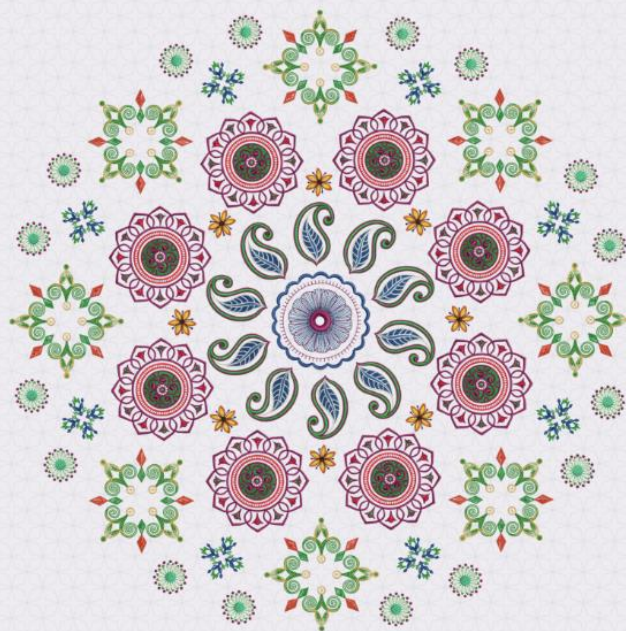


Digitizer V5



USER GUIDE
DESIGN LAYOUTS

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INTRODUCTION

The Layout toolbox lets you easily combine designs and design elements by inserting the contents of one file into another. You can also add to designs quickly by copying or duplicating existing objects. Group selected objects or entire designs to keep them together for moving, scaling or transforming purposes. There are also special tools available for helping you create larger design layouts as well as specialized functions such as buttonholes. Explore the topics listed on the right.



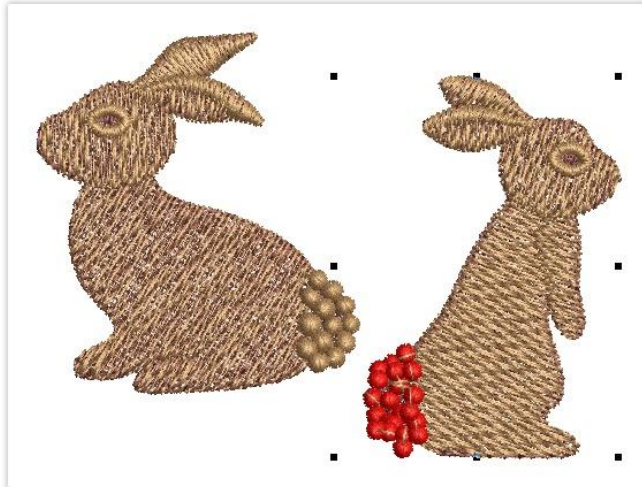
INSERT DESIGNS



Use Customize Design / Standard / Layout > Insert Design to insert another embroidery design into the current design. Design palettes are merged. This tool is also available via File menu.

The simplest way to create design layouts is to simply combine designs or design elements into a single design layout. The software lets you insert one design into another. The two (or more) designs can then be saved as a combined design. By default, the inserted design will be added to the first in the stitching sequence.

Alternatively, travel to the point in the stitching sequence where you want to insert the second design. You can insert a design between objects in the sequence, or 'nest' the design within an object.



Fabrics & color palettes



Use Customize Design > Auto Fabric to change the properties of the design for stitching on a different fabric.

When you insert one design into another, fabrics and design palettes are merged.

- If Auto Fabric is on in the current design, the inserted design will adapt to current fabric settings.
- If Auto Fabric is off in the current design, settings of the inserted design will stay the same.

Design colors of the inserted design will be appended to the Design Palette, unless they are both using same colors and thread charts. If the inserted design is using a different thread chart, the Design Palette will show threads from both charts. If you want the inserted design to share the same thread chart, use the My Threads docker to merge thread colors.

If the two designs share colors, you may want to resequence them for efficient stitchout.

Insert & modify

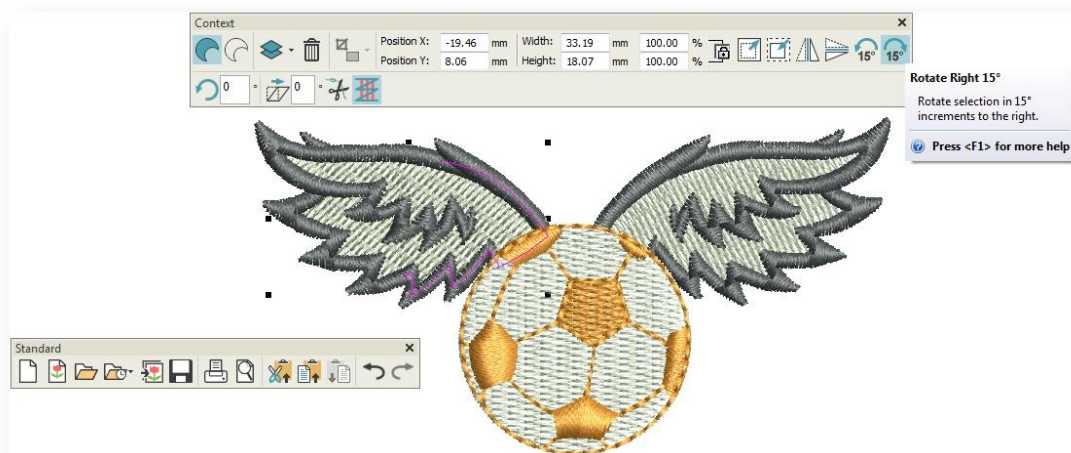


Use Customize Design / Standard / Layout > Insert Design to insert another embroidery design into the current design. Design palettes are merged. This tool is also available via File menu.

