



Hatch®

Bring embroidery to life

WILCOM

MICROW

USER GUIDE
USER GUIDE

SOFTWARE SETTINGS
SOFTWARE SETTINGS

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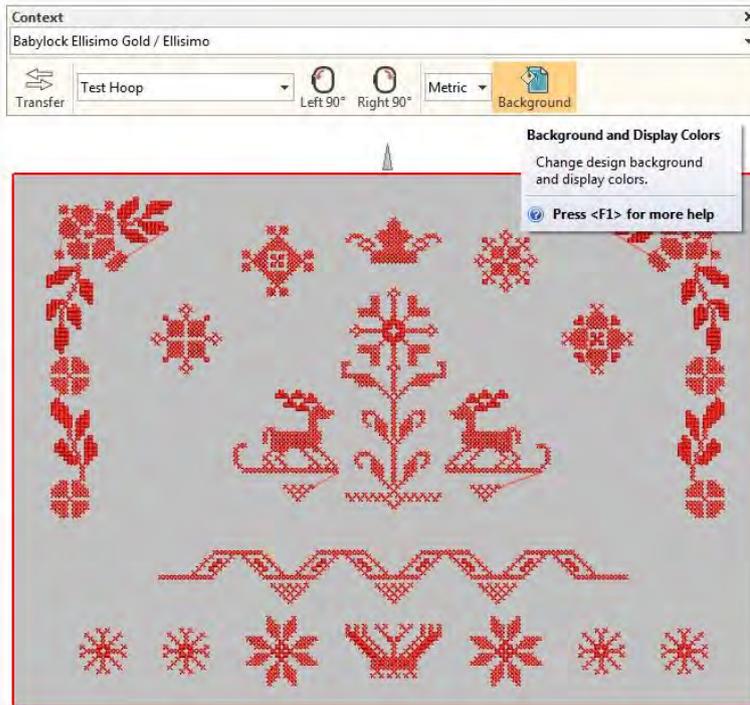
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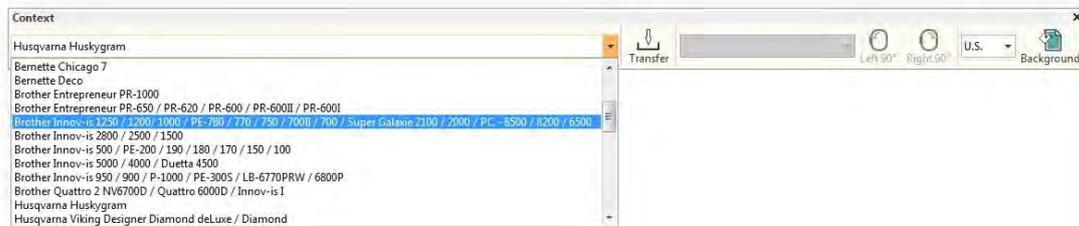
INTRODUCTION

Configure the work environment of your software to suit your working methodology. For instance, select your machine model for direct connection, set design backgrounds, hoops, and so on. Explore the topics listed on the right.



MACHINE SELECTION

Different embroidery machines speak different languages. Before you can stitch a design, it must be in a format which can be understood by the embroidery machine. When you select a machine format, the software uses it to translate digitized designs into machine-readable form. The software supports many sets of machine model available from the droplist on the Context toolbar. See also Transfer designs.



Note that the Hoop List on the Context toolbar shows which hoop is currently active in the design window. The list is automatically filtered according to the selected machine type. Only those hoops supported by that machine are available. See also Hoop selection.



HOOP SELECTION

Hoops are needed to hold the fabric tight while stitching on your machine. They are available in different sizes. A representation of the selected hoop is displayed in the design window. This provides a guideline for sizing and positioning designs. You can show or hide the hoop at any time.

Depending on the selected hoop type, the boundary of the working area within the hoop may be displayed as a thin red, blue, or dotted line. If any part of the design lies outside the stitching area, a warning appears when saving. This prevents you from accidentally stitching outside this area and damaging your machine by hitting the hoop with the needle.



If your embroidery is too large or contains a number of designs spaced around an article, you can split it into multiple hoopings. Each one contains an object or group of objects that can be stitched out in a single hooping. See Multi-hooping.

