



USER GUIDE  
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CUSTOMIZE DESIGNS  
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## CUSTOMIZE DESIGNS

The Customize Design toolbox provides functions which allow you to make global adjustments to your designs. Explore the topics listed on the right.



Run the video to see how easy it is to make something within minutes with your embroidery software. In the project we look at creating an embroidered bookmark to keep your page and do it in style. See also [Bookmark](#).

### General functions

Keyboard shortcuts are available for most general functions. Not all shortcuts are applicable to all product levels.

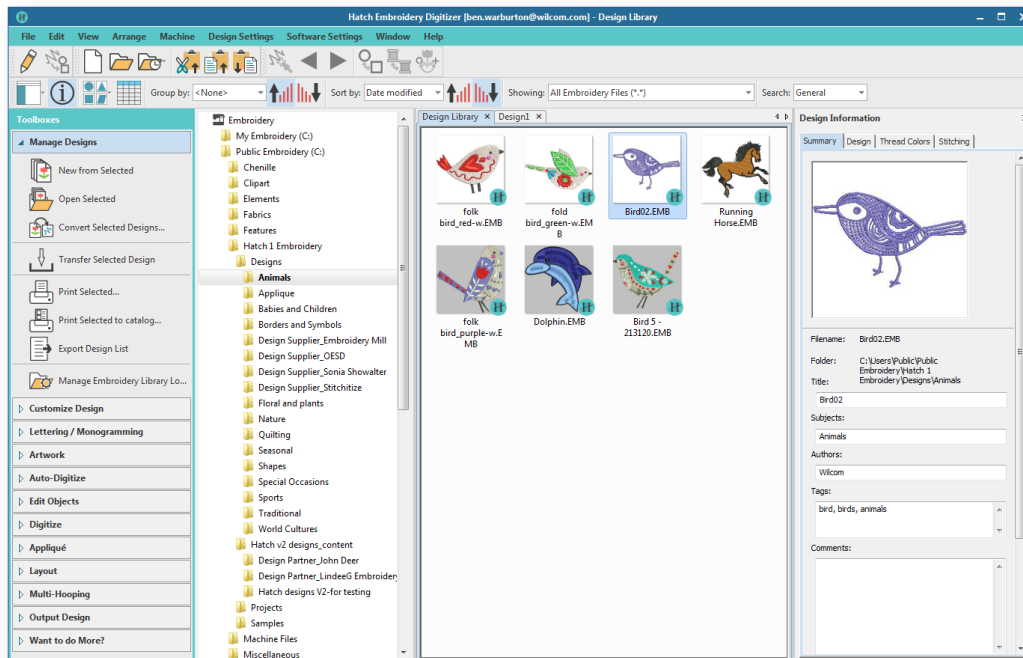
To	Press
Create a new design	<Ctrl + N>
Open an existing design	<Ctrl + O>
Save a design	<Ctrl + S>
Print a design	<Ctrl + P>
Close the software	<Alt + F4>
Show/hide grid	<Shift + G>
Show/hide rulers	<Ctrl + R>
Show/hide Threads docker	<Alt + T>
Show/hide Design Colors toolbar	<Ctrl> + <Shift> + <R>
Open Lettering docker	<A>
Define layout work area	^ <Ctrl + W>
Show/hide work area	<W>
Show/hide Overview window	<Shift + V>
Show/hide Sequence docker	<Shift + L>
Apply/select satin	<Shift + I>

To	Press
Apply/select tatami	<Shift + M>
Apply/select run	<Shift + N> then press <Enter>
^ Press <Esc> to close	

The screen illustrations in this publication are intended as representations, not exact duplicates of screen layouts generated by the software. The samples used to illustrate software features and capabilities may not be exactly duplicable, depending on inclusions provided with your product level.

## DESIGN INFORMATION

Manage and check design details via the Design Information docker. This is always advisable prior to stitchout. Choose a file and select Design Information via the Design Library or the Customize Design toolbox.



All designs in Design Library can be tagged for easy search and find. Summary information such as design title, subject, authors, tags, is fully customizable. Order information can also be associated with any supported design file. All additional information is saved with the actual design file and can be viewed in any software that can read EMB files. See also Browse designs.

The software also provides information about designs in other ways. Before even opening a design, you can check design information directly from Windows Explorer. The design printout too provides essential production information, including a design preview, the size of the design, color sequence and any special instructions.

## Summary information



Use Customize Design > Design Information to view or change design properties.

Summary information about a design can be viewed and edited in the Summary tab. Generally this information is used to improve searchability. Use the information to search and filter designs by author, title, or subject. Tags can be added to improve searchability. Information can be added in the docker itself or in the Details pane (if activated). Click Save to save details with the design file.

Click a field and enter any text which will help you or others identify the design at a later date. All information on this tab is also included in the production worksheet. Information types include:

**Design Information**

Summary | Design | Thread Colors | Stitching

Filename: FLORAL\_4.EMB

Folder: C:\Users\Public\Public Embroidery\Hatch 1 Embroidery\Designs\Floral and plants

Title: FLORAL\_4

Subjects: Floral and Plants

Authors: Wilcom

Tags: flowers, bouquet, floral spray; plants

Comments:

Field	Purpose
Title	Defaults to filename. Add a more descriptive name for easy searching. This name appears on the design worksheet.
Subjects	This may conform to the primary category by which the design is cataloged – e.g. the name of the containing folder.
Authors	Name of digitizer and/or designer – appears in design worksheet footer.
Tags	Keywords for potential Design Library searches.
Comments	These comments are included in the design worksheet as production notes.

Information from this tab also appears in the Details pane in Design Library. The same information can also be edited in this pane.

**FLORAL\_4.EMB**

Embroidery Design

Folder path: C:\Users\Public\Public ...

Size: 2.04 MB

Date modified: 9/07/2018 11:44 AM

Date created: 25/06/2018 3:17 PM

File version: Hatch 2

Machine: Janome

Stitches: 13767

Height: 100.0 mm

Width: 114.6 mm

Colors: 7

Colorways: 1

Colorway: Colorway 1

Color changes: 11

Trims: 14

Objects: 25

Title: FLORAL\_4

Authors: Wilcom

Tags: flowers, bouquet, floral spray; plants

Subject: Floral and Plants

Comments: Add comments

## Design details



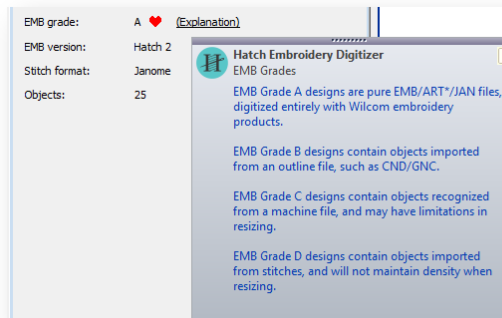
Use Customize Design > Design Information to view or change design properties.

Select the Design tab to view design details such as height, width, stitch count and colors. The data is extracted from the design file and, apart from design title, cannot be modified.

Design Information	
Summary   <b>Design</b>   Thread Colors   Stitching	
Filename:	FLORAL_4.EMB
Title:	FLORAL_4
Height:	100.0 mm
Width:	114.6 mm
Stitches:	13,767
Colors:	7
Stops:	12
Colorways:	1
Trims:	14
Color changes:	11
Appliqués:	0
Sequins:	0
EMB grade:	A ♥ <a href="#">(Explanation)</a>
EMB version:	Hatch 2
Stitch format:	Janome
Objects:	25

Field	Description
Filename	File name of the selected design. This will often be a number or alphanumeric format for easy cataloging.
Title	Defaults to filename. Add a more descriptive name for easy searching. This name appears on the approval sheet or worksheet.
Height / width	Total height and width of design extents.
Stitches	Total stitch count for design.
Colors	Number of thread colors involved in the design.
Stops	Normally color changes are associated with Stop functions. Depending on machine format, however, the design may include an additional last stop to ensure the machine returns to the starting needle for the next run.
Colorways	Number of colorways in the design.
Trims	Number of trims in the design. Generally, you will try to minimize the number of trims.
Color changes	Number of color changes required to stitch out design.
Appliqués	Number of appliqué objects in the design (if any).

Field	Description
Sequins	Number of sequins in the design (if any).
Bling	Number of bling objects in the design (if any).
EMB grade	While embroidery files are broadly classified as 'outline' (condensed) or 'machine' (expanded), the software internally tags each as belonging to one of four types – native design (A), imported outlines (B), processed stitches (C), or imported stitches (D). Hover the cursor for more information.



EMB version	The specific version of software the file was created in – e.g. e4.3.
Stitch format	The current machine format applying to the file. This generally corresponds to the target machine last used to stitch out the design.
Objects	Indicates total number of objects in the design.

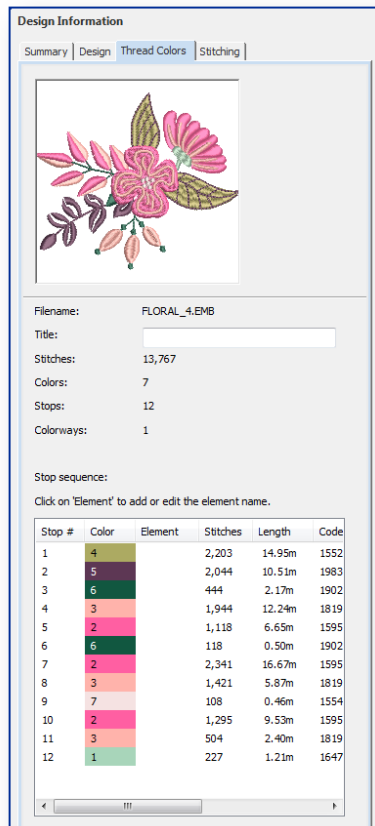
## Thread colors



Use Customize Design > Design Information to view or change design properties.

The Thread Colors tab displays the color sequence and stitch counts for each design 'element'. Elements equate to color changes.





Data is extracted from the design file and, apart from the Element column, cannot be modified.

Field	Description
Filename	File name of the selected design. This will often be a number or alphanumeric format for easy cataloging.
Title	Defaults to filename. Add a more descriptive name for easy searching. This name appears on the approval sheet or worksheet.
Stitches	Indicates total stitch count for design.
Colors	Indicates number of thread colors involved in the design.
Colorways	Number of colorways in the design.
Colorway	Use the droplist to change colorways, if available. When choosing a different colorway, the thumbnail and stop sequence list are updated.

The table at the bottom lists all color changes in the design as they will appear on the production worksheet. It provides the following details:

Field	Description
Stop #	The machine stop corresponding to the color change.
Color	Indicates color slot number of the color in color palette.
Element	User-defined name to identify each color block.

Field	Description
Stitches	There is a stitch count for each element in the design. You can show this as a discrete stitch count or a cumulative stitch count.
Length	Meterage of thread required per color.
Code	Color code as registered in the thread chart.
Name	Color name appearing in thread chart.
Chart	Brand name of thread chart used.
Thickness	A: Normal embroidery thread (approx. denier 40) B: Thicker than normal (approx. denier 30) C: Finer than normal (approx. denier 80) D: Very fine (approx. denier 100)

## Stitching details



Use Customize Design > Design Information to view or change design properties.

The Stitching tab displays technical stitching details. Information includes such details as target fabric, required stabilizers, as well as total thread estimates. These may be used for costings as well as production requirements. The tab also provides thread usage estimates which may be used for costings as well as production requirements. Bobbin length calculation can be further refined if you are planning a lot of production.

**Design Information**

Summary | Design | Thread Colors | **Stitching**

Filename: FLORAL\_4.EMB  
 Title: FLORAL\_4  
 Auto fabric: Pure Cotton  
 Required stabilizers: Topping: , Backing: Tear Away x 2  
 Design area: 11,460.0 mm<sup>2</sup>  
 Total thread: 84.35 m  
 Total bobbin: 32.96 m  
 Length Calculation  
 From start point ...  
 Left: 57.3 mm  
 Right: 57.3 mm  
 Up: 50.0 mm  
 Down: 50.0 mm  
 End X: 26.9 mm  
 End Y: 16.3 mm  
 Maximum stitch: 12.1 mm  
 Minimum stitch: 0.2 mm  
 Jump length: 6.7 mm

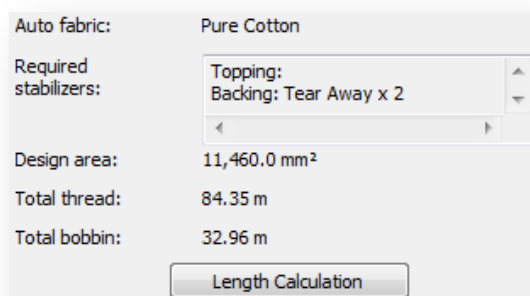
Data is extracted from the design file and, apart from title and bobbin length calculation, cannot be modified.

Field	Description
Filename	File name of the selected design. This will often be a number or alphanumeric format for easy cataloging.
Title	Defaults to filename. Add a more descriptive name for easy searching. This name appears on the approval sheet or worksheet.
Auto fabric	Predefined fabric settings used in current design.
Required stabilizer	Indicates recommended stabilizer(s) for selected fabric type.
Design area	Total area covered by design – used for estimating hoop sizes, fabric requirements, 3D foam, or whether design will fit target location.
Total thread	Indicates total meterage of top thread required to stitch out the design.
Total bobbin	Indicates total meterage of bottom (bobbin) thread required to stitch out the design. These figures may be required for inventory control depending on business practices.
Length calculation	Allows you to revise thread usage estimates according to target fabric thickness.
Left / right / up / down	Depending on where the design start/end point has been set, these figures indicate the distance from that point.
Max/min stitch / jump length	The maximum and minimum stitch lengths, and maximum jump stitch length in the design.