Typically, when design elements are combined, you will want to apply various transformations, including duplication, scaling, mirroring, and other operations.

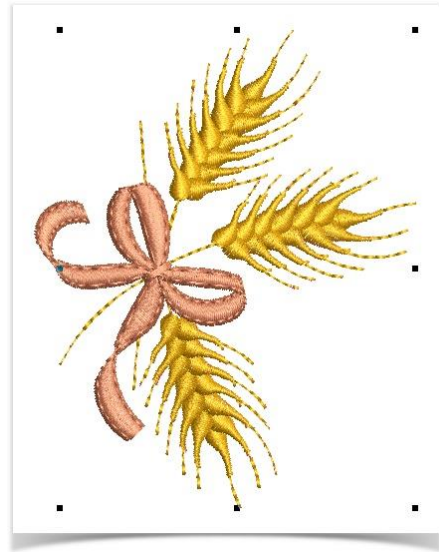


When you select an object or design element, you will be presented with both a Context and a Standard toolbar. These allow you to insert designs as well as perform numbers of transformations to selected elements. Explore other topics in this section to acquaint yourself with the possibilities.



SELECT OBJECTS

The software provides various ways to select the objects that comprise an embroidery design. You can select all objects to modify the design as a whole, or individual objects for more precise modification.



Select with 'Select'



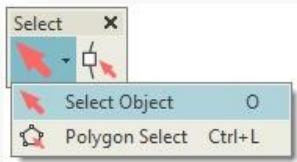
Use Select > Select Object to select an object or group. Or drag a selection marquee to select multiple enclosed objects or groups.



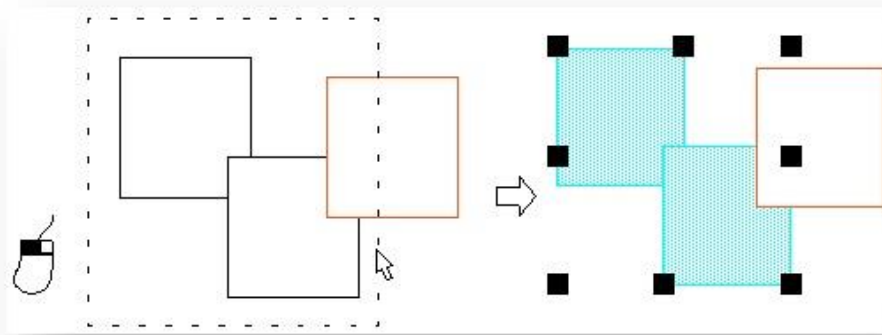
Use Select > Polygon Select to select an object or group by digitizing a polygon line around them.

The Select tools provide various means for selecting objects including point and click, bounding box selection, and – in conjunction with Shift+Tab keys – first/last and next/previous object selection. You can also select all objects to apply changes to a whole design.

- Use the drop arrow to select the tool you want to use.



- To select all objects in a design, select Edit > Select All or press <Ctrl + A>.
- To deselect, press <X> or <Esc>.
- The simplest way to select objects is by pointing and clicking with the mouse with the Select tool activated. With <Shift> and <Ctrl> keys, you can select multiple objects.
- To select an object which is behind another object, zoom in and click the outline. Alternatively, position the pointer over the object, hold down the <2> key, and click until the object is selected. Each click selects the next overlapping object.
- With the Select tool activated, you can also select objects by dragging a bounding box around them.



- Use the Polygon Select tool to select an object or group by clicking reference points around them.

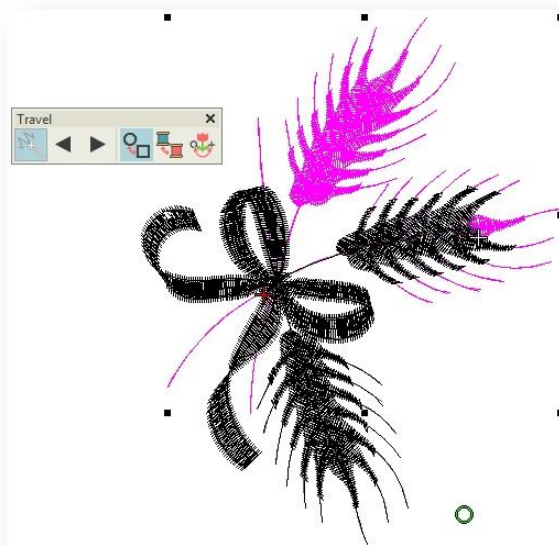
Select while traveling



Use Travel > Select While Traveling to toggle on to select stitches, objects, or colors while traveling through a design.


Use Edit Objects > Stitch Edit to place stitch cursor at selected insertion point. Allows editing of individual stitches.

Traveling through a design is usually associated with checking the stitching sequence. However, you can also select objects as you 'travel'. With the Select While Traveling tool activated, use any of the Travel tools and as you move through design, objects are selected.