Select hoops



Click View > Show Hoop to show or hide hoop. Right-click for settings.

- The Hoop List on the Context toolbar shows which hoop is currently active in the design window. The list is automatically filtered according to the selected machine type. Only those hoops supported by that machine are available. See also Machine selection.



- Alternatively, right-click the Show Hoop button and select a hoop from the droplist...



- Select the smallest hoop which fits the design.
- Activate the Show Hoop button on the View menu to display the current hoop.
- The selected hoop is saved with the design in native EMB file format. When the machine reads the stitch file, the stitching area is limited by the selected hoop type.

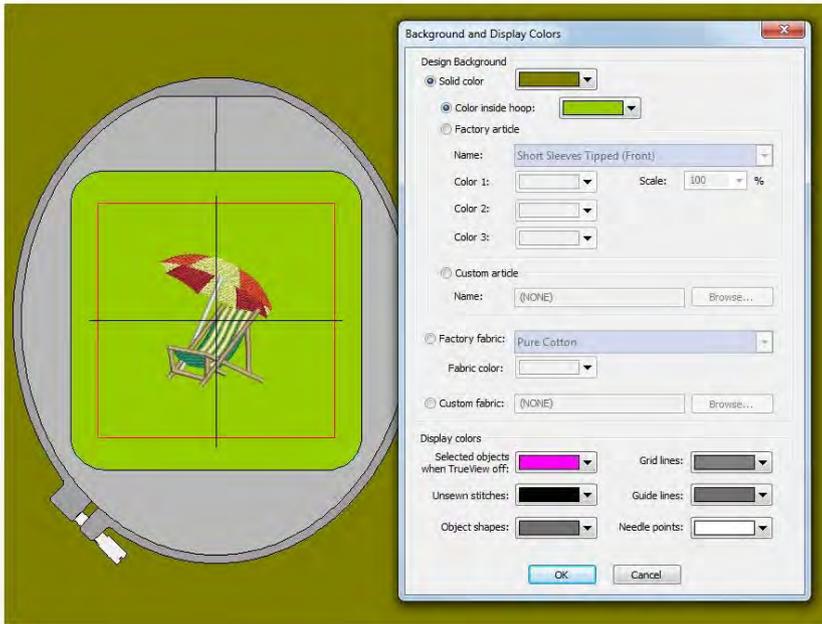
Background colors



Use Customize Design / Context > Background and Display Colors to set colors, fabrics, or articles as design backgrounds.

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. See also Backgrounds.

- Select Customize Design > Design Background or right-click the design window 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.



- Set the color inside the hoop to match the color of the fabric you intend to stitch out on.

Center hoops

The centering or 'around design' function ensures that the center of the hoop (or offset center for older style hoops – i.e. Hoop No.1&3), is automatically positioned at the center of the current design, or at the (0, 0) point of the current design window while the design contains no stitches. If you choose the 'fixed' option, the hoop center – or offset center for old hoops – is fixed at the (0, 0) point of the current design window.



Rotate hoops



Use Context > Rotate Hoop Left 90° to rotate selected hoop in 90° increments to the left.

 Use Context > Rotate Hoop Right 90° to rotate selected hoop in 90° increments to the right.

The Rotate Hoop tool allows you to rotate the hoop for ease of digitizing. The attachment mechanism is indicated, both on screen and printed worksheets. You can thereby tell the orientation of the design with respect to the hoop and decide how to position it. Rotate the current hoop by means of the icon or popup menu.