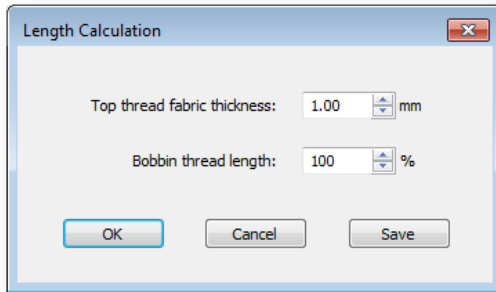
## Thread usage estimates

In order to obtain more precise thread usage estimates, you can adjust fabric thickness to suit the target fabric. This may be necessary if you are planning a large production run. Settings are generally fine-tuned on a case-by-case basis. However, adjusted settings can also be saved to the current template. To estimate total thread usage...

- Select Design > Design Properties > Stitching tab.



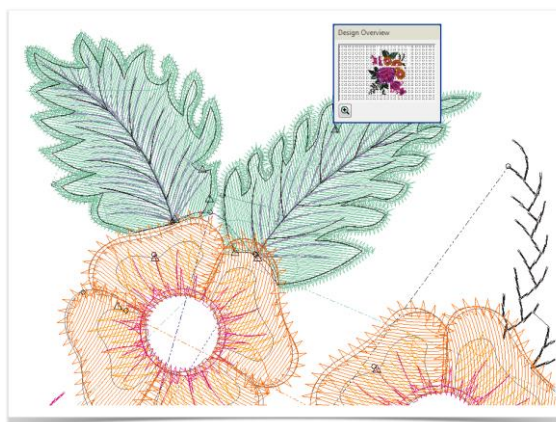
- Click Length Calculation.



- Enter the thickness of the target fabric.
- Adjust the bobbin thread length according to the mixture of thread types in the design. This factor provides a simple mechanism for a more accurate bobbin thread length estimate. The default value (100%) is suitable for a design with a mixture of stitch types. If the design is all Run stitches or all Tatami, more bobbin thread will be used and the factor can be increased say to 125%. If the design is all Satin stitch, the factor can be reduced to say 65%.
- Click OK. The Total Thread and Total Bobbin values are adjusted to take into account fabric thickness on total thread requirement.
- Optionally, click Save to save revised settings to the current template.

## VIEW DESIGNS

Your embroidery software provides many viewing features to make it easier to work with your design. Zoom in on an area to see more detail or view the design at actual size. Show or hide various design elements with the available display settings. You can show or hide needle penetration points, connectors and the stitches themselves.



### Viewing functions

Keyboard shortcuts are available for most viewing functions. Not all shortcuts are applicable to all product levels.

To	Press
Show/hide images	<D>
Show/hide vectors	<Shift + D>
Show/hide shapes	<L>
Measure a distance on screen	^ <M>
Show/hide hoop	<Shift + H>
Show/hide whole hoop	</>
Show/hide whole design	<0> (zero)
Show selected	<Shift + 0> (zero)
Turn on/off TrueView	<T>
Show/hide stitches	<S>
Show/hide needle points	<.> (period)
Show/hide connectors	<Shift + C>
Show/hide functions	<Shift + F>
Refresh screen display	<R> or <F4>
Center Current Stitch	<C>
Show/hide Stitch Player	<Shift + R>
^ Press <Esc> to close.	

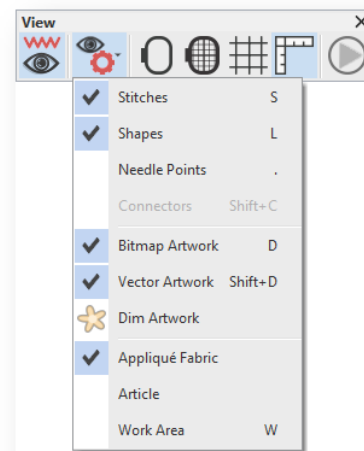
## Zoom functions

Keyboard shortcuts are available for most zoom functions. Not all shortcuts are applicable to all product levels.

To	Press
Zoom	<B>
Zoom 1:1	<1>
Zoom In 1.25x	<+>
Zoom Out 1.25x	<->
Zoom In 2x	<Shift + Z>
Zoom to Fit	<0> (zero)
Zoom Factor	<F>
Pan	<P>
Previous	<V>

## Viewing methods

Your design software provides many viewing techniques to make it easier to work with your designs. Turn on or off design artwork. View selected parts of a design. Zoom in on an area to see more detail or view the design at actual size. The View toolbar and menu provide access to most of the viewing options you will need.



## Display backdrops



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








In addition to embroidery designs, artwork may be inserted, pasted or scanned into the software for use as digitizing 'backdrops', depending on product level. You can turn on or off embroidery, vector and/or bitmap artwork selectively. Depending on view options set in the Options dialog, bitmap images display in full color or dimmed. Use the Display Images and Display Vectors icons to selectively turn on or off backdrops. Alternatively, use the shortcut keys, <D> and <Shift + D>. See also Import artwork.



In addition to artwork, you may choose to display a garment or article on which to position your designs. The software provides a library of articles to choose from, including multi-color garments. Use the Show Design menu to toggle articles on or off. See also Add backgrounds.

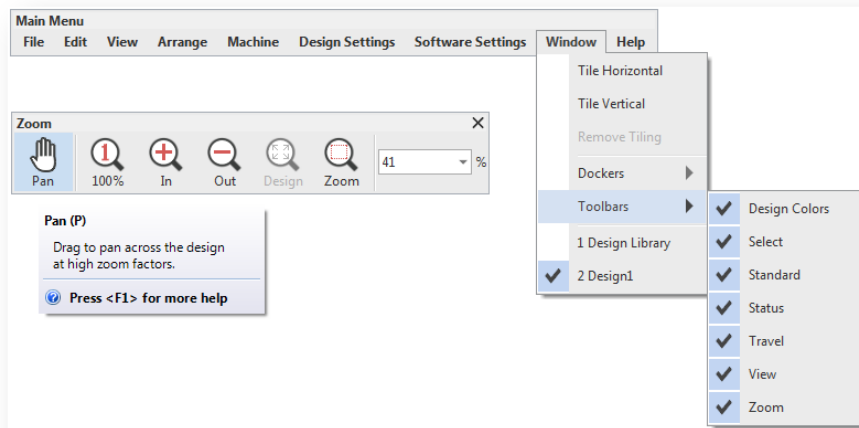
So you don't accidentally move or delete the backdrop, select it and press <K> on the keyboard to lock it down.

## Zoom & pan

	Use Zoom > Pan to pan across a design at high zoom factors.
	Use Zoom > Zoom 1:1 to display design at actual size.
	Click Zoom > Zoom In to zoom in for more design detail.
	Click Zoom > Zoom Out to zoom out for broader view.
	Use Zoom > Zoom to Fit to display whole design in the design window.
	Use Zoom > Zoom to zoom on a specific area of the design window.
	Click Zoom > Zoom Scale to display design at a specific scale.

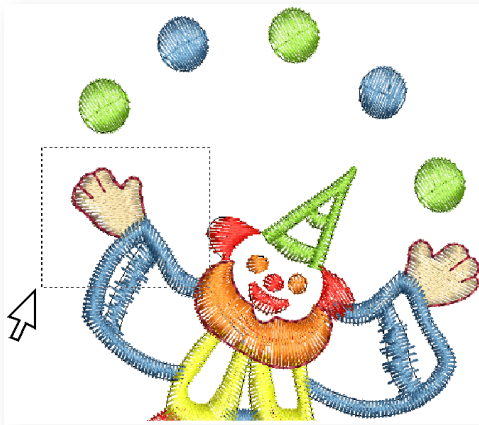
Magnify your view of the design by zooming in on individual stitches or details, or zoom out to display more of the design in the window. In addition to the scroll bars, panning provides a quick way to view parts of a design which are not currently visible in the design window. Panning is typically used after zooming in on an area.

- Activate the Zoom toolbar via the Window > Toolbars menu.

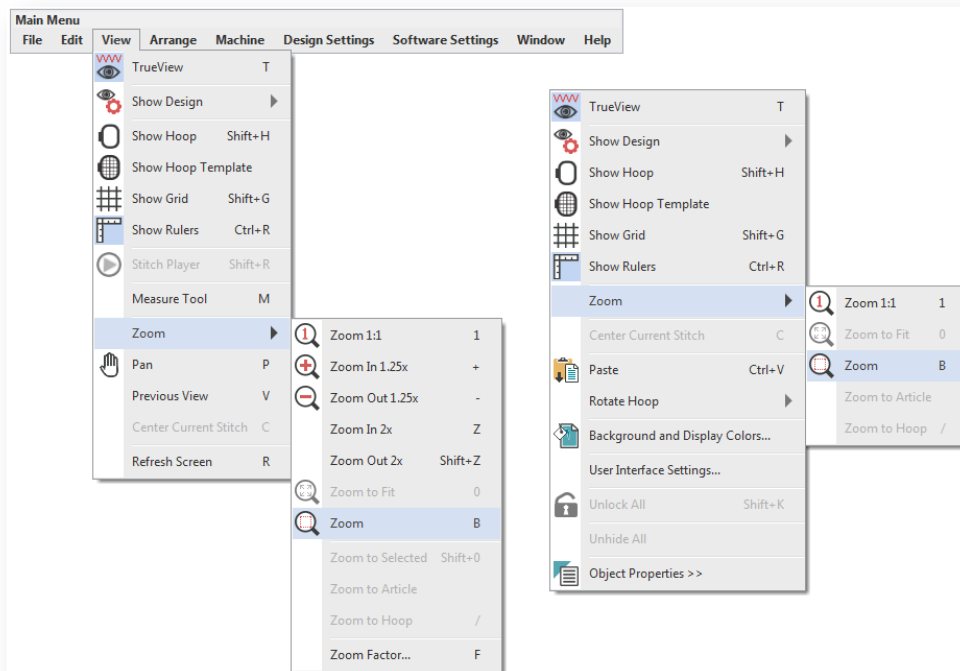


- Because you will use these tools frequently, it's a good idea to memorize the shortcut keys indicated in brackets after the tool name.
- For instance, to zoom in on a section of the design, press the <B> key on your keyboard, then drag a bounding box around the zoom area.





- To pan across a design in the design window, use Pan or press <P>. The cursor changes to a grabbing hand symbol. Click and drag to pan the design.
- The same zoom options are available via the View menu. Alternatively, right-click the design window to open the popup menu.

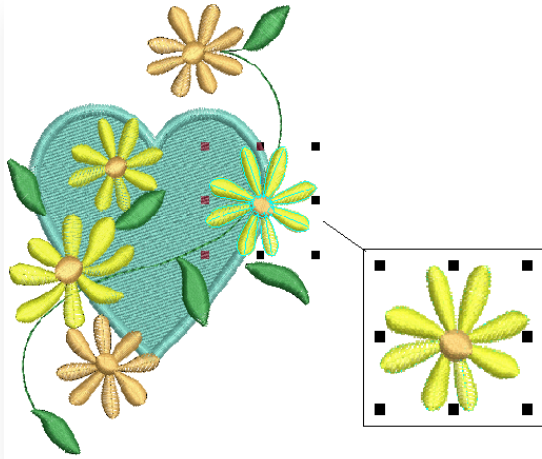


- Press <Esc> to cancel tool selection.

## View selected parts of a design





You can set your system to display all embroidery objects in a design, or hide all but the selected objects.

- To display selected objects, select View > Zoom > Zoom to Selected or press <Shift + 0>.

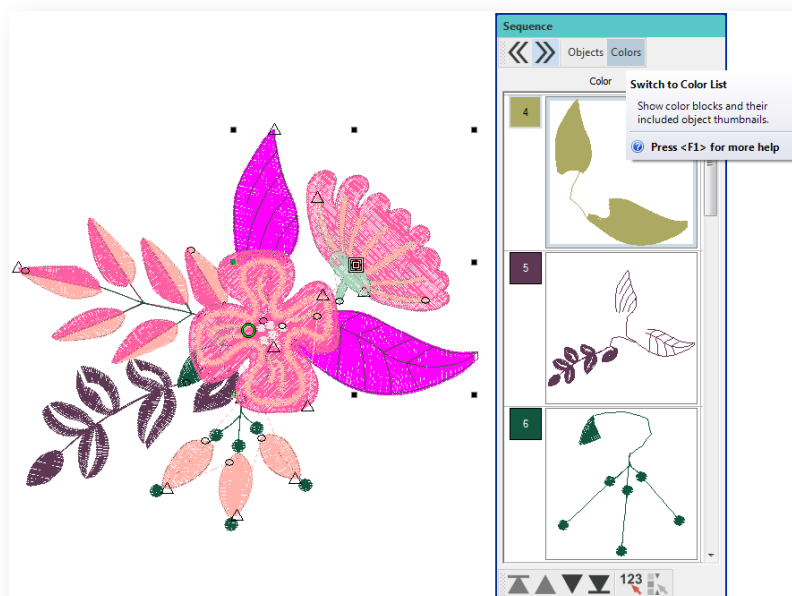


- To fit the whole design in the design window, select View > Zoom > Zoom to Fit or press <0>.
- To view the design at actual size, select View > Zoom > Zoom 1:1 or press <1>. See also Monitor calibration.