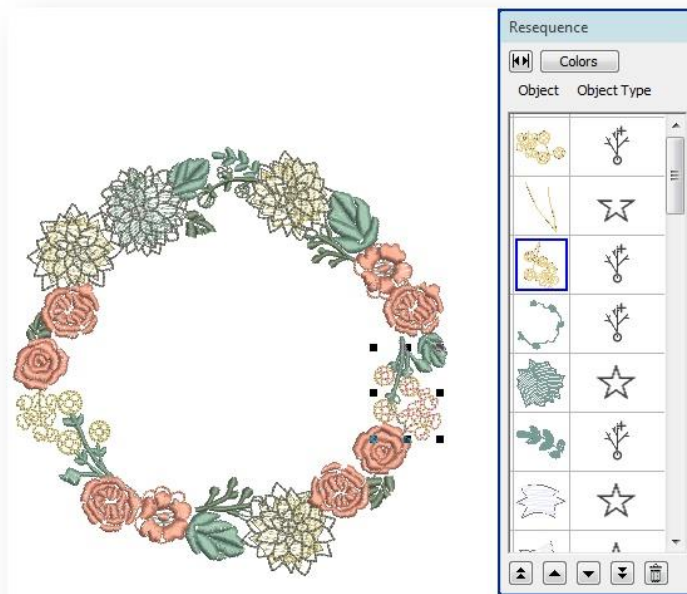
In order to select while traveling, you must be working in stitch edit mode.

Select with 'Resequence'

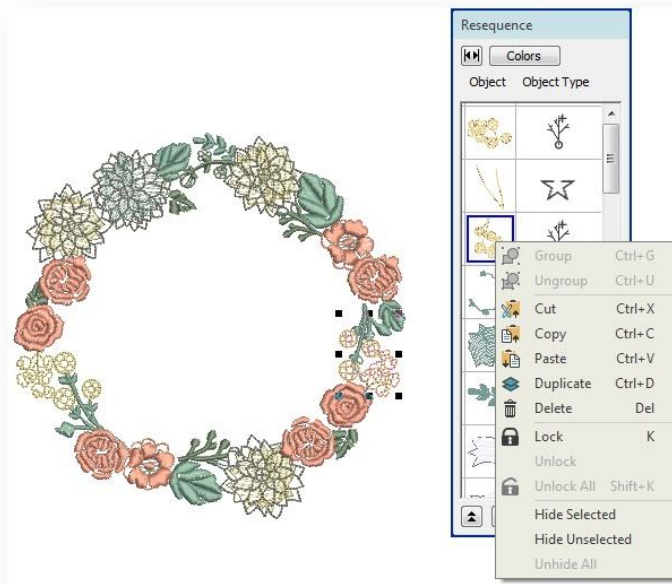
 Use Edit Objects > Resequence Manually to show or hide Resequence docker. Use it to resequence objects and color blocks in a design.

The Resequence docker provides a sequential list of objects as digitized, grouped by 'color block'. It stays on the design window as long as you need it and offers an easy way to select objects and view them. It is normally docked on the right of the design window but can be dragged to any position and resized as required.

- Toggle between object view and color block view by clicking the 'Objects' button. In color mode, the docker displays a separate icon for each color block in the design, in order of stitching. In object mode, it displays a separate icon for each object in the design.



- Use the list to perform many object manipulations, including sequencing, editing, locking, hiding, etc.
- To select a range of items, hold down <Shift> as you click.
- To select multiple items, hold down <Ctrl> as you click.
- To deselect all objects, click away from them or press <Esc>.
- Right-click to access the popup menu.



Selection functions

Keyboard shortcuts are available for most selection functions:

To	Press
Choose Select tool	<O>
Select multiple objects	<Ctrl> + left-click
Select a range of objects	<Shift> + left-click first and last objects
Select next object	<Tab>
Select previous object	<Shift + Tab>
Add next object to selection	<Ctrl + Tab>
Add previous object to selection	<Ctrl + Shift + Tab>
Select all objects	<Ctrl + A>
Deselect all objects	<Esc> or <X>


HANDLE OBJECTS


The software lets you add to designs quickly by copying and pasting objects by a variety of methods. Whenever you select an object or design element, the Edit toolbar appears. Right-click to invoke the popup menu. These provide access to the same command set.




Typically, when design elements are combined, you will want to apply various transformations, including duplication, scaling, mirroring, and other operations. Explore the other topics in this section to acquaint yourself with the possibilities.

Copy & paste objects

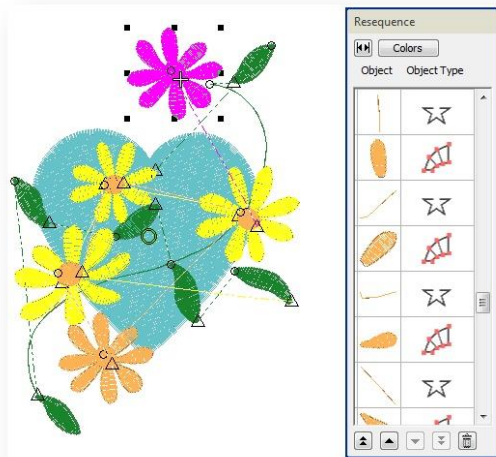
 Click Standard > Copy to copy the selection and place it on the clipboard. This tool is also available via Edit menu.

 Click Standard > Cut to cut the selection and place it on the clipboard. This tool is also available via Edit menu.

 Click Standard > Paste to paste contents of the clipboard. This tool is also available via Edit menu.

You can copy objects to create multiple, identical objects, or to insert objects from other designs.

- Travel to the position in the stitching sequence where you want to paste the object/s.

