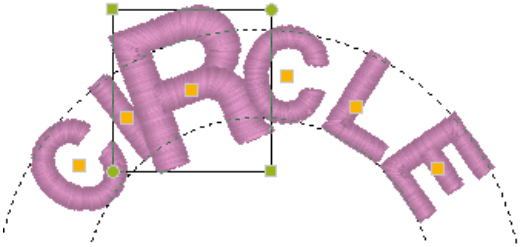
Individual letter positions can be adjusted using the Letter handles.



The Letter handles are orange in color, and appear in the center of each letter. You can click on the letter handle to activate individual letter size and rotation handles, or you can drag the letter to adjust its position left, right, up or down.

Adjusting Individual Letter Size

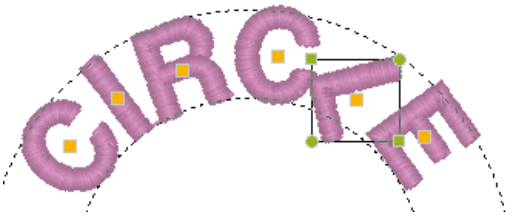
Individual letter size can be adjusted with the Letter Size handles.



Letter Size handles appear only when an individual Letter handle has been clicked on. The Letter Size handles are on the top left and bottom right of the letter and are olive green. These handles can be dragged to increase or decrease the proportional size of the individual letter.

Rotating Individual Letters

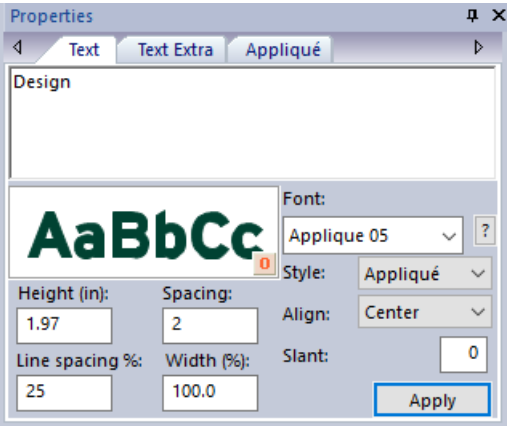
Individual Letters can be rotated with the Letter rotation handles. The Letter rotation handles appear only when an individual Letter handle has been clicked on. The rotation handles are the green disks at the top right and bottom left of the letter. Place your cursor over the rotation handle and the cursor will change to a circle-arrow handle ↻.



These handles can be dragged to rotate the individual letter; similar to the way the Rotation handle will rotate a whole text item.

Editing Text in the Properties Box

The Properties box allows you to type in the actual text for your design and change its appearance, reflecting the type of text item that is currently selected.



For text segment you will see that the Properties box has three tabs. These tabs allow you to adjust specific tab settings. The first of the tabs will be labelled “Text” or “Circle”, depending on the style of text that is currently selected. The Text tab or Circle tabs are where you enter in the letters you want to embroider.

There are also tabs labelled “Fill” and “Text Extra” which allow you to set other properties.

The Text tab and Special Characters

The text tools allow you to type in the text that you want to embroider. However, each mode has some variation depending on which mode you use. Despite the differences, the method of typing in special characters remains the same.

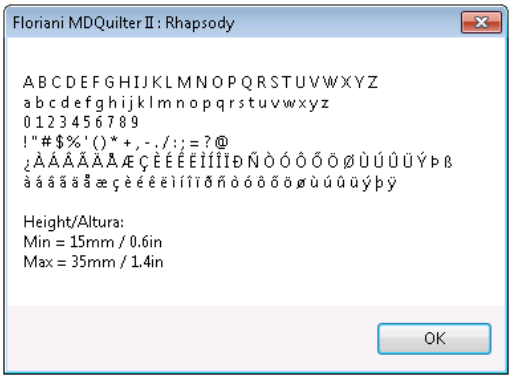
When using the text box, you can type in any character on your keyboard, plus you can type in characters by their ASCII number. An ASCII number is a code number, four digits long, which represents a character that may not have a key to represent it. For instance, ™ or ® are symbols that exist in some fonts but are not type-able on a standard US/English keyboard.

In order to type in an ASCII code for a special character, you hold down the 'Alt' key while typing in the ASCII number. When you release the 'Alt' key, the character will appear.

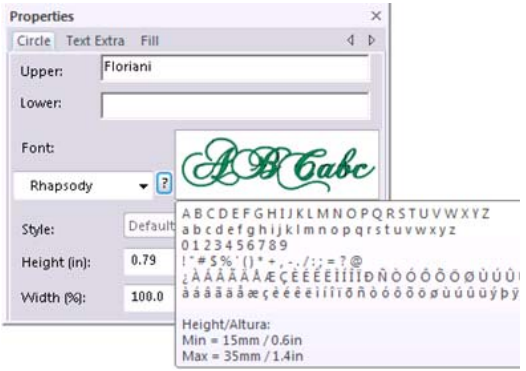
Due to Windows constraints, you must type the numbers on the keyboards numeric keypad for this to work.

Viewing a Font's Available Characters

There is a display on the Text tab that shows you what characters you can type – click on the '?' button, located next to the font name. You will see a display similar to the following:



You can also place your cursor over the preview image of fonts to view the characters you can type as well as minimum and maximum height recommendations.



Letter Height

The height property refers to the tallest letter in the font. Thus, if an uppercase letter is followed by lowercase letters, the uppercase letter will typically be larger, and its height will be set to your preference here. When you click the '?' button, located next to the font name, you can view a font's minimum and maximum

height recommendations. They are also easily viewed when you place your cursor over the preview image of fonts in the Text tab.

Selecting Fonts

Next to the text box is an image showing a sample of the font. The font may be selected from the drop-down box below the font image. You can click on the down-arrow to see a list of the fonts.

If you would like to scroll through the list of fonts and see what they look like, click on the down-arrow and use the up and down arrows on your keyboard to move through the font list. This allows you to preview the fonts without having to select each one.

You will notice that some fonts have a particular size in their name, such as “4mm”. This is because that particular font is designed stitch-by-stitch for a particular size. You can change the size of the font, but it is not recommended. Stitches in these fonts do not recalculate, as with the others. The reason for creating the fonts is that at very small sizes, fonts become extremely difficult to embroider. Minimal adjustments, even by one single stitch can alter the appearance of a letter.

Spacing

The spacing control adds a specific amount of space between each letter. Thus, if you wanted to space your letters out further, you can enter 2 here and click ‘Apply’. You can also use this parameter to make the spaces between the letters less than zero. If the spacing is set at zero, the default, then the normal kerning operation for the font is used.

If you wish to individually adjust the letter spacing, you can do so by adjusting the letters with the kerning handles.

Width Percentage

The purpose of Width Percentage is twofold: To adjust the width of the text item for appearance, or to compress the text for more precision in the final output size. The width adjustment is set in terms of percentage, and automatically gets updated as you drag the Width handle on the text item.

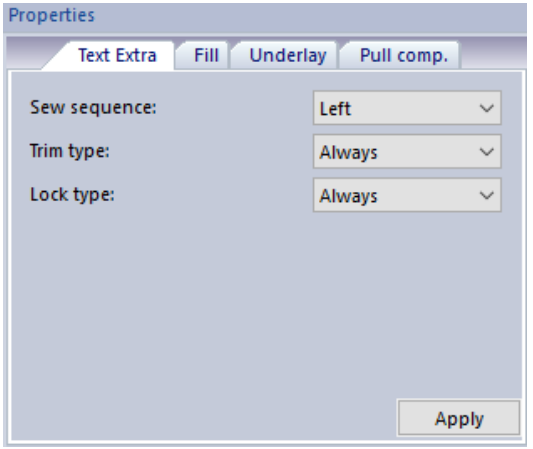
Slant Setting

Use the Slant setting to create a slanted effect for your lettering. Slant changes the degree value of the slant on your lettering. A negative value slants your lettering to the left; a positive value slants it to the right.

An example of 30º positive slant

Text Extra Settings

The Text Extra tab is the second tab on the Properties Panel. The following are the segment settings that are found under this tab. These are common to all types of Text.



Sew sequence

This setting determines the position in the text segment at which the sewing will begin. Choose between Left, Right or Center.

Trims

The Trims field (under the Text Extra tab) controls how trims are applied to lettering segments. Choose from the following options:

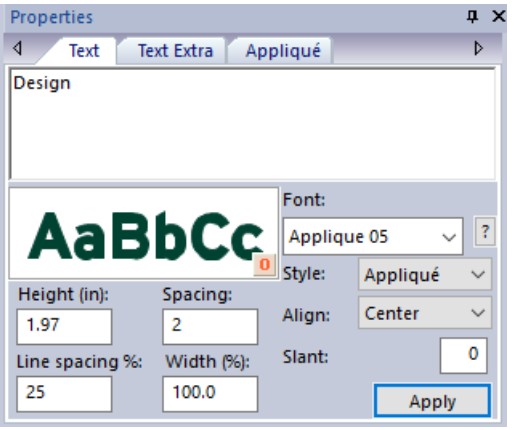
- Always: Inserts a trim between all letters in the segment.
- Never: No trims are placed between letters in the segment
- Auto: A trim is placed between the letters, if the distance between them exceeds a certain set value.

Lock Stitches

You can choose to add lock stitches to the lettering using the Lock Type field in the Text Extra tab of the properties panel. The options are Always, Never, and Around trim. Click the Apply button to save your changes.

Normal Text Properties

Normal text properties are adjustments specific to normal text that can be made from the Properties box. Depending on the type of text selected (i.e., Normal or Circle), the appearance of tabs in the Properties box will be slightly different.



The Text tab allows you to set a wide variety of options regarding your text. The most important item is the text box, which is where you can type in the text that you want to embroider. This text box is multi-line, so you can type in a whole phrase, poem, etc.

This is the only text mode that allows you to enter multi-line text.

Line Spacing

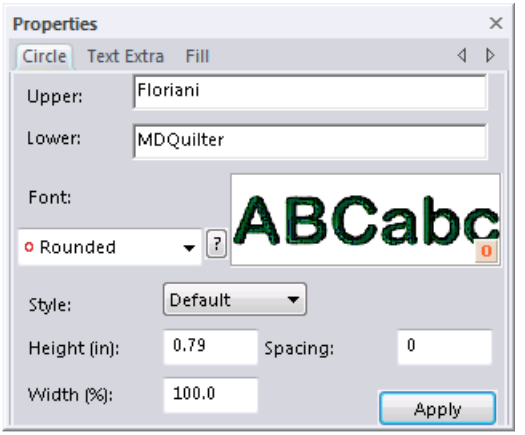
The Line Spacing parameter is unique to the Normal text mode. This allows you to set the distance between lines of text based on a percentage of the text height. The default is 25%, but you can adjust that up or down to improve your results or to squeeze more text into your hoop.

Alignment

Alignment is found only in the Normal text mode. The alignment is principally used for multi-line font segments, but can be useful if you are manually aligning multiple text items as well. The choices are Left, Center and Right. For example, Left alignment means that every line will start at the same left position.

Circle Text Properties

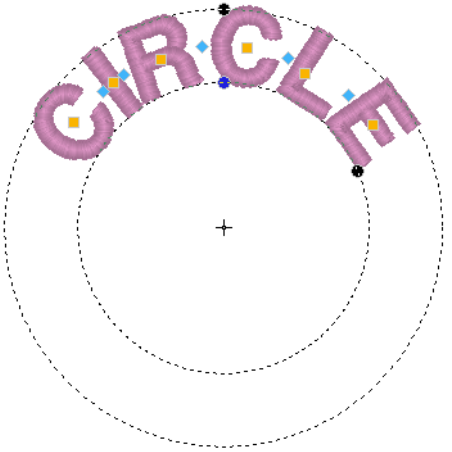
Circle text properties are adjustments specific to circle text that can be made from the Properties box.



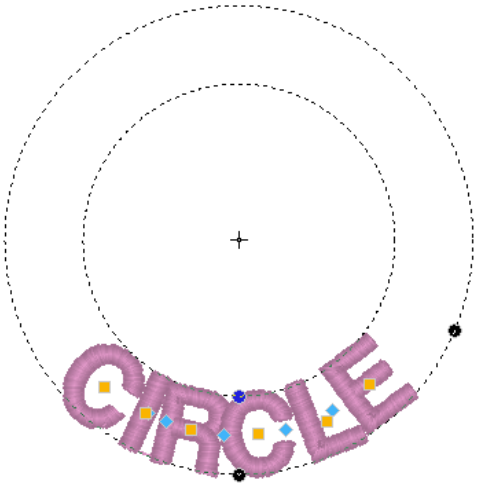
The Circle tab allows you to set options particular to Circle text. The most important item is the text box, where you enter the text that you want to embroider.

Because your text is in a circle, you can only type in one line. You can, however, create a second Circle text on a smaller circle, allowing you to simulate multi-line text.

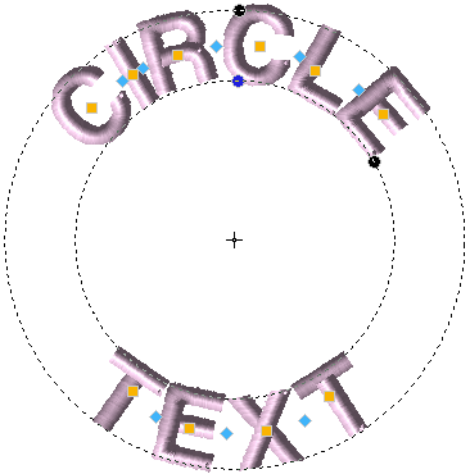
When you first create a segment of Circle text, the lettering is placed in the Upper text box by default; it is placed so that it runs along the top of the circle, reading clockwise, like so:



If you want to have the text appear on the bottom of the circle, type it in the Lower text box; it will then appear on the bottom of the circle, reading counter-clockwise, thus:



If you type text in both boxes, the top text will read clockwise, and the bottom text will read counter-clockwise.