## View colors and objects

	Use Edit Objects > Sequence >> to open the Sequence docker. Click again to close. Also available via Windows > Dockers menu.
<b>Colors</b>	Use Sequence > Show Color List to display color blocks with included object thumbnails in the docker.
<b>Objects</b>	Use Sequence > Show Object List to display individual object thumbnails in the docker.
	Use Sequence > Show More to show more details in the docker. Object thumbnails are not resizable.
	Use Sequence > Show Less to show only summary details in the docker. Object thumbnails are not resizable.
	Use Sequence > Show Less to show only summary details in the docker. Object thumbnails are not resizable.

The Sequence docker provides an easy way to view color blocks and individual objects in a design. Use the 'Switch' buttons on the Sequence docker toolbar to toggle between color blocks and individual objects. Use the 'Show' buttons to expand the docker for more or less detail. The details view provides information about each color block or individual object in the design - color, type, stitch type applying, stitch count, etc.



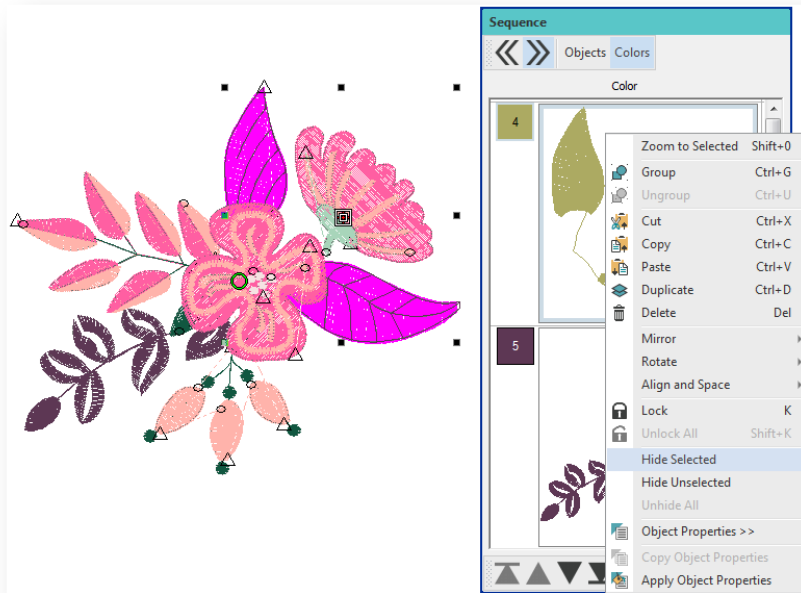
Object types correspond to the input methods used in their creation:

Object type	Use
 Filled shape	Use Digitize Closed Shape to create closed shapes using fill stitching. See also Input methods.
 Outline shape	Use Digitize Open Line to create a row of run or other outline stitching along a digitized line. See also Input methods.
 Branched object	Use Branching to automatically sequence selected outlines for efficient stitchout. See also Embroidery connections.
 Block object	Use Digitize > Digitize Blocks to digitize shapes of varying width with turning stitching. See also Input methods.
 Freehand closed object	Use Digitize > Freehand Closed Shape to draw closed shapes on screen using current stitch settings for a hand-drawn look. See also Freehand.

## Hide colors and objects

Use Edit Objects > Sequence >> to open the Sequence docker. Click again to close. Also available via Windows > Dockers menu.

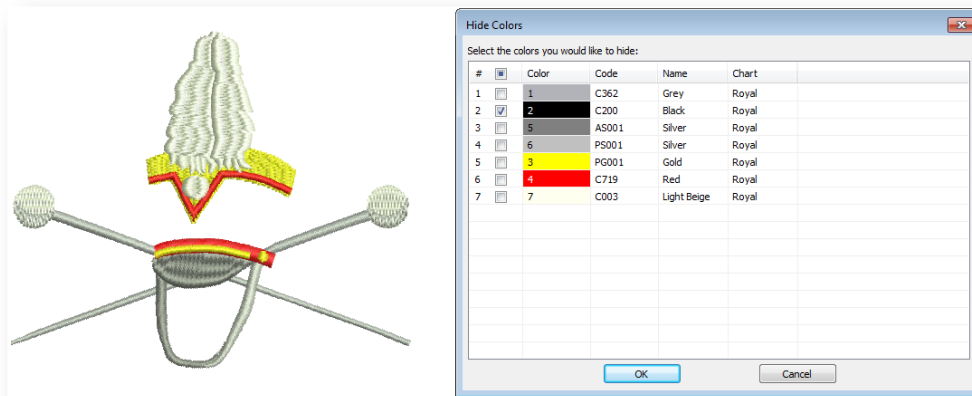
Use the popup menu in the Sequence docker to hide objects. The command is also available in the Arrange menu. Use the same menu to 'hide unselected' which has the effect of hiding all other objects apart from the one you have currently selected. To reveal all hidden objects, select 'Unhide All'.



The Sequence docker provides various techniques for sequencing objects or entire color blocks in a design. See also Sequence designs.

## Hide selected colors

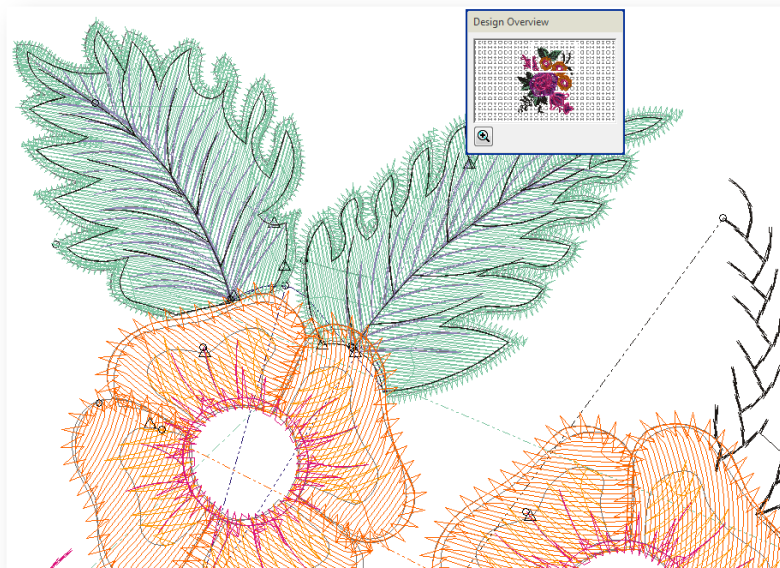
The Hide Colors function lets you view embroidery objects by color. This is useful when re-sequencing color blocks. The function will not work with grouped objects. Select the command from the Arrange menu.



## Design overview

Use the Design Overview docker to navigate designs at high zoom factors via a design thumbnail. The docker updates whenever you make a change and can be used to zoom in or pan across the design window.

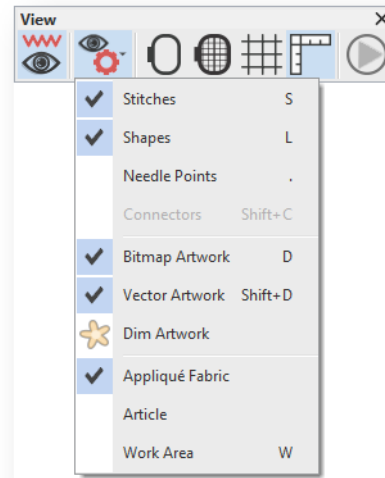
- Toggle the docker on or off via the Window menu.
- Click the docker to make it active.



- Click the Zoom button at the bottom and drag a bounding box around the area to view.
- Click and drag the bounding box to pan across the design.

## View embroidery elements

The software provides a number of viewing modes to selectively display design details. Show or hide needle penetration points and connectors. Show or hide selected colors. The View toolbar and menu provide access to most of the viewing options you will need.



## View in TrueView



Click View > TrueView to show or hide simulation of stitched embroidery.

TrueView offers a graphical representation of what the final embroidery will look like. Use TrueView together with a background fabric to see how your design will look when stitched out.



## View stitches



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

The software lets you show or hide stitches in your design. This is useful when viewing stitches for editing.

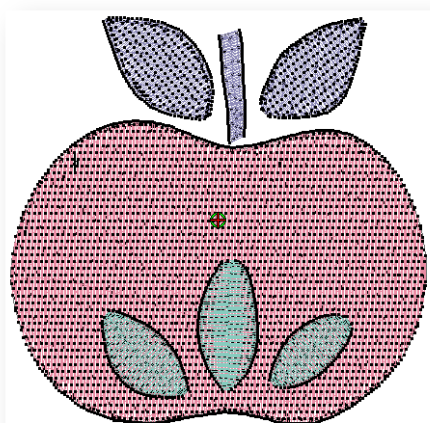


## View needle points



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

The software lets you show or hide needle points in your design. This is useful when you want to select stitches for editing. To view needle points, click the Display Needle Points icon or select View > Display Needle Points.

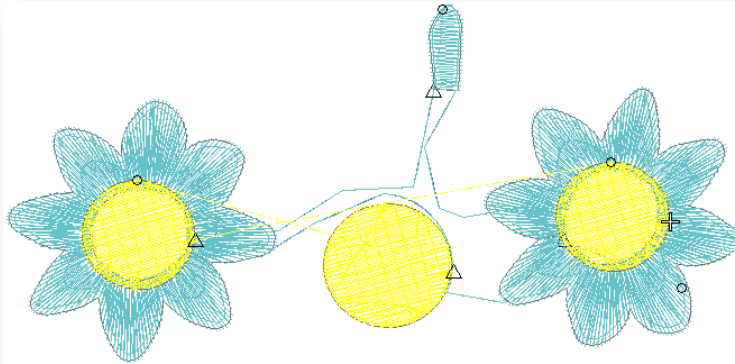


## View connectors



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

The software automatically adds connectors between objects in a design. When connectors become long enough to trim, the software adds tie-in and trim functions. These are indicated by the symbols shown below - circle for tie-in, triangle for trim and tie-off.



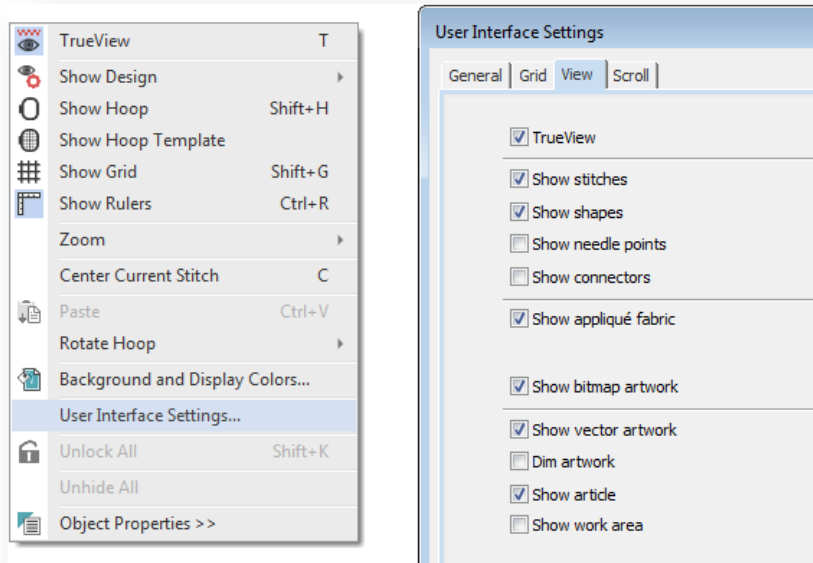
Some machines will, by default, tie-off and trim at the specified positions. This behavior is alternately known as 'Trim By Jumps', 'Jump Stitch Cutting' or 'Jump Thread Trimming'. Some machines also allow you to switch to automatic machine trimming. This means that, while the machine will tie off whenever it encounters a tie-off function, it will only trim connectors longer than the length specified on the machine itself, regardless of whether there is a trim function in the stitch file. Other machines only have the automatic machine trim function. These machines ignore any trim data in the stitch file.

Old designs which have different connector settings do not display trim symbols at all in some cases where the machine actually trims. You can overcome this by inserting the old design into a new blank design. The old design will inherit the new connector settings.



## User interface view settings

Note that view settings can also be accessed via the View tab of the User Interface Settings dialog. The dialog itself can be accessed via the design window popup menu or Software Settings menu.



## View stitching sequence

When working with embroidery designs, you need to understand the stitching sequence. You can view a design's stitching sequence by 'traveling' through it by colors or objects. The software simulates stitching out by changing stitches from black to their allocated thread color as they are 'stitched'. You can also travel by stitches, to the start or end of a design or travel by color, as well as edit stitches. The Travel toolbar and menu provide access to most of the travel options you will need.

## Travel through designs



Use Travel > Jump By Color in conjunction with Forward and Backward icons to travel to the previous or next color change.



Use Travel > Jump By Object in conjunction with Forward and Back icons to travel to the previous or next objects.



Use Travel > Jump to Start/End in conjunction with Forward and Backward icons to travel to the start or end of a design.



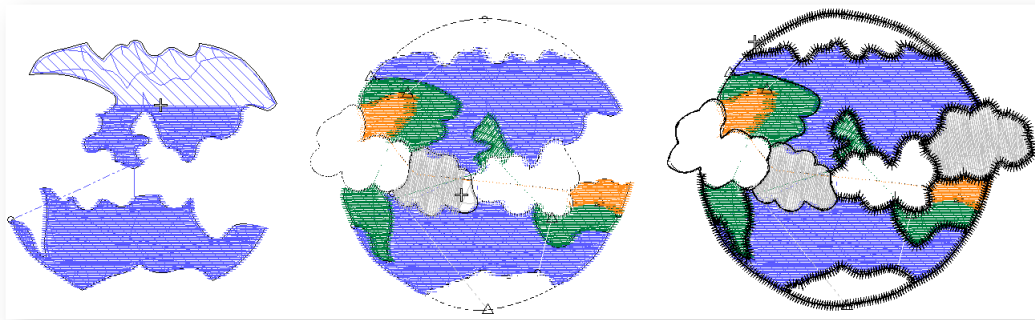
Use Travel > Travel Backward to travel backwards through a design.