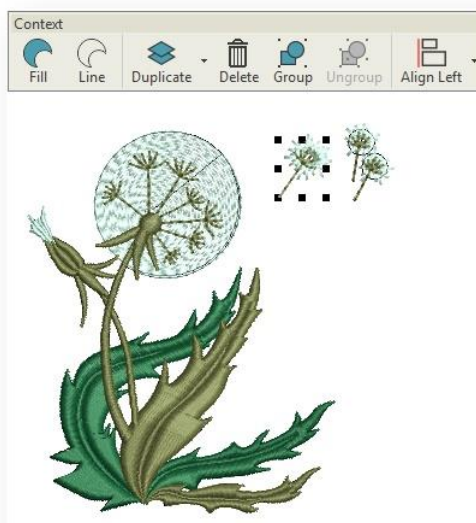


- You can also remove objects from a design using the Cut command and paste them back in again. Cut and Paste changes the stitching sequence in the design.
- If you are copying composite objects containing more than one color, as shown, you will need to resequence them to optimize color changes.



Group objects

- Use Context > Group to group a selection of objects. Or press <Ctrl+G>. This tool is also available via Arrange menu.
- Use Context > Ungroup to ungroup to a grouped selection. Or press <Ctrl+U>. This tool is also available via Arrange menu.

Embroidery Software provides various means for grouping and ungrouping objects. Grouped objects can then be selected, moved, copied, resized and transformed as a single object. Select the objects to group. The Context toolbar which appears by default provides options for grouping and ungrouping selections. The popup menu accesses the same commands.



Duplicate objects

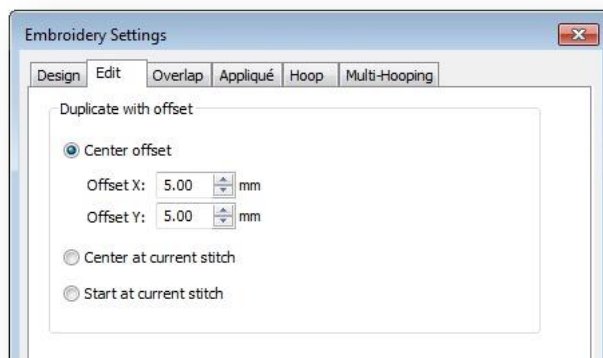
-  Use Context / Layout > Duplicate to create a copy of a selected object in the same position. The duplicate is placed at end of stitching sequence. This tool is also available via Edit menu.
-  Use Context / Layout > Duplicate with Offset to create copy at a preset offset position. Use to create regular patterns of duplicate objects.

Objects can be duplicated rather than copied. When an object is duplicated, it is not copied to the Clipboard. This leaves the Clipboard free for other objects. Select the object/s to duplicate. Various duplication options become available - the Layout toolbox, the Context toolbar, the Edit menu or the popup menu.

The easiest way to duplicate a selected object is to click the Duplicate tool or simply press <Ctrl> + <D>. This copies the object to the same position where it can be dragged to another location. Remember though that if an object is pasted twice at the same position, it will be stitched twice.



The 'Duplicate with Offset' option allows you to create step-repeat offset objects. It works like the Duplicate tool but places duplicate objects according to presets in the Edit tab of the Embroidery Settings dialog. The feature can be used to create effects like drop shadows for lettering or other objects. It allows you to set an X / Y offset when duplicating to create patterned arrangements. Select Software Settings > Embroidery Settings to access the dialog.

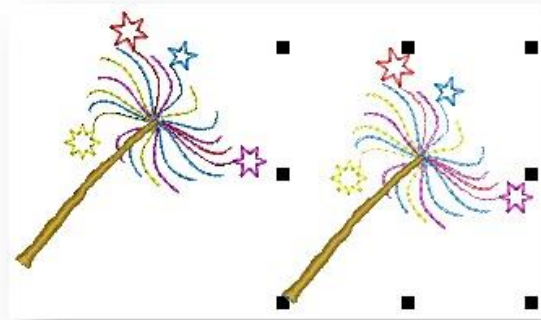


Option	Effect
Center offset	When activated, object/s are duplicated with the horizontal and vertical offsets set here. Use these to create precise offsets for patterned arrangements or effects such as drop shadows.
Center at current stitch	When activated, duplicate objects are centered above the stitch cursor, wherever this is located in the design. This is the default behavior.
Start at current stitch	When activated, cloned objects are pasted at the current stitch cursor.

Clone objects

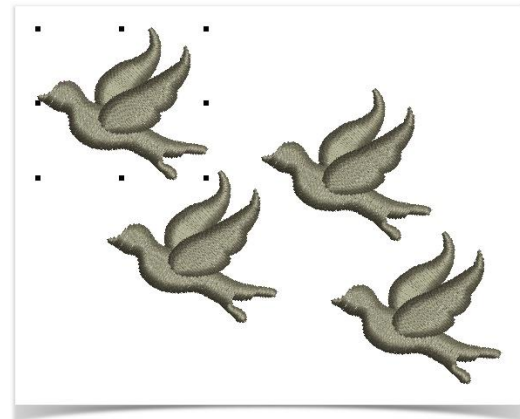
As an alternative to duplication, the 'quick clone' feature can be used to copy selected objects.

- Right-click and simply drag selected objects.
- Clone objects to another window by the same method. A copy of the selection is created at the same coordinates as the first window, no matter where the mouse is released.
- For more precise positioning, hold down <Ctrl> while dragging – movement is constrained to X / Y axes.
- To temporarily deactivate automatic scrolling, hold down the <Shift> key while dragging.
- After first using the quick clone function, click Duplicate with Offset or press <Ctrl> + <Shift> + <D> to duplicate the cloned object with the same offset.



ARRANGE OBJECTS

Position objects in your design using the mouse to drag them to a new position, nudging them with the arrow keys or by specifying the X:Y coordinates in the Object Details dialog.