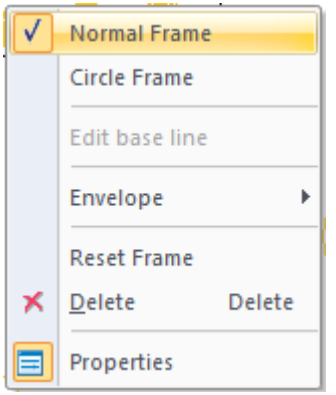


Text Properties

You can right-click on any text, regardless of its type, and an edit menu will appear. This menu allows you to change several important text properties, such as changing or resetting frames and changing envelopes. To change various text properties using the Properties box, see the "Creating Lettering and Merging Designs" section.

Changing Text Modes

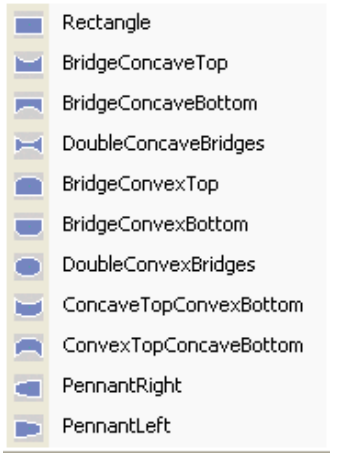
The Text Mode can be changed for an existing text item; you can change an existing text item to Normal Frame to Circle Frame, or vice-versa. Right-click the text item and select the text mode from the menu.



This is useful when the text is already in position, but you want to change the format.

Selecting Pre-Defined Envelopes

The Envelope feature allows you to set the Corner handles and the Envelope handles into several pre-defined patterns; note that this feature applies to normal text items only. In the design window, right-click on the created text and select Envelope from the menu.



Envelope options

Normal and Reverse Text Direction

The Text Direction commands are available only in the Circle text mode. Select the Text Direction Normal command to have text appear at the top of the circle and select the Text Direction Reverse command to have text appear at the bottom of the circle. Right-click the selected text and the Text Direction dialog will appear. Select the command you wish to use on the selected text.

Resetting the Frame

The Reset Frame command is useful when you have altered your text a bit too much and want to start over.

Resetting Individual Letters

The Reset Letter command is useful when you have manipulated a letter and want to reset it so that it looks as it would if it was never individually adjusted. This command is available when you activate individual letter size handles and right-click the individual letter with your cursor.

Deleting Text

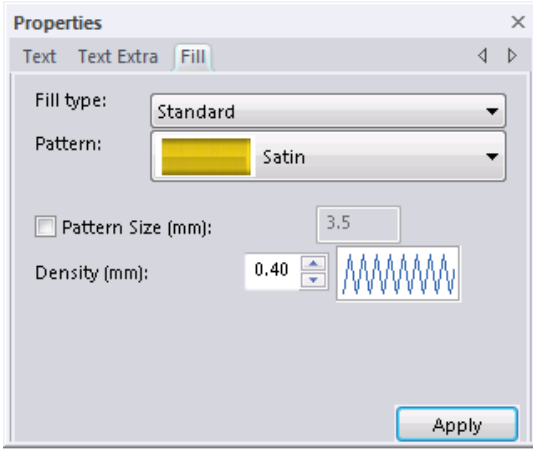
Deletes the currently selected Text Item.

Properties

The Properties command will show the Properties box if it is not currently in view.

Text Fill Properties

The ‘Fill’ tab of the Text Properties allows you to select the Pattern you want to apply to the text fill. and also to adjust the fill density.



Density Setting

Fill density is the distance between individual lines of embroidery. Density is measured in millimeters in this dialog. If you have a very loosely woven fabric, you may want to use a slightly larger number. Do this because the fabric may not be able to hold a large set of stitches in a small area. If you are unsure what setting to use, try the standard setting, 0.4, which works well almost universally.

The image next to the Density setting from the Fill tab will change as you adjust the setting. These are not precise images given in the Fill tab. Rather, they are intended to provide you

with visual clues to what you are doing as you change the settings.

It is important to always stitch a test before committing to a design.

For larger text items, particularly when you exceed the maximum recommended height of a font, you will want to use Fill stitches. Fill stitches are typically used to fill large areas in an embroidery design. With Fill Stitches, each line across is made up of two or more individual stitches.

CHAPTER 7

Artwork tools and Settings

Design-N-Quilt offers a variety of ways to generate paths for your embroidery designs. You can have more control drawing lines when you use the Pen, Bezier or Line tools.

You can also modify artwork segments and apply various stitch types to your designs using Design-N-Quilt's artwork tools. Use the Import Vector Art feature to load vector files as artwork segments. To modify your artwork segments, you can choose to join, separate or split path segments.

Topics covered in this chapter:

- Drawing various types of lines.
- How to create open and closed shapes.
- Editing anchor points.
- Importing vector artwork image files.

Drawing Lines with the Artwork tools

Using the Line tool

The Line tool places a straight line be-tween anchor points without direction lines. You will have more control to punch straight points.

If you make mistakes as you draw, undo your last action by pressing Backspace.

You can use the line tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. (You can also make an open shape into a closed shape by applying the Close Shape tool after completing it).

Once the segment has been completed, you can apply a stitch type to it.

To create a shape using the Line tool:

1 On the Design toolbar, click the Line tool.

If you were already using another drawing tool to create a segment, you can press Q to switch tools and continue creating the segment using the Line tool.

2 To place a straight point, left-click the design workspace.
3 To place a curved point, complete the following:
- While you left-click the design workspace, press and hold CTRL on your keyboard.
  You see a preview of the curve before you place the next anchor point.
- To create a corner point or to begin creating a straight line again, release CTRL on your keyboard.

Curved points should be entered as a set of 3 points that define the arc of the curve.

4 To complete the segment as an open shape, right-click to complete the segment.
5 To create a closed segment, do either of the following:
- On the View toolbar, select the Close Shape tool.
- Press **H** on your keyboard.

6 Right-click to complete the segment.
You can now add a stitch type to the segment from the Stitch Effects toolbar.

Drawing Diagonal Lines

You can draw lines constrained to 15° increments. You can also create zigzag lines using this command.

If you make mistakes as you draw, you can undo your work by pressing backspace on your keyboard.

To draw lines at 15° increments:

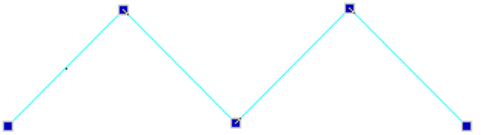
As an example, this procedure describes how to draw zigzag lines.

1 Select the Line tool.

If you were already using another drawing tool to create a segment, you can press Q on your keyboard to switch tools and continue creating the segment using the Line tool.

2 On the design workspace, position the cross hair where you want to place the anchor point and click to place the point.

3 Position the cross hair where you want the next anchor point.
4 Hold down shift.
5 Position the cross hair to create a diagonal line and click to place the second anchor point at a 15° increment.
6 Repeat step 5 to create a series of diagonal lines.



7 Right-click to finish the segment.

Drawing Lines with the Pen Tool

The Pen tool allows you to plot points by dragging the mouse as if it were a pen or pencil. Wherever you go, a line will be drawn. The line will also be smoothed out for you, just in case your hand trembles a little bit.

Using the Pen tool produces anchor points, giving you increased control over the shape of the curves. Once you complete the segment, you see anchor points.

If you make mistakes as you draw, undo your last action by pressing Backspace on your keyboard.

You can use the Pen tool to draw both open and closed shapes, depending on whether or not you apply the Close Shape tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Once the segment has been completed, you can apply a stitch type to it.

To create lines with the Pen tool:

1 From the Design toolbar, click the Pen tool.

If you are using another drawing tool to create a segment, you can press F on your keyboard to switch tools and continue drawing the segment using the Pen tool.

2 To produce anchor points, click and drag in the design workspace.
3 Do one of the following steps to create a segment:
- To draw an open segment, continue to click and drag your cursor on the design workspace. When you release the cursor, anchor points will appear on the drawn segment.
- To close the segment, click the Close Shape tool or press **H** on your keyboard.

  The segment will automatically close.

4 Right-click to complete the segment.
The drawn segment will be red in color and will have selection handles around it. You can now add a stitch type to the segment from the Stitch Effects toolbar.

About Bezier Curves

Drawing with the Bezier tool is different than drawing with the Pen tool. With the Bezier tool, you will click with your mouse rather than drawing like you did with the Pen tool. Each click of the mouse will release an anchor along the design. Practice drawing

curves by tracing artwork or drawing basic shapes. You will be controlling the shape and size of the curve as you go.

The length and slope of the curve is determined by the direction lines. (See the Bezier curve and Modified Bezier curve illustrations in “Creating Bezier Curves”.) The angle that you drag direction points affects the curve’s shape and size.

You can draw both open and closed shapes with the Bezier tool. You create a closed shape by applying the Close Shape tool before right-clicking to complete the segment. You can also convert an open shape into a closed shape by applying Close Shape after completing it.

Creating Bezier Curves

You can enter both straight and curved points. When you click the mouse you insert an anchor point and you can drag direction lines to change the shape of the curve. It can be difficult to draw shapes with just straight angles using the Bezier tool.

To create the two simplest Bezier curves:

1 From the Design toolbar, click the Bezier tool.

If you are using another drawing tool to create a segment, you can press B on your keyboard to switch tools and continue creating the segment using the Bezier tool.

2 Do one of the following steps to create a segment:

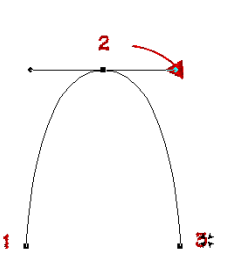
- To create an open segment, click the design workspace to place the anchor points in your design.
- To create a closed segment, click the design workspace to place the anchor points in your design. Then do one of the following:
  - Click the Close Shape tool.
  - Press **H** on your keyboard.

3 Right-click to complete the segment.
The drawn segment is red, and has selection handles around it. You can now add a stitch type to the segment from the Stitch Effects toolbar.

4 On the Edit toolbar, select the Shape tool.

5 To create simple bezier curves, do the following:

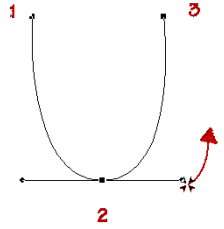
- Click on the anchor point you want to alter.
  You see the direction points and direction lines for each anchor of the active segment.
- Drag the bottom point of the direction line downward to create an upward curve (bump).



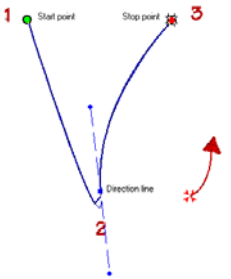
Bezier curve

Modified Bezier curve

Drag the top point of the direction line upward to create a downward curve (rut).



Bezier curve



Modified Bezier curve

After you create a Bezier path, you need to apply a stitch type to create an embroidery segment. You can adjust the shape of the paths by changing the position of the anchor points.

Tips

- Use the Shape tool to select anchor points. When you use the Shape tool to select anchor points, the direction lines of each anchor will be displayed only when the anchor is selected.
- Using the Shape tool, right-click the anchor point and choose a command from the Editing shortcut menu to edit anchor points.

Drawing Curved Lines

You can draw curves and complex shapes with Bezier curves. You create curves by dragging direction lines and points.

If you make mistakes as you draw, you can undo your last action by pressing Backspace on your keyboard.

\he following instructions will show you how to create a leaf using curved lines.

To draw curved lines:

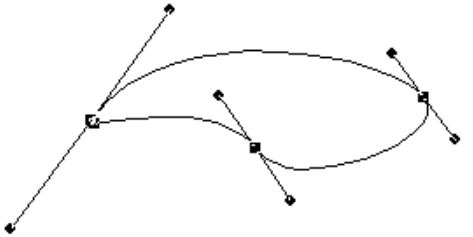
1 On the Design toolbar, select the Bezier tool.

If you were already using another drawing tool to create a segment, you can press B to switch tools and continue creating the segment using the Bezier tool.

2 On the design workspace, position the cross hair where you want to place the first anchor point and click to place the point.
3 Position the cross hair where you want the next anchor point. Click and hold to place the point.
4 Without releasing the mouse button, drag upwards to create a curved line.

5 Position the cross hair where you want the next anchor point. Click and hold to place the point.
6 Without releasing the mouse button, drag downwards to create a curved line.

7 Position the cross hair at the first anchor point. Click and hold to place the point.
8 Without releasing the mouse button, drag downwards to create the top of the leaf.



9 Right-click to finish the segment.
You can now add a stitch type to the segment from the Stitch Effects toolbar.

Drawing Hint: Using the “Snap To” Options

On the Grid Page of the Program Preferences panel, you can set the “snapping” behavior of the drawing tools (Line, Pen, Bezier) and the Run tool.

You can set the tools to snap to the grid, to snap to nodes (e.g., the anchors in artwork shapes), or both.

- When “Snap to Grid” is enabled, when you click to place an anchor point near to a grid line, the anchor will “snap” right onto that grid line.
- Similarly, when “Snap to Node” is enabled, clicking near a node on an outline segment will “snap” your curve to that node.

Drawing with the Curve Tool

When you use the Curve tool to draw artwork, each time the mouse is clicked, a curved point is placed on the line. However, this tool will also place straight points when the CTRL key is pressed.

To draw lines with the Curve tool:

1 On the Design toolbar, click the Curve tool.
2 To place curved points, click the mouse along the desired path.
3 To switch to placing a straight point, hold down the CTRL key while clicking.
4 To begin creating a curved line again, release CTRL and continue clicking along the path.
5 (Optional) To close the shape, open the Artwork fly-out menu again, and click the Close Shape tool.
6 Right-click to complete the path.
The completed path appears in the workspace.