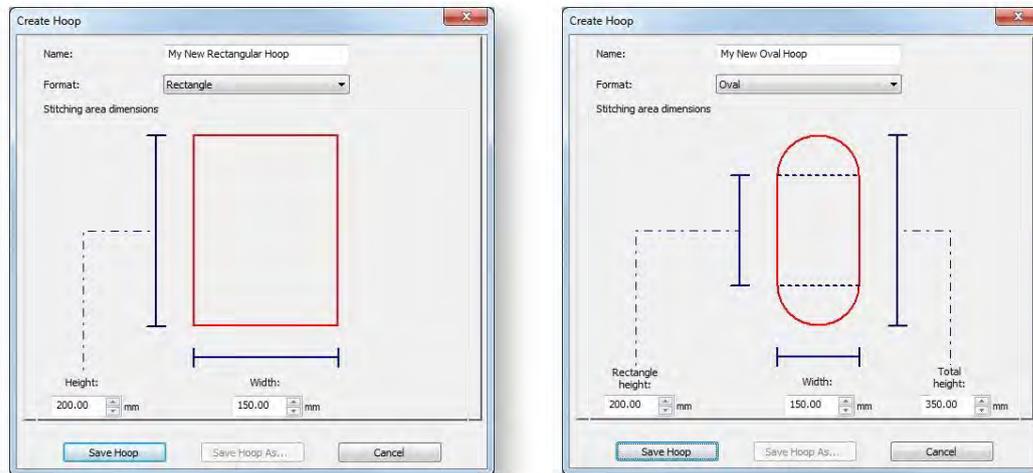
Custom hoops

 Click View > Show Hoop to show or hide hoop. Right-click for settings.

If you are using the MB-4 machine or 'Others', you can define your own hoop and save it for later use. Right-click the Show Hoop icon to open the dialog. Notice the 'custom hoop' controls on the right.



Custom hoops are needed because new hoops become available for sewing machines more frequently than the software is updated. Also some machines include hoop adaptors for third-party hoops which need to be defined in the software. Click the Create button on the Hoops tab. Two main types of hoop can be defined or edited in the software – Rectangular and Oval.



The software records the embroidery area of custom hoops to stitch file which can then be read by multi-needle machines to determine the stitching area. On the other hand, the stitching area of single-needle machines is determined by the selected hoop type. If the file contains a 'non-standard' (custom) hoop code, the hoop size is automatically based on the design size which is used to limit the stitching area.

If you open a EMB file which contains a custom hoop not included in the hoop list, or if the hoop has the same name as a listed one but different type and/or settings, the software creates a new custom hoop with the same characteristics and tags it with a system-generated name.

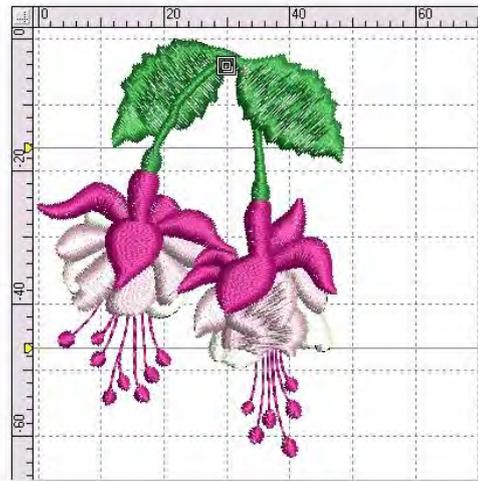
GRIDS & GUIDES

Use grid and guide lines to help accurately align or size embroidery objects. The grid can be turned on or off and grid spacing changed as preferred.

In addition a ruler can be turned on or off for accurate measuring. The zero point of the ruler can be set to any point on the design or design window. The ruler scale depends on the zoom setting.

Together with the ruler, guides can be placed across the design window to help align objects. Each guide has a yellow handle on the ruler to move or delete it. Guides are displayed on top of the grid, if present, but 'beneath' design objects. Rulers must be displayed before a guide can be set.

Note that the unit of measurement – mm or inches – depends on the regional settings in the Windows Control Panel. They can be changed from within the software. See also Measurement units.



Display rulers & guides



Click View > Show Grid to show or hide grid. Right-click for settings.



Click View > Show Rulers & Guides to show or hide rulers and guides. Right-click for settings.

- Turn on grids and rulers via the View toolbar.



- Alternatively, right-click a blank part of the design window to invoke the popup menu.
- Reset the ruler zero point by clicking and dragging the box in the top left-hand corner to a point on the design. This becomes the new zero point – X,Y (0,0). The grid always aligns with the rulers.
- To create a guide, click on either ruler – horizontal or vertical – and click-and-drag into position. Multiple guides can be created and just as easily removed.