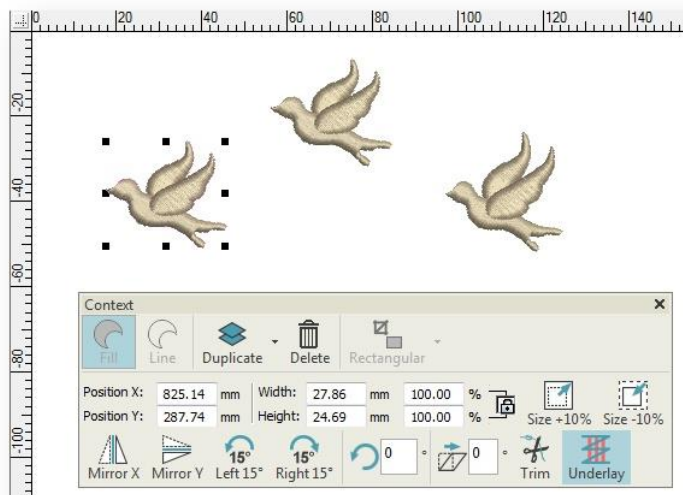


Position objects



Use **Select > Select Object** to select an object or group. Or drag a selection marquee to select multiple enclosed objects or groups.

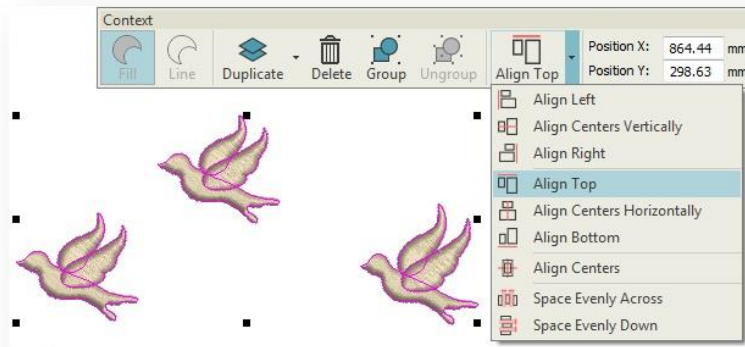
The simplest way to move an object in your design is to click and drag it to a new position. For more accurate positioning, press the arrow keys to 'nudge' the object into the required position.



You can also position selected objects relative to the center of a design by entering its X:Y coordinates in the Customize toolbar which appears whenever you select objects. Use the ruler (Ctrl + R) for more precise measurements.

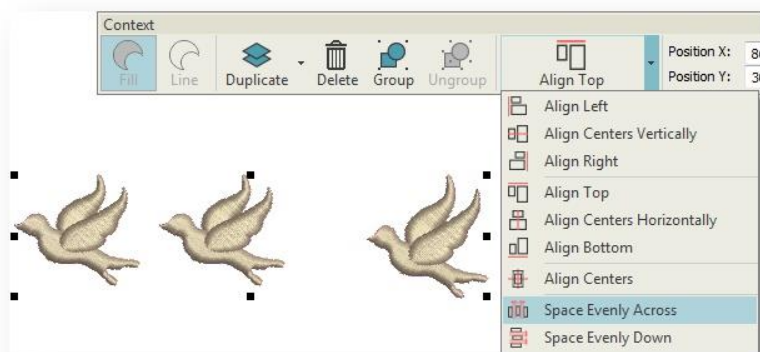
Align objects

Quickly align selected objects in a design to the left, right, top, bottom or center of a specific object. The Align commands can be accessed via the Arrange menu or the popup menu. The commands are all enabled when two or more objects are selected. Objects are aligned with the last object selected.



Space objects

Use the same method to space selected objects evenly across or down screen.



Mirror objects



Use Layout > Mirror-Copy Both to mirror and copy selected objects around a center point.

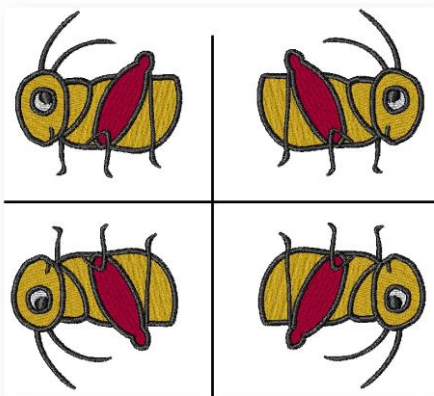


Use Layout > Mirror-Copy Horizontal to mirror and copy selected objects horizontally.

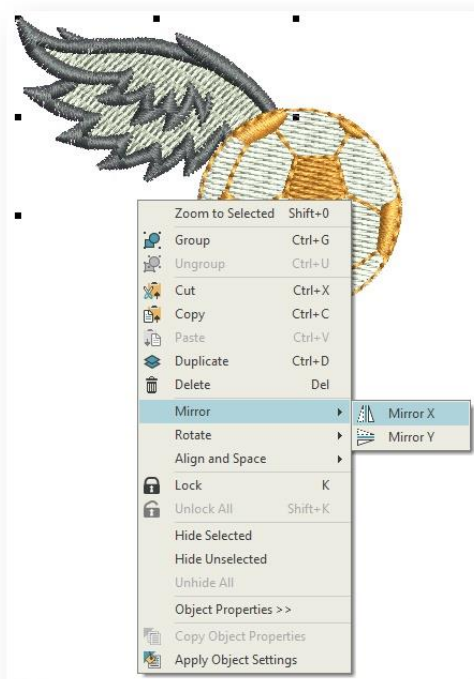


Use Layout > Mirror-Copy Vertical to mirror and copy selected objects vertically.