Drawing with the Arc Tool

The Arc tool automatically creates a smooth arc, based on the three anchor points that you enter. Note that you can continue to click points (after the third point) to continue the line until the desired curve is completed.

To create curves with the Arc tool:

1 On the Design toolbar, click the Arc tool.

2 Click in the design workspace to place the initial point of the Arc.
3 Click again to establish the center point of the arc.
4 Click once more to set the end point of the arc.
5 (Optional) To close the shape, open the Artwork fly-out menu again, and click the Close Shape tool.
6 Right-click to complete the path.
The completed path appears in the workspace.

Drawing Shapes

You can draw a variety of shapes using the shape tools: Rectangle, Ellipse, Triangle, Pentagon and Hexagon. You can also place pre-installed custom shapes, as well as create and add your own custom shapes.

Drawing Rectangles and Squares

You can draw rectangles and squares with the Input Rectangle tool.

To create a rectangle or square:

1 From the Design toolbar, click the Input Rectangle tool.
2 Do one of the following:
- To draw a rectangle, click and drag from one corner to the opposite corner to form the rectangle.
- To draw a perfect square, hold down **Ctrl** while clicking and dragging.

If you want to increase or decrease the size of the art segment, you can resize it by dragging on the corners of the handles. For more information, see "Resizing Segments".

Drawing Ovals and Circles

You can draw ovals and circles with the Input Ellipse tool. Once you have created a shape, you can apply a stitch type to it.

To create an ellipse and circle:

1 From the Design toolbar, click the Input Ellipse tool.
2 In the design workspace, do one of the following steps:
- To draw an oval, click and drag to form the oval.
- To draw a perfect circle with the center point as reference, hold down **Ctrl** while clicking and dragging.

If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Drawing Triangles, Pentagons and Hexagons

Design-N-Quilt allows you to draw triangles, pentagons and hexagons. Use the Input Triangle tool to draw triangles, use the Input Pentagon tool to draw pentagons, and use the Input Hexagon tool to draw

hexagons. You can also create uniform shapes, making each side of these shapes the same length.

To create triangles, pentagons and hexagons:

1 From the Design toolbar, click the shape you want to use: the Input Triangle tool, the Input Pentagon tool, or the Input Hexagon tool

2 In the design workspace, do one of the following steps:

- To draw a shape, click and drag from one corner to the opposite corner to form the appropriate shape.
- To draw a uniform shape, hold down **Ctrl** and click and drag from one corner to the opposite corner to form the shape containing equal length sides.

If you want to increase or decrease the size of the art segment, you can resize it by dragging the corner handles. For more information, see "Resizing Segments".

Adding Custom Shapes to Designs

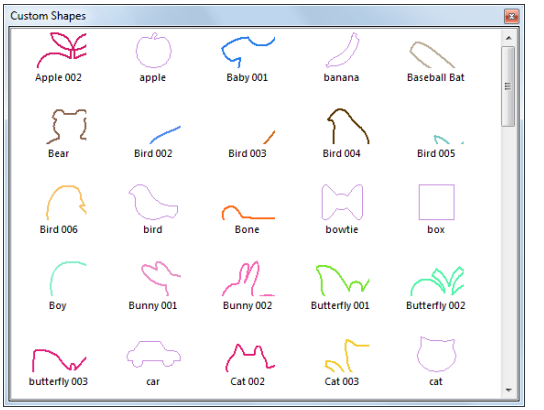
You can easily add pre-installed custom shapes to design files as well as add your own custom shapes. For more information on creating your own custom shapes, see “Saving a selected segment as a Custom Shape”.

Once you have added a custom shape, you can apply a stitch type to it. See "Applying a Stitch Type" for more information.

To import a Custom Shape into a design:

1 On the Modify toolbar, click the Custom Shapes Library icon.

You see the Custom Shapes dialog.



2 Click the custom shape you want to add.

The shape appears in the design workspace.

Saving artwork as a Custom Shape

Design-N-Quilt allows you to save any artwork segment as a custom shape file. Once the segment is saved, the custom shape can be reused in any design.

To save a selected artwork segment as a Custom Shape:

1 Select the artwork segment that you want to save as a Custom Shape.

2 Choose Tools—Save Custom Shape.

You see the Save As dialog. Design-N-Quilt custom shapes are located at: C:\ProgramData\Floriana\Design-N-Quilt\Library\Custom Shapes.

3 In the File name box, enter the Custom Shape name.
4 To save your custom shape, click Save.

Saving Artwork as a Crop Shape

You can use the artwork tools to create your own custom crop shapes. These are artwork paths that can be used to define the outer edge (envelope) of embroidery designs created with the Photo Play tool. You can create unique crop shapes and save them to the Floriani Library folder. Once saved, these crop shapes will become available in "Shape" drop-down list of the Photo Play dialog.
For more information, see "Design Editing—Photo Play Tool."

To save a Custom Crop shape:

1 Using one of the Artwork tools, create the desired crop shape.

Note that to be used as a custom crop shape, the artwork must be a closed shape.

2 Select the artwork using the select tool.
3 On the Menu bar, select Tools—Save Photo Play Crop Shape.
You see the Save As dialog. By default, the custom shapes are located at: C:\Program Data\Floriani\TCU\Library\PhotostitchCrop.
4 In the File name box, enter a name for the crop shape.
5 Click Save.
The shape will now be available for use in the Crop shape field of the Photo Play dialog.

Anchor Point Editing

Adding and Deleting Anchor Points

You can add or delete anchor points on any path. Anchor points give you control over the shape of the path.

To add an anchor point:

1 Select a segment.
2 From the Edit toolbar, click the Shape tool.
3 Right-click the location where you want to add an anchor point.
You see a shortcut menu.
4 Choose Add Point from the shortcut menu.

To delete an anchor point:

1 Select a segment.
2 From the Edit toolbar, click the Shape tool.
3 Right-click the anchor point you want to delete.
You see a context menu.
4 Click Delete Point from the shortcut menu.

Changing the Properties of an Anchor Point

You can change an anchor point to line, cusp, smooth or symmetrical to create different effects for curves.

To change an anchor point to line, cusp, smooth or symmetrical:

1 Using the Select tool, select a segment.

2 From the Edit toolbar, click the Shape tool.

3 Right-click the anchor point you want to change.
You see a shortcut menu.

4 Choose one of the following types of anchor points available:

- **Line.** Removes the direction lines from the anchor point. Creates a straight point without any curved properties.
- **Cusp**. Allows editing of the direction line on one side of the anchor point. Adds a sharp bend to a curve.
- **Smooth**. Constrains the angle of the direction lines to 180 degrees and allows you to vary the length of the direction line on one side of the anchor point. Creates a smooth transition between curved lines.
- **Symmetrical**. Constrains the angle of the direction lines to 180 degrees so the direction lines have the same length on each side of the anchor point. Creates some curvature on both sides of the anchor point.

You see the segment change accordingly.

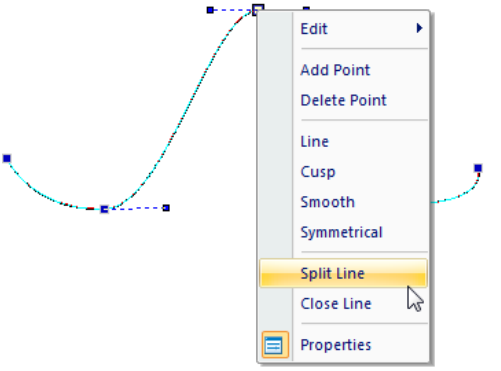
Splitting a Line

You can use the Reform tool to split a selected artwork or embroidery segment.

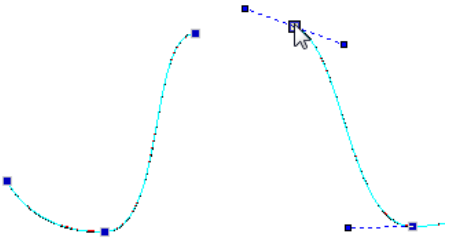
To split a segment:

1 Select a segment with the Reform tool.

2 Hover over the point where you want to split the segment, and right-click.
You see a context menu.



3 Choose Split from the menu.
The segment will be split in two at the selected point. Each segment will have a new anchor point at the end where the split was made.



Closing a Line

When an open segment is selected with the Shape tool, you can use the right-click menu to close it.

You can close any open artwork segment, and can also be applied to open-ended embroidery segments, such as Run or Appliqué.

To close an Open segment:

1 Select the segment.

2 On the Edit toolbar, select the Shape tool.
3 Right-click and select Close line from the context menu.
The gap between the end will be closed.

Moving Anchor Points

You can move and drag anchor points to adjust the shape of a curve.

To move anchor points:

1 Select a segment.
2 On the Edit toolbar, click the Shape tool.
3 Click the anchor point you want to move.
4 Drag the anchor point to create the desired shape for the segment.

Importing and Exporting Artwork

Importing Artwork

Use the Import Vector Art feature to load vector files as artwork segments. You can import vector files in the following formats: Adobe Illustrator (*.AI), Enhanced Windows Metafile (*.EMF) Windows Metafile (*.WMF), and Scalable Vector Graphics (*.SVG).

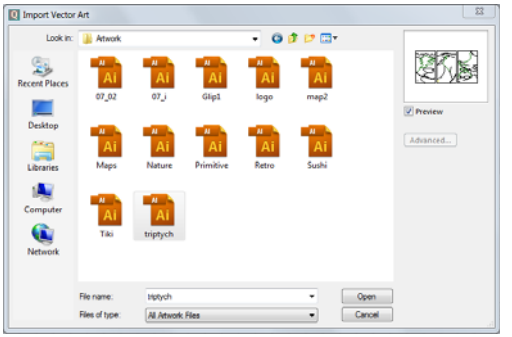
Vector images define the various lines and curves of an image. Importing is different from loading a bitmap image and creating a design on top of the image because the imported file includes anchor points, which can be selected and modified.

After you import a vector file, you can apply stitch types to it. For more information, see "Applying a Stitch Type."

To import a vector file:

1 Do one of the following:
- On the View toolbar, click the Import artwork tool.
- Choose File—Import Artwork.

You see the Import Vector Art dialog.



2 In the Look in list, select the directory folder where your file is located.
3 Select the vector files you want to import.
4 Click Open.
The artwork segment appears in the design window.

Exporting Artwork

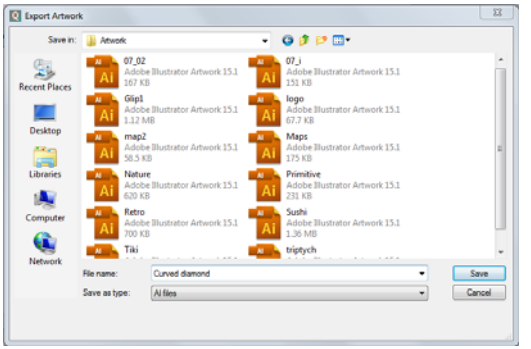
You can save any artwork you create as an external vector artwork file.

Note that this method only applies to Artwork segments, not embroidery. If the design you are exporting includes both artwork *and* embroidery, only the artwork segments will be included in the saved file.

The artwork can be exported in any of the following formats: *.AI, *.SVG, *.HPGL or *.FCM.

To save a design as artwork:

1 Open an artwork design, or create a new design.
2 On the Menu bar select File—Export Artwork.
You see the Export Artwork dialog.



3 Browse to the location you want save the file to.
4 Enter in a name into the filename field.
5 Select the appropriate format to save as *.AI, *.SVG, *HPGL (PLT) or *.FCM.
6 Click Save.
The file will be saved in the selected location.

Modifying Artwork Segments

Combining Segments

You can combine two or more segments to form a single segment. In other words, the simple paths are merged into a new segment.

Segments can be created using stitch effects made with Stitch Effects tools and/or artwork segments.

To combine segments:

1 Using the Select tool, select the path segments you want to combine – do either of the following:
2 Click and drag to draw a selection area around all segments you want to combine.
3 Click the first segment to select it. Then hold down the Ctrl key and click on other segments in turn to select them (notice that a + sign appears next to the arrow when you hold down control, indicating that
4 Right-click and choose Combine from the shortcut menu.
The combined segments are merged into a new segment.

Separating Segments

The Break Apart command separates a single artwork segment into multiple artwork path segments. Break Apart does not work for segments created using the Stitch Effects tools.

To separate segments:

1 Select the path segments that are combined. See "Combining segments".
2 Right-click and choose Break Apart from the shortcut menu.

Transform Artwork Tools

The Transform Artwork tools are a set of powerful options for editing artwork segments. You can use to use the Weld, Intersect or Trim tools when two or more overlapping artwork segments are selected.

Transform Artwork tools can be applied two different ways – by using the tools on the Art Edit toolbar, or by right-clicking on the selected artwork and selecting the tool from the context menu.

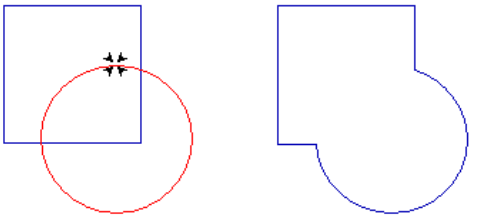
The effect of each of these tools is described separately, following the procedure.

To apply the Transform Artwork tools using the toolbar:

1. Select two or more overlapping artwork segments.
2. On the Art Edit toolbar, choose one of the following:
   - Remove Overlapped Artwork
   - Weld .
   - Intersect .
   - Trim
   - Exclude

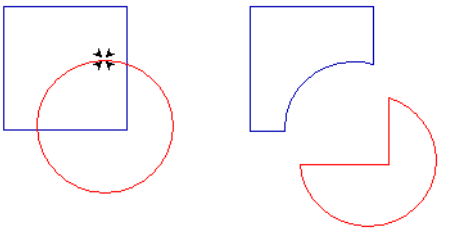
Weld Tool

The Weld tool merges all selected artwork into one segment. The shape of the new segment combines all of the selected segments. All overlapping areas will be removed from the new segment.