Use Travel > Travel Forward to travel forwards through a design.

These tools allow you to:

- Jump to the start or end of a design
- Jump from object to object
- Jump from color block to color block
- Simply choose an option and click the forward and back buttons.



'Traveling' through a design is usually associated with checking the stitching sequence. However, you can also select objects as you travel. In order to select while traveling, you must be working in stitch edit mode. See also Edit stitches.

## Simulate design stitchout



Use View > Stitch Player to simulate embroidery design stitchout onscreen in either stitch or TrueView.

The Stitch Player lets you simulate a design stitchout on screen. Use it to view stitching and color sequence in slow motion. Simulation can be started from any stitch. With larger designs, scroll automatically so that the area being stitched remains on screen.

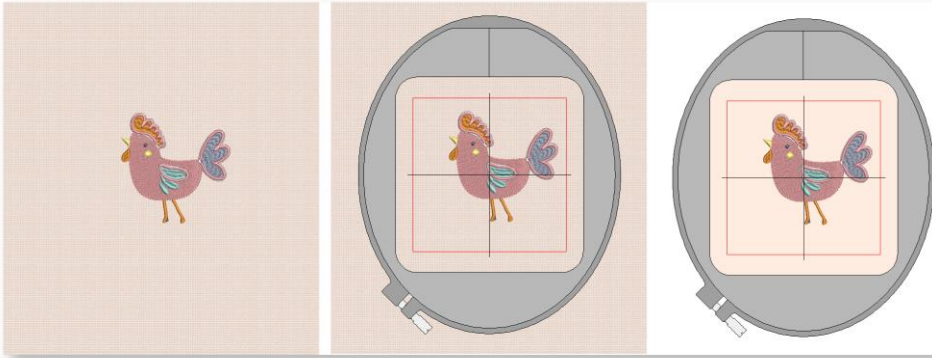


Because the Stitch Player emulates the movements of the embroidery machine, you are able to make decisions about how to optimize your design and lessen load on the machine. This is important if you intend to make multiple stitchouts of the same design. It is always good practice to run the Stitch Player on completed designs. Stitch Player controls allow you to:

- Move through the design stitch by stitch.
- Set the stitch you want to run from.
- Move through the design color block by color block.
- Select the color block you want to run from.
- With larger designs, use the Auto Scroll toggle to scroll automatically so that the area being stitched remains on-screen.

## ADD BACKGROUNDS

The software lets you set the color inside the hoop to match the fabric you intend to stitch out on. You can also set a background color outside the hoop by way of contrast. Alternatively, you can add background fabrics based on samples packaged with the software.



Backgrounds are treated as design details and are included when saving.

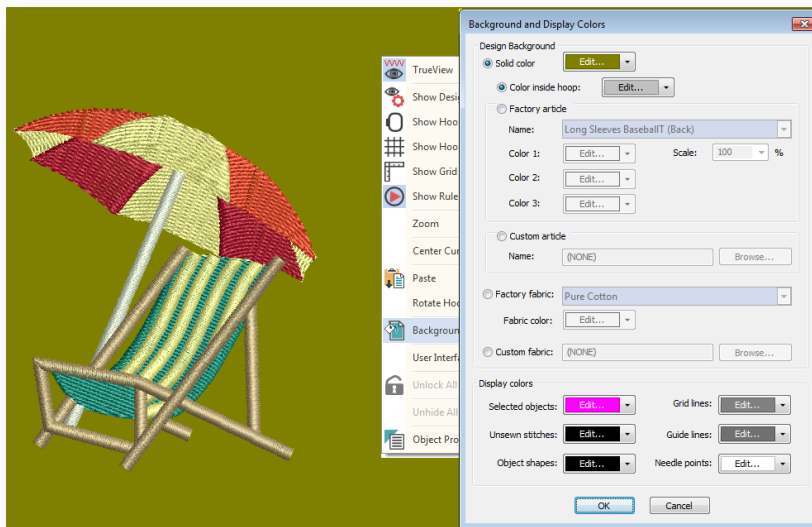
### Background colors



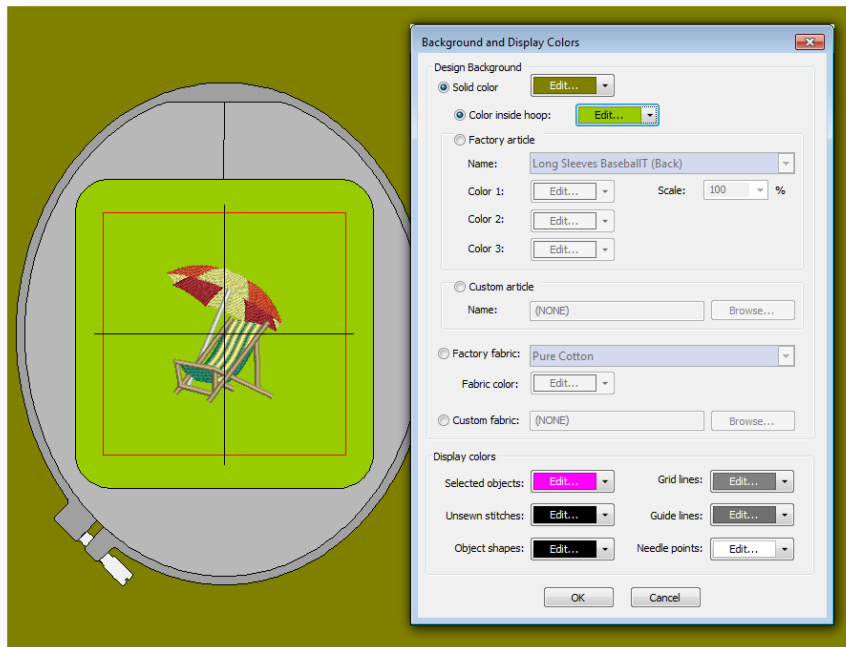
Use Customize Design / Context > Background and Display Colors to change design background and display colors.

Set the background color of the design window to match the fabric you intend to stitch out on.

- Select Customize Design > Background and Display Colors or right-click the design window with nothing selected and select from the popup menu.
- To select a color inside the hoop, choose the Solid Color option. This allows you to set separate colors inside and outside the hoop. Select a color from the palette or mix your own.



- You can also set a background color outside the hoop by way of contrast. Set the color inside the hoop to match the color of the fabric you intend to stitch out on. See also Hoop selection.



## Background articles

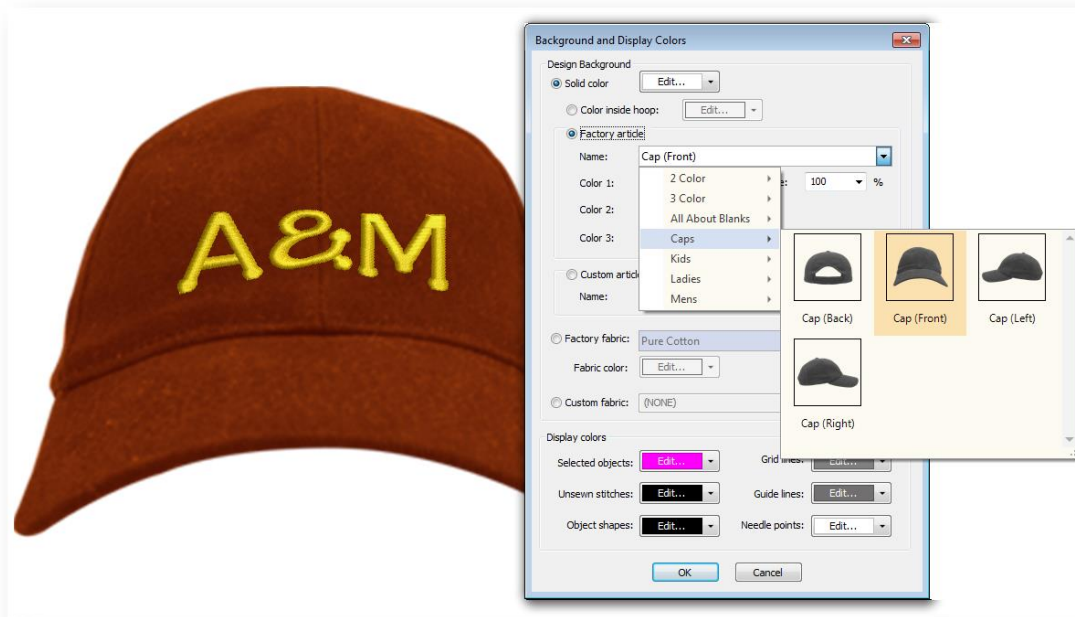


Use Customize Design / Context > Background and Display Colors to change design background and display colors.



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

The same Background and Display Colors dialog also lets you choose a garment on which to position your designs. Use it to visualize location, size and overall appearance. The software provides a library of articles to choose from, including multi-color garments. You can also load your own product images via the Custom Article option. The background is saved with the design.



Note that some articles allow you to set up to three colors.



Toggle articles on or off via the Show Design tool on the View toolbar. See also Viewing methods.

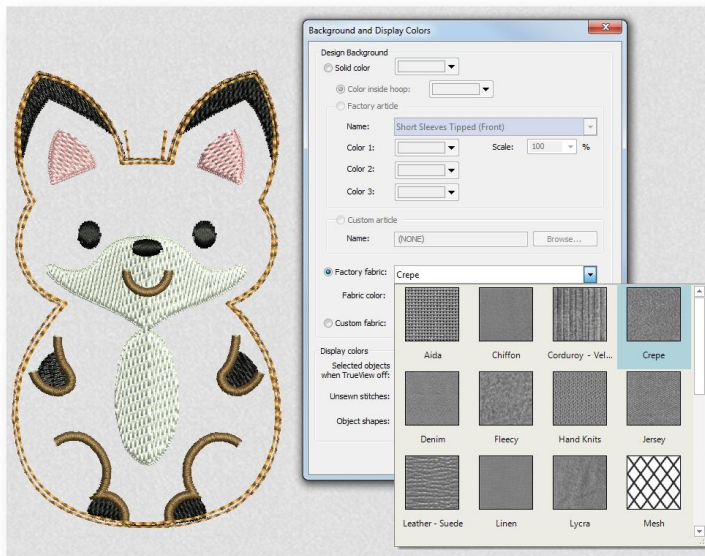
## Background fabrics



Use Customize Design / Context > Background and Display Colors to change design background and display colors.

In addition to setting background colors, you can also set textures to further imitate the fabric you intend to stitch out on.

- Select Customize Design > Background and Display Colors or right-click the design window with nothing selected and select from the popup menu.
- To use one of the preset fabric types, select the Factory Fabric option and select from the droplist and apply a color.



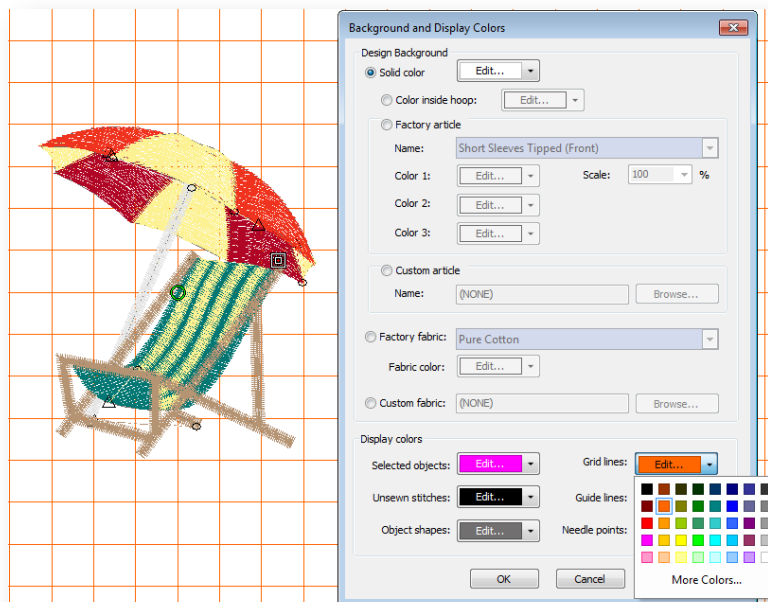
You can add your own fabric samples to the Fabrics folder in any of the supported file formats. You can also browse to another folder on your PC and select a file in any of these formats using the Custom Fabric option.

## Adjust display colors



Use Customize Design / Context > Background and Display Colors to change design background and display colors.

In addition to background color or fabric, display colors for unsewn and selected stitches, object outlines and grid are part of the colorway definition. Change them if the default display color is not visible against the current colorway. The Background & Display Colors dialog includes a Display Colors panel.



Adjust colors as required for:

Element	Notes
Selected	Selected objects or stitches.
Unsewn	Unsewn stitches as they appear when traveling through the design.
Object shapes	Object outlines as they appear when Show Shapes is activated. See View embroidery elements.
Grid lines	Depending on the colorway, you may need to adjust grid display colors in order to view them against the background color.
Guidelines	Depending on the colorway, you may need to adjust guide display colors in order to view them against the background color.
Needle points	Needle points as they appear when Show Needle Points is activated. See View embroidery elements.