- For more accurate positioning, double-click the yellow guide handle. In the Guide Position dialog, enter a precise distance from the zero point, and click OK.
- To remove a guide, drag the yellow guide handle off the design window.

Adjust grid & guide settings

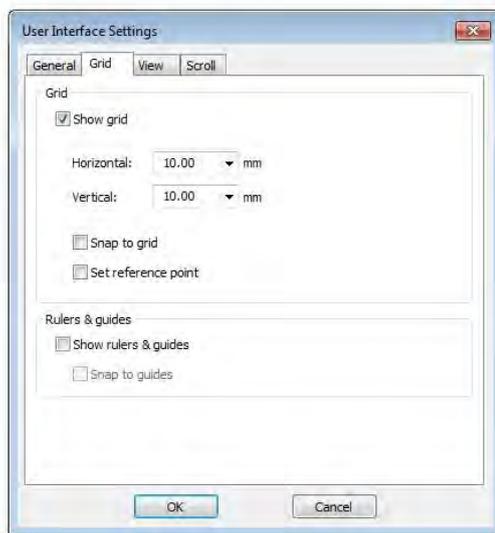


Click View > Show Grid to show or hide grid. Right-click for settings.



Click View > Show Rulers & Guides to show or hide rulers and guides. Right-click for settings.

- Select Software Settings > User Interface Settings. Alternatively, right-click one of the tools in the View toolbar.



- Adjust grid spacing in both horizontal and vertical directions. Sometimes you might want to set it for precise design work such as cross stitch.
- Snap to Grid and Snap to Guides settings as available. Reference points, control points or leading edges of objects snap to the grid during digitizing, sizing, reshaping, or positioning operations.

Measure distances on screen



Use Context > Measurement Units to change measurement units within software without having to change system settings.

Measure the distance between two points on screen using the Measure tool. Measurements are shown in millimeters or inches, depending on current settings. See also Measurement units.

- Select View > Measure Tool or press <M>.

- Click the start point and drag the mouse. The tooltip displays the length of the measured line. The angle shown is the angle of the measured line relative to the horizontal.



- Press <Esc> to finish.
- You can also check the width and height of your design in the status bar.

For more accurate results, zoom in before you measure. The measurement is always the actual size, and is not affected by zoom factor.

MEASUREMENT UNITS

You can use different measurement units within the software without having to exit and change system settings. This is useful, for example, if you receive orders from places that use a different measurement system. The most common scenario is where a US customer orders lettering in inches – say 3/4" – and the digitizing is to be done in metric. The digitizer can then easily enter '3/4"' without having to first do any mathematical conversion to mm.

Change measurement units


 Use Context > Measurement Units to change measurement units within software without having to change system settings.

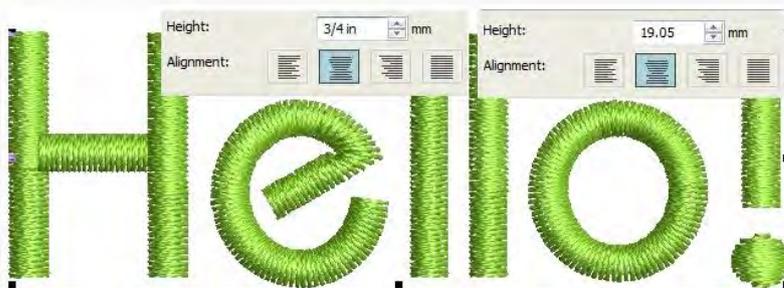
The first time you run the software, the measurement system will default to whatever the operating system is using. The measurement system can be changed via the droplist on the Context toolbar. Technically, when you select 'U.S.', you will get the imperial measurement system – inches, feet, and yards. The selected measurement system will default the next time you run the software.



Changing the measurement system will change the units used by most (but not all) controls. Stitch length and density controls will change to reflect the measurement system.

Specify units on-the-fly

As an alternative to changing the overall measurement system used in the software, you can specify units of measurement when typing values into a measurement control. When you include the unit of measurement, the software automatically converts the entered value into the units of the control.



Say, for example, you are using the metric measurement system so your lettering heights are in mm. And say you get an order for $\frac{3}{4}$ " lettering. Simply enter '3/4in' or '3/4 in' into the Lettering Height field and it is automatically converted to 19.1mm.