Exclude Tool

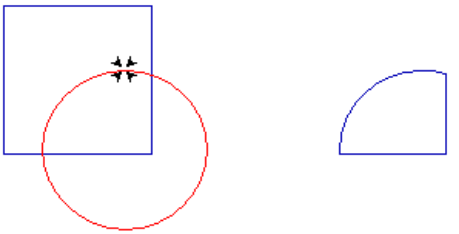
When you use the Exclude tool, all overlapped areas of selected segments are deleted and the remaining areas are preserved. The artwork segments remain separate.



Intersect Tool

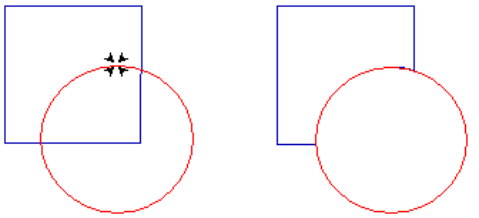
The Intersect tool preserves the overlapped area of selected artwork segments and deletes the remaining areas. The overlap area is now one segment.

In order for the Intersect tool to work, all of the selected segments must overlap in the same area.



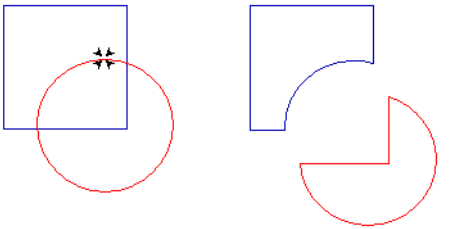
Trim Tool

The selected segments remain separate after you use the Trim tool. This tool will delete any outline of a segment that is behind in the layering. For example, if Segment 1 is behind Segment 2 in the sequence, any area of Segment 1 that lies underneath Segment 2 will be removed from Segment 1.



Exclude Tool

When you use the Exclude tool, all overlapped areas of selected segments are deleted and the remaining areas are preserved. The artwork segments remain separate.



Remove Overlapped Artwork

The Remove Overlapped Artwork tool is useful when creating block shapes using two or more artwork shapes - such as (for example), shapes imported using the rectangle, circle, or triangle tools, or artwork from the Custom shapes library. When two (or more) overlapping artwork segments are selected, applying this tool will the remove the underlying portion of the lower segment.

To remove overlapped artwork:

1. Open a new design window.
2. Select two or more overlapping artwork segments.

This feature only applies to artwork that is filled with color; outline artwork is not affected.

3. On Edit Artwork toolbar, select the Remove Overlapped Artwork tool.

   The overlapped portions of selected artwork will be removed accordingly.

Converting artwork to perfect squares or circles

There are options on the right-click menu that will covert any selected artwork shape to a square or circle. This is useful for correcting

designs containing circular or rectangular artwork segments that are not perfectly rounded or perfect squared-off at the corners.

Convert to Perfect Square makes the corners exactly 90º and the sides exactly straight. The largest dimension (horizontally or vertically) of the original shape will be used as the size (side dimension) of the new square.

Convert to Perfect Circle smooths out the curves on a outline so that they have an even curvature. The largest dimension of the original shape will used to determine the size (diameter) of the new circle.

To convert to a perfect square or circle:

1 Select an artwork segment.
2 Right-click, and select one of the following from the context menu:
   - Convert to Perfect Square.
   - Convert to Perfect Circle.

   The shape of the artwork will change accordingly.

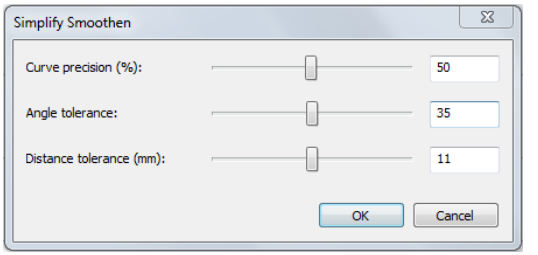
Simplify and Smoothen Artwork

To reduce the number of node in an artwork segment (such as one generated by the tracing with the Pen tool), you can use the **Simplify Smoothen** function. This tool automatically optimizes the curves in an artwork segment, while maintaining its original shape.

The Simplify Smoothen features tolerance sliders, which allow you to adjust the degree of precision of the tool (i.e. how closely the original curve is followed), and the degree to which sharp angles are preserved.

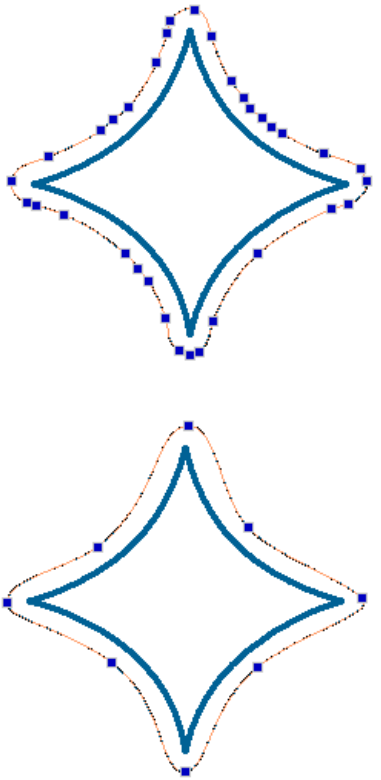
To use Simplify Smoothen:

1 With the Select tool, select the artwork segment.
2 Right-click, and select "Simplify/Smoothen" from the context menu.
   You see the Simplify Smoothen dialog.



3 If required, adjust the tolerance sliders; note, however, that in most cases, the default values will be sufficient.
   - Curve precision: Determines how closely the path of the original artwork will be followed - adjust between 1% (less precision) and 100% (highest precision).
     The lower setting will result in a greater reduction in the number of nodes.
   - Angle tolerance: Determines the range of angles that will be preserved during the smoothing; adjust between 10 degrees and 60 degrees.
   - Distance tolerance: Sets the minimum size of a "corner" (space between two nodes) that will considered for the purposes of smoothing.

4 Click OK.
The number of nodes in the selected artwork path will be reduced accordingly.



The outer outline of the shape above was generated from the inner one using the Add outlines tool. Notice the dramatic reduction in the number of nodes before (top) and after (bottom) the Simplify Smoothen tool was applied, using default settings.

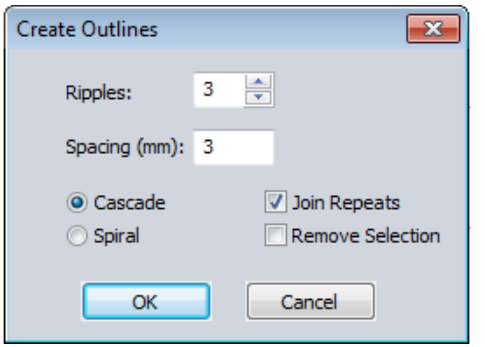
Adding Outlines

The Add Outlines tool allows you to create extra outlines around the selected segment or segments. This tool can be applied to artwork segments, or any embroidery segment which contains outlines. The new outlines radiate outwards from the original shape. Each ripple is separated from the previous one by a spacing value, which you set when creating the artwork.

If more than one segment is selected, there is the option to combine the shapes when the tool is applied. Then the ripples will be based on the combined shape.

To create with the Add Outlines tool:

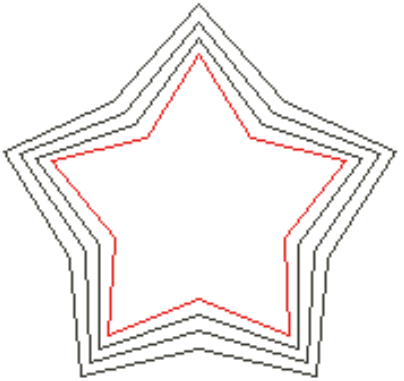
1 Using the Select tool, select an outline segment.
2 On the Design toolbar, click the Create Outlines tool.
You see the "Add Outlines" dialog.



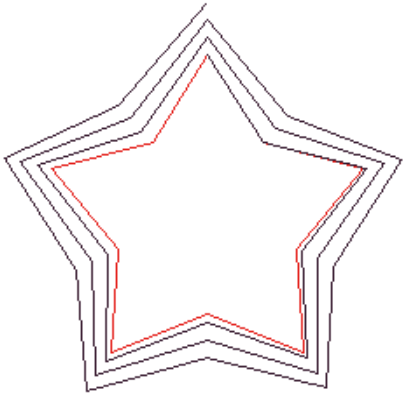
3 Type in the number of outlines you want to add.
4 Enter the desired spacing between ripples (in mm.).

5 Select one of the following options for the type of outline to generate:

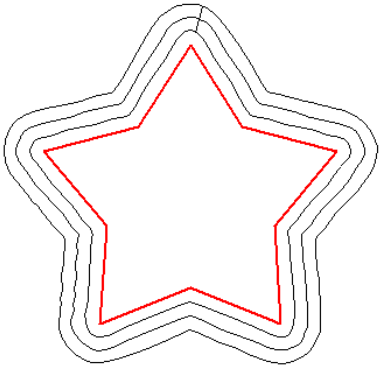
- **Cascade:** The ripples will be generated as separate outline shapes, concentric with the original shape.

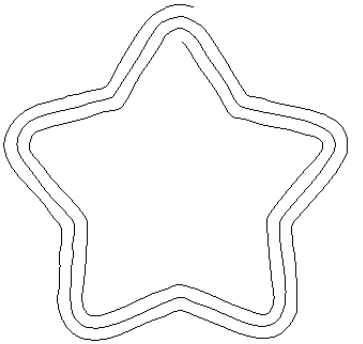


- **Spiral:** The ripples will generated in a continuous spiral, winding out from the out from the shape.



6 Optional (for Cascade outline): Check the **Unite** option to generate a short line joining each of the outlines.





7 Click OK.

The new outline artwork will be generated. You can now select it and apply a stitch type to it.

Adding a Seam Allowance

The Seam Allowance tool creates a new outline that follows the contour of a selected artwork path or outline segment, but is displaced outwards from it by a set amount. This new outline will be the size of the original quilt piece + the seam allowance, and can be saved and sent to a machine for cutting.

To use the Seam Allowance Tool:

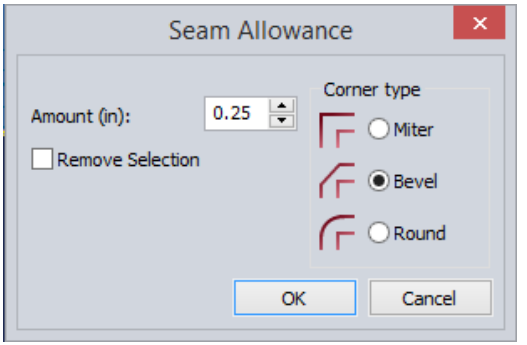
1 Using the Select tool, select an object in the workspace.

Seam allowance may be applied to either an artwork segment or an embroidery segment created with the Stitch Effects tools.

2 Do one of the following:

- On the Design toolbar, click the Seam Allowance tool.
- Press Ctrl+L on the keyboard.

You see the Seam Allowance dialog.



3 In the dialog, do the following:

- Set the Amount of Seam Allowance. This setting determines the separation between the original selection and the seam allowance outline.
- Choose the desired corner shape by selecting the corresponding radio button: Miter, Bevel, or Round.
- If you want to delete the original selection, check Remove Selection.

4 Click OK.

A new artwork segment now appears around the original segment.

Applying a Stitch Type

When you draw lines and shapes to create segments, you must apply a stitch type to the segment because artwork segments contain no stitch information.

To apply a stitch type:

1 Select the artwork or other segment.

2 From the Stitch Effects toolbar, click on the tool you want used to create stitch effects.

You see the segment altered accordingly.

When converting a colored artwork segment to a segment containing stitch effects, the converted segment will retain the same color as the artwork segment.

3 In the Properties box, make any necessary changes to your segment settings.

4 Click Apply.

CHAPTER 8

Working with Images

Design-N-Quilt has all the tools you need to work with images. Use these tools to manipulate scanned photographs or image files and create impressive designs. Once you convert these images to embroidery, you can alter your designs to suit your needs.

Topics covered in this chapter:

- Creating embroidery from scanned images.
- How to load and transform backdrop images.
- Tracing backdrop images and converting them to stitches.

Scanning Images

You can scan images and then load them into your system, or you can use the Acquire command to scan the images directly into Design-N-Quilt. The Acquire command lets you use a scanner without exiting the program. Once you scan images, you can use the images to create embroidery designs with unique stitch effects.

You can use the Acquire command when working with backdrop images.

To scan an image:

1 To use the Acquire command with backdrop images, complete the following:
   - From the View toolbar, click the Backdrop tool. For more information on using backdrop images, see “Working with Backdrop Images”.
     Your background image will be selected.
   - Right-click the image and select Twain Scanner or choose File—Twain Scanner.
     You see the Twain Scanner dialog.
2 Click Select Source.
   You see the Select Source dialog appear with a list of the scanners you have connected to your computer.
3 From the list, select the scanner you want to use and click Select.
4 Click Acquire.
   You see the dialog for the selected scanner. The dialog that appears depends on the scanner you are using. Some scanners have more options than other scanners.
5 Adjust the settings you want for the image.
6 Scan the image.
   You see the Save As dialog.
7 In the Save in list, browse to the location you want to save your file.
8 In the File Name box, enter the file name for the image you want to be saved.
9 In the Save As type list, select the file type you want the image to be saved as.
10 Click Save.
   If you are working with backdrop images, your scanned image will appear in your design workspace.