## FABRICS & DENSITIES

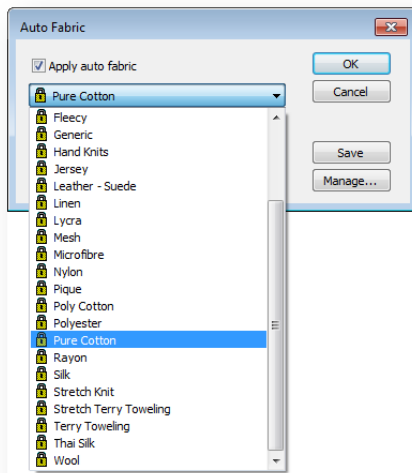
Embroidery stitches pull fabric inward where the needle penetrates. This can cause fabric to pucker, and gaps to appear. For an object to sew out correctly, it must have correct stitch spacing, sufficient pull compensation together with a suitable underlay for the combination of cover stitch type, object type, object shape and fabric. The software provides a set of optimized auto fabric settings so that it will take into account the type of fabric you are stitching on.



### Choose auto fabrics



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



Choose from a set of pre-defined auto fabrics aimed at minimizing stitching defects when designs are sewn out. These make the necessary changes to the system settings – e.g. 'pull compensation'. The new settings can be applied to all applicable objects. Normally you choose an auto fabric when you first set up a design although you can change it at any stage. Go to the Customize Design toolbox and choose Auto Fabric...

Notice that the Auto Fabric dialog also provides recommended stabilizers according to the selected auto fabric. Stabilizer backings are woven or non-woven materials placed beneath the item or fabric being embroidered for stability and support. The more stitches a design has, the heavier the backing required. Backings are available in various weights and types

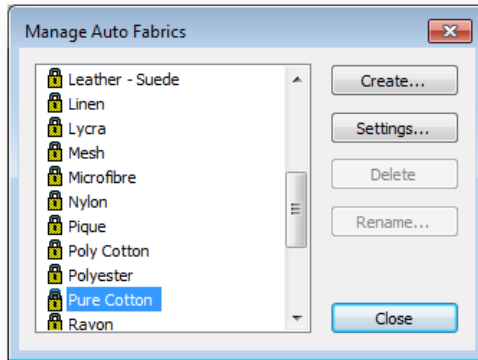
such as cut-away, tear-away and wash-away (soluble). Professional embroiderers use tear-away stabilizers for woven fabrics and cut-away stabilizers for knits.

The auto fabric you choose here does not have a direct effect upon the design background nor vice versa. It's up to you to set the background fabric to match your chosen auto fabric. See also Add backgrounds.

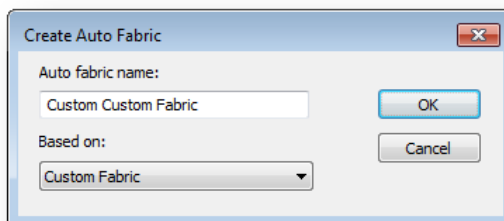
## Manage fabrics

In addition to the pre-defined auto fabric settings, you can create custom fabric settings to suit particular needs. You can also modify, rename or delete any custom fabrics you create.

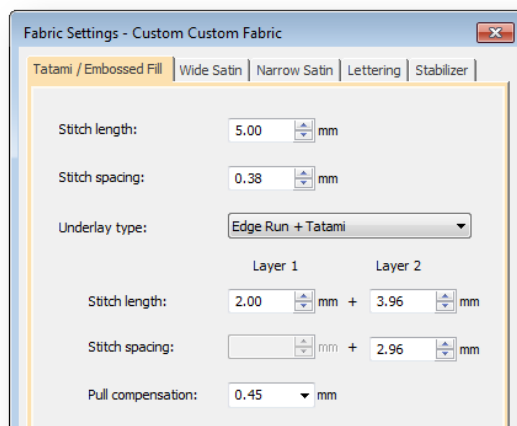
- Select Software Settings > Manage Auto Fabrics. Most of the time, you will come to this dialog in order to edit auto fabric settings or create fabric variants.



- To create a variant, select the base fabric and click Create.
- Enter a descriptive name.



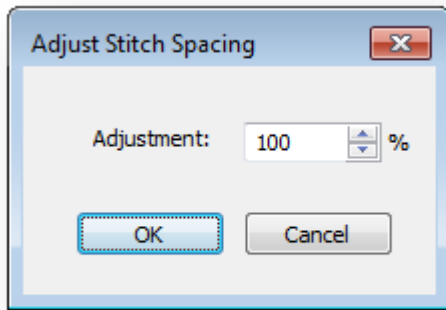
- Click OK. The Fabric Settings dialog opens. This dialog lets you set auto fabric values for four object groups – Tatami/Embossed Fill, Wide Satin, Narrow Satin, and Lettering – as well as details of any recommended stabilizers.



## Adjust stitch densities

**%** Use Customize Design / Edit Objects > Adjust Stitch Spacing to manually override stitch densities for selected objects.

You may need to change stitch density in order to stitch on a different fabric or with a different thread. Or you may want to do a test design and reduce the overall stitch count for efficient stitchout. The software lets you change the density of most stitch types across the whole or selected parts of a design.

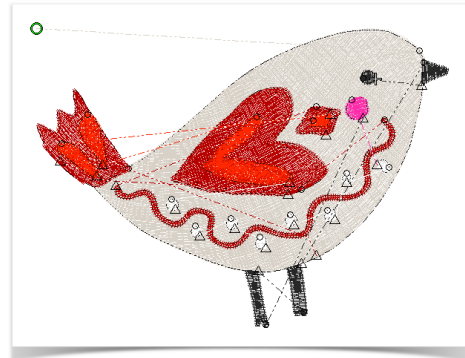


To override current settings for the entire design, press <Ctrl + A> to select everything. Open the dialog and set a percentage adjustment - e.g. 200% to increase stitch spacing and thereby reduce overall density. Check the revised stitch count in the Status Bar. See also Object properties.



## DESIGN SETTINGS

The software provides a number of global settings which apply to entire designs. The Auto Start & End feature is available to connect first and last stitches in a design. This is important for needle positioning. The Remove Small Stitches function automatically removes unwanted small stitches from a design either on opening or on output.



### Automatic start & end points



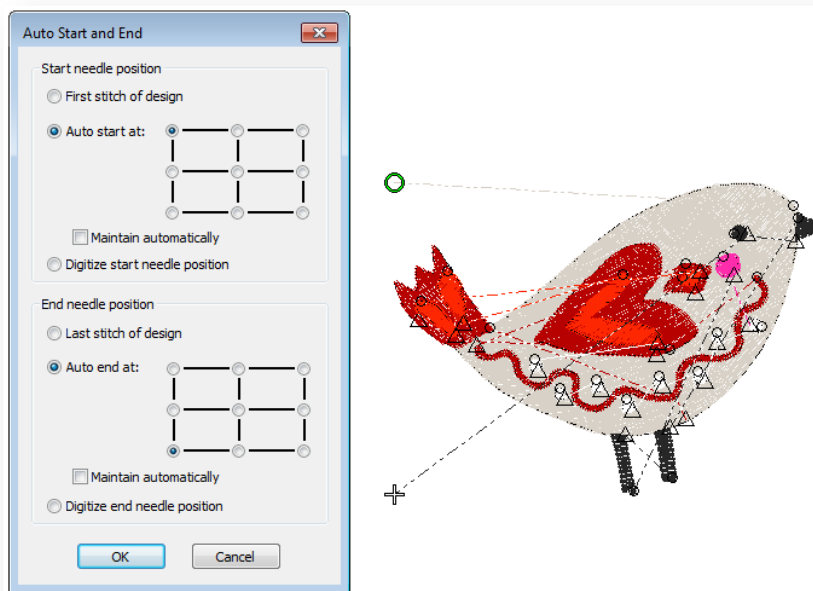
Use View > Show Design to show or hide design elements. Click to open droplist of view settings.



Use Customize Design / Output Design > Auto Start and End to set auto start and end points for entire design.

Before stitching, some embroidery machines require you to position the hoop precisely in relation to the needle. The Auto Start & End feature is available to connect first and last stitches in a design. This makes it easy to position the needle before stitching, and reduces the chance of the needle hitting the side of the frame.

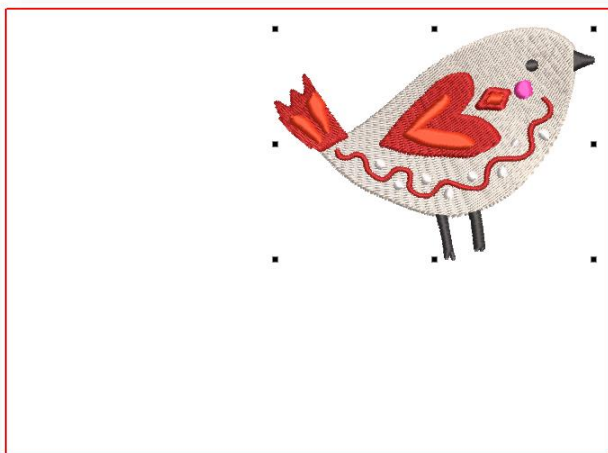
- Turn on connectors via the Show Design droplist or press <Shift + C>. Note that a green circle indicates the start point while a white cross indicates the end point.
- Click Auto Start & End. In the example below, start and end points are set to top left and bottom left respectively.



- Select a centering method for start and end needle positions...

Method	Description
First / last stitch	Start and end the design at the first and last stitches wherever they may occur in the design.
Auto start / end	Select one of the nine preset start and end points. Connecting stitches are added to first and last stitches of the design.
Digitize start / end	Digitize your own start and end points. Used where you want to strictly define the start/end point of the embroidery usually to align with some other component. If you select this option, you are prompted to click the point after clicking closing the dialog.

- Select the 'Maintain Automatically' checkbox (the default) to automatically maintain start and/or end needle positions. This ensures that start/end points are maintained during editing operations.
- Turn off 'Maintain Automatically' if you want to position the design anywhere in the hoop. You might do this to set up continuous designs or special placements such as on pockets. Use this technique with machines which always start in the center of the hoop. Make sure automatic centering is set to start needle position

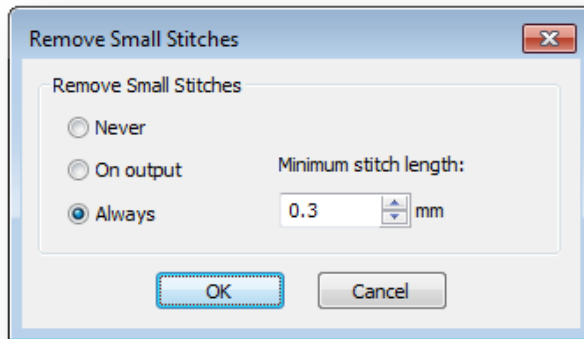


- Click OK. Connecting stitches will be inserted as required before the first and after the last stitches of the design.

## Eliminating small stitches

Small stitches can damage fabric and cause thread or needle breakage. Before you stitch out, unwanted small stitches can be automatically removed. The filter can be applied continuously, on output only, or never. To eliminate small stitches...

- Select Design Settings > Remove Small Stitches.



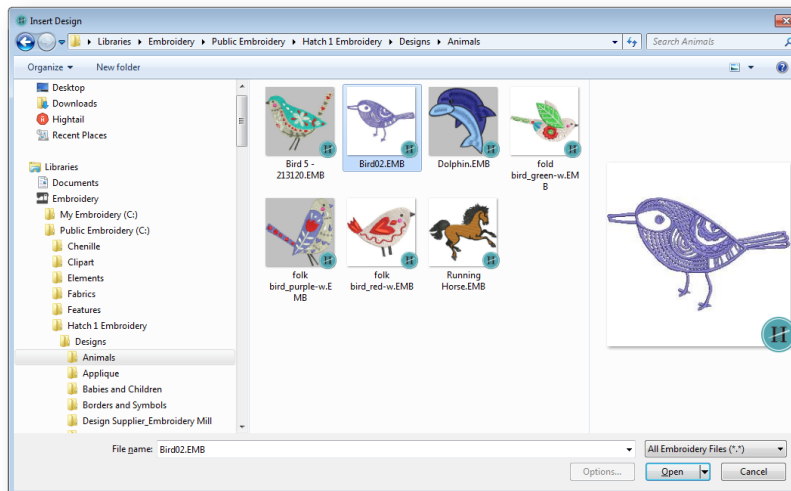
- Choose your preferred option:
  - When set to 'Always', the filter will be automatically applied in the background whenever objects are edited or digitized.
  - When set to 'On Output', the filter is only applied when printing or outputting files.
- Enter the minimum stitch length you want to preserve.
- Click OK to confirm.
- Check the Status Bar for the new stitch count.

## INSERT DESIGNS

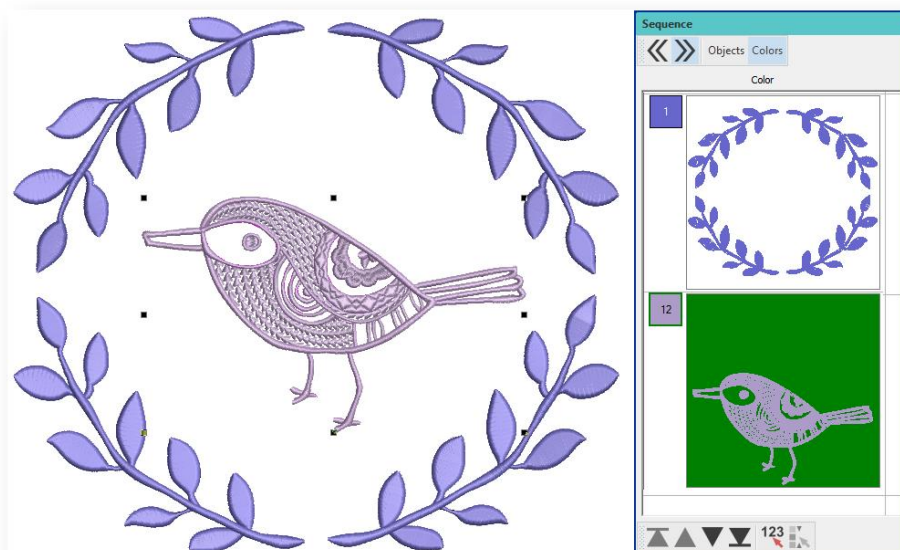


Use Customize Design / Standard / Create Layout > Insert Design to insert an existing embroidery design into the current design. This tool is also available via File menu.