You can flip selected objects horizontally or vertically using the dedicated tools on the Customize toolbar. Select the object/s to flip, and click a tool.



Alternatively, right-click the selected object/s and select a Mirror command from the popup menu.



WORK AREAS

The Work Area feature allows you to arrange multiple embroidery elements on an item or fabric to be sewn. Elements are copied, rotated and placed in a pre-defined work area. You can also print out the layout with Cloth Setter marks. Use them to physically lay out designs on the item or fabric you wish to embroider. You can also print a template to position each of the hooped portions of the design.

When used in conjunction with the Multi-Hooping toolbox, you can place multiple hoops around a single layout.

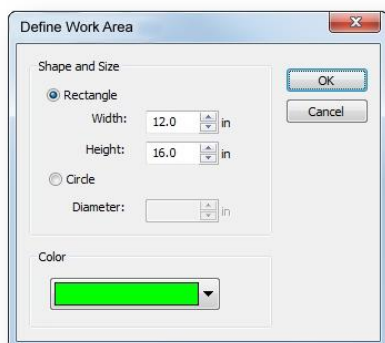
Define work area



Use Layout > Define Work Area to open the Easy Layout Work Area dialog to define either a rectangular or round work area of a specified size.

Before you can create a design layout, you first need to define a work area corresponding to the item or fabric you intend to sew on. Work areas can be defined as rectangular or circular spaces. The software allows you to define a work area up to 3m x 3m.

- Click the Define Work Area button to open the dialog.



- Select a rectangular or round work area and enter the dimensions.
- Set a background color for the layout matching the fabric you intend to use.
- Insert and size artwork as required.

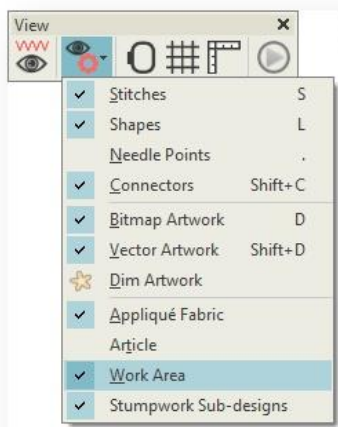


Activate work area



Use View > Show Design to show or hide design elements. Click to open droplist of view settings.

Use the Show Design droplist to activate the work area as needed.



Create rectangular layout



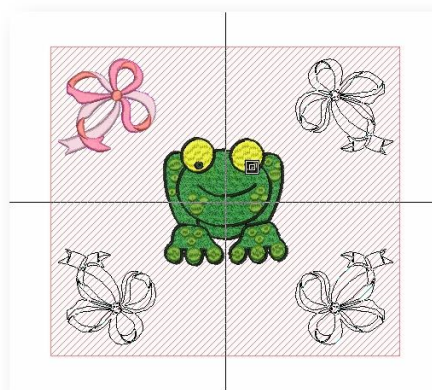
Use Layout > Mirror-Copy to Work Area Corners to copy selected object/s to each corner of the layout work area.



Use Layout > Auto Center to Work Area to automatically move selected object/s to center of the work area.

Create large rectangular layouts with selected design/s and/or object/s. Designs are automatically copied, rotated and placed in the work area. Display the layout work area.

- Insert a design and position it carefully within the work area.



- Select a Mirror-Copy method. Each copy is mirrored about the vertical or horizontal plane.
- Left-click or press <Enter> to confirm.
- Insert or create additional designs as required.

- Use the Auto Center tool to automatically move selected object/s to the center of the work area.

If you want the selected objects to sew out in separate hoopings, make sure they are grouped before proceeding. Otherwise, they will be color-optimized for a single stitchout – i.e. color block by color block.

Create circular layout

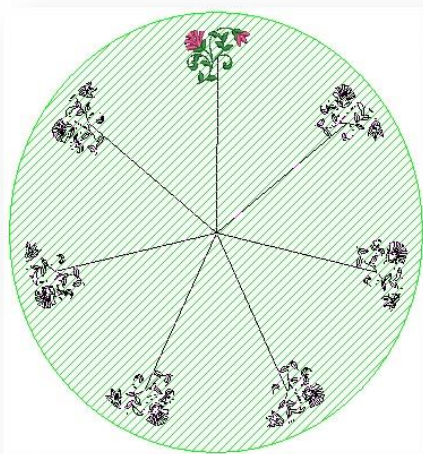


Use Layout > Circle Layout to duplicate selected objects around a center point. Specify number of duplicates in the Context toolbar.



Use Layout > Circle Layout to Work area to duplicate selected object/s around center of the work area. Specify number of duplicates in the Context toolbar.

Instead of the Mirror-Copy to Corners method, choose the Circle Layout method. The technique is essentially the same, except that you can specify the number of copies in a spin box.



Left-click or press <Enter> to confirm. Insert or create additional designs as required.

BUTTONHOLES

The software allows you to insert preset buttonholes. You can specify their size and merge them into a design. Buttonholes are usually formed with satin column stitches bordering a slit that is slightly longer than the length of the button diameter, depending on the thickness of the button. The satin stitch border protects the slit from fraying. The buttonhole consists of a bead of satin stitches with a bar tack.