Working with Backdrop Images

Loading Backdrop Images

You can open an image file to use as a backdrop or background while creating embroidery designs. You can preview and open most standard file types (i.e. Bitmap images and Vector images, *.WMF, *.BMP, *.JPG, *.AI, *.EPS, *.TIF, *.PCX, *.PCT, or *.TGA files). When you open an image, it opens in its original size.

To load an image as a backdrop:

1 From the File toolbar, do one of the following:
   - Click the New tool to create a new design.
     You see a new untitled design file.
   - Click the Open Design tool to open an existing design.
     You see your existing design file.
2 Do one of the following:

- Choose File—Load Backdrop.
- Click the Backdrop tool.

You see the Load Backdrop dialog.

3 In the Look in list, browse to the location of the image you want to load.

There are a number of sample images that come loaded with the software. These are located at: C:\ProgramData\Quilter"s Select\Design-N-Quilt\Library\Images.

4 In the Files of type list, select a file type for the image you want to open.

5 In the File Name box, enter the file name for the image you want to open.

6 Click Open.

You see your backdrop image appear in the design workspace.

Transforming Backdrop Images

Transforming a backdrop or background image is similar to transforming any object; however, to select the image, you will need to click on the Backdrop tool.

The backdrop will have a single tab, "Backdrop", in the Properties box. In addition to the basic transformations that can be done on any object, the backdrop also has a control on this tab that allows you to make the backdrop darker or lighter for easier drawing.

Only one backdrop can be used in Design-N-Quilt at a time, but when you are done with one, you can load a different one.

Design-N-Quilt also allows you to transform the image using backdrop menu options. This menu appears when you right-click on your backdrop image. You can use the menu options to show or hide your backdrop image, change your existing image, scan an image or edit your opened image.

To transform background images using the Properties box:

1 From the View toolbar, click the Backdrop tool.

Your background image will be selected.

2 In the Properties box, click the Backdrop tab.

3 In the Width box, enter the width you want for the backdrop image.

4 In the Height box, enter the height you want for the backdrop image.

5 In the X (in) and Y (in) fields, enter the desired horizontal (X) and vertical (Y) distance of the backdrop image from the origin (0,0 point of the grid.

The top-left corner of the backdrop image is used as the reference point for these measurements.

6 In the Scale box, enter the percentage value you want the design scaled to.

7 In the Rotate box, enter the number of degrees you want to rotate your design. If you want to automatically rotate your design 90 or 180 degrees, click the 90 or 180 degree buttons.

8 To make the backdrop image darker or lighter, adjust the slider control left or right accordingly.

9 Click Apply.

You see the backdrop image altered accordingly.

To transform background images using the Backdrop tool:

1 From the View toolbar, click the Backdrop tool.

Your background image will be selected.

2 Right-click the image and select any of the following menu options:

- **Show Backdrop:** This will allow you to turn the backdrop off.
- **Define Horizon:** Allows you to change the orientation of the background image relative to the workspace.
- **Define Scale:** Allows you to re-scale the backdrop image to a precise linear dimension.
- **Load Backdrop:** This allows you to change the backdrop, or load one if you have not already.
- **TWAIN Scanner:** Use to scan in an image. For more information, see “Scanning Images”.
- **Edit Backdrop:** This allows you to open and edit the backdrop in an image editing program.

You can use the Program Preferences tool to select the image editing program you want used.

- **Properties:** Displays the Backdrop Properties.

Defining the Horizon of a Backdrop Image

The Define Horizon tool allows you to change the orientation of a loaded backdrop image by re-defining its horizontal axis. For example, if you image is slightly tilted, and you want it to be completely level, the Define Horizon tool will do that very easily.

Defining the horizon of a Backdrop:

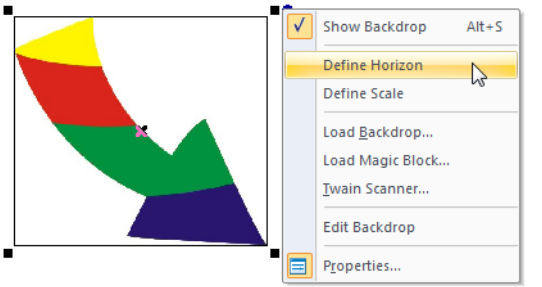
1 Load a backdrop image (see “Loading Backdrop Images, above).

The image appears in the workspace.

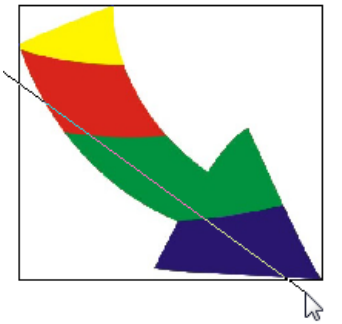
2 Right-click on the image.

You see a context menu.

3 From the menu, select “Define Horizon.”



4 Define the horizontal of the backdrop; click and drag a straight line in the desired orientation, relative to the backdrop image



5 Release the mouse button to change the orientation.

The image will rotate such that the line you drew is now oriented horizontally.

Defining the Scale of a Backdrop Image

Use the define scale tool to quickly re-scale your backdrop image so that it is the required size.

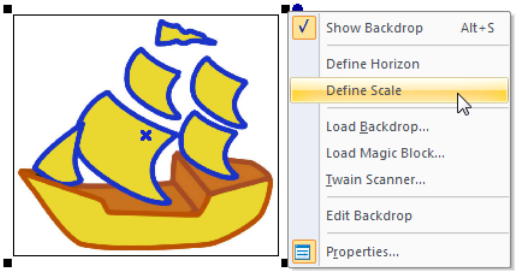
The define scale tool works by measuring the backdrop's current width, and then allowing you to input a new width; when applied, the image's width and height are both scaled equally to match the new number that you entered.

To define scale of a backdrop:

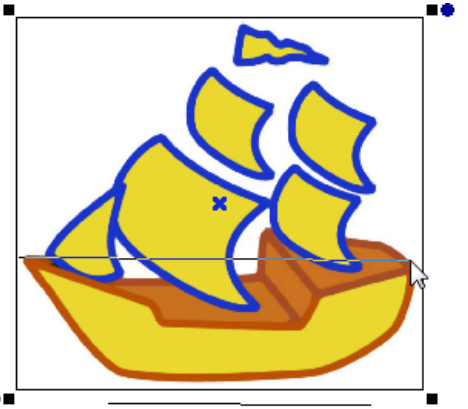
1 Load a backdrop image (see "Loading Backdrop Images, above).
The image appears in the workspace.

2 Right-click on the image.
A context menu appears.

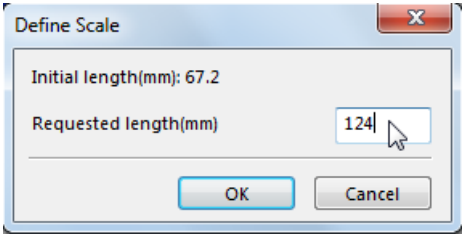
3 From the menu, select "Define Scale."



4 Click, hold, and drag from left to right, to measure the width of the image.



5 Release the mouse button.
You see the Define scale dialog; the "Initial Length" field tells you the current dimension of the image.



6 Enter the final length (i.e., the width you want the image to be) into the "Requested Length" field of the dialog.

7 Click OK.
The backdrop image will be resized accordingly.

AutoTracing a Backdrop Image

You can use the Magic Needle tool to detect contours and trace a backdrop image to produce an artwork segment.

Once an outline has been traced with the Magic Needle tool, you can convert it to different stitch types by using the tools on the Stitch Effects toolbar. For more information, see “Converting Segments to Different Stitch Types.”

You can also trace backdrop images using the Pen toolbar. For more information, see “Drawing Lines with the Pen tool”.

To auto trace a backdrop image with the Magic Needle tool:

1. Load the image you want to trace as a backdrop (see “Loading Backdrop Images”, above).
2. From the Design toolbar, click on the Magic Needle tool.
   You see the cursor change to a wand.
3. Click the areas of the image that you want to have traced.
4. Repeat step 3 until all areas have been traced.
5. From the Edit toolbar, click the Select tool.
6. Select the artwork segment(s) you just traced.
7. From the Stitch Effects toolbar, select the stitch effect you want applied to your segment(s).
   You see the segment(s) altered accordingly.

Creating Redwork stitches from a Backdrop Image

Redwork is a particular type of embroidery, often used for quilting. It consists of a pattern or image that is traced out with bean (three-ply run) stitching.

With the Redwork tool, used in conjunction with a backdrop image, you can create a Redwork design in a few simple steps. This tool finds and traces the outlines of an image, and automatically converts this outline into a bean stitch segment.

To create a Redwork design:

1. Load the image you want use as a backdrop.
   For more information, see “Loading Images as a Backdrop.”

Important: The Redwork tool works best with backdrop images that have clear, continuous outlines.

2. From the Design toolbar, click on the Redwork tool.
   The cursor change to a wand.

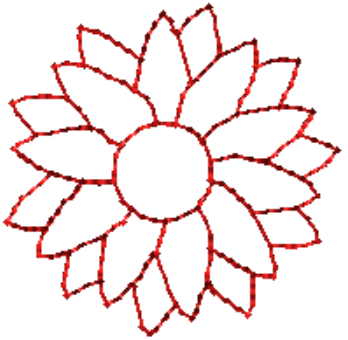
3 Click directly on the outline of the image that you want to trace.

Since the Redwork tool traces lines based on their color, it is very important to click right on the line; use the Zoom tool to expand the view, if required.

A red bean stitch appears along the selected outline.

4 If necessary, repeat step 3 until all outlines in the design have been traced.

5 To better see the Redwork stitching, temporarily hide the backdrop by pressing Alt+S on the keyboard.



6 Save the design.

Hiding a Backdrop Image

You can hide the current image on the design workspace. Hiding the backdrop image is ideal if you are using a complex image and you want to see what you have embroidered on top of the scanned or imported image.

To hide a backdrop image:

- Do one of the following:
  - On the View toolbar, click the Backdrop tool.

    The backdrop image will be selected, and will be enclosed in a selection frame.
    - Right-click the selected image.
    - On the menu that appears, uncheck "Show Backdrop."
  - Type Alt+S on the keyboard.

    The backdrop image will be temporarily hidden. To show it again, check Show Backdrop again on the context menu, or type Alt+S again.

Fabric Designer

The Fabric Designer is a tool that can be used to create new, original fabric background based on any imported image.

You can also use the tools found on the Fabric Designer dialog to create a virtually infinite number of different backgrounds based on a single image. For example, your can change which part of the original is sampled, or use the Color settings to change the hue and/or saturation. The Fabric Designer also allows you to reflect the image through different planes, to give a "kaleidoscopic" effect to the final background.

To create a Fabric Design:

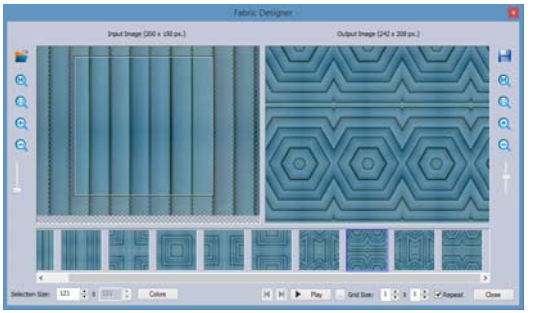
1 Open a new design window.

2 On the Design toolbar, select the Fabric Designer tool.

You see the Fabric Designer dialog.

3 On the dialog, click Open icon and browse to the directory containing the image file you want to use as the input file.

4 Select the image, and click Open.



The selected image will appear in the Input image side of the dialog. The part of the Input image that the Output image is based on will be indicated by a square outline in the Input Image window.

5 To adjust the Selection size (in pixels) of the sample, do one of the following.

- Click and drag the edge of the selection square.
- Change the value in the selection size field.

6 (Optional) To adjust the colors of the Output image do the following:

- Click the Colors button.
  You see the Colors dialog.
- Tick the Hue, Luminance, and/or Saturation boxes to enable adjustments of these properties; drag the slider(s) change these levels.
  The colors of the Output Image change as you adjust the sliders.
- Check the Black and White box to change the output to gray scale; note that the color sliders are disabled when this option is selected.
- Click Close to exit the Colors dialog.

7 On the dialog, note that there are separate zoom tools for both the Input Image (icons on the left) and Output image (icons on the right). These allow you to change the zoom level of each side independently.
To adjust the zoom level, do the following:

- Click the 1:1 tool to view in actual size.
- Click Zoom to fit to fit the image to the window.
- Click Zoom in to make the image larger.
- Click Zoom out to make the image smaller.
- Drag the slider up and down to change the magnification incrementally.

8 Set the Grid dimensions; enter the number of times that the Input image will be repeated (horizontally and vertically) in the Output image window.

9 Check the **Repeat** box to create a repeated array of the selection in the Output Image window.

10 Use the Play feature to display a sequence of variable Output images based on the original Input image.
The Output image can varied according any (or all) of the following criteria:

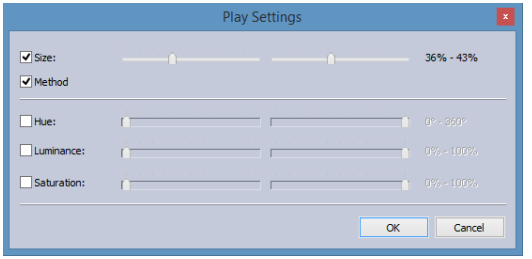
Selection size, Method, Hue, Luminance, or Saturation.

The "Method" variable generates different images by reflecting the Selection through different planes. The overall effect is like looking at the original selection through a kaleidoscope; it is reflected symmetrically in a number of different ways.

You can preview the effect of the different kaleidoscope effects by clicking the thumbnails along the bottom of the Fabric Designer dialog.

To set the Play variability criteria, do the following:

- Click the Option button (to the right of the Play button) to open the Play settings dialog.