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. Use the Insert Designs tool on the Standard toolbar or Customize Design toolbox.



By default, the inserted design will be added to the first design and appear after it 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. The two (or more) designs can then be saved as a single combined design.



## DESIGN COLORS

You change colors for embroidery objects from the Design Colors toolbar. This is the simplest way to customize a design. Various techniques are available:

- Recoloring object-by-object
- Recoloring entire color blocks
- Picking and applying colors from the design
- Recycling colors within an existing design palette
- Choosing new base colors and cycling the rest

In addition to the Design Colors toolbar, you use the Threads docker to change thread charts and assign threads to the design.

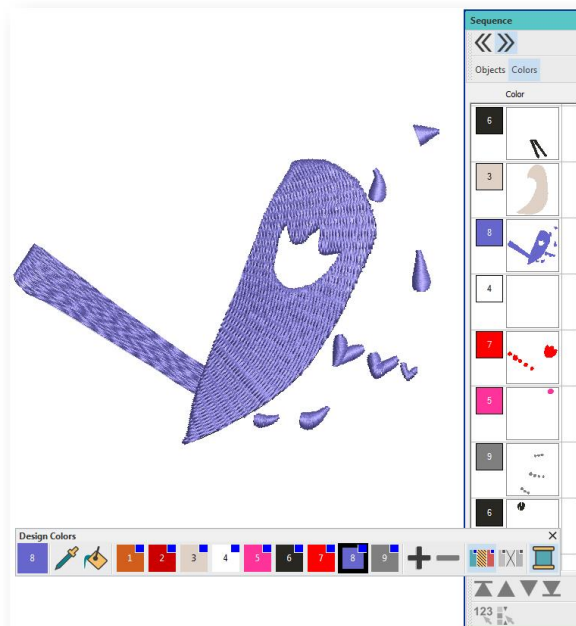
Any changes you make to the Design Colors toolbar are saved with the actual design if you save it to .EMB format. You can then export to your machine format.

### View color blocks



Use Design Colors > Current Color to view the current design color.

A color block corresponds to a color stop in the design. It may contain a single object or group of like-objects – e.g. ‘ropes’. Or it may be comprised of different objects of like-color – e.g. ‘ropes and birds’. The Design Colors toolbar offers an easy way to selectively view color blocks and embroidery objects. This is useful when re-coloring. Click and hold a color in the Design Colors toolbar to isolate it in the design window.





## Change colors

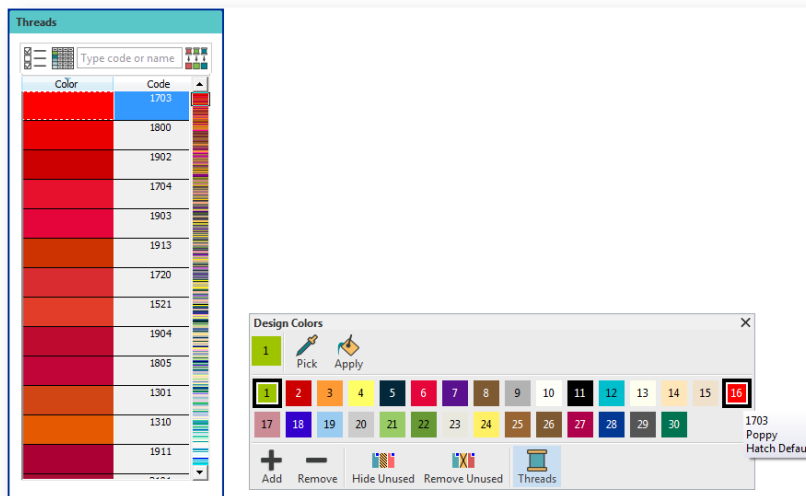


Use Design Colors > Current Color to view the current design color.



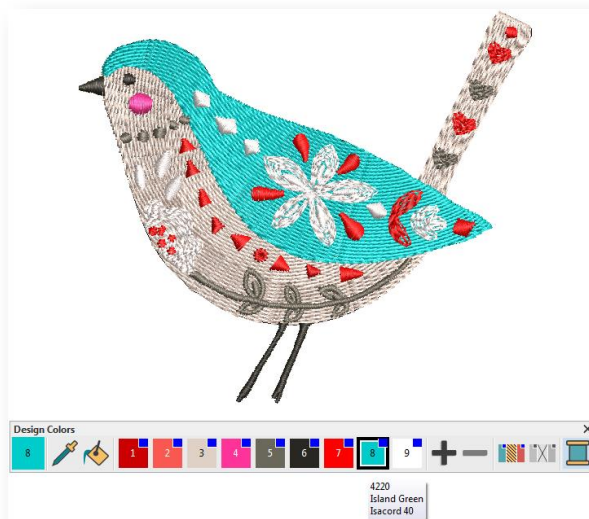
Use Design Colors > Threads >> to toggle Threads docker display. Use it to find threads from different charts and change design colors.

The Design Colors toolbar has up to 128 color slots. When you open a new, blank design, it contains a palette of 30 'Hatch colors'. These don't correspond to actual threads but can be matched to the thread chart of your choice. You can change colors at will. See 'Customize your design colors' below. The Threads docker contains potentially hundreds of thread colors - as many as are available within a given thread chart.

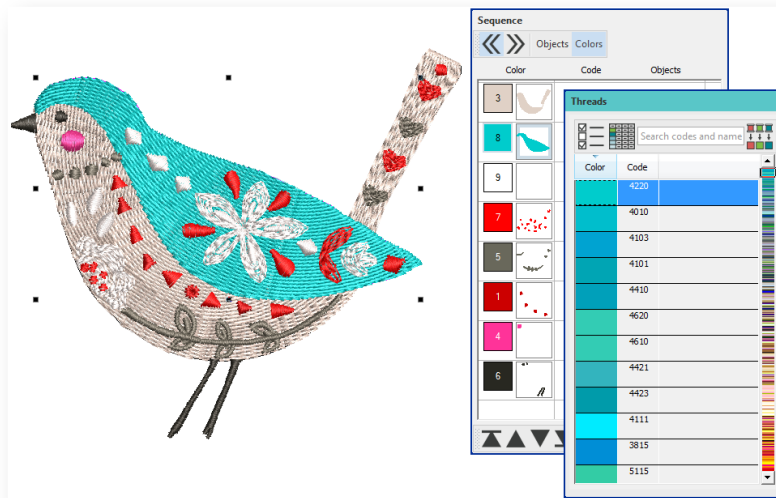


If you open an existing design, colors may have been already assigned to actual threads - e.g. 'Isacord 40', depending on the format you open. Some formats do not have the capability to retain colors - e.g. DST, EXP. Used colors are tagged with a blue dot, as shown.

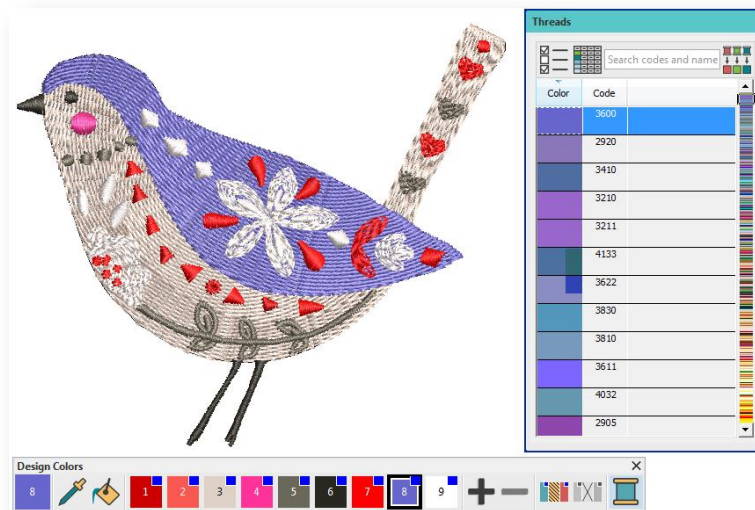
- Hover the mouse pointer over a color to view its code, name, and chart in the tooltip.



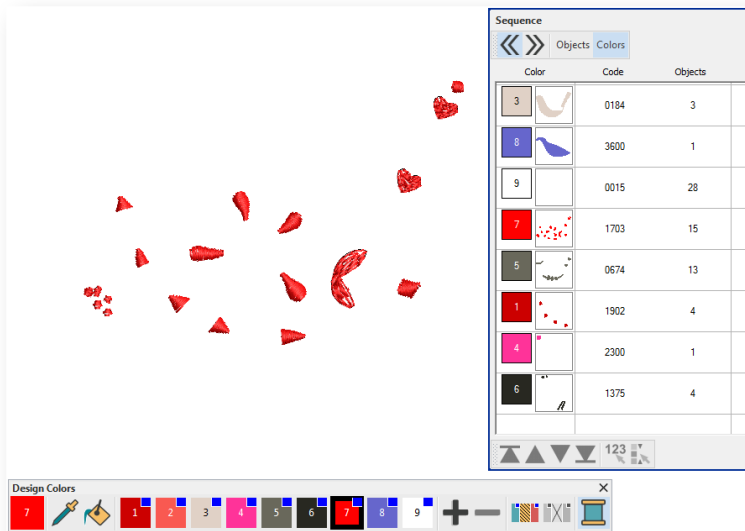
- To change colors, select an object in the design window or Sequence docker. Alternatively, use the Sequence docker Color List to select an entire color block. The nearest matching color, based on the currently selected thread chart, is sorted to the top of the Threads docker.



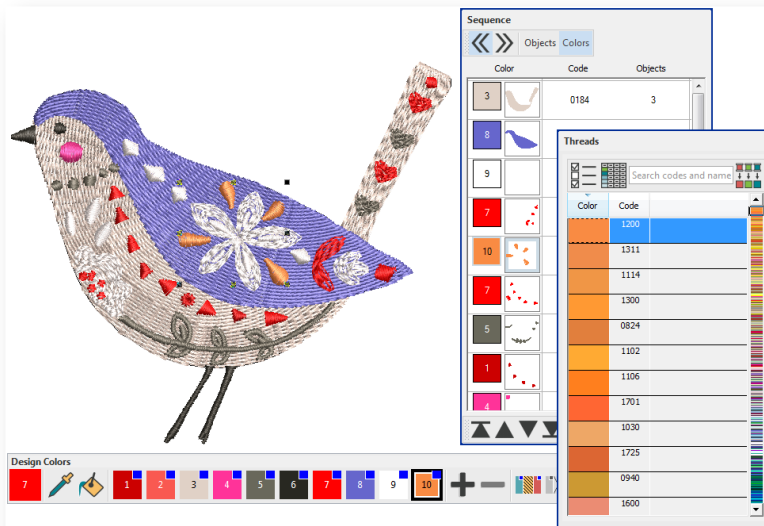
- Scroll through the Threads list and single-click the desired color. The object changes color, the Design Colors toolbar is updated, and the selected color becomes the 'Current Color'.



- Let's say you want to change the color of selected objects within an existing color block. Click and hold the color in the Design Colors toolbar to view all objects in the block.



- Select the objects within the block you want to recolor, and choose a color from the Threads docker with a single-click.



- The new color is added to the Design Colors toolbar as shown. Note that the red color block in the Sequence list has been split in two by the new color. Colors added in this way may need re-sequencing for more efficient stitchout.

## Pick and apply existing colors

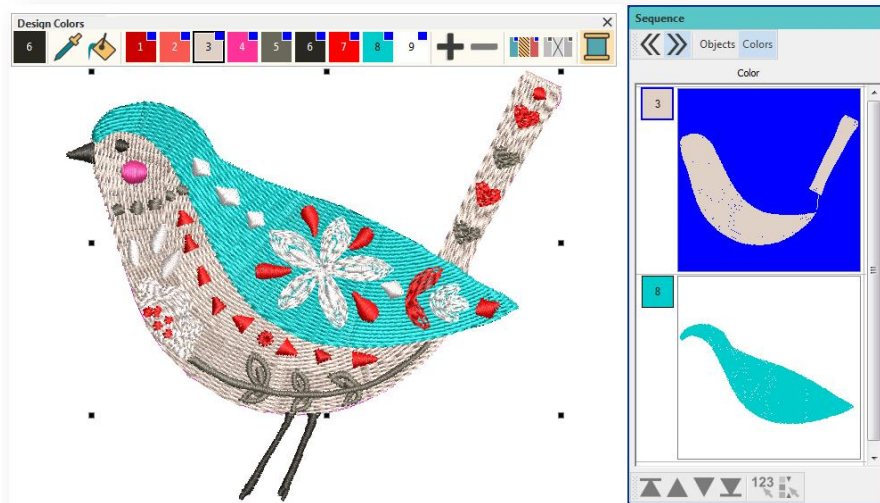


Use Design Colors > Pick Color to pick up a color from the design window and make it current.



Use Design Colors > Apply Current Color to apply the current color to embroidery objects.