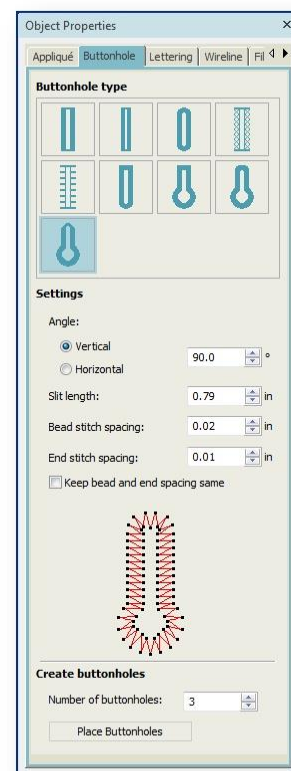
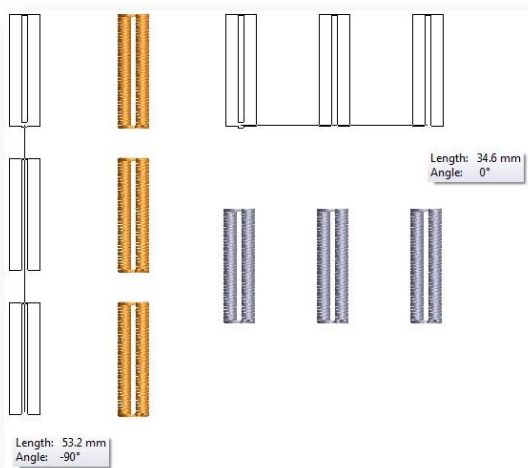
Add buttonholes



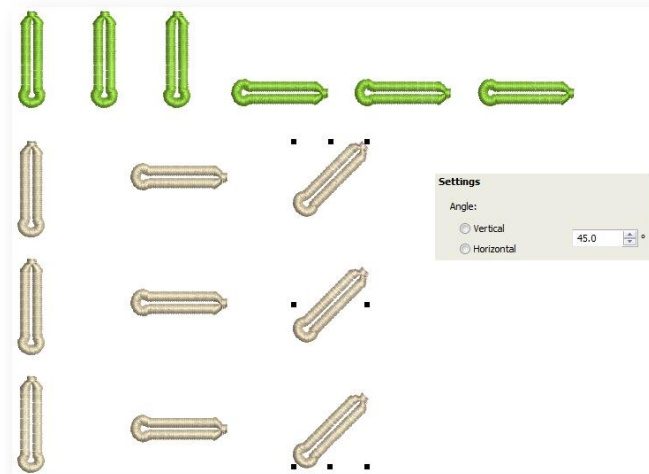
Use Layout > Buttonholes to digitize a string of buttonholes with all necessary stitching.

Add a line of evenly spaced buttonholes to a design with the Add Buttonholes tool.


- Open or create a design requiring buttonholes. Or open a product backdrop.
- Select the Buttonholes tool.
- Enter the number of the buttonholes your design requires and click Place Buttonholes.
- Click to place the first buttonhole and drag a line - horizontal or vertical - to the last buttonhole position.



- Use the measure tooltip as a guide and click to complete.
- Buttonhole orientation can be adjusted in Object Properties.

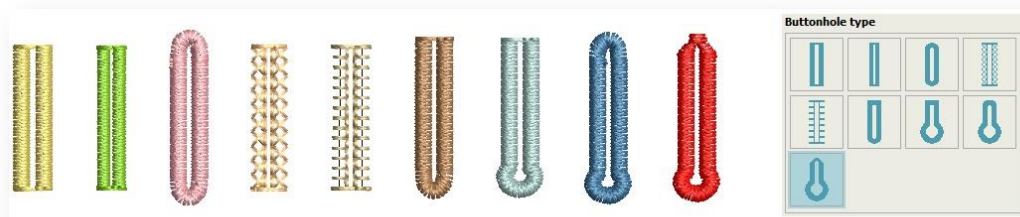


Change buttonhole settings

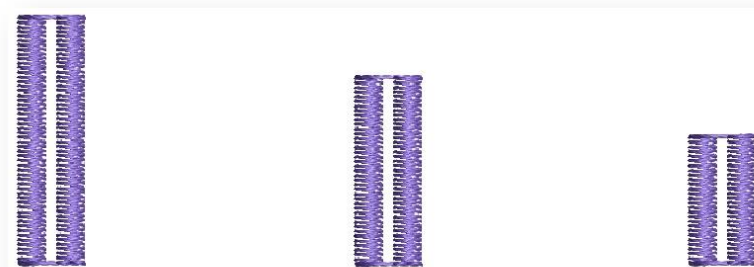
 Use Edit Objects > Object Properties to preset properties or adjust them for selected objects.

Buttonhole types can be changed at any time. They are simply properties of a buttonhole object. Other properties include 'slit length' as well as stitch spacings.

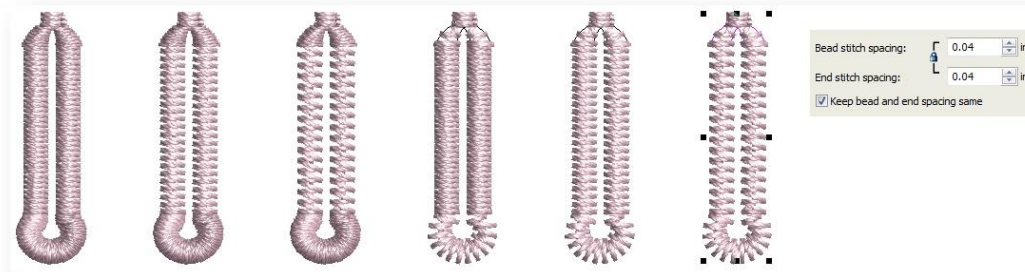
- To change current buttonhole type, double-click a buttonhole object to open Object Properties.
- Click to select a preferred type from the gallery.



- Adjust slit length according to your button size.