- Check the boxes next to the properties or properties that you want to vary.
- Drag the sliders to set the degree of variability (upper and lower limits) of the selected properties.
- Click OK to close the Play Settings dialog.

11 Click **Play** to view the different variations of the image in the Output image side of the dialog; click **Stop** when you want stop the Play feature.

To Save the current Output image, click the Save button. There are three different ways that you can save the completed block, choose the most appropriate option forth

- **Save as Single block**: The image will be saved as an image in the block library folder.
- **Save as Fabric Layout**: Saves the image as a repeated (tiled) pattern.
- **Save Fabric to Fabric**: Saves the image to the Library -- Fabrics folder.

You see a save as dialog: the default directory to save the image to will depend on which option you chose.

12 Enter a file name, and click Save.

Your image will be saved in the folder corresponding to the type of Save selected (see introduction to this procedure).

CHAPTER 9

Design Editing

When you use the Select  tool, you can edit outline segments (design objects) in the design window. To perform design editing in Outline Mode, you must work Outline File (*.WAF) format. You can Move, Resize, Rotate, Flip or Distort segments in a few easy steps.

When performing major outline editing, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Topics covered in this chapter:

- Editing, copying and moving segments.
- Methods for moving through a design.
- Sequencing outline segments to change the sewing order of designs.
- Merging embroidery files into a design.

Editing Segments

In the design window, you can edit a design's individual or grouped outline segments (design objects) while in Outline Mode. To perform design editing in Outline Mode, you must work with outline (*.WAF) files. When you use the Select tool from the Edit toolbar, your are able to edit the outlines of segments.

A segment's stitch edits may be lost if you perform an outline editing action that forces Design-N-Quilt to regenerate stitches for the segment. The following are design editing actions that can force stitch regeneration in your design:

- Resizing a segment.
- Modifying the settings for a segment.
- Moving a segment.

Typically, when you add or modify segments in a design, Design-N-Quilt will not regenerate stitches for the entire design. The software will, however, generate stitches for the segment being modified.

Selecting Segments

The Select tool allows you to select and modify individual or groups of outline segments (design objects). You select outline segments by clicking on a single segment or by clicking and dragging to draw a box around parts of the design.

With the Lasso tool, you can draw a line to fit around parts of the design instead of a box.

When the Shape tool is active, you will see the anchor points of the segment. You can also select individual segments using the Shape tool and then select beads and angle lines.

Once you select an outline segment, you can change its properties using associated edit menus and tabs as well as the bead attached to the segment's selection box. You can move, duplicate, resize, rotate, reflect, skew, stretch, compress, or delete selected segments.

To select segments using the Select tool:

1. From the Edit toolbar, click the Select tool.
2. To select one segment, do one of the following:
   - Click the segment you want to select.
   - Click and drag to select the segment you want.

   The active segment is enclosed in a selection box with handles.
3. To select multiple segments, do one of the following:
   - Click and drag across all the segments you want to select.
   - Click a segment. Press CTRL while clicking each segment not already selected.

   The active segments are enclosed in a selection box with handles.
4. To edit or change the properties of the segments, do the following:
   - Right-click and choose any of the options available in the edit menu.
   - In the Properties box, alter any property settings as required.

To select segments using the Lasso tool:

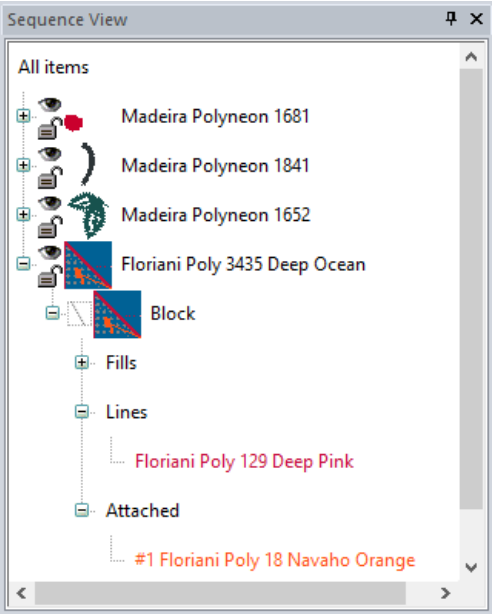
1 From the Edit toolbar, click the Lasso tool.
2 Click and drag, without releasing your cursor, in the design workspace.
3 Right-click when finished.
The active segments are enclosed in a selection box with handles.
4 To edit or change the properties of the segments, do any of the following:
- Right-click and choose any of the options available in the edit menu.
- In the Properties box, alter any property settings as required.

To select an individual segment using the Shapes tool:

1 Click the segment you want to select.
2 From the Edit toolbar, click the Shape tool to select the segment you want to edit.
You can now view the active segment's beads.
3 To edit or change the properties of the segments, do any of the following:
- Right-click and choose any of the options available in the edit menu. For more information on working with beads, see the "Working with Beads" section.
- In the Properties box, alter any property settings as required.

To select segments using the Sequence View area:

1 From the Edit toolbar, click the Select tool to change to Outline Mode.
2 From the Sequence View area, browse to find segments grouped by a given color.



3 To select one segment, click the segment from the list.
The active segment is enclosed in a selection box with handles.
4 To select multiple segments within the Sequence View area, do any of the following:
- Click a segment. Press CTRL while clicking each segment not already selected.
- Click a segment at the start of your selection. Press Shift while you click the segment at the end of your selection. To extend the range of selected segments, press Shift again or Shift+CTRL while you click any segment outside the range of segments already selected.

In the workspace, the active segments will be enclosed in a selection box.

5 To edit or change the properties of the segments, do any of the following:
- In the design workspace, right-click the segment(s) and choose any of the options available in the edit menu.
- In the Sequence View area, right-click the segment(s) and choose any of the options available from the menu.
- In the Properties box, alter any property settings as required.

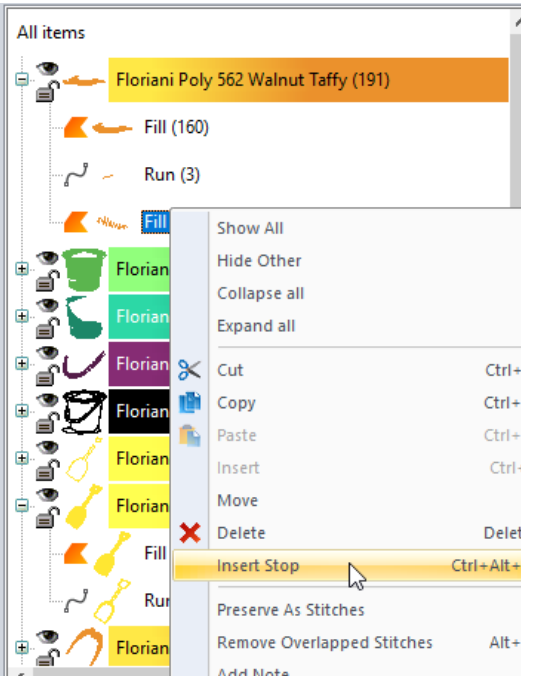
Inserting and Deleting Stops between Segments

You can insert a stop between segments contained in the same thread color layer or segment group based on color. When you insert a stop within a segment group, the selected segment starts a new segment group using the same thread color.

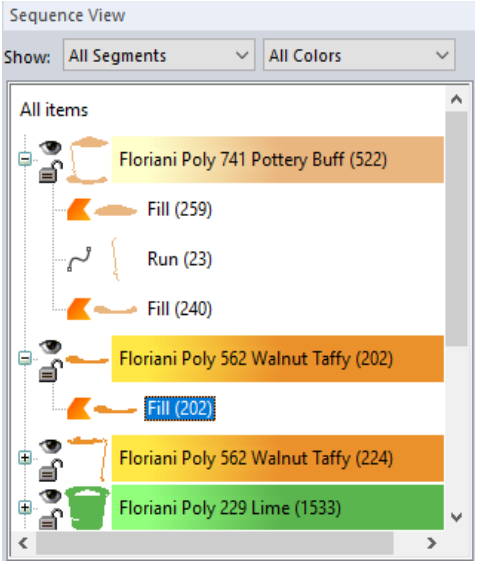
To insert stops between segments:

1 In the design window or Sequence View area, select the segment you want to insert a stop before.

You must have at least one segment in the same segment group or thread color layer before the selected segment.

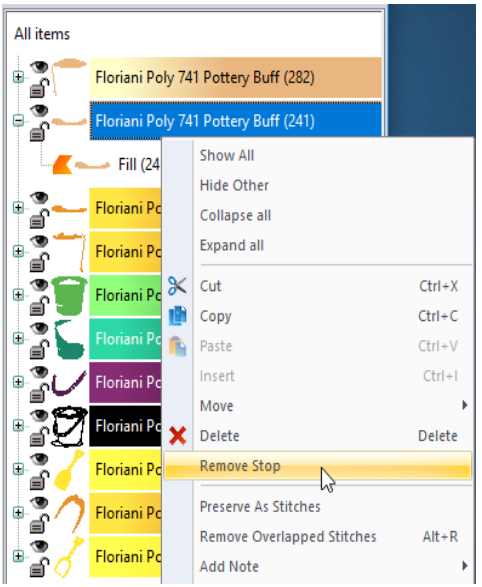


2 Right-click and choose Insert Stop.
In the Sequence View area, a new segment group appears and contains the selected segment. Below you see the fill segment selected in step 1 is now at the top of a new segment group.

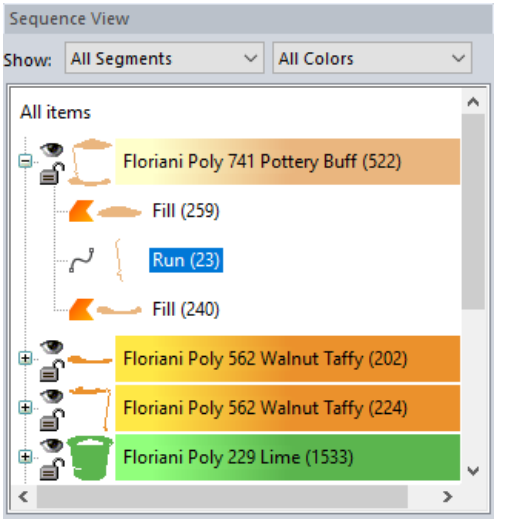


To delete stops between segments:

1 In the design window or Sequence View area, select the segment you want to delete a stop from.



2 Right-click and choose Remove Stop.
The stop is removed and the selected segment is added to its original segment group.
In the image below, notice that the selected fill segment is now part of the original segment group.



Copying Segments

In Outline Mode, you can use numerous methods to copy segments in your designs. When modifying outline segments and doing significant design editing in Design-N-Quilt, you should know how to avoid possibly losing your stitch edits.

To copy to the Clipboard:

1 Select one or more segments you want to copy.
2 To copy segments to the clipboard, do one of the following:

- On the File toolbar, click the Copy tool.
- In the design workspace or the Sequence View area, right-click the segment(s) and choose Copy from the menu.

You can also choose Edit—Copy or press Ctrl+C on the keyboard to copy segments.

3 To paste copied segments from the clipboard, do one of the following:

- On the File toolbar, click the Paste tool.
- In the design workspace or the Sequence View area, right-click anywhere and choose Paste from the menu.

The selection is pasted at the end of the design.

You can also choose Edit—Paste or press Ctrl+V on the keyboard to paste segments.

To cut to the Clipboard:

1 Select one or more segments you want to cut.
2 To cut segments to the clipboard, do one of the following:

- On the File toolbar, click the Cut tool.
- In the design workspace or the Sequence View area, right-click the segment(s) and choose Cut from the menu

You can also choose Edit—Cut or press Ctrl+X on the keyboard to cut segments.

The segments are removed from their placement.

3 To paste cut segments from the clipboard, do one of the following:

- On the File menu, click the Paste tool.
- In the design workspace or the Sequence View area, right-click anywhere and choose Paste from the menu.

The selection is pasted at the end of the design.

You can also choose Edit—Paste or press Ctrl+V on the keyboard to paste segments.

Deleting Segments

Deleting a segment removes it from the design. The only way to retrieve a segment you delete is to choose Edit—Undo or click the Undo tool from the File toolbar immediately after you delete it.

To delete a segment:

1 From the Edit toolbar, click the Select tool or the Lasso tool.
2 Select the segment.
3 There are three ways to delete a segment:

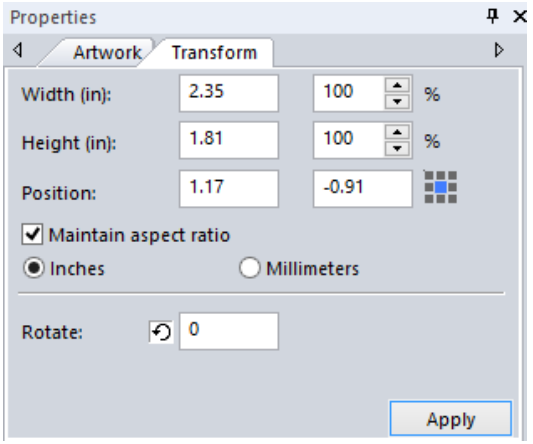
- Right-click and select Delete from the shortcut menu.
- Press Delete on your keyboard.
- Choose Edit—Delete.

Properties Panel – Transform Settings

Everything displayed in the design window can have their height, width and rotation adjusted. These basic manipulations are grouped together as 'Transformations'. Even multiply selected objects can be transformed.

The Transform Properties box contains input fields for height, width and rotation. It When adjusting the height or width, you can prevent the object from being 'squashed' or 'stretched' by selecting the "Maintain aspect ratio" option.