Pick colors from existing objects using the Pick Color tool. Click on a color in the design. Alternatively, click a color block in the Sequence docker (if available).



Selected colors are transferred to the Design Colors toolbar as the 'current color'. Select the companion tool, 'Apply Current Color'. Click selected objects in the design to apply the selected color as shown.



## Customize your design colors



Use Customize Design > Threads >> to toggle Threads docker display. Use it to find threads from different charts and change design colors.



Use Design Colors > Add Design Color to add a color to the end of the design palette.



Use Design Colors > Remove Design Color to remove an unused color from the end of the design palette.



Use Design Colors > Hide Unused Colors to show or hide all unused colors in the design palette.



Use Design Colors > Remove Unused Colors to remove all unused colors from the design palette.



Use Threads > Select Thread Charts to select the thread charts you currently have available for use.



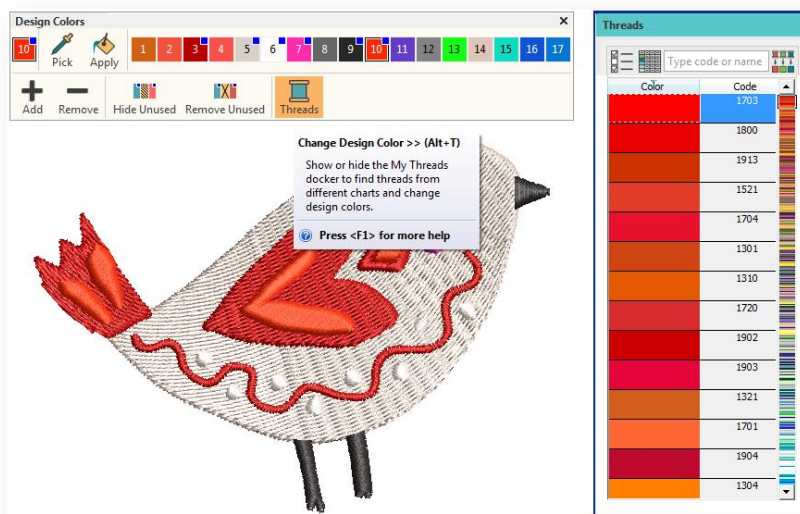
Use Threads / Customize Design > Match All Design Colors to automatically match and assign threads in the thread list to all colors in the Design Color toolbar.

Often you will want to assign your own thread chart to a Design Colors toolbar. For instance:

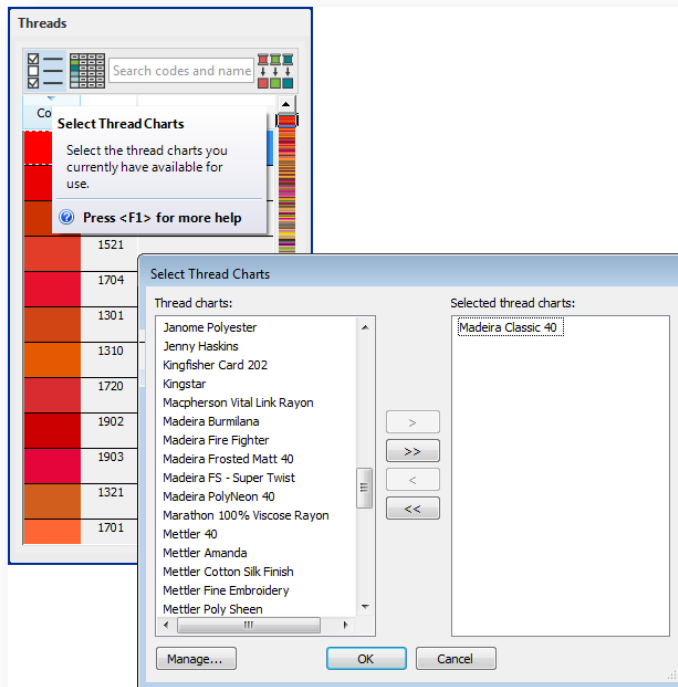
- If you open a design which uses colors from a thread chart you don't have, you can match them to a preferred thread chart.
- When you convert vector graphics in Graphics mode, colors are appended to the color palette as RGB values. These can be matched to an actual thread chart.
- If you read a stitch file, color information will be appended to the Design Colors toolbar. Again, you can match these colors to an actual thread chart.

The software lets you manage thread colors for each design. Select from a wide range of commercial thread charts. Find and sort specific threads by color code. Replace colors with ones from a different thread chart. Add or remove color slots as required. To customize your design colors...

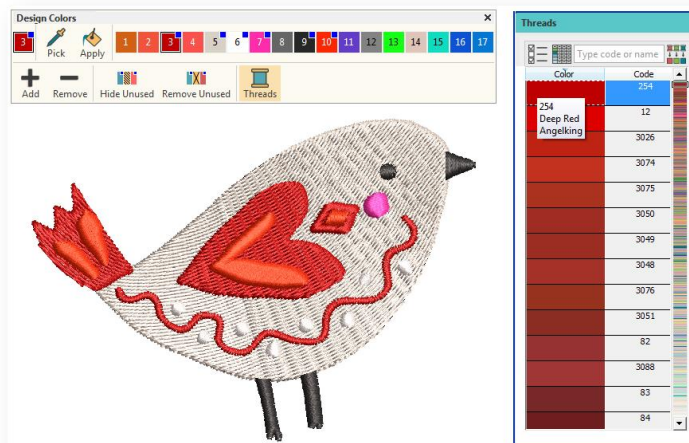
- Use the + and - buttons to add or remove color slots from your palette. Click the Change Design Color button to open the Threads docker.



- Click 'Select Thread Charts' and use the dialog to select your current/preferred thread chart/s. Thread colors from the chart can be assigned manually or automatically to the Design Colors toolbar.

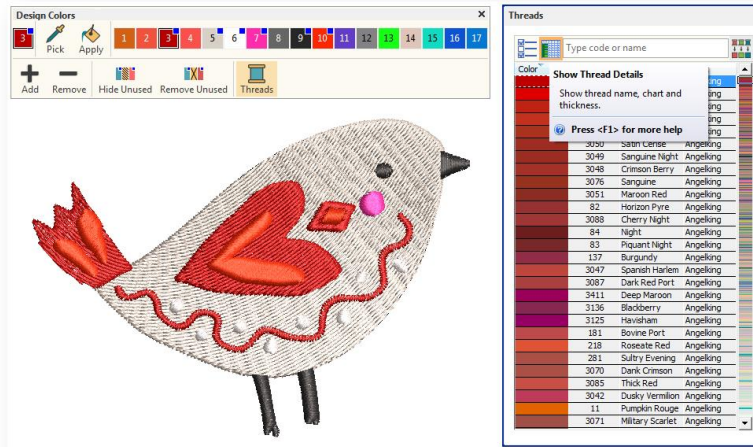


- Select a color in Design Colors toolbar. The Threads docker automatically locates the nearest matching thread in the selected thread chart. Single-click to transfer to the Design Colors toolbar.

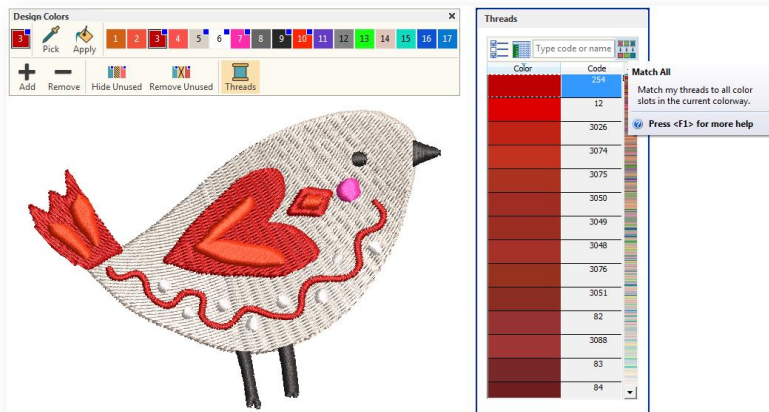


- If you know the exact code or name of the thread you are looking for, key it into the Find Code field. Optionally, sort the thread list by clicking the 'Code' column header. To view complete thread details, click the Show Thread Details button.

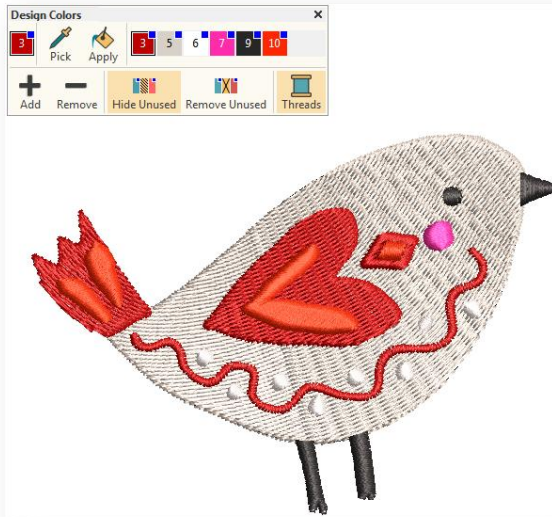




- Once you have located the desired thread, Single-click to transfer to the Design Colors toolbar. The selected color becomes the 'Current Color'.
- Alternatively, click the Match All Design Colors button in the Threads docker or Customize Design toolbox. All threads in the current Design Colors toolbar will be substituted automatically by the nearest matching thread colors in the current thread chart.



- Finally, to consolidate the Design Colors toolbar, use the Hide Unused or Remove Unused buttons as preferred. Hide Unused can be toggled on or off if you want to be able to access unused colors at a later stage. Used colors are tagged with blue dots, as shown.



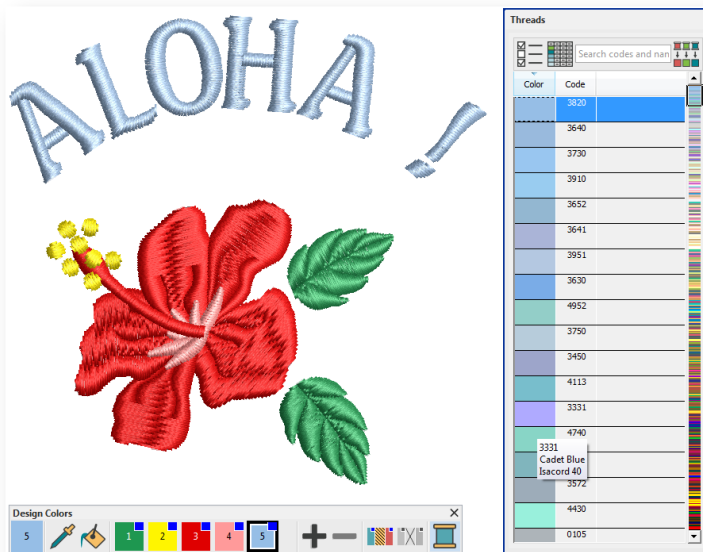
## Add thread colors to the design palette



Use Design Colors > Threads >> to toggle Threads docker display. Use it to find threads from different charts and change design colors.

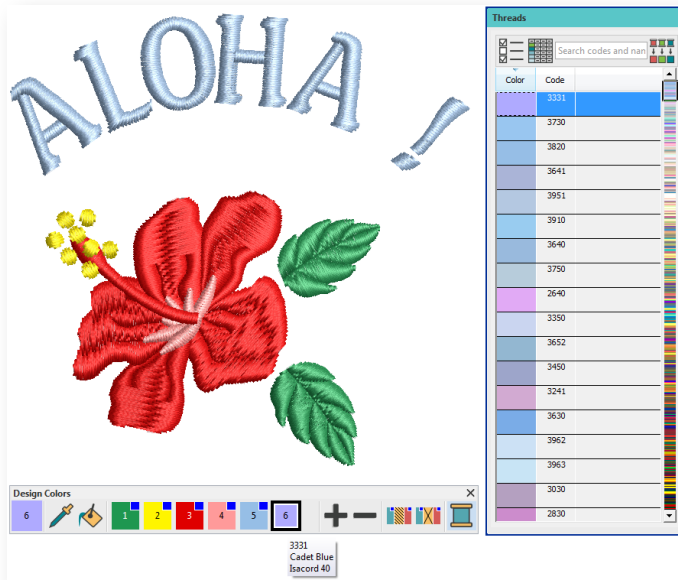
Often you simply want to add new thread colors to your Design Colors without changing the color of existing objects.

- Find the new color you want in the Threads docker and double-click.



- The color is appended to the Design Colors in a new color slot. This color is now available for use.





## Change color schemes



Use Customize Design > Cycle Used Colors to cycle through combinations of used colors. Left- or right-click.



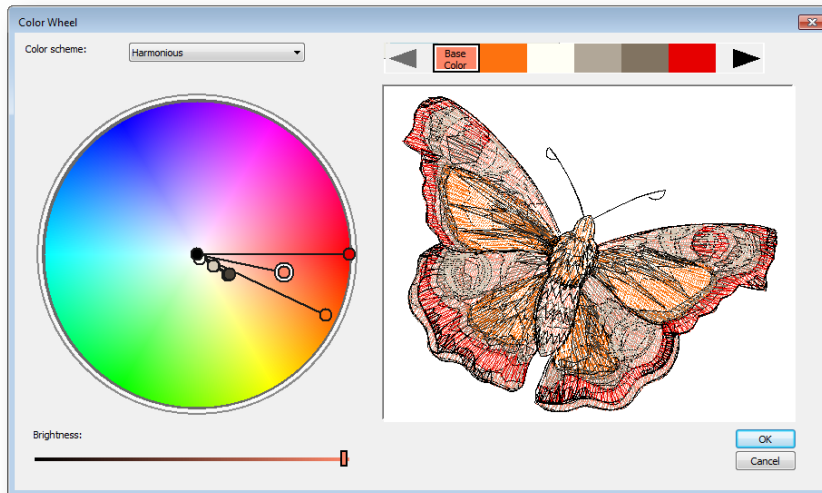
Use Customize Design > Color Wheel to test combinations of related colors.