The software supports both proper and improper fractions – e.g. '1 1/3' as well as '4/3'. It does not, however, support mixed units – e.g. '1'3". Nor does it display values as fractions after they are entered, only during.

Supported units

Supported units include:

- millimeters, mm
- inches, in
- feet, ft
- yards, yd
- centimeters, cm
- meters, m

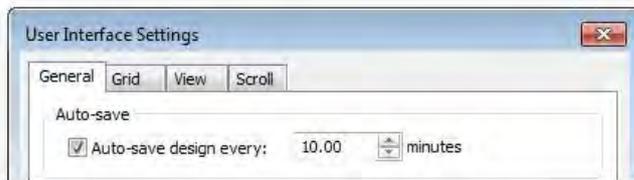
The software also allows entering units in text form, both English and the language the software is currently running in.

SYSTEM PREFERENCES

The User Interface Settings dialog allows you to set auto-save and scrolling preferences. Access the dialog via the Software Settings menu. Alternatively, right-click a blank part of the design window to access the command from the popup menu.

Automatic save options

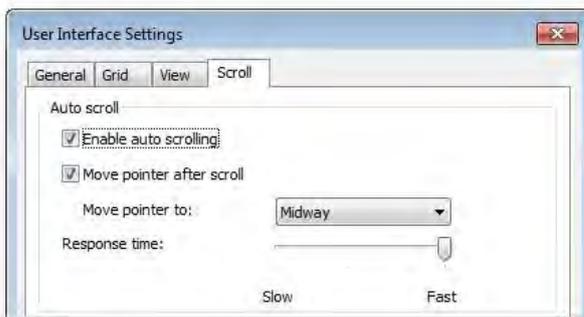
Save your work automatically at regular intervals using Auto Save to protect you from losing work in the event of hardware or software failure. Select the Auto Save Design Every checkbox and specify an auto-save frequency in minutes.



The design will be saved in the BACKUP folder of your installation. It will have the same name as the original file with the extension BAK. Backup files remain in the Backup folder until you delete them. To prevent the folder from using too much hard disk space, delete unwanted files regularly.

Auto-scroll behavior

Use Auto Scroll to scroll automatically within the design window while digitizing. This can be more convenient than using panning or scroll bars, especially when working on large designs.



Auto Scroll options include:

Option	Purpose
Auto scroll	Tick checkbox to enable automatic scrolling while digitizing.

Option	Purpose
Move pointer after scroll	Tick checkbox to force pointer to move with the current cursor position after each scroll.
Response time	Enter smaller values to increase scrolling speed.

The effect of the Auto Scroll setting only becomes apparent when you start to digitize. The design window automatically scrolls to follow the current cursor position.

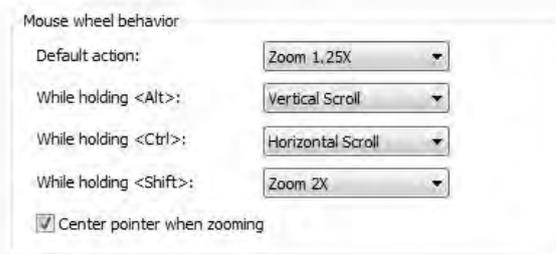
The 'Move Pointer' option gives you the following choices:

Option	Purpose
Center	Center of the window. Use this setting for large movements.
Midway	Halfway between the original pointer position and the center of the window. Use this setting for smaller movements – e.g. when zooming into a small area of the design.
Corner	The edge of the screen. Use this setting for slow scrolling.

Hold down the <Shift> key to temporarily deactivate Auto Scroll while digitizing.

Mouse-wheel behavior

The Scrolling tab also allows you to set four different mouse wheel behaviors based on your selection of default options. Whenever a setting is changed, the system will update other mouse wheel behaviors, but you have complete control to change as desired.



The same four options are available for use when deploying the mouse wheel on its own or in combination with <Alt>, <Ctrl>, and <Shift> keystrokes. That is, you can program the wheel to scroll horizontally, vertically, or zoom by preset factors. Tick 'Center Pointer when Zooming' to ensure that the pointer stays centered on screen at all times.