This dialog also includes Position settings, which show the location of the selected object/ segment relative to the design's origin point (i.e. the 0,0 point of the workspace grid). You can use the Reference Point Locator tool to choose the part of the object that you want to use as the reference point; that is to say, the place on the object (e.g. center, left side, top-right corner, etc.) that the vertical and horizontal positions are measured from.



To transform objects using the Properties box:

1. Select one or more objects you wish to adjust.
2. In the Properties box, click the Transform tab.
3. In the Width box, enter the width you want for the selected object.
4. In the Height box, enter the height you want for the selected object.
5. The position fields show the horizontal (x-direction) and vertical (y-direction) displacements of the selected object compared to the grid origin point. If you want to position the object at a precise vertical and/or horizontal distance from the origin, enter these values in the fields.

   By default, the displacement values will be measured relative to the center of the selected object.
   To set the point of reference to a different place on the object, for example to a corner or one of the side, click on the corresponding corner or side of the small Reference Point Locator icon, located to the right of the Position fields.

6. To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
7. In the Rotate box, enter the number of degrees you want to rotate your design.
8. Click Apply.

Correcting Mistakes

Undo and Redo are two features that allow you to correct mistakes. If you change your mind about an action you just made, Undo reverses the action. Redo puts back the change. If Undo or Redo are grayed out, you cannot Undo or Redo.

To use Undo:

- Do one of the following:
  - From the File toolbar, click the Undo tool.
  - Choose Edit—Undo.
  - Press Ctrl+Z on your keyboard.

To use Redo:

- Do one of the following:
  - From the File toolbar, click the Redo tool.
  - Choose Edit—Redo.
  - Press Ctrl+Y on your keyboard.

Showing and Hiding Segments

You can show and hide segments and segments grouped by color using the Sequence View area, by clicking the show segments icon on and off.

To hide color segments:

- Click on the show segments icon next to the segment you wish to hide.
  The icon is greyed out to indicate that the segment is hidden In the design workspace, you no longer see any of the unselected segments in the design.

To show a hidden color segment:

- Click on the greyed-out show segment icon next to the segment or segments you wish to show.
  In the design workspace, all segments in the design reappear.

Viewing Hidden Segments in Ghost Mode

The Ghost mode allows you to see segments of the design that are hidden. When you turn on Ghost mode, you will see the hidden segments of the design as an off-white color. This allows you to 'see' where the rest of the design is, but not have confusion as to which parts of the design are selected for editing.

The following is an example of a design in Ghost mode, with the segments on the right side hidden:

To view segments in Ghost Mode:

1. Open an existing design file.
2. In the Sequence View pane, hide the segment or segments you do not wish to edit by clicking the show segment icon

next to them.

For more information, see "Showing and hiding segments".

The segment(s) that have been hidden no longer appear in the design window.

3 To turn on Ghost mode, do one of the following:

- On the View toolbar, click the Ghost  tool icon.
- From the menu bar, select View — Ghost.

The segments of the design that were hidden now appear in a light grey color.

To turn off Ghost Mode:

- Do one of the following:
  - From the View toolbar, click the Ghost  tool icon again.
  - From the menu bar, select View — Ghost.

Grouping and Ungrouping Segments

You can combine several segments into a group so that the segments are treated as a single unit. You can then edit a number of segments without affecting their individual attributes. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

Once segments are grouped, you have to ungroup them to deselect the segment group. For example, you might group the segments in part of a logo design so that you can move and resize those segments as one unit.

To group segments:

1 In the design workspace or Sequence View, select the segments you want to group.

2 Do one of the following:

- Select the Group  tool.
- On the menu bar, select Edit—Group
- Press **Ctrl+G** on the keyboard.
- Right-click and choose Group from the context menu.

3 Right-click and choose Group from the menu.

The stitches remain highlighted.
You will now be able to edit the group in any number of ways, such as moving, rotating, or resizing it.

To ungroup segments:

1 In the design workspace, or in the Sequence View, select the grouped segments.

2 Do one of the following:

- Select the Ungroup  tool.
- On the menu bar, select Edit—Ungroup
- Press **Ctrl+U** on the keyboard.
- Right-click and choose Ungroup from the context menu.

The group is no longer grouped together.

Combining Segments

You can combine two or more outline segments (of the same type) to form a single segment; this merges the original paths into a new segment.

Note that this can only be applied to segments which contain outlines – it cannot be used to join stitch segments.

To combine artwork segments:

1 Using the Select tool or the Lasso tool, select the segments you want to combine.
2 Do one of the following:
- On the Modify toolbar, click the Combine tool.
- Right-click and choose Combine from the shortcut menu.

The selected segments are merged into a single segment.

Separating Combined Segments

The Break Apart tool separates a single artwork segment into multiple artwork path segments. Break Apart does not work for segments created using the Stitch Effects tools.

To separate segments:

1 Select the path segments that were combined using the Combine tool.
2 Do one of the following:
- On the Modify toolbar, select the Break Apart tool.
- Right-click and choose Break Apart from the shortcut menu.

The Combined segments will be separated again.

Removing Overlapping Stitches

When you merge two or more designs together, or create multiple design objects (such as fill or satin segments) with overlapping areas, the Remove overlap command instantly removes those stitches that are overlapped.

Note that “Removed Overlapped Stitches” will not be applicable to designs without outlines (that is, stitch or “machine: files) unless they have been converted to outlines.

However, if you import such files using the Merge tool, you can convert them to outlines by checking the “Convert to Outlines” checkbox when importing the design.

Remove Overlapping Stitches cannot be applied to Appliqué, Cross Stitch, or Lettering segments; Remove Overlapping Stitches works best with designs that contain Fills and Columns.

This function also has an option to retain some of the overlap when performing Remove Overlapping stitches, called the “allowed overlap distance.” Leaving some overlap helps eliminate the gaps that can sometimes occur when all the overlap is removed.

To remove overlap:

1 Select the top segment that overlaps other segments or designs.
2 Right-click, and choose Remove Overlapped Stitches from the shortcut menu.

You see the Remove Overlapped Stitches dialog.

3 To retain some overlap between the stitch segments, type the distance in the box, and click OK.

The default is set at 0.5 mm. This will prevent any gaps from occurring when stitching the design.

The overlapped portions of selected segments will be removed accordingly.

Converting Stitches to Stitch Segments

Design-N-Quilt allows you to convert segments into stitch segments. Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable. With the exception of the previously mentioned outline edits, the stitches which are part of a stitch segment can only be modified by direct stitch editing.

To convert segments into stitch segments:

1 Select the segment you want to convert into a stitch segment.
2 Do one of the following:
- In the design window, right-click the segment(s) and choose Preserve As Stitches from the edit menu.
- In the Sequence View area, right-click the segment(s) and choose Preserve As Stitches from the menu.

Closing Open Segments

Design-N-Quilt makes it easy to close open objects in your embroidery designs. By quickly joining the two end points of a segment, you can save time when working with imported artwork or performing outline edits.

To close open segments:

1 Select one or more segments.
2 From the View toolbar, click the Close Shape  tool.

Reflecting Segments

Reflecting a segment flips the object across an invisible axis.

To reflect segments:

1 Select the segment(s) you want to reflect.
2 From the Modify toolbar, click one of the following:
- Click the Flip Vertical  tool to flip selected objects vertically.
- Click the Flip Horizontal  tool to flip selected objects horizontally.

Aligning Segments

You can align lettering or segments horizontally or vertically. You can use this feature to precisely align lettering at the center of a design.

To align segments:

1 Select the segments you want to align.

2 On the Arrange toolbar, click the Align  tool.

You see a fly-out menu of Align tools.

3 Select one of the following:

- **Left**  **:** Moves all selected objects except the left-most item selected.
- **Right**  **:** Moves all selected objects except the right-most item selected.
- **Top**  **:** Moves all selected objects except the top-most item selected to line up with the top-most object.
- **Bottom**  : Moves all selected objects except the bottom-most item selected to line up with the bottom-most object.
- **Vertical Center**  **:** All selected objects will be moved so that they are centered top-to-bottom with each other, but they are not moved left or right.
- **Horizontal Center**  **:** Moves all selected objects so that they are centered left-to-right with each other, but they are not moved up or down.
- **Center**  **:** Centers two or more selected objects in the design workspace.
- **Center to Rulers**  : Centers the selected objects on the origin (0,0 point) of the rulers. Multiple objects selected together will retain their positions relative to each other.

Distributing segments evenly

The Distribute Vertical tools that arrange selected object so that they are evenly distributed relative to each other. There are a number of different distribute tools, which distribute the selected design items in different modes, as described below.

Note that these tools do not alter the alignment of segments, only their separation.

To use the Distribute tools:

1 Select three or more objects in the design.

2 On the Arrange toolbar, click the Distribute  tool.

You see a fly-out menu of Distribute tools.

3 Select one of the following:

- **Distribute Left**  : Spaces the objects evenly starting from the left pixel of each object.
- **Distribute Horizontal Center**  : Spaces the objects evenly starting from the horizontal center of each object.
- **Distribute Right**  : Spaces the objects evenly starting from the right pixel on each object.
- **Distribute Horizontally**  : Spaces the selected objects evenly in the horizontal direction
- **Distribute Top**  : Spaces the objects evenly starting from the top pixel on each object.

- **Distribute Center Vertically**  : Spaces the objects evenly starting from the vertical center pixel of each object.
- **Distribute Bottom**  : Spaces the objects evenly starting from the bottom pixel of each object.
- **Distribute Vertically**  : Spaces the selected objects evenly in the vertical direction.

The positions of the selected segments will be altered accordingly.

Resizing segments

Resizing a segment enlarges or reduces it horizontally or vertically, relative to the percentage you designate. You can manually resize segments or use the Transform tab settings available for finer control.

To resize segments manually using design handles:

1. Select one or more segments.
   The active segments are enclosed in a selection box with handles.
2. Do one or more of the following to resize segments:
   - To resize segments by width, click and drag the design handles located on the left and right side of the selection box.
   - To resize segments by height, click and drag the design handles located on the top and bottom sides of the selection box.
   - To resize segments proportionally, click and drag the design handles located at the top or bottom corners of the selection box.

To resize segments using the Transform tab:

1. Select one or more segments.
   The active segment(s) is enclosed in a selection box with handles.
2. In the Properties box, click the Transform tab.
3. In the Width box, enter the width you want for the selected object(s).
4. In the Height box, enter the height you want for the selected object(s).
5. To maintain the proportions of an object while resizing it, select Maintain aspect ratio if not already selected.
6. Click Apply.

You cannot use Transform tab settings in the Properties box for resizing Text segments.

Rotating segments

Rotating a segment turns it around a fixed point that you determine. Rotating a segment is useful if your design contains elements that are rotated to the same angle, such as a logo and lettering displayed on a 30 degree angle.

To rotate segments manually:

1. Select one or more segments you want to rotate.
   The active segment(s) is enclosed in a selection box with handles.
2. Move your mouse over the blue rotation bead beside the top-right or the bottom-left design handle.
   You see the cursor change to a circular arrow.

3 Click and drag the rotation bead to adjust the box to the angle you want.

You can see the degrees of your rotation angle on the status line in the bottom-left corner.

To rotate segments using the Modify toolbar:

1 Select one or more segments you want to rotate.
The active segment is enclosed in a selection box with handles.
2 On the Modify toolbar, click any of the following:

Rotate Left: Rotates one or more selected objects to the left in 90º increments.

Rotate Right: Rotates one or more selected objects to the right in 90º increments.

To rotate segments using the Transform tab:

1 Select one or more segments you want to rotate.
The active segment(s) is enclosed in a selection box with handles.
2 In the Properties box, click the Transform tab.
3 In the Rotate box, enter the number of degrees you want to rotate your design.
4 Click Apply.

Optimizing the sewing sequence

You can set the sewing sequence for segments in one step. The Sequence command takes the segments you select and reconfigures the sewing sequence to maximize the efficiency of the sewing.

To use Optimize Sequence:

1 In Outline mode, select a set of segments.
2 Do one of the following:
- On the Design toolbar, click the Sequence button.
- Select Tools—Optimize sequence.

Selected segments will be sequenced automatically.

Using the Optimize Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.

Optimizing the Entry/Exit points

You can set the entry/exit points to adjust the closest-point connections for a design in one step. The Optimize Entry/Exit command automatically chooses the optimal entry and exit points of different segments in your design to minimize the distance between them.

To use Optimize Entry/Exit:

1 In Outline mode, select a set of segments.
2 Do one of the following:
- On the Design toolbar, click the Optimize Entry/Exit button.
- Select Tools—Optimize Entry/Exit.

Using the Color Sort Tool

The Color Sort tool enables you to rebuild a design that has the same color used more than once into a design with a minimum of color stops. This feature is especially useful for designs downloaded from the Internet. Many of these designs are wonderful, creative art, but are poorly digitized, using the same color more than once without purpose. Another time that this tool may be useful is when you have combined multiple designs into one hooping. In this case, the designs may use the same colors in different areas of the hoop, just out of sequence with each other.

There are times that a color is used more than once in a design by necessity. This occurs when colors need to overlay. You must choose the segments to color sort. If you want to color sort the entire design, select all before doing the sort.

The Color Sort tool analyses the current design, looking to see if any colors are repeated. It then looks to see if any of those repeated colors can be combined into a single layer. If not, the color layers are left intact.

Maximum Allowable Color Overlap

There is a setting in the Program Preferences window that allows you to adjust the sensitivity to the layering - the "maximum allowable color overlap. This adjustment is in percent; 0% will mean that any amount of stitches being overlaid is unacceptable, 100% means compress the file regardless of layering. The default is 5%, and seems to work very well for most designs. Using a setting of 15% is not uncommon for designs from the Internet.

It is usually acceptable to allow the program to compress a file's colors when a small portion of stitches will show or be hidden that were not meant to. If the choice were between extra thread changes and a little snipping of thread, most of us would choose to snip, as color changes are time consuming

To adjust the allowable color overlap, select the Program Preferences tool click the Color Sort tab, and change the percentage by moving the slide control.