The Cycle Used Colors and Color Wheel tools allow you to change entire color schemes. Their main purpose is to create a new 'colorway' quickly and easily in order to 'spice up' old designs or place them on a different fabric. To change color schemes...

- Use the Cycle Used Colors tool to try out different combinations of the colors within the design.



- Alternatively, use the Color Wheel. This allows you to cycle through many color combinations using preset color schemes including Analogous, Complementary, Harmonious, etc.

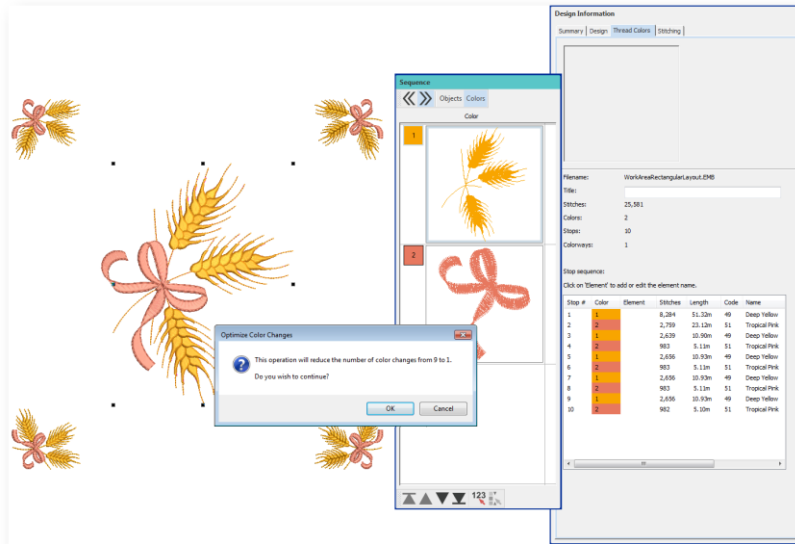


- Click and drag the larger 'base color' node to try out different combinations within the same colorway. The base color nominally relates to the color of the target fabric and/or the dominant color scheme of the design.
- Click and drag individual color nodes to fine-tune. Use the Brightness control further adjust selected colors.
- To adjust the brightness of the entire design, select the base color node and adjust the Brightness control.
- If you have sufficient colors already defined in the Design Colors toolbar, they will be automatically matched. Alternatively, use the Match All function in the Threads dialog.

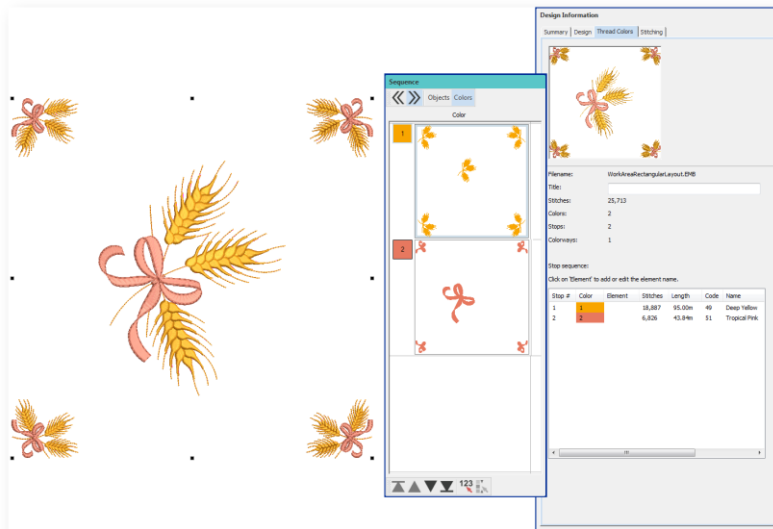
## Optimize color changes

Use Customize Design > Optimize Color Changes to optimize design by reducing color changes to a minimum, while maintaining color layers.

The Optimize Color Changes feature improves the quality and efficiency of the stitchout by minimizing the number of color changes and trims. All existing overlaps are preserved by the operation. It is good practice to run this command whenever you combine designs.



You will be prompted when optimization is complete. See also Insert designs.



You can also manually resequence objects in the Design Sequence docker by dragging them into your preferred order. You have to be careful in reordering colors, however, that you don't inadvertently cover up objects that are supposed to be stitched on top. It is also good practice to use <J> to apply Closest Join to consecutive objects. See Sequence designs. See also Closest joins.

## MANAGE THREAD CHARTS

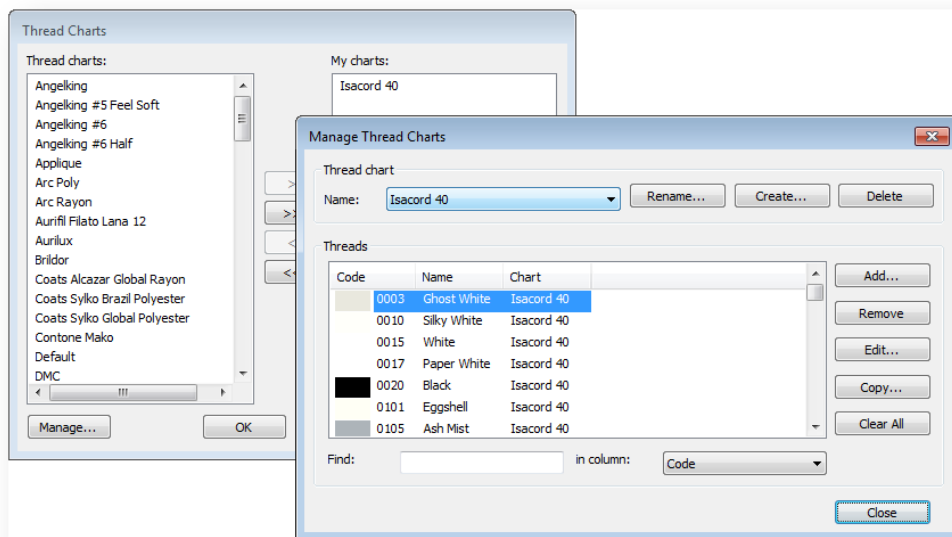
The thread charts contained in the software represent the many different brands and colors of thread available. Change thread charts to reflect the chart or charts you are currently using. Update thread charts by modifying thread details or removing threads. You can also rename or delete thread charts. Change code, brand or description for an existing thread. Create your own charts to represent the palette of threads you have available.

### Modify existing thread charts

- ☒ Use Customize Design > Select Thread Charts to select factory or custom thread charts to use in
- ☐ Threads list.

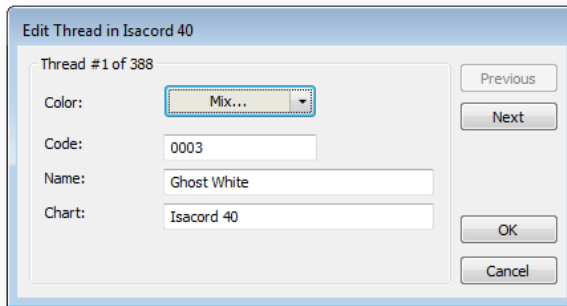
Thread charts may not always be accurate because thread manufacturers sometimes change, delete, and add new colors to their lines. For this reason, you can modify charts to update your own personal palette of threads.

- Click the Change Thread Chart button in the Customize Design toolbox. Click the Manage button.



- Select a thread chart from the droplist. You have the option of deleting or renaming the chart.
- In the Threads panel, select a thread to modify. Use the Search field to search on a specific thread code or name.
- To change thread details, click Edit.

Here you can edit the color, code, brand, and description details of the selected thread. Code is the identification number of a thread color in a brand.

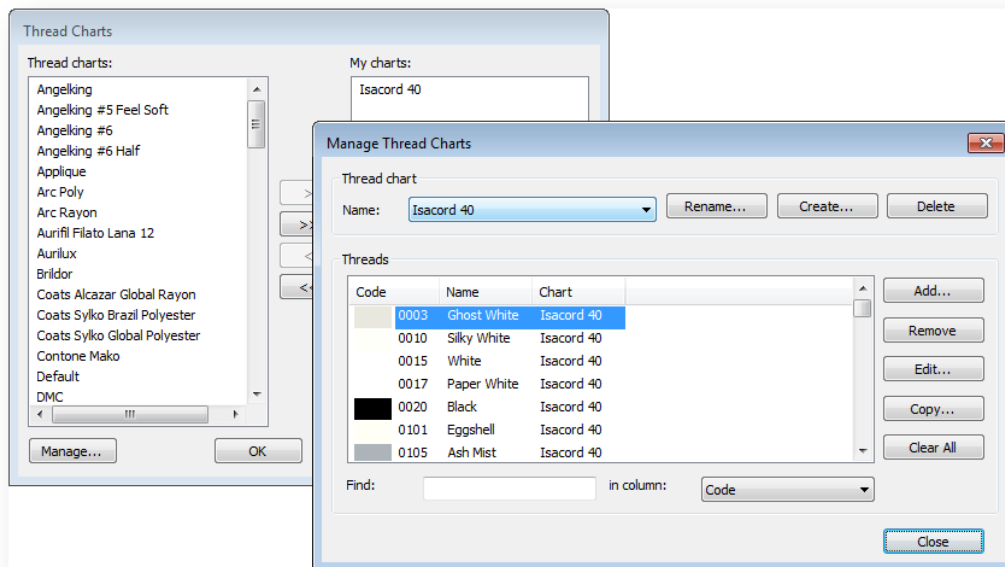


## Create a new thread chart

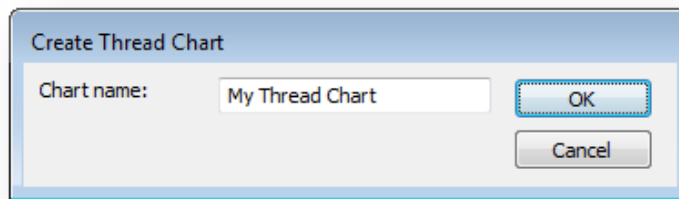
- ☒ Use Customize Design > Select Thread Charts to select factory or custom thread charts to use in
- ☒ Threads list.

Sometimes, rather than modify an existing thread chart, it may be simpler to define your own. When you create a thread chart, you are creating a store of colors for future use. Select names that will help you remember the charts or help you sort frequently-used charts to the top of the list. You can copy colors from other charts or mix them yourself. You can also set the code, description, brand, and thickness of existing threads. Remove obsolete thread colors for good housekeeping.

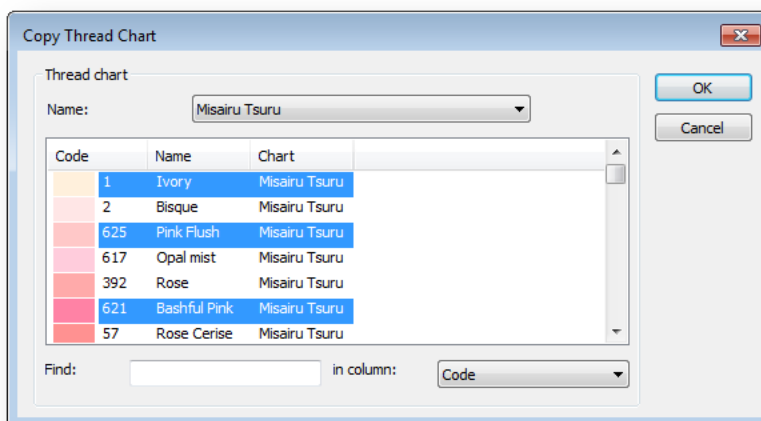
- Click the link in the Customize Design toolbox.



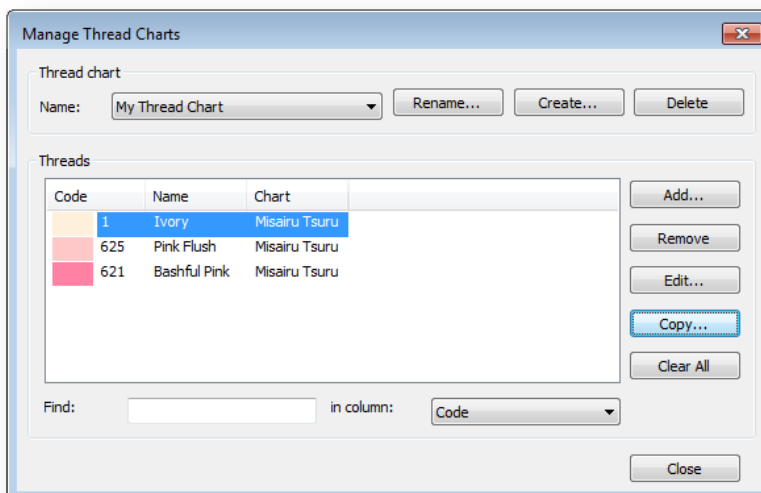
- Click Create.



- Enter a name for the chart and click OK. You have the option of adding threads singly or copying existing thread and editing them.
- If you choose to copy, click the Copy button, and choose the source thread chart from the droplist.



- Select the thread or threads you want to copy. Hold down the <Ctrl> key to make multiple selections.



- Use the Edit thread option to change thread details as preferred.

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