SUPPORTED EMBROIDERY FILES

Details are provided here of the embroidery file types supported by the software.

File sources

There are two types of embroidery file format:

- Outline:** Outline or 'condensed' files usually contain digitized shapes and lines, selected stitch types and stitch values and effects.
- Stitch:** Stitch files contain only stitches and machine functions and are suited to specific embroidery machines.

While embroidery files are broadly classified as 'outline' or 'stitch', the software internally tags files as belonging to one of four types – Native Design, Imported Outlines, Processed Stitches, or Imported Stitches.

Source	Description	Grade
Native design	Designs created in your design software (or equivalent)	A
Imported outlines	Designs read from non-EMB outline files where stitches have been generated in the design software (or equivalent) from original outlines and stitching data.	B
Processed stitches	Designs read from stitch files where stitches have been regenerated by processing.	C
Imported stitches	Designs read from stitch files, where outlines may or may not have been recognized, but stitches have not been regenerated through stitch processing.	D

Note, however, that if you change a stitch design – e.g. add a lettering object – the status changes to 'Processed Stitches' even though the imported stitches may not have been regenerated. For information about the source of a design file, refer to the Properties dialog.

Embroidery files

Your design software supports the following specific file formats:

Format	File	Description	Grade	Read	Write
Wilcom EMB design	EMB	Wilcom EmbroideryStudio design file (up to & including e3.0)	A	●	●
BERNINA	ART	BERNINA Embroidery Software file	A	●	
BERNINA	AMT	BERNINA template file	A	●	
Janome	JAN	JANOME design file		●	
Wilcom Cross Stitch	EMX	Wilcom Cross Stitch design file		●	
Great Notions	GNC			●	

Format	File	Description	Grade	Read	Write
Barudan	U??	Barudan (TBD) - includes needle addressing data		•	
Melco	EXP	Melco embroidery design file. Also used for newer BERNINA embroidery USB format.		•	•
Tajima	DST	‡ This format is used for main types of Tajima machines.		•	•
Tajima (Barudan)	DSB	Barudan		•	
Toyota	100	Toyota		•	
BERNINA	EXP	Melco		•	•
BERNINA Cross Stitch	ARX	artista cross stitch files		•	
Deco/Brother/Babylock	PES	Deco, Brother, Babylock		•	•
Deco/Brother/Babylock	PEC	Deco, Brother, Babylock		•	•
Elna	EMD	Elna		•	•
Janome/Elna/Kenmore	SEW	JANOME/Elna/Kenmore production (stitch) file		•	•
Janome/Elna/Kenmore	JEF	Janome/Elna/Kenmore format (V1.0)		•	•
Janome	JPX	JANOME/Elna/Kenmore production (stitch) file		•	•
Janome/Elna/Kenmore	JEF	JANOME/Elna/Kenmore production (stitch) file		•	•
Janome/Elna/Kenmore	JEF+	JANOME/Elna/Kenmore production (stitch) file		•	
Husqvarna/Viking	HUS	Husqvarna/Viking		•	•
Husqvarna/Viking	SHV			•	•
Husqvarna/Viking/Pfaff	VIP	Husqvarna/Viking/Pfaff		•	•
Husqvarna/Viking/Pfaff	VP3	Husqvarna/Viking/Pfaff		•	•
Pfaff	PCD	This format is used for main types of Pfaff machines.		•	•
Pfaff	PCM	This format is used for main types of Pfaff machines.		•	•
Pfaff	PCQ	This format is used for main types of Pfaff machines.		•	•
Pfaff	PCS	This format is used for main types of Pfaff machines.		•	•
POEM/Singer/Huskygram	CSD	POEM/Singer/Huskygram EU		•	•
Singer	XXX	Singer		•	•
Compucon	XXX	Compucon		•	•
OESD Project	ART42	Explorations project file		•	
Digitizer Template	JMT	JANOME template		•	
Bernina Template	AMT			•	

Format	File	Description	Grade	Read	Write
Wilcom EMB Template	EMT			•	•

‡ DST files can be read by MB-4 machine machines.