- Adjust bead stitch spacings as preferred. Independent settings are available for bead and end spacing.



PRINT LAYOUTS

You can sew embroidery out by sending the design directly to a sewing machine or saving it to removable media and stitching out using a layout template and the cloth setter. The device has a transparent plastic bar with marked cross.

The software allows you to define layout work areas of up to 3m x 3m. Large layouts may print to many pages. To save paper, you may choose to print at a percentage of actual size. You must then remember to multiply the template dimensions by a scale factor. For example, if you print at 50%, you need to double the measurements on the worksheet when transferring to the fabric. Use the table below as a guide.

%	Scale	Factor
50%	2:1	x 2
25%	4:1	x 4
20%	5:1	x 5
10%	10:1	x 10

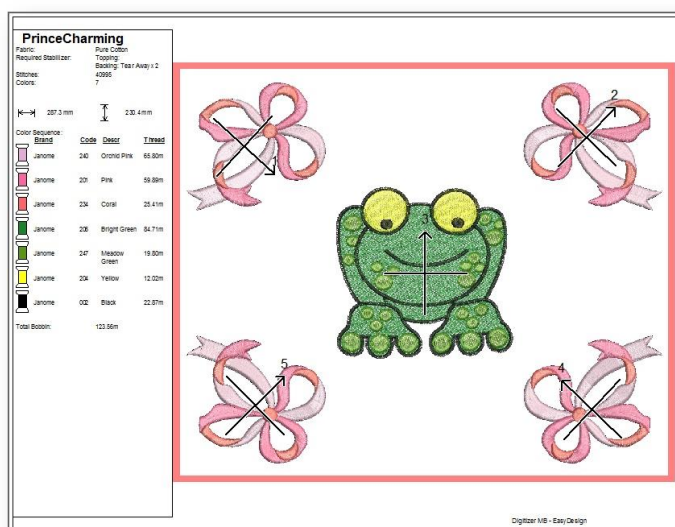


To print a design layout

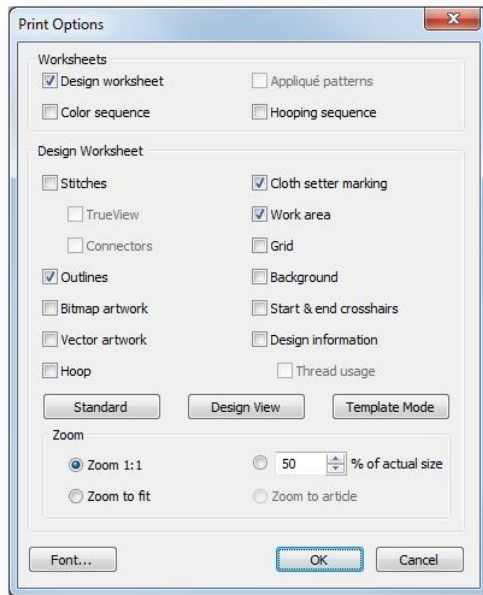


Use Output Design / Standard > Print Preview to preview design worksheet. Print from preview window.

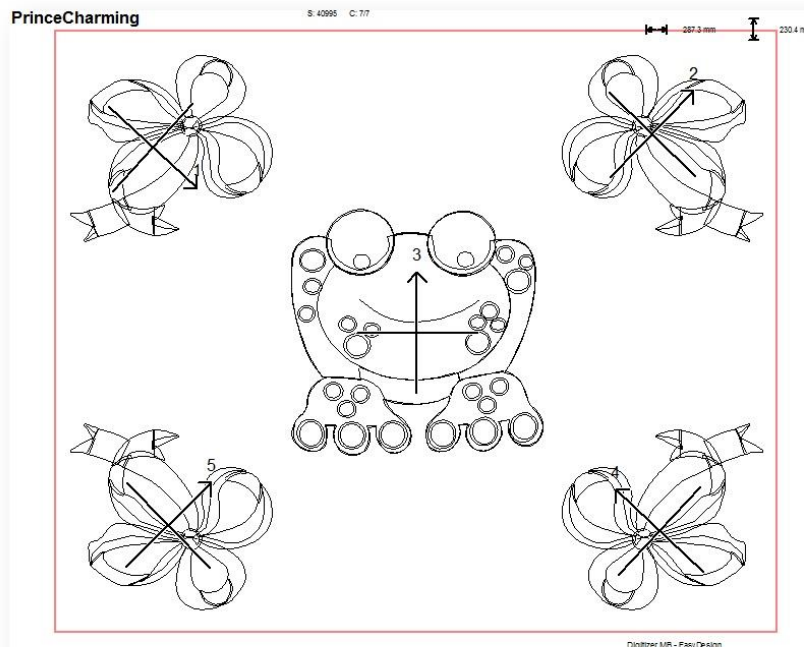
- Click the Print Preview icon. Your design layout displays as it will be printed.



- Click Options. The Print Options dialog opens.
- Select Template Mode. These settings show the design outline with no stitches.



- Make sure Cloth Setter Marking and Work Area options are checked. The cloth setter marking indicates the hooping center. It is printed with each hooping in the design.
- Select the Zoom 1:1 option in the Zoom group.
- Click OK. Each hooping has a number printed near the cloth setter mark to indicate the hoop sequence.



- You can print out an overview of the layout by selecting Zoom to Fit or entering a value in the % of Actual field.

While the cloth setting marking is supported in JEF and SEW files, outlines are not. Since JEF and SEW are stitch file formats, they only contain stitch data, no outlines. The workaround is to display JEF and SEW files with stitches and cloth setter marking turned on.