To use the Color Sort tool:

1. Click the Open Design tool to open an existing design.
   You see your existing design file.
2. Select one or more segments you want the color sort feature applied to.
3. Do one of the following:
   - On the Design toolbar, click the Color Sort tool.
   - Choose Tools—Color Sort.

   You see a dialog which gives the number of colors reduced in your design. Click OK.

Moving through Designs

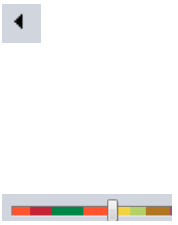
Once you are in Outline Mode, Design-N-Quilt makes it easy to move through an Outline design.

To move through a design by increments:

1 On the Edit toolbar, click the Select tool to change to Outline Mode.
2 In the Sequence View area, select a segment from the list.
3 On your keyboard, press any of the following keyboard shortcuts:
- Ctrl+Arrow Up = move backward by segment.
- Ctrl+Arrow Down = move forward by segment.

To move through a design using the Draw Bar:

1 From the Edit toolbar, click the Select tool to change to Outline Mode.
2 Choose Tool Bars—Slow Draw to view the Draw Bar on the design workspace, if not already visible.
3 From the Draw Bar, use any of the following:

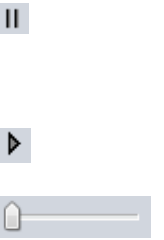


Previous Stitch: Moves back in the design by one stitch.

Scrollbar slider: Drag the scrollbar slider to advance the design to a specific position. When the scrollbar slider is positioned over a color, you will see the specified thread color being sewn in the design. The entire length of the scrollbar slider represents the entire design.

Next Stitch: Moves forward in the design by one stitch.

Simulate Sewing (backward): Move backward through the design.



Pause/Stop: Pause or stop the design while drawing. When you play or resume sewing your design, stitching will continue from the location of the last stitch.

Simulate Sewing: Move forward through the design.

Speed: Slide the speed control to vary the rate of sewing.

Adding Basting Stitches

Auto Baste is a tool that creates a series of stitches that will baste a rectangular outline around the edge of a design. The stitches start at the center of the design, then jump to the top left of the design; then, they run around the outer edge in a rectangle until complete. The next color will be the first color of the design.

For users who are familiar with embroidery machines that run a ‘Trial” or go to the corners of a design to help with design placement on the fabric, Auto Baste saves time. It will also help you to see that your hooping is lined up correctly.

To add basting stitches to designs:

1 Open (or create) an embroidery design file.
2 On the Design toolbar, click the Auto Baste tool.

The basting stitches appear around the design.

3 Save the design.

Merging Files

You can merge design files into an active design window. Choose File—Merge Stitch File to bring in a design and add lettering around it. You can import a design and then edit the design.

When performing major design editing, you should be careful of how other segments will be affected. For more information on the general rules of editing segments, see "Editing Segments".

Design-N-Quilt allows you to merge design files using a variety of file formats.

When you merge a outline file (*.WAF) into the unified design window, your single design file contains both outlines and stitches. When you merge other files into the unified design window, your design files open as stitch segments.

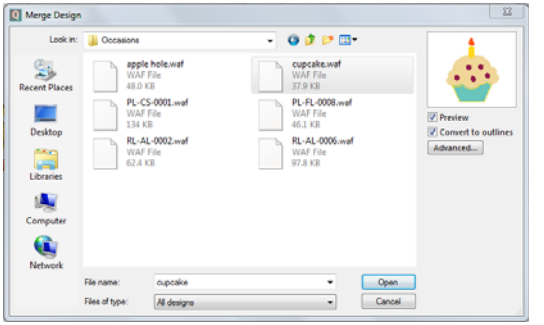
Outline changes made to any part of the design will not affect stitch segments. You cannot perform any outline editing on stitch segments except to resize, reflect, rotate, and change the color of these stitch segments; however, major editing is not advisable.

With the Merge Stitch File feature, you can merge two or more designs to create unique compositions. The Merge Designs tool is very useful for adding a stitch file to lettering, for example.

To merge designs:

1 Do one of the following:
- Choose File—Open to open an existing file.
- Choose File—New to create a new file and create a design.

2 Choose File—Merge Stitch File.
You see the Merge Stitch File dialog.



3 In the Look in list, browse to the location of the file you want to merge.
4 In the Files of type list, select a design file type for the design you want to merge.
5 In the dialog, select the file that you want to merge into the current design.
6 To view a preview of the selected design, select Preview, if not already selected.
You see a preview image of the selected design appear on the right hand side of the dialog.
7 Convert to Outlines: This box will be checked by default. When selected, this option ensures that any stitch (i.e. non-outline) segments in the design being merged will be converted to outlines when it is merged.
8 Click Open.
The merged design file will appear in the current design.
9 Alter the merged and existing designs as required.

Working with Beads

Different Bead Types

Design-N-Quilt works with three different bead types. Beads are placed on paths to provide information about stitches. The different bead types include Start beads and Stop beads.You can slide these beads along a path like beads on a piece of string, placing them precisely where you want them.

Changing the Location of Start and Stop Points

Design-N-Quilt places start and stop beads when you create segments. Start points are represented by green beads and stop points are represented by red beads. The start and stop points are moveable beads that you can drag to change the location. Depending on the type of segment, start and stop points could be placed on top of each other.

To change the location of a start or stop point:

1 Select a segment.

2 From the Edit toolbar, click the Shape  tool.

3 Drag the bead to the new location.

You can also change the location of start and stop points immediately after you convert artwork to Satin segments.

Moving Segments

In Outline Mode, you can use a few methods to move segments in your designs. When modifying outline segments and doing significant design editing in Design-N-Quilt, you should know how to avoid possibly losing your stitch edits.

Moving Segments Manually

You can move segments around your design by dragging them to another location.

To move a segment manually:

1 From the Edit toolbar, click the Select  tool or the Lasso  tool.

2 Select the segment.

3 Click and drag the segment to its new location.
As you drag, the status line displays the horizontal (dx) and vertical (dy) distance.

Nudging Segments

Nudging moves the selected segment or group of segments. Nudging is similar to dragging the segment but the distance that the segment moves is smaller.

To nudge up:

- Use Ctrl + ↑

To nudge down:

- Use Ctrl + ↓

To nudge left:

- Use Ctrl + ←

To nudge right:

- Use Ctrl + →

Sequencing Segments

In Outline mode, you can alter the sequence of outline segments in your designs. When modifying outline segments and doing significant design editing in Design-N-Quilt, you should know how to avoid possibly losing your stitch edits. For more information on editing outline segments, see "Editing Segments".

Inserting Segments Earlier in the Sequence

You can add segments earlier in your design's segment sequence and change the order segments are sewn. This feature is ideal if you missed a segment, or if you want to add another segment.

To insert segments before the insertion point:

1. Select the segment.
2. Copy or cut the segment.
3. In the design workspace or Sequence View area, click where you want to insert the segment.
4. Do one of the following:
   - Choose Edit—Insert.
   - In the design workspace, right-click the segments and choose Insert from the menu.

     The selection is inserted before the insertion point.
   - In the Sequence View, right-click in the list where you want the segments and choose Insert from the menu.

     The selection is inserted before the insertion point.

Moving a Segment Forward or Backward

Use the Move Up commands to move the selected segment closer to the beginning of the design. In other words, you are moving the selected segment in front of the next segment.

You can also use the Move Down commands to move the selected segment closer to the end of the design. In other words, you are moving the selected segment behind the next segment.

To move a segment forward:

1. Select the segment or segments.
2. Do one of the following:
   - In the design workspace, right-click the segment and choose Move—Up.
   - In the Sequence View area, right-click the segment in the list and choose Move—Up.

   The segment is moved one position forward in the sewing order. This change is reflected in its position in sequence view.

To move a segment backward:

1. Select the segment.
2. Do one of the following:
   - In the design workspace, right-click the segment and choose Move—Down.

- In the Sequence View area, right-click the segment in the list and choose Move—Down.

The segment is moved one position back in the sewing order. This change is reflected in its position in sequence view.

Sequencing Segments

The sequence of the segments is, simply put, the order in which they are embroidered. The sequence is important because you want segments that are near to each other to sew one after the other. This reduces jump stitches and the need to trim them later.

For example, you can have three Run objects, all of which start on the left and end on the right. Object 3 is in between Object 1 and Object 2. This might not be optimal for jump stitches, plus the machine takes longer to embroider this than if the segments were properly sequenced.

To sequence segments:

1. Select one or more segments you want to resequence.
2. In the Sequence View, you will see that the selected segment(s) are highlighted.
3. In the Sequence View area and drag the segment to the up or down to the position in the sequence that you want.
4. Repeat the above steps for all segments that you want to resequence.
5. Save the design.

To sequence segments using the Sequence tool:

1. Select two or more segments you want to resequence. To select all segments in your design, press Ctrl+A on your keyboard.
2. On the Design toolbar, click the Sequence tool.

Selected segments will be sequenced automatically.

Using the Sequence tool will override any manual sequencing you have done, with the exception that it will keep your color order intact.

If the Sequencing tool does not have the intended effect, it is probably because your start and end outline points are positioned in such a way as to prohibit effective sequencing. Take a look at the starting outline points and you will probably see a way to fix the problem.

To display the outline points, use the Shape tool. The starting points are shown as green beads.

Repetative Sets Tool

The Repetative Sets tool makes copies of a selected object (artwork OR embroidery) and arranges them in an array of rows and columns. Using the Repetative Sets dialog, you can determine the number of times the design element repeats (vertically and horizontally), and the separation between them.

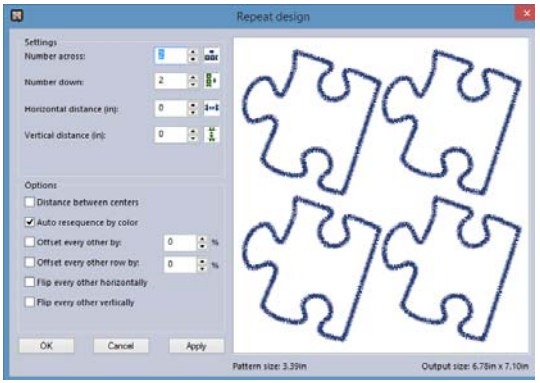
There are also options that allow you to modify the final design. You may include a percentage offset for alternate objects, add a percentage offset between every other row in the design, or flip the objects vertically or horizontally.

To use the Repetative Sets tool:

1 Select a design element (embroidery or artwork) in the design workspace.

2 On the Arrangement toolbar, click the Repetative Sets tool.

You see the Repetative Sets dialog.



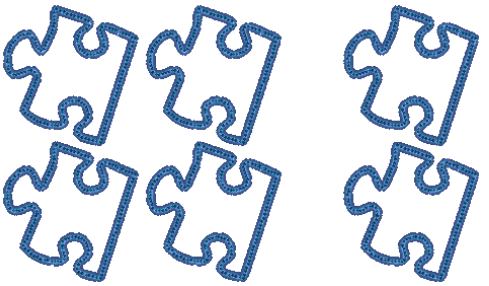
3 In the Settings area, set the number of repeats of the selected object.

- Enter the number of horizontal repeats in the Number across field.
- Enter the number of vertical repeats in the Number down field.

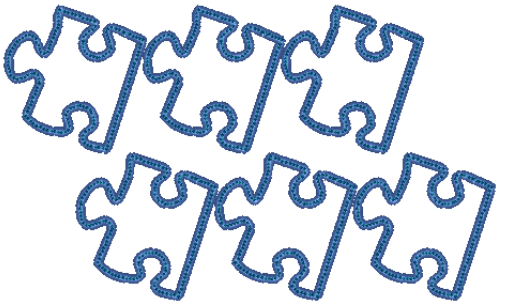
4 Enter the desired distance between objects, horizontally and vertically, the Horizontal distance field and the Vertical distance field.

5 In the options area of the dialog, chose any of the following:

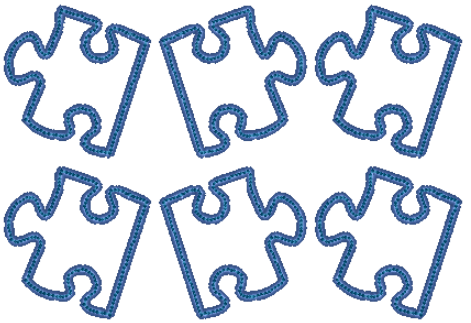
- Check **Distance between centers** to determine the Horizontal and Vertical separations between objects based on the center of the template object, rather than the extremities.
- To resequence the overall design so that colors are placed consecutively, check **Auto resequence by color**.
- Check **Offset every other** to add extra separation between every other object in the final design; enter the percentage (based on the size of the original object) in the per cent field.



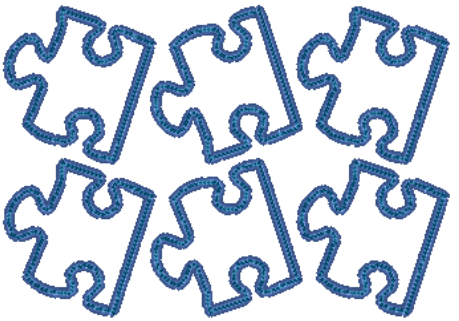
- Check **Offset every other row by** to offset alternate rows in the final design. Enter the percentage to offset by (based on the size of the original object) in the "per cent" field.



- Check Flip every other horizontally to flip every other object in the design in the horizontal direction.



- Check Flip every other vertically to flip every other object in the design in the vertical direction.



6 Click Apply.
You see your changes reflected in the Repetative Sets dialog's preview window.

You can repeat steps 3-6 until you get the look that you want, before actually generating the stitches for the design.

7 Click OK
The repeated design will be generated, and will appear in the workspace.

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