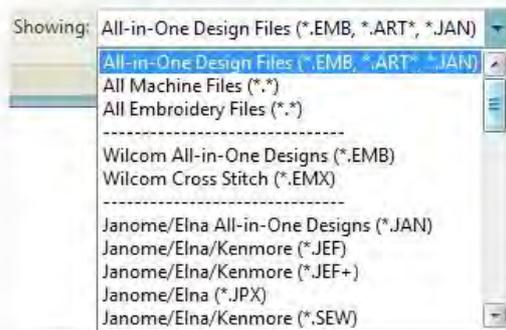
JPX file format

The JPX production file format includes a JPG image, in addition to the embroidery, of any graphics included in the design. This provides you with a better means of visually aligning embroidery on a printed item when hooped in the machine.

Older machines display only thread codes and not the specific brand. This causes confusion as the same code across two (or more) different brands of thread may be completely different colors. With newer JANOME MemoryCraft machines, a thread brand ID identifying the thread chart is now recognized. The specific brand is displayed on the machine itself.

Design files

Design files fall into two broad categories - embroidery files and machine files. Embroidery files are generally the ones you open and modify in the software. Machine files are generally the files you send to machine for production. There is some interconvertibility between the two formats. Note that you can filter your embroidery library between these two broad categories.



Embroidery files

Embroidery files, also known as 'all-in-one' or 'outline' files, are high-level formats which contain object outlines, object properties and stitch data. When you open an outline file in the software, corresponding stitch types, digitizing methods and effects are applied. Outline files can be scaled, transformed and reshaped without affecting stitch density or quality. After modification, you can save your design to any supported file format.

Machine files

Different embroidery machines speak different languages. Each has its own commands for the various machine functions. Machine files, also known as 'stitch' files, are low-level formats for direct use by machines. They contain information about the position, length and color of each stitch. When they are read into the software, stitch files do not contain object information such as

outlines or stitch types, but present the design as a collection of stitch blocks. Stitch blocks consist of individual stitches.

You can scale raw stitch format designs, but because the stitch count does not change, the density increases or decreases with the design size. Thus you should not scale stitch designs by more than $\pm 5\%$ or some areas may be too thickly or too thinly covered.



While stitch designs are generally not suited to scaling, the software can interpret object outlines, stitch types and spacing from stitch data with some success. By default, stitch files are converted to outlines and objects upon opening in the software. These 'recognized' designs can be scaled with stitches recalculated for the new outlines. Processing is effective for most stitch designs but cannot produce the same level of quality as original outlines and may not handle some fancy stitches.

Object/outline recognition

By default, stitch files are converted to outlines and objects upon opening. When the software 'recognizes' a machine file, it recognizes stitch types, spacing and length values, stitch effects, and can determine object outlines. All filled areas become fill or outline objects, with general and embroidery-specific properties. Stitch types are assigned as satin or tatami depending on the pattern of needle penetrations. Recognized object outlines and stitch values are stored as object properties in the software. This means you can scale and transform recognized designs in the usual way. You can also change the stitch density of the whole or selected parts of a design, and/or of certain stitch types. Note that if you do not want the software to convert stitch files to design files, turn off the recognition option in the Embroidery Settings > Design tab.



SUPPORTED ARTWORK

Artwork can be imported into the software in both vector and bitmap formats. Generally speaking, vector images preserve the picture quality when resized, whereas bitmap images cause problems of pixilation and image degradation when enlarged or scaled down. However, any scaling required should be done before importing into the software as the importing operation automatically transforms vector images into bitmaps.

Supported vector formats

Embroidery mode supports the following vector formats:

Extension	Format	Read	Write
EMF	Enhanced Metafile	•	•
EPS	Encapsulated PostScript	•	•
WMF	Windows Metafile	•	•

Supported bitmap formats

Embroidery mode also supports the following bitmap formats:

Extension	Format	Read	Write
BMP	Windows Bitmap	•	•
JPG	JPEG File Interchange	•	•
PCX	^ ZSoft	•	•
PNG	Portable Network Graphics	•	

^ Not available in DigitizerJr

Supported graphics formats

Graphics mode (CorelDRAW) also supports all the vector formats supported by CorelDRAW® Essentials, including:

Extension	Format	Read	Write
AI	Adobe Illustrator (*.ai, *.eps, *.pdf)	•	
AI	Adobe Illustrator (*.ai)		•
BMP	Windows Bitmap (*.bmp, *.dib, *.rle)	•	•
BMP	OS/2 Bitmap (*.bmp, *.dib, *.rle)	•	•
CDR	CorelDRAW (*.cdr)	•	
CDX	CorelDRAW Compressed (*.cdx)	•	
CGM	Computer Graphics Metafile (*.cgm)	•	•

Extension	Format	Read	Write
CMX	Corel Presentation Exchange 5.0 (*.cmx)	•	•
CMX	Corel Presentation Exchange (*.cmx)	•	•
CPT	Corel PHOTO-PAINT Image (*.cpt)	•	
CPT	Corel PHOTO-PAINT 7/8 Image (*.cpt)		•
CPX	Corel CMX Compressed (*.cpx)	•	
DES	Corel DESIGNER (*.des)	•	
DOC	MS Word (*.doc, *.docx)	•	
DOC	MS Word for Windows 6/7 (*.doc)		•
DOC	MS Word 97/2000/2002 (*.doc)		•
EMF	Enhanced Windows Metafile (*.emf)	•	•
EPS	Encapsulated PostScript (*.eps, *.dcs)		•
FH	Macromedia Freehand (*.fh8, *.fh7)	•	
GEM	GEM File (*.gem)	•	•
GIF	CompuServe Bitmap (*.gif)	•	•
HTM	HyperText Markup Language (*.htm, *.html)	•	
IMG	GEM Paint File (*.img)	•	•
JPG	JPEG Bitmaps (*.jpg, *.jtf, *.jff, *.jpeg)	•	•
PCT	Macintosh PICT (*.pct, *.pict)	•	•
PFB	Adobe Type 1 Font (*.pfb)	•	•
PNG	Portable Network Graphics (*.png)	•	•
PP4	Picture Publisher 4 (*.pp4)	•	
PP5	Picture Publisher 5 (*.pp5)	•	•
PPF	Picture Publisher (*.ppf)	•	•
PPT	Microsoft PowerPoint (*.ppt)	•	
PS	PostScript (*.ps, *.eps, *.prn)	•	
PSD	Adobe Photoshop (*.psd, *.pdd)	•	•
PSP	Corel Paint Shop Pro (*.pspimage)	•	
PUB	MS Publisher Document Format (*.pub)	•	
RIFF	Painter (*.rif)	•	
RTF	Rich Text Format (*.rtf)	•	•
SHW	Corel Presentations (*.shw)	•	•
SWF	Macromedia Flash (*.swf)		•

Extension	Format	Read	Write
TGA	Targa Bitmap (*.tga, *.vda, *.icb, *.vst)	•	•
TIF	TIFF Bitmap (*.tif, *.tiff, *.tp1)	•	•
TTF	TrueType Font (*.ttf)	•	•
TXT	ANSI Text (*.txt)	•	•
WB/WQ	Corel Quattro Pro (*.wq1, *.wb1, *.wb2, *.wb3)	•	
WK	LOTUS 1-2-3 (*.wks, *.wk1, *.wk3, *.wk4)	•	
WMF	Windows Metafile (*.wmf)	•	•
WP4	Corel WordPerfect 4.2 (*.wp, *.wp4, *.doc)	•	•
WP5	Corel WordPerfect 5.0 (*.wp, *.wp5, *.wpd, *.doc)	•	•
WP5	Corel WordPerfect 5.1 (*.wp, *.wp5, *.wpd, *.doc)	•	•
WPD	Corel WordPerfect 6/7/8/9/10/11 (*.wpd, *.wp6, *.wp)	•	•
WPG	Corel WordPerfect Graphic (*.wpg)	•	•
WSD	WordStar 2000 (*.wsd)	•	•
WSD	Wordstar 7.0 (*.wsd)	•	•
XCF	Gimp Image (*.xcf)	•	
XPM	XPixmap Image (*.xpm)	•	•
XLS	Microsoft Excel (*.xls)	•	